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April, 1994
Volume 7, Issue 4

MORTAL KOMBAT II

UPDATE

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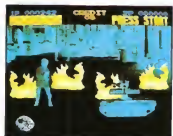


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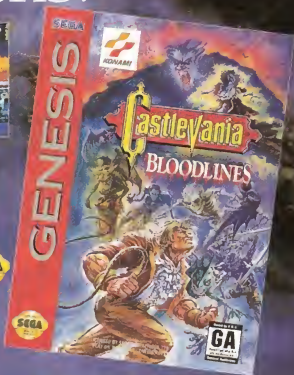
JOHN

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A man with dark hair, wearing a blue long-sleeved button-down shirt and tan pants, is crouching on a large, dark, textured rock. He has a pained or determined expression on his face, with his teeth bared. A white bandage is wrapped around his right wrist. He is looking down at something on the rock. The background is a blurred outdoor setting with green foliage and a blue sky. The overall tone is dramatic and intense.

**BAD THINGS,
MAN...**



EGM!

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Apoorva Desai

John Gurka

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Juli McMeekin

STRATEGY CONSULTANTS

U.S. National Video Game Team

FOREIGN CORRESPONDENTS

Kai Kasahara

Terry Aki

Sam Rye



WORLD NET

CONTRIBUTORS

The Super Famicom-Japan;
Gamest-Japan; Mega Drive Beep-
Japan; Famicom Tsushin-Japan.

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INSERT COIN

VIDEO GAME SYSTEMS ARE JUST EXPENSIVE TOYS...

A couple of days ago Nintendo announced that their Project Reality game system would be a cartridge-only machine. Hardly a big surprise, as nobody, not even Nintendo, would have the ability to bring out new hardware with a CD-ROM drive at an introductory price of around \$250. What's really important about this announcement, though, is something much more basic. It's the fact that video games are a part of the toy industry, and that for an item to be a mass market success, there are certain limits as to how much people are willing to pay for a toy. In this economy anything over \$250 becomes an item that is thought about before it is purchased. Yes, Nintendo could have easily planned on bringing out a \$450 CD and cart machine, but it just wouldn't sell in the quantity that Nintendo would want to see. That makes it hard for companies to bring out new technology. The way these companies get around this \$250 maximum price is to break the hardware into several independent pieces, each one less than \$250.

Witness the Sega Genesis and the add-on Sega CD. Put them together in one shell (Wondermega, or X-Eye here in the States) and the \$450 system just doesn't sell. Sold separately, the public was quick to accept the new two piece system with open arms. Another good example is the Atari Jaguar. Since it is selling for only \$250, this 'toy' is doing well. Their CD, set to debut for under \$200, should also meet little resistance from game players.

An example of a 'non-toy' game system is the 3DO. This system is outside of the impulse buying range of the public, and while now it is just starting to move, it hasn't set the world afire as the system to replace Nintendo or Sega. Matsushita of Japan has noted this, and when they roll out their version of the 3DO later this month, it will be launched at a much more palatable \$500 price point. The U.S. (it should be noted) will also reduce their price to \$500. This is still quite expensive, but 3DO has also stated that the system could hit \$400 by this fall.

As to the newer systems, the same toy price guidelines will apply to Saturn and Sony's PS-X. Sega, wanting to stay competitive with Nintendo, is now forced to bring out a cart-only Saturn system. While not officially announced yet, this system is tentatively priced at \$275 for the Japanese launch this November. Less is known about Sony's machine, but if it appears as a CD-only system, they could run into the same player resistance the 3DO did.

The same toy pricing also applies to game cartridges. Once the cost of the cart exceeds the system price, there are problems. Sega just might find this out if they actually release Virtua Racing at \$99. Fortunately, Sega will soon come out with a separate SVP modular cart, so the prices of all future SVP games (which will plug into the SVP cart) will be back to affordable. Just think, if Nintendo had implemented this split cart format years ago, perhaps we wouldn't have had to pay full price for each of the (past and future) updates of Street Fighter 2!

Ed Semrad
Editor

EGM!

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PRODUCTION ASSISTANT

Dean Hager

MANAGING COPY EDITOR

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Jo-Ei M. Damen

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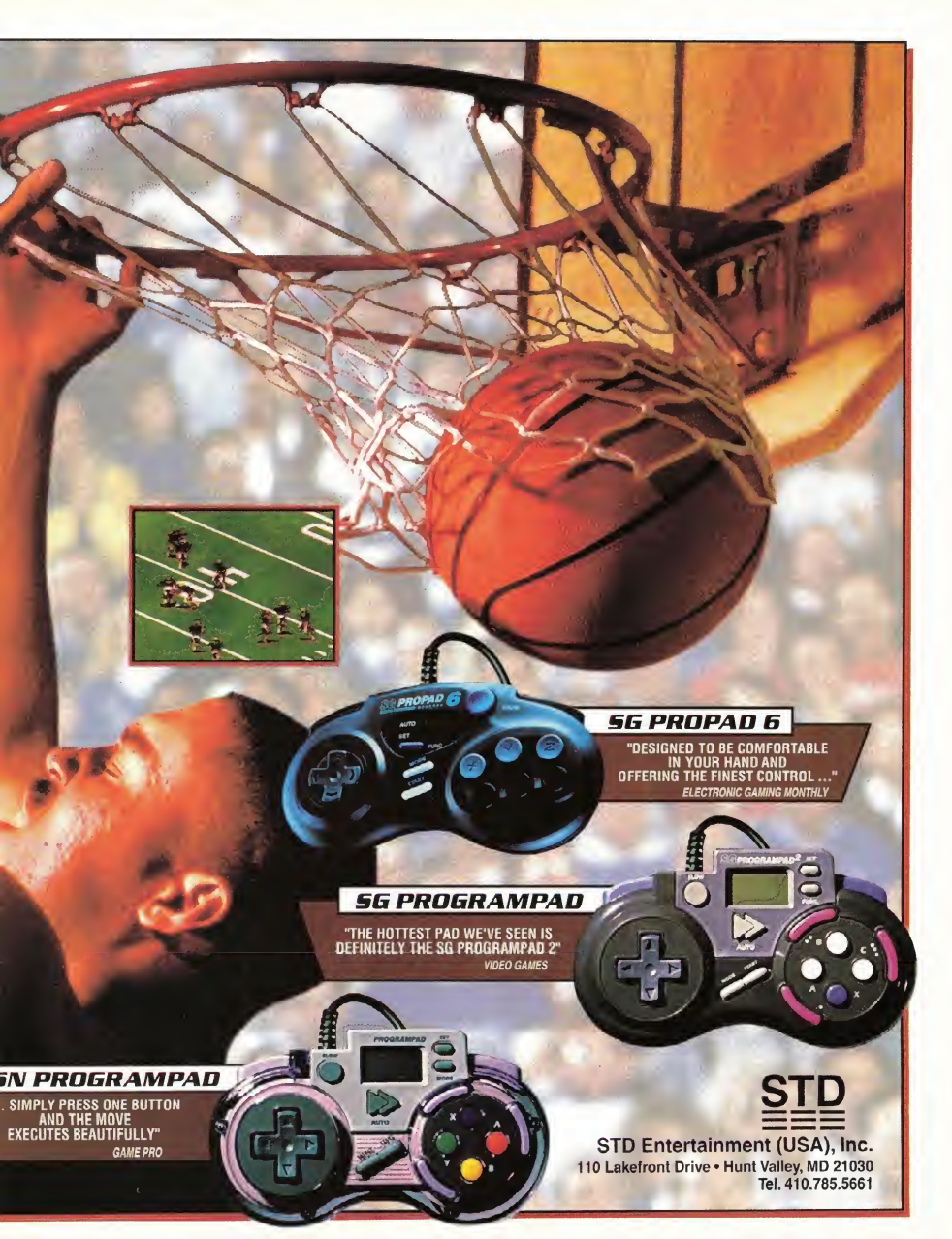
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EGM!

APRIL / 1994 / VOLUME 7 / NUMBER 4 / ISSUE 57

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BEAVIS AND BUTT-HEAD, ROCKO, BUBSY, SPEED RACER ... WHAT DO THEY HAVE IN COMMON?

Well, we'll tell you—they're all Special Features in this month's EGM! You knew it was only a matter of time before the bad boys of MTV would have a video game of their own. Don't miss this exclusive—our editors got a first-hand look at Beavis and Butt-head, plus the making of Rocko's Modern Life. We also preview Accolade's Bubsy 2 and Speed Racer.



BATTER UP! THIS SEASON'S LINEUP IS A SURE HIT!

130

Spring is in the air, and so are the electronic baseballs! EGM's seven-page blowout of the latest baseball games for the Super NES, Genesis, 3DO, and Game Gear will dazzle you. Decide for yourself which game is the most realistic!

138

JAGUAR ROARS ONTO THE 64-BIT PLATFORM WITH THE INTRODUCTION OF A CD-ROM!

Atari's new Jaguar system is starting to make some real noise! With the second half of this year, we'll see a CD-ROM peripheral that will surely attract many game players. Compare the specs to other CD-ROMs on the market and make your choice. Only EGM has the latest pix of upcoming games especially designed for the Jaguar, including Checkered Flag 2, Kasumi Ninja, Club Drive, and Joust.



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You'll need the luck of the Irish this Saint Patrick's Day playing the latest games from Super NES such as

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Play a truly bizarre game show in Twisted.

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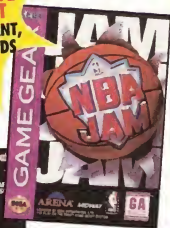
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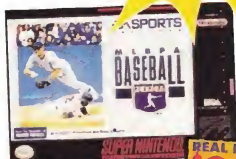
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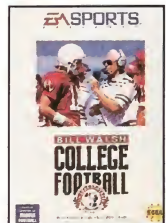
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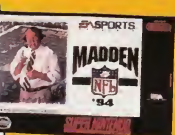
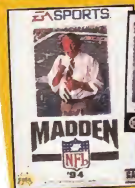
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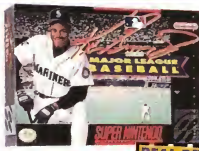
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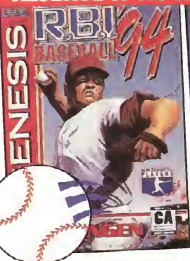
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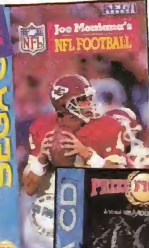
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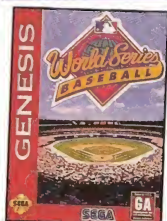
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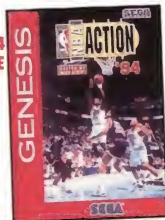
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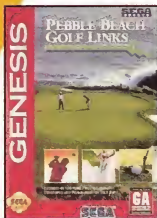


\$149⁹⁹ FEATURE PRICE
-30⁰⁰ WITH SEGA & LIFESAVERS REBATE OFFERS
\$119⁹⁹ FINAL COST



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 from Sega.

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 For Genesis.

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SOFTWARE ETC

Offers valid 3/23/94 through 4/12/94 unless otherwise noted. Promo offers available while supplies last. See stores for details.

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...

SEND YOUR LETTERS TO...
Interface, Letters to the Editor,
c/o Sendai Publishing Group,
1920 Highland Avenue, Suite 222,
Lombard, Illinois 60148



LETTER OF THE MONTH!

PRICEY GAMES

I don't know if you have noticed that games are getting very expensive. Perhaps you guys at the magazine don't care as you get everything for free, but we normal players have to shell out \$60+ every time we want to play a game. Yeah, we rent games to save some money, but the games we want to spend some time with are usually the ones that cost big bucks. Now with special chips like Nintendo's SFX and Sega's SVP being included in games, I picture carts topping the \$100 mark. Do the companies realize that we just can't continue to pay that kind of money for our games?

Greg Danton
Mobile, AL

(Ed. You bring up a very good point, Greg and we at EGM have been hounding the manufacturers about the high price of games for some time now. There is good news and bad news, though.

First the bad news. Nintendo has not made great inroads to lowering the prices of their FX chip games. While they are absorbing the costs of the FX chips in the games they do themselves, the third-party licensees who want to bring out FX chip games are either forced to go to 4-Meg carts or charge a lot of money to make up the FX chip cost.



Because of Sega, Nintendo may have to rethink its FX chip game plan!

The good news is that Sega has seen how players want good games at a reasonable price and they have gone out and created a special modular cartridge which will house their SVP chip. It will be a one-time purchase and cost \$40. Expect it to appear in June.

And this is only the beginning. Sega has some very interesting ideas that will drastically reduce the cost of games. Unfortunately Sega swore us to secrecy as to how or what games this new technology will appear in. But rest assured that not only will Sega introduce something very special in the next few months, it should send Nintendo back to the drawing boards as to how THEY do games. More next month!

3DO SYSTEM DOWN TO \$500!

I resisted the temptation to go out and buy a 3DO system last Christmas because I felt that it was just too expensive. Also, the games out at that time didn't look all too impressive. Now it's a different story. Discs like Madden 3DO and Super Wing Commander have gotten me interested again. There have been rumors that the price may come down in September when the new shopping season starts. Is that true?

Daniel White
Sarasota, FL



The 3DO system price has been reduced to \$500 and could hit \$400 by fall!

(Ed. You must be psychic Dan. Just a couple of days ago Panasonic of American announced that they immediately are reducing the price of the 3DO to \$500. Why now? The real story comes from Japan. Rumor has it that the price reduction came directly from Mr. Youichi Morishita (president of Matsushita) himself, as Japan wants to intro the unit at a competitive price and \$700 was just too much. Much of this cost reduction can be attributed to chip integration, parts cost reduction, and increased factory efficiencies. 3DO expects "... manufacturing costs to decline an additional 20 percent (\$100) or more this fall." So Dan, grab a system for \$500 now or wait another six months for a \$400 system.)



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.

SUPERTM

THIS SUMMER

CAPCOM

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GIMME THOSE TUNES

One day I was watching TV and one of those "MORTAL KOMBAT!!!" commercials came on. At the end of it I briefly caught sight of a message in the corner of the screen that said something about a Mortal Kombat music CD that was out now or something like that. Am I reading this right? What's this all about? If it's true, how much does it cost and where can I find it?

Andrew Clequin
Nanaimo, B.C., Canada



Mortal Kombat fans into rave/techno music should check out the Mortal Kombat CD!

(Ed. The CD is for real, Andrew. On the disc are five songs performed by The Immortals. It's released by Vernon Yard Recordings (V25H-38419) and if you're into rave/techno music, you'll find this CD to your liking. There are five songs on the disc, each having a slightly different flair to them. The disc can be picked up at most music stores with a price between \$14.95 and \$17.95, depending on which store you happen to visit. If you're a Mortal Kombat nut who must have every piece of MK merchandise, it's definitely worth a listen.)

BAD PHOTOCOPY CONTEST!

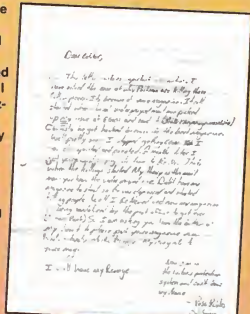
A new feature to EGM is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blew it up, oh, 800% and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!

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 psychos to video games!

This letter contains important information. I have solved the case of why postmen are killing their peers. It's because of your magazine. It all started when a bored, underpaid mailman picked up my issue of EGM and read it. Obviously he got hooked because it's the best magazine. Well, pretty soon I stopped getting EGM. I was disappointed and puzzled. Two months later I got your card saying it's time to renew. That's when the killings started. My theory is that the mailman, you know, the underpaid one, didn't have my magazine to steal so he was depressed and started killing people. Well, I renewed and now my magazine is being vandalized by the post office to get even. So I am asking you, from the bottom of my heart to please put your magazine in a handy-dandy plastic baggy. My congrats to your mag. I will have my revenge.

Now I'm in the witness protection program and can't leave my real name.



Since 'John Doe' of Paso Robles, California is in the witness protection program, we'll just have to give his prize of an EGM T-shirt to his local post office for helping 'John' achieve his fame and fortune as the Psycho of the Month!

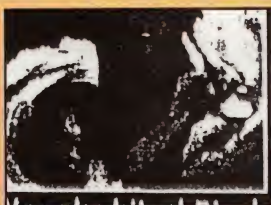
HOOK ME UP

I went out and bought Lethal Enforcers for the Sega CD after seeing it while strolling through the mall. I brought it home, opened the box and checked out the gun. Aside from the strange blue color of the gun, why is there a phone jack on the bottom the handle? What the heck is it used for? Could a modem hook-up be the answer? A multi-player hook up where everyone shoots at each other would be pretty cool. So how about it?

James Caldon
Miami Beach, FL



Lethal Enforcers allows two people to play with the addition of another gun.



Here it is! Attempt to find this picture in the magazine, if you dare!

(Ed. Hey, don't you guys read the instruction material that comes packed with the game? There's a little pamphlet in there with an order form to purchase the second player gun. That's what the phone jack is used for. There's a plug on the pink Justifier—the one you order for \$11.95 from Konami—and it plugs into the jack on the blue gun so two players can play. We've gotten tons of mail with this question, so I guess gamers would rather jump right into the game rather than read through literature for a couple minutes.)

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

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In Stellar Fire's unparalleled 3-D polygon-realism, Draxon's minions are



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It's so challenging you could just die. And you will. Again. And again.



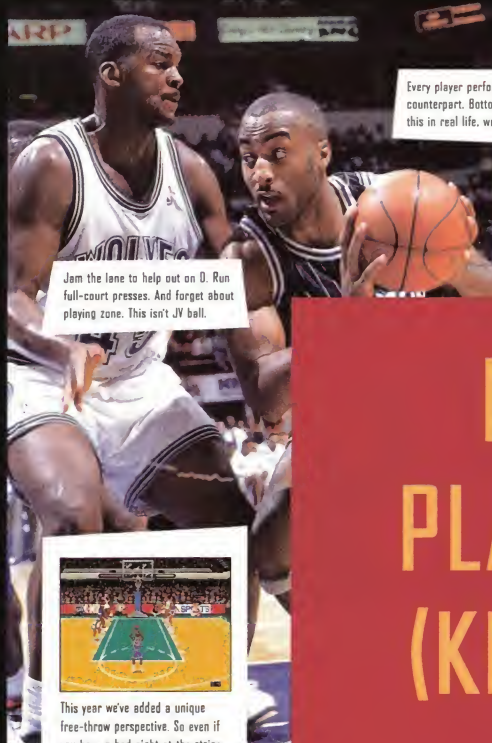
You're on no set track. You choose your destiny. And the destiny of the entire galactosphere.

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Dynamix
PART OF THE SIERRA FAMILY

SEGA CD




Every player performs like his flesh and blood counterpart. Bottom line: If a guy can't do this in real life, we won't cut him any slack.

Jam the lane to help out on D. Run full-court presses. And forget about playing zone. This isn't JV ball.



This year we've added a unique free-throw perspective. So even if you have a bad night at the stripe, you'll still enjoy the view.



It's a bird. It's a plane. (Actually, it's the Worm's new lid. We also threw in Mullin's flatcap, Grant's goggles, K.J.'s goatee, and more. You'll see.)

IN THIS LEAGUE
PLAYERS ARE
(KIND OF LIKE)
THAT CAN

Tell your point guard which play to run. Drap your defensive wiz all over their go-to guy.

You're the coach. And hey, you don't even have to slick your hair back.



INTERFACE LETTERS TO THE EDITOR

AMIGA CD IS THE CHOICE

The last six months have been a roller coaster ride for me. All these new systems are driving me crazy. First, I was going to get a Sega CD but that system already looks obsolete. I was also thinking about getting a 3DO but it's way too expensive and its future seems uncertain. The Jaguar looks cool, but it doesn't have enough third-party licensees making games. I was thinking about waiting for Nintendo's Project Reality but I don't know if it's ever going to materialize. Then it hit me, the Amiga CD³². I really didn't take this system seriously at first but just recently read that six new games are due to be released for it. These games were

awesome, but I don't want to invest in the Amiga CD³² if its future isn't very bright. So here are some questions: How many third-party licensees does it have? What is the price of the system? How does the future of this system look? Can you give it more coverage?

Keith Dougherty
Long Beach, CA



Oscar is one of the many Amiga CD³² games that will be out with the system.

(Ed. The Amiga CD³² is definitely shaping up to be a worthy contender in these heat-dense system wars. To answer your first question, there are a whopping 151 product licensees that produce games, accessories and other doo-dads for the popular Amiga line of computers and now, the Amiga CD³². See if you recognize some of these names; Millennium, Gametek UK, Core Designs, U.S. Gold, Commodore, Domark, Gremlin Graphics, Electronic Arts, Mindscape, Interplay, Ocean, Probe Software and Virgin Games. Sound familiar, eh? According to a price schedule from Commodore, the Amiga CD³² will retail for \$399.99 and will be packed with two titles: Pinball Fantasies and Sleepwalker. How does the future look for the Amiga CD³²? Well, since the success of any video game system depends on the software developers and the consumers, it's really up to the consumers to find interest in the system since the developers are there in abundance. Of course we'll give it more coverage. Since the system is supposed to go on sale in late February or early March, there will be plenty of games available to coincide with the launch. These titles should include Defender of the Crown II, Zool, D/Generation, Nigel Mansell, Trolls and James Pond II with games like Total Carnage, Dennis the Menace, Dangerous Streets, Jurassic Park and Microcosm to be released at later dates. You'll be able to see these and other games in our preview pages or as full-blown Fact Files. While the first batch of games are mostly Amiga computer games with CD tunes, there will be many more Amiga CD³² games being developed to use the power of the CD to its fullest.)

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...

...The upcoming Mortal Kombat movie was rated 'G'?

...The Secret of Monkey Island was that one day Cyber Boy would have monkeys fly out of his butt?

Justin Grall, Whitelaw, WI

...Sega released "Lights Out on Capota Hill," the sequel to Night Trap?

...Major Mike turned out to be Mrs. Clinton's half-sister?

Frank Cipparone, Philadelphia, PA

...Cool Spot got caught drinking Diet Coke?

...People actually ate SPAM?

...A real gun was accidentally packed in with Lethal Enforcers?

Paul Urban, Omaha, NE

...Ryu fell into the same pool that cursed Ranma?

...Bad Mister Frosty was Sub Zero in disguise?

Mark Butler, Dewy Rose, GA

...Shang Tsung could morph into Kirby?

...Kano's right eye blew a light bulb?

Harold Brew, Gardiner, NY

...Atari decided there weren't enough buttons on the Jaguar's controllers.

David Hill, Kinston, NC

...Sushi-X was stuck in an empty room with just a GameBoy?

Steve Ramus, Clinton Twp, MI

...Mortal Kombat had four more sequels but it's still named MKII?

...A boxer could stay champion after getting his own boxing game?

Raul Ruiz, Brooklyn, NY

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.

OLD GAMES FOUND! RADIO SHACK NOW OFFERING ATARI TITLES

In response to the letter in the January issue on finding old video games, Radio Shack now offers a viable alternative to hunting down long lost titles.

Fort Worth, Texas—Radio Shack is now offering re-releases of more than 50 of the most popular Atari Video Games, including such classics as Pac-Man, Pole Position, Centipede and Donkey Kong. Owners of Atari Series 2600 or 7800 video game players may purchase the titles at nearly 6,600 participating Radio Shack stores and dealers nationwide through an "Express Order" program.

The Express Order service allows customers to order the video games at local Radio Shack stores. Prepaid orders are delivered directly to the customer's home within seven to ten days.

"Radio Shack's decision to offer these titles is in response to parents' concerns about the proliferation of violent video games in today's marketplace," said Radio Shack President Len Roberts. "A whole new generation of game players can now experience some of the most exciting, non-violent video games ever created."

"The Atari titles sell for \$9.99 plus a small charge for home delivery. Replacement joysticks and other accessories for Atari systems are also available through Radio Shack Express Order.

After speaking with a representative from Radio Shack, he informed us that the boxes, game carts and manuals are all original and are not old cartridges with new cases and boxes.

DON'T BLINK

Here is a puzzle game that takes all prisoners
(and can be played by the entire family!)

The gameplay sounds simple...put a few shapes in the right place and complete ten 'Loopz' per round.

But then there's the time limit to place each piece. (Hmmm...)

Of course if you want to make some real points and get to the bonus levels you need to make big, twisty 'Loopz' that have more angles than a con artist...

Oh boy is that looking goood! All you need is that one cutesy little piece...

BAM!

Here comes one of those gargantuan pieces that fit in about as well as a growling stomach on a first date.

BOOM!

You thought too long. One chance down and two to go.

And of course you can try the memory game where you start out with a completed loop, and one by one, the game takes the pieces away.

How's your short term memory?



SUPER LOOPZ

LICENCED BY

Nintendo

For the Super Nintendo

Entertainment System [®]

Original
Nintendo
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Quality

FOUR GAME MODES - OVER 20 LEVELS - PASSWORD SAVE FEATURE
ONE OR TWO PLAYERS - HEAD TO HEAD OR COOPERATIVE
VARIABLE DIFFICULTY WHICH CAN BE DIFFERENT FOR EACH PLAYER

Available May 1994

Caution: The Game General

has determined that this game
may be addictive and take all
of your spare time! Don't be
alarmed if your entire family
is infected as well.

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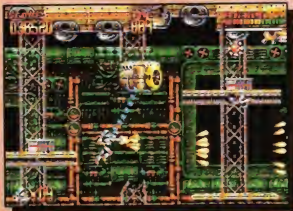
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TIRED OF REPEATS

What is it with these companies and the games they produce? What I'm talking about are companies that bring out a game on one system, such as the Genesis, and then port it over to the Super NES. I understand that these companies are catering to the people who don't own all the systems, and that may be good. But what really bothers me is when these companies just put the game on another system and not make any improvements or noticeable changes. I mean, hey, everyone knows the Super NES has better music. So when porting a Genesis game over, how about enhancing the music a bit? I won't mention names but there's one that really sticks in my mind. In EGM #55, I saw a Fact File on

the Genesis version of Mega Turrican and this problem jumped into my mind. Is Mega Turrican going to be any different from the Super NES version that was called Super Turrican? I own the Super NES version and really enjoy it and if Mega Turrican offers something different, I may buy that one too.

Barry Takashi
San Francisco, CA



There are some new features in Mega Turrican like this Plasma Rope.

(Ed. We understand your dilemma, Barry, and from the looks of it, so does Data East. Mega Turrican does offer new features that weren't found in Super Turrican. Although the character is still the same, he now has a Plasma Rope that can stick to ledges and walls for added technique. Reportedly, there is a secret level to the game as well! The amount of weaponry is smaller and the Lightning Attack is missing on Mega Turrican, but there are two new weapons to be found. Some of the levels may look the same as the Super NES version but the layouts of the play forms and power-ups are different as well. As you can see, not all companies believe in the policy of cookie-cutter gaming.)

MADDENS ARE EVERYWHERE!

EEK! The Maddens are coming! Seriously though, this publicity shot at a sports stadium shows EA Sports' humorous side. How got these people to wear Madden masks is beyond us, but it sure looked like fun. Speaking of fun, John Madden Football for the 3DO Interactive Multiplayer system will have sports fans begging for so much more that they'll even dress like him!



How would you like to sit next to this rowdy group of Maddens?

EGM! SPECIAL ASSIGNMENT!

Get your pens and pencils ready! The next cool assignment is to draw the Review Crew characters in a typical day at our offices. Originality is the key here so get creative. Below are the winners of the "Draw CyberBoy" contest. Stay tuned for more upcoming contests.



CyberBoy and his father would like to thank all of you who entered.



Jamie Minett
Oshawa, Ontario, Canada



Jason Paulhamus
Cogan Station, PA

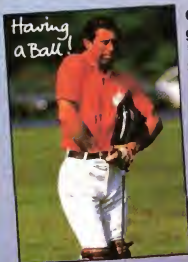
POSTCARD PARANOIA!

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!



Send your postcards addressed to Interface: Letters to the Editor.



Congrats go out to Drew Stansbury from Lexington, KY, for this candid pic of the Prince of Wales.

Smokers of America, unite! Susan Dalrymple of Pine River, MN, sends us this delectable postcard.





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 Transmogriffon, 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.

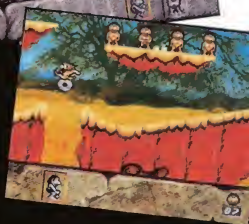
FIRE GOOD. LOSING BAD.

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

MILITANT ALIENS.

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™

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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.



CLUB DRIVE™

You've never experienced racing like this. No guard rails here. You can drive anywhere, including 70 square 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.



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.

"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.



For game tips and hints, call 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only.

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MADE IN THE USA

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ELECTRONIC GAMING MONTHLY & CAPCOM HIT THE MAT WITH A SLAMMASTERS™ CONTEST!



HOW TO ENTER:

Print your name, address and phone number on a postcard, then mail to:

Slammasters Contest (EGM)
1920 Highland Avenue
Suite 285
Lombard, IL 60148

CONTEST PRIZES!

1 GRAND PRIZE:

- A Slammasters Arcade Machine

4 FIRST PRIZES:

- A Slammasters Game for Super NES

4 SECOND PRIZES:

- 1-Year Subscription to EGM



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ARCADE MACHINE
FOR YOUR
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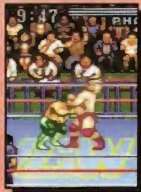
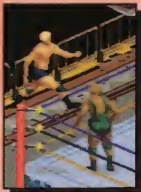
**ELECTRONIC
GAMING
MONTHLY**

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MORE WRESTLING GAMES!

I am a big fan of wrestling and wrestling games. I used to own a NES and I had every single wrestling game that you can think of. I am now the proud owner of a Super NES and Genesis. I have WWF Royal Rumble for the Super NES and it's a pretty good game, but it lacks a big variety of moves like the ones you find on the NES's wrestling games. Every wrestler has the exact same moves with the exception of their trademark moves. I would like to know why a two or three Meg wrestling game, like the ones for the NES, have a bigger variety of moves than a 16-Meg game for the Super NES? Capcom made Saturday Night Slam Masters, Sega with Wrestle War, Taito with TWA and Technos with Wrestling. I read that FCI was making WCW Super Brawl for the Genesis and Super NES but I haven't read anything about the game for the past few months. Will you be able to give us more information about this game in future issues as well as other companies making wrestling games for home systems?

Alex Nieves
Hamden, CT



Both FCI and Natsume are ready to deliver new wrestling titles for the Super NES.

(Ed. Wrestling games really seem to have caught on with players in the past few years. In addition to the games you already mentioned, Natsume will be releasing their own wrestling title to be called Natsume Championship Wrestling and it's for the Super NES. Unfortunately, the Winter CES didn't uncover any new Genesis wrestling games. Naturally we'll keep everyone updated to new games in the Next Wave section so stay tuned to see what new titles may pop up. In reference to your question about the amount of moves in some games, that totally depends upon the programmers of the games themselves.)

EGM ENVELOPE ART!



Terry Chui
Vancouver, B.C., Canada

What do you get when you cross a Michelangelo with a Mario? You get EGM's envelope art! Send us your best scenes and if you get first place you could win a FREE Fire Stick donated by G & C Joystick Mfg. Only in the Biggest and Best Video Game Mag! Intensity 101!



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REVIEW CREW

33 GAMES REVIEWED!!!

Tempest 2000, Fire Striker, Ninja Warriors, Spellcrafter, Inspector Gadget, Liberty or Death, Star Trek: TNG, King of the Dragons, Sub-Terrania, Hard Ball III, Equinox, Lethal Enforcers, Time Trax, Columns III, Dracula Unleashed, Art of Fighting 2, Pele Soccer, NBA Action '94, Racing Aces, Mansion of Hidden Souls, Dragon's Lair, Total Eclipse, Space Ace, Super Air Zank, Twisted, Pebble Beach Golf, Dynastic Hero, Captain America, Sports Illustrated, Scratch Golf, Wario Land, Super Off-Road.

MEET THE REVIEW CREW!



ED SEMRAD

Now back from his cruise, our head editor is getting ready for more trips to Europe and Japan. He better pack along plenty of boxes of Splittin' Peas.

Current Favorite Games:
Tempest 2000; MK II; Sensual Massage



DANYON CARPENTER

Ole Dano is really kicking butt on Dragon Ball Z 2. Word has it that not even Sushi-X can beat him. Of course, Sushi does get his revenge with Mortal Combat II.

Current Favorite Games:
Dragon Ball Z 2, Tempest 2000, Sonic 3



AL MANUEL

The resident joker of the office, Al has been playing pranks on everyone. It's the only way he has to keep himself busy until NBA Jam hits the shelves.

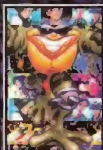
Current Favorite Games:
Tempest 2000; Ninja Warriors; NBA Jam.



SUSHI-X

Taking advantage of the cold, Sushi is trying a new training technique—wrestling with snowleopards! He hopes to gain new fighting skills and be a part of SF 3!

Current Favorite Games:
Super SF II Turbo, Pocky 6 Rocky 2, MK II



MIKE WEIGAND

Major Mike is still bitten by the Anime bug, courtesy of Al and Dindo. He'll be glad when the weather shapes up and all the snow melts away.

Current Favorite Games:
Dracula X; Art of Fighting 2; Pocky 6 Rocky 2

GAME OF THE MONTH

Jaguar	Atari
Tempest 2000	
Shooter	Release: Now
Levels: N/A	16 Meg



ED SEMRAD

This is the type of game I want to see on the Jag! This title brings back memories of my arcade hopping days. The vector graphics are great and the music is also superb. What really makes this game perfect is that it's new. I am very tired of the too type games and nothing done on any system to date even comes close to Tempest. If you have a Jaguar, you have to get this game. A great game to zone-out on!

DANYON CARPENTER

Yes! Yes! Yes! This is exactly what the Jaguar needed. A good ole dose of nostalgia. Tempest 2000 is an excellent game. Four game modes with a cool Two-player Versus. Make is fantastic. No one will want to miss Tempest 2000. It's got gobs of power-ups, tough enemies—and the exotic bonus stages will keep you drooling. The techno/rave music is fantastic! The only thing missing is the roller controller.

AL MANUEL

This is my favorite game for the Jaguar so far. Atari has taken one of the best arcade games and brought it to the forefront. Everything has been well translated and has even been improved with graphics that surpass the arcade version and a techno music score. The constant behind the blaster view is very cool, but can also hamper the player's view. It's good that you can manually change views. Cool!

SUSHI-X

Tempest 2000 is a return to the good old days of arcade-dom with this revival of the popular game. This version has excellent music, graphics, and sound effects—not to mention unique (yet very strange) bonus rounds. One major drawback, however, is the absence (so far) of a paddle-type controller link in the arcade. The pack-in controller just doesn't hack it. Maybe they'll make one. Oh, "Superezapper Recharge!"

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

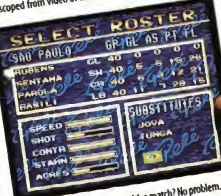
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MAJOR MIKE'S GAME ROUNDUP

Fire Striker

DTMC / Super NES

This game is like Super Bomberman—it sounds too simple, but just hook up the multi-tap with four people and you will play for hours. This is a challenging game that anybody can play. The One-player Mode is also good.

8 7 7 8 8
ED DANO AL SUSHI MIKE

The Ninja Warriors

Taito / Super NES

This is the best side-scrolling fighting game yet! The three fighters are excellent and they actually require technique. The showing of your metal side in the arcade is gone, but that is only a minor bummer. Great job guys!

8 8 8 8 9
ED DANO AL SUSHI MIKE

Spellcraft

ASCII / Super NES

An interesting RPG—this one is very detailed and has actual fighting with enemies instead of the usual selecting attacks and watching the results. PRG fans will definitely want to check this one out.

7 6 5 6 6
ED DANO AL SUSHI MIKE

Inspector Gadget

Hudson Soft / Super NES

Inspector Gadget holds up well with this game translation! The graphics are very reminiscent of the cartoon series, and the many items you have to use in the game provides a lot of diversity. Nice Mode 7 effects, too.

7 6 6 7 7
ED DANO AL SUSHI MIKE

Liberty or Death

Koei / Super NES

Koei is becoming the master of the historical strategy games. This is a game for players who like slower games other than your run-of-the-mill action titles. If you liked the Genhiss Khan games, you'll like this one.

