

FIRST SCREENS
OF MK3 HOME
VERSIONS ►



NUMBER
72

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ELECTRONIC GAMING MONTHLY

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July, 1995

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GAME PLAYERS-
MAY '94

ELECTRONIC GAMING MONTHLY

July, 1995

Number 8.7

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Audit Bureau of Circulations

EGM

WARNING: SHOCK DO NOT IMMERSE

IT'S WHAT YOU DO, NOT WHEN YOU DO IT

By now it is no **DEEP DARK SECRET** that

Nintendo has decided to postpone the U.S. launch date of their Ultra 64 until April of next year. In a very carefully worded speech, Howard Lincoln stated that the extra time would be used to give their green (\$) team ... excuse me, "dream team" of licensees time to put the finishing touches on their software. As for the hardware he stated that it is

"...ESSENTIALLY COMPLETE." "Essentially complete?" When asked for a definition of "essentially," Nintendo execs stated that the chip set is done but the circuitry just has to be shrunk down to fit in the case.

Then why not show the games with cords going into a wall? Or show a tape of the software? No one would directly answer that question. Sources have stated that their U64 version of Killer Instinct is over 80 percent done, as are a couple of other carts. Nintendo has shown beta versions of games before, so **WHY NOT NOW?**

It has been my opinion for several months now that it has to do with Nintendo of Japan (NOJ). New hardware introductions (NES, Game Boy, Super NES, Virtual Boy) have *always* appeared in Japan first ... normally at their Shoshinkai Trade Show. Several months ago when NOJ moved the Shoshinkai dates back from August to November something was up. It could only be because the Ultra 64 was to debut there. And, as we know now, it will.

With the **DEBUT PUSHED BACK** to November, in Japan there is just no way it would launch here the very next month. That's why we have been stating for months that it would not be coming out in the U.S. this year. Others naively continued to say that it would make it out this fall and one even picked a Sept. 29 date. Oh well.

As to the real launch of the Ultra 64, as expected, it will be in **JAPAN FIRST!** While Mr. Lincoln was very specific in his speech *not* to say anything about the launch of the system in Japan ... only North America and Europe (April 1996), his people later admitted that the Japan launch will be before April, and possibly as early as December.


Why the delay? Perhaps the real question should be **WHAT'S THE HURRY?** If you were the company that controls over 90 percent of the Japanese game market and a majority of the U.S. market, would you rush out too early with something new? So what if Sony and Sega sell a half a million new systems. That is nothing in a long-range plan. Besides, at \$299 and \$399, the competitor's new systems will move slowly after the "early adapters" buy out the first shipments. If Nintendo comes in with a **\$199** price (their internal price goal ... watch them announce it at the January CES) they will catch up in just one season. Even faster in Japan ... if not instantaneous domination, if they *get* Square to do FF 7 for the Ultra.

Don't count Nintendo out yet! The year 1996 will be very interesting!



by
Ed Semrad
editor in chief

W HAZARD. WATER.

A black and white photograph of a man with long hair and a beard, wearing a dark jacket and goggles on his head. He is holding a video game controller in his right hand. The background is a plain, light color.

YOU'RE PLAYING MADDEN NFL® '95
AGAINST SOME GUY WHO HASN'T
TAKEN A SHOWER IN A WEEK.

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(THANK GOD HE'S
SITTING 500 MILES
AWAY FROM YOU.)



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Video Game Network

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We have Batman—the game, that is. Take a peek at this issue's cover story on the new movie-to-video game hit, *Batman Forever!*
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CoVeR Story

NUMBER 72

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Fight evil creatures drawn by your enemy in *Comix Zone!*



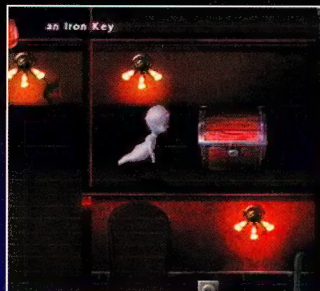
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Save the day and become the hero in *Fahrenheit!*



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Join in the fun with everyone's favorite fluffy in *Kirby's Adventure!*



WIN BIG!

TAKE IT TO THE ICE WITH WAYNE GRETZKY AND HIS EGM CONTEST!

In addition to the best gaming information you'll find on planet Earth, the issue of *EGM* you now hold in your hands can be your key to a chance to win some of the best stuff you can think of!

SCORE SOME OF THE BEST LOOT AROUND IN EGM'S SPECIAL CONTESTS ON PAGES 57 AND 92!

FEATURES

IS THE ULTRA 64 DOOMED? PRESS START HAS ALL THE UPDATES ON THE NEW SYSTEMS.

In Press Start, newly released information on the Ultra 64, Sony PlayStation and the Sega Saturn systems is causing a stir. First, the Ultra 64 release date has been pushed back to April of 1996! Is this disastrous for Nintendo? Or are they hoping gamers will wait that long for their new technology? Take a peek at the exclusive pictures of the system. Also, the Sony PlayStation offers tricks and cheats with their Ultimate Game Buster Action Replay memory card. Plus, Sega Saturn's release date has been moved up to now! The story begins on **PAGE 26**.

"Industry insiders have been speculating for some time that the Ultra 64 project was in trouble."



THE DYNAMIC DUO IS BACK IN GOTHAM ... BUT WILL IT BE FOREVER?

Dick Grayson (Robin) teams up with Batman to stop Two-Face, the man responsible for the death of Grayson's folks. However, Riddler is waiting to seek his own justice on Batman! Acclaim Entertainment will be bringing *Batman Forever* (based on the summer box-office hit) onto the Super NES, Genesis, Sony PSX, Sega Saturn, Game Gear and Game Boy systems. With more than 125 moves, weapons and attacks, this cart will not lose its game-play value! The story begins on **PAGE 54**.

"There are rendered interactive backgrounds and scenarios including the Batcave, Riddler's 'Claw Island' as well as Two-Face's hideout."



EGM RETURNS FROM E3 AND BRINGS EXCLUSIVE MK3 HOME VERSION PIX BACK!

The editors return from the Electronic Entertainment Expo with 14 pages filled with all the games and information. The most noteworthy pictures are the shots of the MK3 home versions for the Super NES, Genesis and Sony PlayStation! Although preliminary, the pictures will amaze Mortal fans! As well, check out the coverage on soon-to-be-released games, like *Donkey Kong 2* (Super NES), *Dracula X* (Super NES), *Casper* (3DO), *Viewpoint* (PSX), *Killer Instinct* (Super NES) and many more! The story begins on **PAGE 58**.

"The PlayStation has such a close reproduction (of MK3) that you could be easily fooled into believing this was the actual arcade game!"



VIDEO TO ADULTS

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AGES 6+

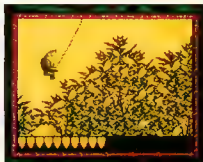
New Donkey Kong Land has and the best graphics ever seen on Game Boy.

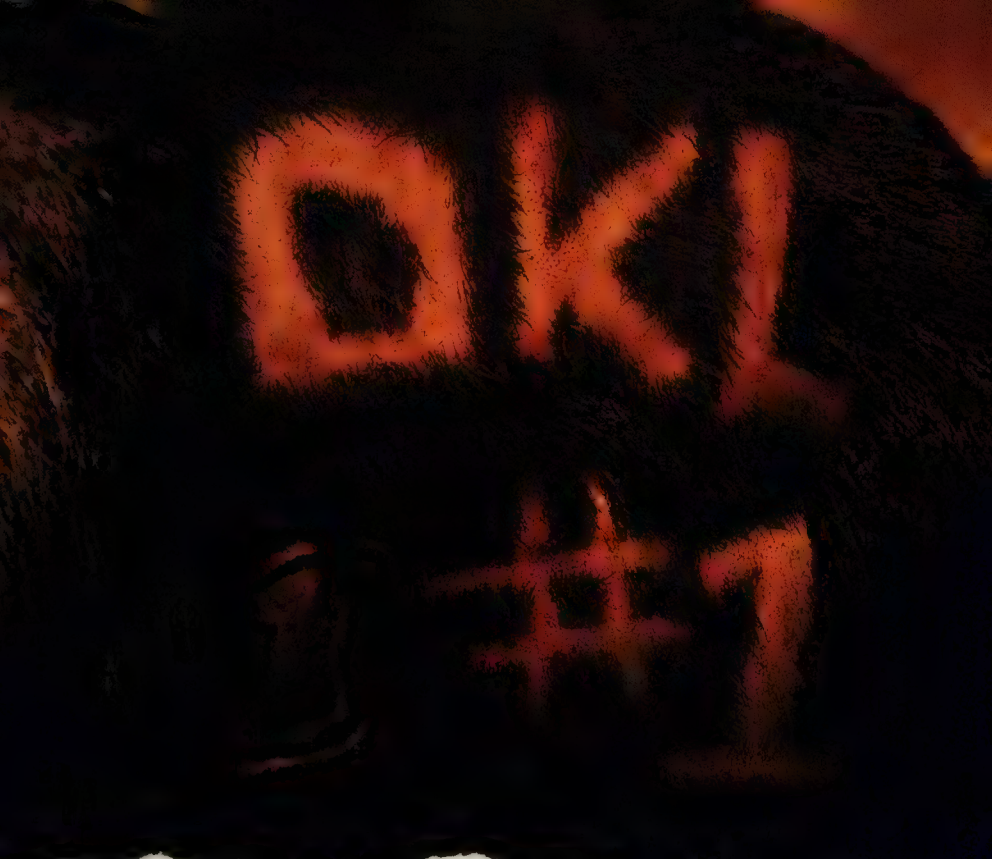
First there was Donkey Kong Country®, it was like nothing anyone had seen before. Now all that excitement has been crammed into an awesome new game. **Donkey Kong Land™** is here, and it's only available

for Game Boy® and Super Game Boy®. You'll recognize the **hairy** heroes for sure, but everything else is entirely new.

There are four wild **new worlds**, each with

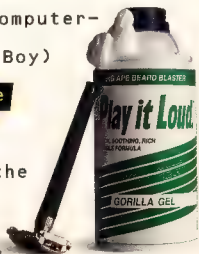
its own sinister boss. There are savage **new levels** that take Donkey and Diddy from pirate ships to mean city streets.





30 new levels, all new bad guys,
No wonder it has such huge fans.

This new terrain is populated by the most bizarre crew of ape-hating slimebags ever. There are flocks of flying pigs (keep that umbrella up), psycho squids and a helmet-hurling mole, to name a few. Add to all this fully computer-rendered graphics, (a first on Game Boy) and a funky banana-yellow cartridge (it was in Kong's contract), and you've got the biggest, hairiest adventure of the year. You're gonna love it so much you might even scratch, grunt and throw food a little more than usual.



INTERFACE LETTER OF THE MONTH

This is the section where you can open up your mind and let the rest of electronic gaming see what color your brain is. While you're at it, you can also expose yourself to more than 1 million gamers looking for an easy target. Remember, you have the right to remain silent and anything you say can be used against you in the magazine. Names have been changed to protect the innocent.

Get ConNeCTed!

You can also reach the editors of **EGM** via e-mail at egm@mcs.com. Beginning June 1, you can get access to **EGM's** articles, reviews and more on the World Wide Web via the **NUKE** home page at www.nuke.com.

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Interface, Letters to the Editor
1820 Highland Avenue, #222
Lombard, IL 60148



Hi, I'm your daughter's date!
Got any food?



Reader Offers Biting Insight Into Gaming World

Dear **EGM**,

Yes kiddies, the new generation of game systems is coming. With them comes the avalanche of games that will, no doubt, roll into stores like so many leaves from the trees. Are we really prepared for all this? I think not. Think about a few things: Think about all of the 16-Bit carts that you already own. Think about all of the time you've spent waiting for that special game to hit the stores after you saw pictures of it in a gaming mag. *Think about all that money you've spent over the past few years!* That's right, just sit there and think about it! You'd better think really hard because it's all going to start all over again! Can you handle it? All of that [crud] you've gone through, the waiting, the hours in front of the tube, the money, the fact that you have to be the first one to own a certain game, everything. Kinds makes you wonder what the heck it's all about, huh? Yeah, go ahead and think for a while. You can start reading this again when you're done. Back so soon? Good. Now the really good stuff: The marketing by the gaming companies trying to convince you that the slop they're handing you is going to make your hair turn white with pure, adrenaline-pumping excitement. They try to make you believe that their game (or game system) will take you to the verge of some kind of transcen-

dental awakening. You remember these guys. You know, the ones who target boys ages 10-17 with loud music and morons who scream at you from your television about how many bits they have, blast processors, special chips, how to do math, how your parents are idiots and how you're an idiot for buying someone else's system. Think about it. Are you ready for this again? Yet, you keep on buying. Why? Well, because in the scheme of things, it just goes to show how much junk you'll go through just to escape reality for a few lousy minutes and have some *fun*. That's all you really want. Not the fat kid in the ad screaming in your face. You're not interested in bits, processors, polygons or sprites. You're after ... fun. And that's what it's all about folks, isn't it? Fun. That tiny little bit of happiness that stretches a smile across your trembling little mouth the second you stick that new cartridge into that machine. Fun. You remember that, don't you?

Mr. X
Portland, OR

I saw this little beauty, and I knew right away who won our Letter of the Month. Don't worry, we know who you are mystery writer and rest assured that your Acclaim Dual Turbo Joytetics are on their way right to your front door!

INTERFACE POSTINGS:

Get connected with video game enthusiasts just like yourself, courtesy of **EGM**, the number-one name in video games! Send your name, address, age, sex and three favorite games to:

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c/o Sendal Publishing Group, Inc., 1820 Highland Avenue, Suite 222, Lombard, IL 60148. Make friends and share your secrets worldwide!

ARCADE GAMERS TORN OVER MK3 QUALITY

Dear EGM,

I know I'm gonna get some complaints over this but here it goes: As soon as I got **EGM** #70, I turned directly to the MK3 section. The game looked awesome, and the fatalities looked great. The next morning I got up and headed to the local arcade. I saw a large crowd of people around a game, and I immediately knew that it was MK3. I went to see it for the first time, and when I finally did, the first thing that I thought of was MK2. I was really disappointed to find out that this game was almost identical to its predecessor. The game played exactly the same, and I immediately mastered many moves using the same old patterns. The only new thing that I really enjoyed was the combos. There are other downsides to MK3, too. I don't mean to totally bash this game, because I do think that it is still a decent game, it's just a little too similar to MK2, that's all. Mortal 3 just was not all I was expecting it to be.

**A Mortal Fan
via Prodigy**

Dear EGM,

Every week I spend about \$20+ on Mortal Kombat 3. While I'm playing I am constantly asking myself, "Why am I playing this game?" Is MK3 really a good game, or am I playing it because it's part of the Mortal Kombat series? I've come to the conclusion that I really am playing it because it is part of the series, not because I think that it is a quality game. I think that the whole fatality thing has gotten boring. The



• Yup, it's Mortal Kombat alright.
But people seem to disagree on this one.

Alexander Husband
Age: 11 Sex: Male
Occupation: Video Junkie
Manchester, NH
Favorite Games: MK3, Demon's Crest,
Killer Instinct

characters really aren't that exciting. The Bosses are way too easy. I was hoping that the MK series wouldn't turn out to be another Street Fighter-like game. Please tell Ed Boon and John Tobias to worry more about the game than putting their names in the backgrounds. I hope any subsequent versions will show some improvement.

**Derek Kozioł
via America Online**

Dear EGM,

Well, I went to the arcade the other day after reading issue #70. I was so excited that I was *finally* going to get to play the game that I have waited all year to play—Mortal Kombat 3. Well, I must say (I'm probably going to get mugged



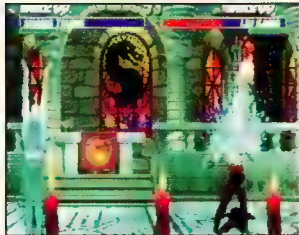
• Although it has some new features, the EGM editors are split down the middle.

(by my friends for saying this!) I was totally disappointed! New fatalities, yippee. New characters (the riot cop looks ridiculous), oh boy. Improved graphics, yawn. I know that many of the people who play this game are genuinely crazy about it, but I just didn't think it was that great. Am I missing something? Hello? Oh yeah, there must be some people who feel the way I do because I've heard other guys in the arcade bashing it. What do you think? Are we spoiled, or should we expect more from game companies than the same old games regurgitated over and over again?

**Chad Comiski
Tallahassee, FL**

Well, we've gotten bunches and bunches of letters about MK3. Everyone seems to agree that the game itself is good, but many of our readers have expressed some disappointment. Taking

Jeff Roney
Age: 31 Sex: Male
Occupation: Unknown
Santa Ana, CA
Favorite Games: Secret of Mana (or any other RPG),
Super Return of the Jedi, Zombies Ate My Neighbors



• Many players seem to like MK3 just because it's part of the MK series.

the side of Midway, one could argue that maybe we expected a little too much. There were already two Mortal Kombat games out there, how much different could you make it? I'm also sure that a lot of hard work went into making MK3. On the other side of the coin, you could argue that because we (the gamers) give Midway a lot of our hard-earned dinero (cash, money, scratch, coinage, whatever) they should be expected to come out with a quality product. We could go on forever! At this point we'd like to encourage you to write us and tell us what you think. Be honest. There are no right opinions, there are no wrong opinions. I'm sure that this is a debate that will continue for some time. In the meantime, if you like MK3, you'd better keep those fingers limber. If you don't like it, maybe it's time to find a new game.

PERSISTENT LETTER WRITER GETS PUBLISHED!

Dear EGM,

I have sent you many hundreds of letters. None of them have ever appeared in your magazine. Due to today's technology, I can have a hope of you actually publishing one of my letters. Because the Internet can help me send a letter to you at lightning speed, could you answer one question? What is the probability of having a letter published?

**Derek Potts
via the Internet**

Today is your lucky day, Derek! Because I try to read all of the letters that come our way (not an easy feat!) I actually recognized your name! Geez, I guess perseverance really does pay off! Our advice to all of you has always been the same—*Keep those letters coming!* If you have a good idea/comment/gripe we just may include it within our pages!

David Monsottri
Age: 17 Sex: Male
Occupation: Permanent fixture at local convenience store.
Pittsburgh, PA
Favorite Games: MK3 until my eyes burn!

Seriously. Where's the food? Are there any fries left?

ASK EGM

Q: I am a 11-year-old boy. My dad is 32 years old. The problem is that my dad likes to play video games. Whenever I get a new game, I hardly get to play it because my dad hogs my 3DO! None of my friends has this problem. What should I do?

Willie Caruthers
Boston, MA

A: Your dad sounds like a true video game addict. You might try (nicely. I might add) to ask him to share your games with you. If that doesn't work, try buying some two-player games that you can play together!

Q: Have you guys tried the XBand lately? There are some kickin' tournaments! I won \$1,000 in their last one! I recommend that you give it a try.

Runaway Train
via the XBand

A: Whoa, you won a grand? That's pretty good—lunch is on you, right?

Q: I was just wondering, is the Ultra 64 really going to be cartridge based? I've heard that it is going to be CD-ROM like the Sony PlayStation and the Sega Saturn. Also, if a tree falls in the woods and no one is around, does it make a sound?

Brian Hackberth
Berwick, PA

A: Yes, the U64 is going to be cartridge based. As for the tree question, what are you trying to do, make me think? I try not to think too much—it hurts.

SEGA SATURN DEBUTS IN STORES EARLY!

Dear EGM,

What's the deal here?! I just went into a local toy store and (to my utter disbelief), they were selling Sega Saturns! Wasn't the Saturn supposed to be released sometime in the fall?

Roscoe Markley
Chicago, IL

Yes, the Saturn is out! For more information on its early release check out the Press Start section in this issue.

WILL U.S.-JAPAN TRADE WAR AFFECT GAMING?

Dear EGM,

I was watching the news and they were talking about a trade war between the U.S. and Japan. It sounds as though the U.S. is talking about imposing heavy sanctions on some Japanese products like some makes of cars. My question is: Will this have any effect on game/system prices?

Brian Flores
Los Angeles, CA

That's a very difficult question to answer at this time, Brian. Whether or not the actions of the American government toward the Japanese car makers will bleed into other products produced by Japan is uncertain. At this time, there is a possibility that some Japanese car prices may actually double! How could this affect us video game players? Well, one possible scenario (worst case) is that Japan might retaliate by increasing prices on things like electronic components. We all know what this would mean—much higher prices for things such as game systems. But as I've already said, this is a worst-case scenario. Let's just hope our governments can work something out, pronto!

GOING TO THE POORHOUSE IN CANADA

Dear EGM,

I'm writing to the almighty god of gaming mags to address a problem. You see, I'm Canadian, and I've been sitting up here in Canada reading all the cool stuff about the Ultra 64's incredible \$250 price tag. Now here comes the bad news. One day I decided to find out how much \$250 in American money is in Canadian money. I called the local bank to find out what the current exchange rate was, dragged out my calculator and found that it came to just

over \$350! Wait! That's not all! You're forgetting the tax! Adding that on, my shiny new U64 will cost me around \$400! Does this mean I should start selling my internal organs?

Sean McKinnon
B.C., Canada

If you do start selling your organs, make sure to give me a call—I could sure use a new spleen. Yes, Canadian gamers will definitely pay a higher price for the same systems than U.S. residents do. As a matter of fact, it is a distinct possibility that Sega and Sony will be making more of a profit on a per-unit basis in Canada than they will in the U.S. I guess it only goes to show that it's not who you know, it's where you live. (Or who you know in the States who can get you a better deal!)

WORRIED READER VOICES CONCERN OVER NEW SYSTEMS

Dear EGM,

First of all, I just wanted to tell you that issues #69 and 70 looked great. Don't change a thing. However, like most of your readers, I have a question, too. After looking at the Sega Saturn games and seeing that they aren't quite the "Next Level" we've all been expecting, I have become worried. Do you think the first U64 games are also going to be below par? I am an MK fanatic, and I am worried that MK3 and other early releases aren't going to look so hot. I would appreciate your opinion.

Jake Masters
via the Internet

I wouldn't worry too much about it, Jake. If you remember, some of the early games for the Super NES and the Genesis weren't all that good. Remember Super R-Type for the Super NES? Stowdown city! As the designers learn more and more about the system, we will see the games improve in overall quality.



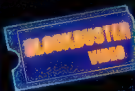
• Here is an actual frame grab of the Sony PlayStation version of MK3. Looks okay to me!



ROAST A FEW WEENIES TONIGHT.

SO, HOW DO YOU LIKE YOUR OPPONENT?
WELL-DONE? LIGHTLY CHARRED? EXTRA-CRISPY?
WELL, BEFORE YOU ROAST 'EM, YOU GOTTA GET TO BLOCKBUSTER.
WE'VE GOT MORE COPIES OF THE BEST GAMES AROUND.
COME ON IN, GET THE GAMES AND START COOKIN'.

THE SOURCE



BEHIND THE FORCE.

What are the hottest new games to cross the **EGM** editors' desks this month? What games do you and your gaming pals think are the best? We have the answers in this exclusive listing of the most incredible softs available for any format—chosen by the editors of **EGM** and you—the wired-in readers of the biggest and best video game magazine on the face of the planet!

EGM's TOP TENS

EGM EDITORS



1
Wineout
PlayStation • Psygnosis



2
Viewpoint
PlayStation • EA



3
Bug!
Saturn • Sega



4
MK3
PlayStation • Sony



5
Donkey Kong Country 2
Super NES • Nintendo



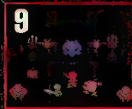
6
Kater Instinct
Super NES • Nintendo



7
MK3
Arcade • Midway



8
Casper
3DO • Interplay



9
Chrono Trigger
Super NES • Square of Japan



10
Destruction Derby
PlayStation • Psygnosis

EGM READERS



1
Daytona USA
Saturn • Sega



2
Gex
3DO • Crystal Dynamics



3
MK3
Arcade • Midway



4
Panzer Dragoon
Saturn • Sega



5
Snatcher
Sega CD • Konami



6
Virtua Fighter
Saturn • Sega



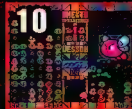
7
Metal Warriors
Super NES • Konami



8
Earthworm Jim
Sega CD • Playmates



9
Starblada
3DO • Namco



10
Kirby's Avalanche
Super NES • Nintendo

LET YOUR VOTE BE HEARD! You can contact **EGM** directly and record your vote for the hottest new and upcoming games by logging onto the **NUKE** Internet Interface at www.nuke.com on the World Wide Web beginning June 1. Until then, send a postcard with your fave game!

ANGRY GAMER BLASTS "WEIRDO" ADS

Dear EGM,

The new format is a tremendous improvement. I love the new look. I still disagree with most of your reviews, but I can't tell you which games to like, (Although I'm sure many people try!) The main reason I am writing this letter is to complain about the ads in your magazine. Specifically, I am writing about ads like the Secret of Evermore ad in your April issue. This ad consists only of two black pages with a red dot on each page. I don't know what Squaresoft wished to accomplish with this ad, but it tells me that they're so ashamed of their game that they will not display any screen shots or even a description of the game. There were three such ads in that same issue, including Mortal Kombat 3 and Warlock. Those ads had one or two screen shots with the remainder of the page filled with crap not related to the game itself. Ads like these seem to be increasingly polluting your otherwise fine magazine, and seem to be severely diminishing its informative value. Tell your advertisers, "If you want to sell the games, *show the games.*"

**Shawn Rader
via the Internet**

Sorry you don't like the ads, amigo! I guess our advertisers are trying to catch your attention, and it looks like they did. It is a shame that some of these companies don't show more screen shots in their ads. You're right—they would probably sell more games!

WAY TO GO KEN AND KIM!

Congratulations go out to **EGM's** own Ken Williams and his new wife Kim, who got married this month! May your lives together always be happy! So you two, any plans for little **EGM** editors in the works?



• Goz Ken, what took ya so long? **EGM's** Ken Williams finally "ties the knot" with girlfriend Kim.

Riddle me this...

What has The Riddler™ and Two-Face™, Sugar™ and Spice™,
and more villains than Gotham City™ can handle?

What has the Dynamic Duo™ battling from Arkham Asylum™
and Claw Island™ to abandoned subways and the Batcave™?

What has the most amazing arsenal of weapons the Batman™ Utility Belt can hold—
from Batarangs™ and Bat Cuffs™ to Bat Grenade Launchers™ and Bat Bolas™?

What has digitized graphics, interactive backgrounds and
the first-ever teaming of Batman and Robin™ in duel fighting action?



BATMAN FOREVER

SUPER NES® • GENESIS™ • GAME GEAR™ • GAME BOY®

SEPTEMBER 1995

Acclaim
entertainment inc.



IT'S TIME TO CALL THE INTERNET POLICE!

Dear EGM,

I don't see how Midway thinks that they can keep the Internet clean of MK3 info. The fatalities and moves will get out eventually, and if they're that desperate to keep this information off the information superhighway, they should make an upgrade chip. Heck, they could even downgrade games in certain areas. They would also have to make a complete sweep of the Internet every day (yeah, right!) because the message boards are updated daily. If Midway is going to attack the Internet, they might as well bug all of the phone lines, send in a SWAT team if the word "Kombat" is mentioned, screw steel masks with eyeholes onto people playing the game so they can't talk to others, use blindfolds on the people watching so they can't see joystick movements and put secret agents into all of the arcades. If they're having such a cow over the Internet, why do they let video game magazines publish the moves? Geez Midway, get real.

Scott Sanborn via the Internet

NEXT-GENERATION SYSTEMS AND LOAD TIME

Dear EGM,

With all of the hype surrounding the upcoming release of the Sega Saturn and the PlayStation, no one has really said anything about access time for these two machines. I'm assuming that because they're both CD-ROM, there will be some amount of time that it takes for the machines to load their games. Is there a lengthy wait for these games to get loaded into their respective systems? Just wondering.

Miles Blackstone Detroit, MI

Surprisingly enough, the access time for both the PlayStation and the Saturn isn't that bad. Sure you might have to wait for about 20 seconds for your game to load, but so what? Ridge Racer for the PlayStation even lets you play a round of the old arcade classic Galaxian while you're waiting. (Yes, there is a trick you can do by beating the round before Ridge Racer starts.) All in all, I guess it just boils down to whether or not those 20 seconds really bother you. It's kind of a weak argument against these systems if you refuse to buy one because of the load time. I actually know people who feel this way, however. Poor souls.

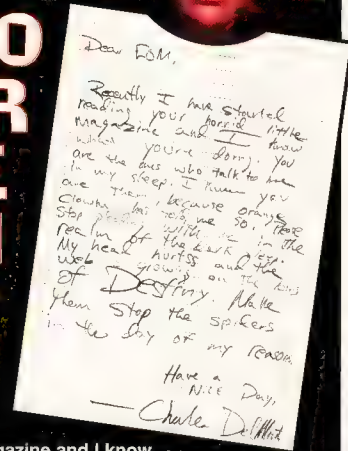
PSYCHO LETTER OF THE MONTH

Now for that part of the show where the truly insane get a chance to shine. This month's letter comes from Charles DelMorte, who won our Psycho Letter contest for obvious reasons!

Dear EGM,

Recently I have started reading your horrid little magazine and I know what you're doing. You are the ones who talk to me in my sleep. I know you are them, because the orange clown has told me so. Please stop pleading with me in the realm of dark sleep. My head hurts and the web is growing on the loins of destiny. Make them stop the spiders in the day of my reasons.

Have a nice day,
Charles DelMorte



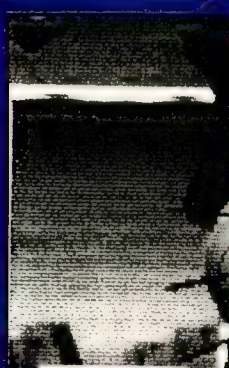
Sure, hop on in! I pick up hitchhikers all the time!



You are a true psycho, Chuck your T-shirt is in the mail.

BAD PHOTOCOPY CONTEST!

We've dug up a mean one this month, readers, guaranteed to turn your brain to toast! Get your little fingers moving because somewhere in the 148 pages you now hold in your hot little hands is the screen shot to the left. Let us know what game it is and you can be entered for a drawing to score some cool game wear from your buds at EGM. Put your answer on a 5x7 postcard and get it to us at: EGM's BAD PHOTOCOPY CONTEST, 1920 Highland Avenue, #222, Lombard, IL 60148. Be sure to include your name, address, age and the month you are entering for.



PUSH YOUR CD TO THE MAX!



FLYING NIGHTMARES

Based on the elite "Flying Nightmares" Marine Harrier squadron, this game really pushes the envelope of CD technology.

Everything is state-of-the-art: Stunning 3D texture-mapped graphics. Intense full-motion video sequences. Internal, external and missile camera angles. Plus the hottest CD-quality sounds and special effects.