8 7 5 6 7
ED DANO AL SUSHI MIKE

EDITORS' CHOICE GOLD

Super NES Spectrum Hologate

Star Trek: TNG

Strategy	March
Levels: 8	16 Meg



ST:TNG is one of those games that will take some time to get into. There is a lot to absorb, but after a bit of experimentation, you'll catch on. Still, I found this cart to be very addictive. I like the fact that there are so many different aspects to it, ranging from outer space combat to action sequences. The sounds are direct from the show, and the graphics are decent. Overall this game is for older players.

Star Trek games typically haven't been exciting, but this game is better. There's more interaction with the characters both on and off the ship. Every aspect of ship operation is at your control, yet taking the landing party down for missions gets boring. The graphics and cinematics would be better if they weren't so pixelated. The storyline is very cool with tons of missions and fans of the show, like me, will find it interesting.

ST:TNG isn't bad for an adventure game. There are even elements of an RPG that let you play the role of any of the characters. I like the sound effects which are a near-perfect match of the show's. On the down side, I found the missions to be boring at times and the action controls were slow as molasses in January. If you like this type of game, you should be able to get into it even if you don't like Star Trek.

If you're not really into Star Trek, this may not be the best choice for you. The graphics are very good, but the action is somewhat slow paced. Fans of the shows will love all of the information and the ability to use the Enterprise. Sounds and graphics are great and there are some detailed missions to carry out. Not for everyone, but a must have for any Trekker who has always wanted to command the Enterprise.

Super NES Capcom

King of Dragons

Action	April
Levels: 12	16 Meg



If you want a game with a D&D flavor to it, you'll love King of Dragons. Everything screams Dungeons & Dragons. In fact, most of the monsters look like they're directly from the Monster Manual! The graphics and music are all top notch. Even set on easy, this game is really tough. There's a good selection of characters, but some, like the elfin archer, can't block. This adds to the difficulty. Overall, I like it.

It's nice to see Capcom venturing out into new categories. King of Dragons looks like a typical side-scrolling hack 'em up, but it has some nice touches, like blocking and the ability to power yourself up with more strength and magic. The Bosses are easy to defeat, even on the harder difficulty levels. The five characters don't offer much of a difference other than strength. It's a cool game that can get repetitive easily.

It's been a long time since I have seen a good fantasy adventure game. KOD is a very good blend of action, adventure, and a little bit of role playing. The graphics and sound (as always from Capcom) are hard to beat. I like the five different characters you can play as. It's too bad that this game is only a two-player simultaneous game. It would have been nice to have a four- or five-player simultaneous game.

With the multitude of side-scrolling, "hack-and-slash" games out there, King of Dragons stands out in the crowd. There is plenty of action to be found where you have the (thankful) option of picking from five distinct characters. The Two-player Simultaneous is a must (why do Multi-tap Option for more than two at the same time?) and the graphics and sound are given the trademark Capcom excellence.

Genesis Sega

Sub-Terrania

Action	March
Levels: 9	16 Meg



This cart has a good concept behind it as it reminds me of the old coin-op Gravitar (remember the 2600 version?). The graphics are nice and the music is also done well. Sub-Terrania combines action with just a bit of puzzle solving. It's a very difficult game though. If you can learn the controls, Sub-Terrania is a good game. Don't expect to beat this one the first time you play it; you might get frustrated.

Now here's a game with originality. Sub-Terrania offers tons of strategy, but not without some agonizing features. The constant gravity keeps pulling you down. While this is the main part of the game, it will take time to get used to it. Other than that, the control is great, the music has a soothing beat, and the missions can get really rough. It's refreshing to see programmers come up with new ideas these days.

Sub-Terrania is one of the better shooters to come out for the Genesis in a long time. It's also one of the more original shooters with an interesting story and unique game play. The opening scene is pretty cool. I also like awesome pseudo-industrial music in the background. Very cool. The graphics are excellent and rounded out the cart very well. An exceptional game for shooter fans and non-shooter fans.

This game takes several elements from shooters and strategy games and mixes them together. The result is a rather engrossing actioneer that reminded me of a very old computer title Minit Man. Don't expect to sit down and finish this one in one sitting. It's too involved for that. Some may find the deliberate pace maddening; but if you like strategy games in the vein of Choplifter, then you may want to check this one out.



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

MAJOR MIKE'S GAME ROUNDUP

Hard Ball III

Accolade / Super NES

Another entry in the video game baseball arena. For sports fans, this one has all the right ingredients: two-player action, lots of teams to choose from, etc. The control takes a bit to get used to, but overall a very good game.

8 7 5 7 8
ED DANO AL SUSHI MIKE

Equinox

Sony Imagesoft / Super NES

A good action/adventure game with one major problem: The perspective is very disorienting, making you hold the controller on an angle as you play. Some levels are very difficult, making the Save Game Option a blessing.

8 8 7 8 7
ED DANO AL SUSHI MIKE

Lethal Enforcers

Konami / Super NES

Konami did a very good job of translating this to the Super NES system, but the game's brutal theme has been toned way, way down. What we are left with is still a good game, but it just doesn't have the flavor of the arcade.

7 6 5 6 6
ED DANO AL SUSHI MIKE



Time Trax

THO / Genesis

Time Trax offers lots of side- and vertically-scrolling action. The levels are big and there are many enemies you must destroy. It takes a lot of practice at first, but with repeat playings, you'll get the hang of it.

7 7 6 7 7
ED DANO AL SUSHI MIKE



Columns III

Vic Tokai / Genesis

Here is another highly addictive game with a theme similar to games like Tetris and Pac Attack. The One-Player Mode is very nice in that you plot your progress, and the head-to-head competition is a must. A very good game.

8 7 7 8 8
ED DANO AL SUSHI MIKE

Genesis Sega

Pebble Beach Golf Links

Sports Now

Levels: N/A 16 Meg



Golf is a strange title. If you just look at it, the subject turns most players off. Give this one a little time, and it'll grow on you. The graphics in Pebble Beach are nice, and the many options make for a realistic cart. My only problem is going up against the computer opponents who seem to have mastered the game. If you want a good game of golf, this one will whet your appetite. It's good, but you must get into it.

Pebble Beach Golf Links is one of the few Genesis golf games I've seen all year that boast some pretty impressive qualities. It has enough options to give any golf buff a run for their money. Unfortunately, the novice player can really get lost in all the technical stuff. Anyway, it provides a solid game of golf, but it plays kind of slow and the animation isn't the smoothest. A solid title with a few shortcomings.

It just seems that the majority of the golf games out there are commonly linked with the same features: club selection, stance, wind direction, and strength. When all are put together, it makes for a slow, boring game. The scrolling is slow. The cut scenes are slow. The enter piece is slow. Players with short attention spans like me don't have the patience for this. Granted, it's a good simulation, but only for golf aficionados.

A lot of Japanese businessmen are getting into the world of golf, but I've never seen the attraction. Games like this are slow-paced and really don't have the impact to keep my attention. As a fighting game fan, the subtleties of golf are hard to get used to. This cart has simple graphics and basic choices of club, stance, etc. Fans of the sport may like it, but it doesn't have the high-end graphics of the PC links games.

Sega CD Sega

Dracula Unleashed

Strategy Now

Levels: N/A CD-ROM



The music and story are enough to sink your fangs into, but the digitized video is too pillkized for my taste. The actors won't win any Oscars for their performances, in fact most grammar school plays have more talent. The story and plot to Dracula Unleashed most make up for the actors. Your dread will grow as you unravel the many mysteries. You might consider picking this one up, but don't expect acting.

Here we have another of the many full-motion games for the Sega CD. Dracula Unleashed has a great storyline that will keep you glued to your television. The game starts out slow, but as you gather more clues, the game becomes quite intense. The simple interface works well and you don't get bogged down with too many options. The music is great and the acting is decent. Definitely a good horror flick.

Dracula Unleashed is probably more of a movie that you direct rather than a video game. When I first turned on the game, I was treated to an excellent theatrical score just like in Bram Stoker's Dracula. Scored the doo-doo out of me. The full motion video, although done very well, suffered a little from being too grainy which made the characters hard to see sometimes. Overall, this is a decent game for the Sega CD.

Not a bad version of the PC game. For fans of the Sherlock Holmes games for this peripheral, Dracula Unleashed will undoubtedly be appealing. The full-motion video is well done (if a bit grainy color-wise), and the music is a knockout (don't play this one with the lights out). This one requires a lot of thinking and shouldn't be thought of as a fast-action game like Night Trap or Sewer Shark. Let's see more like this one.

NeoGeo SNK

Art of Fighting 2

Fighting Now

Levels: 14 18 Meg



What can I say, Neo fighting games keep getting better and better. The graphics and sounds are unbelievable. The moves are also quite impressive. The computer plays very cheap, performing damage and charges you can't do. There's a lot of technique to this one, and I recommend it. Now if SNK could get that price a bit more reasonable. Hmmm. By the way, look for a lot of hidden moves, too!

The NeoGeo certainly has its share of fighting games. AOF 2 comes off as being pretty impressive. The first one had cruddy control and just wasn't much fun. It's nice to see these problems were fixed. The new characters are great and everything just looks, sounds, and feels terrific. It would have been great to change characters between rounds. If you need another fighting game, AOF 2 will keep you happy.

Art of Fighting has pushed the original game further with better graphics, fantastic music, and sound. The other new fighters to choose from are a refreshing addition to the group. The Same Player Versus Mode is also a very cool feature. The problem I had with the game was that the computer played a little unfairly, even when the difficulty level was turned down. Fighting fans should still check this out.

Forget the first one—this sequel has improved on the original tenfold. This time around there are more fighters, more moves, and much smoother zooming-in and out. The two fighters have been retained from the original, and they add a nice strategy to the standard one-on-one fighting routine. One problem though, the computer can be incredibly cheap when you play against it, but with two players it's a blast.

EGM²

ELECTRONIC GAMING MONTHLY

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MORE NEWS!
MORE EGM!**

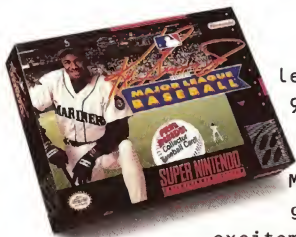
**THE HOTTEST VIDEO GAME MAG IN THE WORLD
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(more to come next month)



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MAJOR MIKE'S GAME ROUNDUP

GA

Pele Soccer Acadole / Genesis

Yet another entry in the sports game genre, Pele Soccer offers pretty much everything you'd expect: lots of teams, two-head-to-head play, etc. It gets a little confusing switching players while in the middle of playing, though.

8 7 6 8 8
ED DANO AL SUSHI MIKE

GA

NBA Action '94 Sega / Genesis

NBA Action '94 offers a different perspective on the court, but the constant scrolling and changing perspective make things confusing. There are plenty of options and the Two-player Mode is cool, but it just doesn't come together.

8 7 6 6
ED DANO AL SUSHI MIKE

GA

Racing Aces Sega / Sega CD

Racing Aces is a good idea, but it suffers from one fatal flaw: The scrolling is very choppy, and the control isn't as responsive as it should be. The sound effects are well done, but the game is incredibly frustrating.

5 4 4 5 5
ED DANO AL SUSHI MIKE

GA

Mansion of Hidden Souls Vic Tokai / Sega CD

An interesting first-person perspective game with fluid graphics and great sound effects. Move from room to room in a plant mansion, looking for items and other hidden secrets. Fans of this type will be interested.

9 8 6 7 8
ED DANO AL SUSHI MIKE

Dragon's Lair ReadySoft / 3DO

Timing is everything in this translation of the arcade classic. The graphics are excellent with hardly noticeable access time. However, you must have precise limiting skills to pass the stages. Fans of the game will like this one.

7 7 7 7 7
ED DANO AL SUSHI MIKE

300 Crystal Dynamics

Total Eclipse

Shooter	Now
Levels: N/A	CD-ROM



Well, the graphics and all are really nice, but I'm afraid this title is lacking a bit in the control department. The collision is really bad. I had no idea whether or not I was hitting an object. I could be hitting a wall and be a few inches on the screen away from it! Controls way too loosely. Even when sped up, it moves pretty darn slow. This game is just way too hard for the average player. Can't say I didn't warn them.

It's got pretty graphics and the texture-mapped levels look nice. OK, now that we've got the best part of the game out of the way, let's go into the annoying details. First, the enemies, although cool looking, are extremely blocky. The music during each level doesn't fit the theme. The most aggravating part is hitting the walls, floors, and ceilings when you know you're nowhere near them. This one is tough.

At first glance, Total Eclipse seems more like a science fiction film than a video game. The specially rendered graphics are good enough to fool players into thinking they're real. The music from the CD is great yet at times, doesn't match the areas you run through. I don't quite agree with the flight controls, as they were a bit too sensitive and your ship would sway one way too fast. Still worth the price of admission.

An eagerly anticipated title that sadly doesn't deliver. Oh it looks great, but it really takes a nose-dive where actual play mechanics are concerned. The control was very "touchy" causing the faintest of movements to come off like major ones. The graphics are truly top notch, as is the music (the latter, however, is truly irrelevant for some of the stages, though). Not bad for an early 3DO shooter title.

CD-I Philips

Space Ace

Action	Now
Levels: N/A	CD-ROM



This title brought the arcade game home for me. I loved the old LD game, and this one is a perfect match. I don't know they did it, but everything is pixel perfect. My only real qualm is with the ending (it's the same as the arcade!), which I found a bit short. The control is perfect. After I beat it several times, I got a little tired of it. The excitement eventually wears off. Every CD-I owner should try this.

The CD-I is really becoming a strong contender with games like this. Space Ace is a blast to play and is truly faithful to the original coin-op. The digital video is perfect and the game controls great. Space Ace can be difficult to play at first until you get the timing down. However, after beating it a few times, the challenge is gone. If you are an owner of the CD-I, you don't want to pass up this perfect translation.

This is one of the most faithful arcade translations for any system. Space Ace comes out true to the arcade version in every way. All the animations from the scenes have been ported over to the CD-I with amazing color and clarity. The voice-overs and music are a direct digital transfer from the laserdisc. The only problem is that the game is a little easier with a larger margin of error to make your moves.

This is a picture-perfect translation of the arcade version, with superior graphics and sound. It sure brings back memories of the quarter-blowing arcade days. Despite that, Int'l facta (it's the game has very nice replay value and is more exciting to look at than to play). Still, credit must be given for such a flawless reproduction, and the game controls very well (especially with the joy-pad peripheral). Save Kimy!

Duo TI

Super Air Zonk

Shooter	Now
Levels: 7	CD-ROM



I consider myself about average when it comes to shooters, but this one was way too easy for me. Compared to other Duo games, the graphics were not as detailed as one would expect. It plays well, but you don't really power-up by choice here. It's not all that exciting either, if you are a loyal follower of the Bonk/Zonk theme, then this would be a good game to end the series with. Now how about doing Dracula X?

What's with all these shooters on the Duo? Super Air Zonk might have been better if there was much more to it. The power-ups are pretty tame and the action never gets strong enough. However, the music is good and actually matches the levels they're played in. Another plus is that there are little bits of comedy here and there, similar to Parodius. This one is OK, but really needed more.

As a shooter fan, I found myself easily bored with the slow-pace and almost nonexistent on-screen enemies. Yes, the graphics were nice and the sounds were what I expected from a Duo shooter, but there was nothing in the game that had me wanting to keep playing. The bosses are not even a challenge. With the reputation the Duo has for great shooters, Super Air Zonk has come across as a great disappointment.

For domestic games, this one shows why the Duo is flagging: Air Zonk offers nothing new (even the lively rock background music is becoming tiresome); there is nothing here the Zonk series hasn't done before. These shooters never really excited me in the first place, so die-hard fans of the series may want to decide for themselves. Why not put some resources into bringing excellent Japanese Duo games here?

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Turrigan ever for the Genesis!

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DATA
EAST

MAJOR MIKE'S GAME ROUNDUP

Twisted Electronic Arts / 3DO

This is a hilarious game show with very funny contestants and excellent categories. The graphics are very colorful and it is easy to play. The skill levels also make the game inviting for everyone—regardless of their age.

9 9 7 8 8
ED DANO AL SUSHI MIKE

Pebble Beach Golf Panasonic / 3DO

This is a very good golf game that is very detailed—especially in the area of taking your shots. Great control and plenty of options make this the golf video game to get. They could have added more sounds, though.

7 7 7 7 7
ED DANO AL SUSHI MIKE

Dynastic Hero T.T.L. / Duo

This is a good RPG/action game much like the Zelda games for Super NES. The music is fantastic and the graphics are colorful. This one will keep you playing for hours, with lots to explore and plenty of weapons to acquire.

7 8 7 7 7
ED DANO AL SUSHI MIKE

Captain America Soft. Toolworks / Game Gear

Captain America fares well on this Game Gear version, even without the two-player Simultaneous Play Option. Yet, you still have the variety of heroes to choose from. Executing their special moves is easy.

7 6 6 6 7
ED DANO AL SUSHI MIKE

Softs Illustrated T-HQ / GameBoy

This is a mixed bag in that some of the games are successful and some aren't. The motorcycle racing games are fine, but the skateboarding and other events don't control so well and become frustrating. Lots of options, though.

6 5 5 5 6
ED DANO AL SUSHI MIKE

Game Gear	Vic Tokai
Scratch Golf	
Sports	Now
Levels: N/A	2 Meg



Scratch Golf is a good game of golf if you enjoy the sport. The graphics are particularly well done, and everything is easy on the eyes. The sound is also pretty good, plus Scratch Golf supplies a constant challenge. The only flaw I can see is that the ball is hard to hit. Other than that, this cart would make a good addition to any sports fan's collection. Scratch Golf is just plain fun. Period.

Pretty cool. Golf sims don't usually float my boat; but this one is just so easy to play, you couldn't enjoy it? The options are minimal and you really just get to jump into the game. Everything you need is here: Club selection, stance, wind directions and hazards. Two players make for an interesting tournament. For those who need golf practice, the Exercise Mode really helps. For cart trips, this one is a must-have!

I actually like this game. I usually find golf games tedious and boring, but I found Scratch Golf to be fun and easy to play. Although there are plenty of options (like club selection, stance, and a power hit bar), it's easy to get into and just play. Everything is laid out nicely to make it fun and easy for novice golfers to understand. The challenge is also there even for advanced players. A very good golf game.

For a portable system, Scratch Golf is a pretty comprehensive game on the sport. The graphics are fantastic, and you have a great deal of control over your shots (power in your swing), club you select, etc. Maybe there are too many options (it gets monotonous cycling through them at times). For fans of the sport, this is probably the best portable video game version of golf you can get.

GameBoy	Nintendo
Wario Land	
Adventure	Now
Levels: 40+	4 Meg



Wario is a great twist on the typical Mario theme. Best of all, it's all new and that is what I want to see in a game. The music is pretty good, and it's a nice change from the usual Mario theme. It controls well, but Wario looks like a big blur on the screen, and this adds to the difficulty. The play mechanics are just right and as usual Nintendo comes through with another hit. Now how about this on Super NES?

It's a whole new adventure starring Mario's archenemy and it's good. Finding and using the various hats add a new dimension to the Mario theme. Those with short attention spans, be warned. These levels are huge and luckily, there's a battery back-up to save your progress. The game has lots of hidden goodies in the floors and walls to keep adventurous people happy. This is a fun one to play.

This is another great portable cart from the programming wizards at Nintendo. Wario Land has all the elements of a great portable game: great graphics, good sound, superb play control, amusing characters, and a good story. Wario's new charge attack is a fresh idea to attack the enemies, a welcome new feature. The down side to the game was that it was kind of easy. This is an excellent choice for Mario fans.

All right Nintendo, stop the teasing! With very good Mario spin-offs like this one, I just want another 16 Bit Mario game more and more! Wario Land has plenty of action, power ups, and good graphics (among other things) to keep anyone's interest. The control is very good (this is portable, remember), but things are a bit on the easy side. Still, fans of Mario-type games will definitely want this one.

Lynx	Telegames
Super Off-Road	
Driving	Now
Levels: 32	2 Meg



Super Off-Road was one of the best games in the arcade and on the Super NES. In fact I've enjoyed this game on every format it's been on, except this one. Why is it so chippy? I mean, the Lynx is an excellent system, but this doesn't impress me at all. The controls need work, especially when you press the control pad while your car is flashing. It's too bad. I was really looking forward to this title. Not very good at all.

What happened here? While the game has decent graphics and most of the features from the arcade, the game plays so poorly and the movement of the trucks is incredibly chippy. The power-up items for the trucks are cool but you really don't notice their effects, except for the nitros. If you're just dying for a new Lynx game and there's nothing else out there, this one is OK but don't expect anything super.

There isn't a whole lot to say about SOR. The only thing that comes to mind is how badly it suffers from poor game play. It's so riddled with choppy scrolling and animation that it hampers your ability to control steering. Using the nitros only makes it worse. And once you fail to place in the first race, it's hard to be competitive since you didn't earn any prize money to upgrade your truck. It's for hardcore fans.

For a racing game, Super Off-Road really disappoints. I was never a fan of the other versions of this one, but I found the perspective disorienting and the game play unresponsive. I was also annoyed by the blurring of the graphics—it was hard to see what was coming and exactly which vehicle was mine. The Lynx system can surely do better than this! These races on portables never really worked.

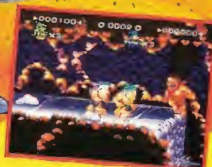
EDITORS' CHOICE GOLD

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JOE & MAC 2 LOST IN THE TROPICS

Chicks Dig 'Em!



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AND IT AIN'T A PAIR OF COLD HANDS.



YOU GOT A VILLAGE.

FARMS. HUTS. KNIGHTS. PEOPLE TO
BOSS AROUND. AND A COW.

LIFE IS GOOD. BUT THEN YOU GET THESE VISITORS.
THEY'RE FAT. THEY DROOL, BURP, AND SMELL LIKE AN
OUTHOUSE. THEY COME IN HORDES, EATING YOUR 3D
TEXTURE-MAPPED HUTS, TREES, WOMEN, CHILDREN, AND
WORST OF ALL, YOUR COW. YOU TRY TO TRASH THEM



WITH YOUR SWORD, BUT IT AIN'T EASY,
AND THEIR GUTS GET ALL OVER YOU.
LIFE STARTS TO SUCK. YOU'VE MET

"THE HORDE", MY FRIEND. AN ORIGINAL GAME WITH CD-QUALITY LIVE
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CAST OF ACTORS WHO CAN ACTUALLY ACT; LIKE
KIRK CAMERON AND MICHAEL GREGORY.
YOU BUILD WALLS, MOATS, AND DEATH



3DO

PITS. AND YOU HIRE AN ARCHER TO HELP FEND THEM OFF. AGAIN THE
HORDE ATTACKS. YOU SAVE THE COW, BUT THEY EAT YOUR HUT, YOUR

THE HORDE™



CORN CROP, AND THAT GIRL NEXT DOOR YOU HAD YOUR EYE ON.



HOW LIFE REALLY SUCKS. AND IT AIN'T ABOUT TO GET ANY EASIER. THE EVIL HORDLINGS GROW BIGGER, FASTER, EVEN SMARTER.

(AND YOU HAVEN'T EVEN MET THE EVIL CHANCELLOR YET.)

DEAR READER, WE PRAY YOU'RE THE SORT WHO LEARNS QUICKLY. 'CAUSE THIS STUFF'S

CRYSTAL DYNAMICS™

HAPPENING ON 32 BITS. ENJOY, MY FRIEND. AND GOOD LUCK.



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PC-CD
& 3DO™

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EGM'S HOT TOP TENS

TOP TEN OLDIES BUT GOODIES

We now enter the slow months of the year, where games don't come out as fast as we would like them to. Here are some classic games to keep yourself busy until the next big slew of carts come out. So grab a rag and wipe the dust off of these oldies. Some of them are ancient and hard to find, but they are sure to give you hours of fun.



#1

MILITARY MADNESS
DUD / NEC



#2

BLASTER MASTER
SUNSOFT / NES



#3

KID ICARUS
NINTENDO / NES



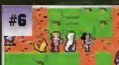
#4

MUSHA
SEISMIC / GENESIS



#5

NINJA GAIDEN
TECMO / NES



#6

PHANTASY STAR
SEGA / SMS



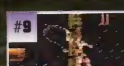
#7

SPACE HARRIER 2
SEGA / GENESIS



#8

THUNDER FORCE 3
TECOSOFT / GENESIS



#9

CASTLEVANIA 4
KONAMI / SNES



#10

SMASH TV
ACCLAIM / SNES

EDITORS' TOP TEN



Slam dunk with some serious hang time in NBA Jam. Get ready for some altitude with an attitude.

#1 **NBA JAM / ACCLAIM**

SNES 1 Month Δ

#2 **SAMURAI SHODOWN / SNK**

NEO 8 Months -

#3 **DRACULA-X / KONAMI**

DUD 6 Months -

#4 **THE NINJA WARRIORS AGAIN / TAITO**

SF 1 Month ∇

#5 **MEG MAN X / CAPCOM**

SNES 1 Month ∇

#6 **FATAL FURY 2 / TAKARA**

SNES 1 Month Δ

#7 **POCKY & ROCKY 2 / NATSUME**

SNES 1 Month ∇

#8 **PUTT-PUTT GOES TO THE MOON / NUMONGOS**

3DO 2 Months -

#9 **CASTLEVANIA BLOODLINES / KONAMI**

GEN 3 Months -

#10 **TEMPEST 2000 / ATARI**

JAB 1 Month Δ

READER'S TOP TEN

From out of nowhere, comes the eagerly-anticipated sequel to that "troublemaker" Mortal Kombat! MK II has more of everything—more moves, more Fatalities, even more Friendships (Friendship?). Stay tuned!

#1 **MORTAL KOMBAT 2 / ARCADE**

The blood is back and it's better than before.

#2 **MORTAL KOMBAT / GENESIS**

Still hanging on to the #2 spot for the second month.

#3 **STREET FIGHTER 2 / SNES**

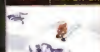
The fighting game that started it all is still going strong.

#4 **SUPER STREET FIGHTER 2 / ARCADE**

This latest arcade version is still turning heads.

#5 **SAMURAI SHODOWN / NEO**

This winner from SNK is still on the charts.

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

Luke must use the force if he wants to stay on the charts.

#7 **TURBO STREET FIGHTER 2 / SNES**

For those of you that have a need for speed.

#8 **SONIC SPINBALL / GENESIS**

The blue blur with an attitude spins in at #8.

#9 **MORTAL KOMBAT / SEGA CD**

The newest version of the classic fighting game.

#10 **DRACULA-X / PC ENGINE**

The best Castlevania yet—but only in Japan!

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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 February 15, 1994

3DO	
#1	TOTAL ECLIPSE / CRYSTAL DYNAMICS 1 Month -
#2	ESCAPE FROM MONSTER MANOR / E.A. 1 Month -
#3	NIGHT TRAP / VIRGIN GAMES 1 Month -
#4	STELLAR 7 / SIERRA 1 Month -
#5	DRAGON'S LAIR / READYSOFT 1 Month -
#6	20TH CENTURY VIDEO ALMANAC / SOFTWARE TOOLWORKS 1 Month -
#7	MAD DOG MCCREE / CRYSTAL DYNAMICS 1 Month -
#8	SAN DIEGO 200 / SOFTWARE TOOLWORKS 1 Month -
#9	LEMMINGS / PSYDNOSIS 1 Month -
#10	BATTLE CHESS / INTERPLAY 1 Month -

SUPER NES	
#1	LUFIA: FORTRESS OF DOOM / TAITO 1 Month Δ
#2	LETHAL ENFORCERS / KONAMI 1 Month Δ
#3	MEGA MAN X / CAPCOM 1 Month Δ
#4	SECRET OF MANA / SQUARE SOFT 1 Month Δ
#5	THE 7TH SAGA / ENIX 1 Month Δ
#6	ROMANCE OF THE THREE KINGDOMS / KOEI 2 Months Δ
#7	MADDEN NFL '94 / EA SPORTS 1 Month ∇
#8	STREET FIGHTER 2 TURBO / CAPCOM 5 Months -
#9	MORTAL KOMBAT / ACCLAIM 1 Month ∇
#10	NHL HOCKEY '94 / EA SPORTS 1 Month ∇

GENESIS	
#1	SONIC THE HEDGEHOG 3 / SEGA 1 Month Δ
#2	MORTAL KOMBAT / ACCLAIM 1 Month ∇
#3	NFL FOOTBALL '94 JOE MONTANA / SEGA 1 Month ∇
#4	NHL HOCKEY '94 / EA SPORTS 5 Months -
#5	FIFA INTERNATIONAL SOCCER / EA SPORTS 1 Month Δ
#6	MADDEN NFL '94 / EA SPORTS 1 Month ∇
#7	ETERNAL CHAMPIONS / SEGA 1 Month ∇
#8	PDA TOUR GOLF II / EA SPORTS 1 Month Δ
#9	TECMO SUPER NBA BASKETBALL / TECMO 1 Month ∇
#10	TOUJAM 6 EARL 2 / SEGA 1 Month Δ

SEGA CD	
#1	NHL HOCKEY '94 / EA SPORTS 1 Month Δ
#2	ROUND ZERO, TEXAS / SONY IMAGESOFT 1 Month ∇
#3	DRAGON'S LAIR / READYSOFT 1 Month Δ
#4	WWF RAGE IN THE CAGE / ACCLAIM 1 Month Δ
#5	LETHAL ENFORCERS / KONAMI 1 Month ∇
#6	MAD DOG MCCREE / AMERICAN LASER 1 Month Δ
#7	SONIC CD / SEGA 1 Month Δ
#8	LUNAR / WORKING DESIGNS 1 Month Δ
#9	MICROCOSM / SONY IMAGESOFT 1 Month ∇
#10	PRIZE FIGHTER VIDEO BOXING / SEGA 1 Month Δ

GAMEBOY	
#1	TETRIS 2 / NINTENDO 2 Months -
#2	KIRBY'S DREAM LAND / NINTENDO 1 Month Δ
#3	CASTLEVANIA II / KONAMI 1 Month Δ
#4	SUPER MARIO LAND / NINTENDO 1 Month Δ
#5	KIRBY'S PINBALL LAND / NINTENDO 1 Month ∇
#6	TETRIS / NINTENDO 1 Month Δ
#7	SUPER MARIO LAND 2 / NINTENDO 1 Month ∇
#8	NFL QUARTERBACK CLUB / ACCLAIM 1 Month ∇
#9	SPIDERMAN/X-MEN / ACCLAIM 1 Month Δ
#10	MORTAL KOMBAT / ACCLAIM 1 Month ∇

GAME GEAR	
#1	X-MEN / SEGA 1 Month Δ
#2	COLUMNS / SEGA 1 Month Δ
#3	COOL SPOT / SEGA 1 Month Δ
#4	SONIC CHAOS / SEGA 1 Month ∇
#5	WINTER OLYMPICS / US GOLD 1 Month ∇
#6	ROAD RASH / US GOLD 1 Month ∇
#7	MORTAL KOMBAT / ACCLAIM 1 Month ∇
#8	JURASSIC PARK / SEGA 1 Month Δ
#9	DEEP DUCK TROUBLE / SEGA 1 Month Δ
#10	ECCO THE DOLPHIN / SEGA 1 Month Δ

EGM'S HOT TOP TENS

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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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- | | | |
|-------------------------------------|--|---|
| 1. SNES / SUPER EMPIRE STRIKES BACK | 17. SNES / TMNT: TOURNAMENT FIGHTERS | 33. SEGA CD / MORTAL KOMBAT CD |
| 2. SNES / STREET FIGHTER 2 CE TURBO | 18. GENESIS / SONIC THE HEDGEHOG 2 | 34. SEGA CD / JOE MONTANA FOOTBALL CD |
| 3. SNES / SUPER MARIO ALL-STARS | 19. GENESIS / SONIC THE HEDGEHOG 3 | 35. DUO / DRACULA X |
| 4. SNES / STREET FIGHTER 2 | 20. GENESIS / ETERNAL CHAMPIONS | 36. DUO / STREET FIGHTER 2 CE |
| 5. SNES / SUPER STAR WARS | 21. GENESIS / STREET FIGHTER 2 CE | 37. 3DO / CRASH N' BURN |
| 6. SNES / STUNT RACE FX | 22. GENESIS / JURASSIC PARK | 38. NEO-GEO / SAMURAI SHODOWN |
| 7. SNES / ACTRAISER 2 | 23. GENESIS / MORTAL KOMBAT | 39. NEO-GEO / WORLD HEROES 2 |
| 8. SNES / SUPER METROID | 24. GENESIS / SONIC SPINBALL | 40. NEO-GEO / FATAL FURY SPECIAL |
| 9. SNES / YOSHI'S SAFARI | 25. GENESIS / MORTAL KOMBAT II | 41. NES / KIRBY'S ADVENTURE |
| 10. SNES / SUPER STREET FIGHTER 2 | 26. GENESIS / BLOODLINES | 42. NES / SUPER MARIO 3 |
| 11. SNES / MORTAL KOMBAT | 27. GENESIS / ALADDIN | 43. NES / MEGA MAN 6 |
| 12. SNES / STARFOX | 28. GENESIS / ZOMBIES ATE MY NEIGHBORS | 44. GAMEBOY / ZELDA |
| 13. SNES / AERO THE ACROBAT | 29. GENESIS / STREETS OF RAGE 2 | 45. GAME GEAR / JURASSIC PARK |
| 14. SNES / SUPER TECMO BOWL | 30. SEGA CD / SONIC CD | 46. ARCADE / SUPER STREET FIGHTER 2 TURBO |
| 15. SNES / CLAYMATES | 31. SEGA CD / SILPHEED | 47. ARCADE / SUPER STREET FIGHTER 2 |
| 16. SNES / CLAY FIGHTER | 32. SEGA CD / GROUND ZERO, TEXAS | 48. ARCADE / MORTAL KOMBAT II |

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

... all my love. R... ..ks
Lonely feline with limited range seeks
mildcat companion who's content to play
the same few familiar games.

**SINGLE, VERSATILE,
ATTRACTIVE
ENTERTAINER
SEEKS PASSIONATE
GAME PLAYER FOR
NON-STOP ACTION.**

Concerned parent of two Italian brothers
seeks old-fashioned partners for her plumber
sons before their careers go into the toilet.
No newfangled CD technology, please.

*M 2 unborfieri

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SEGA™



Plays 3 Ways:

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- 2 It's A Sega CD™
- 3 It's A Portable CD Player

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GAMING GOSSIP

**Sonic 3 Gets Extra Levels In Japan
3DO Prices Slashed Across the Pacific
Enhanced 3DO Games By Summer
Sheng Long's Bro Makes Guest Stop
Bionic Commando Goes 16-Bit
Data East and Capcom Face Off
Sega Stiffs the Summer CES
New MPEG Updates To Hit Game Units**

...Hang on to your Ho-Hos, kiddies, 'cuz the Q-Mann's back with a bag full of insider info from around the video game industry. The barbed wire has been thick this month, my loyal Q-Fans, but yours truly has punched the front line defenses to get a look at the greatest gossip you'll find anywhere in the biz...At the front this month is Sega, and a hot rumor from Japan. While Sonic popped up and saw his shadow on Hedgehog Day, the Japanese will not see the super soft until May. Word has it that Japan will get a special 'customized' version of the game with eight all-new levels. The Japanese version will reportedly have a whopping 24-Megs of power while the U.S. managed only a 16-Meg fight. What will be new? Don't know...yet...Also new from the Land of the Rising Sun is news that Matsushita is looking to avoid the 3DO launch mistakes that were witnessed in the U.S. by introducing the machine at 54,800 yen (\$500), instead of the previously announced 79,800 yen (\$740). This direction came from the head man himself, Youichi Morishita, President of the big M. They're now looking to put a million 3DOs on Japanese streets by the end of the year. The Q-Mann sez 'Nice Try'...

...While we're on the subject of 3DO, back here in the States, the Q has received ultra-secret word that the price of the hardware is going to soon fall under the \$500 threshold in the U.S. as well! Add in the debut of the company's own MPEG-1 cartridge in the next few months that, although costing nearly 250 beans, will also run the same movies that Philips has been pressing for their CD-i unit...A by-product of the MPEG-1 release will be enhanced versions of existing games from EA. Reps for the company say that Road Rash 3DO will be the first game out of the gate in May, but the only improvement will likely be some cleaner full-motion video. Rumor has it that Shock Wave will follow suit in July, with higher-resolution terrain scrolling by under your ship...Sticking with the CD game systems, yours truly has learned from well-placed sources within Philips that the company is looking to expand their base by porting several of their games over to the Sega CD...

...It looks like Capcom of Japan has gotten cold feet and changed their mind about putting the infamous Sheng Long character into their new Super Street Fighter 2 Turbo game. Seems that they want to save Sheng Long for a future project and at best we'll be seeing his younger brother, Gouki, in this game. The Q cautions that even this is still up in the air, as the prototypes on test don't have this character built into the game yet...While even some die-hard SF2 fans are getting worn a bit thin on the series, Sushi-X suggests that you give it a try. My boy says there are much more than just cosmetic changes to be found in the new rev and you can see for yourself by digging up his exclusive two-page spread in this issue...Sticking with Capcom, the white shirts let slip the development of a new 16-Bit update to their classic Bionic Commando. Can you hear, Super Commando? Also look for an equally infused update to the GameBoy title, Gargoyle's Quest to be called, not so surprisingly, Super Gargoyle's Quest...

...While the development of home versions of Super Street Fighter 2 on both Genesis and Super NES came as no surprise to anyone, Capcom has vowed to give us something special in order to lure players back to the stores one more time. Could that mean that different versions of the classic fighter are on the way??? Also, now that Capcom has sold the rights to their 8-Bit Mega Man update to Nintendo, their Mega Man X development team has moved full force behind a Genesis version of the classic scrolling character...Data East and Capcom, meanwhile, continue to lock horns in court as to whether Data East's Street Fighter 2 look-alike violates any copyrights. The big DE is so confident as to the merits of their soft that they are continuing the coin-op to home translation of a 20-Meg Super NES card. If the U.S. execs have anything to say about it, our version of this super fighting game could top 24-Meg and have additional characters thrown in for good measure!...Data East is also diversifying their lineup with two new games for the Neo-Geo arcade system (Spinmaster and Wind Jammer), as well as Side Pocket 2 now in development for Sega's upcoming Saturn mega machine...

...Evidently not happy with the folks from the Consumer Electronics Show, Sega has elected to skip the summer show in Chicago this year. In a sensitive fax that was forwarded to third-party licensees, Sega explained that their annual dealers conference suited their needs as a forum for introducing the holiday product line. This mega event will take place in Orlando, but don't plan on packing your bags—it won't be open to the public. Rumor has it that it won't even be open to the press, but you can be guaranteed that the Q-Mann will be there...That's it for this ish—stay tuned until next time...

- **QUARTERMANN**

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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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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 lose those mutants. . .

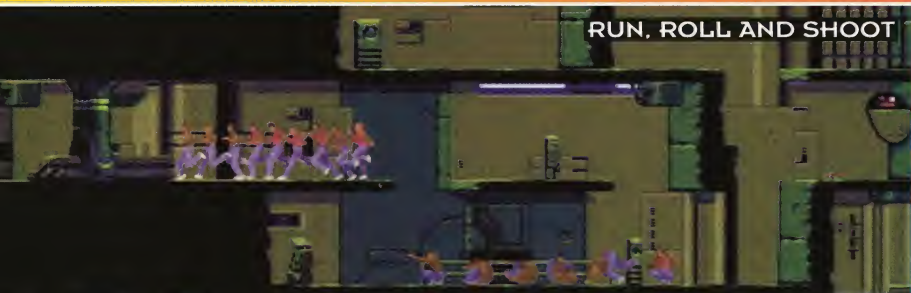
PARADISE CLUB: Funny, for a nightclub it looks a lot like a prison. And where's your gun when you need it?



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



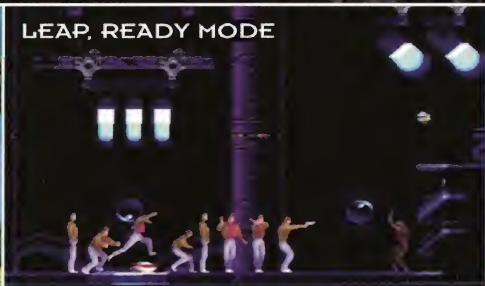
RUN, ROLL AND SHOOT



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

PROJECT REALITY ... SOON?

Everyone has been wondering about Nintendo's powerhouse Project Reality; if and when it will come out. Our Head Ed decided to go straight to the horse's mouth and get the news directly from Nintendo.

According to Nintendo, several titles are already in the works. And although development systems have yet to go out to licensees, Project Reality is based upon a CI architecture, to allow programmers to hop right into production.

And one big question is whether or not there will be a CD-ROM.

sumer or themselves. What's the point of a CD system if you can't deliver the type of games you'd like to?

The price is also on everyone's mind. Nintendo expects the price to be kept low, because of the efficient chip configurations, and the fact that there is no need for a thousand dollar drive system or other things needed for use of the industrial SGI machines.

Nintendo feels that sound is a key part of the gaming experience. While Project Reality only has stereo sound, expansion ports leave doors open to features like Dolby Surround, SR5, and other 3-D sound systems.

The arcade format of Project Reality will come out this year, and a refined home version will appear next year. Nintendo is serious about this one.

PIONEER LD IN 3-D

Pioneer will be releasing a new Laseractive title called 3-D Museum for both Mega LD (February) and LD-ROM2 (March) systems. This soft is a collection of 3-D images, some requiring the viewer to stare cross-eyed at the screen and others requiring the use of special glasses (the cheap kind with tinted cellophane lenses). There are also others for which special (expensive) goggles with high speed LCD shutters are necessary.

The special goggles will be available concurrently with 3-D Museum. The goggles alone cost ¥10,000 (\$95). Furthermore, they require an adapter—



If you are willing to pay for it, the Laseractive has a 3-D system.

another ¥5,000 (\$45). Using these goggles, the special 3-D images in 3-D Museum can be witnessed in breathtaking color and realism. The goggles can also be used for seeing 3-D images from random dot and stereo scope illustrations—which should be a relief to people who have only gotten headaches from staring cross-eyed unsuccessfully at 3-D images.

When contacted, Pioneer of America confirmed that they will be bringing out the LaserActive 3-D glasses in the United States. A price, specific release date, or which games will come out for the 3-D glasses haven't been determined yet.



3-D Museum is one of the few titles utilizing the 3-D Glasses. It works well.



EGM found some of the answers to the most common Project Reality questions.

Unexpectedly, Nintendo officials have stated that Project Reality will be a \$250 cartridge-only medium, but there will be an expansion port in the system which will allow PR to connect to a future CD-ROM machine when CD-ROM technology is a viable medium. Nintendo wants to create virtual worlds for the player rather than limit themselves with footage from recorded video, which is what current CD-ROM games are limited to.

Nintendo feels that such a restriction would not be cost effective for the con-

Well into the future,
the world's only hope is
a weapon from the past.



The title "X-KALIBER 2097" is displayed in large, stylized, yellow-to-orange gradient letters. The letter 'K' in "KALIBER" is replaced by a golden dagger with a black hilt. The background features a dark blue sky with glowing blue lightning bolts and a city skyline at night with illuminated buildings.

X-KALIBER

2097

As Slash, you defeat all six formidable foes and their alien leader. Or go one-on-one in two-player mode.



Slash



Dr. Blast



Kane



Spuke



Chainsaw



Raptor



Tattoo



Leap into the most surreal world imaginable: a future terrorized by evil aliens, laser-shooting robots, mad doctors and mutants that morph into nightmarish creatures.

If you hope to save the world—and your captured partner—you'll have to slash your way through six hair-raising levels of constant combat.

But you have an edge: X-Kaliber, the legendary sword with incredible power. Hurl deadly lightning bolts from its tip as you fight to the pulsating techno beat of Psykasonic.

Don't let the future pass you by. Get your hands on the cutting-edge excitement of X-Kaliber 2097.



ACTIVISION®

SUPER NINTENDO
ENTERTAINMENT SYSTEM



©1993, Activision
©1993 Wally Records. All songs ©1993 TIV Music.
From the self-titled album available on Wax Head/TIV Records,
featuring the single "Welcome to my World."

PRESS START

SATURN IS HERE!

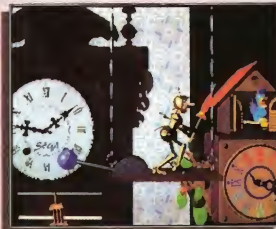
It appears that the Saturn is closer than ever to being released. At the Las Vegas CES we were able to catch a glimpse of some of the Saturn games that are under development. These games, while still early, boasted unbelievable texture mapping and heavy-duty polygons. The shading on some of these has to be seen to be believed.

Once you look at the stats of this mega-machine, you will get a good idea of the power it boasts. Two 32-Bit RISC chips newly developed by Hitachi are used as central CPUs. The chip's official name is SH7604. Specs: 25 MIPS, (at 28.7 MHz), 4 Kbyte cache memory, 32-Bit DSP processing, and over 450,000 transistors. Suited for 3-D computations, Saturn's architecture enables the processing of 900,000 polygons per second. Seven other graphic and audio processors are also used. Through simultaneous parallel processing by all nine processors, performance is claimed to reach 800 MIPS. Saturn's performance is said to reach 64-Bit levels.

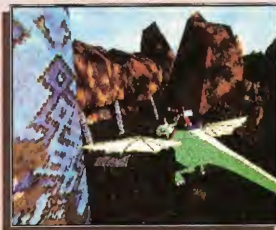
Saturn features the first synchronous DRAM for a home system. This DRAM was developed for high performance work stations and enables faster access than conventional RAM. A total 36 megabits (4.5 MB) of this RAM are used for sound, CD-ROM buffer, etc. Saturn shows great potential as a multimedia machine.

The CD drive is double speed for faster access and transfer. It is controlled by its own RISC CPU (Hitachi SH1 16 MIPS RISC chip) for more speed enhancement. An optional device for viewing video CDs (MPEG compression) is also in consideration.

In mid-February, Sega will be holding meetings with approx. 100 invited software developers. Sega is said to be assembling new teams for development and sales. Aggressive user-oriented promotions are planned. Welcome to the next level, Sega.



Action Game* features a tin man knight taking on many strange enemies.



Fly through a fantasy-type world in 3-D Shooting Game*



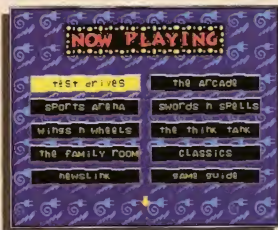
Soccer Game* is a realistic simulation of one of the most popular sports ever.

SEGA CHANNEL!

The Sega Channel is ready to roll out. Just think: 50 games a month to play to your heart's content. You'll get to preview soon-to-be-released titles, there will be game tips, sega news, contests, and promotions. Plus, there will be titles made just for the Sega Channel!

Just use the on-screen menus to pick your favorite game genre, and choose your game from there. After a brief wait, your game will be downloaded to you. And while you're waiting, you'll get the news on the latest Sega products.

The Sega Channel simply requires two, 2 MHz non-contiguous channels to deliver programming. We were able to get a sneak preview at what the Sega Channel was all about. The menus were loaded with games, and we were ready. It seems like the Sega Channel will be a hit.



Pick your favorite type of game at this menu and load it right up!

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Data East product information and support is available 24 hours per day on the CompuServe Information Service in the VIDEO GAME PUBLISHERS FORUM (Type 68) DATA-EAST.

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MEGA JET LANDS!!!

Way back in issue #50, we showed you a nifty item called the Mega Jet in the International section (page 80). The Mega Jet was a sort-of-portable Mega Drive that was connected to the planes of Japan Airlines (JAL). You could rent the games for the duration of the flight or bring your own.

Now, Sega of Japan has announced that they are releasing it to the public on March 10, to the tune of ¥15,000 (\$130). It will come with a mono DIN plug cord (3.5 meters, a stereo DIN plug cord is available separately) and an AC Adapter. The game slot is on top of the system, and it has six buttons for control. This portable Mega Drive does not have its own screen, nor is it compatible to the Mega CD, MCD2, Mega Modem, or the cordless pads.

It's a smaller form of the classic Mega Drive design, similar in function to the CD-X, but this system has no CD-ROM, or the ability to accept one.

So why would anyone want to have one of these gadgets anyway?

Well, it takes up far less space than



The new TV Tuner for the Game Gear might reach the States.

the older Mega Drive system, and if you have a TV in your car (like some of the latest models offer) you can plug the power supply into the cigarette lighter and play your games on the go. It should be noted, however, that although the MJ is a hand-held unit, it does not and cannot run on batteries.

With the CD-X coming out, it seems highly unlikely that the Mega Jet will ever surface in our part of the world.

Overall, it looks cool. If you're a gadget junky and must own every system, here's a knick-knack for your collection.

THE SEGA MEGA-JET



MEGA JET

THE SUPER LINK!

Taking advantage of the popular wave of multi-player games, Bullet Proof Software is introducing their Super Link for the Super Nintendo. This item will function like the tap currently available from Hudson Soft. The Super Link is a little bit larger than a cassette tape, and it contains four ports for your controllers. Its relatively small size makes it less clunky than the other, bigger multi-player adapters.

The Super Link is compatible with all the multi-player games, such as NBA Jam, Barkley: Shut up & Jam, World Cup Striker, The Peace Keepers, Fire Striker, EA Soccer, Madden NFL '94, Bill Walsh Football, NHL Hockey, and a lot more. So if you're interested in playing your games with a bunch of your friends, you might consider the Super Link.



Bullet Proof Software's Super Link adapter is great for multi-player games.

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DESTROY
ALL ENEMIES
AND
PROGRAMMED
TO SHOW**

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weapons!
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Three androids built for power and programmed to conquer. Each armed with diamond sharp steel, they turn their bodies into raging cyclones--leaping, kicking, and slashing through wave after wave of enemies. More than human, more than machine--they are the last Ninja Warriors!


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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.

ARCADE ACTION

EGM EXCLUSIVE!

SUPER STREET FIGHTER 2 TURBO by Capcom

Stop the presses!! EGM has done it again! Here for the first time anywhere are pictures and moves from Capcom's upcoming Super Street Fighter 2 Turbo! Get ready to rumble street fighters, this one looks to be Capcom's best ever!!

As the name of the game implies, Super SF 2 Turbo is substantially faster than its predecessor. Capcom has obviously heard the beleaguered cries of the players who liked the speed of the earlier SF 2 Turbo. The speed increase is, once again, immediately noticeable.



Hoo-Boy!! Ken now has a mid-air throw!
This is a deadly move for poor Ryu!

Also of note is the new moves that each of the World Warriors now possess. Each character has an average of three or more new attacks which include a new technique known as the "Super Combo." To use the Super Combo, you must rely on a small meter located at the bottom of the screen. After using various attacks, the meter will begin to fill up. Some moves will make the meter charge faster than others. Once the meter is filled, the word "Super" will flash, signaling you to use the Super Combo that your character possesses. Each character's Super Combo uses a specific Joystick/Button combination that the player must execute. The results of these combos are devastating!

Finally, there is supposedly a new super-character who is now the end-boss of the game! Yes, that's right, it could be the fabled "Grand Master!" The game is still in the preliminary stages, but from what we've seen, it looks to be a real knockout!!

Special thanks goes out to Michael Borg, Manager of Super Just Games in Northbrook, Illinois for all his help! Thanks for the pizza, guys!



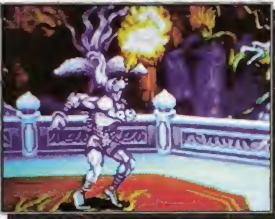
Chun Li displays her new and improved jumping kick to her good friend, Sagat.



Honda's new "Ohicho" body throw will make your opponent cringe with fear.

AAMA

AMERICAN AMUSEMENT
MACHINE ASSOCIATION



To knock his opponents out of the air, Dhalsim now has a high Yoga Fire!



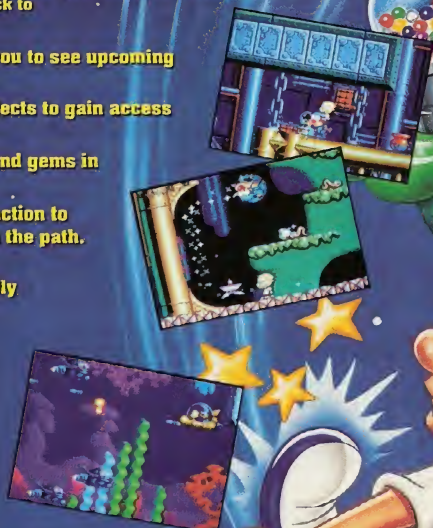
Defeat an opponent with a sure-kill move, and a flash of light appears!

GIVE YOUR BUDDY THE BOOT!

Join Bubble and Squeak on their adventure to rid the enchanted land of Groot from the evil Kat of Nine Tails. Collect gems and coins to buy freedom for Squeak's friends and bubble gum for Squeak. Explore vast levels filled with nasty creatures, wicked traps and plenty of excitement!

Using teamwork and imagination, conquer the worlds of the Stardust Caverns, the Neverglades and Katropolis. But be careful—the Red Crawlers, Flying Elephants and Biker Ducks are hunting you down! You'll need to use all of your skills to defeat them and bring peace back to the magic realm.

- Scan feature allows you to see upcoming dangers and traps.
- Pick up and place objects to gain access to new levels.
- Earn valuable coins and gems in the Bonus Games.
- Launch Squeak into action to remove enemies from the path.
- Special power-ups allow you to jump or fly with Squeak.

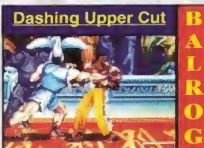


SUNSOFT



Zangief's new Banishing Punch not only deflects fireballs, but inflicts lots of pain.

Here's a little something to start your collective mouths watering. Seen here is the top secret pictures of the alleged new boss in Super Street Fighter 2 Turbo. Who is this guy? Where does he come from? Who does his hair! Supposedly, he has all of the powers of Ken and Ryu, plus some new goodies thrown in for good measure! Anyway, remember that you saw him first in EGMI!



Dashing Upper Cut

BALROG

Charge back, then forward, back, forward and punch.



Knee Press Nightmare

M BISON

Charge back, then forward, back, forward and kick.



Grand Shave Roll

B BLANKA

Charge back, then forward, back, forward and punch.



Spin Dive Smasher

C CAMMY

Down, diagonal-forward, forward, down, diagonal-forward and kick.



Thousand Burst Kick

CHUN LI

Charge back, then forward, back, forward and kick.



Carnival Hook-Kick

D DEE JAY

Charge back, then forward, back, forward and kick.



Yoga Inferno

D DHALSIM

Back to forward (180° motion), repeat 2x, punch.



Grand Blazing Flame

F FEI LONG

Down, diagonal, forward (fireball), repeat 2x, punch.



Double Somersault Kick

G GUILE

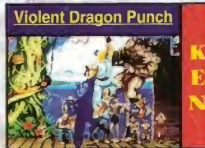
Back diag, down, forward diag, down, Back diag, down, up diag, and Kick.



Super Killer Head Ram

E HONDA

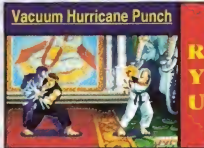
Charge back, then forward, back, forward and kick.



Violent Dragon Punch

K KEN

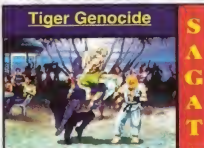
Forward, down, forward down, diag, forward, down, forward diag, Punch.



Vacuum Hurricane Punch

R RYU

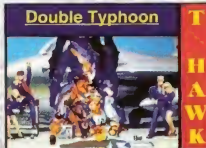
Down to forward (fireball), repeat twice, then Punch.



Tiger Genocide

S SAGAT

Fireball motion, down, down diag, forward and then Punch.



Double Typhoon

T HAWK

Spin the lever a full 360°, repeat, then Punch.



Rolling Izna Drop

V VEGA

Repeat Guile's combo, and when airborne hit Punch.



Atomic Buster

Z ZANGIEF

Spin the lever a full 360°, then hit the Punch Button.

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Chicken Hooded Sweatshirt.
- 5 FIRST PRIZES:**
Alfred Chicken™ on
Super Nintendo®
and 3 additional
Super Nintendo titles
from Mindscape®.
- 15 SECOND PRIZES:**
An Alfred Chicken
Hooded Sweatshirt.
- 25 THIRD PRIZES:**
An Alfred Chicken T-Shirt.



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MONTHLY**

Contest Rules: 1. No Purchase Necessary. No purchase or payment of any kind is necessary to enter. One purchase per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by July 31, 1994. All entries become the property of the Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, damaged, late, illegible, unopened, postage due, or undelivered entries. 2. Prizes: 1 Grand Prize: SONY® Discman CD-Player, Alfred Chicken™ on Super Nintendo®, 3 additional Super Nintendo titles from Mindscape® and an Alfred Chicken Hooded Sweatshirt. Grand prize is worth \$1425. 5 First Prizes: Alfred Chicken™ on Super Nintendo® and 3 additional Super Nintendo titles from Mindscape®. First prize is worth \$1500. 15 Second Prizes: Alfred Chicken Hooded Sweatshirt. Second prize is valued at \$45. 25 Third Prizes: Alfred Chicken T-Shirt. Third prize is valued at \$21. Winners will be determined at a drawing to be held on June 01, 1994. All prizes will be awarded. Prizes winners will be notified by mail. Prizes are non-transferable. No substitution of prizes is allowed, except at the option of Sponsors should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries. 4. Eligibility: Sweepstakes open to residents of United States and Canada. Upon request by Sponsors, winners shall sign a Liability/Publisher release within 30 days of the prize. Employees of Sponsors Publishing Group, Inc. and The Software Toolworks and their respective affiliates are not eligible. Neither Senda Publishing Group, Inc., The Software Toolworks or their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, losses or expenses that contestants might incur as a result of this contest or receipt of prize. 5. Winner's List: For a list of winners, send a stamped, self-addressed envelope to Alfred Chicken Contest Winners, 1020 Highland Avenue, Suite 285, Lombard, IL 60148. Request for winner lists must be received by July 01, 1994. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All taxes, state and local registration apply. 7. Contest sponsored by Senda Publishing Group, Inc. and The Software Toolworks. Copyright © 1994 Theilig. Copyright © 1994 Mindscape Inc. A Software Toolworks Company. All rights reserved. Alfred Chicken is a trademark of Senda Publishing Group, Inc. and its logo are registered trademarks of Mindscape Inc. The Software Toolworks is a registered trademark of The Software Toolworks, Inc. Senda Publishing Group is a trademark of Senda Publishing Group, Inc.



MORTAL KOMBAT II by Midway

V 3.1

The latest version of the hot new fighting game is currently circulating through arcades. The changes aren't as extreme as the leap from 1.1 to 2.1, but there are a few new features and differences. One notable difference is the amount of blood in the game. It has actually increased! Almost every move leaves loads of blood soaking into the floor. The other main features are: the random character select, disabling throws, and new finishing moves. Is this the last update or will it go to 4.0? We'll inform you first of any changes!



Randomly select a character by pushing up and press the start button.



Disable throws at this screen by pressing down and high punch.

NEW FATALITIES, "Pit," and HIDDEN CHARACTER



FATALITIES

You can now perform Raiden's second fatality by charging high punch for three seconds and releasing it near your opponent.



As Shang Tsung, hold low punch for about 30 seconds and release it a few paces away, turn into Kintaro, and finish them.



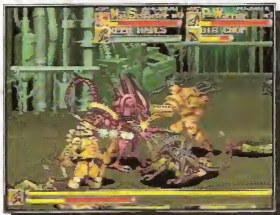
Joining the other two hidden characters, Jade and Smoke, is Noob Saibot. This shadow of a character has a spear like Scorpion and Smoke, but isn't as fast as the grey ninja. You can get to him by racking up 50 wins in a row.

This new "Pit" was just added to this version. Like the other two, it counts as a fatality or finishing move. The movement is the same for ALL characters. Simply hold down the low punch and low kick while doing an uppercut.



MORTAL KOMBAT II

ALIEN VS. PREDATOR by Capcom



As you can see, you'll encounter more than one type of alien during the game.

In an EGM exclusive, Capcom has announced their awesome Alien vs. Predator arcade game. Due out by press time, Alien vs. Predator looks to be everything you'd expect from the makers of games like Street Fighter 2 and The Punisher!

With the ability to accommodate up to three players, this coin-munching

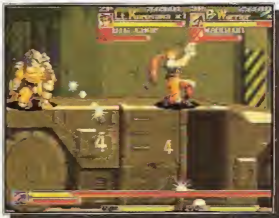
monolith will definitely attract tons of gamers. Pick and choose between two types of characters which include Cyborgs or Predators. You'll notice that the aliens have a variety of forms and functions. For example, there are the huge Royal Guards and the stealthy Warrior aliens. Each is different in the ways that they attack. Nice touch!



As the Predator, you will have access to all of the weaponry in his arsenal!

To add the icing to the proverbial cake, the sound is provided by Capcom's incredible Q Sound, which will blow the head off of your obnoxious little brother at 15 paces!!

Capcom's arcade games are known for their excellent playability and replay value. Alien vs. Predator will not disappoint gamers!



There are two types of characters to play as: Predators and Cyborgs.

D&D TOWER OF DOOM by Capcom



Secret rooms filled with useful items are scattered everywhere!

As you probably will recall, we previewed Capcom's D&D Tower of Doom back in EGM #54. Now with the game's impending release, we talked to the game's prime developer, Alex Jimenez. Alex, who has been a role playing mavin for the past 19+ years, is extremely proud of D&D Tower of Doom. "It's the first fully authorized role-playing video game anywhere."

After Capcom obtained the licensing agreement with TSR (the grandfather of role-playing games) Alex spent the next few years creating the first non-linear video RPG ever to hit the market!

What's the coolest thing about D&D Tower of Doom? "You can finish the game and immediately play it again, and it will be an entirely new story. You will be able to take many different



Carefully figure out the solutions to the many obstacles barring your path!



paths to get to the same ending, each path will yield something new," Alex said.

D&D Tower of Doom should be in the arcades as you read this. This is one game that you really shouldn't pass up! Great job, Alex!!

Wolfenstein 3-D



"BANG FOR THE BUCK-10....THIS IS ONE OF THE FIRST TRULY ORIGINAL GAMES TO COME ALONG ON THE SNES IN A LONG TIME..."

VIDEO GAMES MAGAZINE—Jan. 1994

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ILLUSTRATION
YOSHIAKI KASHIMAZAKI

"FUN FACTOR -5.0... WOLFENSTEIN 3D IS A MAJOR BLAST! ITS ONE OF THOSE GAMES THAT'S SIMPLE IN DESIGN, EASY TO CONTROL, AND A HECK OF A LOT OF FUN."

GAME PRO MAGAZINE—DEC. 1993

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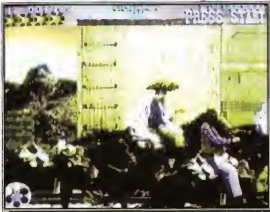
LETHAL ENFORCERS 2 GUNFIGHTERS by Konami



The villains are Konami employees who were digitized into the game!

Another EGM exclusive—Konami has just announced the release of the second game in the Lethal Enforcers series, *Lethal Enforcers 2 Gunfighters!* If you liked the first *Lethal Enforcers*, you're gonna love this game!

Set in the Old West, your job is to rub out a band of gunslinging villains! This is obviously a lot harder than it sounds,



Take careful aim at these mounted desperados or they'll blow you away!

though. There is great variety to the progressively harder levels. One level takes place in a saloon, while another takes place alongside a moving train! You won't get bored playing this coin-muncher! There are even bonus levels after certain areas, which are great for getting some practice with your trusty sidearm!

And speaking of your gun, *Lethal Enforcers 2 Gunfighters* comes with a new gun which recoils every time you shoot! This little goodie adds to the realism of the game, while still allowing complete control and accuracy. Reloading your weapon is really easy, thanks to the off-screen loading concept taken from the first *Lethal Enforcers*.

The graphics have been cleaned up in this version of the game. The play action is smooth and surprisingly realistic. Oh, and before I forget, Konami told us that in all likelihood, this game



Keep an eye on your ammunition supply (lower left) so you don't run out!

will in fact be released for the home market soon after its arcade release! Cool! I wonder about the blood though, hmmm...

Anyway, *Lethal Enforcers 2 Gunfighters* will be a big hit in arcades, bars, and anywhere else people crave excitement. Pick up your six-shooter and give it a try!



The graphics have been improved since the first *Lethal Enforcers* game.



Lethal Enforcers 2 proves to be even better than the first game!



In the bonus rounds, you'll have a chance to improve your shooting.



As with the first *Lethal Enforcers*, you can pick up weapon enhancements.



Defeat this Boss, and you'll be treated to a graphic display of special effects!

Mortal Kombat: Deadly Alliance. Manufactured by Acclaim Entertainment, Inc. All rights reserved. Acclaim is a division of Acclaim Entertainment, Ltd. © & © 1994 Acclaim Entertainment, Inc. All rights reserved.



BIGGER

BETTER

LOUDER

MEANER

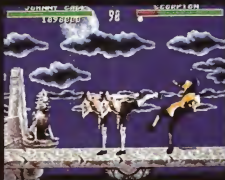


MIDWAY

SEGA CD

Acclaim
entertainment inc.

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Use Shadow's Flying Step to stomp on Larcen.

SOME KIDS WON'T SEE THE ADVANTAGES



Streets of Rage 2™
Blaze flattens Galsia with her karate chop.



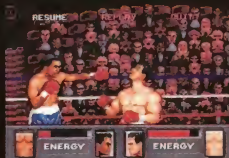
Electro Brain's Best of the Best Championship Karate™
Rearrange his brains when you hit this kick-boxing foe with a Round House.

W E L C O M E T O T

Capcom's Street Fighter II™:
Special Champion Edition
Ryu takes a bite out of
Sagat when you use his
Dragon Punch.



Greatest Heavyweights
This round is over
when you left jab the
big bruiser.



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You didn't. He's sitting over there moving his thumbs. You're in the middle of an infrared ring, punching and kicking. It'll hit him fast. You've got better moves because you're moving your whole body. He only uses two thumbs. With Eternal Champions, for example, you kick left and right and your character kicks left and right. When you punch back, your character punches back. The guy with the regular controller doesn't have a chance, unless you're completely out of shape. It's not exactly a fair fight, but who cares about being fair?

activator™

FOR SEGA GENESIS™

H E N E X T L E V E L™

INTERNATIONAL OUTLOOK

13 GAMES PREVIEWED!!!

Sonic Drift, Bare Knuckle 3, Pro Wrestling Revolution, Dynamite Heady, Fighter's History, Outrunners, Super Fire Pro Wrestling 3 Easy Type, plus lots of 3DO!

INTERNATIONAL NEWS

Hey there! Guess what? I've been all over Japan this month lookin' for any little tidbits that might interest you. First off, I've got you some really good info on the eminent release of Matsushita's (Panasonic) 3DO REAL player in Japan. The system should be out by the time you read this. It will not have a pack-in game with it, which is surprising. I've got some info on Japanese releases as well. Some familiar names include Ultraman and Wacky Races.

I also got to see a show put on by Square Soft. It was there that they showed their latest games like Final Fantasy 1 & 2, which is a remake of the first two Famicom carts on one 8-Bit cart. They also had Final Fantasy VI on display, and were wowing audiences. They also had the soundtrack of the new characters.

I also attended a show by artist Akira Toriyama, the guy who created Dragon Ball Z. There were lots of nice knick-knacks for fans of the manga and anime.

There's a few less sidebars this issue, but I thought you'd like to see more games. Once again, I hope you like what I've dug up. None of this was easy. Enjoy!



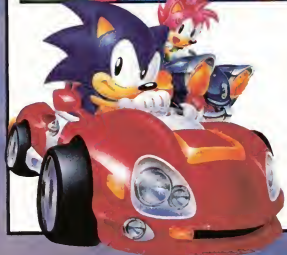
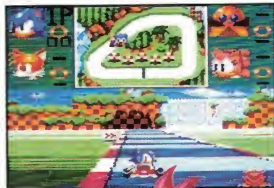
WORLD NET

Sega of Japan

Sonic Drift

Game Gear	GAME GEAR
Driving	3-LEP
March 18	¥3,800

Taking a cue from Mario, Sonic and friends take on Robotnik on go carts. You get your choice of four characters: Sonic, Tails, Amy (from the Japanese CD), and the evil Doctor himself. Each cart has different performance specs like dash and jump. There are 18 courses in all. The best times for each course are recorded so time trials should be exciting. Useful items can be scooped up and used to gain the lead. Besides the cool GP Mode against the computer, there's also a Free Run where two players can go up against each other. It's quite possible that the cart might come here.



Choose from Sonic, Dr. Robotnik (AKA Eggman), Tails, and Amy Rose!



Select one of the many tracks and try to get the best time. Beat your records!



Sonic's new racing game is loaded with strategy and tricks at your disposal.



A close-up, high-contrast photograph of a green, muscular character's face. The character has a menacing expression, with glowing yellow-green eyes and a slightly open mouth showing teeth. The background is a dark, textured purple.

**HE'S BIG.
HE'S MEAN.
HE'S GREEN.**

**AND
HE'S GOT ONE BAD ATTITUDE!**

COMING TO YOUR VIDEO GAME STORE IN APRIL

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.

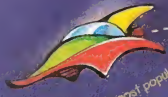


ASCIIpad SG (Genesis) Turbo-Fire, Auto Turbo and Slow Mo.



*TELL US HOW YOU SAVED THE DAY WITH YOUR ASCIIWARE ENHANCED CONTROLLER, AND WE'LL USE THE STORY IN AN AD, MAYBE.

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



HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE

Fighter Stick SG-8 (Genesis)
Designed for action/adventure company. One of the best for these kind of features and for a great deal.



Fighter Stick SN (SNES)
The heavy weight of fight controllers. Taking a little extra weight.

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.



asciiPad SE-6 (Genesis)
Six buttons and four sticks. Best of both worlds. Good looking, same as the other.



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Ride your motorcycle through the streets while fighting off other bikers.



Sammy gets mauled by one of the deadlier Bosses in this fighting cart.



Fight female ninjas in the bar. They bounce around a lot as a diversion.



When you find a sword, ruthlessly tear the enemies apart.

Sega of Japan

Bare Knuckle 3

Mega Drive	
Fighting	
March	

We first showed you Bare Knuckle 3 a few issues back, but we thought you'd probably want to see a bit more of this awesome fighting cart. While it has yet to see the light of day in the States, Sega of America said they would be bringing out Streets of Rage 3 at the Summer CES.

The four warriors—Axel, Blaze, Sammy, and Zan—each have a whole slew of moves, not to mention the ultra-cool combo moves that involve a second player. For example, Axel has got a Dragon Smash, and the Grand Upper. All the moves are really impressive, involving lots of animation.

Bare Knuckle 3 has multiple plot lines, and different endings depending on who you are, and where you go. There's also a two-player mode where two players can go up against each other. They can even be the same player.

Bare Knuckle 3 is one of the best side-scrolling fighting carts of all time. Hopefully it won't be too long before we are playing it on these shores. Think you can handle it?



This neon Boss has an electrifying effect on everyone he meets.



You can fight it out in a two-player versus mode. Be the same fighter!



You'll be forced to take on entire armies of roving thugs and hoodlums.

THE FOUR FIGHTERS

AXEL

Axel, the star of the first two games, returns in this awesome sequel.

BLAZE

Blaze also returns, and she's more powerful than ever with lots of great moves!

SAMMY

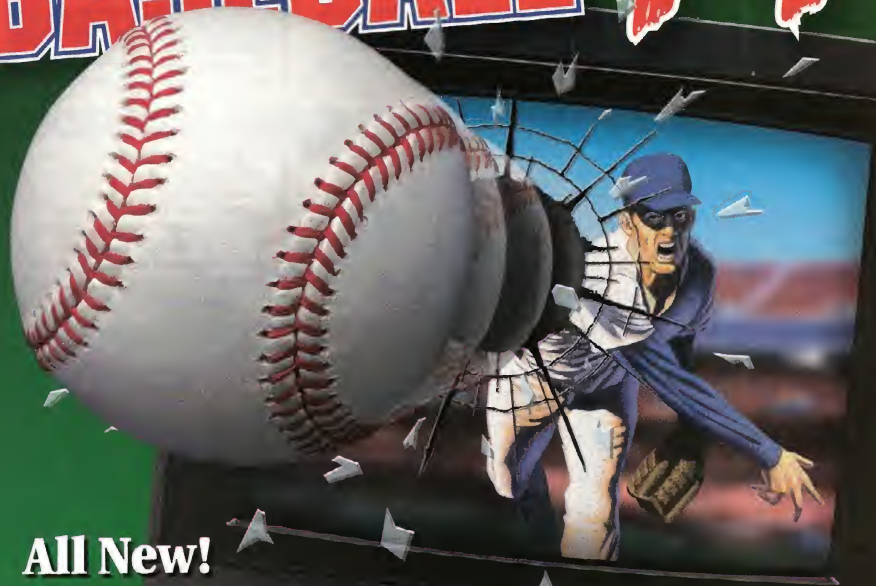
Sammy is a bit older now since his debut in part 2. He still has those skates, though.