It all adds up to the most exciting combat flight simulator on Sega CD. Imagine the power under your command: Harrier jump jets that can turn on a dime and stop dead in midair. Laser-guided missiles, cluster

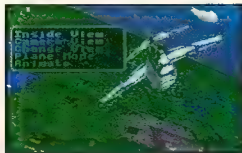
bombs and radar-jamming pods. It's enough to make your heart pound and palms sweat. It'll also strain your brain. This happens to be one intelligent action-adventure game as well. FLYING NIGHTMARES. Pushing CD technology – and you – to the max.



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



Coming Soon on
SEGA CD™ & 3DO™



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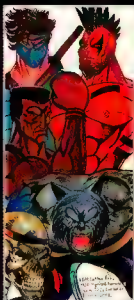
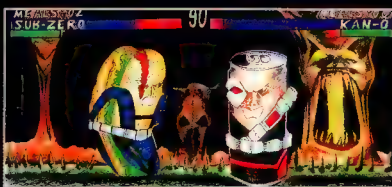
THE VIDEO GAME RATING COUNCIL (ESRB) SYSTEM. SYMBOLS AND WORDS ARE TRADEMARKS OF SEGA OF AMERICA, INC. ©1993 SEGA

EGM LETTER ART

Where Creativity, Your Favorite Video Game and a Stamp Can Make You Immortal*

Put your creative skills to the test by decking out a plain #10 envelope (you know, the long, business type) with your own unique touch. Send your letter art submission to: **EGM Letter Art**, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.

* Or at least get you in the magazine and win yourself a groovy GAC joystick for your hard work (First Prize Only)!



John D. Sneed •
Siler City, NC



Matthew McGinn •
Alexandria, VA



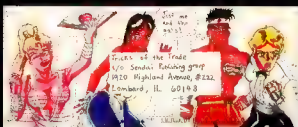
David Houser •
Willits, CA



Christopher Bryan •
Orlando, FL



Edward Tumino • Shelter Island, NY



Josh Reno • Denver, CO

WINNER!

Who says that MK3 makes it hard to keep your lunch down? Congrats to Jose Hernandez of Santa Ana, CA. While not artistically exciting, it got a good laugh from us!

SAVVY READER DIVULGES FAVORITE GAMES!

Dear **EGM**,

I was thinking, you guys should have a tribute to the best games—not just of the year, but of all time! Games that just blow you away and are still great even after all this time. Here's my list: Mega Man 2 (NES) Ninja Gaiden (NES) Zelda II (NES) Sonic 2 (Genesis) Gunstar Heroes (Genesis) Y's I and II (Turbo) Dracula X (PC Engine) Street Fighter II Turbo (Super NES) Axelay (Super NES) Final Fantasy III (Super NES) Strider (Genesis) Samurai Shodown II (Neo-Geo)

Name Unknown
via the Internet

We here at **EGM** love making lists! Here are a few other possibilities to add (in absolutely no particular order):

- Super Metroid (Super NES)
- Super Bomberman (Super NES)
- Madden '84 (Genesis)

- Viewpoint (Neo-Geo)
- NBA Jam (Genesis and Super NES)
- Ghouls and Ghosts (Genesis and Super NES)
- Mario Kart (Super NES)
- Contra (NES)
- Contra 3 (Super NES)
- Super Mario World (Super NES)
- Quantum Fighter (NES)
- Super Mario Bros. 3 (NES)
- Earthworm Jim (Genesis and Super NES)
- Mortal Kombat II (Genesis and Super NES)
- M.U.S.H.A. (Genesis)
- Super Adventure Island (Super NES)
- Super Monaco GP (Genesis)
- Castlevania IV (Super NES)
- Parodius (Super Famicom and PC Engine)
- Space Megaforce (Super NES)
- Streets of Rage (Genesis)
- Revenge of Shinobi (Genesis)
- Magical Quest (Super NES)
- Super Star Wars (Super NES)
- Nam '76 (Neo-Geo)
- Shinobi III (Genesis)
- Sonic the Hedgehog (Genesis)
- Zombies Ate My Neighbors (Super NES)
- Tetris (NES, Game Boy, etc.)
- Donkey Kong (Game Boy)
- Mega Turrican (Genesis)

The list could go on and on. If you have a list of your all-time fave vids, send it in! We'd love to see it. (Really, we promise we won't laugh!)

SEGA TO DISCONTINUE SUPPORT FOR 32X?

Dear **EGM**,

A friend of mine told me that he heard from a reliable source that Sega is secretly planning to discontinue support for the 32X. He said that Sega had two reasons for this. The first was that the 32X was a big flop and that Sega could no longer afford to support it. The second was the fact that the Sega Saturn was coming out and no one wanted 32X games.

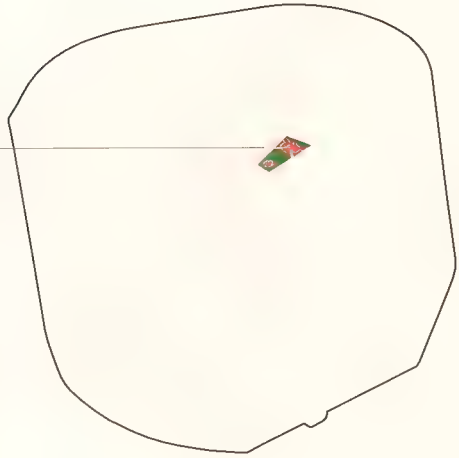
Joseph Ailesti
Rockford, IL

Your friend is wrong. Sega has many new games (some of which were shown at E' in Los Angeles) for the 32X. They include Spider-Man, Web of Fire, Primetime NFL, Virtua Fighter, X-Men and Ratchet and Bolt just to name a few.

This month's letters column was brought to you by Mike Forassipi, **EGM** assistant editor. Mike is having a hard time handling all of the stress from the NBA playoffs, so he's crawled under his desk and assumed the fetal position. The poor guy just lays there mumbling something about Michael Jordan and Scottie Pippen being the kings of the known universe.

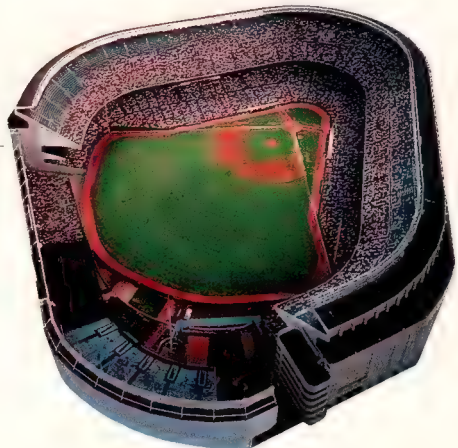


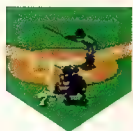
{ figure 1 }
A detailed view of
World Series Baseball.®



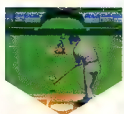
If you're going to take the field

{ figure 2 }
A detailed view of
Triple Play '96.



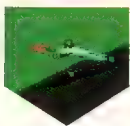
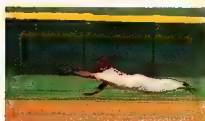


Ah, the sweet sound of
chin music. Now available in stereo.
Two batter/pitcher views to choose
from. Brush 'em back in either one.
It's your call.

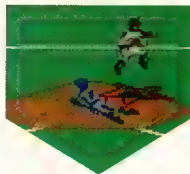


As close to the ballpark as
you can get without a ticket.
Lifelike animation puts you
there whether you're diving
down the third base line or
caught in a pickle between
second and third.

Take the



Call it a head-first slide.
Call it a take-out slide.
Call it a balls-out-I'm-goin'-
in-no-matter-what-slide.
Just don't call it an "out."



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



Software © 1995 Electronic Arts. All rights reserved. EA SPORTS, the EA SPORTS logo, "If it's in the game, it's in the trademark owned by Major League Baseball Properties, Inc. Sega and Genesis are trademarks of Sega Enterprises Ltd.

PRESS START

NINTENDO

ULTRA 64™

DON'T COUNT OUT 3DO's NEW M2

The gaming industry is abuzz about 3DO's new M2 technology.

At the recent Electronic Entertainment Expo in Los Angeles, movie maker Steven Spielberg stopped to chat with Trip Hawkins and take a look at 3DO's new technology. The entire industry is excited about its capabilities and its ramifications in terms of the way games are designed, made and played.

One of 3DO's partners showed off a new 64-Bit 3DO unit with the M2 technology built in.

Dave Needle and R.J. Mical, two designers of the original 3DO unit and now the M2 technology, are confident about what the M2 will bring to the gaming table for both game players and designers.

"It seems as though everybody is talking about the Sega Saturn and the Sony PlayStation, but many inside the gaming industry are taking notice of our new M2 technology," said R.J. Mical, a vice president with the 3DO company. "Our technology will allow 3DO users to upgrade their systems without having to trash their initial investments. This is something that we said we would do when we first launched the 3DO system. We said it would be backward compatible with future hardware upgrades and we stuck to our word."

Some are speculating that the M2 technology will be released in September for a price of \$149-199 but that has not been confirmed.

ULTRA 64 "DELAYED" UNTIL APRIL 1996?

Nintendo has just announced that the North American and European launch for their new flagship 64-Bit gaming system, the Ultra, will be delayed until April 1996.

Citing reasons of wanting to give third-party licensees extra time to fine tune their software, Nintendo has decided to take a pass on the lucrative 1995 Christmas shopping season and concentrate on 1996 instead.

While rumors abound about the hardware being late and not being able to meet their expected \$250 price point, Nintendo continues to say that it is "... on schedule." In his press conference, Howard Lincoln, chairman of Nintendo of

America, would only say that the hardware is "... essentially complete." His staff expanded on this statement by saying that everything is done and that the hardware now only has to go through the typical shrinking-down process to get everything to fit into the system case (see below).

Upon further investigation, **EGM** has learned that it is quite possible that the *real* reason the Ultra 64 is being delayed in North America

could be due to orders from Nintendo of Japan (NOJ).

Every product that Nintendo has ever made (Game Boy, NES, Super NES, Virtual Boy) has made its debut in the Japanese marketplace.

Even though the Ultra 64 is essentially an American-made product, it will make its first official appearance at the Shoshinkai Show in Makuhari, Japan. The show is scheduled for the end of November.



ULTRA 64 SPECS

(PRELIMINARY)

CPU: True 64-Bit MIPS RISC custom R4200 MIPS processor that will run at 105.9 Mhz and will have a throughput of 500 MB per second.

GRAPHICS: The Ultra 64's resolution will exceed NTSC and Pal. The graphics engine will have a 64-Bit reality immersion graphics processor running at 80Mhz in its enhanced mode and will have a resolution of 1,200 X 1,200 or HDTV standard in 24-Bit color.

SOUND: 64-Bit DSP chip that will run at 44.5 KHz and will have 64-sound channels—(CD QUALITY)
PERFORMANCE: 100,000 polygons or 50 pixel meshed triangles per second and will exceed 100 MIPS (millions of point operations per second) and the unit will allow for real-time anti-aliasing, real-time ray tracing, real-time tri-linear interpolation and real-time load management and will come packed in a nice polystyrene box.

As to when the system will see the light of day on store shelves, Howard Lincoln was very specific when he said that the Ultra 64 will come out in North America and in Europe in April 1996. What he didn't say was when the unit will be released in Japan. His staff added to his words by stating that it would come out in Japan before April, and quite possibly as early as this December!

With that type of time schedule the system will have to go into production within the next few months.

"After 19 months of intense development, we have attained our two main goals for the Ultra 64: to develop a chipset capable of delivering the world's best video game experience, and to do it at a price that can deliver a hardware set below \$250 retail," Howard Lincoln said.

"However, we have made a conscious decision not to rush the Nintendo Ultra 64 to market. Instead, we've decided to give our software

developers additional time to maximize the power of this system in their game creation."

In addition to that, if the U.S. roll-out is indeed sometime in April, Nintendo will have to be handing a completed unit over to the FCC to test sometime before the end of this year.

The FCC tests all electronics products for RF emissions (that is why there is so much metal shielding inside U.S. gaming systems), and this process takes a few months. Japan does not have similar emission testing and that is why it can come to market over there so soon.

Nintendo's main competitor, Sega, was fairly reserved in their reaction to the delay of the Ultra 64.

"We knew that the Ultra 64 wasn't coming out this year for some time now," said Tom Kalinske, CEO of Sega of America. "We've shown in the past that we can take advantage of Nintendo's delays in the release of their hardware units and we plan to take full advantage of the extra time they have allowed us."

By postponing the U.S. launch until April, Nintendo is taking a risk that the dollar/yen rate will rise from its present all-time low. With the rate currently at about 85 yen to the dollar, a return to the 100 yen/dollar rate of last year would mean Nintendo could feasibly lower their price to under the \$250 announced price. Should the yen/dollar rate continue to fall Nintendo may not be able to meet their price goal.

Nintendo has not officially announced any Japanese software licensees. This announcement is expected to be made at the Shoshinkai Show. Rumors have it that Squaresoft may bring out their long-awaited Final Fantasy 7 for the Ultra. Should that be true, Nintendo just may move from 16-Bit domination to 32/64-Bit domination in that country.

Don't count Nintendo out quite yet!



"THE BAND PLAYS ON" XBAND GOES NINTENDO

Xband will soon be up and running on the Super NES and gamers will be able to experience multiple player gaming on the Super NES Catapult modem. The Super NES Xband network will be up and running in New York, Los Angeles, San Francisco, Atlanta and Dallas in June. The rest of the country should be on-line in August. If you want to get hooked up to the service or order an Xband for the Super NES or Genesis, call 1-800-X4-XBAND.

You can order the Xband for the Super NES for \$29.99, but you'll have to pay \$8.75 for shipping. That will get you the modem device—you still need to connect up to the service. To do that you must subscribe to Xband for \$7.95 a month. For that you will get 32 connections to the network, or 32 chances to play your favorite games. If you go over your 32 plays each additional play will cost you 15 cents.

You can play against players in your local area or across the country. As a user you can choose to have long-distance play turned on or off, because when you play it's just like a long-distance phone call. Games that will be up and running on the network will include: Mortal Kombat 3, Ken Griffey Jr. Baseball, NBA Jam Tournament Edition, NHL Hockey and John Madden Football.

Starting next month in Team EGM the Iceman and I will be printing the names of Xband's top sports gamers in what we will be calling Team EGM's XBAND Box Score. Are you tough enough?



PRESS START

GOLDSTAR ANNOUNCES \$50 3DO REBATE

Goldstar U.S.A., now called LG Electronics, recently announced a summer rebate for the GoldStar 3DO system. Consumers will receive \$50 off the 3DO unit if purchased before Labor Day, bringing the price down to \$349.95.

"This is a wonderful one-two-three package for game enthusiasts of all levels who are considering an advanced CD interactive video entertainment system," says Jim Lerton, vice president for the HiMedia group at LG Electronics. "You get one of the most technically advanced CD gaming systems on the market today; two, top-notch titles and three, \$50 back! This is an excellent opportunity for people to experience the most powerful system on the market without damaging their pocketbooks."

The unit will come bundled with FIFA Soccer and Shock Wave, a \$129 value.

\$50

THE HOT NUMBER

25,000

The greatest number of gamers to log onto the Xband Genesis network in one day. Users log on and challenge others across the U.S. up to 50 times per week.

SHINY TEAMS UP WITH ACTIVISION

Shiny entertainment and Activision have entered into an exclusive agreement to develop a state-of-the-art, next-generation action engine that will drive games produced for the Sega Saturn, Sony PlayStation and Nintendo Ultra 64 platforms.

The engine will enable Activision to increase its development of action titles and develop high-quality products for all platforms.

"Our video game engine has been responsible for generating over \$1 billion in retail sales," added Perry. "As consumers become more accustomed to higher quality, 3-D entertainment, the next-generation platforms will have to deliver compelling game play and visuals that not only compete with CD-ROMs but actually set new standards."

Under a separate agreement with Shiny, Activision was given the license for the worldwide rights to Earthworm Jim for the Windows operating system.

DATTEL PRESENTS THE SONY PLAYSTATION ACTION REPLAY

Dattel has done it again. They are coming out with the Ultimate Game Buster Action Replay for the Sony PlayStation.

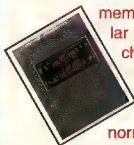
The Action Replay contains 15 slots on a PSX memory card, each featuring tricks on a particular game. Using the action replay is easy. The cheats are already on the Action Replay memory card; all you do is plug and play. To load the cheat for your game, insert the CD and switch on your PlayStation as you normally would, or in this case, when the unit is released in North America sometime in September.

When the game has loaded, go to your Load Game Screen (details on how to do this will be in the instruction manual for your game), then select and load the game. One or more options will appear, depending on how many cheats the Action Replay memory card has loaded onto it and only the cheats available for the game you have in the PlayStation will appear.

All you do is simply select the slot you wish to load. There is usually only one and you'll be able to access the cheat.

This version of the Action Replay for the PlayStation has 11 tricks on Ridge Racer ranging from being able to race on all eight tracks forward and reverse and the ability to select all 13 cars including the secret "Black" Griffin car.

The card also has a trick for the original Parodius and Ultimate Parodius by Konami, a Tekken trick that will allow you to select the extra characters including Kunimitsu, Armor King, P. Jack, Kuma, Keihachi, Lee, Wang, Anna and Ganryu. The Action Replay will be ready at launch.



3 QUESTIONS WITH

ROB LEINGANG

Acclaim producer

EGM: What is your favorite game?

ROB: I enjoy playing anything that has been done well. I like playing Daytona at the arcades along with all versions of MK and MK2.

What games are you the most proud of?

I've been in the gaming business for nine and a half years and I'm very pleased with the way the home versions of Mortal Kombat and Mortal Kombat II came out. As well, I was very pleased with the Quarterback Club game that we brought out across all platforms.

What games are you currently working on for the new systems?

I'm working on a boxing game for the next-generation systems that will feature George Foreman. We are tying together our motion-capture technology with our ultimate technology for the project.



By Todd Mowatt



SONY TO DELIVER KNOCK-OUT PRICE POINT TO PSX CONSUMERS

PRESS START

Sony is ready to rumble and they have trimmed down their price to a competitive fighting weight.

It's round one of what will surely be one heck of a heavyweight fight. Sony Computer Entertainment of America jumped into the ring recently by announcing that Saturday, Sept. 9 is the day they will officially launch the PlayStation for \$299 and \$349. The \$299 announcement made by Sony at the Museum of Contemporary Art in Los Angeles took Steve Race two seconds to announce and months to determine. At \$299, the unit may or may not come with a game packed in, but at the \$349 price, one game will be packed in with the unit, although no formal announcements were made as to what the game may be.

Sony is keeping all of their options open, and it could be any one of three games depending on what their competition does.

Also available at the launch of the system and sold separately, will be the PlayStation's unique and highly innovative memory cards. These portable cards plug into the front of the system and will allow players to save their games at any time. Each memory card allows the user to swap characters, teams and levels with friends—creating an entirely unique game play experience that no other system currently offers.

According to Sony, nearly 1 million units of the game system have been sold in Japan since its introduction five months ago, and its aggressive pricing for the North American marketplace should pique everyone's interest.

Third-party software developers are migrating to the Sony

PlayStation like Canadian geese heading south to avoid the impending cold of a ferocious winter. Sony has added a number of game developers and publishers to their ever-growing PlayStation licensee list. The number is now over 300 and that could hinder rather than help the launch of the system. Too

and confident about our launch."

Some of Sony's big-name licensees include Acclaim, Capcom, Crystal Dynamics, Electronic Arts, Imagesoft, Interplay, Konami, LucasArts, Mindscape, Namco Hornetek, Psygnosis, SSI, Time Warner Interactive, Viacom and Virgin.

good titles in development. It's going to force one of the fiercest marketing match-ups in gaming history. We will be ringside giving you the blow-by-blow account of what's happening in the fight.

It shouldn't take Sony too long to put their punches together.



many software titles could prove to be as damaging as not enough, and Sony is developing a strategy to stem the flow of games heading into the marketplace.

"To become the most popular game system, you need more than the best hardware. You also have to offer the hottest games," said Steve Race, president of SCEA. "Just one look at who we are partnering with makes it clear why we are so enthusiastic

The PlayStation is a CD-based game system built around a custom-made proprietary chip created exclusively for the PlayStation. Multiple specialized processors work in tandem.

Some insiders are suggesting an early release of the PlayStation at between \$249-299, now that Sega has unleashed the Saturn price tag.

The PlayStation is one powerful machine with some

They have an exclusive window for Mortal Kombat 3. They purchased the rights from Williams for the PlayStation and the game looks great. Secondly they recently purchased Toh Shin Den from Takara. Either Toh Shin Den or Ridge Racer are rumored to be the games being considered as the pack-in for the system. Sony just may send the competition to the ropes gasping for air.

A \$299 price tag and some hit software like Toh Shin Den and MK3 could send Sony's main competition to the ropes.



SEGA HOPES TO RUN RINGS AROUND THE COMPETITION WITH EARLY RELEASE OF THE SATURN

Sega recently threw a curve at both its third-party development community and their largest retailers when they first announced a nationwide launch for the Saturn on Saturn-day Sept. 2, then launched the system on May 11.

The Saturn appeared on some in-store inventory computers on April 17, and Sega tipped its hand about an early release. No one thought the Sega Saturn would be on store shelves May 11 with an impressive launch lineup of hit titles: *Daytona USA*, a hit Sega arcade title that has been converted over to the Saturn; *Panzer Dragoon*; *Bug!*; *Clockwork Knight*; along with a couple of killer Sega Sports titles such as *Worldwide Soccer* and *NHL All-Star Hockey* will enthrall sports gaming enthusiasts.

The early launch of the Saturn was fueled by consumer demand and ignited by phenomenal sales in Japan, according to Sega of America.

In Japan, 500,000 units of the Sega Saturn were sold in the first month the unit was on sale and more than 1 million units have been sold to date. In the first seven days the U.S. version of the Saturn shipped, it was sold out nationwide.

Sega Enterprises anticipates more than 3 million units will be sold worldwide by this Christmas. Sega of America is projecting sales of more than 600,000 units by the end of this year.

The only thing that may not be too much of a hit with gamers and parents alike is the price. The Sega Saturn sells for \$399-499 and is bundled with *Virtua Fighter*.

"Consumers have been extremely anxious to get their hands on Sega Saturn," said Tom Kalinske, CEO of Sega of America. "Many Americans



- UNPRECEDENTED POWER
- DELIVERS THE TRUE ARCADE EXPERIENCE
- PHOTO-REALISTIC 3-D GRAPHICS
- BLAZING DOUBLE SPEED CD ROM



The Saturn has been launched with *Virtua Fighter* as the pack-in, but that could change.

have gone to the extent of paying \$800 and more for Sega Saturn units from Japan. We've decided to bring the product to market earlier than scheduled to meet the high consumer demand, to refine our marketing strategy over the summer, prior to the important fall season and to get a head-start on the competition."

The unit is available in limited distribution around the U.S. and Canada in Electronics Boutique, Software Etc., Babbages and Toys 'R' Us.

As production ramps up, additional retailers will be added as quickly as possible according to Sega.

"We don't have the inventory right now to include all of the retailers. We're not trying to alienate any of them. It was a matter of servicing those outlets with healthy supplies now, and we will be adding more retailers in the

near future," said Kalinske.

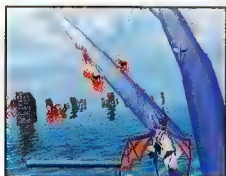
Sega is dubbing the Saturn the Ferrari of video game systems. Close to 20 titles are already on store shelves in some locations, and more than 80 first- and third-party software titles are expected to hit retail shelves by Christmas this year.

According to Michael Ribero, Sega's executive vice president of marketing, the Sega Saturn was specifically designed for the growing population of interactive entertainment consumers ranging in age from 12 to 40.

"The Pong generation—now 15 to 20 years older—is demanding new, immersive gaming experiences that are not only entertaining, but compelling and challenging, and Sega Saturn delivers just that," according to Ribero. "In addition, Sega Saturn casts a net over a broader consumer demographic, reeling the mainstream into new worlds

of interactive entertainment, Sega Saturn will be a regular in-home entertainment option for the mass consumer along with watching TV and renting movies."

Some of the more popular titles that will be available later in the year will include: *Alien Trilogy*, *Big Hurt Baseball*, *Mortal Kombat II*, *NBA Jam: Tournament Edition*, *Myst and Revolution X*, *Darkstalkers*, *Street Fighter: The Movie*, *Basketball '95*, *Off-World Interceptor*, *3-D Baseball '95*, *The Horde*, *Gex*, *Dark Legends*, *Defcon 5*, *Minnesota Fats Pool Legend*, *Alone in the Dark*, *Caesar's World of Gambling*, *Casper*, *Cyberia*, *Descent*, *Virtual Pool*, *Castlevania*, *Parodius*, *SimCity 2000*, *CyberSled*, *Water World*, *Monopoly*, *Skeleton Warriors*, *Mickey Thompson's Supercross*, *Brain Dead 13*, *Dragon's Lair II*, *Kingdom O' Magic*, *Virtua Cop*, *Virtua Fighter II*, *Prime Time NFL Football*, *Prime Time Baseball*, *Primal Champions*, *Internal Rage*, *The 11th Hour: The Sequel to the 7th Guest* and *Spot Goes to Hollywood*. These titles are scheduled to be released before the end of the year.



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"Its really impressive...the Jaguar version is the best yet." --EGM
 "It has tantalizing innovations and a well-prepared collection of features." --GamePro



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 "10-Editor's Choice Gold Award." --EGM
 "Best sound and best shooter--all platforms." --Game Informer

**Best games.
 Best system.
 Best get off
 your butt and
 get one.**



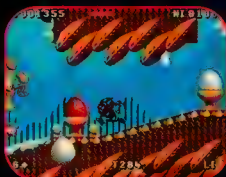
DOOM™

"Blows Sega's 32X version away!"
 "The best version of DOOM for any home system." --VideoGames
 "Doom is a gaming milestone."
 "10-a mega hit!" --GamePro



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 "AVP's graphics are stunning." --GamePro
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 "Jaguar game of the year" --Game Informer & Game Players



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"Features superior level design... the visuals are truly gorgeous." --Die Hard Game Fan.
 "Zool has everything... once you play, you're hooked." --EGM



VAL D'ISERE SKIING AND SNOWBOARDING™

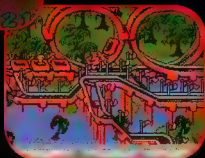
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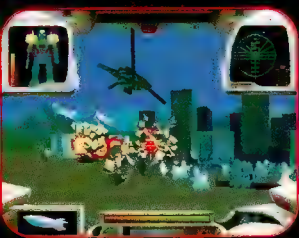
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 "Anyone who enjoys designing things is gonna love this game." --Game Players
 "Recommended." --VideoGames



Game tips and hints: 1-800-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Game Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on EGM. Type JAGUAR to access this area 24 hours a day. *Includes Jaguar and one controller. ATARI, the Atari logo, Jaguar, the Jaguar logo, Burn Out, Fight for the Fire, Iron Soldier, Tempest 2000, Hover Strike are trademarks or registered trademarks of Atari Corporation. Copyright 1995, Atari Corporation, Sunnyvale, CA 94089-1302. Made in the U.S.A. of domestic and imported components. All rights reserved. Toy Aikman NFL Football © 1994 Williams Entertainment Inc. Tradewest™ and Toy Aikman NFL™ Football are trademarks of Williams Entertainment Inc.

COMING SOON



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the face of the earth, we

created some of the

most mind-blowing,

head-exploding games in

the universe. All you have to

do is take one look at what

the magazine critics have

been saying and you'll

know that the Atari Jaguar

is where it's at.



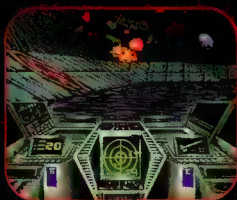
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"The graphics in this game are mind bending...the detail is unbelievable."
—Die Hard Game Fan



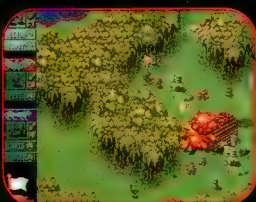
FIGHT FOR LIFE™
"Its super smooth graphics... texture-mapped polygons... gives Virtua Fighter a one-two punch." —VideoGames



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"Hover Strike should blow you away." —EGM
"With 3D fully texture-mapped 3D levels, and two-player co-op mode you simply cannot lose with this game."



CANNON FODDER™
"Detailed and ultra colorful...original and just plain fun to play." —Die Hard Game Fan
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JAGUAR™ DO+THE MATH

6 4 - B I T

INTERACTIVE MULTIMEDIA SYSTEM

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REVIEW CREW

THE REVIEW CREW



ED
semrad

Current Favorites:
Arnie Morton's
three-lb. steaks
Company freebies

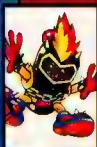
Ed's been suffering from all of the parties while in California for the E! He was quite surprised to see the other **ECM** editors get revenge by eating him out of house and home...



DANYON
carpenter

Current Favorites:
ATA ... Not!
Killer Instinct models
Batgirl models

Dano has finally realized that he really doesn't like flying after all. After being crammed next to Paul and Cyber in a space meant for two for almost four hours, he's been drooling profusely.



AL
manuel

Current Favorites:
PlayStation shirt
PlayStation hat
PlayStation

Al recently fled to the E! so he could gather his summer wardrobe of shirts and hats. What about work, you ask? It seems that Al has just plain forgotten about games. "What are those?"



SUSHI-X

Current Favorites:
Stolen Ki jacket
L.A. babes
ummm ... chicken

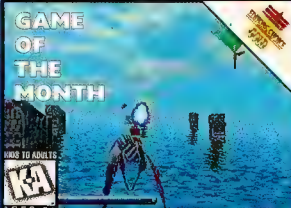
Sushi joined the rest of the Review Crew staff at the show. Sushi's got a new set of wheels, finally! All the better to pick up women. Now if only he would show his face.

HOW GAMES ARE RATED...

The reviews that are published in **ECM** are created after each gamer on the Review Crew staff plays through the game in its entirety. The Crew then independently writes their reviews based on the quality of the product, originality and challenge (how long it takes to complete) and bases their numerical scoring on a 1 to 10 scale in relation to other titles available for the same system.

saturn PANZER DRAGON

sega



category: **release date:**

Shooter **Now**

challenge: **back-up:**

Hard **None**

Panzer Dragon is simply the best game for the Saturn. It combines innovative game play which controls wonderfully with awe-inspiring visuals. The challenge is ramped perfectly, and the cinematics are the best CG I've ever seen. Sega went all-out with this game. One look at this game and you'll chuck your 32X forever! This will be the game to get for the Sega Saturn. Good control, wonderful visuals, new game play—Panzer Dragon has it all. Almost a perfect game.

Now this is what it's all about. Panzer Dragon is simply a beautiful game that is a blast to play! Everything from the background visuals, especially the sand worms in the later levels, to the attention to detail in the dragon's movement is breathtaking. While this game may seem like nothing more than a highly advanced Sawyer Shark-type game, Panzer Dragon is worlds above it in terms of graphics and adventure. Saturn owners should not pass this up.