ZAN

This old geezer is also a highly trained combat cyborg!



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INTERNATIONAL NEWS

Square of Japan put on a show for their fans by previewing the latest games they had to offer. Most eagerly anticipated of course, was Final Fantasy VI, which drew large crowds. Also on show was Final Fantasy 1 & 2 for the 8-Bit Famicom. As a special treat for fans, this cart is essentially a two-for-one cart. Among these titles, Square also had Final Fantasy memorabilia to wow the fans. The most outrageous object had to be a giant robot that appears in the latest of the series. Some of the more common items ranged from pins to some terrific music CDs. All in all, I had to say I had a great time at the show.




Two CDs were available for listening.
The tunes were awesome.



WORLD NET

Jaleco of Japan

Pro Wrestling Revolution

Super Famicom	
Sports	
April/May '94	¥9,800

Jaleco's come up with a unique way of capturing the excitement of wrestling matches. The game screen is split into three parts during a match. The center strip, which shows the two wrestlers squaring off from a distance, is used for the actual game play. The top and bottom strips show close-ups of the wrestlers. When one player manages to connect with a power move, like a back drop, the close-up expands to two strips to catch all the action. Any of the 16 wrestlers can be selected for spectacular bouts. As each wrestler has different moves, there can be a lot of experimentation. It can be four-player, too!




Pro Wrestling Revolution brings realistic wrestling into your home.



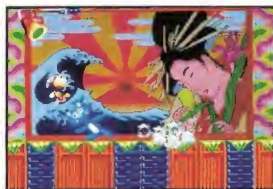
The action is in your face so you can see everything—whether you want to or not!

Saga of Japan

Dynamite Headdy

Super Famicom	
Action	
Unknown Release	Unknown Price

Here's the newest game under development by Treasure, the team responsible for the most excellent Gunstar Heroes and McDonalds. This colorful action game stars Headdy, a cast-off junkyard robot out to save his scrapyard friends from a wrecking crew who has swept them away on a scrap collector robot. Headdy, being junked, has a few screws loose, so he can throw his head eight ways to inflict damage. He can even replace his head with over 10 attachments, like a Hoover unit that sucks in oppo-



Dynamite Headdy is a colorful adventure with lots of stuff to dazzle you.

nents and items. In a pinch, Headdy can throw his claws and hook them on objects to pull himself up over ledges.

Featuring all the bright, cartoony graphics coupled with crisp responsive game play, and imaginative game design that made Treasure's first two games real treats, Dynamite Headdy deserves your attention.



Headdy's a brand new hero for the Mega Drive!



Headdy will have to fight in all sorts of places to save his friends.

Don't your thumbs...

...need a rest?

WHEN WAS THE LAST TIME you played a video game that challenged your brain's reflexes instead of your fingertips? How long has it been since you've built armies to conquer foreign lands, sailed the oceans in search of exotic treasures or battled enemies out to destroy you?

If it's been a while, KOEI would like to offer you a solution. After all, KOEI makes the RPG's that challenge you to think before you act, be it on the battlefield, in the airline boardroom, or aboard ship. And now — for a limited time — we'll give you a FREE t-shirt featuring KOEI's upcoming WWII game *Operation Europe* when you decide to make the change.

With exciting titles like *Aerobiz*, *Inindo*, *Nobunaga's Ambition* and *Uncharted Waters* to select from, you can give your thumbs the rest they deserve and work on bulking up that brain of yours!

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(see coupon for details)

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 - ▲ Gemfire
 - ▲ Inindo (Super NES only)
 - ▲ Nobunaga's Ambition
 - ▲ Romance of the Three Kingdoms II
 - ▲ Uncharted Waters
- IBM
- ▲ Genghis Khan II
 - ▲ Romance of the Three Kingdoms III



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Now for a limited time, when you buy any ONE of the KOEI games listed in this ad, KOEI will send you an Operation Europe t-shirt, free. Purchase the game from any local retailer. Fill out the coupon with your name and address, and mail it along with your receipt and a copy of the UPC symbol from the game box to the address below. Allow 8-10 weeks for delivery. All coupons must be post-marked no later than May 31, 1994.

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All receipts must be dated after March 1, 1994. Only one request coupon per game may be submitted. Some restrictions may apply. Offer valid May 21, 1994.

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SUPER NINTENDO
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INTERNATIONAL OUTLOOK

Data East

Fighter's History

Super Famicom

Fighting

May '94



Unknown Price



For hard-hitting action, take a look at Fighter's History by Data East. Boasting pristine graphics, lots of characters, and amazing moves, this title would impress any fighting fan. It even has an old Data East hero in it. Do any of you remember Karnov?

It's unlikely that we'll ever see this game on our shores, since there's a lawsuit going on between Data East and Capcom. It seems that some of the features of this game resemble Street Fighter 2 a bit too closely. If it ever does come out, you might want to take notice of this one. Fighter's History looks impressive.



Fighter's History is an all-out fighting extravaganza for fighting enthusiasts.



The famed Russian Karnov makes an appearance in this fighting cart.

Sega of Japan

Outrunners

Mega Drive

Driving

May



¥7,800



Select from a number of different vehicles for the best performance.



Watch out for the other cars on the road. They'll force you off right into a ditch!



Follow the circuit to finish the race. Outrunners will run you ragged.



There are a lot of different tracks to drive on. Each one has its own hazards.



Try to finish the race. If you can, you'll get the kudos from the crowd.

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 of the Three Kingdoms III: Dragon of Destiny



Sega Genesis screens shown

KOEI

KOEI Corporation, 1350 Bayshore Highway, Suite 540
Burlingame, CA 94010

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SUPER NINTENDO

SEGA GENESIS

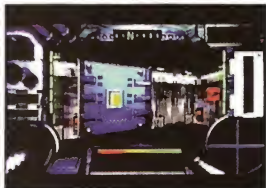
INTERNATIONAL OUTLOOK

THE LIFE STAGE BY Microcabin of Japan



Try to create shows to save a run-down theatre from destruction.

Tatsujin BY Synergy of Japan



Play as a hunter-killer robot in a maze-like enemy fortress. Very intense.

Ultraman Powered BY Bandai of Japan



Like the SFC Ultraman games, you can fight all sorts of rubber monsters!



This game uses digitized graphics, and even has scenes from the show!

3DO TITLES IN JAPAN

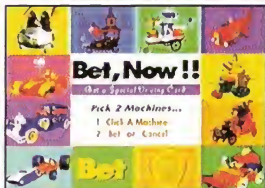
EGM brings you the latest news on the 3DO REAL system by Matsushita (Panasonic) in Japan. Here's a few games to expect ...

BURNING SOLDIER BY Pack-in Video of Japan



Play as a gunner in a fighter in space. Blast off into intense action.

WACKY RACES BY Future Pirates of Japan



Bet on races from the classic cartoon series. Lots of rendered animation.



Human of Japan

Super Fire Pro Wrestling 3 Easy Type

Super Famicom



Sports

Now

¥7,900

First developed for the PC Engine, Human's Fire Pro Wrestling series has gained an enormous cult following among dedicated wrestling fans. This is a bit surprising as the characters are obviously blocky and small, and response is on par to molasses. Human's trademark game has captured the souls of real fans of the sport by providing up to 64 wrestlers with 25 realistic moves each. What's even better, four players can tap in and wrestle each other! Imagine the excitement that'll follow when you have three of your living room! Since the other versions sort of frustrated players, certain moves have been reduced to the pressing of a simple button. Featuring easier controls than the earlier versions, and lots of ways to do moves, it's a sure bet that this cart will enthral the fans once more. Fire Pro Wrestling 3 Easy Type most likely won't be seen on these shores, but you can bet a lot of Japanese players are loving it right now.



Spin your opponent around until he's too dizzy to stand!



Force your opponent to the mat and make him surrender with your moves.

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WITH 12 MORE
OF THESE
AND OVER 80
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ULTIMATE
FIGHTER™
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SUPER NINTENDO
ENTERTAINMENT SYSTEM



ULTIMATE FIGHTER



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JAPAN

SUPER
FAMICOM



Don't you just hate people who love to throw? This game lets you extract your revenge. At the moment your opponent grabs you, tap the L or R button, then press it again and hold it. You'll get a nice attack out of it and really make 'em think twice.



THREE GAME MODES

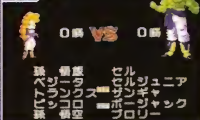
Check out these game choices. The Budoten Mode lets you take part in an involving storyline; the Versus Mode lets one or two players engage in battle, while the Budokai Mode is a tournament with eight chosen characters fighting to win.

Budoten Mode



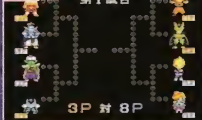
Versus Mode

対戦キャラ選択



Budokai Mode

天下第一武道会
第1試合



One or two players can compete in the Versus Mode.

The computer randomizes the order in Budokai Mode.



MTEO ATTACKS

- Son Gohan → ← ↓ ↑ + B
- Vegeta** - → ← ↓ ↑ + Y
- Trunks - → ← ↓ ↑ + B
- Piccolo - → ← ↓ ↑ + Y
- Son Goku - → ← ↓ ↑ + B
- Cell - → (Chrg) + B
- Cell Junior - None
- Zangya - → ← ↓ ↑ + B
- Bojack - → ← ↓ ↑ + B
- Brawley - → ← ↓ ↑ + B

The Mteo attacks are very hard to whip out, but can be quite devastating. All these moves are accomplished by standing very close to your opponent. The Power Bar has no effect on damage or strength of the moves.



DRAGON BALL Z
ドラゴンボールZ

It's back and better than before! Dragon Ball Z Super Futoden 2 offers the same action and fun as the first game, but now has new characters, more detail in the backgrounds and the Ultimate Power Moves pack even more wallop! There isn't much need to go into detail over character moves since there is a handy Command Help Mode where you can see the moves to any character in the game. So this time around, we're going to focus more on super strategies and special tips you won't find anywhere else.

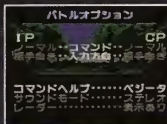
Dragon Ball Z 2 features the same premise as other fighting games, but has enough interesting features to make it stand out above the crowd. First, the stars are from a very popular manga and anime series in Japan. Not surprisingly, the series' popularity is really catching on here.

Engage in one-on-one combat with other characters from the series. Those who've played the first game can remember the huge playing field. Well, it's still here but now the Ultimate Power Moves can be performed anywhere on the screen!

Each character has a new arsenal of standard moves as well. If you've got the original, or you're looking for something new, Dragon Ball Z 2 will, without a doubt, offer new thrills that wimpy street fighting games can't match!

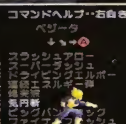
COMMAND HELP

At any time during the fighting, press start and then select. Choose which character you wish to learn by pressing A. Look at the names below for help in figuring out what their names look like.



Move down and highlight the choice shown. Now change the name by moving left or right and hit.

Select the move you wish to see and press A. Now it's easy to learn all the special moves.



CHARACTER NAMES

孫 悟空 Son Gohan	セル Cell
ベジータ Vegeta	セルジュニア Cell Junior
トランクス Trunks	ザンギヤ Zangya
ピッコロ Piccolo	ボジャック Bojack
孫 悟空 Son Goku	ブロリー Brawley

BLOCKING

The Ultimate Power Moves are your worst threat in the game. Learning to block these moves is essential to winning. Follow the guide below to give yourself the advantage.



The Ultimate Power Moves are the most deadly attacks in the game. One good blast can really wreak havoc with your strategy.



When a player uses his Ultimate Power, you can retaliate with your own power. Just perform the move shown above and keep hitting the A button to overpower the blast! The Block is hard to pull off.



FACT FILE DRAGON BALL Z SUPER BUDOKAI 2

MANUFACTURER	# OF PLAYERS
BANDAI OF JAPAN	1 OR 2
DIFFICULTY	AVAILABLE
HARD	NOW-JAPAN
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
FIGHTING	100%



FIGHT!

Now that you've seen what you're capable of, get out there and fight. You'll find out why Dragon Ball Z 2 is so hot.



THE GOOD

This version is even better than the first. Improved graphics, sound and game play really make it great!

THE BAD

Alas, this terrific sequel may never make it to the U.S. It's a crying shame.

THE UGLY

Feeling your thumb turn to hamburger trying to block the Ultimate Power Moves.

TRICKS GALORE!

You want a game packed with tons of cool tricks to spice up the action? Dragon Ball Z 2 is it! One of the most exciting codes is being able to play as Son Goku and Brawley, two hidden characters. There's also a Speed-up Code, surrendering and even playing as the radar map man.

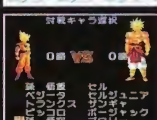
SECRET CHARACTERS:



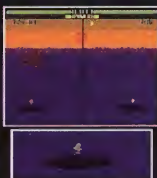
At the opening demo, enter this sequence on controller 1:

UP, X, DOWN, B,
L, Y, R, A.

If you hear a voice, you did the code correctly. Now you're able to play as Son Goku and Brawley!!



PLAY AS MAP MAN:



On the talking scene right before a fight, press DOWN on the pad five times to play as the man icon in the radar. Now try to play without getting confused.

TURBO MODE:

Hold L and R on controller 2 while turning on the game for turbo speed that's 1.5 times faster than normal.

RANDOM CHARACTER SELECT:

Enter the Budokai Mode and on the character select screen, hold X and press Select for random choices.

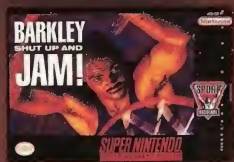
SURRENDER:

To exit out of a fight quickly, just press A, B, X, Y and Select buttons at the same time to end the match.

This photo *ain't* blurry.

It's just ***how you're***
gonna ***see me***

after I knock
your sorry ***self***
to the blacktop
and dunk
on your ***head***
ten times.



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CHEAT SHEET

Grind Stormer Tengen / Genesis Slow Motion

If you would like to play the game in slow motion, just do this trick. Make sure you have a second controller with a Turbo (rapid fire) switch on it. Now, during game play, switch the Turbo on to the C button on the second controller. The game may now be played in slow motion!

Metall Combat Nintendo / Super NES Real Mode

Now, you can select your starting difficulty level with this trick. To access the "Real Game Mode," just start your game and play up to the Battle Mode. Now, quit your game and then enter this code at the Title Screen: B, A, L button, L button. You'll hear a sound confirming the trick worked. The screen will now reset and turn red. You can now select your level of difficulty!



Madden NFL 94 Electronic Arts / Super NES

Game Genie Codes
You must have a Game Genie to make these work. DBAA-5D0F - Touchdowns are worth 9 points. D5AE-ED0F - Extra points are worth 7 points. D5AE-ED0F - You'll always get a 1st down.

Mega Man X

Super NES Capcom

Collect the Hadoken (Fireball)

Enter the code at the Password Screen and access the level shown in the picture five times to get the fireball.



Now, you can collect a secret fireball weapon which destroys enemies in one shot! To do this, You must have defeated all the Bosses, have all the armor, Sub-Tanks and Heart Containers. At the screen where you select your stage, select Armored Armadillo's stage. Go through the stage and collect the Power-up at the top of the cliff before entering the Boss door. Then Go to the Weapon Select Screen and Exit. Repeat five times. On the fifth time, you will see a Power-up chamber. Go inside and get the ability to do a fireball. However, you can only do it if your Life Meter is full. You perform it just like Ken and Ryu's Fireball. ▼▲▶ Kill the Bosses with one hit!



To make it easier, enter this code to get things you need.



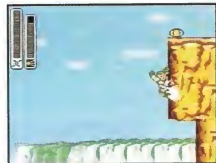
Go through the level and jump onto this ledge to get the item.



Dr. Light will be dressed like Ryu from SF2. I wonder why?



You will have all of the items. Go to the Boss shown here.



After getting the item, exit and repeat this four more times.



After you take a shower in the chamber, you'll have a fireball!

T.M.N.T. Tournament Fighters

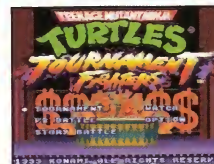
Super NES Konami

The Boss Code

Take controller 2 and put in the Hi-Speed Code. Then put in: X, UP, Y, LEFT, B, DOWN, A, RIGHT, X, UP. You'll hear Aska's voice.



This is the ultimate trick for an awesome fighting game! Now, you can play as the two Bosses in the VS. Battle Mode. To do this, you must first enter the code for Hi-Speed on the Title Screen with controller 2, which is: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. You'll hear



First, enter the Hi-Speed Code. Put in the new trick with pad 2.



At this screen, choose Karai and Rat King behind Shredder.

Aska's voice, confirming the trick worked. After you hear this, put in this code also with controller 2: X, UP, Y, LEFT, B, DOWN, A, RIGHT, X, UP. You will hear Aska's voice again. Go to the VS. Battle and to the left of Shredder are Rat King and Karai! You may now use them to fight!

(Sorry Most Wanted Trick entries from EGM # 58 - we got a first from Konami.)



Do each character's special moves using different combos.

J.R.R. TOLKIEN'S EPIC SAGA



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THE RAC

WIN A TRIP TO THE WORLD'S F-1

MAY 15, 1994. If you're an F-1 racing fan you know the significance of this date. You've probably dreamt about the thrill and excitement of attending a world renowned F-1 racing competition, well now's your chance. This month UBI Soft and EGM have teamed up to sponsor the "Racing Fanatic's Dream of a Lifetime" Contest. Where, if you're the grand prize winner, in a few weeks you could find yourself on a plane to Monaco to view, first hand, the most elite F-1 racing event of the year.

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1 GRAND PRIZE:

- A trip for two to Monaco and tickets to the Monaco Grand Prix

10 FIRST PRIZES:

- F-1 Pole Position for the Super NES

10 SECOND PRIZES:

- F-1 Pole Position for Game Boy

15 THIRD PRIZES:

- Die Cast Metal F-1 Racing Car Replica

20 FOURTH PRIZES:

- An EGM T-Shirt



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ENTERTAINMENT SYSTEM

CHEAT SHEET

MOST WANTED TRICK

This month's Most Wanted Trick is for the awesome basketball game, NBA Jam! Many codes have been found to access different characters. There have been sightings of a cheerleader dribbling the basketball on court in one of the demonstration screens of the Super NES version. There might be a code to change the cheerleader on the Super NES and the Genesis versions. Can you figure it out? If you get this code before we do, send it in! We'll put your name in the magazine, and you'll get a free game for the (allowable) system of your choice!



The cheerleader has been sighted on the Demo Screen!



Try to find a code to play as the cheerleader in the game!

F1 Pole Position

Super NES | UBI Soft

Car Setting Tips

Check out this compilation of settings to help you out on the Monaco Track. Experiment with these to get better lap times.



Here is a compilation of settings for the different machines to give you the advantage when racing in the Monaco circuit.

McLaren and Williams:

Steering - 3
Tires - A or B
Brakes - 4
Transmission - Auto
Suspension - 3
Gear Ratio - 3
Wing - 4 or 5

Ferrari and Benetton:

Steering - 3
Tires - A
Brakes - 3-5
Transmission - Auto
Suspension - 4
Gear Ratio - 3
Wing - 4

Jordan:

Steering - 2
Tires - A
Brakes - 4-5
Transmission - Auto
Suspension - 3
Gear Ratio - 1
Wing - 5

Venturi and Footwork:

Steering - 2
Tires - A
Brakes - 4-5
Transmission - Auto
Suspension - 3
Gear Ratio - 2
Wing - 4

Here are some car setting tips for you to follow:

Auto: Pre-set setting by the computer. Will not give you the best performance.

Steering: Choose a low number for a track with many straightaways. Choose a high number for tracks with many turns and curves. The higher the number, the faster you can take the turn.

Tires: Type A/B is the hardest tire and will last the longest, but has low grip.



After choosing the Test Run mode, pick Course number 6.



In this mode, you should have the steering at a low number.



When you begin, get used to the way the car controls.

Type C/D is a softer tire, grips the track better, but wears out much faster. Use hard or medium-hard tires on a high speed track. Use type C or D on tracks with many curves. **Gear Ratio:** 1 being the lowest ratio will produce faster acceleration, but a lower top speed. 7 being the highest, will give you a slower acceleration, but a higher top speed. **Gear Shift:** Choose between automatic and manual. By using the automatic transmission, it will allow you to concentrate more on the road. Once you're used to manual transmission, though, you can use the gears to assist you in taking corners. Shifting manually is also faster than automatic. **Brakes:** Don't use too much pressure when braking. A light touch will do. Using a low brake setting will be effective for all around racing and your



Once you pick a car, change it to the proper settings.



The suspension you choose is critical for turns and corners.



Once you get the hang of it, you'll be making better times!

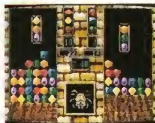
brakes will last longer. **Suspension:** A softer suspension setting makes your car more flexible and is most effective on tracks with tight turns and corners. Use setting 4 or 5 on tracks with both tight corners and long straightaways. On fast tracks with many long straightaways, use setting 6 or 7. **Wing:** Tracks with many tight curves require down force to keep them on the track. Use a high setting on tight tracks. Use a lower setting on fast tracks, or tracks with many straightaways. **Pit Work:** The different pit settings determine how much work will be done on your car in a pit stop. **Recommended Setting:** Fast Track: Steering (2), Tire (B-C), Gear (5-7), Brakes (2), Wing (5-7). Tight Track: Steering (1-2), Tire (C-D), Gear (4-6), Brakes (2), Wing (6).

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CHEAT SHEET

Fatal Fury Special SNK / Neo-Geo

Ryo's Moves

If you've done the trick to play as Ryo Sakazaki (shown below), then you will want to know how to do his moves. Here is a list: Tiger Fireball: $\nabla \blacktriangleright$ with the A or C button.

Flying Heat: $\nabla \blacktriangleright$ with the B or D button.

Zanretsu-Ken: Press the C button rapidly.

Death Fireball (takes off half of your foe's energy): $\blacktriangleright \blacktriangleright \blacktriangleright \blacktriangleright \blacktriangleright \blacktriangleright$ with the A or C button.

Secret Special Move: $\nabla \blacktriangleright \blacktriangleright$ with the B and D button together. Your energy bar must be flashing red to do this move.

Metal Combat Nintendo / Super NES

Play as the ST Tornado

To play as a totally new ST with a different attack method, just do this easy trick. Go through the normal training and then reset the game. When the Title Screen appears, press on the control pad: B, A, B, Y. You will hear a sound, confirming the trick worked.

Now, when asked to continue, choose, "NO" and you will get the choice of the Falcon or the Tornado!

Play as the ST Tornado

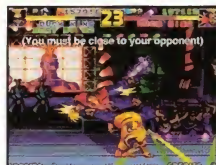
To erase your current standings in the game, just go to the Title Screen. Take controller 1 and press the L button, R button, L button, and R button again. This will give you access to a blue screen that gives you the Data Clear options. Just follow the instructions.

Fatal Fury Special	
Neo-Geo	SNK
Secret Special Moves	
Take a look at the way to do these moves. Move the stick in the direction of the arrows to and press the two buttons.	
POWDER TRIP	

Here are the secret fatal moves for each of the new characters in Fatal Fury Special. Your character's life bar must be flashing red to do the moves. Look at the pictures provided. Move the joystick continuously in the direction of the arrows and then press the two buttons shown simultaneously.



Laurence's Death Sword is:
 $\blacktriangle \blacktriangle \blacktriangle \blacktriangle \blacktriangle$ B & D.



Duck's Break Dancing Back Breaker: $\blacktriangle \blacktriangleright \blacktriangleright \blacktriangleright \blacktriangleright \blacktriangleright \blacktriangleright$ B & C.



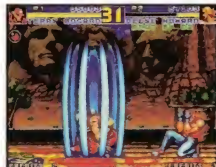
Tung Fu's Spinning Muscle Man is: $\blacktriangleright \blacktriangleright \blacktriangleright \blacktriangleright$ with B & C.



Billy's Burning Fire Circle is:
 $\nabla \blacktriangleright \blacktriangleright \blacktriangleright \blacktriangleright \blacktriangleright$ with A & C.



Axel Hawk's "Bust You Up" move is: $\blacktriangle \blacktriangle \blacktriangleright \blacktriangleright \blacktriangleright \blacktriangleright$ B & C.



Geese's Lightning Cage Blast is: $\blacktriangleright \blacktriangleright \blacktriangleright \blacktriangleright \blacktriangleright$ with B & C.



Krauser's Kaiser Wave is: Hold \blacktriangleleft for 2 secs. Then \blacktriangleright A & C.

Fatal Fury Special	
Neo-Geo	SNK
Play as Ryo Sakazaki	
Lose to Ryo and save with a memory card. Wait for the Demo Screen and put in the code to play as him.	
POWDER TRIP	

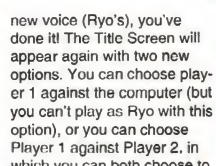
To play as Ryo, you must first lose both rounds to him with any character. Choose NOT to continue. After the game is over, you must save with the memory card. Now, wait until the Title Screen passes. When the demo cinema starts, put in this code: UP, LEFT, DOWN, RIGHT, UP, A, UP, RIGHT, DOWN, LEFT, UP, C. If you hear a



Lose to Ryo and save. Do the code on the Demo Screen.



If you heard Ryo's voice, you will get two options at the title.



In a two player match, you can both choose to be this fighter!



In a two player match, you can both choose to be this fighter!

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!



SCRATCH GOLF



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CHEAT SHEET

Mortal Kombat Arena / Genesis

Reptilian Sonya

To get to the Reptilian Sonya, do this trick. Use the D.U.L.L.A.R.D. Code (take the first controller and press DOWN, UP, LEFT, LEFT, A, RIGHT, DOWN when the Title Screen appears). After the "Cheat Enabled" Option comes up, choose it. Switch on Flag 0, Flag 2 and Flag 3. Set the Plan base to Three, and the first map to The Pit. Fight your way to the first endurance match. This should be easy with your opponents beaten in one hit. By the second endurance match, if you haven't gotten to the pit by the second endurance, lose the match to your opponents. Keep continuing until you get to The Pit stage. Get a double flawless on this stage and do your character's fatality. You will then be able to get to Reptile. Beat him in both rounds and the Reptilian Sonya will jump out! She has some incredible moves! If you want a more difficult way to do it, turn off Flag 0 on the Cheat Screen and do the trick.

Total Carnage Mallibu / Super NES

Secret Voices

To hear some secret voices from the arcade version of the game, play the game until you get on the high score list in position number five. Once you get there, put in the word, "YAWDIM." Move RIGHT and you'll get this screen! Press Y, B, X, or A for the voices!

Fatal Fury Special

Neo-Geo SNK

Fight the Dream Match

Defeat each character without losing a round in the match. After you beat everyone, you'll get to fight the Dream Match.



This method will allow you to play in the "Dream Match" against Ryo Sakazaki! To find him, you must defeat every opponent by winning both rounds of the match! The easiest way to do this is to choose the Beginner setting on the Level Selection Screen. After you begin, press START on controller 2 to join in. Let that character sit. Take the first player and beat him/her in both rounds. Defeat everyone this way, until you reach Geese Howard. By doing this, you will avoid losing any rounds with the preliminary characters. Since Geese Howard and Wolfgang Krauser are the two Bosses that you must defeat before winning the game, you should not have player two join in at this point. On the beginner setting, you should not have much trouble defeating them in both rounds. After you win against Krauser, wait for a bit, and you will see a white screen that says "The Challenger." You will then be allowed to battle in the Dream Match against Ryo Sakazaki! His moves are powerful, and it will take practice to beat him. He has his own stage and music.

Fatal Fury Special

Neo-Geo SNK

Secret Sound Test

Press SELECT in the middle of any match to pause the game. Now, press these buttons in this order: A, B, C, D, A.



On the Level Selection Screen, choose the Beginner setting.



Let the second player sit. Defeat everyone this way.



Defeat both of the Bosses by winning both rounds.



Now, you've found the dream match against Ryo Sakazaki!

Even if you lose against him, it would be wise to save this on a Neo-Geo memory card.



Wubba, wubba. I'm in the pink today, boy!

Press the START button on the second controller to join in.



When you get the last Bosses, you'll have to manually fight.

挑戦者 現る!

THE CHALLENGER

If you've defeated everyone both rounds, you'll get this!



A whole new stage with awesome music will appear!

By doing this, you will not have to go through the whole, long process over again!

To access the Sound Test in this game, just do this simple trick. At any point during a match, press the SELECT button to pause the game. Now, press these buttons in this order: A, B, C, D, A. The Sound Test will appear in the middle of the screen. You can even change the background music to whatever you want.




Pause the game in the middle of play and press A, B, C, D, A.

Meet Our Soul Survivor.

**THIS GAME NOT ONLY
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IT SOUNDS GOOD.**

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If under 18, obtain parental
permission before calling.



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

Battletoads Double Dragon Tradewest / Genesis

Super Warp

This code gives you a level select, plus five lives to start. To do it, choose your number of players. Next, go to the Character Select Screen and press B, A, DOWN, C, A, DOWN. Press START. You will get the Super Warp Screen! Choose from any level and press START to go to the level you chose.

Life Increase

This code will gain you a total of five lives. To do this, just go to the Character Selection Screen and hold UP, A, B, and then press START on controller 1. You'll start out your game with five lives instead of three.

Double Dragon Tradewest / Nintend

Mega Warp

This code will give you 10 lives, plus the ability to skip to any level in the game. After choosing your number of players, go to the Character Selection Screen. On controller 1, press DOWN, UP, UP, DOWN, A, B, A, B.

Super Warp

This code will give you 5 lives and the ability to warp to the starting level of your choice. To do the Super Warp, press B, A, DOWN, B, UP, DOWN. You will hear a tone. Press START to get to the Warp Screen.

Life Increase

This code will give you five lives to start. At the Character Select Screen, hold UP, A, B and then press the START button.

Battletoads Double Dragon

Genesis Tradewest

Mega Warp

To get a level select and 10 lives, go to the Character Selection Screen and press DOWN, UP, UP, DOWN, C, A, B.



The Peace Keepers

Super NES Jaleco

Full Character Selection

To get all the characters from the beginning, press and hold L button, R button, and A at the Jaleco logo, before the title.



Battletoads Double Dragon

Super NES Tradewest

Mega Warp

At the Character Selection Screen, put in on controller 2: UP, DOWN, DOWN, UP, X, B, Y, A. Press START.



Grind Stormer

Genesis Tengen

Free Play Mode

At the Title Screen, hold the A, B and C button. Now press the START button 100 times. Go to the Options and get Free Play.



This trick will let you continue an unlimited amount of times. Here's how to do it. When you reach the Title Screen, hold the A, B and C buttons and then press START 100 times. After this, let go and press the A button. Move down and switch the Credit Limit to "Free Play" for unlimited continues!

To select from any stage and access a total of 10 lives, just do this trick. Choose one or two players from the Title Screen. When you're at the Character Select Screen, take pad 1 and press DOWN, UP, DOWN, C, A, B. You'll hear a sound that confirms the trick worked. The Mega Warp screen will appear!



Do the trick at the Character Select Screen for this warp!

This code gives you full access to all of the characters! When the "Jaleco" logo appears, hold these buttons on controller 1: L button, R button, and A. Keep these pressed until the Title Screen appears. Pick the number of players. Go to player select to play as Norton and Orbot!

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



Do the code before the Title Screen to play these fighters!

This Mega Warp trick will give you a Level Select and ten lives to boot! To do this, just choose a one or two player game. When you reach the Character Selection Screen, press these buttons in this order with controller 1: UP, DOWN, DOWN, UP, X, B, Y, A. Press START. You'll then see the Warp Screen!



By doing this trick, you'll get the Mega Warp Zone!



At the Title Screen, hold A, B and C. Press START 100 times.



Press the A button. Move Credit Limit to "Free Play."



The Free Play will be displayed at the bottom of the screen.



With this, you will have an unlimited amount of continues!

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CAN YOU PASS THE MIZ QUIZ?

The coolest thing about **Ms. Pac-Man** on the **Game Gear** system is:

- Four classic arcade mazes, plus some all-new layouts.
- Super-challenging Arcade/Hard level—if you think you're really good.
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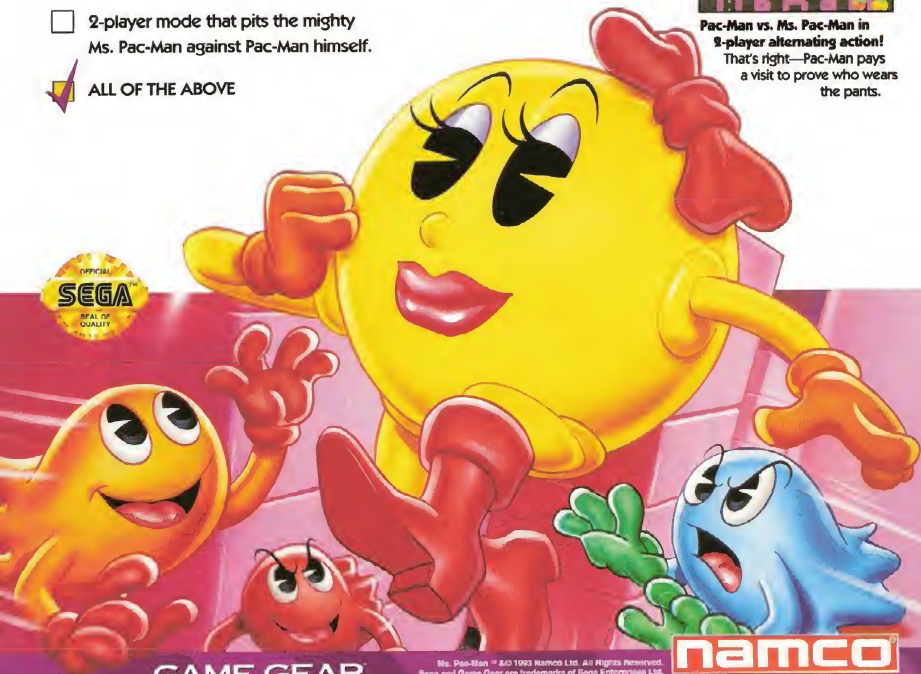
Va-Va-Va Zoom. Get up close and greet what you eat as you gobble those ghosts.



Arcade Tough, No Quarters Required. Think you're really good? Try the Arcade/Hard mode, and think again!



Pac-Man vs. Ms. Pac-Man in 2-player alternating action! That's right—Pac-Man pays a visit to prove who wears the pants.



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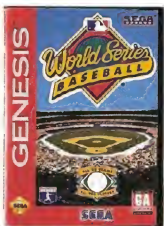
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NEXT WAVE

14 GAMES PREVIEWED!!!

Knights of the Round, Pocky & Rocky 2, Orion Off-Road, Heart of the Alien, Zero the Kamikaze Squirrel, Heimdal, Way of the Warrior, Theme Park, Vortex, BattleTech, Jurassic Park, Spin Master, Aero the Acrobat 2, Wind Jammer

NEW SOFT NEWS

There's a lot of good news this month. DTMC has a sequel underway for Lester the Unlikely. Expect this one to have the same rotoscoped effects in it for better animation.

SNK, known for their megamachine, the Neo-Geo, has got Super Side Kicks 2, an awesome soccer title and Top Hunter which is an action-packed adventure.

Working Designs is fine-tuning a sequel to their Sega CD RPG, Lunar, which should be appearing soon.

Konami is working on a brand new Contra for the Genesis. Not much is really known, but expect four characters to choose from and lots of action.

Things are heating up for the 3DO, with a huge stream of titles, that range from Star Trek to Who Shot Johnny Rock. It seems like that system is getting more licensees every day.

No new news on the Sega front for now, but you can be assured that they will have another wave of software in the upcoming months.

Ah well ... Onto the show. Hope you enjoy all the great softs herein.



Capcom

Knights of the Round

Super NES

Action

Knights of the Round for the Super Nintendo is one action-packed game you won't want to miss!

Still hot from the arcades, this game has you choosing from three of the fabled knights of the Round Table. You can be the brave King Arthur, the mighty Percival or the elegant Lancelot.

As you travel through the realm, you'll face countless enemies who are out for your blood. Fortunately you can power-up your weapons and armor by increasing your experience points in battle. Collect enough and you'll get more armor for your warrior.

If you are looking for a good game where you hack lots of bad guys to pieces, Knights of the Round has it all—plus it's stress relieving.



Storm the castle walls of your enemies and stop them for good.



Fight giant Bosses who can mash you with one hit. They're awesome!



You'll probably need a friend to help you against the onslaught of enemies.



The Phantom Boss splits into an assortment of deadly forms to kill you.



NEXT WAVE

Virgin

Heart of the Alien

Sega CD

Adventure

Out of This World fans should eat up this game. This cart takes you back to that strange alien world where you were a fugitive. But guess what... Now you are the alien (We call him Bob.) and you must help your human companion escape.

Along the way you'll find a whip and a gun to help you traverse this strange world.

The graphics are better than in the original game, and there are lots of puzzles to solve. If you ever wanted to be an alien, Now's your chance.



Your human friend is in this game, and he's trying to escape.



Why is this guy on the ground? You'll find out later on with your whip.



Power-up your gun and blast the other aliens who get in your way.

Sunssoft

Zero the Kamikaze Squirrel

Super NES/ Gen.

Action

He was once Aero the Acrobat's enemy, but now this crazy squirrel is fighting the forces of evil. After receiving news that his homeland was in trouble, Zero left the evil ex-clown Edgar Ektor to save his friends and family. A mysterious lumberjack named LeSheets is chopping down the entire forest that is Zero's homeland. His immense journey will take him through forests, beaches, caves, volcanoes, a toxic waste pool, and a paper factory.

Along the way, Zero will meet up with a wolverine named Quicksilver and more of LeSheets' henchmen. To fight off his foes, Zero can do all sorts of Kamekaze spins. Using new character animation technology, it seems Zero may take the spotlight.



Zero may not have wings, but he still has a knack for finding trouble.



Look for treasures wherever you go, because items are hidden everywhere!

Crystal Dynamics

Orion Off-Road

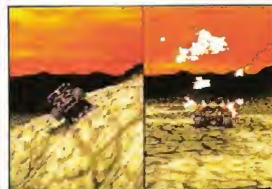
3DO

Driving

For one of the roughest rides around, Crystal Dynamics has scrambled up Orion Off-Road for 3DO owners. This racing game takes you over the edge with its great graphics and totally rockin' music.

Go off-road onto some of the nastiest zones known to man. Take too many scrapes and your truck will start on fire and blow up! To make things even more intense, two players can race each other over the winding, bumpy terrain.

If you enjoy racing and like great graphics, Orion Off-Road will blow your mind. This game shows off what the 3DO can do.



Two players can go at it using the Special Split-Screen Mode.



While bounding over the cliffs, don't fall or you'll break parts of the truck.



See what happens if you aren't careful enough? It's tough luck for you!

JVC

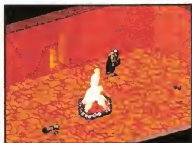
Heimdal

Sega CD

Action/Puzzle



Set out to recover the Weapons of the Gods in Heimdal. Choose your warriors carefully and put on your thinking caps. This game combines action with puzzles. You must figure out how to get through each zone. Fight vicious monsters and use mystical spells. Heimdal also has cool bonus games!



Find the orc in this room, along with a few scrolls.



The fighting scenes will test your might.



Use a magic scroll to get over the chasm.

Naughty Dog, Inc.

Way of the Warrior

300

Fighting



Set in the mountain fortress of the Kthundra monks, 10 fighters compete to be recognized in the Book of Warriors. There are even two 3-D rendered "Bosses" to fight. Each warrior has 60 to 70 unique moves that range from punches to magical attacks and other superhuman abilities. Prepare yourselves 3DO owners.



Fight the dragon for the honor of being in the book.



The martial artist named Dragon fights Gaines.



This is a ninja who has a lot of deadly attacks.

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NEXT WAVE

Activision

BattleTech

Super NES

Simulation

This brand new 16-Meg game was designed by Sculptured Software and features eight 52-sprite BattleMechs for use in combat. There are two modes. The first is Career Mode, where the player lives out the life of a warrior for more strategic play. The second is the Melee Mode where aggressive players can jump right into the middle of a heated battle. You can customize your mechs with 16 types of weapons, so no two battles will be alike. Expect this game to be similar to the VR BattleTech game.



The thrills of BattleTech are on their way to the Super Nintendo.



Check out this awesome cinema of the terrifying Madcat!



This is your basic point of view in the BattleTech game.

Electro Brain

Vortex

Super NES

Action

Electro Brain has renamed their F/X chip game, Citadel, to Vortex. Vortex will have the same plot and transformations of your mech. Like before, you can go anywhere on the battlefield you want, and transform into four different forms.

The visual effects in Vortex are unbelievable, with tons of scaling throughout the constant battle scenes.

Vortex uses a variety of viewpoints to give the player the best possible advantage. That way, you can see around you. Unlike most games, you'll be attacked from all sides!

If you want a fast-paced shoot-'em-up, Vortex will give you what you need. Are you good enough to save the world?



Drop out of your ship and prepare for space combat. Better think straight.



Use the mech-form to totally blast the enemies into oblivion.

Electronic Arts

Theme Park

3DO

Simulation

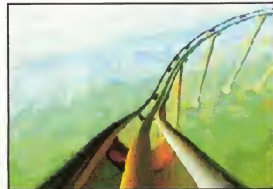
Have you ever wanted to build your own amusement park? If the answer is yes, then Electronic Arts has the game for you. Their new title is called Theme Park and it's similar to games like SimCity. You build your park, put up shops and set up the rides. Try to make your park appealing for the people, and watch the ticket sales grow. Build a loser, and you'll be out of business. Theme Park's rendered graphics make you feel as if you are really on the rides. You can go on any of the attractions. The roller coaster is especially awesome. If you've got a 3DO and lots of spare creativity, Theme Park will give you hours of fun.



The way you set up your park is very important. Use strategy.



Choose which rides you'd like to feature. There are a lot to choose from.



Take a spin on one of your roller coasters if you want a real trip.

Universal Int. Studios

Jurassic Park Interactive

3DO

Action



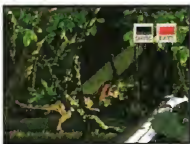
Jurassic Park has become a reality on your 3DO. This action intensive game has you taking control of the many systems in this theme park of the future. Unfortunately for you, the computer systems are messed up and a bunch of the visitors are trapped around Isla Nubar—the island you are on. So what you have to do is try to rescue the many people. Some of the zones will require you to drive the jeep with the Tyrannosaurus on your tail. With rain pouring down and a lot of hairpin curves, this one is very nasty. Another has you working your way to one of the people, while Dilophosaurs spit at you. Taser them, or you'll end up being dino chow!



This is the title that all 3DO owners should look forward to. It's an experience that will put you right into the movies. Look for news in upcoming issues of EGM!



Choose your skill level to suit your abilities.



Taser the Dilophosaurs before they spit at you.



Look for the visitors around the island and save them.

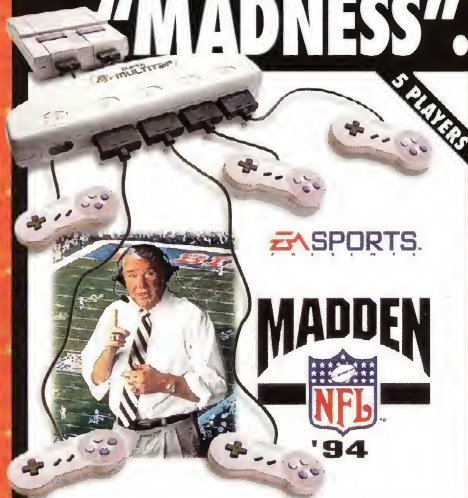


Look in the rear view mirror to see the T-Rex.



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NEXT WAVE

Data East

Wind Jammers

Neo-Geo

Sports/Action

It's the ultimate sport. Two players face each other in an arena and throw a disc between them. Points are scored for getting the disc in the three receptacles in each arena. Some give you five points while others give you three. Each of the players has a number of special throws, and their own stats.

Bonus rounds can range from bowling to throwing a frisbee for your dog! Don't miss this action-packed game. It gets very addicting once you try it. Wind Jammers really moves.



Toss the disc back and forth.
Make sure you score the fastest.



Analyze the various player stats and choose your character wisely.



Try your luck at the many bonus games, such as a bowling sequence.

Sunsoft

Aero The Acrobat 2

Super NES

Action

Sunsoft's bat with an attitude is back! Aero the Acrobat sets off on an all-new adventure. This time around, he leaves his beloved circus behind to go in search of new adventures. Aero will find new friends and enemies, as well as pick up a few new skills to help him survive.

Like the previous Aero the Acrobat, expect to see huge colorful levels that'll put your game playing skills to the test. Aero the Acrobat 2 is still a ways away, but from the shots we've seen, it's going to be even better than the first.

So if you are ready for more hair-raising adventures with Sunsoft's dynamic bat, get ready, because EGM will be there when Aero 2 appears.



Aero flies through a winter wonderland at dizzying speeds.



Aero finds more adventure in the darkness of a run-down place.

Data East

Spin Masters

Neo-Geo

Action

Spin Masters for the Neo-Geo is a colorful action game. The story is about two guys who are searching for a lost treasure and a lost girl. Along the way they will face intimidating odds as they circle the globe. They will pick up all sorts of weapons, including bombs, punching gloves, and their trusty yo-yos.

Spin Masters will take you through the pyramids of Egypt and other strange locales. The graphics and animations are among the best around. You'll laugh when you see what hysterical high jinks you find yourself in. If you want a fun game for the Neo, consider this one.



Start out at the airport. Your kidnapped girlfriend was last seen here.

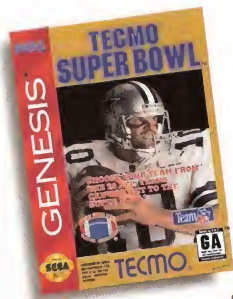


The treasure map leads you to Egypt where you will be attacked by mummies!



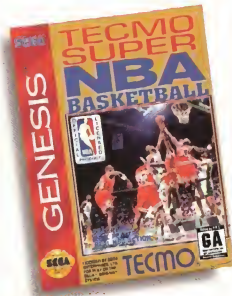
In a harrowing mine car chase, you must avoid falling pieces of track and bats.

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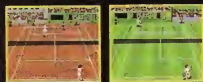


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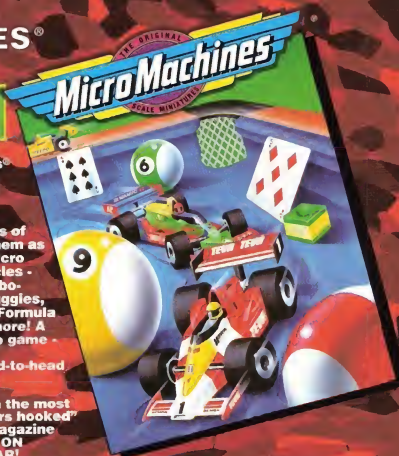
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AVAILABLE: MAY



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AVAILABLE: MAY



MICRO MACHINES™
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BEAVIS AND BUTT-HEAD™

Television's Bad Boys are on the Genesis!

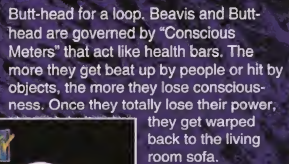
Developed by an independent team, these bad boys are finally getting their own video game. Beavis and Butt-head is an adventure game that takes place in their hometown with familiar sights such as Highland High School, the hospital, Turbo Mall 2000, the drive-in theater, and of course, Burger World. The story behind the game goes like this: The boys finally got tickets to see the hard rock group Gwar. On the way home, Mr. Anderson's pet poodle snatched the tickets from their hands and mangled them; but to top it all off, Mr. Anderson runs over the tickets with his lawnmower, sending the chopped up pieces all over the neighborhood. Now they're on a quest to find the pieces, tape them back together, and go see Gwar.

The game begins in the house with the familiar scene of Beavis and Butt-Head sitting on the couch. Using the remote control, they travel to different areas of the city by "Channel Surfing." Once there, you can go into any of the stores and departments in the game to discover clues to the whereabouts of the Gwar tickets. They can pick up objects they'll need later to discover certain clues. The menu is very easy to use and gives information like how much money they have, any items they are carrying and their conscious level. There is a bit of an environmental theme here since Beavis and Butt-head can pick up bottles and drop them at a recycling center to earn money for later levels in the game.

Don't think this will be a simple adventure. There are plenty of dangers to stop our boys from fulfilling their goal. Shopping carts, thugs, and characters from the show try to throw Beavis and



What could be more fun than getting chased through a drive-in theater?



Butt-head for a loop. Beavis and Butt-head are governed by "Conscious Meters" that act like health bars. The more they get beat up by people or hit by objects, the more they lose consciousness. Once they totally lose their power, they get warped back to the living room sofa.

There are tons of hidden clues and suggestive statements in the game. Some clues are so obvious that they could be on a wall poster behind the boys. Beavis and Butt-head is completely non-linear so you can search for the ticket pieces at different locations and watch new situations unravel. Fans of the show will really enjoy all the digitized voices and cool music that fit right in with the theme of the show. Meeting characters like Billy Bob and Mr. Anderson really add to the fun and keep the game faithful to the show.

The Genesis version we are showing is only 20 percent done at the time of this writing. Beavis and Butt-head for Genesis is 16-Meg and is scheduled for a September release while the upcoming Super NES version should debut in October.



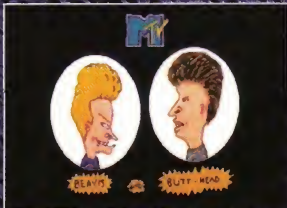
Other characters can talk to Beavis and Butt-Head with word windows that appear.



Picking up empty bottles is a great way to earn some serious spending money.



The Menu bar at the top of the screen shows what you can do in the game. 1) Shows the character you're in control of and their status. 2) An item you're carrying. 3) Any bottles you may have. 4) The amount of money you have to spend.



SPECIAL FEATURE

BUBSY 2

For the Genesis
From Accolade



Need to tag your enemies at long range?
A pie in the face is what you need!

New Cat-antics!

As always, Bubsy will have many new tricks up his sleeve. The latest ones include a portable hole, edible missiles (known as "pies") and an astro suit.



Bubsy can now escape levels by the use of the classic portable hole! Nifty indeed!



The Pyramid level is much more complete, with lots of enemies and secret rooms.

Completed Levels

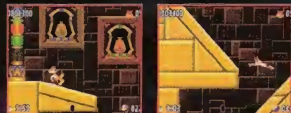
In addition to the Egyptian pyramid, there is another level to complete. It resembles the "Stardust Speedway" from Sonic CD, having giant instruments and notes.



The second level is a wacky zone made up of giant horns and huge musical notes.

What we've seen so far...

In Issue #54, we showed you the earliest version of Bubsy 2. Not much has changed since that was shown last issue, but a little tweaking has been done. Essentially, it is intact.



Almost all of the Egyptian pyramid level is complete, containing many passageways.



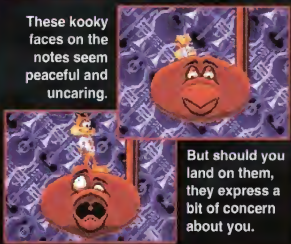
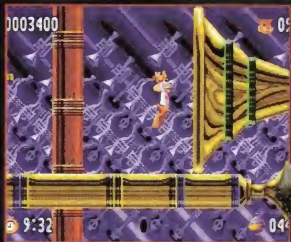
Many new enemies are also programmed in. Several being cartoon-like animals.



The Launching Frog Bonus Stage is also retained, but no others at this time.

Level 2 - Music Wonderland

The new level is gigantic, comprised of huge brass instruments, drums, and hovering musical notes that you can clamber over to find all kinds of hidden surprises and lots of marbles to increase your lives. Be wary, though, because the enemies can leap from almost any height to clock you when you least expect it.



These kooky faces on the notes seem peaceful and uncaring.

But should you land on them, they express a bit of concern about you.

Stay tuned to EGM for the latest on this sequel to Bubsy!



NEW YORK GRAND PRIX

RACE 1



The game starts here with your first race in the New York Grand Prix. This race is not hard to win but it teaches you how to operate the Mach 5 in a racing situation.

RACE 2



THE SAHARA CHALLENGE

This is the second race of the game, but it is actually the third level in the game. It takes place in the Sahara desert, with a track that can easily confuse anyone.



In some areas of the track you can gain the lead by jumping to other parts of the track.

SPEED RACER

HERE HE COMES!



Jump over the sand pits that come up in the middle of the track to gain speed.

LEVEL 2

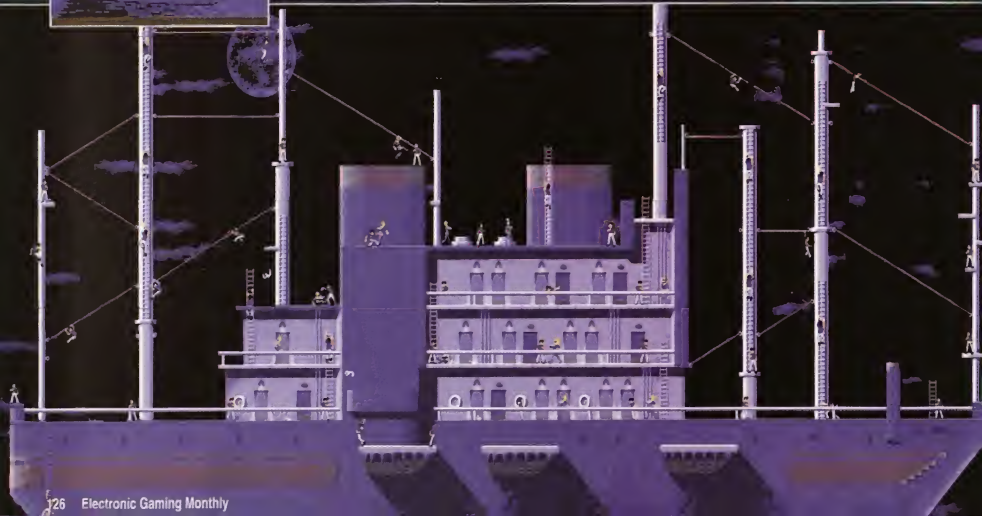


In this level the bad guys are plotting to destroy the Mach 5, and you have to stop them. The Mach 5 is on the cargo deck and you have to get past the bad guys and find the cargo bay. Ladders and ropes are all over the level and are the only way there.

Speed Racer is coming to your Super NES and is being brought to you by the folks at Accolade. The game features both racing and side-scrolling action levels!

MACH 5

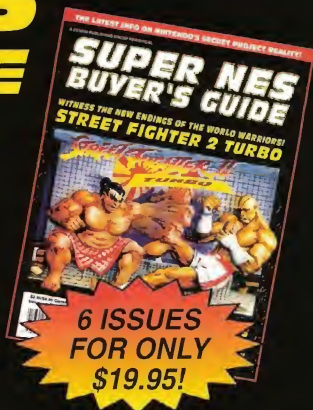
The car that was made famous in the cartoon show is now at your side and you can control it and all of its gadgets, like the blades in the front.



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NINTENDO
RULES!



FREE HAT
WITH PURCHASE
(WHILE SUPPLIES LAST)



Wario Land
from Nintendo
Game Boy



Ken Griffey Baseball
from Nintendo
Super NES

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Skitchin' from
Electronic Arts



Sega Genesis

NBA Showdown '94
from EA Sports



Sega Genesis

Bill Walsh College Football
from EA Sports



Super NES

PGA European Tour
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Sega Genesis

MLBPA Baseball
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Super NES

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SPECIAL FEATURE!

World Series BASEBALL

"Take me out to the ball game . . . take me out to the crowd. Buy me some peanuts and Cracker Jacks . . ."

The smell of freshly cut spring grass, popping popcorn and the roasting of peanuts, the crowd cheering for your favorite team—these are just a few things that happen in a ballpark and are part of America's favorite pastime, baseball. You can have all these effects right in your living room without ever driving to the stadium. Get ready to see the biggest baseball game bonanza to date in this Special Feature, exclusively from EGM. Check out the pix and decide for yourself which one will be king this upcoming baseball season.

The main emphasis this year is stats and lots of 'em. Stats for baseball games are becoming a standard in these games. Furthermore, since the MLBPA is a sponsor for these games, many stats options are being created to bring realism to the game. World Series Baseball for the Genesis, for instance, takes the cake on stats. Other companies are realizing that stats are quite important to baseball games, as well, and adding them in.

Stats is just one thing that has changed in the game play of these carts. Animations of players and field have improved greatly. Realism is the key to these games, and animation has to prove the illusion. Also, play-by-play commentators are being welcomed into this sport to increase the interest in the games and to give them life. They get better year after year as new companies make baseball games and more ideas come up to raise home baseball gaming to its fullest potential.

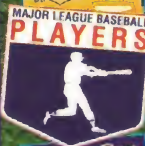


REALISTIC PLAYER ANIMATIONS



During the batter's box Position

Screen, you will see two boxes that pertain to the pitcher and batter. The pitcher can pick from three kinds of pitches. As for the batter, he can pick from three batting positions.



JOHNSON 281 0-0
A: CONTACT
B: NORMAL
C: POWER

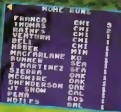
MCDOWELL ERA 3.46
A: SPLITTER
B: CURVEBALL
C: FASTBALL



MLBPA licensed, World Series Baseball takes baseball to new heights. Realistic player stats and animations are both packed into this game. Check League Leaders stats to see where your favorite player ranks. Many options like Home Run Derby, League Play, Practice Batting and League Championship Series are certainly a plus. Layout of stadiums are almost exactly like real ones. A play-by-play commentator adds the final touch on what's happening on the field. All this from Sega for the Genesis.

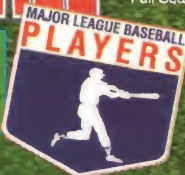


REGULATION STADIUMS



**SEGA
SPORTS**

MLBPA BASEBALL



ROTSCOPE PLAYER ANIMATIONS

EA has done it again, now on the Super NES. Another baseball game licensed by MLBPA. The name MLBPA Baseball says it all. Based on last year's stats of the real players, for all 28 teams in the majors, this game brings the game of baseball into your living room. Play in Full Season, Series and Championship

Modes with your favorite team. View many options like Team Stats, Defensive Position or Bench. The feature that really stands out is the animations of the players, made from rotscope animation. Fully digitized sound effects bring the field to life.



G O I N G

Ron Barr, EA's sports commentator, will convey scouting reports of teams.



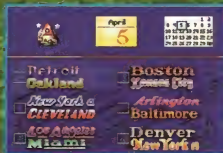
Timing in hitting the ball is very critical. Move your player in four different directions to position yourself. Where you are positioned will determine how you will hit the ball and its destination.



G O I N G



The regulators of baseball—umpires are always there to make the call.



F U L L S E A S O N



G O I N G



D E F E N S I V E P O S I T I O N S



L E A G U E P L A Y O F F S



I S T

A LEAGUE STANDINGS April 6

	W	L	PCT	GB
EAST				
Baltimore	0	0	1.000	0
Boston	0	0	1.000	0
Cleveland	0	0	1.000	0
Pittsburgh	0	0	1.000	0
Toronto	0	0	1.000	0
WEST				
Chicago	0	0	1.000	0
Los Angeles	0	0	1.000	0
San Diego	0	0	1.000	0
San Francisco	0	0	1.000	0

TEAM RANKINGS

Rank	Team	W	L	PCT	GB
1	Baltimore	0	0	1.000	0
2	Boston	0	0	1.000	0
3	Cleveland	0	0	1.000	0
4	Pittsburgh	0	0	1.000	0
5	Toronto	0	0	1.000	0
6	Chicago	0	0	1.000	0
7	Los Angeles	0	0	1.000	0
8	San Diego	0	0	1.000	0
9	San Francisco	0	0	1.000	0

T E A M S S T A T S



G O I N G

Philadelphia @ Toronto

Home: Toronto
 Visitor: Philadelphia
 Designated Hitter: OFF
 Field Type: Turf

O N L Y O N E G A M E

THE SERIES

Philadelphia @ Toronto

A League: Toronto
 N League: Philadelphia

Super Bases Loaded 2

This sequel for the Super NES is even better than Jaleco's Super Bases Loaded. It is one of the few baseball games that uses intense scrolling and rotation of characters and the fielding. Options galore are welcomed—as I see it options are very becoming of these baseball games. Choose from three different stadiums that range in size. Play in an All-Star game where picking the players is luck and you have to pull from a lottery-based pick. Realistic!



TERRA DOME

CARLTON PARK

SEDMONT FIELD

View your players' stats in the Bench, Pitcher and Starters. Change your positions to accommodate for their strengths on the field. Rename your players for your enjoyment.

NAME	ISAT	HI	MI	SP	TF	FD
STATUS	R	8	8	7	6	6
TELER	R	7	7	8	6	6
DAVID	R	8	7	5	8	4
LENGE	R	8	8	8	7	8
STRYKE	R	8	6	6	6	5
VICTOR	L	7	5	8	8	8
MILLER	R	6	7	7	8	6
DUBLIN	R	6	6	6	8	7

OPTIONS	
INNING	9
ERRORS	ON
1P FIELDING	AUTO
2P FIELDING	AUTO
SLAUGHTER RULE	OFF
EXTRA INNING	ON
OH	ON
WIND	ON
MUSIC	ON
EXIT	STEREO

You will have many options to determine what will happen on the field. Change the Innings if you want to play a short game and turn Fielding to auto to make fielding easier.



AWESOME ROTATION AND SCALING OF THE ACTION



Awesome fielding animations scroll and rotate depending where the ball flies or passes. Check out the scrolling of characters while the ball gets near them.

Pick your players through lottery to play in the All-Stars game.

ALL STAR	IP	COM	KEY
RUSS	R	38	
SHIFER	R	38	
SCHINS	R	38	
BENEF	R	38	
ETANK	R	38	
NYER	R	38	
THE OLY	R	38	
PERVAL	R	38	
BURNS	R	38	
HONE	R	38	
JUST IN	R	38	
REENT	R	38	
FELBER	R	38	
ECKERS	R	38	
POWLEY	R	38	
SHIMM	R	38	
YOUNG	R	38	
GAFFET	R	38	
SWANSON	R	38	

The umpires are always right in making the call at the plate.



View your players' stats on base during the batter's position.

NAME	IP	COM	KEY
S. SIMON	L	329	
HR	38	AB	383
RBI	87		
CO	FO		

BATTING ORDER	IP	COM	KEY
RUTKOS	R	38	
WELBY	R	38	
WELBY	R	38	
SURLET	R	38	
GUREY	R	38	
LOREY	R	38	
WOLGER	R	38	
DEWY	R	38	
DEWY	R	38	
P. VINSON	L	38	
COOPER	R	38	
GILLIS	R	38	
GROPPA	R	38	
WHITE	R	38	
PRICE	R	38	

Check out your players' conditions. Sub players when they get tired.



Your manager will give you advice on running to the plate.

SELECT TEAM
VS
Team icons

Pick from many teams with different strengths and skills.

Hard Ball III



Run to the cross hairs to have a better chance of catching the ball.



Originally based on the computer version, this translation to the Super NES is second to none, thanks to Accolade. Don't be surprised folks, because it's sponsored by the MLBPA. All of the stats of players and teams are still there. Yes! Special effects add the finishing touches to this realistic baseball game. You have a realistic pitching position as well as the batter's position.

CLOSE-UP CAMERAS BRING YOU CLOSE TO THE ACTION



Player	Pos	Age	HT	WT	B	THROW	STATUS
Tommy Lasorda	M	57	5-11	175	R	R	Manager
Tim Lincecum	P	25	6-0	170	R	R	Starting
Ichiro Suzuki	OF	28	5-11	165	R	L	Starting
Adam Lind	OF	25	6-0	180	R	R	Starting
Robinson Cano	IF	26	5-11	175	R	R	Starting
Mark Loretta	IF	31	5-11	175	R	R	Starting
Robinson Canó	IF	26	5-11	175	R	R	Starting
Robinson Canó	IF	26	5-11	175	R	R	Starting
Robinson Canó	IF	26	5-11	175	R	R	Starting

View bullpen stats. Sub them in or have them warm-up to pitch later in the game.



Look at your team's players' stats. Change players around to fit the field.

Player	Pos	Age	HT	WT	B	THROW	STATUS
Tommy Lasorda	M	57	5-11	175	R	R	Manager
Tim Lincecum	P	25	6-0	170	R	R	Starting
Ichiro Suzuki	OF	28	5-11	165	R	L	Starting
Adam Lind	OF	25	6-0	180	R	R	Starting
Robinson Cano	IF	26	5-11	175	R	R	Starting
Mark Loretta	IF	31	5-11	175	R	R	Starting
Robinson Canó	IF	26	5-11	175	R	R	Starting
Robinson Canó	IF	26	5-11	175	R	R	Starting
Robinson Canó	IF	26	5-11	175	R	R	Starting

Change the defensive stance on the field by changing your team's defensive positions.



View individual stats for your team. Look to see who is hot and who definitely is not.

Player	Pos	Age	HT	WT	B	THROW	STATUS
Tommy Lasorda	M	57	5-11	175	R	R	Manager
Tim Lincecum	P	25	6-0	170	R	R	Starting
Ichiro Suzuki	OF	28	5-11	165	R	L	Starting
Adam Lind	OF	25	6-0	180	R	R	Starting
Robinson Cano	IF	26	5-11	175	R	R	Starting
Mark Loretta	IF	31	5-11	175	R	R	Starting
Robinson Canó	IF	26	5-11	175	R	R	Starting
Robinson Canó	IF	26	5-11	175	R	R	Starting
Robinson Canó	IF	26	5-11	175	R	R	Starting

Many options appear in this baseball game. Stats are the most important.



EDIT YOUR TEAM'S COLORS AND YOUR PLAYERS' STATS

TAKE TIME OFF AND PRACTICE YOUR BATTING SKILLS



ESPN



BASEBALL TONIGHT

Sony Imagesoft and ESPN, Inc. have teamed up to produce one incredible baseball game that you will surely enjoy for your Sega Genesis.

ESPN Baseball Tonight is very unique compared to other baseball games because of its features. One that should be mentioned is the animations of the players. Sequences of players pitching, batting, catching, and other actions have been filmed and digitized for a realistic perspective. Sounds bring life to the stadium. Awesome! Furthermore, compete in the Playoff or Exhibition Mode with a friend or against the computer. The famous "Chris Berman" will be your commentator and sportsman in this game.



Batting will take some time. The game isn't hard to play, but there are three ways to hit the ball—low, med. and high positions. Which one you use will determine where the ball will go. Of course, bunting is a standard. Practice hitting in the Practice Mode.

PRACTICE ANIMATIONS



Animations of players are incredible! The graphics are so realistic that you think you're watching a real baseball game on TV. Awesome pitching and batting!

REAL TEAMS & LOGOS



This game features real teams and their logos. It includes all of the West, East and Central Divisions from the American and National League. Can't get better than this!

ONE, TWO, THREE STRIKES... AND WEE!

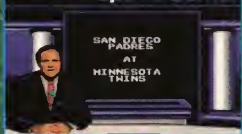


The red arrow shows where you should be in order to catch the ball. An option lets you turn on or off the Assisted Fielding.



Take time to practice your betting and pitching skills, or slug it out with some friends in the Home Run Derby.

ESPN Sports Center



CHRIS BERMAN

"...back, back, back, back, back—it's gone!"

Chris Berman, ESPN's sportsman, will be the commentator for the game. He'll keep track of what's going on—especially HRs.

R.B.I.'94 BASEBALL

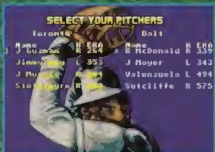
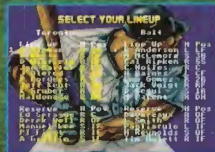
It's another great year for RBI fans. This sequel has many new features that make it an improvement over last year's version. Game play is twice as fast, and quick computer response in getting the ball brings it closer to real life. Sponsored by MLBPA, RBI Baseball '94 now has all of the current teams and their players' stats. Play in full season, playoffs, and the championship. Graphics have been improved by Rotoscope technology to promote realism. The commentator has been enhanced and the sounds also add to the sense of being in the ballpark.



Cool cinemas and animations let you know what's happening on the field.



Most every graphic in the game has been redone, enhancing the realism. Rotoscope brings life to the players' actions.



UP-TO-DATE STATS OF TEAMS AND PLAYERS



SUPER NES

ESPN BASEBALL TONIGHT

One of the top sports channels has teamed up with Sony Imagesoft to bring you this awesome new baseball game. Cool scrolling of the field makes you think you are there, and the graphics are really something. As for the sound effects, many sounds of a real ballpark are presented here.

POWERFUL PRO BASEBALL

A very cute animated baseball game from Konami. You may say it doesn't go far enough in the realism aspect, but it has all the ingredients that make up a good baseball game. Miniature-sized players lend some originality to this one. Sound effects and music really fit the environment.



SUPER NES



SUPER NES



ZOO BALL

American Technos coming at ya! A very unique concept that delivers what any baseball game can, but with a twist. Instead of humans, you get animal characters like the famous Coca Cola Cat. Stats show you the skills of the animals. Animations are cute and sounds are quite funny.

WORLD SERIES BASEBALL

One of the best sports games Sega has brought out for the Game Gear. Like the Genesis version, it is very well done. Play in many game modes and edit your own team to be the best in the league. Graphics and sounds have been improved to give the game realism. Catch it!



GAME GEAR

BATTER SELECT



IT'S OUTTA HERE!!



SUPER NES



TECMO MLBPA BASEBALL

The very first game to put the player in the fielder's position. A new feature, Flying Camera, gives you the feeling of being in a real game. A very awkward position for the fielder, but it is a neat concept that may be a trend in the future for these games. Another good title from Tecmo.

KEN GRIFFEY BASEBALL

Play with one of the top players of our time—Ken Griffey. Ken Griffey Baseball delivers what you need in a baseball cart. Awesome graphics show great animations of players running, throwing, and batting. Sounds are OK considering it's not finished. Brought to you by Nintendo!



SUPER NES



RELIEF PITCHER

Left Field Entertainment, Inc.—a new company, brings us Relief Pitcher. Though it is not finished yet, the cart looks promising to baseball fans with cool animations of players. Plus, the sound effects are commendable.

SUPER NES



INTELLIPLAY BASEBALL

You can certainly see the detail and realism that Intellimedia Sports put into this disk. Forget everything you have ever seen in a baseball game before. Awesome video clips for you to watch.

3DO



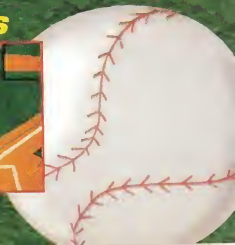
MAJOR LEAGUE BASEBALL PLAYERS



TECMO MLBPA BASEBALL

If there is one thing Tecmo is known for, it's their superb sports games. And Tecmo MLBPA Baseball lives up to that standard. Put yourself in this fast-paced sports game. A sure winner. Awesome!

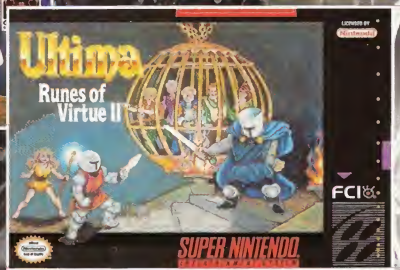
GENESIS



The ultimate game returns!

TWO WAYS TO RUNE YOUR DAY

Play Ultima® Runes
of Virtue II on Game Boy
& Super NES!



Following the success of the original Runes of Virtue comes this exciting new game based on the previous Ultima® programming and technology. You're back in Britannia where the Black Knight has abducted the mayor, Lord Tholden. Choose your Ultima character; Shamino wields his axe, Iolo the bard fires his long bow, Mariah the mage employs her magical Wand of Fireballs, and the armored knight Dupre carries a sword. Battle bats, rats, goblins, trolls, Cyclopes and skeletons. Build up your strength, dexterity, intelligence and wisdom as you explore Britannia and free Lord Tholden. It's the ultimate challenge in the world of Ultima! Get Ultima Runes of Virtue II for Game Boy or Super NES. Better yet, get them both, you so can bring Ultima adventure with you wherever you go!

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FCI
Not Just Kid Stuff

SPECIAL FEATURE!

Jaguar is the only 64-Bit system on the market and with an attractive sticker price it has many people looking at this new exciting machine. Will it become the leading 64-Bit machine or follow the road of the Lynx?

First released in the West and East coast this past Christmas, the Jaguar is now being sold nationwide. This incredible new machine has attracted many consumers because of its cost. Priced at \$250, this is a big difference when compared to the other new system that started around \$800. Many peripherals are at work right now. One peripheral that will surely upgrade this already incredible machine is a CD-ROM drive. This will be a double-speed CD-ROM so it will not slow down or have any access time. With the introduction of Interactive Q Sound for the CD and cart, the sound quality will surely climb to new heights.