Sega's next-generation machine is here, and shooting games will never be the same! If you haven't gotten your mitts on this game yet, get it now! The graphics, especially the backgrounds, are beautiful to behold and the music is awesome! The weapons are great, but the game could have used a little more. But if I had to say one up about the game, it would be that you fly in a predetermined path, but that can be easily overlooked considering the quality of the game.

This game is just full of beautiful eye candy. The characters and backgrounds have great rendering and texture-mapped effects. This type of game could really bring back shooters. You can change views and rotate all around the objects. The one drawback is that, as a snooter, it lacks a lot of weapons or power-ups. Also, you fly in a single path that doesn't fully exploit the rotating and changing views. However, this is a fun shooter, full of great top-notch graphics.

Best Feature: **Great visuals**

Worst Feature: **Seems limited**

Time To Complete: **Medium**

Also Try: **Space Harrier**

super nes POWER RANGERS: THE MOVIE

bandai



category: **release date:**

Action **Now**

challenge: **back-up:**

Moderate **None**

Power Rangers is a simple side-scroller. The graphics are good, and the two-level feature is something different. Some of the situations you get into are fraught with instant hits. The audio will get on your nerves, and the power-ups don't do anything for you (except the life filler). Power Rangers will be a treat for fans of the series, and even those who aren't should try it as a rental. Power Rangers is good enough for a once-around. The game is good but not great.

Here we go with yet another Final Fight clone that is nowhere near the quality of it. Yes, I know MMPR was designed for the kiddies, and it's hard to find one kid that doesn't love 'em. But there really isn't enough here to keep the interest for very long. The attacks are extremely limited, and the only one that's really effective is the jump-kick. Younger kids may grove on this, but I expect the interest level will drop quickly. It's hard to keep kids' interest in games these days.

I must admit that I'm a fan of the MMPR. (Hey! I like rubber suit monster shows!). But as far as the game goes, it just didn't do it for me. Fighting on two scrolling planes made the game flat. It would have been better to fight almost anywhere on the screen like in Final Fight. Moreover, there wasn't enough variety in the game. Most enemies looked the same and their attacks were very limited. It made the game a little easy, but that's expected considering the target audience.

First off I'm no big fan of the I-can't-believe-they're-an-apple Power Rangers. Since they hold the younger audience's attention, this game is focused on them. The game play is similar to Final Fight, but there aren't a lot of moves or unique enemies to keep you enthralled. It does have a few neat features, like a two-level play field and a power meter. The graphics are decent, as is the control, but it is nothing more than an average side-scroller.

Best Feature: **Kiddies will love it**

Worst Feature: **Kiddies will love it**

Time To Complete: **Medium**

Also Try: **Final Fight I & II, etc.**

ED DANO AL SUSHI

super nes

STAR TREK: DEEP SPACE NINE

playmates



category:

release date:

Adventure

Now

challenge:

back-up:

Hard

N/A

I'm not a big fan of the show (though I hear it's getting pretty good), so I had a hard time getting into the one. The graphics are decent, and the ideas involved are really cool. It's sort of like Flashback. I like it, although I do have some problems with the control, and knowing what you can and can't use from the backgrounds. However, Star Trek: DSN is a good game, and Trekkers should pick it up. It could have been better, but it's fun to play anyway.

This game has been in the works for quite some time now. Deep Space Nine has the feeling of the show. The backgrounds are all taken from the series, the characters are drawn with great attention to detail and it's actually quite fun to play. Some of the areas to go through are tough, but it's a welcome challenge. The control was just fine for my tastes. Even though it is on a Super NES, the sound needed work. If you like these types of games, it's worth checking out.

Although I love the series, I found it difficult for me to get into this one. Star Trek: Deep Space Nine is your run-of-the-mill adventure game. There are plenty of nice graphics of the areas depicted from the series, with some detail on the likenesses of the show's characters. The sound won't win any awards, but it's enjoyable nonetheless. The problem I had with DSN is that the pace was a little on the slow side. It's a decent game. Star Trek fans should like it.

I love the original show but never really got into the spin-off *Deep Space Nine*. I do know the characters, and the game did a good job of reproducing them and several of the mechanics of the show. However, it moved rather slowly even for an adventure game. The graphics were good but on the drab side. Yet, the sound is decent. I would like to have seen a few action scenes combined with the story line to pick up the pace. Fans of the show should definitely try it out.

Best Feature: Kinda like the show

Worst Feature: Slow pace

Time To Complete: Long

Also Try: Flashback, OOTW, etc. ...

super nes

JUDGE DREDD

acclaim



category:

release date:

Act./Shoot.

Now

challenge:

back-up:

Hard

None

If you liked Stargate or Alien 3, then you'll love Judge Dredd: 3D plays very well, and the graphics look good, too. You can also experiment with lots of different weapons. My only gripe lies with the cheapness of the Bosses. The first one automatically drains you of at least two lives. He's a cheap fighter, and there is no way to avoid his attacks. The computer terminals and the missions you accomplish are just like the other two Acclaim games. It's fun, but the instant hits rot.

What Judge Dredd lacks in originality, it more than makes up for in playability. The control is superb, which is really necessary in a game like this. The weapons are nice, but you really don't notice much of a difference in the damage from the attacks. The music is very repetitive, but the sound effects are decent. Another minor gripe is that each stage with a level looks way too similar to the previous one. A little variety wouldn't hurt. Judge Dredd is a solid shooter with action flair.

What a difference good play control makes! I'm talking about the better play control found in this Super NES version over the Genesis. It's much easier to move Dredd and fight the onslaught of goons coming your way. The graphics are sharp with more color and animation. And I love the huge levels, most of which have hidden areas to find. Cool! My gripes are that it's a little difficult to get to your way around and that some of the Bosses are just murder. Good game though.

This game reminds of Alien 3, which was also a very good action game. I love the huge levels and the hunt-and-search missions. The game plays and looks very sharp. There are plenty of weapons and passageways to experiment with. Even if you've never heard of Judge Dredd, this is a fun action game to keep you on your toes. The one drawback is the incredibly hard Bosses that really take a toll on you. Otherwise, it is a good blend of hunt and shoot!

Best Feature: Lots to kill

Worst Feature: Impossible Bosses

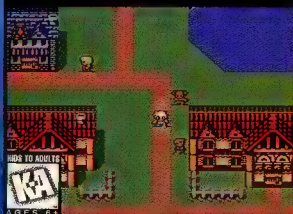
Time To Complete: Long

Also Try: Alien 3, Stargate

super nes

SECRET OF THE STARS

tecmo



category:

release date:

RPG

Now

challenge:

back-up:

Hard

Battery

Secret of the Stars is no Final Fantasy, but it is a lot of fun. While the graphics aren't all that hot, the story is good enough to get you into it quickly, although you have no idea what's going on in the beginning. Tecmo has done an excellent job with this game, by lacing it with secrets all over the realm. The battle engine is a little bit cumbersome, and I'm not sure whether or not you can heal during a battle. You can switch places with other fighters though. This game's worth getting.

Welcome to the time of RPGs with kiddie-style graphics. That's not necessarily a bad thing though, because this is a game that you jump right into and enjoy. The story is more linear than more-advanced RPGs, but that may be the game's forte. Sometimes it's nice to play a simpler game. The music is imposed very well, and the fighting scenes are done well. If you've already blasted through your library of RPGs, you'd do well to check out Secret of the Stars.

Cute role-playing games are basically dominated by anything bearing the name Final Fantasy. Out of nowhere, Secret of the Stars by Tecmo challenges the RPG champ with a game complete with an involving story line and a lovable cast of characters. While the graphics and music might not be up to par with FF, they do hold their own as exceptional elements in the game. So if you like FF, then you should definitely consider getting this game.

This is no Final Fantasy, but it still is a cute adventure game that draws you in. The game doesn't have super graphics—in fact they are a bit primitive, but the sounds and looks may be good enough for some RPG fans. The overall look and play is a little more kid-like than some of the other RPG games out there, but it isn't simply meant to appeal to a younger audience. It may not draw in any action fans, but RPG players may want to check it out. Not a great RPG but still fun.

Best Feature: It's an RPG

Worst Feature: Too simplistic

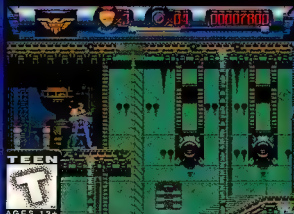
Time To Complete: Long

Also Try: FF: Mystic Quest

genesis

JUDGE DREDD

acclaim



category: release date:

Act./Shoot.

Now

challenge:

back-up:

Hard

None

Judge Dredd doesn't come off all too well on the Genesis. Like the other two games that used this engine, hitting enemies on the ground is difficult, although it isn't as bad here. Judge Dredd is a good side-scroller with lots of missions to accomplish. The graphics are much darker than they should be. The Bosses are really cheap, and instead of using skill to defeat them, you must trade hits until one of you dies. Judge Dredd is an okay game. Play the Super NES one instead.

Judge Dredd offers the same thrills and chills on the Super NES as it does on this Genesis version. The action is nonstop, and there is always someone or something to shoot at. The Bosses, although not big, thankfully, are a real pain in the neck to kill. While not frustrating enough to send the controller on an unexpected flight, real patience and timing are required. The levels are large, and, alas, do repeat themselves. As it stands, this one is decent.

Cool comic! Cool movie! So-so video game. Acclaim takes a major license and creates a fairly good game from it. The graphics are good, and the sound is standard Genesis fare. I also like the overly large levels and the cleverly hidden, out-of-the-way areas in each level. All are very cool features, but the problem lies within the game's play control. It's rather difficult at times to get Dredd to do what you want. A button configuration would have been nice.

This is very similar to the Super NES version with an equal sense of game play. The huge levels are filled with tricky areas to reach as well as puzzle-like situations. The graphics and sounds are slightly inferior to the Super NES but still do a good job. Where this one differs is in the playability. It just seemed to me that it was a bit difficult to get the character to perform the way I wanted him to. That is not to say the game didn't play well. It's just a bit harder to control.

Best Feature: Lots to kill

Worst Feature: Impossible Bosses

Time To Complete: Long

Also Try: Alien 3, Stargate

genesis

STAR TREK: DEEP SPACE NINE

playmates



category: release date:

Adventure

Now

challenge:

back-up:

Hard

N/A

Star Trek: DS9 should be a treat for *Star Trek* fans. The graphics are fairly simple but adequate. The sound needs a little work, but the game is pretty cool. I'm not all that familiar with DS9, so I was a little lost. It took some time to find my way around, and the control was just too loose. Still, I think DS9 will appeal to anyone who watches the show. It's one of the better side-scrollers I've seen this year. Star Trek: Deep Space Nine is fun once you get into it.

Basically, I'll have to reiterate my Super NES review because this one is very close to that version. Aside from minor graphic differences, which we've come to expect these days, DS9 also has nicely detailed backgrounds right from the show—all the characters in great detail and missions that are downright fun. The control could have used a bit more tweaking, but it isn't horrible. Again, this game isn't only for *Star Trek* fans: Any adventure lover will dig it.

Star Trek: Deep Space Nine is pretty much like the Super NES version in terms of play mechanics. The movements and tasks are slow and tedious, and they made it difficult for me to really get into it, resulting in my losing interest. The differences between this and the Super NES are the graphics, which take a slight drop in color and clarity. I think that anyone who is into the series will get into this game. But if you want nonstop action, I suggest you move on.

This is very close to the Super NES version with the usual drop in color that is associated with some Super NES-to-Genesis versions. Basically the game is identical, filled with adventure-type missions using the characters and scenes from *Star Trek: Deep Space Nine*. Fans of the series with a bit more patience may find it more enjoyable, but I got a little tired of it, perhaps due to the lack of involvement in the show. It is a good adventure game, but it would appeal to fans.

Best Feature: Kinda like the show

Worst Feature: Slow pace

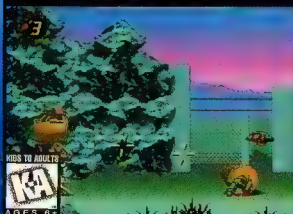
Time To Complete: Long

Also Try: Flashback, OOTW, etc. ...

genesis

EXO SQUAD

playmates



category: release date:

Action

Now

challenge:

back-up:

Hard

None

Exo Squad starts off with some cool cinemas but quickly changes to a poor first-person perspective shooter. This element of the game needs work. The side-scrolling level isn't that bad, but the play mechanics really need tweaking. For example, you have to press back to crouch. Not the way it should be. Exo Squad is cool in the aspect that it has different types of game play to it, but they really aren't all that good. Jack of all trades, master of none. Rent this one first.

I'll tell you one thing: I was really excited about Exo Squad when I heard it would have the mechs from the Robotek series. Sorry to say, that's about the best part of Exo Squad. The graphics are the first thing to strike your eye as being bad, almost 8-Bit, if you will. The opening cinemas are nice, and get you hyped for the game, but it's just a letdown when the game hits. A trip back to the drawing board is seriously in order for this game. Sorry Playmates, this just doesn't work.

Uh ... NO! I wasn't pleased with this game at all. Exo Squad is hampered by something I also complain about every month: bad play control. This is quite evident in the stage where you are in a first-person perspective. You fly through a bombardment of shots and enemies. The poor control makes it difficult to dodge, and you have no choice but to take some hits. Unfair! The graphics are also done poorly resembling that of an 8-Bit game. Not a good action game.

Well, from the start of the intro screens, I wasn't expecting too much. The graphics on the cinema and game screens are pretty plain and simple. Once you actually get into the game, I found it frustrating to play and simply not enjoyable. The control took a while to get used to, but it still was clunky. I like the story line and the mech-type games, but this game simply wasn't fun to play. There are tons of mandatory hits where you don't feel like you are in total control.

Best Feature: Intro

Worst Feature: Everything else

Time To Complete: How's your patience?

Also Try: Any other side-scroller



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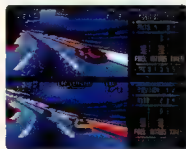
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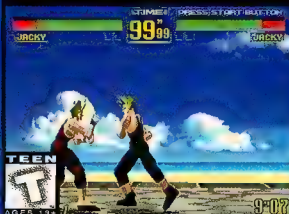
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saturn

VIRTUA FIGHTER

sega



category: release date:

Fighting

Now

challenge:

back-up:

Hard

Battery

I've played the arcade game extensively and consider myself a fairly good player. The graphics don't compare to the arcade, and the control is sluggish. You'll do a move and a while later, it'll happen on screen. I'd like to have it be more responsive. The computer can do unbelievable combos, ones that no human can do. It is an okay translation from the coin-op, and the audio is top-notch. VF should have had endings added. Virtua Fighter is okay, but it's certainly not the best.

I must admit that I despised the arcade version when I first tried it, but after playing it on the Saturn I've grown to like it. First off, this is a near-perfect translation from the arcade. All the characters, moves and techniques have been included. Being able to play as Dural is a bonus. It's also a bonus that it's bundled with the Sega Saturn. Either way you win. This Sega Saturn version is a little more glitchy, but you never really notice. Don't leave this one on the shelf!

Fans of the arcade original can finally start saving those quarters, because Virtua Fighter for the Sega Saturn has arrived! At first glance, you'll notice that the visuals are nearly identical to the arcade. All the moves are here, along with their lethal combos and the lifelike animation that made the game stand out. The option to configure the game to your liking is an added bonus—even a new mode after you beat the game! This is a leap above the arcade!

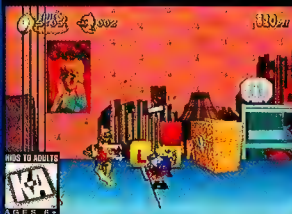
Basically, this is the arcade game on a home system. I was never that big on Virtua Fighter when it was in the arcade. I don't particularly like the slow fighting style. I prefer the fast-paced MK and SF games. Yet this game has a lot of moves and combos if you give it a chance. There is some breakup in the game at times, but it isn't too much. I just can't help but think this is old hat when you compare it to VF2, Tekken or Toh Shin Den. It's good but old technology.

Best Feature: Good translation**Worst Feature:** Tons o' glitches**Time To Complete:** Medium**Also Try:** Any other fighting game

saturn

CLOCKWORK KNIGHT

sega



category: release date:

Action

Now

challenge:

back-up:

Moderate

Battery

Clockwork Knight is a first-generation game and it shows. It tries to show off a little too much with lots of 3-D effects and polygons galore. The video is rather boring, and the quest itself seems pretty relaxed. The Bosses, while big, aren't animated all that well. The colors are bright, and most of your opponents look cool. Knight's control could have been tweaked a bit, but it plays okay. It's an average game, but I do recommend picking this one up—give it a chance.

Welcome to round one of Sega Saturn games. Clockwork Knight must have been in development as the Sega Saturn was being developed because it seems everything the Sega Saturn can do is in this game. The 3-D perspective is practically shoved down your throat: There are enough colors here to blind you for life and the control could use some tightening. The game gets repetitive almost immediately, but at least there are some secret areas to check.

Clockwork Knight tries too hard to impress with all the Sega Saturn's new capabilities: It almost worked, except that there were a few things that could have made that game better. For one thing, it would be logical to have your character move into different scrolling planes like the enemies and backgrounds. Another is better control, especially the jumping, which was difficult at times. Outside of that, it's an okay action game. But stay away from the music. Eeeww!

At first glance it looks very impressive, but the problem is you can't actually go into the other fields. The 3-D perspective is sort of waaaay because of this limitation. The graphics are good, and it has a very new and clean rendered look. The game play is sort of Mario-like, but it jumps and controls a bit sloppily. It's full of eye-catching effects and plays more to the eyes than the hands. Overall, it's a good game with some cool graphics that try to show off the system's stuff.

Best Feature: Opening cinema**Worst Feature:** Way too easy**Time To Complete:** Short**Also Try:** Any other action game

3do

VIRTUOSO

data east



category: release date:

Shooter

Now

challenge:

back-up:

Moderate

N/A

With the recent interest in first-person games, some poorly fashioned games were bound to come out. Virtuoso is one such game. The visuals are somewhat choppy, and objects are difficult to see. The game play suffers a lot from this coming from a place you can't react fast enough to see. The audio doesn't fit, and it isn't very consistent in the types of levels it has. The 3DO can do much better than this. Virtuoso is at best only an average game.

Whoa. Virtuoso tries to jump on the bandwagon of first-person games, but this one doesn't come close. The sheer choppieness of the movement when you're walking is enough to drive you batty. It's also very annoying the way your character ducks when he shoots, which adds a delay in the reaction time. Repetitive is also a word that comes to mind. Granted, this style of game isn't the most creative, but at least others were fun. Not so with Virtuoso. Sorry, it's not the game for me.

This is a very good example of how not to make a game. Virtuoso tries too hard to be Doom, but falls way short. The most significant boo-boo is the game's choppy scrolling. You turn around and because of the choppieness, you can't tell how far you turn sometimes, so you end up turning too much. Add to that bad animation and poor music, and you've got a game that really suffers. The only redeeming quality of the game is that ... well I can't think of one, but I'm sure it's there. RIGHT!

A weird sort of Doom wanna-be. This game adds characters to the first-person perspective, and I don't like it. I get really tired of seeing the rock star/comedy duck and shoot all the time. The biggest drawback is the fact that you can't see anything in front of you and you must rely on the Map Screen to go anywhere. Also, the music is corny, but it goes so along with the game's theme. There are better Doom rip-offs out there. For the desperate Doom fans only.

Best Feature: Umm, let me think ...**Worst Feature:** All of the above**Time To Complete:** Medium**Also Try:** Another game

ED

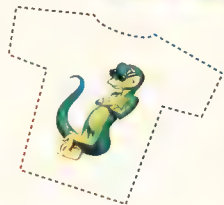
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SUSHI

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game boy

KIRBY'S DREAMLAND 2

nintendo



category: release date:

Action Now

challenge: back-up:

Easy None

I loved the first Kirby, and the second game totally beats the original. The graphics are the best you can expect on the Game Boy, and the control is top-notch. The audio is standard 8-Bit fare. There is a lot of technique to Kirby's Dreamland 2. Kirby can suck and blow, using all of the opponents' attacks. Kirby is one of the better carts out there for the Game Boy. Hard-core gamers shouldn't pass this one up. While you're at it, try the original as well.

When Nintendo likes something, they sure stick with it. Kirby's latest adventure is, well, just like his first one. There are loads of little tidbits to learn and techniques to master. Interacting with the enemies to give you new abilities is always cool, and it's something you don't see too often these days. The music is standard GB fare, with simple beeps and pops, but there is a definable tune. Kirby is a blast, but you find that you can beat this rather quickly.

Kirby 2 is a continuation of Nintendo's immensely successful game featuring the cute little pink guy. Like the original game, Kirby 2 has awesome levels and good graphics. Great game play, a Nintendo trademark, is also included as you control Kirby and his eating habits. As far as the audio goes, they're just beeps and blips—nothing to go crazy about. I highly recommend this game if you want any more of what you got in the first game. This is good stuff!

Okay, I guess I'm just a softy for the little cream puff. Kirby, I actually got into this game. Believe it or not, I guess old Sushi may have to re-evaluate his stance on the Game Boy. What made this game worth it, beside the added benefit of being portable, was the cute characters. Kirby and his friends have a bunch of neat attacks. I just found myself playing more and more to see Kirby's next friend and what his powers might be. It is a simple game but really cute!

Best Feature: It's so cute

Worst Feature: Kirby? Bad? Naah.

Time To Complete: Medium

Also Try: Kirby's Dreamland 1

game boy

JUDGE DREDD

acclaim



category: release date:

Act./Shoot. Now

challenge: back-up:

Moderate None

Judge Dredd translates surprisingly well to the Game Boy. The graphics are a bit dingy, and you can't see attacks before they hit. This version has pretty much the same flaws as the 16-Bit versions, with some problems in control, and cheap Bosses, but it still is a good game. The audio is a little weak, and more work should have gone into it. If there was less emphasis on backgrounds, the characters would be easy to see. The clutter hurts the game play.

You just gotta love cross-platform gaming. I'm surprised this game isn't available on the NES! Judge Dredd's attention to detail on the small screen is quite impressive. Although it seems most of the levels are here, they are considerably shorter. Again, the sounds are truly weak, but it has always been a problem on the GB. The action is all here and there are plenty of things to blast at. If you can live with the problems, you might enjoy it.

Judge Dredd knows no boundaries as he is now headed for multiple platforms. Unfortunately, this portable isn't as good as the 16-Bitsers. The graphics have been hampered with the small screen size and it's difficult to see the enemy ships sometimes. The sound is just as expected—blippy for lack of a better word. The play control is tolerable, but suffers a bit because of the screen blurring. Thank goodness we have the option to use the Super Game Boy.

Judge Dredd seems to be all over the home market. From 16-Bit to portable, you're sure to love some graphic quality, but surprisingly this game does have a lot of the effects and game play elements of its big Meg counterparts. The levels aren't quite as impressive or as fun on the little screen, but they still have a lot to offer. The biggest drawback is the shooting control, especially when trying to duck. It's a decent game but nothing special.

Best Feature: Portable destruction

Worst Feature: Sound

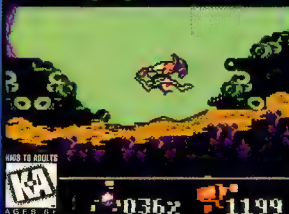
Time To Complete: Medium

Also Try: Judge Dredd for 16-Bit

game gear

EARTHWORM JIM

playmates



category: release date:

Action Now

challenge: back-up:

Moderate None

Earthworm Jim doesn't translate well to the small screen. Not simply because of the blurring, but because having only two buttons hurts the control. Compound that with the amount of damage enemies do, and you have yourself a severely frustrating game. It's too hard, so even if you mastered the other versions, you'll get stuck here. The looks and sounds are surprisingly good, and closely resemble their 16-Bit counterparts. If it was easier, it would be great.

Earthworm Jim made a nice transition to the portable scene, but there are a few shortcomings. As always, there is some blurring when Jim runs because he springs quite quickly. Also, two buttons can put a damper on the options, but it's something you can get used to. The music is better turned off, if you know what I mean. The levels are pretty close to the 16-Bit edition, too. Earthworm Jim is a great game for those trips and is a worthy purchase.

Earthworm Jim has finally gone portable for Sega and I'm sorry to say that it just doesn't cut it the way its 16-Bit counterparts do. I will say, of course, that the graphics are pretty good, but that's about the extent of the brownie points I'm gonna give. On the other side of the coin, the play control isn't what it should be, namely because of the limit of only two buttons on the Game Gear. Maybe if the game were simplified just a tad, The game was a bit hard.

Earthworm Jim looks pretty good on the portable platform, considering the great detail of the 16-Bit versions. A lot of the game play and signature Jim stuff have made it over. The only problem was the combination of two-button control and the difficulty, making it even harder to really get into it. For veterans of the Game Gear, it may be no problem, but I found it awkward to play and a bit too much of a hassle. Still, it does look good and may be worth it for big fans of the 16-Bit version.

Best Feature: Good translation

Worst Feature: Blurring

Time To Complete: Medium

Also Try: The 16-Bit version

In the Darkest Hour,

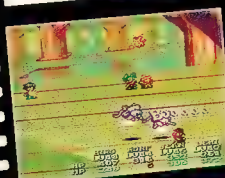
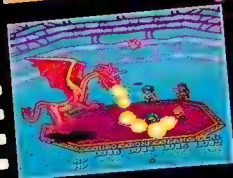


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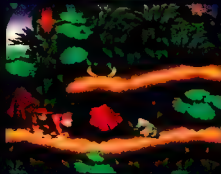
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Afraid you may have missed **EGM's** review of your favorite product? Curious as to how good that game in the bargain bin is? With more and more new game releases hitting store shelves every week, that could be a bad thing. Never fear, because the **EGM 50** details the Review Crew's rankings of the highest-rated softs from the past year. The games on this list are in alphabetical order with the top eight titles featured in the sidebars in numerical order.

RANKING: #1

Nintendo



Super NES

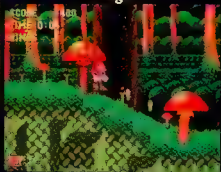
Donkey Kong Country

This game outperforms a lot of the 32-Bit games out there. It also toasts all of the 16-Bit competition. DKC really shows what the 16-Bit systems can do—both in sheer graphic ability and a killer soundtrack that makes you wonder if there's a CD inside your cartridge. It's a winner. (Nov. '94)

AVG. RATING: 9.25

RANKING: #2

Sega



Genesis

Sonic & Knuckles

With fantastic graphics, sound and game play, this is one of the best games around for the Genesis. The use of lock-on technology even helps you drag out those dusty, old Sonic 1 & 2 carts! So enjoy playing as Knuckles in both Sonic 1 and 2 and also experience new levels. (Dec. '94)

AVG. RATING: 9.25

THE EGM HOT 50

Interplay

3DO

Alone in the Dark

Another excellent PC translation for the 3DO, featuring excellent graphics and sound. Also, it's much more strategy-oriented. Playing as a man or woman is a nice touch. (Sept. '94)

RANKING: 38 AVG. RATING: 8.0

Konami

Super NES

Animaniacs

If you love the cartoon, you'll love the game. It has everything: great graphics, killer sound, challenging levels and of course, Yakko, Wakko and Dot. (Nov. '94)

RANKING: 28 AVG. RATING: 8.0

Interplay

Super NES

BlackThorne

This is the perfect blend of mystery, strategy and action. The animation is excellent and the graphics are superb. The dark background adds to the mystery. (Sept. '94)

RANKING: 36 AVG. RATING: 8.0

Philips

CD-i

Burn: Cycle

Burn: Cycle is a great interactive mystery that must be seen to be believed. It's hard-core cyberpunk with nothing left to the imagination. It's a must for the CD-i. (Nov. '94)

RANKING: 31 AVG. RATING: 8.0

Taito

Super NES

Bust-A-Move

This is a thoroughly enjoyable, addicting puzzle game that relies on reflexes and timing. Bust-A-Move contains solid play instead of flashy graphics and effects. (March '95)

RANKING: 43 AVG. RATING: 7.75

Computer West

Jaguar

Cannon Fodder

As one of the best games out for the Jag, Cannon Fodder is a humorous look at war. The graphics are better than the average Jag games, and it's highly addictive. (March '95)

RANKING: 47 AVG. RATING: 7.75

Atlus

Genesis

Crusade of Centy

Crusade of Centy is one of the best action/RPG games for the Genesis (like the Zelda series on the other system). The control is less refined, and there are many plot twists. (March '95)

RANKING: 45 AVG. RATING: 7.75

Capcom

Super NES

Demon's Crest

Demon's Crest will probably be one of those sleeper games. The graphics are beautiful and the game control is top-notch. Also, the background music really draws you in. (Oct. '94)

RANKING: 19 AVG. RATING: 8.25

Nintendo

Game Boy

Donkey Kong

Donkey Kong is back in this Game Boy variation that gives you more levels, cool cinemas and color using the Super Game Boy adapter. Takes you right back in time. (Aug. '94)

RANKING: 21 AVG. RATING: 8.25

Playmates

Genesis

Earthworm Jim

One of the coolest games of the year, EWJ has it all. The warped jokes and stunning visual effects place this game in a field of its own. It's a great addition to any game library. (Oct. '94)

RANKING: 9 AVG. RATING: 8.75

Playmates

Super NES

Earthworm Jim

Earthworm Jim is a totally unique character, with plenty of animations and characteristics. With huge, challenging levels and hilarious Bosses, this is a must-have. (Oct. '94)

RANKING: 11 AVG. RATING: 8.5

Crystal Dynamics

3DO

Gex

Gex is for the 3DO what DKC was for the Super NES. The animations are excellent, and the voice-over by comedian Dana Gould adds some great one-liners. (May '95)

RANKING: 10 AVG. RATING: 8.625

JVC

Super NES

Ghoul Patrol

A worthy sequel to Zombies Ate My Neighbors, the game play is the same, but a few new options are included, like Boss characters and the ability to jump. (Dec. '94)

RANKING: 50 AVG. RATING: 7.75

Jaleco

Super NES

Ignition Factor

In Ignition Factor, you play as a firefighter trying to rescue people. IF is both a strategy- and action-oriented game with decent music and great sound effects. (March '95)

RANKING: 14 AVG. RATING: 8.25

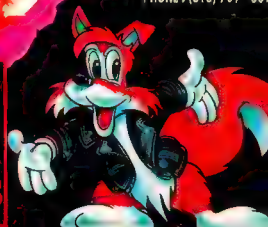
...AND FROM THE GORILLA EVOLVED A SPECIES
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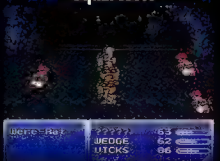
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GAME BOY
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RANKING: #3**SNK****Neo-Geo****Samurai Shodown II**

As the only fighting game in our top eight, Samurai Shodown II earns its ranking. It is a total improvement over SS1. The graphics and sound are simply amazing, while the playability is unmatched. (Jan. '95)