The CD-ROM will be released the second half of this year. Full-motion video will be shown on the CD-ROM. In the following the CD-ROM, a joystick called Trustmaster (not related to the PC version), will be made by an independent company.



The pictures above and to the right are for a game for the CD-ROM called Chaos Agenda CD. The characters you will be able to

choose are those above named left to right: Crash, Misha, Tyro. Later, you can play all simultaneously by jumping from city to city. It's an interactive game that will have many cinemas like this unfinished city. There will be a fog background as well as characters on the side to interact with. The scenes will be made from real-time 3-D texture mapping to bring the scenes alive. There will be many cities for you to visit and explore. Many more titles are in the works and when the MPEG-1 cart becomes available the Jag will pull!



Other new and awesome CD games are being developed to support the CD-ROM. BlueLightning CD—upgraded version of the game from Lynx—will have high-impact graphics and sounds. Another CD game that will be released is Battle Morph CD. In addition to these a new joystick called Trustmaster will make these shooters exciting and fun. Get ready, many more CDs will be produced in supporting the CD-ROM. As for cart-format games, many old titles will be upgraded on the Jaguar. For example,

Double Dragon from Tradewest will soon be released. Newer titles will surely attract consumers, like Mach Combat and Troy Aikman Football. Mach Combat is still in the works right now, but EGM will have first pix on this Jaguar game in the future. Troy Aikman Football will be one of the best sports game for the Jaguar. As more companies pile on, Jaguar may be the leading 64-Bit system around. Look at the following pages on Jaguar games to decide for yourself the capabilities of this exciting new system.

JAGUAR CD SPECIFICATIONS

Hardware Performance:

Double-speed drive
350k transfer per second
750 megabyte capacity

Resolution:

160 x 120 @ 50 frames per second
320 x 160 @ 24 frames per second

A very impressive performance of the Jaguar add-on. Compared to the 3DO



resolution of 160 x 120 at 24 frames per second, the Jaguar CD surpasses any CD-ROM system on the market today.

JAGUAR

Y, OVER 16 MILLION COLORS ON-SCREEN AND FULL-MOTION VIDEO

CHECKERED FLAG 2

Checkered Flag 2—a working title from Atari—is one of the very first racing games for the Jaguar featuring awesome scaling and rotation of the courses. You can feel every turn and especially the crazy hairpins.

Pick certain parts to fully optimize your car's performance on the racing track (wheels for handling and wings for aerodynamic). Compete through various countries' circuits to race against the finest racers in the world. One of the best, Bobby Rahal, will be there to race against you. You may view and pick circuits while finding out the weather from the satellite-view above. Just can't wait for this one to come out.



DIFFERENT RACING POSITIONS

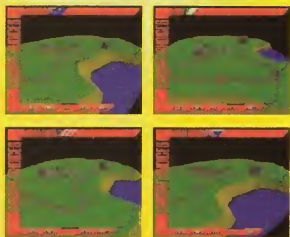


Pick from a variety of racing modes ranging from Practice to the Championship Season.

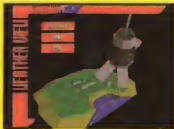


Here you will be able to choose the difficulty of the game, even pick indestructible. Yes!

CIRCUIT CHOICES



Find out about the weather report from the satellite view. See if there is sunshine, fog or rain.



Choose certain parts to optimize your vehicle. Choose manual or auto for your transmission.



Joust

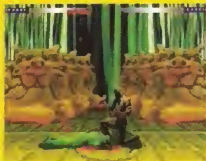
Remember this classic? Nope it's not a new game but rather it is so small, memory-wise, that it is an Easter egg in another game being worked on. A very simple game for one or two players—just get rid of the other enemies on the screen while avoid getting speared by the enemies' poles.



Watch out Mortal fans—a new kid is in town! Kasumi Ninja from Rebellion for the Jaguar looks very intimidating. Of course there is blood and lots of it. Awesome moves and combos may take this new fighting game to the top of the list for this category. Pick from different types of ninjas. Very cool backgrounds set the mode of this dark game. Very bloody attacks (shown in the Devastating Attacks) will really attract politicians and surely you. Jaguar is really showing what it can do and this is just a small sample. Did I say there is blood? Blood!

KASUMI NINJA

AHH...BLOOD!!!



Blood will ooze from your foe or fall from above.



DEVASTATING ATTACKS



Awesome moves like this fireball in mid-air will surely challenge fighter fans. Sushi X—this one's for you.

CLUB DRIVE

Not your ordinary game—Club Drive from Atari is unique to other driving games. It's a first-person perspective driving game, with miles and miles of interaction. Drive through many worlds where virtual reality

Highlight the area and pick different sceneries from this map. Good luck!



scenes are set for your playfield. Feel like being in the Lands of the Giants or a Matchbox car? Drive around a house filled with ramps and obstacles where you can ride or hide. Other strange worlds like Western World, Toy World and many more filled with crazy obstacles that you have to avoid or drive on.



Choose from three different cars at the car dealer's showroom in the beginning.

Virtual Reality Scenes



Awesome scenes like these are yours to explore and drive through complete with obstacles. Matchbox-like tracks, ramps and loops will enable you to test your driving skills.

Play with a friend and race against him/her. Play tag with the other player by racing through the house or other worlds where you have to chase him/her to the end.

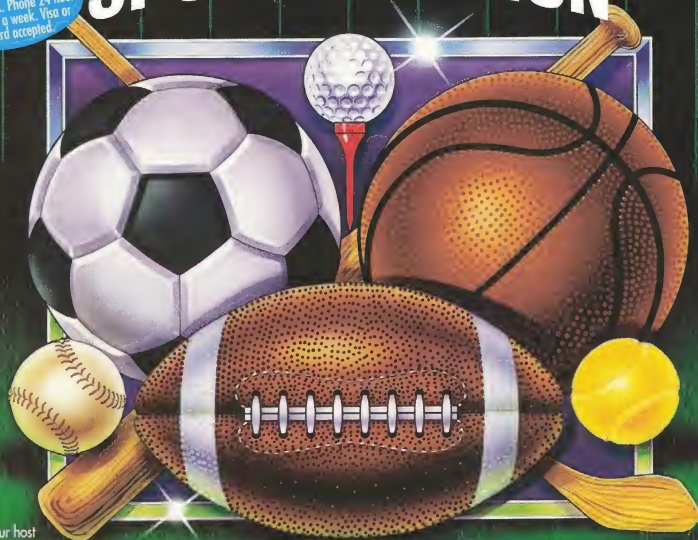


Available for Super NES, Game Boy, Sega Genesis, Game Gear, IBM-DOS, Windows and Macintosh.

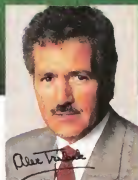
JEOPARDY!®

SPORTS EDITION

Available at your local retailer or call 1-800-GAMETEK. Phone 24 hours a day, 7 days a week. Visa or Mastercard accepted.



Featuring your host
Alex Trebek



Super NES



Sega Genesis



IBM-DOS



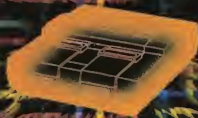
Macintosh



Listen up, sports fans! Here's your chance to prove that armchair athletes have the most fun. If you're a sports trivia buff, or you just love the challenge of a good contest, then this edition of Jeopardy!® is just for you. Delve into past and current trivia in Baseball, Basketball, Football, and Hockey, or explore categories like Bowl Games, Boxing, Coaches, College Standouts, Equipment, Golf Greats, Horse Racing, Olympic Events, Pitchers, Players, Rookies and Rules. The Sports Edition of Jeopardy! is a whole new ball game! With over 3,500 questions in sports-related categories, Jeopardy! Sports Edition will challenge your brain cells and leave you cheering. This new edition of Jeopardy! contains a variety of sports contestants, photography of the Jeopardy! set, and Alex Trebek's digitized voice. It's a truly authentic Jeopardy! experience. Take the Jeopardy! Sports challenge today.

GAMETEK

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The overworld is a land consisting of nine continents. The whole landscape can be rotated!

The Underworld is where most of the game is played. Find all the secrets and be a hero!



There are all kinds of treasures and weapons to find!

There are eight different weapons that vary in range, power and such.



Hidden items are scattered everywhere! Make sure you find them all!



Will restore health pts.

Will restore magic pts.

Opens a color door.

Spells will help you out of any tight situation, but watch your magic meter!

Look for the eight magic spells!

Heal: Restore one point of health.

Zap: This will kill all on screen.

Slow: All enemies are slowed down.

Save: Lets you save in a room.

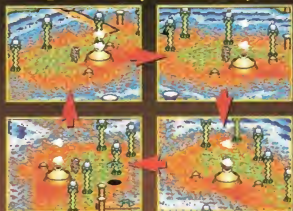
Damage: All on screen are hurt.

Reveal: Shows all hidden blocks.

Freeze: Halts all enemies nearby.

Unlock: Opens all doors in room.

Cool Rotation!



It's about time! The game that we've been previewing for the past three years is finally going to hit the store shelves. Enter the sequel to Solstice, where you must traverse eight dungeons to free your father, Shadax, from his apprentice Sonya, who only sought out Shadax's magic for her own vile purposes.

The game is composed of eight continents. Below each continent lies a network of labyrinths where you must collect the 12 tokens from each to summon the boss of that continent and collect the harp strings to find your father.



FACT FILE

EQUINOX

MANUFACTURER	# OF PLAYERS
SONY IMAGESOFT	1
DIFFICULTY	AVAILABLE
HARD	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	8
THEME	% COMPLETE
ADVENTURE	95%

THE GOOD

The complexity of the puzzles are hard, but not to the point where you are swearing at the game!

THE BAD

The only annoying thing is trying to walk past those spikes! You can get hit from an arms length away!

THE UGLY

There's nothing really ugly at all. Everyone's been quite used to seeing the pix of this game since 1991!

Equinox

Caladonia

Galadonia is a beautiful countryside containing the labyrinths of the first dungeon.

Don't be afraid, because this dungeon is quite an easy one, giving you the bare bones to start your adventure off.

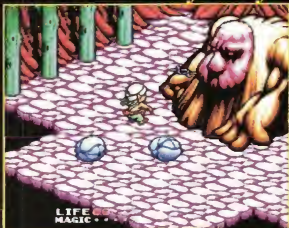


Ghosts will haunt your days until they are over! Be sure to take them out in good time!

Be careful around the spikes, you'll be feeling it for a week if you miss a vital jump!



Boss Two-Sung Sung



This big fella bowls boulders and sinks into the ground from time to time.



Climb onto the highest levels in order to make certain jumps. Just be patient.

Make sure to time yourself when these doors come down, or you will have one aching skull!



Boss One-Bonehead



Aptly named, Bonehead is one fast skull that just so happens to spit out ghosts!

Tori



Tori (No - not Lori) is a fruitful land of lush forest areas. Beneath it lies the vast cave system

that has enough dead ends to make your nerves snap! Shutting grill doors are the most resistant threat.



Deeso

The desert lands of Desso are littered with entryways into a gigantic Egyptian catacomb structure. Be very careful, because perspective is a vital issue in this dungeon. What might seem real is actually...

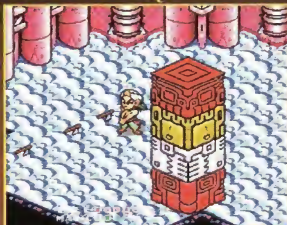


These tornado enemies will follow you about. Just nail them when they are still.

Be careful of your perspective! Blocks tend not to be where they appear to be!

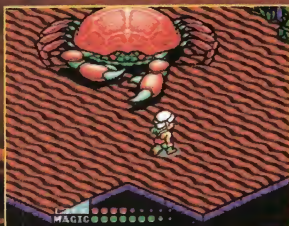


Boss Three-Quetzalcoatl

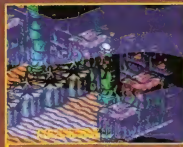


This is a silly Boss with an equally silly name. Destroy it section by section.

Boss Four-Pincha



This humongous crab swipes at you with its claws and protects its vulnerable eyes!



Once again, you must time your jumps or you will have a skewered behind!

Many pillars and blocks are stacked up so that you can find all kinds of hidden stuff!

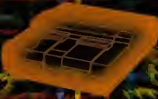


Atlena

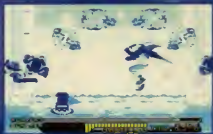


A land that has sunk into the water, Atlena contains a rich beautiful undersea landscape while above the water, docks and wooden bridges connect the dungeon entryways across the seas.



SUPER NES**NINJA**

STATS
HEIGHT 6.89 Ft
WEIGHT 1540 Lb
 Ninja is, without a doubt, the most powerful of the three, but is very slow.

**KUNDICHI**

STATS
HEIGHT 5.58 Ft
WEIGHT 143 Lb
 The smallest ninja warrior is capable of some damage with her knife skills.

**KAMAITACHI**

STATS
HEIGHT 6.07 Ft
WEIGHT 220 Lb
 Equipped with razor-sharp blades, he does little damage, but is very quick.

**THE NINJA WARRIORS****FACT FILE**
THE NINJA WARRIORS

MANUFACTURER	# OF PLAYERS
TAITO	1
DIFFICULTY	AVAILABLE
MODERATE	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
12 MEG	8
THEME	% COMPLETE
ACTION	100%

Taito has quite possibly produced the most exciting, intense and lethal action game for the Super NES. Weighing in at a hefty 12 Megs, this eight stage adventure lets you choose from one of three cybernetic attack robots, who have been programmed to defeat Banglar and his massive military machine. Each one features a unique set of four fighting and finishing moves! You'll need all their speed and power to counter the wide array of defenses that protect Banglar from the oppressed masses. Prepare for an adventure with fantastic animation, detailed backgrounds, impressive music and solid sound effects.

THE GOOD

Good graphics, killer sound and music, great game play, awesome characters, huge Bosses, etc...

THE BAD

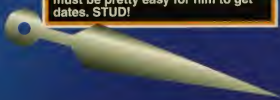
The only bad part about this cart is that it is not a two-player simultaneous game.

THE UGLY

Check out the mug on Banglar. It must be pretty easy for him to get dates. **STUD!**

POWER-UP WHEN YOU'RE LOW

Fighting Banglar's army takes a lot of energy. Look for Energy Capsules.



STAGE 1

Banglar's men rald the city and it's time for the Ninja Warriors to save the city from the oppression.



There are many ways to attack Banglar's army. Try different pad and button combinations.



Near the end is a fuel truck that gets blown away by a bomb. You're near the end Boss.



Ninja is the best guy against the first Boss. Use a Flying Knee to do damage.

STAGE 2

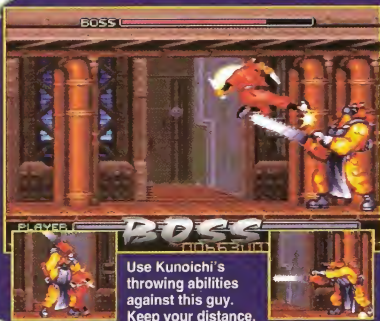
The Ninja Warriors take to the rail yard and go into an underground complex with more enemies.



Kunoichi fares well in this level as she can throw her enemies with ease and has more attacks.



Use the area's immediate obstacles to your warrior's advantage like the fans and big vaults.



Use Kunoichi's throwing abilities against this guy. Keep your distance.

STAGE 3

The complex further leads to a subway infested with more of Banglar's men. Then go back up to the city.



Kamaitachi is the warrior preferred for this level for his unmatched speed and quickness.



Kamaitachi's holds, though tough to do, set up the enemies for lethal kicks and other attacks.



Use Kamaitachi's Spinning Punches for this Boss with a cloaking device.

LEVEL I

This level starts you on your journey to defeat the evil red dragon!

THE KING OF DRAGONS
BY THE MAGES
RELEASED: DEC. 1, 1991, 1993, 1994

FACT FILE

THE KING OF DRAGONS

MANUFACTURER	# OF PLAYERS
CAPCOM	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	APRIL
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEB	12
THEME	% COMPLETE
ACTION	70%



Go through the forest toward the Orc King to pass the first level.

The Boss of this level is the Orc King. Stay clear of his chains or he'll beat you!



Hit the magic orb to release the spell that is inside of it.



Use your magic and your flying air attack to defeat the minion of the red dragon, Gildiss.



The mighty red dragon known as Gildiss had been terrorizing the land of Malus for a hundred years. The desperate king asked his wizard to put a spell on the dragon. The wizard said that he would, but he could only put the dragon to sleep for one year. When he awoke, he would be even more powerful. The king agreed and the dragon was put to sleep. Now the dragon is starting to wake up and it is up to these five heroes to stop him before it starts again!

D THE KING OF DRAGONS

WARRIORS

MAGIC METEOR

Rain destruction on your enemies with meteors!



THUNDER

Send thunder to destroy your enemies!



FIRE

Fire will come from the sky to destroy your enemies!



FROG

Watch as your enemies turn into helpless frogs!



JEWEL

Turn the bad guys into a bunch of valuable jewels!



WIZARD

CLERIC

ELF

FIGHTER

DWARF



He can pick off enemies at a distance with his bow.



The Wizard is solely dependent on his magic.



The sword is his ally, and he lets it do the talking for him.



He uses his smarts to advance levels quickly.



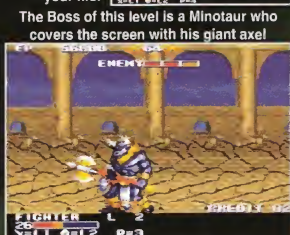
Very slow but also very strong—he loves to fight.

LEVEL II

Treasure in an old castle!



You will be attacked from all sides in the castle.



LEVEL III

Battle on a mountain peak.

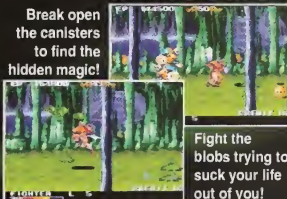


Fight your way up the side of the mountain to reach the Boss at the top. The huge flying dragon at the end of this level will try to stop you from getting any farther. He'll try dive bombing and then switch to fire.

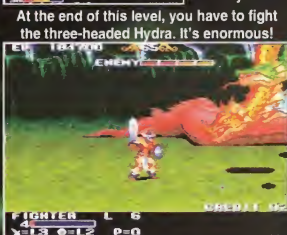


LEVEL IV

Cave of the Hydra!



Fight the blobs trying to suck your life out of you!



LEVEL V

To the Norde Isle!



THE GOOD

This game offers a lot of different levels and cool enemies that will keep you playing to the end.

THE BAD

The Two-Player Mode is cool, but four-player would have been even better.

THE UGLY

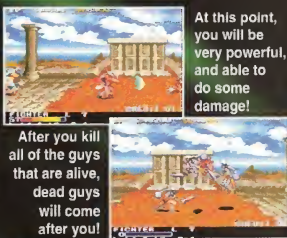
The one-eyed giant dude at the end of Level Six sure is ugly.

LEVEL VI

Giant in the shrine.



In this level, the Minotaur is back as a Mid-level Boss.



The Boss is upset because you are invading his home turf!





THE Jetsons

Invasion of the Planet Pirates

Zora—leader of the “Spree” (a group of Space Pirates reigning in an Evil Interprises)—has lost her home world due to an ecological disaster. Selfishly, Zora and her henchmen now have invaded Earth to steal its natural resources in order to build a new and prosperous planet. George Jetson—father of two—has been ordered by Capt. Zoom to stop Zora’s plans and send them back where they came from. Capt. Zoom gives you the Pneumo Osmatic Precipitator, a device that helps you move around the levels by sticking to walls and ceilings. Use it to suck away oncoming enemies.

PICK UP THESE ICONS

BIG HEART



EXTRA LIFE

MEDIUM HEART



POWER UP

SMALL HEART



BONUS STARS



There will be many icons for you to pick up. Stock up to replenish health or gain points.



Utilize your only weapon (Pneumo Osmatic Precipitator) to move around. Hang or cling on walls and ceilings to get to higher levels in a stage. Also, use it against the enemy.

BONUS STAGES



Time is a factor here. Scale this hill by jumping on ledges to get the icons. Remember to watch your time.




On this Bonus Stage, you will have to catch the falling icons in the waterfalls while avoiding the big black balls. If you touch the balls, the bonus round will end.

The icons here will be flying around you, coming from the left and right sides. Find the flight patterns of the icons to get all of them.



Jump on ledges to obtain the icons. Don't fall, because the bonus stage will end. Also, watch your time or else you will fall behind on getting the Icons.



FACT FILE

THE JETSONS

MANUFACTURER	# OF PLAYERS
TAITO	1
DIFFICULTY	AVAILABLE
MODERATE	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	9
THEME	% COMPLETE
ACTION	100%



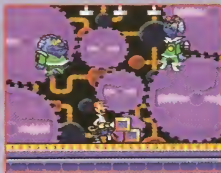
Maneuver through the factory by riding the chutes. Watch out for the bulldogs.

STAGE 1



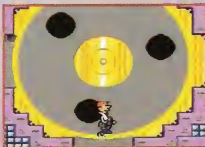
Test your skills here by passing through the gears and reaching the higher levels.

STAGE 2



Go through the jungle and descend in the complex to destroy Zora's henchman.

STAGE 3



Boy, it's dark out here. Look for ledges to jump on when there is no light.

STAGE 4



STAGE 5



This level is quite short. If you played the game on easy, this will be your last level. Captain Zoom will congratulate you for getting rid of Zora. He will then transfer you back to the first level set on normal. You will then have to go through the stages again, passing the fifth level where more Bosses await your defeat.



THE GOOD

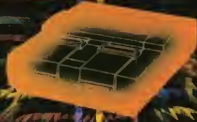
Hey, is it the cartoon series? Wait a minute, it's a game.

THE BAD

That outfit for Captain Zoom looks a bit tight, especially by the waist and below.

THE UGLY

I can only imagine how it feels being sucked by that Pneumo Osmatic Precipitator.



FACT FILE

SLAM MASTERS

MANUFACTURER	# OF PLAYERS
CAPCOM	1 TO 4
DIFFICULTY	AVAILABLE
MODERATE	MAY
CARTRIDGE SIZE	NUMBER OF LEVELS
24 MEG	N/A
THEME	% COMPLETE
SPORTS	75%

Slammin' its way to the squared circle is Saturday Night Slam Masters. The arcade wrestling hit is now making its debut on none other than the Super NES. Choose from 10 of the world's greatest wrestling talents and battle your way to the CWA Title.

Play in a Singles Match for a one-on-one tournament or the special Team Battle Royal Mode that lets two teams wrestle simultaneously.

THE GOOD

Awesome graphics, fantastic music and sound effects, plus super spectacular moves.

THE BAD

Although there are plenty of basic attacks, there should have been more special moves.

THE UGLY

What could be uglier than a ring full of sweaty muscle-bound men?



AERIAL MOVES



PILE DRIVER



LUNGE



SPIN KICK



ELBOW DROP



AWESOME HOLDS

BACK BREAKER



LEG TOSS

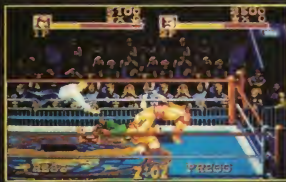
THE STRETCH



When you're in the ring, you leave yourself open to a lot of attacks. Keep a conscious eye on your opponents and counter move.



Unleash a flurry of punches and kicks upon your opponents. Enough of them will eventually knock them down to the mat.



Once you have your opponent tired out, get on top of him and pin him, but watch out because he can still kick out of it.

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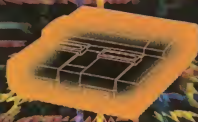
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HEMD9



Hey I know you!

Michael Gallo, a producer at Konami (America) Inc. is just one of the many staff members who appear in the game.

Lethal Enforcers is coming straight from the arcade onto your Super Nintendo. You start the game as a patrolman and you move up according to how accurately you can shoot. The enemies in this game pop out from behind different objects, like garbage cans, old cars, and air planes. Remember that these guys are ruthless and will throw out an innocent bystander to confuse you. If you do happen to hit one, you will go down a level in your rank as a police officer. You will also find other guns on your way, like magnums, shotguns, and an Uzi. The game also has a practice target mode so you can sharpen your shooting skills!



LETHAL ENFORCERS

THE GOOD

The game looks very cool and the gun is very accurate so that you never miss, if you're good!

THE BAD

The game is really repetitious, and unless this is your kind of game, it can get a little annoying.

THE UGLY

I've shot a few innocent bystanders in my day and I can tell you they just don't flicker and fade away!

The bad guys in this game pop up all over the place so practice your draw and keep reloading!



Bank Robbery

Some nasty hoods have tried to take over the bank. But they didn't count on you to show up and ruin it!



Bullets in the magnum gun are bigger, making it easier to hit targets.



The guy in this van has some rally heavy guns. Hit his missiles or they will get you.

Trouble in China town

There is a disturbance in China town an you've been called in to restore peace to the neighborhood.



Try not to hit the guy with the dumb chicken that got away. If you do you will lose points and rank!



The Boss of this game is a crazy guy with a lot of swords, so be careful!

The bad guys have escaped to the L. Chase them until the end!



FACT FILE

LETHAL ENFORCERS

MANUFACTURER	# OF PLAYERS
KONAMI	1 TO 2
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	6
THEME	% COMPLETE
SHOOTER	89%

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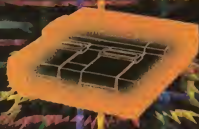


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Liberty or Death
© 1994 Electronic Arts
LIBERTY OR DEATH

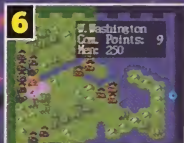
FACT FILE
LIBERTY OR DEATH

MANUFACTURER	# OF PLAYERS
KOEI	1 OR 2
DIFFICULTY	AVAILABLE
HARD	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	200+
THEME	% COMPLETE
STRATEGY	80%

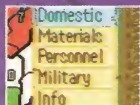
Super Battle Action!



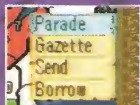
1) Shows you the main officers of the battle and each person's total supplies and numbers of people. 2) This is what it looks like when you attack an enemy. 3) Option allows you to entrench or retreat. 4) When you entrench, it gives you a defensive advantage in the position you choose. 5) If you capture all the fortresses, you will win that round. 6) This screen shows you what type of soldiers you are using and how many are left in that particular troop.



Options for total control!

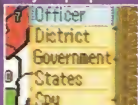


These are your main options.

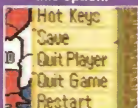


Deal with your people here.

Get info on all your people.



You can save with this option.



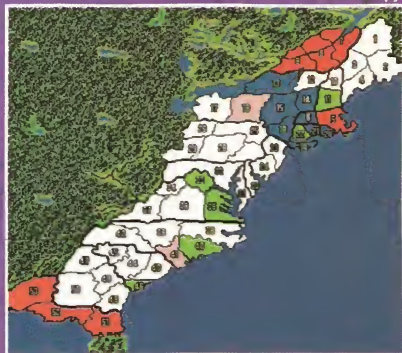
Liberty or Death



In this game there are a lot of realistic animations to describe certain events as they happen. For example, the top left shows a spy obtaining secret information.



Liberty or Death is a very unique military strategy game. It puts you (the player) in a very different situation. You help determine the events and the outcome of the Revolutionary War. Play as General George Washington on the American side or play as General Thomas Gage on the British side. This means you can play as the British and defeat the rebellious Americans! You must carefully plan your attacks against the enemy, for any false moves can easily allow for defeat. Can you defeat the British soldiers or the Americans? The fate of American States is in your hands.



Attack territories and then claim them for your side.



THE GOOD

This game is a lot of fun for the hardcore strategist and adds a new twist to military strategy games.

THE BAD

The graphics seem almost 8-Bit and the time seems to drag on forever—especially if you're the Americans.

THE UGLY

The wigs and hairstyles they had back then, and the sinking feeling you get when you are defeated.

MEGAMAN'S SOCCER

MEGAMAN'S
SOCCER

FACT FILE MEGAMAN'S SOCCER

MANUFACTURER	# OF PLAYERS
CAPCOM	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	APRIL
CARTRIDGE SIZE	NUMBER OF LEVELS
12 MEG	N/A
THEME	% COMPLETE
SPORTS	70%

A mysterious explosion has brought an important sports match to a halt. Dr. Light noticed the ruckus and ordered the titanium hero to take on an evil group of robotic soccer players who, if victorious, plan to take over the world. Defeat them here or the world is doomed.



Toggle the field radar on and off to be able to see where your teammates and adversaries are.

THE GOOD

Plenty of your favorite Bosses are here to play as or against. Use their custom powers for a new twist.

THE BAD

The only bad part is that this didn't come out sooner. Too many sports game are taken too seriously.

THE UGLY

Having the computer destroy you with all the moves of a pro and top it off by using the special attacks.

12 DIFFERENT ROBOT TEAMS AND UNIQUE FIELDS



TONS OF MOVES AND OTHER ROBOTS

Use all the moves of a pro player and unique special attacks for each robot.



HEAD IT



SHOULDER CHECK



SLIDE TACKLE



JUMP KICK

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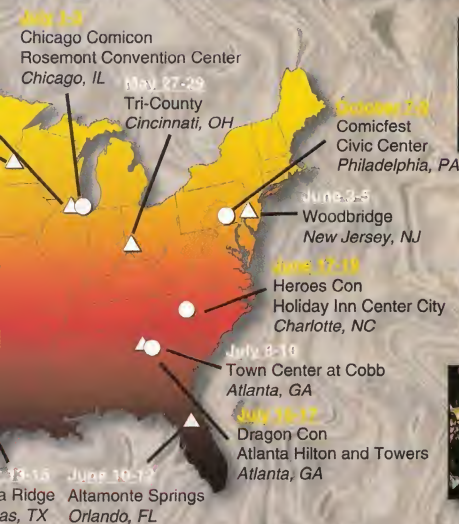
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GENESIS

THE GOOD

This is a definite surprise! A game with a "me too" sounding premise actually came off very nicely!

THE BAD

The only consistent nerve-racking problem is the mere fact that there are no continues.

THE UGLY

I feel like I'm in a Bud Light commercial! It's a big name license and it's a very good playing game!

KNOW YOUR WEAPONS AND AMMO!
Darlen is not going into this battle unarmed—that's for sure! There are plenty of power icons that can increase your health, power-up your gun or even lengthen your Life Meter considerably!

SEEK OUT POWER-UP CONTAINERS!



Several power-up containers are dotted about the levels.



INCREASE HEALTH AND LIVES



Should you spell "Selma" or "Extra" with the letters, your health will boost.



FACT FILE

TIME TRAX

MANUFACTURER	# OF PLAYERS
T*HQ	1
DIFFICULTY	AVAILABLE
HARD	MAY
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MED	8
THEME	% COMPLETE
ACTION	95%

LAMBERT, DARLEN



PROFILE: DARLEN
Darlen Lambert is a cop from the future. He possesses keen eyesight to slow down the action.



ASSIST: SELMA
Selma is Darlen's computer complete with holographic projection. She provides mission detail.



PELLET PROJECTION PISTOL

Darlen is extremely well trained with this weapon.



OTHER USEFUL SKILLS

Darlen is skilled at martial arts, providing plenty of close-up attacks!



Time Trax



ENTER THE LABS OF DOOM

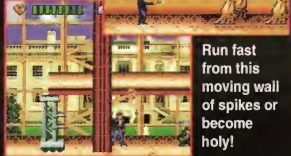
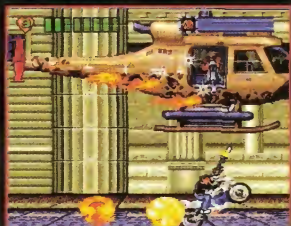


Dash swiftly beneath the hall of laser fire and pick each one off patiently. Rush in and you're fried!

Lasers aren't the only problem. Scientists take pot shots at you out-of-doors as well!



Beware of this Boss! You'll have to climb like a monkey to take out the laser cannon!



Climb this brontosaurus skeleton to find obscure power-ups!

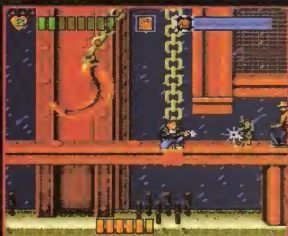
Run fast from this moving wall of spikes or become holy!

MORE LIKE DECONSTRUCTION!

Flame throwing men are guarding the hostages in the construction sight. Give them a shock or two.



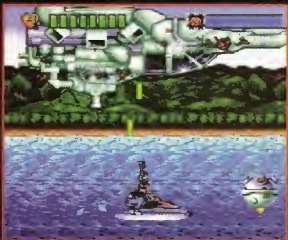
Time bombs, large jutting spikes and a network of steel girders are just the beginning of this zone!



For your sake, zap the controls of the crane or you'll face a skewered death.

AND MORE LEVELS...

After all this, take a jet ski and race up to an island that you must trek through. Several traps are set up to slice you into pieces, as well as soldiers, spiders, snakes and giant bats!



Grab the key to get into this room.

A shortcut lies within these spikes.



FIND ALL THE SECRETS!

The Boss will be waiting patiently for you!

Destroy the turret to go down to the Boss.



THE GOOD

Hey, it's a shooter with a purpose! The play control and variety of missions make this cart a blast to play.

THE BAD

You've got to play this cart a few times before you get the hang of the controls. Once you do, look out!

THE UGLY

The floating skull with the tail in the second level reminds me of a girl I used to date! Hence—"The Ugly"!



In the second level, you must defeat this huge, ugly skull to rescue the hostages.



Hit this "thing" (for lack of a better term) with multiple shots to stop it in its tracks.

Here's a shooter with a twist! It's called Sub-Terrania and it's a real mindblower! Each mission has its own set of unique objectives for you to fulfill. All of the scenarios take place underground, so obviously this is not your average shooter!

At the start of each level, you are given a map which outlines your objectives for that specific mission. Along the way you will discover secrets, fight hideous looking monsters and conquer a world seldom seen. Sub-Terrania rules!



SUB TERRANIA



After a few levels, the enemies will become much bigger and much harder to defeat.

These Are The Icons Which Keep You Alive!



Fuel Refresh- These suckers are placed strategically all over each level. Finding them can be a problem sometimes, especially when you're

low on fuel. Land on one to replenish your waning fuel supply. Memorize their locations because they could save your life!



Free Life- Whenever you can find one of these, get it at all costs! This will give you one free life when, and if, you can spot it. Look around carefully

so you don't miss them. They're usually in hard-to-reach places, or they're near something that will damage you!



Shield Refresh- An invaluable item later in the game. These are scattered around. However, they are nowhere near as plentiful as Shield Refresh. If you

are lucky enough to find one, land on it to completely fill your shields. They will be very welcome in the later levels.



Missiles- Get 'em while they're hot! If you should happen upon one of these little beauties, you're good to go. Each one of these will add 10 missiles

to your already bulging arsenal. Missiles especially come in handy against bigger, more powerful enemies.

Mission Objectives:

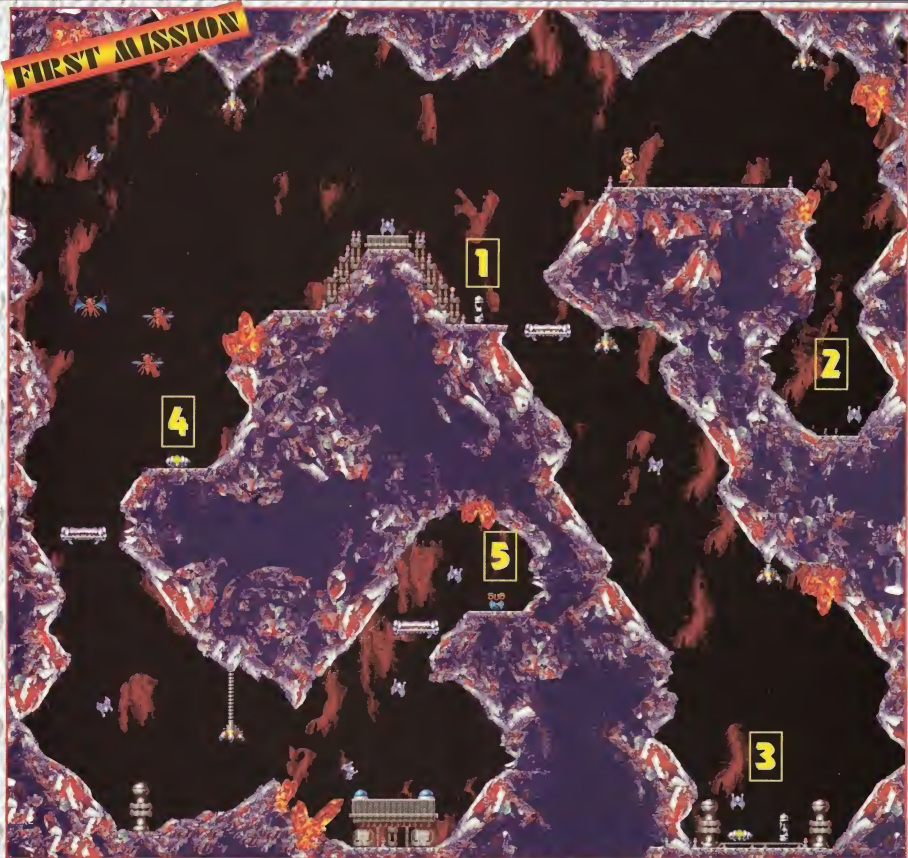


What it all comes down to is this—each mission's main objective is twofold: Rescue the trapped

soldiers and find the Sub-Module. Easier said than done! The stranded soldiers are usually scattered in different places. And to make matters even worse, there are many intermediate mission objectives to be completed before you can rescue the people and locate the Sub-Module. It takes a lot of patience, so good luck!