AVG. RATING: 9.0**RANKING: #4****Squaresoft****Super NES****Final Fantasy III**

Undoubtedly the best RPG on the market, Final Fantasy III has caused insomnia in some of our editors. RPGs with this much depth and realism come once in a blue moon, so don't pass this one up. (Oct. '94)

AVG. RATING: 9.0**RANKING: #5****Acclaim****Super NES****NBA Jam**

As one of the most popular games in the arcades, NBA Jam has made its way to the home systems. NBA Jam offers great graphics and cool sound. See if you can hoop it up with the best of them! (Feb. '94)

AVG. RATING: 9.0**SNK****Neo-Geo****The King of Fighters '94**

Another totally awesome fighting game from SNK. With 24 characters and tons of special moves, this game is bound to keep you up late on many occasions. (Nov. '94)

RANKING: 11 **AVG. RATING: 8.5****Psychonosis****Super NES****Lemmings 2**

Those lovable critters are back for more action. This title adds some nice twists, like Lemmings with different skills and better-looking graphics. It's a must for Lemming fans. (Feb. '95)

RANKING: 48 **AVG. RATING: 7.75****Virgin****Genesis****The Lion King**

An excellent movie-to-game translation, and once again, this one does the animated feature justice. It has knock-out graphics and sound plus challenging game play. (Nov. '94)

RANKING: 29 **AVG. RATING: 8.0****The Lion King** by Virgin**Metal War** by Konami**Konami****Super NES****Metal Warriors**

Mechs, mechs, mechs. Metal Warriors offers up a mech lover's delight. Lots of Mechs to choose from, lots of weapon power-ups and huge challenging levels. (April '95)

RANKING: 24 **AVG. RATING: 8.125****Sony Imagesoft****Sega CD****Mickey Mania**

This game was totally unexpected. Its graphics and effects will blow you away. It has good play mechanics and great sound. If you love old Disney classics, get this game. (Nov. '94)

RANKING: 30 **AVG. RATING: 8.0****Acclaim****Super NES****Mortal Kombat II**

This is the version of Mortal Kombat II to get. It plays almost the same as the arcade with all of the secrets and combos, and most of the audio included. (Oct. '94)

RANKING: 18 **AVG. RATING: 8.25****Electronic Arts****3DO****Need for Speed**

Drive any one of eight supercars like the Viper or Diablo. Race on three types of track from the mountains to the congested freeways of a city. This game is action-packed! (April '95)

RANKING: 25 **AVG. RATING: 8.0****Enix****Super NES****Ogre Battle**

One of the best RPG/military sims out. Ogre Battle offers large maps, lots of units, and excellent sound and graphics. The interface is a little peculiar but easy to work. (May '95)

RANKING: 41 **AVG. RATING: 7.75****Namco****Super NES****Pac-In-Time**

Pac-In-Time has the makings of a great game. It combines fast-paced action with puzzle-solving abilities. The graphics and animation make this the best-looking Pac-Man yet. (March '95)

RANKING: 44 **AVG. RATING: 7.75****Sega****Genesis****Phantasy Star IV**

This is the fourth installment in the Phantasy Star series. It features an improved magic system that allows you to combine magic spells for more power. (April. '95)

RANKING: 42 **AVG. RATING: 7.75****PS IV** by Sega**Pieces** by Atlus**Atlus****Super NES****Pieces**

Another excellent puzzle game, this one's unique play is putting jigsaw pieces together. The Two-player Mode really makes this game shine. (Jan. '95)

RANKING: 15 **AVG. RATING: 8.25****Natsume****Super NES****Pocky & Rocky 2**

This is one of the best adventure sequels out. The graphics are really good, and the music is cool. The new people are a nice touch: Finding out what they do is half the fun. (July '94)

RANKING: 39 **AVG. RATING: 8.0****Working Designs****Sega CD****Popful Mail**

This is a side-scrolling action/RPG. The story is very humorous with the help of spoken text. The animated cinematics are excellent and quite funny. (March '95)

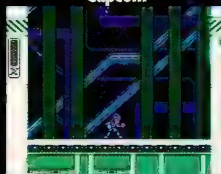
RANKING: 46 **AVG. RATING: 7.75****Jaleco****Super NES****R-Type III**

R-Type III is one of the best shooters ever produced. Huge levels, deadly Bosses and an overall difficult game make it an excellent purchase. (Sept. '94)

RANKING: 37 **AVG. RATING: 8.0**

RANKING: #6

Capcom



Super NES

Mega Man X

As the first Mega Man game for the Super NES, this one blows most other action games out of the water. It has 13 mind-bending levels and lots of secrets to find. If you're a fan, don't pass this one up. (Jan. '94)

AVG. RATING: 9.0**RANKING: #7**

Interplay



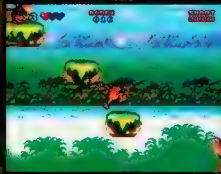
Sega CD

Earthworm Jim: SE

The special edition of Earthworm Jim contains new levels, new music and more great animations. If you don't already have EWJ or just love it, this is the version of EWJ to get. (April '95)

AVG. RATING: 8.875**RANKING: #8**

Titus



Super NES

Prehistorik Man

Prehistorik Man has excellent graphics and sound. The control is excellent and the levels have lots of secrets. The hang glider scene is one of my favorites. The opening scene is hilarious, too. (May, '95)

AVG. RATING: 8.875

Prolific Software

3DO

Return Fire

Return Fire is a great game that has it all: mass destruction, driving, flying, a classical soundtrack and still more mass destruction. It's a great buy for the 3DO. (Feb. '95)

RANKING: 26 AVG. RATING: 8.0

Konami

Sega CD

Snatcher

Snatcher is a great title for older audiences. An adventure game with nice graphics and an intricate plot, this one is sure to keep you rooted to your seat. (Dec. '94)

RANKING: 17 AVG. RATING: 8.25

Konami

Super NES

Sparkster

This one has it all: huge levels, large Bosses, outstanding graphics and excellent music. There is plenty of technique to learn, and you won't master this in one sitting. (Oct. '94)

RANKING: 33 AVG. RATING: 8.0

Bullet Proof

Super NES

Spike McFang

Spike McFang is a huge adventure game similar to Zelda. The twist is that you can pick up partners along the way, but the perspective takes some getting used to. (June '94)

RANKING: 22 AVG. RATING: 8.25

Crystal Dynamics

3DO

Star Control II

One of the best games out for the 3DO, Star Control II is a transition that surpasses the PC version. Excellent graphics and sound make this an absolute must-have. (Oct. '94)

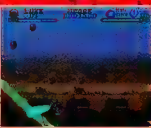
RANKING: 20 AVG. RATING: 8.25

JVC

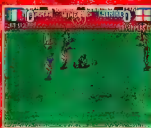
Super NES

Super Return of the Jedi

All of you Star Wars fans look out because Vader's back. This game has excellent graphics and sound plus some very hard levels that you can't just run through. (Oct. '94)

RANKING: 32 AVG. RATING: 8.0

SRK2 by JVC



X-MEN by SNK

SNK

Neo-Geo

Super Side Kicks 2

Here's another great sports game from the guys at SNK. The control is dead-on with intense action. Soccer fans won't be disappointed. Listen to the crowd roar. (July '94)

RANKING: 40 AVG. RATING: 8.0

Panasonic

3DO

Super Street Fighter II Turbo

A near-perfect translation for the 3DO with arcade-quality graphics and sound, near-perfect control even on the normal 3DO controller, and yes, you can even play Akuma! (Jan. '95)

RANKING: 27 AVG. RATING: 8.0

Atari

Jaguar

Tempest 2000

The best game out for the Jag, Tempest 2000 takes you back to your arcade-hopping days. With a cool, techno score and great graphics, it's a must. (April '94)

RANKING: 13 AVG. RATING: 8.5

Nintendo

Super NES

Tetris 2

More of the same Tetris fun. If you loved the first, then this is the sequel for you. The Two-player Mode is an absolute addictive blast and will keep a pair up all night. (Oct. '94)

RANKING: 35 AVG. RATING: 8.0

Natsume

Super NES

Wild Guns

One of the best shoot-'em-ups for the Super NES. The Two-player Simultaneous Option and very challenging levels make this one a real blast. It's a good product overall. (Oct. '94)

RANKING: 34 AVG. RATING: 8.0

SNK/Alpha

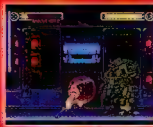
Neo-Geo

World Heroes 2 Jet

This is another great fighting game for the Neo-Geo. The tons of special moves, excellent graphics and top-notch sound make this one of the best fighters around. (July '94)

RANKING: 22 AVG. RATING: 8.25

WH2J by SNK Alpha



X-MEN by Capcom

Capcom

Super NES

X-Men

Quite possibly the best X-Men game out there. The characters are detailed and have Street Fighter-type control for their special attacks. This game requires lots of skill. (Jan. '95)

RANKING: 49 AVG. RATING: 7.75

Sunsoft

Genesis

Zero, the Kamikaze Squirrel

Zero has great graphics with vibrant colors, cool sound, awesome play mechanics and all the moves of Bruce Lee. This is one of the best action carts out for the Genesis. (Dec. '94)

RANKING: 16 AVG. RATING: 8.25

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GAMING GOSSIP

Drive Possible...Sega Names New Update...3DO's Secret Portable... 2 and Tekken 2 In The Works...

...Ultra 64 delayed ... Ultra CD-ROM Drive Possible... Sega Names New Color Portable ... MK3 Home System Update ... 3DO's Secret Portable ... Ninja Gaiden Trilogy ... Ridge Racer 2 and Tekken 2...

It's showtime in the Q-Zone and the inaugural Electronic Entertainment Expo has closed its doors in the City of Angels. With all of the majors in place to show their wares, the Q-Mann has scored some of the coolest gossip in the galaxy for your eyes only. In the immortal words of that guy who wears a shirt: I Love L.A.! ... Stepping into E', the Q was on a mission to find info on the now-delayed Ultra 64. In addition to holding off on their big gun until at least April '96, Nintendo seems intent on bringing the system out for less than \$250. While some financial papers have reported the U64 hitting stores at the \$300 benchmark, yours truly just may have overheard someone close to the Ultra's development speaking about a price tag a full 100 beans lower. ... While we all know the Ultra is caught in a tractor beam of its own creation, the Q has the inside skinny on the real reasons behind the delay. Originally Nintendo had planned to release the Ultra 64 on Dec. 1 worldwide with three titles: Cruis'n USA, Killer Instinct and Final Fantasy VII (working title). Nintendo of Japan, however, has yet to launch a new system outside of Japan before serving up the big bits to the Land of the Rising Sun, and they weren't about to start. Seems the big "N" also wanted to give Dream Team licensees time to get their games together. The Q is now hearing that the Ultra 64 will officially be unveiled at the Shoshinkai Show in Japan in late November and will hit the street in Japan just before the end of the year with a small selection of titles. ...

... The show was abuzz with rumors that the Ultra 64 chip set was too hot as well, causing unwanted melting in test units. The Q is here to tell you that this is not the case. Yours truly got a sneak peek at the system and it looks great. Other rumors were circulating that Nintendo plans on changing the Ultra 64 from a cartridge-based system to a CD-based system, but the white shirts at Nintendo deny this plan. After doing some digging, the Q discovered that although it is possible, no one looking to live should start holding their breath waiting for Nintendo to make the big change. However, my Q-sources have revealed that while Nintendo of Japan isn't comfortable with current CD technology, they are rumored to have someone working on a CD-based peripheral in conjunction with a readable, writeable optical drive peripheral that we talked about in a past episode of the Q. Yours truly hears from these same sources that you won't have to play Galaxian or Space Invaders while the game is loading, but such enhancements won't come cheap. ...

... The Saturn went on sale May 11 in certain retail outlets and took everybody in the gaming world by surprise—except the Q-Mann. On April 17 the Saturn appeared on the computer terminals at one toy store in particular and their store policy dictates that any item that appears on the computer can go on sale anywhere from 14 to 60 days later. In this case, the Saturn went on sale 24 days later in limited quantities across the United States and Canada. Q hears that 50,000 units sold out in less than a week. The unit is priced anywhere from \$399 to \$449 and is packed with Virtua Fighter. Did anyone notice that the Virtua Fighter logo is only a sticker on the outside of the box, suggesting that Sega may change the pack-in and the sticker at any time. Could be! ... The gaming public weren't the only ones taken by surprise with the early launch of the Saturn. Several Sega third-party licensees had planned to have their products ready for the original system launch on Sept. 2. ...

... RARE was at the show in force with Killer Instinct for the Super NES and Donkey Kong 2: Diddy Kong's Quest showing on the floor. One game that they didn't unveil included a Donkey Kong game for the Ultra 64, as well as a Battletoads adventure suiting up on the U64 some time next year. ... Ninja Gaiden fans will be rejoicing as Tecmo intros all three Gaiden 8-Bit classics on one 16-Bit Super NES cartridge! Be forewarned Gaiden fans: This may be the last Gaiden game to hit the market, with another upgrade or sequel showing up only if interest in this cart is strong. If it does well, you could see a Ninja Gaiden game for the Sony PlayStation, so go out and relive what has to be one of the best gaming adventures of the preflight era. ...

... The Q also saw an all-in-one 64-Bit 3DO with the M2 technology built-in as well as info on a portable 3DO in the works for gamers looking for a real experience when hitting the road. ... Speaking of handhelds, Sega's project Venus has been officially named the Nomad. The Nomad will be a portable unit that will play Genesis games, but won't be compatible with 32X cartridges. It looks similar to NEC's Turbo Express, and it will have a high-res screen. The Q also hears that Sega is working on a Super Game Boy-type device that will allow users to play Game Gear games both on the Nomad and on their Genesis systems. ... Mortal Kombat fans get ready! MK3 on the PlayStation looks incredible and plays like a dream. As we speak, Williams is getting the Ultra 64 version of Mortal Kombat 3 and Doom ready for that system's spring '96 U.S. launch. ...

... In the Sony corner, everyone was drooling over the PlayStation. While the unit looks impressive, here's a little bit of inside info straight from the Q: There won't be a pack-in game, but don't be surprised if you see a demo sampler packaged with the machine! ... I love the Demolition Derby game from Psygnosis—a flat-out racer where the only objective is to absolutely destroy the competition. ... The Q has also heard that a version of Mega Man is in the works for the Ultra 64 and the Sony PlayStation. ... In other news, Namco is working on versions of Ridge Racer 2 and Tekken 2 for the PlayStation. They wouldn't give the Q much in the way of details, but a few more tracks, some new cars and all-new fighters are expected to be added to these two great titles. ... As for the goings on off the show floor, the Q and about 5,000 other attendees of the Sony party got to moonwalk with Michael Jackson. The real one. He walked around the Sony lot shaking hands and playing Tekken and Ridge Racer with partygoers. People competed with the Great Gloved One (who made his own video game intro on, ahem, a Sega system), although his competition was hand selected and played like they wanted to lose. ... At the Spectrum Hologate party at the Paramount lot, I brushed up on my Klingon as real actors dressed up as their *Star Trek* characters made their rounds. As far as other celebrities are concerned, Kevin Costner, Steven Spielberg and Geena Davis were spotted at the show. The Q even overheard Steven Spielberg chatting with 3DO President Trip Hawkins! One 3DO game caught Spielberg's eye and he asked who the designer of the game was. Just as Trip told him, Spielberg told his assistant to write his name down and hire the person immediately! So there was some big-time cherry picking going on. ... All in all, the first E' was a great show that may just have finally put the stake in the heart of old CES. Tune in next month for more inside info from the show floor from the one and only ...

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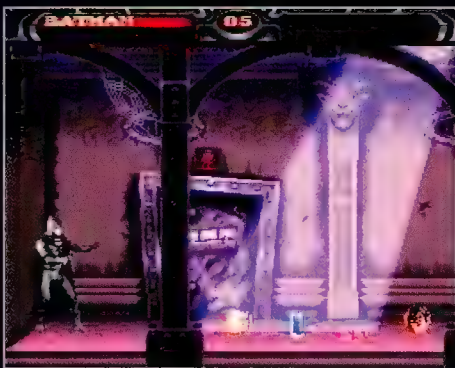
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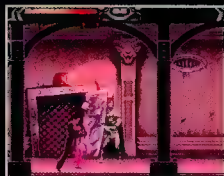
Acclaim Entertainment presents Batman Forever, a new game based on the much-anticipated movie. Shown here are pictures from the Super NES version of the game. Plans are in the works to release this game on Genesis, Sony PSX, Sega Saturn, Game Gear and Game Boy.

Harvey "Two-Face" Dent has escaped from the mental asylum and is bent on getting even with Batman. He robs the Gotham bank, joins the circus and manages to plant a bomb on the main tent before making his escape. Dick Grayson, gymnast and circus performer, foils the attempt by throwing the bomb into the water. In the process, his parents are killed. Grayson then seeks out Batman to help him track down Two-Face.

The efforts of Ed Nygma, a brilliant scientist and inventor of a mind manipulation device, are spurned by millionaire Bruce Wayne, a man Ed Nygma truly admires. Nygma turns the device upon himself, thus the Riddler is born with a vendetta to destroy Bruce Wayne.



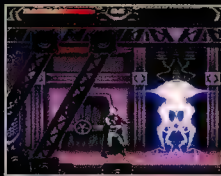
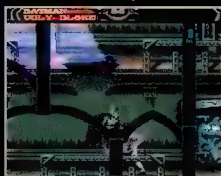
You can play this game in either One- or Two-player Mode as Batman or Robin. There are also more than 125 moves, attacks and weapons.

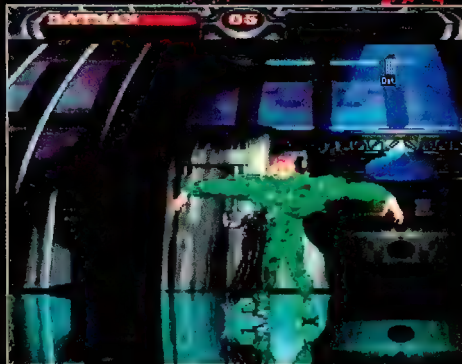
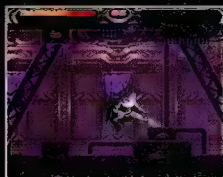


There are over 60 stages of action-packed game play.



You only need one of the 125 moves to pulverize the enemy!





HEY LOOK— GAME BOY!

All of you Game Boy junkies out there can rest assured that Batman will be making an appearance on that system as well. So get ready to be the Bat!

There are rendered interactive backgrounds and scenarios including the Batcave, the Riddler's "Claw Island Hideout" as well as Two-Face's hideout. Over 60 stages of action/fighting through eight levels are sure to keep you playing. Batman is back, and this time it's forever!



**You've played it...
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HOT PINK
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Name _____ Age _____

Address _____

Phone Number _____

Game System: Sega Genesis Super NES (circle one)

Send this entry form to:

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Dept: "X" — EGM

20823 Stevens Creek Blvd., Suite 300

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One entry per person

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Welcome to the Power Age

Let's break tradition here and start with a disclaimer: The games featured on the following pages are not the best games as rated by the Review Crew. These pages are a compilation of the favorites from the show as determined by the **EGM** editors who attended. As of yet, there are no official endorsements by the Review Crew praising these games as the best. Got that? Good ... on with the show.

If this show is any indication of what the future of video gaming has to offer, you might as well pack up your 16-Bit systems now. They're dead, baby! Aside from a few notable standouts, the 16-Bit market is getting pummeled by the incredible, new 32- and 64-Bit machines.

After a hot and sweaty flight on a 'vacation' airline, sans airvents, no less, we arrived in Los Angeles on May 11 with visions of bad airline food dancing in our stomachs.

Let's take a tour, shall we?

Everyone was anxious to see what the PlayStation had to offer, and we're glad we weren't let down. Many impressive games like *Mortal Kombat 3*, *Razor Wing* and *Twisted Metal* from Sony; *Legacy of Kain* from Crystal Dynamics; *Project: Overkill* from Konami and many others were displayed. For those

THE BEST OF THE ELECTRONIC ENTERTAINMENT E X P O

1
9
9
5

3

who thought the PlayStation could never make it, Sony was ready and willing to toss every bit of that doubt out the window.

Sega was proudly showing off their wares, notably the Sega Saturn. With numerous titles up and running, Sega had one surprise after another. Games like *Bug!*, *Astal*, *Virtua Cop* and *Grand Slam Baseball* are ready to take you beyond the next level.

Where was Nintendo during all this? Well, not showing the Ultra 64, that's for sure. Instead, they were happily showing *Killer Instinct* and *Donkey Kong Country 2* for the Super NES. There was plenty of attention paid to the Nintendo area with the incredible *Killer Instinct* models strutting around. (I think I'm in love.)

Atari had quite a showing as well. The latest fighting game for the Jaguar, called *Thea Realm Fighters*, stars

many of the cast members from *Mortal Kombat I* and *II*. How will it compare? Stay tuned for more. Also in the works were *Nerf*, *Highlander*, *White Men Can't Jump*, *Battlemorph* and *Flip Out*.

As always, 3DO had a large display area to show off their wares. Many of the third-party companies had some spectacular titles to show off like *Ballz: The Directors Cut* from Crystal Dynamics; *NHL Hockey '96* and *Foes of Ali* from Electronic Arts among others.

Where does all this leave the 16-Bit systems? Based on the rather slim showing of titles for the Super NES and Genesis, it looks like companies won't be supporting them for too much longer. The *E³* show was truly a showcase of what the future has in store for video gaming, and that future looks good. Enjoy the following preview of your future.

Cyber Sled for Saturn



• The hyper exciting *Cyber Sled* will arrive on the Saturn from Namco.

TRF for Jaguar



• The *Mortal Kombat* crew live it up in this new game from Atari.

Ballz: TDC for 3DO



• This version from Crystal Dynamics offers even more fun.

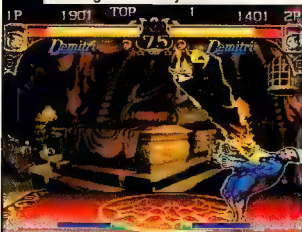
X-Men for 32X



• In this early demo from Sega, Wolverine searches for evil.

Dark Stalkers from Capcom

This popular arcade game is coming to the PlayStation.



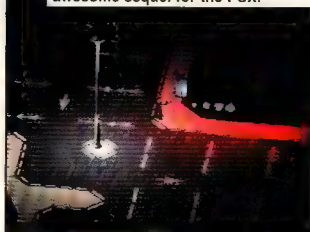
Virtua Cop from Sega

Blast the bad guys in true virtua-style with *Virtua Cop* for the Sega Saturn.



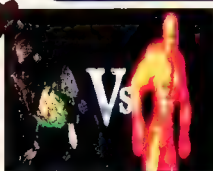
Syndicate: Corp. Wars from EA

Take over the world in this awesome sequel for the PSX.

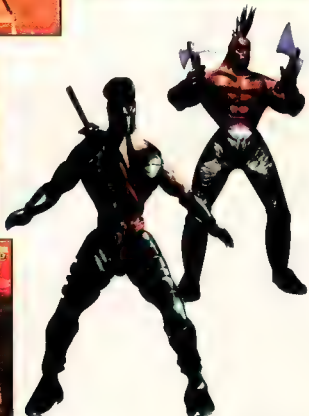


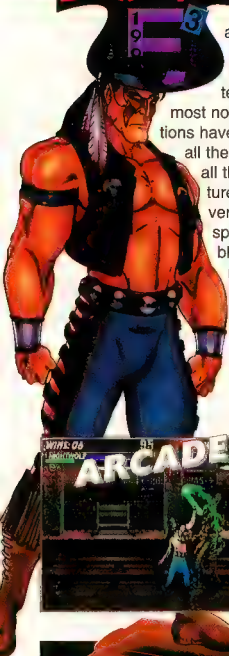


KILLER INSTINCT

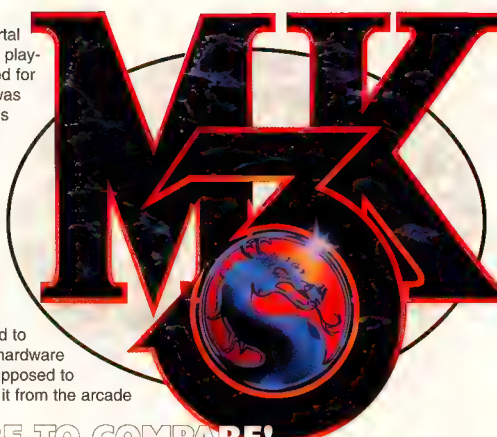


Yes! Here it is. Killer Instinct for the Super NES. This conversion looks pretty good and appears to have all the same moves as the arcade version, but will it be able to match it ... or beat it? According to information acquired at the show, players can expect it to be the closest conversion from the arcade possible. Will the home version draw in as many players as the arcade version did? Do you want to see the finishing moves, humiliations and the killer combos that made the arcade game such a smash? Be sure to mark the date when this game comes out in the stores on your calendar and reserve your copy!



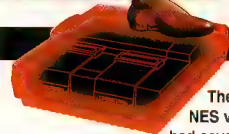


Welcome back all you kombatants! No sooner had Mortal Kombat 3 hit the arcades, when players asked: "Will this be converted for any home systems?" That question was answered at E³. The arcade smash is going to rocket itself onto three systems: the Super NES, Genesis and most notably the PlayStation. Other questions have been raised as well, such as "Will all the graphics be ported over?" and "Will all the moves be included?" The pictures shown here were from an earlier version of MK 3 that didn't have all the special moves (like Sub-Zero's old ice blast), but you can be sure that all the moves and secrets will be transferred to the home systems as much as the hardware can handle. The home version is supposed to have a few things that will separate it from the arcade and vice versa!



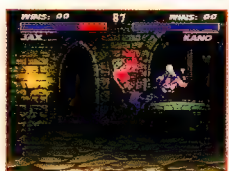
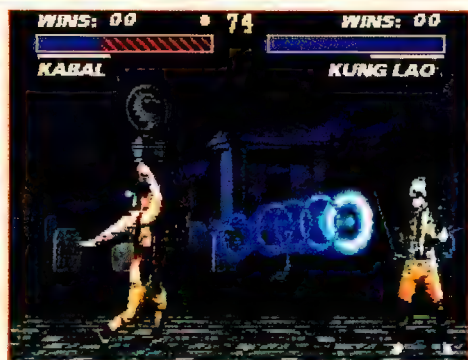
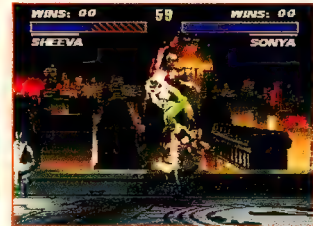
DARE TO COMPARE!

Check out the incredible reproductions on all the home platforms. Each one pushes the system to its limits and comes strikingly close to the actual arcade game.

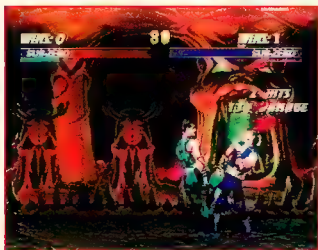


SUPER NES

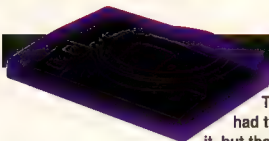
The Super NES version had several of the backgrounds and all of the characters. Fatalities and such were not the same as the arcade (or may not have been in this preliminary copy). Still, it looks very impressive when you consider the amount of information you need to store MK 3. Super NES fans won't be disappointed.



PLAYSTATION

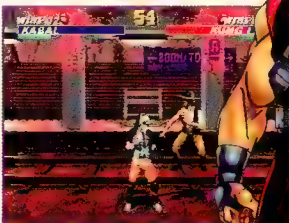


This particular version of Mortal Kombat 3 had all the stages and most of the moves in incredible detail. It was such a close reproduction that you could be easily fooled into believing this was the actual arcade game! From the sights and sounds, it was extremely close.



GENESIS

The Genesis version only had two levels when we played it, but the characters had their moves and combos. Although this version may be a little behind the Super NES, it still shows promise for Genesis fans.



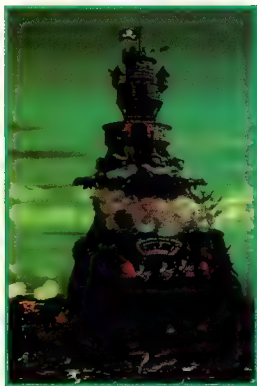
DONKEY KONG COUNTRY 2

DIDDY KONG'S QUEST

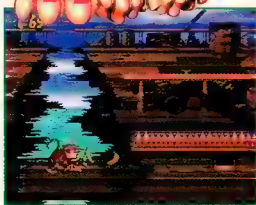
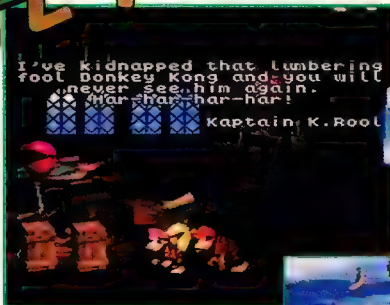
Nintendo's got a hot new Super NES sequel to one of their most impressive titles ever: Donkey Kong Country. DKC2: Diddy Kong's Quest will blow you away. Donkey Kong has been captured by Captain K. Rool, and now Diddy must save him. Along with his new friend, Diddy must face all-new dangers. There are more secrets, different enemies and brand-new animal friends.

After a little time playing, I was pleased to find that this game is even harder than the first. The traps are deadlier, and you'll need a lot of technique.

If you enjoyed the first Donkey Kong Country, you're sure to love this one. Check out a future issue of **EGM** or **EGM** for more coverage on this hot game.



The first level Diddy has to get through is called Pirate Panic. In this level, you will have a chance to get used to the control, as well as the new play mechanics. Did you know you can throw the other character at enemies and icons? This level is relatively simple. You'll have a chance to find your Flan buddy here. There are lots of rats and Krocs hidden in barrels. Don't let them surprise you. Have fun.



Look for secret areas everywhere in the game. They're all around!



Jump on the target to exit the level. Can you get the bonus?

MAINBRACE MAYHEM

Diddy must brave a terrible storm, plus learn how to climb up and around ropes. Watch out for the bugs that take several hits before they die. If you're smart, you'll use them as weapons. You can get the snake in this level. Can you find the secrets strewn throughout this level?

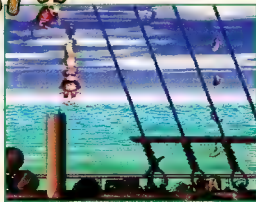


Climb up ropes and dodge enemies in a whole new way!



GANGPLANK GALLEY

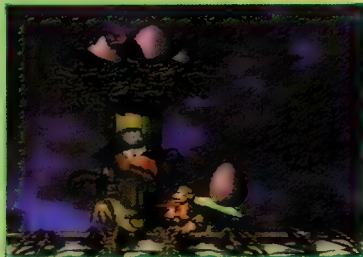
In this level, the pair of primates must negotiate careful jumps using the hooks that are scattered about. One wrong move, and you'll end up in a watery grave. You'll meet some nasty new Krocs who will try to mess you up. Your best bet is to avoid them altogether, if you can.



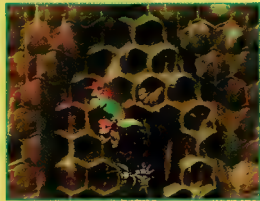
Diddy and his pal can hang from hooks. More techniques!



This new adventure is even more elaborate than the first game. Here's a sneak preview of some of the levels yet to come. You will find new friends and deadlier enemies. Nintendo went all out to make this the best side-scroller on the Super NES yet. Are you ready for what lies ahead of you?



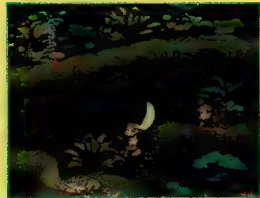
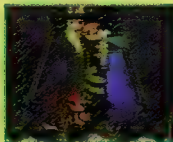
Giant Bosses will challenge you throughout the game. Look for their patterns.



A friendly parrot will give you a lift through the honeycomb.



Swanky's Bonus Bonanza will give you an opportunity to win 1-Ups.





Dracula X, the popular Japanese PC Engine game, is finally making its way to the Super NES. It

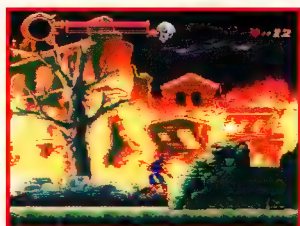
Castlevania®

Dracula X

is still very early in development, but we managed to get a hold of a sneak preview! Check out some of these pictures. The game looks and sounds great. If you're interested in seeing more, check out next month's issue of **EGM** for a lot more coverage on this long-awaited title from Konami.



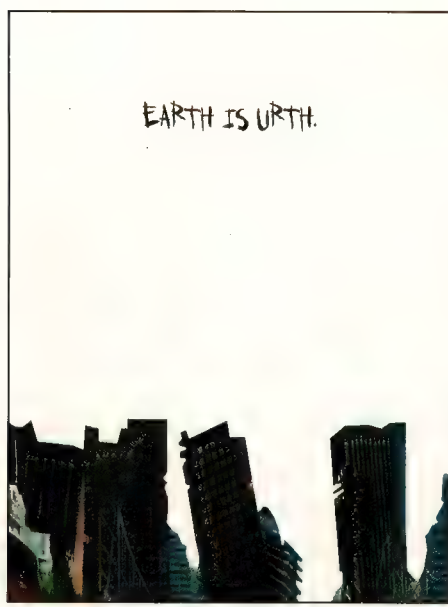
Does this enemy look familiar? Many of the characters from the previous games are back!



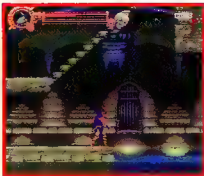
Just like the other Castlevania games, you can gain hearts and weapons by using your whip on the candles!



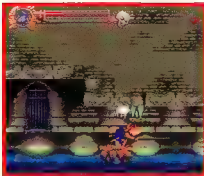
When you run into the half-decapitated bull, don't bother trying to defeat it. Just run as fast as you can!



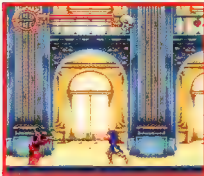
Before trying to cross the water, grab the invincibility potion, then hop on the log!



On the log you'll be safe from the attacking bats. Make sure to duck for the spikes!



The whip isn't as strong as the special weapons, but it works great nonetheless.



These enemies may take awhile to defeat. Be careful, they can attack from above, too.



Richter has a new backflip that will help you get to those difficult, hidden areas.



When leaping from the stone pedestals don't waste any time—they will collapse.



Dracula's servants of evil!

THE GODS ARE ANGRY.



RAGE IS HOME.



(PRIMAL RAGE, COMING TO YOUR HOUSE AUGUST 25, 1995.)

Sega™ Genesis™
Sega™ Game Gear™
Super NES™
Nintendo® GameBoy®
PC-CD ROM



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VECTORMAN

In this game for the Genesis, play as Vectorman, humanity's last hope to save the planet before the "re-arrival" of the humans. The story goes like this: Humans polluted the Earth so completely that they fled to outer space. They knew that Earth needed to be cleaned so they left "orbots" to repair the planet while they were gone. An accident occurred, though. One of the orbots was hooked up to a salvaged nuclear missile. This caused a malfunction in the orbot and it began turning the Earth into a military surprise for the returning humans. But there is hope: Making a



EARTH
 It's 2019 and Earth is full of cities, forests, and oceans, and it's a beautiful place. Humans have escaped to the stars, leaving machines to clean up.



DISASTER

One powerful orbot, Raster, oversees the clean-up through a planetwide ComNet. Tragedy strikes when, in error, attendants connect a salvaged nuclear bomb to Raster's master control circuits.



WARHEAD

"Warhead" is born, and he stands for tyranny, hatred, and oppression. By Warhead's decree, Earth is forged into an instrument of death for the returning humans.



VECTORMAN

Vectorman lands his space barge after delivering a load of sludge to the sun. Unhindered by evil mind control, he will not rest until Warhead is defeated and the Earth is again free.



WARNING!

**USE ONLY
IN A WELL
VENTILATED
AREA.**



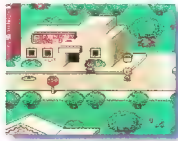
As if life didn't stink enough already. Now you've got to be prepared for EarthBound™—the first Role-Playing Game with B.O. • Imagine the horror—in the aftermath of a terrible meteor strike (or was it an evil alien invasion?), burping, belching, gaseous monsters roam the streets of your home town. • Your only chance to survive and avoid their nasty smells is to learn the

Because This Game Stinks.

powers that can counteract their deadly forces. Luckily, every day that you manage to stay alive, your powers improve. As you venture into the neighboring towns, you make some



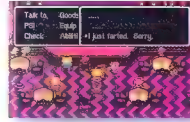
The most brutal thing about this guy is his stench. Scratch here, if you dare. Yuck! You'll find him in the Zombie camp, behind the waterfall. Hey, plug your nose before the fight.



Find one of the burger joints, scratch here, breathe deep, and scarf some tasty grub. It'll replenish your strength. Don't forget the salt.

© 1995 APE/Shigesato Itoi/Nintendo.

friends, including a girl who has amazing psychic powers, a boy-genius capable of repairing anything broken, and a prince from an exotic eastern land. These friends help you take control of your

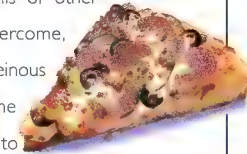


A nightclub certainly isn't one of the usual stops in a game. Nor is this stink. Scratch here and impress your friends.

Scratch here and dive in. You might find something that'll help you, if you survive the smell.



newfound strengths. • And help you'll need. If you thought the dark, creepy dungeons and evil spells of other role-playing games were tough to overcome, just wait until you have to deal with the heinous stench of monsters roaming the countryside. • To make it easier to press the start button, a \$10 coupon is attached. When the game arrives, a free Player's Guide will be included to help you find your way around town. Inside the Guide are six Ident-A-Smell playing cards that give you a brutal whiff of some of the characters, as well as tips about everything from PSI Powers to Items. • But even with all the powers, friends, and tips in the world, it isn't gonna be easy. That's because you, Ness, a mere thirteen-year-old boy, are the only one who has a fighting chance of finding and defeating Giygas, an interstellar warrior who is out to destroy the entire universe. • And to be perfectly honest, the odds are against you.



Don't scratch here if you're hungry. Call for delivery wherever and whenever you're feeling tired.



Just passing through? This 128-page Player's Guide, free with every game, will prove a strong ally as it helps you find your way around any town.



Manufacturer's Coupon Offer expires Jan. 31, 1996

Cut this coupon not the cheese.

\$10.00 OFF

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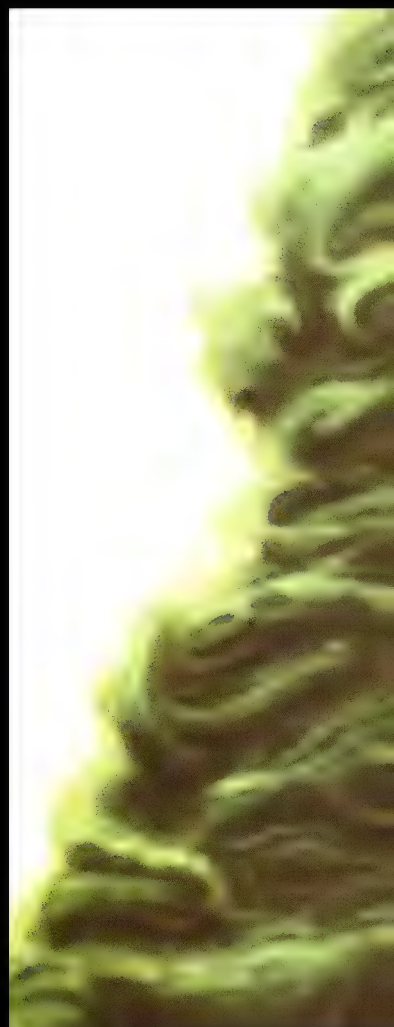
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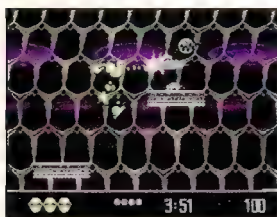
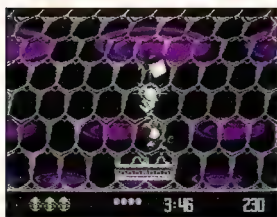
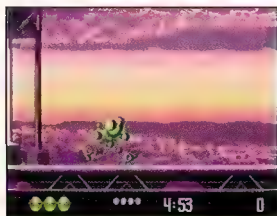
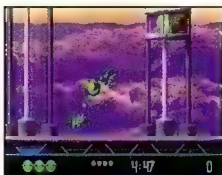
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EarthBound™
It's like living inside your gym shoes.





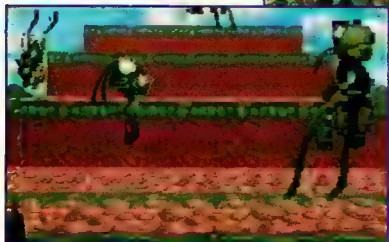
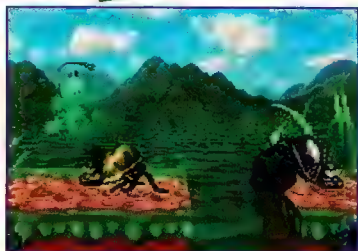
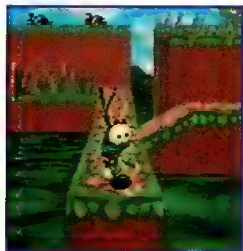
The various areas you will have to pass through are beautiful graphically speaking, but are extremely long. You will travel through a number of different terrains ranging from a hydroponics lab to the polar icecaps! Each area poses a threat that must be overcome. No one else can take on the challenge, so it's up to you! Start with three lives, but there are 1-Ups hidden in each level. There are also the various items Vectorman can pick up. These items can be very helpful in a time of need. Watch out for those baddies, though. They just get rougher and tougher as you continue in the levels.



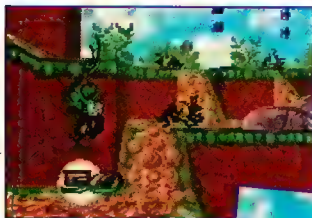
Do you have what it takes to save humanity? You'd better, because you are their only hope! Use the jump rockets installed in the base of your legs to leap great distances. With your onboard weapon systems, you will be able to make quite a dent in one particular baddy's plan. Shoot the overhead TVs for hidden power-ups. Get ready to charge up your guns and go in blazing. That may be what it takes to reach your goal of saving the Earth!



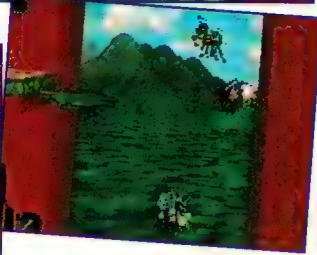
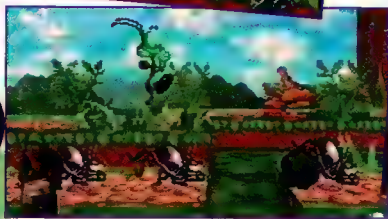
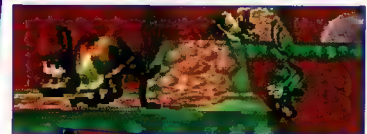
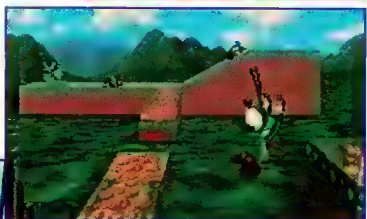
Bugs!



Welcome to the wonderful world of insects! Bug! is the first fully animated 3-D character for the Sega Saturn. He's an actor with a huge ego. Help our tiny friend make it through all six kingdoms and 18 levels of Bug Island. Here you will encounter a wacky cast of creatures like Daddy-O-Long-Legs, Bee-52, Fire Ant and some of the most

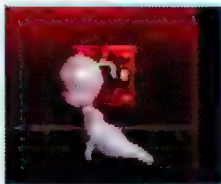
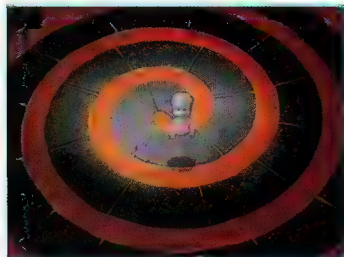
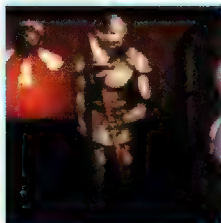


ferocious dung beetles you have ever crossed. Whew! Your ultimate task is to stay alive long enough to defeat the evil widow Cadavra. She is spinning a sinister web and must be stopped at all costs. Jump and spit your way through without getting squashed if you want to save all of Bugdom.



Casper

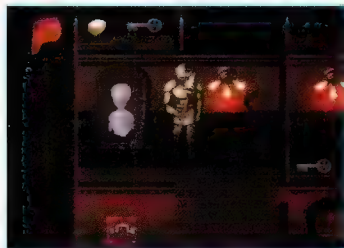
for the 3DO



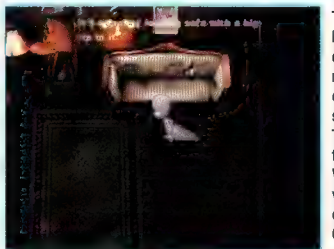
Sometimes, the way to go will need to be opened by pulling a switch on the wall or lowering a suit of armor's hand.



This is your Item Screen where everything you collect is kept. This game definitely has an RPG element because you must find certain items.



If you look carefully at Casper, you can see right through him. This is a very cool aspect and is just what the ghosts will look like in the movie.



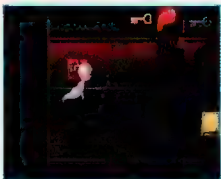
This game is something that has to be seen to be believed. It is graphically intense and animates smoothly right down to the pixel. The detail on every item is very cool and sound effects are top-of-the-line. The music has an eerie feel to it that adds to the overall enjoyment. With the summer movie and the video game coming out simultaneously, it is a double whammy for Casper fans.



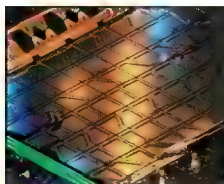
Search everything thoroughly. The answer might be hidden right under your nose. Sometimes it could be as easy as hitting a switch on the wall to get you moving through the level. Other obstacles might not be so



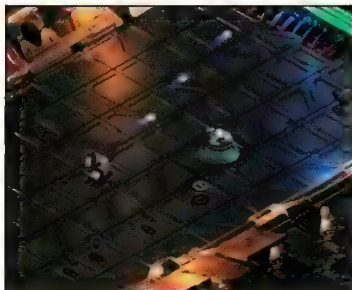
obvious—keep your eyes peeled. If you find yourself getting stuck, do everything you can think of, because even the most absurd action can produce grand results. Keep tabs on what keys you have at any given time so you know what doors can and can't be opened at the present time. Is Casper really a friendly ghost? Let's find out.



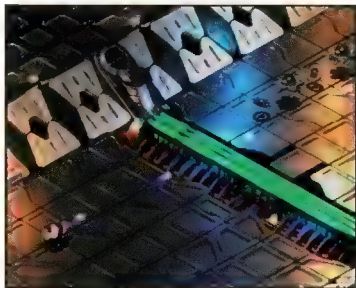
VIEWPOINT



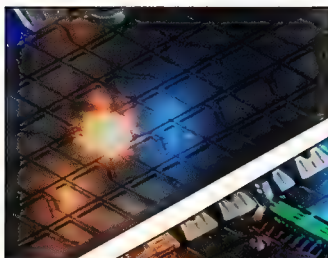
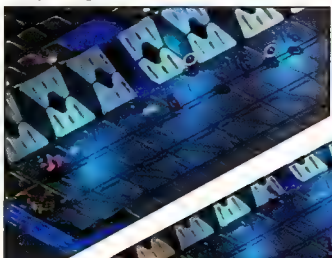
This game has definitely seen its run on a lot of platforms. It originally appeared on the Neo-Geo and then was found on the Genesis. Now, we get a texture-mapped version of it for the Sony PlayStation. It has the same game play that we (who have played the game) have all come to love. This game is pretty tough, which is good because many



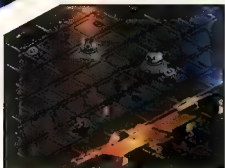
games nowadays don't present too much of a challenge. Control on the PlayStation is pretty darn good. Shooters come and go—most go pretty fast, purely out of stupidity. This is one that has weathered the test of time and still is a favorite among many of the **EGM** editors. The enemies have been redone well, and with the new look, it almost feels like a new game. This may be new to a lot of people and it is great that it's being brought out on the PlayStation. If you have not had the chance to play it and are a fan of shooters, then this one is definitely worth your time. The music and sound effects weren't in yet, but you can bet they'll be great!



Press and hold your Fire button to charge it for a second or two. Then, when released, your ship will project a more powerful blast.



This is a map of half of the first level.



You will find these stationary turrets throughout the level. They fire slow bullets and are pretty easy to spot. Don't pass them by, because they will shoot at you from behind (unbeknownst to you).

Don't let enemies get away. If there is a string of them, press the Fire button rapidly to beat them all.



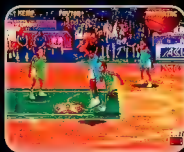
Hey, Superstar. You've done just about everything there is to do in basketball. Except **TWO** things. You haven't played **NBA JAM TE™** on **32X™** and **GAME BOY®**. It has all-star teams! Rookie teams! Full court dunks (Can you do that?). 9 pt. shots (you'll love that). 3-5 players per team! Stereo sound*. Arcade player scaling*! The fastest gameplay ever*(a lot faster than you). Updated player rosters! 5 speed juice mode (Drink plenty of fluids). 8 player attributes! Tournament and practice modes (you need all the practice you can get). Same team match-ups! Injuries and fatigue factor! And variable shot clock, overtime (game winning shot at the buzzer, baby) and timer speed!



SCORCHING CROSS-COURT SUPER JAMS!



REALISTIC ARCADE PLAYER SCALING*!



BIGGER PLAYERS AND BETTER GRAPHICS*!



See **you** on the court.

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GAME BOY™
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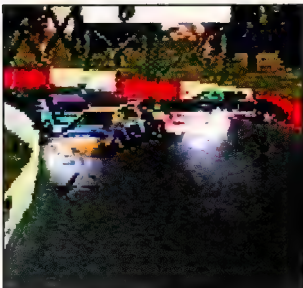


THE BEST OF THE
ELECTRONIC
ENTERTAINMENT
EXPO



DESTRUCTION derby

Some people like to make things ... some people like to break things. The latter will be found playing Destruction Derby on the PlayStation, yet another title from the geniuses at Psygnosis. The object of the game? Run your opponent into a barrier wall! Ultra-smooth, realistic explosions, dents and smashes will keep your adrenaline pumping as you search for your next victim. This is stock-car racing on steroids!



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ARCADE ACTION

HOT AT THE ARCADE

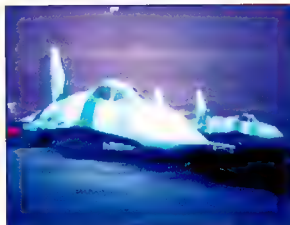
FACT-FILE

Air Combat 22 By NAMCO

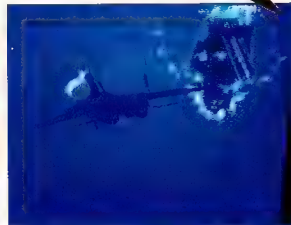
CPU:
Super System 22
Sound:
Not available at press time
Multiplayer Mode:
No
Save Options:
No

Other Notes:
The version tested was a sit-down model with speakers near the ears. It was an impressive experience!

Release Date:
Should be at an arcade near you!



The opening sequences for each mission are quite impressive. Depending on which mission you choose, watch your plane take off from an aircraft carrier or finish its midair refueling and prepare for combat. Fasten your seat belt, here we go!



Air Combat 22, the latest offering from the folks at Namco, is an impressive new flight sim that should have virtual pilots pumping in credits left and right! Take a seat, pick your mission then choose your plane ... it's then on to the vast blue skies for a little target practice. Your opponents are not so cooperative, however. They'll bob and weave, dive and drop and just generally avoid you all together! In later stages, they'll even fire off a flare in order to deceive your heat-seeking missiles. Each plane you shoot down earns you extended time. Should you run out of time, you'll need to pop in more credits to continue. You won't get that option on the Dogfight Stage, however. Once you're out of time, your game is definitely over! Overall, this is an excellent offering from Namco.

—Jason Morgan

AIR COMBAT 22

Air Combat 22 has impressive graphics, clear sound and is easy to sit down and start playing.

Things get a little monotonous, however, as your only objective is to hunt down enemy fighters. Therefore, I give it a ...

ARCADE
7
RATING

AAMA

AMERICAN AMUSEMENT
MACHINE ASSOCIATION

The awful
shadow of some
unseen Power
floats though
unseen among us.

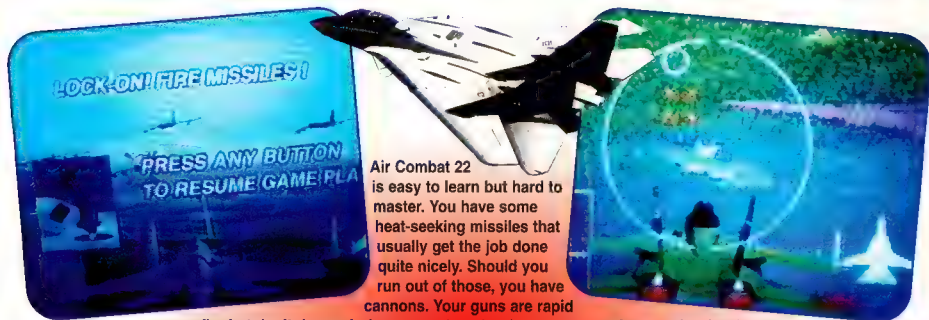
Shelley



MK3: The Arcade Game



You have four skill levels to choose from. The first Cadet level is geared toward rookies. Pop-up help will appear often. The second Cadet level encourages gun usage. You'll have to use them if you run out of missiles, which is likely. Top Gun level is for veterans who are ready for a stiff challenge. The enemies make a concerted effort to fire back, and they are now much harder to tail. Dogfight level is for the truly skilled—only ace pilots will survive. Your opponents will use flares, causing you to use more than one missile. Good luck!

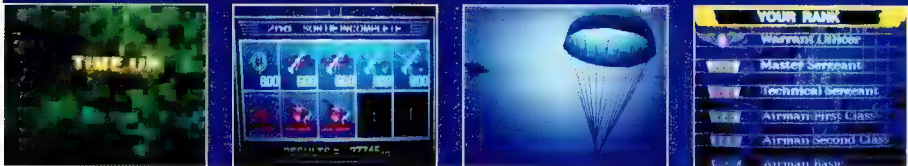


Air Combat 22 is easy to learn but hard to master. You have some heat-seeking missiles that usually get the job done quite nicely. Should you run out of those, you have cannons. Your guns are rapid

fire but don't do much damage and are hard to target on a fast-moving foe. You'll need to use them eventually, because your opponents will divert your missiles with flares, leaving you with just your twin cannons. Lead your opponents in the direction they are flying, and maybe you'll succeed. Also, you have a throttle control, allowing you to speed up or slow down rapidly. That helps a great deal in chasing that last bogey. You can even have fun with barrel rolls and upside-down flying. Remember to take care of the bad guys, too!



So you couldn't quite catch the last fighter, and you ended the mission a missile short and a second late. At least you'll get a chance to see how well you really did. You'll be presented with a list of what you shot down and how (missile or gun) plus what you missed. You get more points for a kill by cannon rather than by missile, and then you'll get your overall score. A brief cinema will be shown depicting your escape via parachute from your plane, and then you'll get a ranking. Anything from a sergeant on up is pretty good. Are you officer material?



FOR HIGH FLYIN'
HARE RAISIN'
HI-JINX



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Watch for the wackiest roundball game ever! Looney Tunes B-Ball features everyone's favorite "crazy wabbit" playing two-on-two with Taz, Sylvester & the whole Looney Tunes bunch! Choose four player slam dunkin' regulation action or crank up the Wacky Meter and watch the ball turn into a cream pie or a time bomb! So don't drop the ball...it just might explode! "That's all, folks!"

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BE A DARK DEVIL!

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ARCADE ACTION

STREET FIGHTER THE MOVIE

SECRETS!!!!

Street Fighter: The Movie is quite possibly one of the best Capcom games to date! Your favorite characters' moves have been put together for you in this strategy guide. There are tons of special modes to play in, as well as some kick-butt combos! Part one is shown here, the second part in *EGM*! For a complete list of moves check out *Quatermann's Cheat Sheet* in this issue!

- SPECIAL MODES**
 Activate before selecting fighter
- UP → START**
Random Fighter Select
 - START → JAB**
Hidden Strength Meters
 - START → STRONG**
Inviso Tag (2)
 - START → FIERCE**
No Throws (2)
 - START → ROUNDHOUSE**
Tag Team Mode
 - START → FORWARD**
No Standard Moves (2)
 → Means No Standard Moves
 (2) Means Available only in Two-player Mode

CAN YOU FIND BLANKA?



Tag team is just one of the special play modes.

Move List:

The moves and combos are pretty self-explanatory, with the exception of:
Bc - Button Charge
Br - Button Release



Ken



Hadoken Projectile



Dragon Punch

Any Punch



Hurricane Kick

Any Kick



Flaming Uppercut

Charge Fierce Punch



H.K. Double Jump

Any Kick
Then hold → + 3 kicks



Blue Super: Flaming Dragons

Any Punch

6-HIT COMBO

(Bc 6), Flaming Uppercut, Shadow Hurricane (Br 6), Jump Kick R.House +6, Air Dragon → ↓ ↘ +P (in air)





Bc 6, Bc 4 Br 4, Shadow Hurricane Br 6,
Dragon Punch

6-HIT COMBO

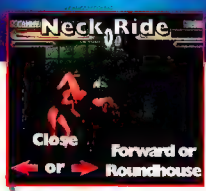


Axe Kick, Rising Kitana, Jump kick
(short) +4, jump kick (R. House) +6
Repeat Jump kicks, or Air Flash Kick
(short)

5-HIT COMBO



Cammy



6-8-HIT COMBO Bc 3, Short, Jab, Jab, Br 3, Cannon Drill



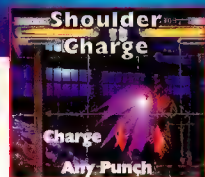
Tiger Eye Bc 1 2 3, Br 1 2 3, Tiger Knee (Forward), Crouch Jab +1, Tiger Uppercut (Jab), Tiger Uppercut (Jab), Tiger Knee (Forward), Crouch Jab, Tiger Uppercut (Jab)

15-HIT COMBO





Spinning Air Kick (Roundhouse), Bird Kick (Fierce) in air, Falling Roundhouse 6 **9-HIT COMBO**



7-HIT COMBO **2 Close STRONGS, + 2, Jab, Jab, +2, Jab**



TURN UP THE VOLUME



The year is 2055. Music and virtual reality are the only escapes in a world gone mad. Transform yourself into a rock superstar on a 3D virtual quest through treacherous worlds: the angry red planet of Mars, an eerie haunted house and a mysterious underwater biosphere.

You'd better turn up the volume, load your weapons, and get ready for a mind-blowing game experience with Virtuoso's unique 3rd-person perspective, fully digitized player graphics and real-time texture mapping. Music video clips and a pounding rock 'n' roll soundtrack set the stage for this head-banging cyberfantasy adventure!

"VIRTUOSO PROMISES TO BE ONE OF THOSE GAMES THAT KEEP ME PLAYING LATE INTO THE NIGHT."
— R.J. MICAL of The 3DO Company

SOUNDTRACK PROVIDED BY UK MODERN ROCKERS
Thai Dyed Suicide

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VIRTUOSO



Bandai of Japan

Mobile Suit Gundam

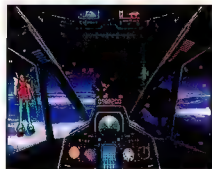
PlayStation



June

3-D Shooting

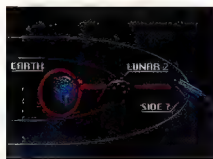
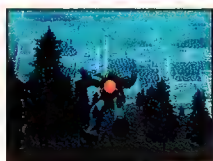
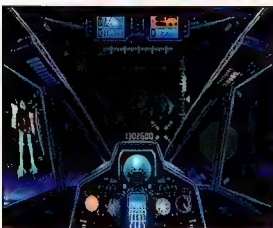
Unknown Price



Heavy action takes place on Earth and in deep space!

The first series of the long-running sci-fi robot anime returns as an eye-popping 3-D combat simulator. Play as Amuro Ray, a rookie pilot of RX-78 Gundam to take on the highly advanced mobile suits and mobile armor of the treacherous

rebel Zeon forces. All the fighting is done from within Gundam's cockpit against all the classic mechs of the pioneering series. There's also a fantastic 3-D database of all the mechs that appeared in the year-long series!



Imagineer of Japan

G.O.D.

Super Famicom



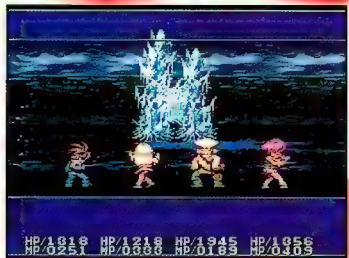
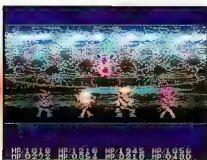
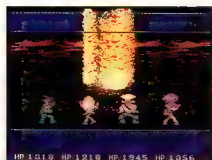
Unknown Release

RPG

Unknown Price

Hey, an RPG that's *not* set in a fantasy setting of swords and sorcery! Similar to Nintendo's Mother 2 (Super NES Earthbound), G.O.D. takes place in a

time not far from the present day. It stars a young boy who triggers an incident that comes back to haunt him 10 years later with disastrous consequences.