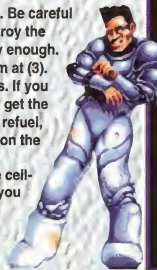
FIRST MISSION



Some strategy to get you started!

OK, here we go! On this level, start by getting the Extra Life located at (1). Be careful not to shoot the moving platform next to it, because it will move and destroy the icon. Tricky! Next, go and rescue your trapped people located at (2). Easy enough. Now go and refuel your ship and pick up some missiles. You can get them at (3). Be careful not to hit the cavern walls, because they will drain your shields. If you hit the walls too many times, your ship will be destroyed. Now it's time to get the Sub-Module and complete the mission. If you need to refuel, you can do it either on the way to the Sub-Module, or on the way back! A Fuel Refresh is located at (4).

As you're going for the Sub-Module, watch out for the ceiling-mounted laser cannons along the way. If they hit you enough times when your shield is low, you're history! Grab the Sub-Module and immediately head back to your starting point. Once you're back at the starting point, the mission is over. Good job!



FACT FILE

SUB-TERRANIA

MANUFACTURER

SEGA

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

MARCH

CARTRIDGE SIZE

16 MEG

NUMBER OF LEVELS

8

THEME

SHOOTER

% COMPLETE

95%



THE GOOD

Great graphics and superb game play make this quite an interesting gaming experience.

THE BAD

This game really wasn't finished enough for me to form a 'bad' about it. Watch out next time!

THE UGLY

Just wondering how smelly that Hulk guy must be after a long hard day of fighting. Phew!

This game looks really intense from what I saw. Unfortunately it isn't completed, but I think it's a great game in the works. The control performs superbly and the graphics run very smoothly. In this game battle villains like The Leader, Rhino and Tyrannus with the famous Hulk punches, headbutts and stomping attacks. The game promises

long-term challenge and enjoyment as it will take hours to master all the moves and difficult levels. I don't like the average punch-and-move punch-and-move game, but this one looks like it will be a lot more than just that. The idea that you have over 15 moves to do makes the game all the more interesting. Definitely look for this game when it does appear.

THE INCREDIBLE HULK



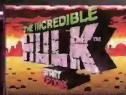
Killer Moves

The fact that there are so many different types of moves to do is what makes this game unique. Moves like the Super Stomp, Bear Hug and Pile Driver are familiar

from other games, but this game combines them quite effectively in one game. It makes the usual ho-hum of bashing enemies not so bland.

FACT FILE

THE INCREDIBLE HULK



MANUFACTURER

U.S. GOLD

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

MAY

CARTRIDGE SIZE

16 MEG

NUMBER OF LEVELS

5

THEME

ACTION

% COMPLETE

70%



The little green capsules are energy. Make sure to find them for life refills.



1

2

This is a map of the first portion of Level 1. Here is where you experiment with your controller and learn how to do the moves. Bash the robots with all your might to move on.

- 1) Climb down the ladder and smash the box to find some energy.
- 2) This ladder leads to the next part of the level.

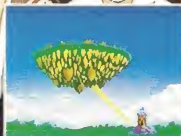
Map of Level 1

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FACT FILE BARKLEY: SHUT UP AND JAM!

MANUFACTURER	# OF PLAYERS
ACCOLADE	1 TO 4
DIFFICULTY	AVAILABLE
MODERATE	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	N/A
THEME	% COMPLETE
SPORTS	100%

The ultimate two-on-two jamfest starring Sir Charles and 16 of the neighborhood's best streetball players. The game supports the new four player adapter so you can jam with your friends, while Charles offers digitized commentary such as "Time for some pain!" and "Hurts, don't it?" throughout the game. Shut Up And Jam represents the root of basketball. No bleachers filled with fans, just you and the guys on graffiti covered asphalt. It's not a game of polished wood, it's a game of fast basketball.



Choose the players on your team carefully. Each sports his own strengths and weaknesses.

Picking a balanced team will pay off—all your strength won't lie in just one area.

BARKLEY SHUT UP AND JAM!

THE GOOD

The ruff-n-tuff streetball play and dozens of jams make this game fun to play, especially with four players.

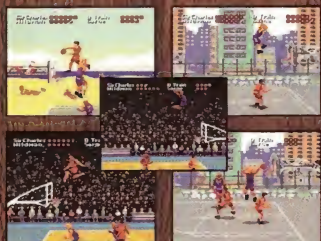
THE BAD

You can't select the same teams or players and you can't change the time each round lasts.

THE UGLY

Going for a Power Slam and greeting the concrete with your face, as the ball is stolen from you mid-air.

JAM THIS!



Each of the 16 players sports his own personality and signature moves, including: Flying Slams, Reverses, Hanging Jams, 360 slams, Hook Shots, Rim Hangs and other power moves that are a riot to watch.

STOLEN!

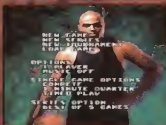


Be careful when you go up for Flying Slams or Hanging Jams—another player can take your thunder with a steal!



OPTIONS

Play two-on-two with a friend, or go against the computer in a series game! Save it all with the Password Option!



MAP



Choose between the numerous unique street courts across the country in this selection map screen.





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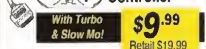
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M180-Combination Light and Magnifier for Game Boy.
See Game Boy in the dark-this system works with the battery pack and plug-in power supply as well. Retail \$19.99 **\$7.99**

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Nylon type padded carrying case holds 7 games, Game Boy, Ear Phones etc. IT'S HOT!!! Retail \$19.99 **\$7.99**

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J501-Protector Plus Carry Case for Game Gear & Game Boy.
The "Grand Daddy" holds 19 games as well as a bunch of accessories and batteries etc. and zip it into your Game Boy Protector. Retail \$38.99 **\$16.99**

Gizmo's Connectors for Game Systems

Connect to Your TV, Monitor or Stereo System.

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Want the best graphics? Use Gizmo's monitor cables for the ultimate graphics on your monitor ready T.V. Retail \$10.99 **\$5.99**

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This cable's got the stereo output for connecting your Genesis or Sega CD to your stereo system-Share the house with sound! Retail \$12.99 **\$6.49**

G334-Stereo Monitor Cable for SNES.
SNES goes Stereo-The best way to feel the game is with stereo. Retail \$10.99 **\$6.49**

G400-Gold Tipped Auto HF Switch (T.V. to Game System).
The "TOP" Gamers know that Gold makes the best connection. Replace your Game to T.V. switch with this high performance replacement. Retail \$14.99 **\$7.99**

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EUROPEAN TOUR GOLF



Welcome to PGA European Tour—the game that allows you to enter the most prestigious tournament in golf. Now it challenges you to tee off on five of the most beautiful courses in Europe. The game play is the same from the original PGA carts, but the added features of PGA European Tour will definitely have golf fanatics gassing up their golf carts on this one. Besides the tournament, you have the option of playing a skins game, match play or even a shoot-out! If you think you have what it takes to go against 61 of the best golfers in the world, grab your caddy and hit the greens, European style.

5 NEW COURSES!



WESTWORTH CLUB



FOREST OF ARDEN



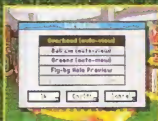
CRANE-SUR-SIERRE



LE GOLF NATIONAL



VALDERRAMA



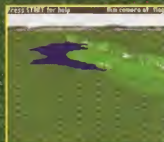
At the Options Screen, choose to use one or two controllers. Even toggle between four different camera views!



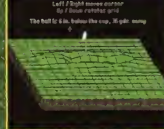
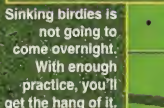
Keep track of your standings and other players in the tournament at the PGA leaderboard.



Before each hole, view a fly-by preview, where you will get advice from some of the more experienced golfers on the tour.



The hole browser is a neat feature. It allows a player to check out this green from any angle high above the course.



When you make that incredible putt or that 75 yard chip shot for an eagle, you get an automatic instant replay!

Before you go for the million dollar putt, it would be a good idea to check out the close-up of the green.



After the tourney, check out the scorecard. If you made the cut, you'll be able to go on to the second round!



Back at the tour tent, you and three other players can save your progress using the built-in battery backup.



FACT FILE PGA EUROPEAN TOUR

MANUFACTURER	# OF PLAYERS
ELECTRONIC ARTS	1 TO 4
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MED	N/A
THEME	% COMPLETE
SPORTS	90%

THE GOOD

The match play, shoot-out and skins game make this an excellent golf cart. Great sound!

THE BAD

If you're looking for a major change of game play from the earlier versions of PGA, there's not much.

THE UGLY

The ugly would have to be the competitiveness of the other golfers—they don't cut you any slack!

CHIPS & BITS

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Fax 802-767-3382

VISA/MC accepted. Checks held 4 weeks. Money Orders same as cash. COD \$6. Defective replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final.
OVERNIGHT SHIPPING IN US \$4 per order. Mail to Canada, P.R., H.K. APO, FPO \$4 per order. 4-8 day Worldwide shipping \$6 per item. Handling \$2 per shipment.

BARKLEY SHUT UP AND JAM!



'BARKLEY: SHUT UP AND JAM!' It's a game of tough street ball. The kind of ball Barkley played as a kid, just you and the guys on graffiti covered asphalt. Features 2-on-2 basketball, 16 street players & tournament play. \$56



'SONIC THE HEDGEHOG 3' stars the most popular video game personality in history, and features new Badniks for Sonic and Tails to rescue. Also features 7 all-new levels, never-before-seen special stages, 1 or 2 player, split-screen action, 16 Megacard, tridge with a new game save feature, and new power-ups and moves. \$56



'NBA JAM', the ultimate sports arcade game is now available for home play. From unbelievable Tomahawk jams to wild full-court shots, this game is packed with incredibly detailed, digitized graphics of 54 of the league's hottest players and the amazing moves. (Lightning-fast) tights-in, in-your-face rejections and ultra slam-dunks. \$54

GENESIS

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Genesis CD System 3	\$339
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Cable for Genesis 2	\$19
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Advent Will Beam CD	\$42
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Dracula Unleashed CD	\$43
Dragons Lair 1 or 2 CD	\$49
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Fire Team Rogue	\$59
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Hearts of Iron	\$44
Hook CD	\$42
Incredible Hulk	\$54
Indiana Jones CD	\$39
Indiana Jones 4 CD	\$49
Intriguing Lizards	\$49
Jungle Book	\$54

GEN ROLE PLAYING

Battlech	\$52
Battlech CD	\$42
Champions 4 CD	\$46
DragonMaster CD	\$42
Eye of the Beholder CD	\$54



'SKITCHIN', compete in outlaw inline skating in 12 different cities across North America. Races take place on the open roads and are not sanctioned so you no holds barred racing. Features two-player simultaneous split screen racing, realistic city scapes and nasty opponents who will stop at nothing to collect the prize money. GA. \$44

GEN ROLE PLAYING

Gemfire	\$49
Ganghis Khan 2	\$59
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Pirates! Gold	\$49
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Shining Force	\$49
Star Quest	\$49
Uncharted Wits NwHorr	\$59
Vay CD	\$46

GEN KICK & PUNCH

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GEN SHOOTERS

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Silphed CD	\$59
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Slayer of Fortune	\$54
Soul Star	\$59
Stellar Fire CD	\$46
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ESPN Baseball CD	\$49

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King Salmon	\$42
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GEN STRATEGY

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GEN STRATEGY

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Jeopardy 2 Deluxe	\$49
Jeopardy Sports Edit	\$52
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Microcosm CD	\$49
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3DO System	\$699
Battle Chess	\$46
Dragon's Lair	\$49
Escape Master	\$49
Madden Football	\$49
Night Trap	\$52
Road Rash	\$49
Shock Wave	\$49
Star Trek Next Gener	\$49
Total Eclipse	\$52
Wing Commander	\$49



NBA ACTION '94

HOSTED BY
MARV ALBERT

THE GOOD

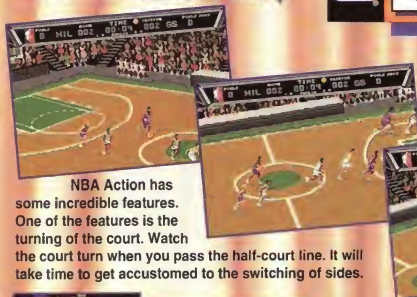
Pick from the best. All the NBA teams are here and all of their real players are at your disposal.

THE BAD

The effect of the court turning left and right or vice-versa will take time getting use to. Frustrating at first.

THE UGLY

I still can't figure out why the guards can dunk the ball like the big guys.



NBA Action has some incredible features. One of the features is the turning of the court. Watch the court turn when you pass the half-court line. It will take time to get accustomed to the switching of sides.

CHECK OUT THE JAMS!




Detailed characters let you recognize the players from their appearance in the NBA.

FACT FILE NBA ACTION '94


MANUFACTURER	# OF PLAYERS
SEGA	1 TO 5
DIFFICULTY	AVAILABLE
MODERATE	APRIL
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
SPORTS	50%

One of the most exciting basketball games is here—NBA Action '94 has all 27 real teams, players, and their logos with up-to-date stats. It is also hosted by Marv Albert—one of the best commentators on national TV. Pick from five game modes: NBA Exhibition, Season, All-Star Game, Playoffs, and the NBA Finals. Play with the best by picking among 30 all-time greats from the Hall of Fame. Awesome multi-play action!

This b-ball cart features awesome dunks and layups. Real digitized player animations bring players to life. True defensive stance challenges the gamer.



Take your time shooting the free-throws. This will give you a better chance.

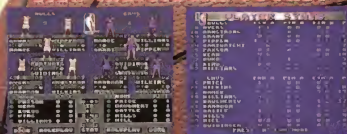


Awesome defense! Pick from five defensive positions.

YES ... AND IT COUNTS!!!



VIEW INDIVIDUAL SCORES



These screens will show you the individual scores of players of the two teams that have played. On the left screen, you will be able to change players who are tired or in a foul trouble situation.

Marko's Magic Soccer

The evil Colonel Brown is creating a genetic formula that mutates innocent people and animals into sludge monsters. You are Marko, a boy who loves soccer, and one day you lose your soccer ball down a sewer. Marko finds his ball and witnesses Colonel Brown's men dumping the toxic sludge into the sewer water. After they leave, Marko finds his ball in the sludge and he cleans it off. He then realizes that his ball is now magic. Help Marko stop the evil Colonel Brown and save the quiet town of

Suburbia. This game is great because it shows off an original storyline and some truly unique game play. The game is challenging and quite a bit of fun. Use your soccer ball to defeat all the evil people and things you meet. You must use your mind as well as your fingers to make your way through the puzzles. The levels are really interesting and fun to play.

A neat feature in this game is the programmers let you practice all the moves of your character in his backyard. This way, you know a little about the game before you start Marko's cool adventure.



In this game, try and get all of the cans and stars you can for extra points. Also, watch out for the sludge monsters and clowns for they are tough to beat.

Awesome Attack Moves!

You have a lot of attacks in this game. Make sure you practice these moves in the backyard to learn all of them.



High Kick



Headbutt



Low Kick

Bike Kick

THE GOOD

This game is great because of the unique storyline and game play. Superb cinemas, too.

THE BAD

This game is extremely challenging and will frustrate many people.

THE UGLY

Watching Marko literally melt when he falls into a pool of sludge.

This level is very complicated because of all the different paths you can take. The enemies are tough and sometimes come out of nowhere. Watch for the sludge monster and if you see a person taking pictures, touch him/her and you will continue from that point.



Map of Level 2



FACT FILE MARKO'S MAGIC SOCCER

MANUFACTURER	# OF PLAYERS
DOMARK	1
DIFFICULTY	AVAILABLE
HARD	2ND QTR. '94
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	4+
THEME	% COMPLETE
ACTION	80%

COLUMNS III

COLUMNS III

FACT FILE

COLUMNS III

MANUFACTURER

VIC TOKAI

OF PLAYERS

1 TO 5

DIFFICULTY

MODERATE

AVAILABLE

MARCH

CARTRIDGE SIZE

4 MEG

NUMBER OF LEVELS

N/A

THEME

PUZZLE

% COMPLETE

85%



If you can crush three sets of gems in a row, you score additional points and also get power-ups! Try to set up gems for a multi-crush instead of going for simple scores.



When playing the computer, access the Options Menu by hitting START. Here you can use some of your saved power-ups to either attack your opponent or to get yourself out of a jam.

Welcome to the world of Columns, where you must crush gems as they pile their way to the top of your screen. Maneuver the multi-colored jewels around the screen and align three gems of the same color horizontally, vertically and diagonally to crush them and make them disappear. You can go against the computer or up to four other players in a Multi-player Competition Mode. When playing other players, use your skills to sabotage the other opponents and avoid attacks on yourself. See who is the true master of Columns.

USE THE MAGIC GEMS!



Randomly throughout the match a magic gem will fall from the top. By hitting the attack button, you can change its shape and power. Be careful not to have your gem crushed by an opponent's attack.



Have some attack points at all times and keep an eye on your opponent's side. A well planned attack will destroy a crucial gem or power-up that would have been used to attack you.

THE GOOD

The power-ups—they make the cart more than just a simple puzzle game.

THE BAD

When playing against the computer, there aren't many levels to play through once you master the game.

THE UGLY

Having your controls reversed and your play field turned upside down! Not fun.



If you crush three sets of gems, a glowing stone will fall. Crush this stone and your opponent will be handicapped for a short time as his screen turns upside down or his controls reverse.



If you are lucky enough to score several points in a short time, one of your gems will begin to glow. This super gem can be crushed, clearing your screen of gems and giving you a great advantage.

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.



SEGA CD



ReadySoft Incorporated
30 Wertheim Court, Suite 2
Richmond Hill, Ontario, Canada L4B 1B9
Tel: (905) 731-4175 Fax: (905) 764-8867

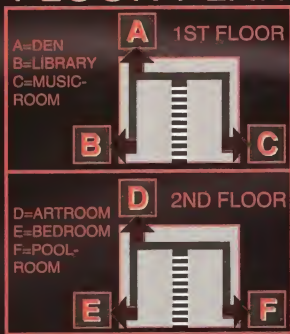
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"Dragon's Lair" is a registered trademark of Bluth Group, Ltd. — ©1993 and is used
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Programming ©1993 by ReadySoft Incorporated

Welcome to the Mansion of Hidden Souls. Once inside, you will embark on a mystical journey through a world torn between innocence and evil. The inhabitants of this mansion welcome you with open arms, since very few guests ever visit and even fewer guests ever leave! Your sister, intrigued by the beauty of a passing butterfly, wanders into the mansion and now you are her only hope of ever seeing the light of day! The mansion has many rooms, and hidden areas that are full of mind perplexing puzzles that will require quick thinking and a strong will to survive.



Once you enter the house, the door immediately locks behind you—for good!

FLOOR PLAN



The den has many secrets to be revealed, perhaps even a way out.



The pictures in the art room can unlock many secrets, maybe even rooms?



Is this a butterfly collection, or is it previous guests that never made it out?



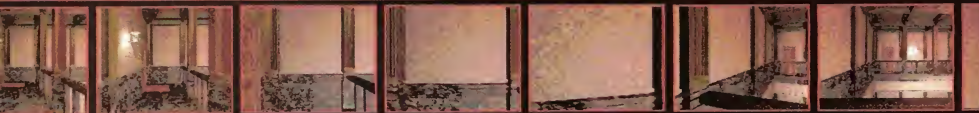
If you're thirsty, maybe you should head to the bedroom and have some tea.



Keep your ears open in the music room, for there is much to be heard.



The pool room has much more to offer than just games. How about darts?





FACT FILE

MANSION OF HIDDEN SOULS

MANUFACTURER

VIC TOKAI

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

MARCH

CARTRIDGE SIZE

CD-ROM

NUMBER OF LEVELS

N/A

THEME

ADVENTURE

% COMPLETE

95%



The diary should be the first item you search for. It will allow you to save your game at any time.

There are many keys hidden throughout the mansion—make sure you search everywhere.



Some items may not seem useful at first, but hold onto them. They may be an important key in the game.

Before exploring any underground areas, it would be a good idea to grab something to light your way.



Did you figure out the link between the butterflies and the mansion?



All of the butterflies in the mansion are blue, except for the deceased ones. Why?



Listen very closely to the advice that the butterflies have to offer.

THE GOOD

The game has a very unique style of game play, very different than any other game for the Sega CD.

THE BAD

The graphics are OK, but suffer from the lack of color the Sega CD can put out.

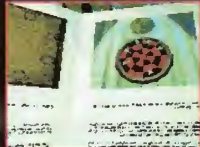
THE UGLY

For the amount of work put into the graphics, I was expecting a little more hype at the ending.



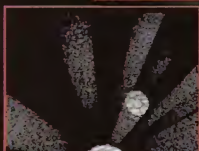
The mansion is filled with pictures, but none as special as this black one.

To unlock the puzzle of the dashboard, it might help to do a little reading up on it.



This underground dungeon holds the ancient secrets of light and dark.

This stone statue seems harmless. Be careful—looks can be deceiving.



Watch your step as you attempt to make your way across the pillars—there's no second try!

Could this be your sister? Will you ever be able to bring her back to her original form?



ART OF FIGHTING



FACTS

ART OF FIGHTING 2

MANUFACTURER	# OF PLAYERS
SNK	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	APRIL
CARTRIDGE SIZE	NUMBER OF LEVELS
180 MEB	14
THEME	% COMPLETE
FIGHTING	100%

One of SNK's first fighting games now has a sequel with more fighters, more moves, more special attacks—more of everything!

Newcomers to the art are Yuri Sakazaki, Temjin, and Eiji Kisaragi. All three are gifted with exceptional fighting skills. Yuri is the sister of Ryo Sakazaki. She was kidnapped in the original Art of Fighting and has developed her fighting skills to fend for herself. Temjin is a heavy-set character with incredible power and speed. He has honed his skills using Power Drops and an assortment of special attacks. Eiji Kisaragi is perhaps one

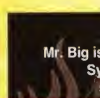
of the toughest fighters among all of the fighters in the game. He has the uncanny ability to deflect fireballs or any projectile from any enemy. He also has great range when he uses his sword. There is one slight character change. Mr. Karate has now taken off his mask and is known as Takuma Sakazaki—the father of both Yuri and Ryo Sakazaki!

This sequel has improved the graphics over the original in that it has more colors and detail. The sound, too, has improved quite a bit with realistic punches and grunts. As well, the music jams.



TAKUMA SAKAZAKI

The father of Ryo and Yuri Sakazaki, Takuma is a master of the martial arts and the powerful Hao-Ken, a super blast version of Kooh-Ken.



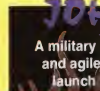
MR. BIG

Mr. Big is the leader of the dreaded Southtown Syndicate. His skills rely on the fighting sticks he uses against his opponents.



YURI SAKAZAKI

The nimble little daughter of Takuma Sakazaki is also a master of many of the same techniques as her father and brother.



JOHN CRAWLY

A military man, John Crawly is extremely strong and agile with powerful special attacks. He can launch a blistering fireball and flips in the air.



TEMJIN

One of the new characters, Temjin is surprisingly dexterous for a man so large. He can wear down opponents quickly with his Tornado Dive.



RYO SAKAZAKI

Taking after his father, Ryo Sakazaki has learned his father's martial arts skills, but Ryo still hasn't learned one of his father's moves.



BONUS ROUNDS

After every three matches, you can improve your character's ability in the Bonus Rounds.



STRENGTH
Eliminate the attacking thugs in the set time limit and increase your power.

SPIRIT
Punch down the tree when the bar reaches near max to increase your Spirit Bar.



TECHNIQUE
Use a special technique to break the log and use the gained power in battle.



Don't lose to your opponent or you're in for some trash talking from him.

THE GOOD

Excellent graphics and superior music plus great sound round out the game.

THE BAD

The game is a tad on the difficult side and the computer opponent has a pattern.

THE UGLY

The taunts that each of the characters do make themselves look bad rather than their opponents.



Like most fighting games, there is a Player Versus same Player feature.



ROBERT GARCIA

Robert Garcia is a long-time friend of Ryo Sakazaki's. He is evenly matched with his friend, but varies his attacks in some areas.



EIJI KISARAGI

Another new fighter, Eiji Kisaragi is a master ninja with many hidden special attacks. He can even deflect any projectile from an opponent.



JACK TURNER

Jack Turner has toned his fighting skills in the bars and back alleys. His street fighting tactics have the ability to do a lot of bodily harm.



LEE PAI LONG

Although he is one of the oldest fighters, Lee Pai Long still can hang with the best of them. He is probably the quickest fighter of all.



KING

A bouncer for the L'Amor dance club, King can bounce you off the floor. She has a move that releases a fireball and an upward kick. Beware!



MICKEY ROGERS

Mickey Rogers is a fighter from the city's worst neighborhood. He has no kick attacks, but his powerful punches more than make up for that.





THE HORDE



The Horde is set in a humorous medieval fantasy world. Chauncey, the hero of this game, must defend his village against the mighty Horde. The mission of the Horde is very simple: devour everything in sight, including cows, houses, fences—they're not very picky. Chauncey, who has had the great fortune to come upon the great honor of protecting the village in the name of the King, finds out that it's harder than it looks! And so will you! The full-motion videos and the awesome storyline make this game totally fun. The Horde is also very comical in the way it moves.

SERVER BOY!

Chauncey, who is played by Kirk Cameron, is a server boy who has no home. He was raised by a herd of wild cows. He serves

the King's royal feasts, until one day he saves the King's life.



During dinner one day the king chokes on some food.



The King gives him land and dubs him a knight.

FACT FILE

THE HORDE

MANUFACTURER	# OF PLAYERS
CRYSTAL DYNAMICS	1
DIFFICULTY	AVAILABLE
MODERATE	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	100
THEME	% COMPLETE
ACTION/ADV	75%

TAX TIME!



We even have to pay taxes on your games now!

If you fail to pay your taxes you will go to prison!



BUILD A TOWN!



Build fences, buy cows, dig moats, and protect the village from the Horde. If your town prospers and you kill enough of the Horde, the King will call you back to the castle to grant you even more land and power.

Fight the evil Horde when they come to devour everything.



After tax time you can buy other items you need.



THE HORDE CONTEST FROM EGM & CRYSTAL DYNAMICS ENTER AT YOUR OWN RISK!

THE HORDE™

Win a Free
REAL 3DO
Multiplayer
from
Panasonic!

CONTEST PRIZES!

1 GRAND PRIZE:

- Winner receives Panasonic's REAL 3DO Multiplayer along with Crystal Dynamics' new action-strategy title The Horde

10 FIRST PRIZES:

- Winners receive The Horde on IBM PC CD-ROM or IBM PC

20 SECOND PRIZES:

- Winners receive a \$20 Electronics Boutique Gift Certificate

30 THIRD PRIZES:

- Winners receive a killer Horde T-Shirt

HOW TO ENTER:

Send a postcard with your name, address and phone number, indicating your choice of IBM PC CD-ROM or PC Horde game to:
THE HORDE CONTEST (EGM)
1921 Highland Avenue, Suite 235
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DYNAMICS™**

Contest Rules: All entries must be received by May 1, 1994. EGM or Crystal Dynamics are not liable for lost or unreturned 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 5, 1994. Prizes are not transferable. Multiple or duplicate entries are accepted. All state federal rules, if any, are the responsibility of the individual entrant. No money 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 Crystal Publishing Group, Inc. or Crystal Dynamics and their affiliates are ineligible to enter. Crystal Dynamics and Crystal Publishing Group, Inc. reserve the right to cancel the promotion at any time with appropriate notice. For a full set of rules prior to entering, visit us after June 15, 1994, and a full reference, enclosed entries to The Horde Contest Winners, 1150 Highland Avenue, Suite 205, Lombard, IL 60148. Winner's names, addresses and prize information may be used by Crystal Dynamics or Crystal Publishing Group, Inc. for any promotional or advertising purposes without further compensation. Crystal Dynamics and The Horde are trademarks of Crystal Dynamics. EGM, the EGM logo and Electronic Gaming Monthly are trademarks of The EGM Company. EGM is a registered trademark of International Business Machines Corporation. ©1994 Crystal Dynamics Inc., 27 Enclave Avenue, Palo Alto, CA 94301. All rights reserved.

300



Complete with Commercials!



From toupee clubs to magnetic perfume, Twisted definitely has twisted sponsors!

Supermarket Surprise Bomb!



Take a quick glance at the fridge, then choose one item out of the three available.

Don't pick the bomb! After going through a nuclear explosion, your turn will end!

Sound Bytes



Sound Bytes is a crazy game that combines goofy sounds with presidents!

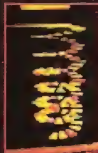
Movie Matinee



The mystery matinee will have you unscrambling real, running videos.

How do you play Twisted?

The Cyberdyne is where you must roll to climb to the top.



On a challenge square, player 2 chooses a row.



Then you must choose your lucky column!

Bonus square
These will let you roll again.



Bozo square
Land on a Bozo and lose a turn.



The Wheel!
A spinning wheel that is a pain!



FACT FILE

Twisted

TWISTED

MANUFACTURER

ELECTRONIC ARTS

OF PLAYERS

1 TO 4

DIFFICULTY

MODERATE

AVAILABLE

NOW

CARTRIDGE SIZE

CD-ROM

NUMBER OF LEVELS

N/A

THEME

PUZZLE

% COMPLETE

90%

Before you tune in to one of those dull, daytime game shows, make sure you check this page out! 3D0 owners will now be able to compete against three other friends in an extremely bizarre but highly hysterical game show aptly named Twisted! This game sports a truly original cast of stereotypical characters (The giant Pez dispenser being the most) and all kinds of craziness ranging from audience shots with black and white footage, to flat out insults and goofy reactions! After you go through all of the nasty puzzles, torture wheels and questions, the grand prize is . . . well, we'll leave you to find that out! A great game indeed!

THE GOOD

For 3D0 owners, this title is a must purchase! It contains some great visuals and tons of hilarious antics!

THE BAD

The only thing that keeps this one from lasting is the fact that most of the gags get old after a while!

THE UGLY

If you're into Monty Python or slapstick humor, then this is your game!

With your host
Twink Fizzdale..

Twisted

... and his lovely
assistant
Hanna!

Madam Elaine



An off-the-wall fortune teller.

Howard



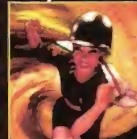
Is he here for God or your money?

Johnny Pow



A street punk who thinks he's cool.

Major Steel



Yes she bites! Steel is one hard case.

Normington



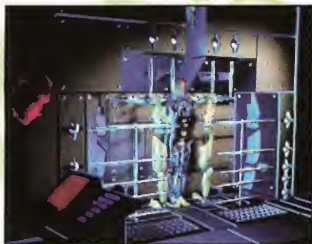
Corny car salesman and his dog.

Uncle Fez

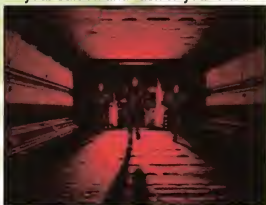


It's a Pez dispenser in a shriner's cap!

SUIT UP FOR BATTLE!



The time has come to go to battle. Put your suit on and rush to your craft!



SUPER WING COMMAND

COMBAT!



Your wingman will request permission to fight. Tell him or her to break and attack.

Try to get a target lock on the Kilrathi ship and then take it out.



After you blow up one of the fur balls, the rubble goes flying through space.

Super Wing Commander is a space war game of the flight simulator variety. You're a a rookie pilot flying in your first missions. The enemies, oddly enough, resemble common household cats. A savage race, ruthless in battle—the Kilrathi—is a worthy opponent. Your commanders assign you to the position of wing leader with a more experienced pilot flying on your wing. The first mission you must complete is to gather information. Engage the enemy only if you think the odds look good. You'll fly three missions before being promoted to a heavier ship. During your missions, you have total control of your ship and team. Send messages to your wingman and tell him or her to go back to base, stay and attack the enemies, or keep formation to continue the onslaught. On the base ship, you can save your game, talk to other pilots for information or play a simulator to hone your piloting skills. The cinemas and game play in this one are top-notch! Definitely one to watch for.

THE GOOD

The game play and the cinemas are both fantastic in this game! Even the death cinema is cool.

THE BAD

While the access time is minimal, it sometimes breaks up a really good dog fight.

THE UGLY

Some of the pilots in your squad are about as ugly as the enemy!

FACT FILE SUPER WING COMMANDER

MANUFACTURER

ORIGIN

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

MARCH

CARTRIDGE SIZE

CD-ROM

NUMBER OF LEVELS

72

THEME

SIMULATION

% COMPLETE

70%

MISSION BRIEFING



The barracks is where you can save your game or enter the briefing room.



Here in the rec room you can talk to different pilots or fly the simulator.



This is your Commander. He will give you your mission directions.

The computer will display your flight plan as a holographic image.





TEMPEST 2000



FACT FILE

TEMPEST 2000

MANUFACTURER	# OF PLAYERS
ATARI	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	200+
THEME	% COMPLETE
SHOOTER	80%

Back in 1981, Tempest introduced the gaming world to an extra-sensory play experience that went beyond any video game concept ever developed. With never-before-seen QuadraScan Color video graphics, Tempest set a new standard for 3-D animation and challenge. In Tempest 2000, the video game that defined arcade intergalactic warfare has officially warped into the 64-Bit dimension. This time, it's energized with powerful 3-D polygons; particle displays, cycle-shading and a 100 percent pure CD quality techno-rave soundtrack. Plus it

has three new blistering modes of high-velocity, brain-warping action unlike anything you've ever experienced. Ride the rim and unleash your SuperZapper on crafty flippers and Fuseballs in Traditional Tempest. Team up with a friend, or an AI Droid, and light up the webs against pesky Spikers and Pulsars in Tempest Plus. Venture through 100 uncharted galaxies filled with hostile Demon Heads in Tempest 2000. Then use your mirror and go Blaster-to-Blaster against the most formidable alien of the all—your buddy—in Tempest Duel.

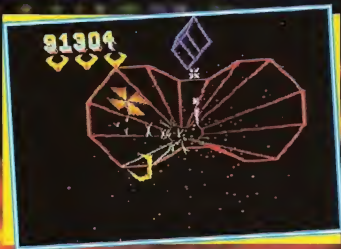
TRADITIONAL

Light up the webs against Flippers, Fuseballs, Tankers, Spikers and Pulsars in the original arcade coin-op quarter muncher.



TEMPEST PLUS

Tempest Plus takes classic Tempest into the next galaxy with 3 play modes: 1 or 2 player simultaneous and an AI Droid where a drone acts as a partner.



Tankers are pink squares that contain two Flippers.



Shoot the green Spikers that block corridors in the web.



A.I. DROID
A drone with Artificial Intelligence helps you blast.

ONE-PLAYER
The One-Player Mode in Tempest Plus is essentially the same as Traditional. The only difference is the enemies and blaster aren't hollow.



TWO-PLAYER
Take a friend with you and blast through the webs. It starts off easy, but really gets tough the farther the both of you progress.

MORE ZONES TO ZAP!

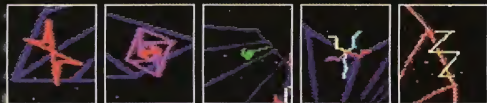
After clearing all 16 blue webs, they will be reset to a different color with each successive web more difficult than the previous one.



SOME OF THE GAME'S ENEMIES

These are the basic enemies of Tempest 2000. Other modes of the game contain new and nastier enemies with deadly abilities.