Hudson of Japan

GB Bomberman 2

Game Boy

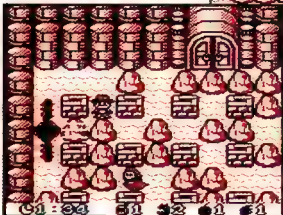
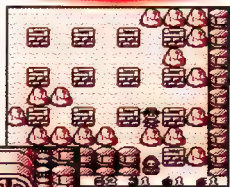
GAME BOY

Summer

Action

Unknown Price

You don't need me to write about this do you? If you've never played B-man, well here's an excellent, inexpensive way to get acquainted with one of the most exciting and hilarious multiplayer games available. Using a tap, up to four players can join in a massive blastathon pretty much anywhere. Or play at home on a Super Game Boy adapter for partial color. New traps should keep fans happy.



HAGANE

They left you for dead.

He made you immortal.

Now it's **payback time**.

ついに我らが望みかなう時が来た。
ハガネ様が助けに来てくださったぞ。

"Our prayers have been answered,
my friend. Hagane has come
to save the day!"

ああ、あの超サイボーグ
体から放たれる強力な
ニンジャ技があれば、
もうコマ軍団など敵ではないな。

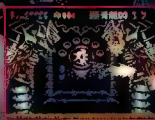
"Oh yes, my brother... The Koma Clan is
no match for Hagane's masterful
Ninja technique and spectacular
cyborg form!"

CONTAINS
NO MSG!

HAGANE... the most brutal carnage in all the land has invaded the Super NES.

Ancient martial arts stylings. Futuristic graphic technology. Black magic-powered cyborg
Ninja clans... This ain't some B movie, my friend. This is a wicked adventure. A full color,
100% chaotic, numb-print-removing action adventure.

The time for **brade** has come. Bow or be beaten.



Nintendo

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HUDSON SOFT

SUPER NINTENDO
ENTERTAINMENT SYSTEM

ADK of Japan

World Heroes Perfect

Neo-Geo CD



July

Fighting

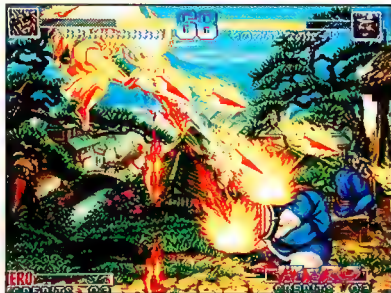
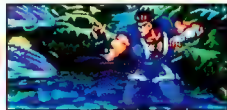
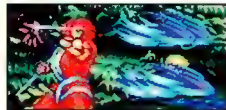
Unknown Price



Expect to see most of the major cast returning.

The global warriors have been summoned once again in another contest of sheer brutality. It appears all the characters of the preceding WH games are back with some added new fighters including mysterious Bosses. However, the game system

has undergone many changes, such as the additions of new special attacks, mid-air blocking and the ability to swat away projectiles. Although the game might look familiar, it will play much differently than past WH titles.



You'll be happy to find more dynamic moves, like this flaming shuriken attack performed by Fumma!

Hudson of Japan

Zenki

Super Famicom

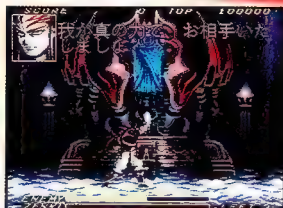
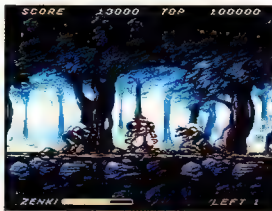


August

Action

¥9,800

Hudson brings the cast of the popular Asian fantasy anime series to life in this side-scrolling action game. Zenki, a legendary demon, is raised from the deep and darkness of the wicked netherworld to fight an army of mystical enemies that has been summoned by an evil warlock. Zenki has a wide repertoire of special moves that will help lead him to complete victory.



Many mystical moves will be provided for your pleasure.

Kadokawa Shoten of Japan

Tokyo Dungeon

PlayStation

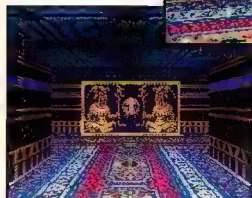
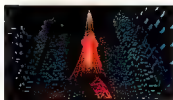


Unknown Release

RPG

Unknown Price

Roe Adams III (Wizardry IV and Ultima IV game designer) teams up with the producer of the hugely popular Megamitensei series (released by Atlus) to present PSX gamers with a dense, harrowing look at Tokyo in the future. You play as a detective hired to unravel a sinister plot that spans the real world and cyberspace in the year 2020.



Expect lots of chilling events to happen.

Silverload

**Welcome To Silverload,
A Devil Of A Town.**

Folks don't come to Silverload much anymore. A'int been no silver here in years. And when they do come, they don't stay any longer than they have to. Missing persons? No, mister, a'int never seen no missing persons. Of course, folks here don't pay much attention to strangers. Have a look around? Can't say anybody will stop you from looking around, mister. Except the last man who came here looking for kin is buried over there on that hill.



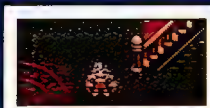
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PC CD-ROM

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Kadokawa Shoten of Japan

Record of Lodoss War

Super Famicom

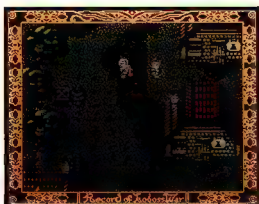


Late '95

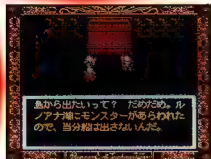
RPG

Unknown Price

The ever-popular anime series is finally coming to SFC! The story is based on the first book of the novel series. This game's story line will be similar to that of other RPGs, only with a more tactical fighting system.



Yeesh! Talk about feeling like a rat trapped in a maze!



The game is not just a remake of the PCE version.

Bandai of Japan

Dragon Ball Z

PlayStation

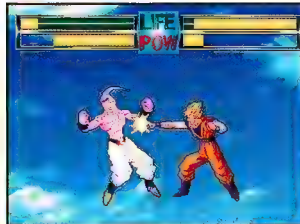


July

Fighting

Unknown Price

The hyper-popular SFC fighting game series (based on the monster manga comics) is heading to the PlayStation! Because it's on CD, Bandai has been able to cram in 22 characters! Plus, the animation has been made smoother by using at least three times more movement graphics than the SFC versions for extremely fluid



Don't be fooled by this screen! There will be a complete cast of 22.

movements. Add in texture-mapped polygon backgrounds and tons of cinemas from the TV series and movies, and you get a fighting game Toriyama fans cannot afford to miss!



Hudson of Japan

Caravan Shooting Collection

Super Famicom



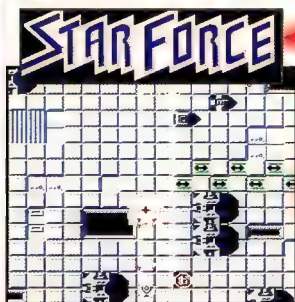
July

Shooting

¥6,800

Every summer, Hudson conducts a tour of video game contests throughout Japan called the Hudson Caravan. Hudson used to develop original shooting games for these Caravans on which video game hot shots

tried to prove who was top gun. Now as a show of appreciation, Hudson is bringing together Star Force, Hector '87 and Star Soldier, three of their popular Famicom Caravan shooters in this reasonably priced collection.



32X RAW

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"MIRROR" MATCH?!!**



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MYSTERIOUS KWANG?!!**



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GRAPHICS!**

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NEW PINS!!
MORE MAYHEM!!**



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DROP KICK!**



**SHOWBOAT
PIN!**



**OUT-OF-RING
ACTION!**



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PLAYSTATION

PLAYER'S NOTES:

FIRST IMPRESSION

It's Gunstar Heroes with the addition of hundreds of sprites and bullets flying in your direction with no slowdown!

BEST FEATURE

They keep the screen full of things to shoot at!

WORST FEATURE

A two-player capability would have been nice, as well as some real cinema displays!

WHAT'S MISSING

Cinemas: All of the time was spent on the game (which isn't necessarily a bad thing), and the cinemas really are a bit of a letdown—with just the character standing there not moving, and you hear the voice.

IS IT AS GOOD AS GUNSTAR HEROES?

Well, yes and no. Yes, there's a lot to shoot at, but it doesn't have the personality of Gunstar. Overall, it is more than enough to challenge anyone!
—Mike Vallas

FACT-FILE

THEME

Shooting

DIFFICULTY

Hard

TIME TO COMPLETE

Long

MEG SIZE

CD-ROM

BATTERY BACK-UP

None

OF PLAYERS

1

AVAILABLE

Now

% COMPLETE

100%

DEVELOPED BY:
Media Vision

PUBLISHED BY

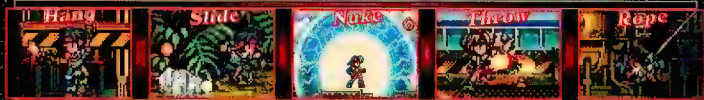
Sony Computer Entertainment of Japan



Get pumped and serious!



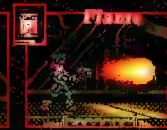
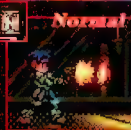
The way your gun works is that it constantly saps power out of its main energy source. You have to keep it charged up! Also, should you find the "Boost" item, you will have a mega-gun for a while.



Axel Sonics



Axel has a normal firing pistol, a three-way wave beam that arcs out when it touches a surface, a fireball blaster and a cool electric lock-on laser!



Ruka Hetfield



Ruka has a three-way normal shot, a guided homing laser, bouncing bubble shots and her most deadly weapon is a nifty flamethrower.

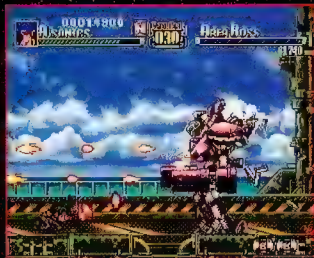


GUNNERS HEAVEN

If you can't wait for a 32-bit Gunstar Heroes, then grab this title for PS and rock on! Gunners Heaven is precisely that—huge levels filled to the absolute brim with tons of enemies. You have a choice of two characters: Axel and Ruka. (Sorry, no Two-player Option exists.) Both have very different guns that

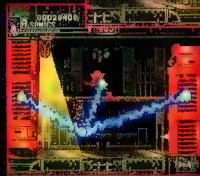
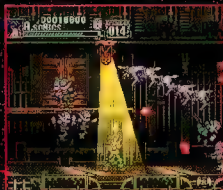
come with four dual-wy settings. You have to keep this gun pumped, or your shots will grow weak—meaning you'll be diced up in no time at all!





LEVEL ONE

Do yourself a favor, and just practice your abilities in this level. The enemies come in a simple formation and pop on the screen in mass quantities. Learn to dodge, throw and perform other skills in this hangar level so you are prepared for later levels.

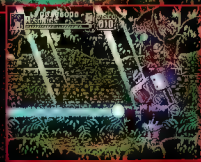
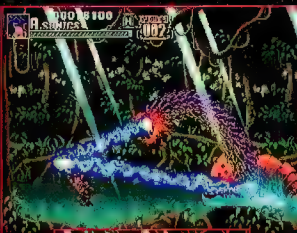


Giant turrets and huge armored mechs appear frequently in this level.



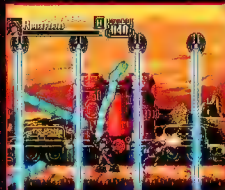
LEVEL TWO

It's a marsh land filled with fish, natuli and other water-born creatures. Beware of the Chameleon and Manta Boss.



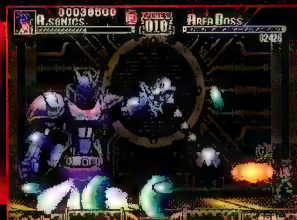
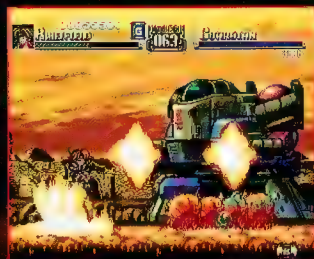
LEVEL THREE

Don your pair of slicked-up skates and zip through a massive cave system blasting mine cars and other fast-moving vehicles. Once you are out, you must travel alongside a train and blast the several

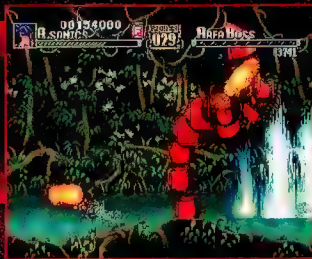


holders containing enemies and other weapons.

Watch your back in this level! You'll get pummeled from every corner possible!



There are three Bosses per stage. Two subs and a mega-kill Boss at the end.



All kinds of killer codes!

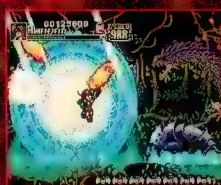
If you hold down all four top LR keys of controller one, and then press Select on the Press Start Screen, you will get a special screen to enter a two-digit code:

MA	MK	QB	TY
UT	HT	MV	SS
RH	CM	YI	

"QB" lets you play as a huge character! Try out the others.

If you also do the below code on the Secret Code Screen, you can then use controller two during the game to give your character different stuff like bombs, invincibility, etc.

Enter "MA"
Press "Select"
Enter "SV" then Start!



Use controller two for special stuff with these codes!

MEET THE GREAT ONE!

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and the
NHLPA All-Stars

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P.O. Box 4032, Grand Rapids, Minnesota 55730-4032

Name _____
Address _____
City, State, Zip code _____
Age _____ Phone number _____

ANSWER THE QUESTION: Name two gameplay modes found in *Wayne Gretzky and the NHLPA All-Stars* and what gaming/computer system these modes apply to. The answer to the question may be found on packages of *Wayne Gretzky and the NHLPA All-Stars* video game. 1. _____ 2. _____



One Grand Prize:
A trip for two to Los Angeles (for 3 days and 2 nights including airfare and lodging), VIP tickets to a Kings game, special entry into a Kings practice session PLUS a SPECIAL MEETING WITH WAYNE GRETZKY! (valued at over \$5,000).

Two First Prizes:
Exclusive, Authenticated, Limited Edition Wayne Gretzky "Ninety-Nine" European Tour Jersey - autographed by Wayne Gretzky! (valued at \$1,000 each).

Ten Second Prizes:
The official, authorized Wayne Gretzky pictorial biography autographed by Wayne Gretzky! (valued at \$50 each).

1. TO ENTER: Complete an official entry form on a plain 7 1/2" paper, hand print your name, address, and city and the answer to the following question. Have the game code printed from Wayne Gretzky and the NHLPA All-Stars and when game/computer system these modes apply to. The answer to the question may be found on the packages of Wayne Gretzky and the NHLPA All-Stars video game. For the event answer, send a self-addressed, stamped envelope to Wayne Gretzky Request, P.O. Box 4041, Seawater, NJ 08087-0048 after your entry to: Wayne Gretzky Sweepstakes, P.O. Box 4032, Grand Rapids, Minnesota 55730-4032. Enter at often the you wish, but each entry will be mailed separately and be received by 10/31/95. Multiple reproduced entries will not be accepted. No responsibility is assumed for late, lost, damaged, misdirected, postage due or undelivered entries. 2. PRIZES: One Grand Prize: A 3 day/2 night trip for two to Los Angeles, CA during the 1995/96 hockey season, to attend a Kings practice session and a Kings game and to have a special meeting with Wayne Gretzky. Trip includes round trip air transportation from major airport nearest winner's home, double occupancy hotel accommodations and game tickets. (Approximate value \$5,000.) (2) Two First Prizes: Limited Edition Wayne Gretzky "Ninety-Nine" European Tour Jersey, autographed by Wayne Gretzky (\$1,000 ea.). (10) Second Prizes: Official Wayne Gretzky pictorial biography, autographed by Wayne Gretzky (\$50 ea.). 3. DETAILS: Winners will be selected in a random drawing on or about 11/15/95 from among all eligible entries received. Drawing will be conducted by Market-Kane, Inc., an independent judging organization whose decisions are final and binding on all matters relating to the sweepstakes. All prizes will be awarded and winners notified by mail. No substitution or transfer of prizes will be permitted except by sponsors due to unavailability, in which case a prize of equal or greater value will be awarded to the winner's notification. Odds of winning depend upon the number of eligible entries received. Taxes on prizes, if any, are the responsibility of the individual winners. Winners agree to the use of their name and photo for publicity purposes without further compensation, except where prohibited by law. Prizes may be required to complete an Affidavit of Eligibility and Release within 14 days of notification award. Failure to return the affidavit on the time noted will result in disqualification of the entry and an alternate winner will be selected. If the trip winner is a minor, prize will be awarded to the name of a parent or legal guardian. To avoid forfeiture of Grand Prize winner must be at least 18 years old unless a immediate family member, and will be required to sign a liability release. Grand Prize winner must also take the trip at a specified time, but at least 60 days after notice is provided, or the prize will be forfeited and an alternate winner selected. Sponsors and their agencies assume no responsibility for liability for damages, losses or expenses resulting from participation in the sweepstakes or acceptance or use of any prize. 4. ELIGIBILITY: Sweepstakes is open to U.S. residents except employees of The Warner Interactive, its affiliates, subsidiaries, advertising agencies and Madison-Kane, Inc., and the immediate families of such. Sweepstakes is void where prohibited or restricted by law and subject to all Federal, state and local laws and regulations. 5. WINNERS LIST: For the names of the winners, contact 800-950-5266, write a self-addressed, stamped envelope to Wayne Gretzky Sweepstakes Winner, P.O. Box 711, Seawater, NJ 08087-0711. Wayne Gretzky and NHLPA All-Stars™ and copyright text © 1995. 1% and 10% respectively of net sales and any net sales income from the Time Warner Interactive, Inc. Official licensed product of the National Hockey League Players' Association. Signs and logos are trademarks of Sega Enterprises, Ltd. All Rights Reserved.

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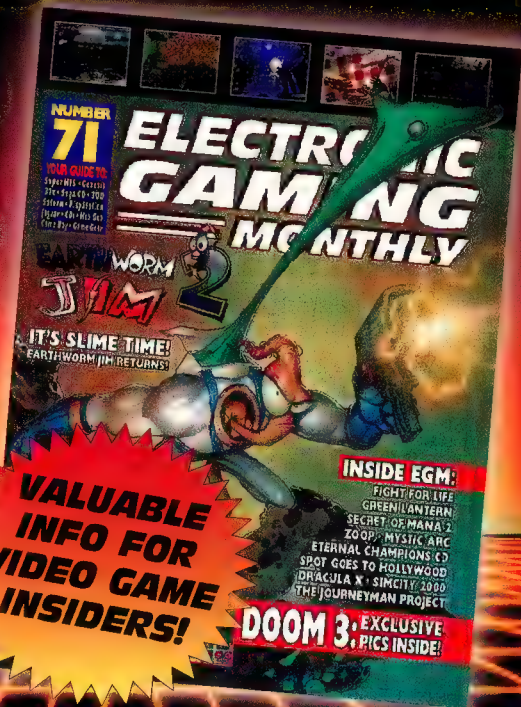
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DAYTONA USA

System

Publisher

Saturn

Sega

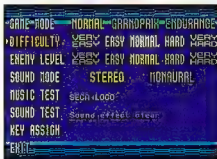
CHEAT SHEET:

Play as the Secret Horse

You must place first in all three tracks, then you will get to choose the horse from the Mission Select Screen and race it.



To race as the horse in Daytona USA, go to the Options Screen and choose Normal difficulty level. Exit and choose the Saturn Mode on the Mode Select Screen. You must win first place in the Beginner, Advanced and Expert tracks. After finishing first place in the third track, go to the Mission Select Screen and scroll your way through the cars until you see the word, "Horse." They come fully equipped with galloping and whiny noises!



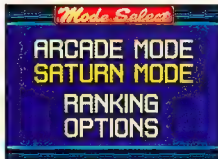
In the Options you must have the difficulty set on Normal.



Make sure to place first in each difficulty track.



The brown horse is the "Automatic" shifting one.



In the Mode Select Screen, choose the Saturn Mode.



After winning the third track, scroll until you see "Horse."



The grey horse has manual transmission. He's fast!

TRICKS OF THE TRADE

KILLER CODES

DAYTONA USA

(Sega/Saturn)

Karaoke Mode:
Make sure at the Options Screen, that the number of laps is set to Normal. Exit the Options Menu and choose the Arcade Mode. When selecting a course, keep UP pressed and choose a course with button C. Now the "annoying" singing is gone, but the words will appear on the bottom of the screen instead.

Music Selection:
In the Option Screen, choose "Key Assign." In the Key Configuration Screen, choose Type B for the controller setting. While choosing any track and car, press and hold A, X, or Z depending on which song you want to play. Hold the button until the game starts. The song you selected will play while you are in the game!

Rocket Start:
While at the starting grid of the Advanced or Expert courses, hold B (brake). Now press and hold C (accelerate). While accelerating, keep your RPMs between 6500 to 7000. When the race starts, let go of the brake but keep holding the accelerator. You will gain tremendous acceleration and will be able to pass all of your opponents this way. Avoid all obstacles (including cars) to get up to the front of the pack. You can gain a good position (first place) within the first 20 seconds of the game when you do this trick!

PANZER DRAGON

System

Publisher

Saturn

Sega

This trick will let you play with a floating rider and no dragon! Pop open the Saturn's Data Memory Menu (with no CD inserted) and

CHEAT SHEET:

Harrier Mode

Change the language to Deutsch and enter UP, X, RIGHT, X, DOWN, X, LEFT, X, UP, Y, Z. You'll play as a Harrier with no dragon!



change the language to German (Deutsch), then load the game CD. When the Title Screen appears, press UP, X, RIGHT, X, DOWN, X, LEFT, X, UP, Y, Z. You'll hear a sound like the dragon getting hit. When you begin the first level, your dragon will be missing!



On the title, press START and here, enter the code.



On the Data Memory Menu, choose Deutsch language.



You will be playing the game without your dragon!

KILLER CODES

WARLOCK

LJN/Super NES

These level passwords will get you ahead in the game in case you just can't get past a certain level. At the Title Screen go into Preparations and then into the Password Screen. Enter the following to gain access to the stoness:

Quest for Stone 2: GRKKL
 Quest for Stone 3: SHPJL
 Quest for Stone 3 (cont.): CDJHL
 Quest for Stone 4: BRSHJ
 Quest for Stone 4 (cont.): HBLST
 Quest for Stone 5: THKTH
 Quest for Stone 5 (cont.): DCTFF
 Quest for Stone 6: BSTJK
 Quest for Stone 6 (cont.): LHBHL
 Quest for Stone 6 (cont.): DFGBH.

Chris Marthis; Idaho Falls, ID

TOUGHMAN CONTEST

Electronic Arts/Genesis

Here are some passwords to fight the number one contender in the Toughman Championship. Enter:

ERP to fight Joe Wildhawk
 ESK to fight Coolio Loc
 EPQ to fight Bliff Blublood
 EDY to fight Freddy Brave
 EFD to fight Charlie Ponderosa
 EVG to fight P.J. Rock
 EAS to fight Diego Garcia
 EKf to fight Muerte Martinez
 EST to fight Havana Jones
 EBM to fight Coco Valdez
 EFX to fight Rigo Suave

(continued on page 8)

CLOCKWORK KNIGHT

System

Saturn

Publisher

Sega

These incredible tricks will give you the ultimate advantage for the fun platform game, Clockwork Knight! Each one of these tricks can be done separately. But if you're quick enough with entering the commands, you can put in the Stage Select, Final Stage and 999 lives code to use all in the same game! This will help you defeat the last Boss by warping straight to it, with 999 lives, making it much easier. The codes are as follows:

Stage Select: At the Title Screen (while "Press Start Button" is showing), press LEFT, UP, RIGHT, DOWN, DOWN, RIGHT, RIGHT, UP, R button. The stage name

CHEAT SHEET:

Stage Select, Final Stage, 999 Lives

All tricks (except for Million Point Bonus) must be entered at the title while "Press Start Button" is showing.



will appear in the middle of the screen. Press Up or Down to choose the stage you want.

Final Stage: After entering the above code, press LEFT, RIGHT, RIGHT, UP, RIGHT, RIGHT, UP, DOWN, RIGHT, RIGHT, UP, R button. After you do this, press Up two times to find the stage that says, "Last Boss."

999 lives: At the Title Screen (while "Press Start

Button" is showing), press UP, RIGHT nine times, DOWN six times, LEFT seven times, Z, X, Y, Y, Z. You will know the trick worked if you hear the opening theme song play from the beginning again.

Million-Point Bonus: Finish stage 2-2 (the train stage) in under 30 seconds. Make sure you get the clock item if you want to make it, and time yourself.



When "Press Start Button" is showing, do the codes.



Combine two codes to warp to the last Boss of the game!



Gain an awesome 999 lives when you do one of them!



Beat this stage in 30 seconds for 1 million points!

TOUGHMAN CONTEST

System

Genesis

Publisher

Electronic Arts

CHEAT SHEET:

Sound Test

Go to the Game Setup Screen. Press and hold A, B and C. While holding these, press DOWN. The Sound Test will appear.



As soon as you begin your game, go to the Game Setup Screen. Press and hold buttons A, B and C on controller



When you reach the Game Setup Screen, hold A, B and C.

one. While holding these, press DOWN. The Sound Test Screen will appear!

Justin Ramey; Franklin, NY



While holding these, press DOWN. You'll get the sound test!

NBA LIVE '95

System

Publisher

Genesis

Electronic Arts

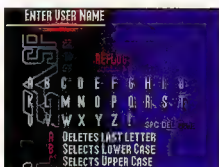
CHEAT SHEET:

Play a Practice Golf Game

Pick any team. When you get to the Player Setup Screen, press DOWN. Choose "Start New." Enter REFLOG for your name. Press Start.



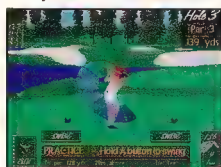
Start an exhibition game and pick any team. When you get to the Controller Screen, choose "Start New"



On the User Name Screen, enter REFLOG as your name.

from the options given. Enter your user name as REFLOG to get a secret golf game!

Jess Redmon; Gresham, OR



You can now practice your swing with this golf simulation!

SHOCKWAVE

System

Publisher

3DO

Electronic Arts

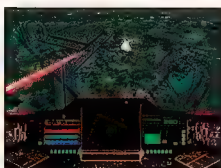
CHEAT SHEET:

Elvis Sighted

Blow up the largest moonbase to see Elvis!



You must play all the way through the game until you reach Level 10. There is a huge moon base (bigger than the others) right at the beginning of the level. Blow it up and then fly over it again. You will see Elvis with his yellow cape waving his arms!



This sure isn't Graceland!

RISTAR

System

Publisher

Genesis

Sega

Here are some great passwords that will give you some new options in the game! From the Title Screen, choose Option. Then, get to

the Password Screen from the Options and enter any of these codes (in red) for many various results:

MUSEUM: You will fight only the Bosses.

MAGURO: Onchi System Setup (Tone deaf sounds).

DOFEEL: Time Attack Mode where you'll get the treasure!

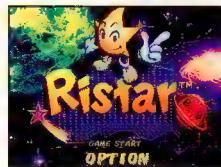
CHEAT SHEET:

Boss Rush, Time Attack, Onchi System

At the Title Screen, pick Option. From Option, choose Password. Enter any one of the codes (in red) for different results.



In the Options, go to the Password and enter the code.



At the Title Screen, choose Option and press START.



You can initiate Boss Rush Mode and many others!

TRICKS OF THE TRADE

KILLER CODES

TOUGHMAN CONTEST

(Electronic Arts/Genesis)
Passwords continued

- EKO to fight Hans Fischer
- EGB to fight Monsieur Victoire
- EBA to fight Bruno Maserati
- ERS to fight T.K. O'Reilly
- ECW to fight Gavin Grayson
- ECN to fight Jacob Jabowitz
- EFL to fight Jabbar Habib
- EDU to fight Yong AH CHI
- EBJ to fight Hiro Sokitome
- EJZ to fight Chang Fu
- EMR to fight Nickolai Radinski
- EPV to fight Sydney Dundee

John Lops
Brooklyn, NY

CONTRA: THE ALIEN WARS

(Konami/Game Boy)

Now you can go to Level Four on Easy Mode. (You normally will end the game at Level Three.) After the cinema, you will reach the Title Screen. At the Title Screen, move the cursor down to "Password" and press START. On the Password Screen, enter the code 21LN. You will be sent to the fourth level of Easy Mode with this trick. Unfortunately, the game will end after Level Four.

Gustavo Slu
Tallahassee, FL

System

Publisher

Jaguar

Atari

KILLER CODES

DAYTONA USA

(Sega/Saturn)

Make Jeffrey Do Stupid Poses for You:

On the Expert course, drive up to the statue of Jeffrey, and stop in front of him. Now, press the X button rapidly and he will start to turn around. He will eventually stand on his head. Neat, huh?

Hear Old Soundtracks

Finish any race on any track. When you place high enough to enter your initials, put in the initials for any of these old games: S.H (Space Harrier), A.F (After Burner), O.R (Out Run) and try the initials for more classic Sega games as you think of them.

(Note: You must put the initials as the letter, then a period, then the other letter.—Example: S.H)

PANZER

DRAGON

(Sega/Saturn)

Rolling Mode:

At the Title Screen, press START, then rotate the control pad three times clockwise until you hear a sound. The words, "Rolling Mode" will appear above the Normal Game Option. In the game, tap diagonally twice in any direction to perform a roll.

Wizard Mode:

At the Title Screen, press START. When Normal Game and Options appear, press L button, R button, L button, R button, UP, DOWN, UP, DOWN, LEFT, RIGHT. "Wizard Mode" will appear. The game is now very fast!

CHEAT SHEET:

Access Secret Mission

Start your game and at the Mission Select Screen, press 2+3+6+UP on the keypad. Now you can access the secret mission.



At the Mission Select Screen, take your control pad and enter the following sequence simultaneously with the numerical keypad: 2+3+6+UP. You will hear a sound. Now, scroll through the available levels until you reach the one that says, "The Drive for Five." You will see many people standing in the background. Choose this level to play a secret mission! Also, press 4 or 6 to rotate the planet.

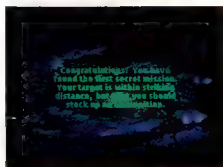
Benjamin Brathwaite, Miami, FL



Press button A for a new game at the Title Screen.



Hold the correct buttons on the keypad.



You will get this "Congratulations" Screen.



Choose any difficulty level and press B to start.