FLIPPER TANKER SPIKER FUSEBALL PULSAR



SOME NEW POWER-UPS



ZAPPO 2000
Collect this to add 2000 points to your score.



A.I. DROID
Gives you an A.I. Droid to help you defend the web.



PARTICLE LASER
This has more power than the standard shot.

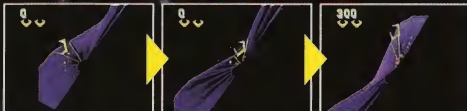


JUMP
Ability to jump. Steer and shoot while jumping.

AWESOME SPECIAL EFFECTS

FOLLOW

The screen will shift to give you a constant view from behind your blaster.



SCALING

After you clear a level, the scaling effect lets you zoom through the web.



THE GOOD

This is a perfect translation of the arcade classic with great graphics and superior sound and music.

THE BAD

The explosions on the 2000 Mode can get in the way and block your view of the field.

THE UGLY

I wish there was a weighted paddle controller like the arcade has. The regular control pad is awkward.

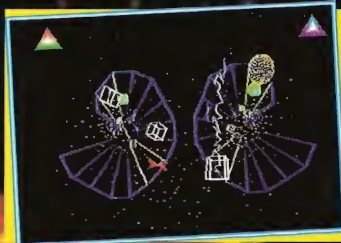
TEMPEST 2000

Tempest 2000 thrusts you into an intergalactic battle zone with more enemies, bonus levels, power-ups and nerve-sizzling action than ever before.



TEMPEST DUEL

Go up against the meanest alien of all—your buddy! Armed with mirrors, you must develop offensive and defensive strategies to survive.



BONUS LEVELS



HOOPS

Fly through the rings in space.



PATHS

Follow the green path to the end.



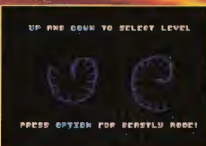
BLURS

Fly through the blurry rings.

As you progress through the webs further down, you'll...



be confronted with new and deadlier enemies.



Any of the various webs can be used as your battle zone.

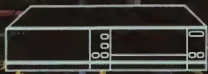


The scores of you and your opponent are tallied up.



THE DUEL

When you shoot, you will be rendered vulnerable to your opponent. If you don't shoot, a mirror bounces the shots back. Keep in mind that you are always fair game for the regular nasties that float around the web.



ZELDA'S
ADVENTURE

FACT FILE ZELDA'S ADVENTURE

MANUFACTURER	# OF PLAYERS
PHILIPS	1
DIFFICULTY	AVAILABLE
MODERATE	APRIL
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
ADV/RPG	90%

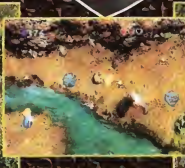
The CD-1 player is really starting off on the right foot! They have one of the biggest names in the video game industry—Zelda! The Nintendo classic has you entering the land of Tolomac, where Ganon has captured Link and has cast an iron grip of evil over the land. You must take the role of Princess Zelda and thwart Ganon and free Link before all is lost.

Zelda's Adventure

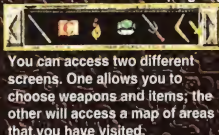
Since this title is on CD, there is plenty of memory for intense graphic displays. The backgrounds are marvelously done, with some of the most incredible detail to be seen on a home system! Plenty of weapons, a lengthy quest and lots of enemies to keep you busy will appeal to your sense of adventure, for weeks to come! A terrific game for Zelda fans!



Signs are placed about the land, helping to guide your way.



Choose which cave to enter, and fight out your fate within!



You can access two different screens. One allows you to choose weapons and items; the other will access a map of areas that you have visited.



Dungeons! Eek!
The dungeons are filled with deadly traps and enemies.



HERE IS A SAMPLE SECTION OF TOLOMAC!



THE GOOD

The backgrounds are extremely beautiful, plus the colors are filled with gorgeous graphics.

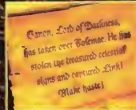
THE BAD

There's no music during the game, and the control is far from being identical to the Super NES version.

THE UGLY

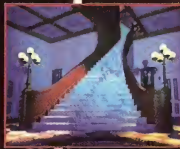
All of the enemies, weapons, and your character look like they are from a Monty Python cartoon.

AMAZING CINEMAS EXPLAIN THE WHOLE STORY BEFORE YOUR EYES!



the 7th Guest

Have you ever been afraid of the dark? Do you believe in the powers of the supernatural? The 7th Guest, the game that took multimedia to new heights, will take you on an incredible journey into the mystical world of the unknown! Face all your childhood fears as you enter into the Stauf Mansion and cross the barrier from good to evil! Once inside, you will meet many people (or should I say corpses?) that seem to be trapped in the mansion as you are. Will you have the wits to figure out the puzzles that the sinister Henry Stauf has conjured up or will you become a permanent resident as others before you? You have nothing to fear but fear itself!

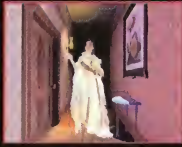


The computer rendering is a must-see and the graphics are so breathtaking you forget about the game!

After exploring the house you will find out that the mansion may be old, but that doesn't mean it's dead.



Don't be too alarmed when you see the first apparition—they're not that bad once you get used to them.



It's a good idea to take a deep breath before opening doors. You never know what's on the other side!



Try to interact with other members in the mansion. You may pick up a clue or two.

If you head to the dining room right away, you will be able to meet the six guests. What about the 7th?



The tricky Henry Stauf has left many puzzles behind, not only to perplex you but also to keep you from leaving his dear home. Most of the first puzzles are very easy if you use your head. You may even count on your fingers if you get stuck. Some of the later puzzles can be near impossible to figure out. If you want to make it out alive it would be very wise to listen closely to all the clues that are given to you. Good luck and enjoy your stay!



FACT FILE

THE 7TH GUEST

MANUFACTURER	# OF PLAYERS
PHILIPS	1
DIFFICULTY	AVAILABLE
HARD	MAY
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
RPG	95%



When you're searching from room to room, make sure to leave nothing uncovered.



Keep a close eye on the guests. They may not be what or who they appear to be.

THE GOOD

This version plays incredible, much smoother than the original PC version! Good job!

THE BAD

There is a definite dark side to the game, which may not be appreciated by many people.

THE UGLY

The corpses win the grand prize for the ugly this time! Check out the room with the caskets!



Many secrets can be found in the kitchen—maybe there's something cooking!?

DUO

STAGE SELECT

You can choose from the first four levels to start out on, and blast into them using the cannon. Once those are done, three even deadlier levels await you. Things will get progressively harder, so plot your strategy wisely.



Fly over the high seas. This level is fairly easy compared to what you'll face later on. Look for lots of hidden secrets further on. They'll be behind blocks you can destroy.



One of the crazier stages, this zone has a number of shows going on at once. Try to brave the many sets and strange enemies. This level can be challenging



Submarine King must be taken apart piece by piece to defeat it.



The Game Show machine is a roving killer with a lot of weapons.

BOSS 1**BOSS 2**

Prepare to blast off with Zonk once again. This futuristic dude must take on the mysterious King X, who is plotting domination of the Earth. Along with a few buddies and the ability to transform, Zonk should be capable of handling any enemy that gets in his path.

In true Parodious-style, Super Air Zonk has you up against colorful, cartoony adversaries. This CD is loaded with details of the enemies—each has a number of ways to respond to you.

This shooter boasts a great soundtrack and way cool sound. The graphics are brightly painted, and there are lots of hidden items to find. Get ready for the action of Super Air Zonk!

THE GOOD

It's action-packed and there's lots to see. The graphics are also well done.

THE BAD

It slows down, there's no parallax, and it's over too quickly.

THE UGLY

This may be one of the last stands of the Duo system. Please don't let it end this way!



SUPER AIR ZONK



SUSHI ZONK

Throw cold, vinegar fish at the baddies.



ELVIS ZONK

Here's your chance to sing enemies to death.



GAMERA ZONK

Turn into a flying turtle Zonk. Very weird.



YAMATO ZONK

Turn into a massive flying submarine with firepower!



FACT FILE

SUPER AIR ZONK

MANUFACTURER	# OF PLAYERS
TD	1
DIFFICULTY	AVAILABLE
EASY	2ND QTR. '84
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	7
THEME	% COMPLETE
SHOOTER	100%

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- 2: DarkSyne - Space Arcade
- 3: Dyno-Tennis
- 4: Doze - Cartoon/Platform
- 5: Starball - Pinball
- 6: Side Winder - Action/Fight
- 7: Daytona - Race Driving
- 8: 15 Puzzle - Puzzle
- 9: Sketch - Paint/Drawing
- 10: StarDuel - Space/Arcade
- 11: Haunted Hills - Action/Platform
- 12: Allredo - Cartoon/Arcade
- 13: Cheekamen - Action/Platform
- 14: Sürmish-Strategy Board/Arcade
- 15: DepthCharge-War/Action/Arcade
- 16: Minds Eye - Educational/Puzzle
- 17: Alien Attack - Space/Arcade
- 18: Billy Bob - Cowboy/Arcade
- 19: Sharks - Action/Arcade
- 20: Knock-Out - Sports/Boxing
- 21: Intruder - Action/Arcade
- 22: Echo - Educational
- 23: Freeway - Cartoon/Arcade
- 24: Mouse Trap - Cartoon/Arcade
- 25: Ninja - Action/Arcade
- 26: Slam - Sports/Skiing
- 27: Dornless War Flying - Arcade
- 28: Force-One - Space/Arcade

PLUS THESE GAMES

- 29: Spidey - Cartoon/Arcade
- 30: Applesed - Cartoon/Arcade
- 31: Street Skater - Cartoon/Arcade
- 32: Sundry Driver - Cartoon/Arcade
- 33: Star Evil - Space/Arcade
- 34: Air Command - War/Arcade
- 35: Shoot-Out - Arcade
- 36: Bombs Away - War/Arcade
- 37: Speed Boat - Racing/Arcade
- 38: Dedant - Arcade
- 39: G-Force Fighter - Space/Arcade
- 40: Man at Arms - Arcade
- 41: Norman - War/Arcade
- 42: Armor Battle - War/Arcade
- 43: Magic Bean - Cartoon/Arcade
- 44: Apache Chopper - War/Arcade
- 45: Paratrooper - War/Arcade
- 46: Sky Avenger - Fight/Arcade
- 47: Sharp Shooter - Arcade
- 48: Meteor - Space/Arcade
- 49: Black Hole - Space/Arcade
- 50: The Boss - Cartoon/Arcade
- 51: 1st Video Game - Arcade
- 52: 52 Game Challenge - Arcade
- 53: "BONUS!" Music Demo
- 54: "BONUS!" Randomizer

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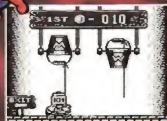


WARIO LAND

Listen up GameBoy fans, Wario is back in a brand new adventure which will take you through a world loaded with action-packed levels and plenty of dangerous villains to keep you on your toes! Three power-up suits are hidden throughout each of the levels which transform normal Wario into different characters, each with his own special attacks and maneuvers. Huge levels, loads of enemies, and tons of power-ups make Wario Land an excellent choice for all you die-hard GameBoy freaks out there. Make sure you keep some new batteries on hand for this one!



Make sure you bring your compass along on this one—you're in for a big adventure!



There are two bonus stages which can be played depending on how many coins you collect. You can either try your luck at the bucket stage, or you can test your skill at the bomb tossing game. Good luck!




Wario Land comes with a battery back-up which allows you to save up to three games at one time. Thumbs up!

Take a wild ride on an abandoned mining car over bubbling pits of lava! Keep your eyes out for the vampire bats!




Not all the Bosses can be defeated by jumping on them. Can you figure out the secret of the stone Boss?


BULL WARIO



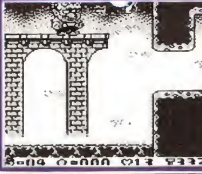
When transformed into Bull Wario, you can take out enemies by dashing at them with a shoulder block, knocking them silly with a super jump, or, if all else fails, using your horns to just hang around.



DRAGON WARIO



When Wario loses his temper, he can become quite the hot-head, and turn into Dragon Wario. This fire-breathing suit is excellent when taking on the enemies and does an even better job on the Bosses!



THE GOOD

The graphics on Wario Land make the GameBoy shine and the control was great. It's a lot of fun to play!


THE BAD

The sound can get very annoying after playing for a while.


THE UGLY

The Bosses are cute animals, penguins and ducks—no ugly here.

JET WARIO



There are a lot of areas in Wario Land that can only be reached by grabbing the jetpack power-up. Jet Wario is faster than a speeding bullet! Not quite, but he does come in handy over water.





FACT FILE

WARIO LAND

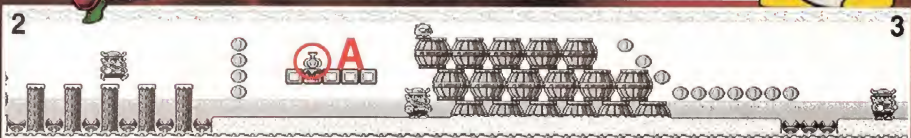
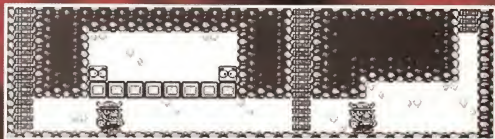
MANUFACTURER	# OF PLAYERS
NINTENDO	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	40+
THEME	% COMPLETE
ADVENTURE	100%



RICE LAKE



- A** Break as many blocks as you can. You will find coins, and sometimes, (as in this case) the Bull Wario power-up.
- B** Many secrets are hidden throughout the levels. Take the ladder down and you will find an underground cavern.
- C** Grab the Dragon Wario power-up and use the flame to break through the blocks from the side.
- D** If you search hard enough you may be able to find a big heart worth three free guys! Excellent!



No Need For Fancy Introductions...

WARSTRIKE™ RIPFIRE™ ELVEN™

All In...

ULTRAVERSE PREMIERE #2

On the flip side of...

MANTRA

#10

ELVEN™



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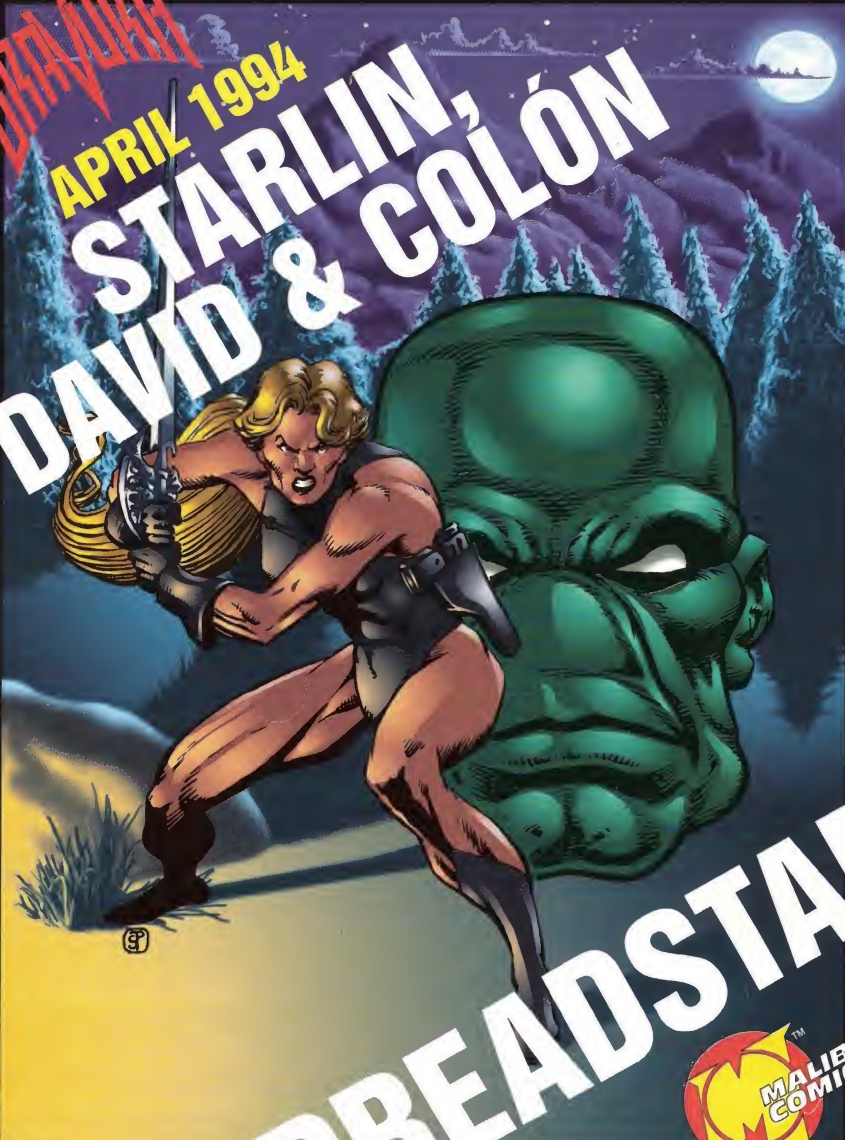
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APRIL 1994

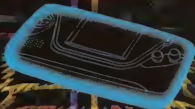
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DREADSTAR™





GP Rider is a very good motorcycle game for the GG. The graphics are top-notch and are as good as some of the arcade motorcycle games. In this little gem, you get to choose four different types of ways to race. Your choices consist of Arcade (one tough course), Tournament (where you can choose the

countries you wish to race in), Grand Prix (where you get to race in all the countries), and World Tour (you get to choose from four different difficulty levels to race in.) You also get a choice of three different bikes and each has ups and downs. There is a two-player option for you and your buddy if he/she has a GG too.

GP Rider

THE GOOD

The graphics are great and the game moves quickly without any real blurring on the screen.

THE BAD

You crash so often because turns come up all the time without any prior notice.

THE UGLY

Watching your rather expensive bike slide across the ground after you have crashed.

MACHINE SELECT 1P



This bike is average with its features but makes for a good all-around bike nevertheless.

MACHINE SELECT 1P

This bike is fast and powerful, but it lacks in traction, causing you to slide all the time.



MACHINE SELECT 1P



This bike lacks in speed but its ability to stick to the pavement really makes up for that flaw.

Different countries & stages



This game is very fast and makes for an extremely difficult cart to beat. There are other bikes and riders who are trying to get rid of you. You have to be just as mean as they are or you will



lose the race. In this game there are so many different stages to go through each with a unique look and feel. The races are all different and you never know what to expect on these courses.



This is the world tour and you can race in four different lev-

els of difficulty. Find the checkpoints to get more time.



FACT FILE GP RIDER

MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	AVAILABLE
HARD	APRIL
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	15
THEME	% COMPLETE
RACING	95%

Captain America and The Avengers



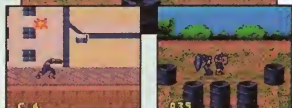
This first level is fairly easy and provides a good place to get used to the game.

Level 2 provides a lot of action with more enemies to encounter as well.

Level 1



Level 2



The Red Skull is trying to take over the entire planet. He has developed a mind control device that will place people under his control. It is up to Captain America and the Avengers to stop him. You can choose from four different characters: Captain America, Ironman, Vision and Hawkeye. The levels are side-scrolling with a couple of shooter levels in between. There is no difference between the characters except the way they look. You can punch, kick or throw your shield, arrows, etc. The levels move smoothly and make for an extremely intense game. Remember, if you don't beat the Red Skull, all humanity is doomed to become mindless zombies.

CHOOSE AN AVENGER



Choose your favorite Avenger to play as in this action-packed cart!

THE GOOD

The graphics are great considering it is a Game Gear. The controls are very tight.

THE BAD

The enemies tend to get repetitive and the Boss patterns aren't all that different from each other.

THE UGLY

Watching Captain America's body slump to the ground when he dies. It's pretty heartbreaking!

FACT FILE

CAPTAIN AMERICA

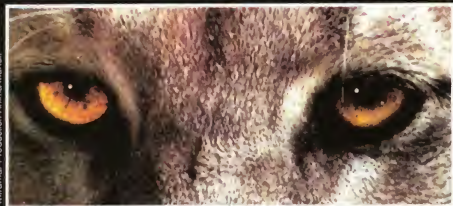


MANUFACTURER	# OF PLAYERS
DATA EAST	1
DIFFICULTY	AVAILABLE
HARD	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
1 MEG	5
THEME	% COMPLETE
ACTION	100%



Level 3-1

This is a portion of level 3-1. The whole level is a giant aircraft carrier resembling what you see, only there are no airplanes. You must watch out for missiles because they come flying out of nowhere and do a fair amount of damage. The enemies are fairly easy to defeat, except sometimes they're a bit difficult to hit because of how high they fly in the air.



All three animal photos are taken from the Miramar Productions Anima Mundi.

A Cool Way to Appreciate Nature

For those of you out there who think hedgehogs are really blue, that raptors really do live in South America, or just don't care one way or the other, this new video from Miramar Productions will open your eyes to the real and fascinating world of wildlife around us.

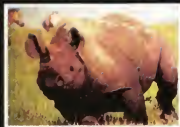
Entitled *Anima Mundi*, the 30-minute film is a compilation of striking video images, such as close-ups of animal eyes and graceful syncopated

movements of micro-organisms. The underlying concept of *Anima Mundi* is the Platonist idea of the

world as a living entity, in which natural order and beauty are based on the differences between, and endless variety of, the different species.

Although that sounds a bit lofty, the video is cool, as is the accompanying music. It is

sponsored by the World Wildlife Fund, the largest private U.S. nature conservation organization.



Strange but True

Punisher and *Archie* to Team-Up

• That's right comic book fans, Marvel's dark and gritty vigilante, *The Punisher*, will be teaming up with everyone's favorite teenager, *Archie Andrews*, in a one-shot comic book crossover slated for this summer.

A Star is Hatched

• Warner Bros.' new flick, *Ace Ventura: Pet Detective* grabbed the number one box office spot in its first two weekends of release. Its star, the rubber-faced Jim Carrey, is suddenly a red-hot commodity. His next flick is based on the Dark Horse comic *The Mask*, which is due out this summer.

Where There's a Will...

It's generally assumed that people who engage in the sedentary sport of playing video games typically are male youths with short attention spans powered by sugarc-coated cereals, fast food, and soft drinks.

Quite to the contrary, however, there is a growing number of handicapped people out there who enjoy a good game of *Madden Football* or a winner-take-all *Street Fighter 2* tournament as much as the next guy.

And the advantages of playing video games for people who are handicapped far exceeds just the fun and challenge of playing. It's a great tool for socialization. The games put everyone at an equal level, old and young, handicapped and non-handicapped.

Ironically, the common ground of enjoying the same video game usually

opens new lines of communication between players, regardless of their different backgrounds.

To ensure that just about everybody can enjoy the benefits, and more importantly—the camaraderie of video game playing, EGM salutes Long Beach, CA-based KY Enterprises.



KY builds input devices for those who can't use standard input devices. They produce controllers for people who have use of only one hand, as well as a mouth-controller for those who have no use of their hands. To obtain more information, contact KY at (310) 433-5244.



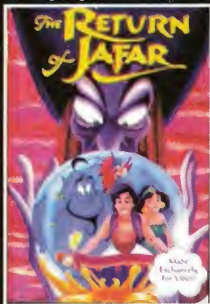
CULTURE SOURCE FOR EGM READERS

Disney Releases "Aladdin" Pic Straight to Video in May

Breaking new ground in the entertainment industry, Walt Disney Home Video recently announced its first original, made-for-video animated movie, *The Return of Jafar*. This all-new *Aladdin*-inspired adventure is being released under a new banner called "Walt Disney Home Video Presents." This new line of Disney video releases will feature brand new original adventures as well as programs based on popular Disney characters who will make their world premier *only* on video.

The Return of Jafar picks up where *Aladdin* ended, with the evil sorcerer Jafar

trapped inside a magic lamp. When a clumsy thief inadvertently releases Jafar from the lamp, the all-powerful "genie Jafar" plots his revenge against Aladdin.



New Star Wars Trilogy

A new series of *Star Wars* books is coming, and early indications are that they are every bit as hot as the Timothy Zahn-novels.

The new saga, entitled "The Jedi Academy Trilogy," is authorized by LucasFilm and is being written by sci-fi author Kevin J. Anderson.

In *Jedi Search*, the first book, Luke Skywalker takes the first step toward setting up an academy to train a new order of Jedi Knights. And two children—the Jedi twins of Han Solo and Princess Leia—come into their powers as the war between the New Republic and scattered



remnants of the Empire continues.

The book's publisher, Bantam Spectra, has more *Star Wars* novels planned, including two trilogies and five stand-alone books.

Show Your Allegiance to Mortal Kombat

So you've just kicked Goro's four-armed-monkey-butt for the 47th time and you still can't get enough of your favorite fighting game: *Mortal Kombat*.

If you're that loyal to MK, then you might consider a new line of apparel from UAV Corporation. The shirts come in youth sizes 8-20, as well as adult large and extra-large.

Four different designs include the now-famous *Mortal Kombat* logo, a graphic depicting all the *Mortal Kombat* warriors, and the ever-popular Rayden. The fourth design includes a picture of your favorite MK warrior as well as his/her vital stats. If you can't find them in a store near you, call (800) 486-6782.



- Some Sendai staffers demonstrate both the form and function of UAV Apparel's *Mortal Kombat* gear by showing off its great look in the top photo while taking advantage of its 100 percent cotton comfort and durability in the bottom pic.

It just ain't right...

Would you let this guy put the "special sauce" on your Big Mac? Neither would we, but this character wasn't really working at a Micky-D's, he was at the ToyFair in New York showing off Mattel's expanded line of McDonald's toys. Mmmm, scrumptious!





JACK KIRBY 1917-1994

Comic Books Lose a King

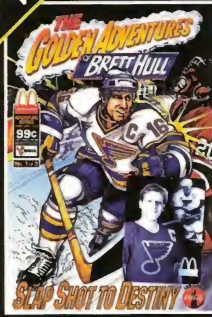
The comic industry lost one of its founding fathers when Jack Kirby died of a heart attack on February 6, 1994. The value and scope of his contributions are absolutely phenomenal. As a tribute, EGM brings you some of the highlights of The King's career.

team. The end result is *The Fantastic Four*, and the impact—as well as the after-shock—are nothing short of extraordinary. The Marvel Age has begun. The universe will never be the same.

1963: The King's prodigious output continues: *The X-Men*, *The Avengers*, and *Sgt. Fury and His Howling Commandos* are born.

1962: *The Incredible Hulk* debuts. Later that year, Kirby's cover for *Amazing Fantasy 15* gives the world their first glimpse of Spider-Man. Finally, Thor debuts in *Journey Into Mystery*. By year's end, Kirby's page and cover output was the greatest of his career.

1993: Topps Comics launches the Kirbyverse, giving new life to previously unused Kirby characters. The covers, also feature previously unused Kirby art, inked by such luminaries as Todd McFarlane and Steve Ditko. For a new generation of readers, it's their first exposure to the talents of Jack Kirby.



1917: Jacob Kurtzberg is born in New York City, the son of European immigrants.

1935: Kurtzberg goes to work for Max Fleischer Studios. His main duty consists of "in-between" drawings for *Popeye* and *Betty Boop* cartoons.

1938: Kurtzberg goes to work at the studios of Will Eisner and Jerry Iger, creating three strips: *The Count of Mount Cristo*, *The Diary of Dr. Hayward*, and *Wilton of the West*. Eventually these stories are collected in *Jumbo Comica*, making them the first official comic book work of Kirby's career.

1942: Jacob Kurtzberg legally changes his name to Jack Kirby and marries Rosalind Goldstein, in a union that will last the rest of his life.

1956: Kirby goes back to Atlas, where he works on a handful of supernatural and Western titles. After a series of failed attempts at creating a newspaper strip (with the help of inkers like Wally Wood and Frank Giacoia), Kirby returns to DC, where he draws covers and stories for their supernatural titles.

1958: Once again, Kirby returns to Timely (now and forever known as Marvel) Comics.

1961: When publisher Martin Goodman hears about DC's *Justice League of America* doing brisk business, he suggests that Lee and Kirby create a superhero

This month in **HERO**

Issue #10 of **HERO** starts out with a bang featuring a very cool Batman/Spawn cover from Greg Capullo. Also in this issue, you'll find a comprehensive tribute to the late, great Jack Kirby as well as the usual **HERO** satire.



This month in **CARDS**

The artists participating in Topps' upcoming **Universal Monsters** card set discuss adapting film classics, such as *Bride of Frankenstein*, *Creature From the Black Lagoon*, *The Mummy*, and *The Wolf Man*, to cardboard. There's also an interview with *Bone* creator Jeff Smith and a look at all the DC promotional cards ever produced.

TV Heavy On New Heroes for 1994

Superhero fans will have reason to cheer this year as a number of new shows and a number of new heroes will hit the airwaves.

Probably the highest profile hero aiming for small screen success is *RoboCop*. The live-action series is set for a March 1994 release with a two-hour premiere to be followed by 21 one-hour weekly episodes.

The series premiere was written by the successful screenwriting team of Edward Neumeier and Michael Miner, who wrote the original *RoboCop* feature film. The subsequent episodic storyline will chronicle Murphy's struggle with his new role, his past memories, and the violent world he patrols.

To ensure high standards, and spectacular special effects, each episode is budgeted at \$1.3 million per episode—equal to *Star Trek: TNG* and *Deep Space 9* and twice the budget of *Babylon 5*.

Steven Downing, who has more than 260 hours of network prime time programming experience including work on ABC's *MacGyver*, will executive produce the series.

Another new character slated to hit the airwaves in animated form this season is the Phantom.

In the year 2040, the Earth teeters on the brink of environmental disaster. The ecological excesses of the 20th century combined with the aftereffects of the Resource Wars of the early 21st century and have created a world that is increasingly incapable of supporting life. Around the world, the elite have insulated themselves with cutting edge technology in the

towering reaches of immense city states. Nowhere is this shocking disparity between the haves and have-nots more apparent than in greed-ridden Metropia, the largest and most powerful of the city states.

But deep beneath the concrete and steel of the city lies the Ghost Jungle—thousands of square miles of mutated vegetation that could restore the environment and ensure that life will continue. It's up to Kit Walker, Jr., a.k.a. The Phantom to unlock that secret.

Six episodes have been completed and will feature the voices of such well-known actors as Margot Kidder, Ron Perlman, Mark Hamill, Paul Williams, and Deborah Harry.

Finally Ben Edlund's *The Tick*, is just about ready for debut on the Fox Kid's Network.

The six-show animated series will air this season, with potential for a full slate of episodes next season if feedback is positive. Presently, no scheduling times have been set.

The Tick, an offbeat, hilarious comic book, created by Ben Edlund, has been a cult favorite since its debut six years ago. In addition to extensive consultation during the show's development, Edlund also co-wrote the pilot episode of *The Tick*.

ROBOCOP THE SERIES



PHANTOM 2040



These pictures give readers a glimpse of three new superhero shows coming to TV this season. Pictured from top to bottom are *RoboCop*, *The Phantom*, and *The Tick*.

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LEGEND	\$45.00	MEGA RACE	\$39.00	PRINCE OF PERSIA	\$47.00	PELE	\$49.00
LETHAL ENFORCER	\$66.00	MORTAL KOMBAT	\$39.00	R.B.I. BASEBALL '94	\$52.00	PRO SPORT HOCKEY	\$52.00
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STUNT RACE FX	\$55.00	STAR WARS CHSSE	\$42.00	STEVEN SEAGAL	\$51.00	YOUNG MERLIN	\$49.00
SUPER BASES LOADED 2	\$49.00	SUPER BATTLETANK 2	\$39.00	STEVEN SEAGAL	\$51.00		
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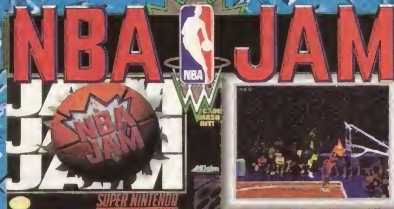
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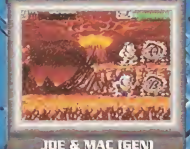
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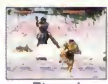


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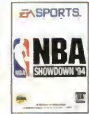
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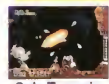


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(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and a flying acrobatics that send the audience. Some of the...
Aero the Acro•Bat is a high-flying, death-defying hero who combines superhuman artistry with excitement and danger. This reporter has never seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. "Aero the Acro•Bat is a totally awesome dude," said Rita Zimmerman, one of the lucky girls who sat in the front row of the circus. "For a little bat, Aero's act is based on agility and plain genius. He frequently buzzes the audience as he leaps from trapeze to trapeze, bathed in brilliant yellow spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he prepares for one of his now-famous power dives. Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even the ride operators from the fair gathered under what might be a

fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added Janette Hyssong, circus vendor.

Leaping from a towering, teetering platform, Aero the Acro•Bat realized that this was more death-defying than anything he had ever done. One of the platforms was rigged with explosives... which threatened not only the super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

Suddenly, he was in the dark as the Acro•Bat mysteriously malfunctioned. Aero leaped to safety, but he was injured and still manhandling a flourish!

But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

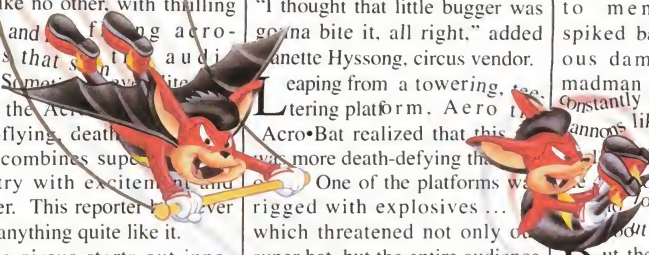
This reporter had had that Ektor before. He had sabotaged the circus and anyone who got in his way. And he's not about to stop until Aero—and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his

plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots him self out of cannons like a crazed kanikaze. Aero can't even mention the name of the circus without finding himself surrounded by a team of tightrope ballerinas who loves to squish bats. (about a handful!)

But these battles can't compare to Aero's early struggle toward fame. Auditions

landed him bit parts in low-budget films, but nothing he could sink his teeth into. He answered a casting call for a made-for-TV baseball movie. Yet his hopes were quickly dashed. "They said they needed bats," says an embarrassed Aero. "How was I to know they meant wooden ones?" But that setback didn't keep him from the big time under the big top, where the wicked Edgar Ektor was waiting.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe



members. Allegedly, his innocent pranks and practical jokes took a decidedly twisted turn, and he enjoyed inflicting pain and suffering on circus performers and audience members alike. "Ektor was a really, really sick little boy," said Alison Quirion, the renowned performing poodle trainer who worked with Ektor during the early circus days. "He started out with all that stuff like squirting ears, exploding cigars, glue on your underwear, sort of things. Next thing you know, there's grease and ketchup and dynamite in the air."

Ektor hadn't been around for years. Until he suddenly appeared in the ring with a demise in mind. "I called Tad 'Smiley' Shimada," Ektor said with a brainwashed grin. "I promised the members of the circus and their own dream that they bagged the lion."

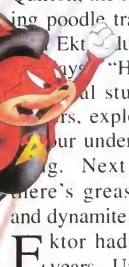
But Aero the Acro-Bat was licking and kept on going. Using strength and wit, he took a peek on their feet! "Where the amazing acrobat found himself negotiating a endless series of trapezoids, landing far into the air, using his own strength and force... all the while avoiding becoming a shishkebab on hidden spikes." "It was really warped, man," said David Siller, who himself sur-

vived an attack by Waldo, the wicked, whipping lion tamer when Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus ever," he said, "but then the bodies flying everywhere, the fleas from the flea circus were into demolition."

Aero continued to perform for the now-terrified audience even while the sicko saboteurs tried to slice him into tiny pieces. The Sunsoft

Ektor had placed on the floor and roof. He spun, drilled and flipped his way past an onrushing convoy of Ektor's henchmen. And he finished them off. "Gosh! The audience and their money's worth circus. Because the audience kept right on to the show, disarming hundreds of booby traps on the fairground and saving thousands of lives in the process. In the meantime, many circus goers had themselves locked in animal cages, their fate yet to be determined by Ektor. "We had just gone down to get some cotton candy when this horrible, ugly slimeball grabbed me from behind!" recalled Tad "Smiley" Shimada. "He threw me in." "I thought we were for sure," said Ektor, "and we didn't even get our cotton candy." he added.

Reporter, the climax of the "big top" was of course the fight between Aero and Ektor. The diabolo expert, in a fight that makes Aero to fight to the death of which is appalling. The winner of this colossal clash turned out to be (continued)



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