Scroll through until you see the screen with many people.



Collect ammo and missiles before you complete it.

NBA JAM: TOURNAMENT EDITION

System

Publisher

Super NES

Acclaim

At the Title Screen, press START and enter the code: Y, UP, DOWN, B, LEFT, A, RIGHT, DOWN. Choose the game you want to play. Now,

at the Record Keeping Screen, just enter the initials, JAM. You will have beaten all 27 teams, plus you'll get an expanded roster, be able to play as the All-Stars team, secret characters will reveal themselves, and the game is much more difficult to play!

Joe Varnauskas; Belleville, MI

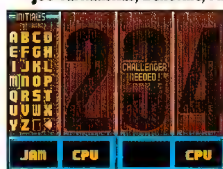
CHEAT SHEET:

All 27 Teams Beaten

When the Title Screen appears, press START. Then press Y, UP, DOWN, B, LEFT, A, RIGHT, DOWN. Put in JAM as the initials.



At the Title Screen, do the code with controller one.



Just put in your initials as "JAM" on this screen.



You'll have 27 teams beaten, and a more difficult game!

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PRESS START REVIEW CREW TOPICS OF THE TRAIL

SPECIAL FEATURES NEXT WAVE INTERNATIONAL

SELECT A BUTTON TO ACCESS THE SECTION YOU WANT

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Last Update April 8

Check Out New! Reviews In The Review Crew
New Mortal Kombat 3 Play In Press Start
Complete MK3 Tips, Coiles, and Strategies In

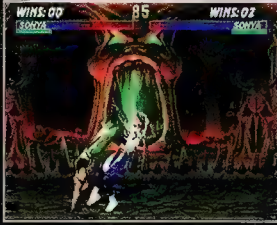
Click Here To Interface With EGM's Editors

WIN: 00 85 WIN: 02

NUM



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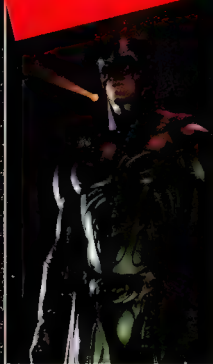
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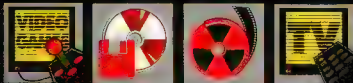
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DETONATION BEGINS...

JUNE 1, 1995

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TEAM EGM

INSIDE TEAM EGM

EXCLUSIVE INTERVIEW:
TALKING WITH VAN EARL WRIGHT OF CRYSTAL DYNAMICS

PREVIEW:
NBA JAM:TE (32X)
WWF RAW (32X)

STRATEGY:
WINNING BIG IN WORLD SERIES BASEBALL '95, HIDDEN TEAM; ACCESS A CODE AND PLAY WITH THE BLUESKY TEAM

SPRING TRAINING:
THE SEASON IS IN FULL SWING, CHECK OUT WHO DESERVES TO BE ON TOP

INSIDE LOOK:
NHL '96 (3DO)
ROAD RASH (PLAYSTATION)
ESPN EXTREME GAMES (PLAYSTATION)
MLBPA BASEBALL (PLAYSTATION & SATURN)

REVIEWS:
TRIPLE PLAY '96 (GEN)
DAYTONA (SATURN)
WORLDWIDE SOCCER (SATURN)
PEBBLE BEACH (SATURN)

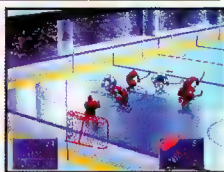
NEXT MONTH
AROUND THE RIM
TEAM EGM'S FINAL FOUR



MEET THE MAN BEHIND THE VOICE OF SLAM & JAM



CHAMPIONSHIP SPORTS
CRYSTAL DYNAMICS



Time to go deeeeeeep over the wall in left field with one of the greatest sportscasters of our time. This month we chatted with the king of sports one-liners, Van Earl Wright.

We probed into his past and got his views on some of the most pressing issues facing sports today.

Team EGM goes from the top of the rim to behind the plate to give you some insight into the man behind the voice of Crystal Dynamics Championship Sports brand name.

Crystal Dynamics is building a sports dynasty and Van Earl Wright will bring you along for an exciting ride.

We've just come back from seeing some of the sports games that will be offered this fall. We'll give you an exclusive first look at NHL '96 for the 3DO. This game should be just what the doctor ordered for 3DO users. Can you say FIFA Soccer boys and girls? I know you can. NHL '96 for the 3DO will be a landmark title for EA Sports.

Road Rash fans won't want to miss our inside look at Road Rash for the PlayStation with some new tracks and bike features that will leave you playing long into the night.

Sony Imagesoft had some interesting games that they

let us see. One we will be talking about in this month's Inside Look is ESPN Extreme Games.

If you love sports gaming as much as we do, you won't want to miss our cool features and inside strategy on some of the most popular games on the planet. Next month we'll hit the hard court and let you know who will win this year's video game basketball championship with an "Around the Rim" look at some of the best basketball games of the year. We'll also shed some light on what companies are working on for next year.

Here we go with this issue's intense Team EGM!



NBA JAM TOURNAMENT EDITION

32X

Tournament Edition has finally hit home. In this 32X version, you'll get to see the closest translation straight from the arcades. Acclaim has finally done it right; it's never too late for the best.

If you have played the other platforms, you'll notice that the new tournament rules allow you to juice-up your players and speed up the action



of the game. With icons turned on, there will be icons lying on the basketball court that you have to pick up. Some will give you defensive and offensive advantages. Thinking of shooting a nine-point layup? Look for the hotspots on the ground.

More players are involved in this one as well. You'll have at least three players on your team. After each quarter has expired, you can substitute fresh players for injured ones. You can even pick a rookie team that consists entirely of rookies.

Another feature that stands out is being able to play against the same team.

T.E. The one thing that will really



catch your eye is the scrolling of the players on the field, just like the arcade. This is the closest thing you can get to the real thing arcade-wise. The team Iguana from Acclaim has seriously outdone themselves with this cart. What's next? Sega Saturn or PlayStation platform? Maybe Ultra 64!



FACT-FILE

THEME

Sports

DIFFICULTY

Moderate

TIME TO COMPLETE

Medium

MEG SIZE

32

BACK-UP

Battery

OF PLAYERS

1 to 4

AVAILABLE

July

% COMPLETE

95%

DEVELOPED BY:

Iguana

PUBLISHED BY:

Acclaim

The hotspots and the icons increase the chances for you to score as well as defend against your opponents.



WWF RAW

32X



Let's get ready to rumble! You've seen the WWF Raw on the earlier machines, now take a look at the new-and-improved WWF Raw for your 32X.

The animations have been enhanced to bring you 32X quality. Digitized pictures of wrestlers are more vivid than before. Animations of wrestlers in the ring come alive with more realistic

moves and attacks. As for the sound department, there aren't any big changes at all. However, this is not a big factor, considering the game is well done in the long run.

Be prepared to see the bone-crushin' killer moves the game is filled with. Each wrestler has his/her moves.



There are even special moves you can access. These do not mean it's smooth sailing from here, because there are many other wrestlers who can use special moves against you. Jump on the ropes or an opponent, scratch someone's face, body slam, throw someone out of the ring, knock down the ref—these are just a few of the things you can do in the ring. Enter tournaments and team up with a friend, or have a brawl with up to four players at one time. This wrestling game has it all!



FACT-FILE

THEME

Sports

DIFFICULTY

Moderate

TIME TO COMPLETE

Medium

MEG SIZE

32

BACK-UP

None

OF PLAYERS

1 to 4

AVAILABLE

July

% COMPLETE

80%

DEVELOPED BY:

Acclaim

PUBLISHED BY:

Acclaim



You may remember him as the voice of late-night sports from the time when he worked the graveyard shift at CNN reporting on the sports highlights of the day, all the while adding his own flavor to the sports news he was reporting.

He is best known for calling deep fly balls when major league home run kings swatted the ball deeeeeeep over the wall in left field or when the NBA's dunksters took the rock and were slammin' and jammin' on the hard court. He had a dedicated late-night following and garnered more attention from sports fans than any other U.S. sports announcer.

From "He gets the roll" to "A beautiful dish with an even prettier finish," Van Earl is well liked and a big hit. He took his show from CNN over to WDIV TV 4 Sports in Detroit and was an instant hit there as well.

Now Crystal Dynamics has started their Championship Sports lineup and gamers can hear some of Van Earl's sayings first-hand in Crystal Dynamics' games such as Slam and Jam for the 3DO.

Van Earl Wright is now the official voice of Championship Sports and you won't be disappointed by the results. He's a great guy and one heck of an announcer. We had a chance to chat with him about sports and a few other related issues.

TEAM EGM: What's your favorite sport?

WRIGHT: My favorite sport has always been NBA basketball, but after following the Red Wings during my first year and a half in Detroit ... I'm now proud to call myself a hockey geek.

Who was your hero as you were growing up? Which sports celebrities did you look up to?

Julius Erving was my number-one sports hero



growing up. Gale Sayers and Dale Murphy come in a close second and third.

In broadcasting, who did you enjoy listening to as you were coming up through the ranks?

My broadcasting heroes have been Bob Costas ... Chris Berman ... and Fred Hickman. Dick Enberg and Marv Albert have always been my favorites as well. Along with the immortal Howard Cosell. My dad disliked Howard. I thought that I was supposed to hate him, but I eventually realized that I really liked the guy.

Some of your critics say that your flamboyant calls on home runs and incredible dunks distract from the sport itself. How do you respond to that and what do you try to do with a sportscast?

My response to any type of criticism I might receive for my particular style of sportscasting is ... there is absolutely no way you can please everyone, especially in this type of job. If people don't like it, they can change the channel. It's sports! I'm just trying to have a good time when I'm on the air. I love sports and that's why I'm so enthusiastic when I talk about sports on the air.

How do you look upon your stint at CNN Sports?

My four years at CNN were great in that I received a lot of exposure not only nationally, but worldwide as well. It definitely helped me develop

a style that I am now well known for, but it was also very limiting because the atmosphere there was very conservative. In the end, I realized that if I wanted the opportunity to grow and take on new challenges in broadcasting ... it was going to be somewhere else.

Do you play video games? If so, which ones?

I'm embarrassed to say that I haven't been that involved in video games in the past. However, Crystal Dynamics has added a level of realism in their games that has definitely piqued my interest.

Who is your favorite athlete and why?

I don't really have a favorite athlete. There are many people here in Detroit who are good, fun people to be around ... Joe Dumars, Grant Hill, Shawn Burr, Paul Coffey, Steve Yzerman and Barry Sanders are among them.

Who was your best interview?

Favorite interview? The impossible question. My favorite is a person who

VAN EARL WRIGHT BRINGS THE THUNDER WITH AUTHORITY ON CRYSTAL DYNAMICS' SPORTS TITLES

TEAM
EGM
TALKS
TO THE
VOICE OF
CRYSTAL
DYNAMICS:
VAN
EARL
WRIGHT

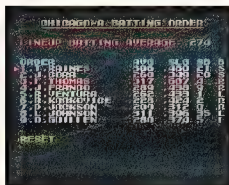
treats me with courtesy and isn't scared of me just because I have to ask some questions.



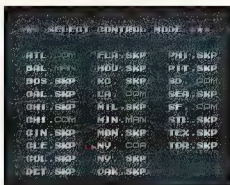
Baseball so real it's unreal.

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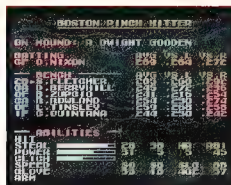
You have complete control over batting order



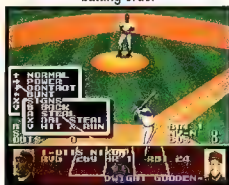
Team control modes include Coach, Computer, Manual and Skip



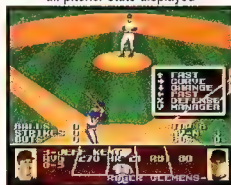
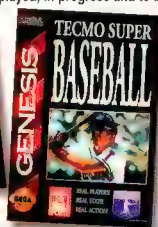
Season Schedule displays games played, in progress and to be played



Select a Pinch Hitter with all pitcher stats displayed



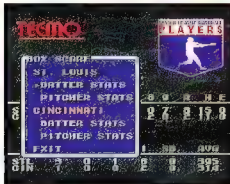
Select your swing, give a sign or use Manager options



Select your pitch, choose your defense or use Manager options



Change your defensive formation for any situation



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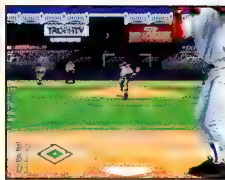
This official seal is your assurance that the product meets the highest quality standard of Sega's Super games and accessories with this seal be sure that they are compatible with the Sega Genesis™ System.

WORLD SERIES 1995

ALL-STAR STRATEGY

HOW TO STEAL

Stealing can be tricky and here are some sure-fire ways to succeed. First, take a look at the opposing team's roster to find out what type of arm the opposing catcher has. If he has from a six to an eight rating, his arm is good. With these types of numbers, he will be very hard to steal against. In terms of speed, any players who have a rating of seven or above are fast. Below a seven, they'll have John Olerud's (Toronto Bluejays' first baseman) snail speed and they'll have a hard time stealing second base. To access the numbers, hit left and C and you'll be able to look at your teams and your opposition's numbers. To steal when your player is on first base, press the B button to get him to lead off and press the directional pad toward first base. Then press B again a couple of times, but be careful, because the artificial intelligence of this game is quick. If you take too large of a lead, you'll get picked off. A sure way to not get picked off is to press the B button to get a good jump as soon as the pitcher chooses the speed of his pitch. Quickly press the B button again to send the runner and press the directional pad in the direction of the desired base. Then you'll be on your own to try and conquer the base paths.

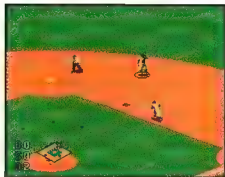


GETTING BACK TO THE BAG

If you start the runner, it looks as though the outfielder will catch a fly ball and you want to get all of your runners back to their bases safely, push down on the directional pad while pressing the A button. That will control all of the runners and get them

back to the bags they started from safely.

If the ball drops unexpectedly, all you need to do is hold down on the directional pad and press the B button. Everyone will advance to the next base. Be aggressive on the base paths.



If you think your opponent won't be able to catch the ball, run to the next base.



Got back just in time. Always watch your men on the bases when there's a fly ball.

HIDE YOUR PITCH

When playing a two-player game, there's a way you can hide the location of your pitch from your opponent. BlueSky has built a pitch-hiding mechanism into the AI of the game.

Pick the pitch you want to throw, then move the cursor around to the location you want to throw the pitch to. To hide the location, all you need to do is keep your finger on the D-pad while moving the ball cursor (pitch location ball) around. If you move it up to the left-hand corner that's where you'll throw the pitch. As the ball goes over the left-hand corner, press the A, B or C button to

choose the location, but don't let up on the direction pad. The ball cursor will keep moving and you've already selected your pitch, but your opponent won't know where the ball is going to go. This will trick your opponent into thinking he knows where the pitch will go, and you can cross him up using this simple controller trick.



YES, IT'S THE BLUESKY TEAM!

At the beginning of the game, wait for the Stadium Fireworks Screen to begin fading out. Then, press A, B, C and Start simultaneously. This puts you in the BlueSky Zone. The first screen is a controller function check that also includes the software version date. Press the Start button twice to move on. The next screen is a developer's "cheat area" where you can modify various start game parameters, such as number of innings, Visitors' score and Home Score. Make the screen read Inning: 3, Visitors Score: 1 and Home Score: 3, then press and hold A, B, C and Start, (the BlueSky Zone Controller Screen again), then press the Start button twice to get to the cheat area. Now access the line that says "BlueSky"—off." Use the controller to select this line and change the "off" to "on." At this time you will see photos of the BlueSky World Series '95 development team, (aka the BlueSky Team). To PLAY BALL! Hit the Start button to make the game restart. Choose "Exhibition Game," then select either to play as the BlueSky team or against them. The BlueSky team is composed of BlueSky artists and programmers; their statistical attributes are the best in the game—never below a "7." Look out for the following team members: Try to hit against Chuck Osieja. His 40mph knuckleball is literally unhittable, especially when it's followed by his 90mph fast-ball! Jay Panek's offensive attributes are all "9" or above. Use him to put a hurt on the ball! Or you can discover your own favorite BlueSky all-star player.



SPECIAL ANNOUNCEMENT TO TECMO® SUPER BOWL FANS

This fall, Tecmo will be releasing **TECMO SUPER BOWL III: FINAL EDITION** for both Super Nintendo and Sega Genesis systems.

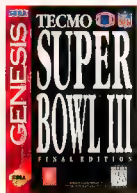
Because of the unusually high demand for Tecmo Super Bowl II last January, Tecmo would like to assist you in obtaining a copy of **TECMO SUPER BOWL III: FINAL EDITION** from your favorite retailer.

In order to avoid the shortage problems which occurred with Tecmo Super Bowl II, Tecmo is making a special priority shipment program available to retailers and distributors, who choose to participate, from **JUNE 15, 1995 TO AUGUST 1, 1995**.

Tecmo encourages you to go to your favorite participating retailer and reserve a copy of **TECMO SUPER BOWL III: FINAL EDITION** by placing a non-refundable deposit between **JUNE 15, 1995 AND AUGUST 1, 1995**.

In order to assist you, Tecmo suggests that you fill out the reservation/deposit form below and drop it off at any participating retailer.

TECMO SUPER BOWL III: FINAL EDITION



CHECK OUT SOME OF THE NEW FEATURES:

- New, updated player rosters
- New character edit mode
- New NFL expansion teams
- New Free Agency mode
- Better graphics and sound



TSB III: FINAL EDITION - THE PERFECTION WILL BLOW YOU AWAY!

cut here

TECMO SUPER BOWL III: FINAL EDITION RESERVATION/DEPOSIT FORM:

Dear Retailer:

The customer whose name and address is listed below wishes to place a non-refundable deposit on Tecmo Super Bowl III. Please contact your local game distributor and/or your central buying office for specific instructions.

Name _____ Amount of Deposit \$ _____

Address _____ Store Stamp or Receipt _____

City _____ State _____ Zip _____

Phone Number _____

Reserve me _____ copy(s) of Super Nintendo or Sega Genesis

TECMO SUPER BOWL III: FINAL EDITION should be available in October of 1995.

Watch this magazine for late breaking updates regarding game features and when Tecmo Super Bowl III: Final Edition will be in stores near you.



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



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



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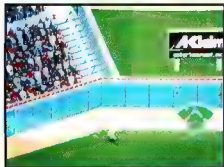
Phone (310) 787-2900 Fax (310) 787-3131





SPRING TRAINING

PART 2 OF TEAM EGM'S BASEBALL ROUND-UP



It's part two of Team EGM's Spring Training baseball feature. We've been scouting the big leagues for all of the baseball news that's fit to print. Let me tell you—there are some very cool baseball games coming down the pipe.

Frank Thomas "Big Hurt" Baseball from Acclaim will

be throwing strikes on a number of systems including the Super NES, Genesis, Sega Saturn, Sony PlayStation and the Nintendo Ultra 64.

A few other game companies are stepping up to the plate as well, with upcoming baseball products. Konami, Interplay (with their new VR Sports brand name) and Crystal Dynamics will all be swinging for the fence.

Just as BlueSky continues to set the standard with World Series Baseball '95 for Sega Sports, new games featuring full SGI-rendered baseball diamonds and polygon players will make baseball even more exciting on the next-generation gaming systems.

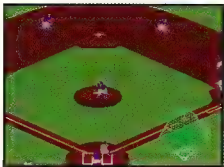
The Iceman and I hope you enjoyed our innovative look at gaming's Spring Training: Baseball edition.

Sporting News Baseball Hudson Soft/Super NES

Get ready to take on the rest of the league for the 168-game pennant race with real-time players and their current stats on hand. Cool zoom effects bring the hits to you.

Sporting News Baseball has some unique features. If you're having problems on the plate or at the pitcher's mound, take some time off and practice your swinging ability and your throwing arm. This is not all that's here. If you like slugging it out

against the computer or a friend, you can enter the Home Run Derby to see who can whack it out of here. Sporting News Baseball has other features and options that you'll enjoy.



Super RBI Baseball Time Warner Interactive/Super NES

Ever since the first RBI game came out, the game play and AI (Artificial Intelligence) have gotten better every year. Also with newer technology being used on these systems, the graphics and sounds have greatly improved.

RBI Baseball, a very popular game, comes alive again in this year's Super NES version. Many features have been tweaked to bring you the very best baseball has to

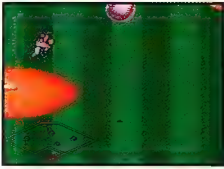
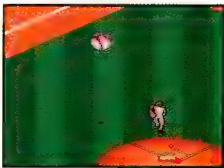


Look at all of the stats that this game has to offer.

offer without leaving your house. The animations have been enhanced dramatically: batters swinging, players throwing the ball and pitching have all been reworked to give the movements realistic perspectives. Fast-paced action on the field really



brings the game alive. Crowds cheering along with manager and player cinemas add some nice touches to what's taking place on the field. Toss in the real players from the league and you have a complete game of baseball. These are only a few of the great features that make up this game. RBI Baseball has been one of the most popular video baseball games money can buy and this one will continue to show you why.



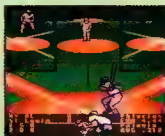
Fast-paced action on the field sets the tone of the game.

TEAM EGM STARTING LINEUP ... THE REAL SCOREBOARD

TITLE	SYSTEM	# OF PLAYERS	LICENSE(S)	SPECIAL FEATURES
1. World Series Baseball '95	Genesis	1 or 2	MLBPA, MLB	Choose Hall of Famer lineup; all 28 rendered ball-parks; Classic Home Run Derby; Draft and Trade players; Free agents; Multiplayer leagues
2. Triple Play Baseball	Genesis	1 to 4	MLBPA	26-, 52-, 104- or 162-Season Mode; Injuries; Trade players; Create, sign and release players; Hot and cold streaks; Multiplayer capability (Four-way play); Batter's view (zoom or normal)
3. HardBall '95	Genesis	1 or 2	MLBPA	Batting Practice; Edit Teams and Players; 162-, 81- or 13-game season; All 28 authentic ball-parks; Pitcher and batter views
4. Sporting News Baseball	Super NES	1 or 2	MLBPA	26-, 52-, 78-, 162-season schedule; Home Run Derby; Edit (team, name, all-star)
5. RBI Baseball '95	32X	1 or 2	MLBPA	Full 162-game season, plus Playoffs and World Championship Series; Large batter/catcher's playing views; Actual footage from spring training; Challenging computer intelligence; 28 actual major league stadiums
6. Super RBI Baseball	Super NES	1 or 2	MLBPA	Full 162-game season, Playoffs and World Championship; Home Run Derby; Create Teams; Practice Defense; Game Breakers; Over 800 ball players from all 28 major league teams

I'm sorry to say Super RBI Baseball comes out last on our list. Despite having the MLBPA license and over 800 ball players from all major league

teams, there weren't any big changes to this Super NES translation.



SUPER RBI BASEBALL

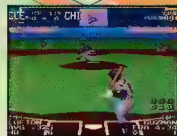


HARDBALL '95

HardBall fans, rejoice again. In this year's version all of the features are still intact, and more options and features have been added. Take control of the game itself.



Updated graphics and a unique view from behind the catcher adds to this year's RBI experience. This game tries to stretch a single into a double and gets tossed out in dramatic fashion at second base.



SPORTING NEWS BASEBALL

Hudson Soft, not well known

for their sports games, surprises this team with their Sporting News Baseball. The "flyball" zoom perspective will really catch your eye. All of your favorite players are here going at each other for the pennant.

This year's World Series Baseball looks better than ever. The unique zoom batter's box view makes it a realistic baseball experience. This



WORLD SERIES BASEBALL '95

both the MLBPA and major league team licenses.

TRIPLE PLAY BASEBALL

This game is a definite contender

for this year's baseball crown. The game play is incredibly tight, and is a must-play for any serious baseball fan. It's the bottom of the ninth inning and there's going to be a play at the plate to determine this year's winner.



BASSMASTER BLASTER

TWO YOU CAN KEEP!

B.A.S.S.® ENDORSES FIRST VIDEO GAME!



BASSMASTERS CLASSIC® - 'MOST REALISTIC 3-D FISHING GAME EVER' HITS STORE SHELVES!

PRIZE CATCH, U.S.A. - The best software developers, working with the Bass Anglers Sportsman Society®, have put together the world's finest bass fishing simulation! Players hone their casting skills on the practice pond, then compete in four tournaments and the BASS Masters Classic! Inside sources say 'Don't let this one get away - it's a trophy catch!'

This videogame tour consists of five three-day tournaments at five lakes. The first one is at a local bait shop is a local landmark, and from there anglers can get to the next lake. They'll need to take care of a few things...



other angler. Calls bass 'tugger'.



Super NES screens shown

Local Anglers Catch Their Limit

Enjoying the fine seasonal weather and the finest fishin' game this side of the Panama Canal, fast-casters Clyde Casey, Cory Crispen and Zoe Shelby show off their prize-winning catches.

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Super NES Genesis



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WEATHER: ☀
Perfect for fishing, as always.



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inside look

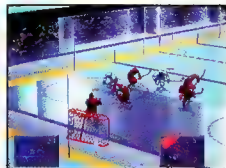
the scouting report

SATURN
PLAYSTATION
3DO



-Electronic Arts- NHL '96

title and if it is any indication of what hockey fans and sports gamers can expect, EA has a bright future in hockey games. The realistic sound effects and a great perspective of the rink almost make you feel as if you are actually on the ice with the players.

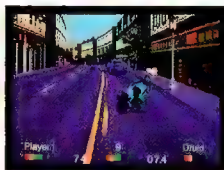


In this version sprite drop-out was a problem, but that will be cleared up as the game nears completion. We'll let you know when EA Sports launches this game. Look for more coverage in the future.

Time to hit the ice with what should be to hockey what FIFA '95 was to soccer: a landmark game that all others are measured against.

EA Sports has created a 32-Bit wonder. Although the version we saw was not anywhere near complete, it was playable. It was on display for all who ventured into the EA Sports booth, and it looked very impressive. All of your favorite NHL teams, actual players and logos have been included to add to the realism of the game.

EA Sports' popular slogan is, "If it's in the game, it's in the game." They aren't kidding! NHL '96 has everything a hockey fan could want. It is EA Sports' first 32-Bit hockey



-Electronic Arts- Road Rash

that will help you get back at the guy who just knocked you off your bike or rudely cut you off.

If you're a Road Rash fan, you'll want to kick start your PlayStation library with this game. It's a translation of the 3DO Road Rash with some new tracks and a few new twists and turns.

There are no rules. In this version you can buy upgrades to improve your tires, performance and suspension. These kits will give you quicker acceleration and help you finish in the money.

There's also a new Snitch Mode that allows you to rat on another biker and decrease your own fine at the same time. When you rat on someone, you'd better have eyes in the back of your head because they'll get you for it in the end.

Surprise, surprise, surprise—Road Rash on the PlayStation. This game has all of the spills and thrills of the other Road Rash titles. If you love fast-action motorcycle racing, then this game is for you.

It will be available for the Sony PlayStation when the system is launched Sept. 9 in North America.

The game has all of your favorite bikes and some new weapons (five of them in fact)



-Sony Imagesoft- ESPN EXTREME GAMES

San Francisco, Lake Tahoe, South America, Rome, Hollywood and Utah. The game will have four levels of difficulty taking gamers on an incredible journey through many challenging scenarios.



This is no traditional racing game. In ESPN Extreme Games, players compete against each other in true 3-D worlds with the hottest new sports gear or vehicles, like in-line skates, mountain bikes, skateboards and street luges over friendly and not-so-friendly terrain.

Sony Imagesoft plans to introduce the PlayStation version close to the launch of the unit in September.

Gamers will be able to choose from six unique courses from around the world, such as San



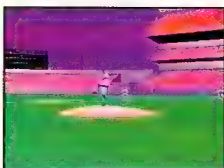
-Konami- MLBPA BASEBALL

cause the game was in the early stages of development, we didn't get a chance to play it. But we just *had* to show you these pictures from the tape we saw.

Watch for a more complete look at Konami's MLBPA Baseball for the Sega Saturn and PlayStation as well as the inside scoop on a new basketball game they are currently working on.

Konami will be swinging for the fence with a polygon-based baseball game that will feature all of your favorite players from the Major Leagues.

Some unique game play perspectives add to the look of this game. Remember, this is just a first look and be-



Hey,

It's **Baseball** Action So Authentic,
The **Only Replacement**
Player Is **YOU.**

For real video baseball action, forget about pressing buttons on a boring controller. Get your hands on the new Batter Up™ electronic bat. Batter Up is compatible with the most popular baseball games around. So you can take your swings against the toughest pitchers in the majors. Chances are, they're all well-rested by now. Batter Up is also available for IBM® PC games, so look for it at your favorite video game or computer stores.

Batter Up
IT'S A HIT!

LOOK FOR YOUR \$5 OFF BATTER UP™
COUPON INSIDE THESE GAME CARTRIDGES:

- WORLD SERIES BASEBALL® '95
- HARDBALL '95™
- TRIPLE PLAY™ BASEBALL



Interactive Baseball Accessory for SEGA™ GENESIS™, SUPER NES®, and IBM PC's. Software not included.

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TRIPLE PLAY '96 (GEN) BY ELECTRONIC ARTS

Triple Play Baseball touches all the bases and EA Sports has knocked one into the bleachers. Avid fans of baseball will have tons of fun controlling the runners. The advanced AI in this game will keep you on your toes. There's no fooling around on the base path in this game. Even in the One-player Mode, the catcher will pull the trigger on you, so watch it as you lead off.



How close can you get to the real thing? This is one complete baseball game. You get some amazing animations that you don't normally see in a video baseball game. Cool commentary on the plays as well as crowd reactions are among the many features. I never knew you could put so many in one baseball game! Electronic Arts has seriously outdone themselves and it has paid off.

Video
Cowboy

9.0

The
ICEMAN

8.5

DAYTONA (SATURN) BY SEGA

The frame rate isn't quite as good as it is in the arcade for obvious reasons. But the game burns rubber in a big way and delivers the same type of exciting racing experience. This is a good translation of the arcade classic, and it plays much better than the Japanese version that was



It's finally here, a surprise for everyone stateside. The quality of the game, mainly in the graphics, is quite noticeable from the arcade version. The scaling and scrolling of the tracks need more animations. It was disappointing to watch at first but when you get started you won't want to get off the wheel. The overall performance of this translation is well done. It needs some tweaking.

Video
Cowboy

8.0

The
ICEMAN

7.5

rushed to market. Sega of America polished up the game and it really shines on the U.S. Saturn.

PEBBLE BEACH GOLF LINKS (SATURN) BY SEGA

It's time to hit the links, drive for show and putt for dough. The seven different play modes and the ability to create your own players and the three different golf views including the ball cam add to the enjoyment of this game. You can even track your hole-by-hole scoring averages and custom select your clubs. If you're a golf fan you'll be teed off at yourself if you don't try this game.



The Saturn shows off some of its capabilities with this new Pebble Beach golf game. The cinemas (video clips) are superbly done, even the overview of the courses (rendered) are vividly displayed to give you the very best in a video golf game. Lots and lots of features are in this one, so you can play golf at home without spending a bundle for some clubs. Good start for Sega.

Video
Cowboy

7.0

The
ICEMAN

7.0

WORLDWIDE SOCCER (SATURN) SEGA

The unique penalty kick perspective and the large player animations will have you bicycle kicking your way to big-time success. You can perform volleys, flying headers and you can watch a replay of your spectacular goals from a variety of angles. This game is so realistic you'll come away with grass stains on your hands from pounding away on the controller. Give this one a try or two.



This is truly next-generation gaming. It's really hard for a game to capture my interest, but this is one awesome soccer game. The rendered field and players are top-notch; I have never seen such fluid polygon graphics on a video system. Great rotation and zoom effects on instant replays. Cool radar feature. If you're looking for a soccer game that has some guts, this is the one for you.

Video
Cowboy

7.5

The
ICEMAN

9.0

WIN! The Ultimate Gaming Rig!! OVER \$20,000⁰⁰ IN PRIZES!

PANDEMONIUM



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

Computer Contest. Win a blazing fast CompuDyne with Pentium 90 processor, 8 meg. ram, 845 meg. hard drive, CD-ROM, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Super NES, Sega Genesis with CD-ROM and 32X. Atari Jaguar, and Atari Jaguar. Get all four or trade the ones you don't want for CASH! Bonus options include: Sony Play Station, 33 inch monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

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

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

Mystery Word Grid

	H				M Y S T E R Y W O R D	
		E				
P	O	W	E	R		N
	R					
S						

WORD LIST and LETTER CODE chart

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

MYSTERY WORD CLUE:

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

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- (\$3.00) Computer Contest
- (\$3.00) Video Game Contest
- (\$3.00) Media Rig Contest
- (\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

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CLIP AND MAIL

SUPER NES

FACT-FILE

THEME

RPG

DIFFICULTY

Hard

TIME TO COMPLETE

Long

MEG SIZE

24

BACK-UP

Battery

OF PLAYERS

1

AVAILABLE

June

% COMPLETE

100%

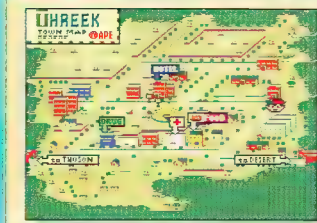
DEVELOPED BY:

Nintendo

PUBLISHED BY:

Nintendo

EARTH BOUND

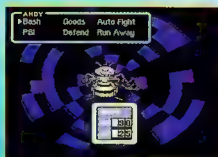
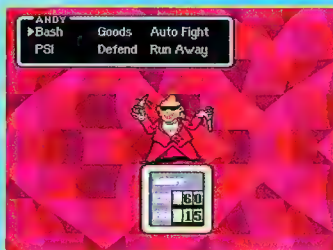


This is the town of Threex where you will spend a lot of time in the beginning of the game. A lot of places won't be accessible in the beginning. Don't get too frustrated because there has got to be a flag



somewhere—you just haven't triggered it yet. Pay attention to what people say (especially people who might be blocking your way), for they might tell you what you need to do next. Keep yourself high on healing items and sell what you don't need.

Well, what do I get to kill?



There are a ton of enemies for you to fight in this game. The fight scenes may not look all that exciting, but once you get into this game, that no longer really matters. The enemies are very tough, and it does take some skill to beat them. Also, a cool thing about this game is that the enemies don't just come out of nowhere. You can see them on the screen before they hit you, but it is extremely hard to dodge them. Another cool thing is, if you get into a fight that you're undoubtedly going to win, the game goes on as if you've beaten the enemies, giving you the money and the experience. The Bosses all have their own distinct background, which gives you something very cool to look at as you're fighting them.



The characters in this game may look cheesy, but don't let that fool you. This is one of the best RPGs to date and will keep any player interested for a long time to come.



The characters in this game may look cheesy, but don't let that fool you. This is one of



the best RPGs to date and will keep any player interested for a long time to come.

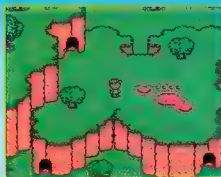
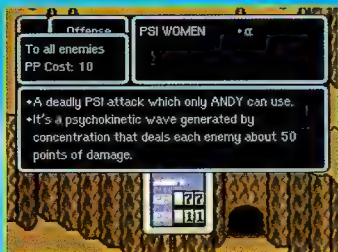


Carefully Woven Story line!

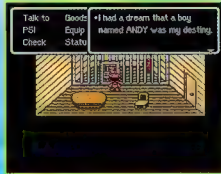
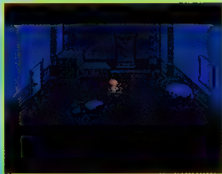
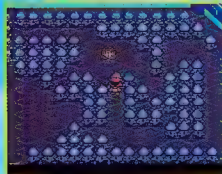


The story line in this game is very intense. Some of our editors are saying that the story line is better than FF3's. While I don't

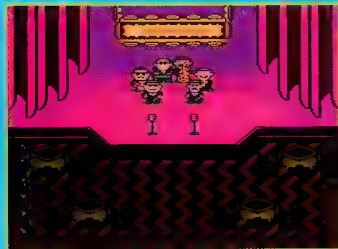
know about that, I'll tell you this: The story line is going to make you want to play the game until you beat it. This is yet another RPG that is going to keep you up late on weeknights and all weekend long. This game was originally called Mother 2 in Japan and was a hit over there. The people at Nintendo of Japan and Nintendo of America got together on the translation of this game to make it based more toward our culture. The effort is very evident in the game play.



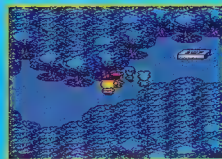
Who would ever have thought you'd read something like that while playing your SUPER NES. For that matter, who would have thought you'd see blood from Nintendo. This game is full of sick little human expulsions like that. There are all kinds of disgusting sound effects and such. One of the Bosses belches crud at you and does some hellacious damage. Very unlike Nintendo.



You will laugh out loud!



The humor in this game is unexpected, but clearly evident. The game is actually fun to sit down and play because not only do you get hours of fun from playing it, but you also laugh a lot (a nice surprise). This game has been coming for a long time now. You can tell they really put their all into the game. This may be a Japanese game originally, but you can't tell by playing it.



This is part of the graveyard sequence where you run into zombies and other types of undead creatures.



PLAYER'S NOTES:

FIRST IMPRESSION

When I first got a look at this game, I laughed out loud. It looked like it could have been done on a Nintendo, and that was all the thought I gave it. It wasn't until I sat down and gave the game more than a once-over that I realized this was no NES game.

BEST FEATURE

The story line is definitely what makes this one a winner. This game wouldn't be nearly as good without it.

WHAT'S MISSING

Graphic intensity! The graphics are nothing to get excited about, and I think that could hurt this game. People might look at the back of the box and then put it down, not giving it a fair chance.

WILL YOU LIKE IT?

I think so. This is a game that most people young and old (not too old) can enjoy. This definitely isn't just a kiddie game. If you play this game for more than an hour, you'll most likely be hooked, which is a rarity with games nowadays.

—John Gurka



SUPER NES

FACT-FILE

THEME

Adventure

DIFFICULTY

Moderate

TIME TO COMPLETE

Medium

MEG SIZE

16

BACK-UP

Password

OF PLAYERS

1

AVAILABLE

June

% COMPLETE

100%

DEVELOPED BY:

Probe

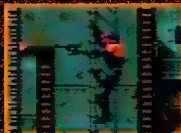
PUBLISHED BY:

Acclaim



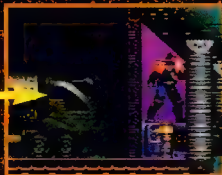
WEAPONRY

The lawgiver is your main weapon. It will also allow you to fire other ammo that you find later in the level.



ARRESTING

There are two ways to clean up the scum on the streets. You can either arrest or sentence the perpetrators.



In the first level, your primary objective is to locate and destroy all ammo supplies. I wouldn't destroy all of them until you search the area for hidden or hard-to-reach rooms!



There are seven different types of ammo that can be picked up throughout the game. Try to conserve your grenades, for they can be used for many other uses, such as walls!

PLAYER'S NOTES:

FIRST IMPRESSION

Unlike most movie-to-game adaptations, I really enjoyed playing this cart. The levels are large and intricate enough to keep even a skilled player busy for a while.

BEST FEATURE

In each level there are two objectives: the primary and secondary. You only need to complete the primary to go on to the next level, but you also have the option of going for the secondary objective and any other power-ups or secret rooms you may find along the way!

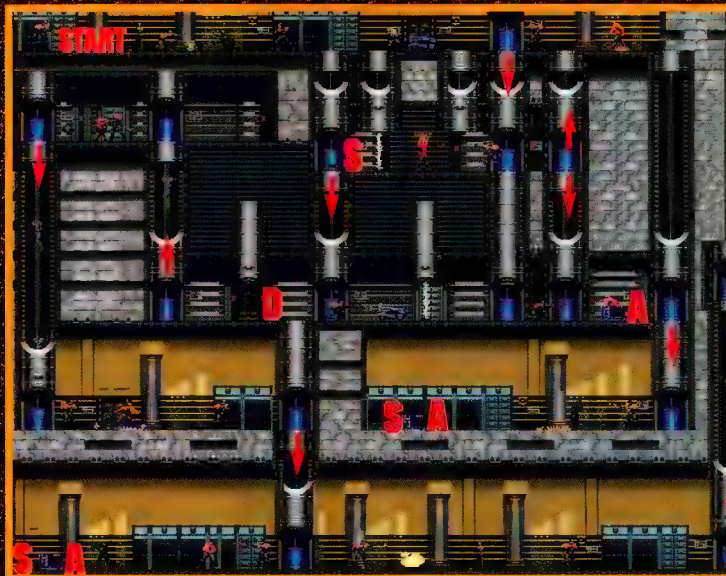
WHAT'S MISSING

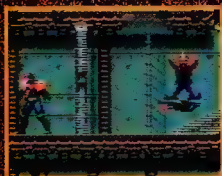
Some cinemas taken straight from the movie would be nice to see in the finished version of Dredd.

WILL YOU LIKE IT?

Unlike many other games that are adapted from movies or comic books such as Dredd, this cart has no problem standing on its own. Definitely a good game!

—Mark LaFabvre





For major points, try to arrest as many perpetrators as possible. To arrest them, make sure to disarm their weapon, slap the cuffs on them and send them away forever on the hover pad!



Dredd consists of 12 huge levels each with a primary and secondary objective. At the end of each level, you can check out your stats, such as accuracy and how many arrests bonuses. Good luck!



Throughout each level, there are dark judges who can also be disarmed and then arrested. To arrest them, you need a weapon called the boing bubble. This weapon will capture the floating spirit of the judge.



Besides the normal villains you encounter throughout the game, there are many Bosses and Mid-Bosses to test your skills. Here's a look at the Boss from the prison breakout at the Aspen Penal Colony.



There are also levels that require you to use the computers for other purposes.

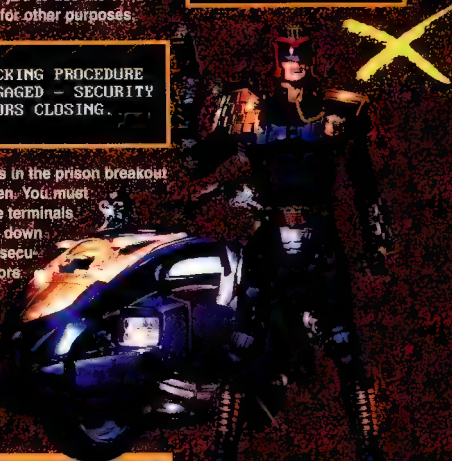
LOCKING PROCEDURE
ENGAGED - SECURITY
DOORS CLOSING.

such as in the prison breakout at Aspen. You must use the terminals to lock down all the security doors in the complex.

Throughout the levels you'll find computer terminals that you can access in order to gain information about your mission, the amount of remaining ammo and your health status.

TERMINAL MENU

- A - MISSION STATUS
- B - AMMO STATUS
- Y - DREDD STATUS



LEVEL 5 LOCATE RICO

In Level Five, your primary objective is to reach the council chamber so you can prove your innocence to the council of judges. Your secondary objective is to avoid or disarm any judge hunters in the hall. To reach the chamber, use the elevators to search for the security cards that unlock the doors to the different areas.

MAP GUIDE

- A-Ammunition supplies
- S-Security door cards
- D-Security door
- C-Computer terminal





SUPER NES

FACT-FILE

THEME

RPG

DIFFICULTY

Moderate

TIME TO COMPLETE

Short

MEG SIZE

12

BACK-UP

Battery

OF PLAYERS

1

AVAILABLE

July

% COMPLETE

90%

DEVELOPED BY:

Tecmo

PUBLISHED BY:

Tecmo

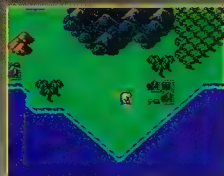
TECMO SECRET OF THE STARS



These are the three basic shops in the game. Above is the item shop. Below is the house where you save the



game. The bottom building houses the weapons and armor shops. Sleep in any bed you can find!



This is an example of an overworld sequence. They aren't visually stunning, but they do the job.



The fighting scenes in this RPG are nothing to get excited about. They are pretty much the same as all the other RPGs out there. The view is a lot like Phantasy Star and SOTS plays like it, too.

The enemies are standard and as usual, get progressively harder as you play. You can let the computer make command decisions by choosing auto.

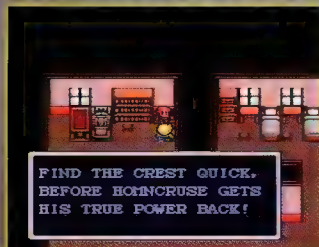


Entrances to caves are not particularly noticeable. It will take some looking to find them. You must search everywhere.

Listen to the townspeople—they usually give hints on the location of entrances. If you are having problems, walk around and into everything; eventually you'll stumble upon something.



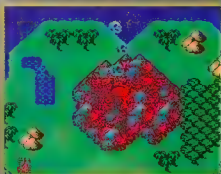
Find the Crest of Stars



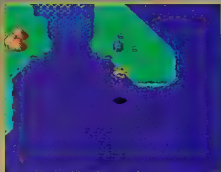
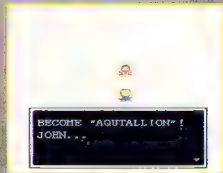
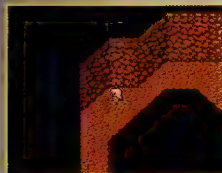
The people in the town of Likado will tell you that you need to find the Crest of Stars. It is located in one of the island's northern mountains. Head to the mountains to find it. A vision of your father appears and says that you must become the Aquatillion warrior.



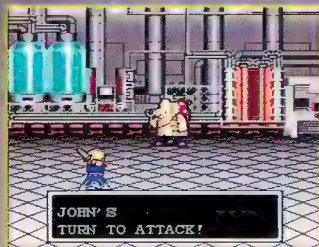
Danger awaits ...



Destroying Dr. Gari starts a chain reaction in the volcano causing it to erupt. The eruption levels the island, but you are saved by a friend who instructs you to gather up everyone you can find.

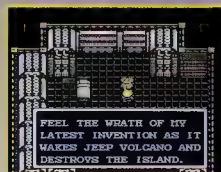


Other things-like volcanoes!



David joins your party after you find the Crest. Journey to the Jeep Volcano together and venture inside. David can open the black gates in the volcano and you can open the yellow ones. You will need to take

different paths, so don't be surprised when you must split off from David. Your path will lead you directly into the volcano, where you will encounter many extremely tough enemies. Make sure you are at a really high level (like seven or eight) before trying to fight the Boss. It is not essential but will help a great deal. The Boss will spit gas and fire at you, quickly reducing your life. Just keep attacking him and healing up when low. Your persistence will pay off. Now reap your rewards!



PLAYER'S NOTES:

FIRST IMPRESSION

I felt like I went back in time. I thought I had turned on my NES instead of my Super NES. I pinched myself really hard in order to wake up from my bad dream, but when my eyes opened, the graphics were still the same.

BEST FEATURE

The backgrounds in the fighting sequences.

WHAT'S MISSING

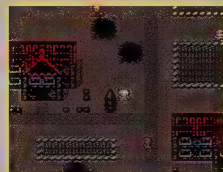
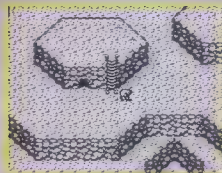
Just about everything. I've said this before and I'll say it again: An RPG doesn't have to be graphically spectacular as long as the story line shines. The story line in this game is just so typical and bland that it didn't excite me at all. The graphics and game play don't even help this game.

WILL YOU LIKE IT?

If you are really desperate to play a new RPG, then you might not mind playing this one. When there are games out there like FF3 and Shadowrun, this one just doesn't cut it. I can't see any advanced RPGers bragging about this game.

—John Gurka

Visit the towns



After checking out the temple where you are dropped off, go west and you will come across the town of Winds. You see that the town has been devastated and are told that a creature named Badbad is responsible. (What a name for a "bad" guy.) Say, "Yes" to the kids in the basement to get going.



SUPER NES

FACT-FILE

THEME

Action

DIFFICULTY

Moderate

TIME TO COMPLETE

Medium

MEG SIZE

8

BACK-UP

Battery

OF PLAYERS

1

AVAILABLE

July

% COMPLETE

100%

DEVELOPED BY:

Novatrade

PUBLISHED BY:

Playmates

STAR TREK

DEEP SPACE NINE CROSSROADS OF TIME



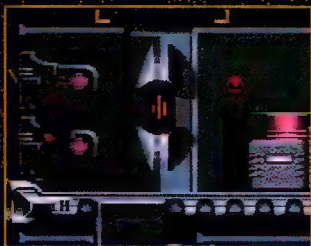
Stardate 46870.7: Commander Benjamin Sisko reporting. A Cardassian has requested docking privileges for shore leave. I don't like the idea of so many Cardassians being aboard, but I have no reason to deny their request. However, I have a bad feeling about this.



Explore the promenade and the bridge to search for answers. Be sure to talk to everyone you meet.



CARGO BAY



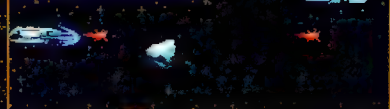
The Bajorans are planning to blow up the docking pylon. Search the cargo bay with your tricorder to find the hidden bombs. Once found, dispose of the bombs properly before they explode.



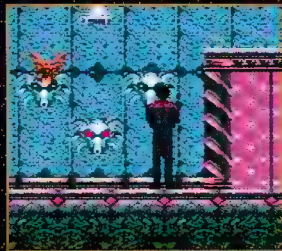
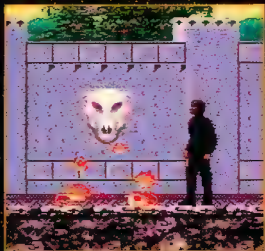
Gul Gurgey, the captain of the Cardassian ship, wants action taken against the Bajoran terrorists.



Capture the Bajoran ship that is trying to escape through the wormhole.



BAJORAN TEMPLE



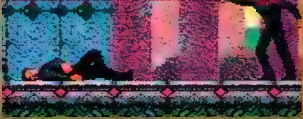
The temple on Bajor is filled with traps and locking mechanisms. You will need to decipher them to get through—if those bats don't get you first. Try to blast them before they fly in the air for an attack.



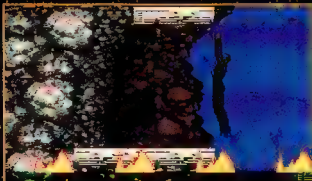
Rescue Kai Opaka from the Bajoran Redemptionists. She states that there is a generator and weapons replicator in the catacombs. Go beneath the temple to destroy them. Maybe that will put an end to this madness.



Enter the catacombs under the temple. Danger is lurking around every corner.



After destroying the generator, race against the flames to get back to the surface. One slip and that's it.



Bajorans lie in wait to ambush you as you search for the generator. Blast them with your phaser before they get you!

THE BORG



Sisko must face the Borg on the Saratoga to obtain some needed equipment before the ship blows.



CARDASSIANS



Odo beams to the Cardassian ship to try to stop their sinister plans to destroy the space station.

Odo is able to mutate into a rat while he is on the Cardassian ship. He has the ability to turn to liquid and seep through the ventilation system.



Destroy the Cardassians' secret weapon before they can use it on DS9.

PLAYER'S NOTES:

FIRST IMPRESSION

Deep Space Nine is full of awesome characters. Run into villains, such as the Borg and the Bajoran Redemptionists. The game allows you to play as different characters and has you guiding a ship through a wormhole.

BEST FEATURE

The characters move smoothly as they jump and climb. Also, it was good to be able to play as several of the show's characters, instead of just one.

WHAT'S MISSING

The game isn't lacking a lot. It has you racing against the clock in many of the levels. Sometimes this gets annoying. But if you like a challenge, then I recommend it.

WILL YOU LIKE IT?

For all of you Trekkies out there, this game is pretty cool. In addition to the multiple characters you can play as, you also get to face enemies like the Cardassians and the Borg. If you have wanted to see if you could make it as a captain, give this game a try.

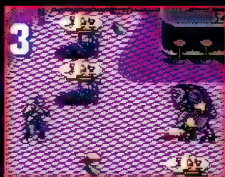
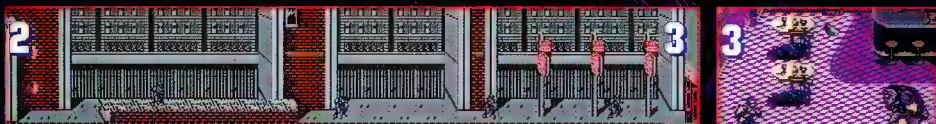
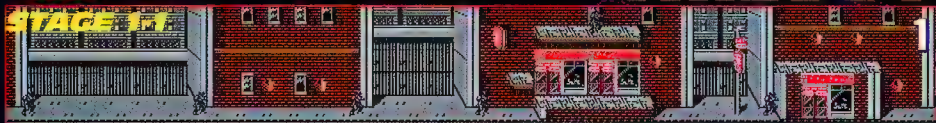
—Dave Malec



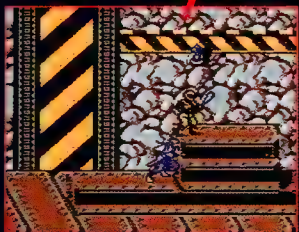
SUPER NES

NINJA 外伝 GAIDEN

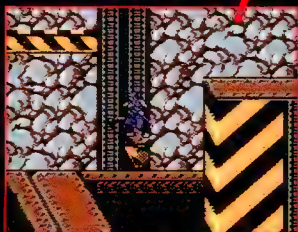
NINJA GAIDEN 1



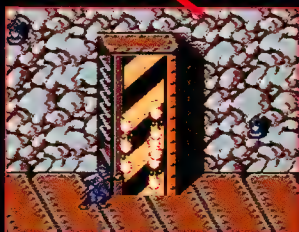
This is, of course, the first level. Everything is straightforward: Get to the end of the level to fight the first Boss. A big sword-wielding monster who is easily beaten awaits you.



Enemies like to have the height advantage. Do a jumping sword attack.

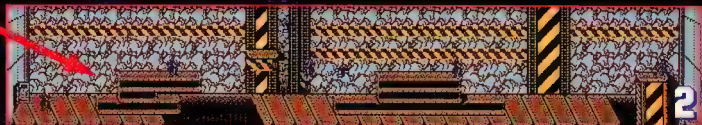
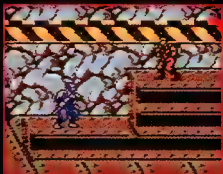
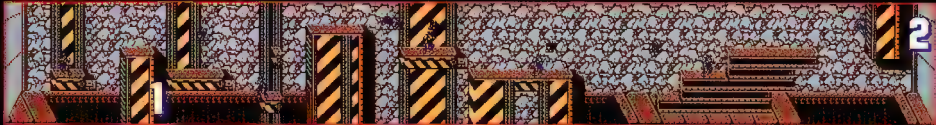


You'll have a lot of small ledges you must jump on. Timing is everything.



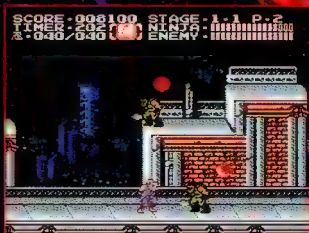
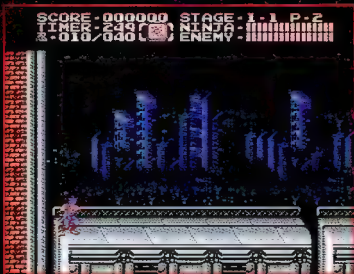
When you get your special weapons, try not to waste them.

STAGE 2-1 cont.

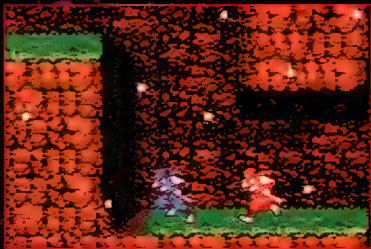
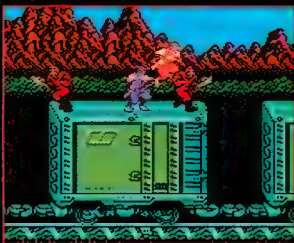


This level has a lot of platforms and ladders to climb. Watch out for holes in the floors and guard dogs. You will also have your first run-in with flying enemies who are no treat.

NINJA GAIDEN 2



Ninja Gaiden 2 is also included in the cart. NG2 will give you more of the same nail-biting action the first one did. You'll also have different power-ups and special weapons. With 20 more stages, what more could you ask for?



PLAYER'S NOTES:

FIRST IMPRESSION

All three Ninja Gaidens in one Super NES cart! This will keep me up for many nights. Being a big fan of the NES games, I started to drool when they handed me this cart.

BEST FEATURE

The best feature would have to be the fact that all three games are included in one cart. Also, the sound effects have been improved since the original NES version.

WHAT'S MISSING

The graphics! These games must have been ported straight from the NES. I would have really liked it if Tecmo would have improved the graphics as Nintendo did with Super Mario World. Still, it is a great compilation of the three Ninja Gaiden games.

WILL YOU LIKE IT?

The original games aren't available anymore. If you haven't played these before, you will definitely want to look into this. They are still some of the best action carts around.

—David Ruchala

FACT-FILE

THEME

Action

DIFFICULTY

Hard

TIME TO COMPLETE

Long

MEG SIZE

12

BACK-UP

Password

OF PLAYERS

1

AVAILABLE

August

% COMPLETE

30%

DEVELOPED BY:

Tecmo

PUBLISHED BY:

Tecmo

GENESIS

PLAYER'S NOTES:

FIRST IMPRESSION

Exo Squad was first previewed about five months ago. While it looks essentially the same, improved music and sound effects have been added as well as a story line.

BEST FEATURE

Exo Squad does offer a wide variety of missions to play. However, many seem like nothing more than the same level with different backgrounds.

WHAT'S MISSING

The graphics are detailed and are very well animated. Unfortunately the control is not as precise as expected. The later levels get frustrating as a result—perhaps too much for novice players.

WILL YOU LIKE IT?

Hard to say. Die-hard fans of the toy line or TV show might enjoy seeing their favorite characters in action. Newcomers may just want to pass this one up—the control is not what it should be, and the level of challenge seems to change from moderate to chuck-your-controller-against-the-wall.

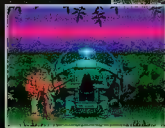
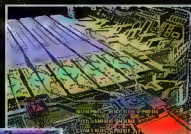
—Tim Davis

EXO SQUAD

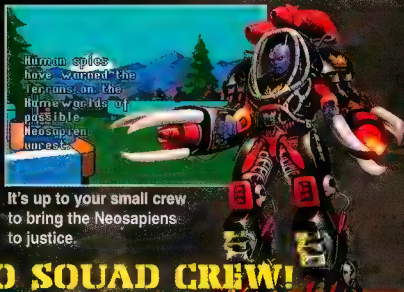


Your mission will take you back in time to the year 2045!

Check out the Exo Squad headquarters!



Protect your time machine at all costs if you want to return home safely!

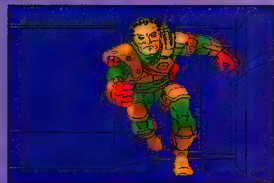


Human spies have warned the humans on the Home World of possible Neosapien attacks.

It's up to your small crew to bring the Neosapiens to justice.

MEET THE EXO SQUAD CREW!

LT. JT. MARSH



AGE: 28
HEIGHT: 187 CM
WEIGHT: 83 KG
HOBBY: FIGHTING

CURRENT EXO SQUAD TEAM LEADER

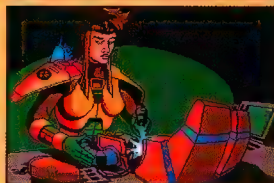
WOLF BRONSKI



AGE: 32
HEIGHT: 172 CM
WEIGHT: 94 KG
HOBBY: EATING

A SHOW-OFF, BUT VALUABLE TEAM MEMBER

RITA TORRES



AGE: UNKNOWN
HEIGHT: 167 CM
WEIGHT: N/A
HOBBY: UNKNOWN

AN EXCELLENT HAND-TO-HAND FIGHTER

FACT-FILE

THEME

Action

DIFFICULTY

Variable

TIME TO COMPLETE

Medium

MEG SIZE

8

BACK-UP

Password

OF PLAYERS

1 or 2

AVAILABLE

July

% COMPLETE

100%

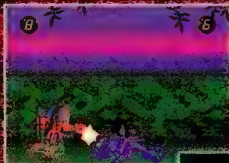
DEVELOPED BY:

Novatrade

PUBLISHED BY:

Playmates

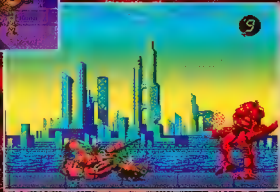
THE DUEL MODE



The computer will tally up your win/loss record as well as the computer opponent's record.



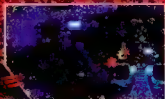
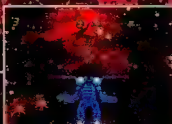
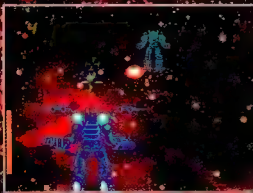
Fight one on one with the Neosapiens a la Street Fighter!



THE ARCADE MODE



Watch out! The Boss of this level will try to get a weapon-lock on you, so keep moving!

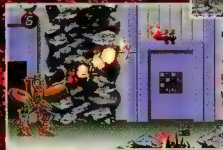


In the flying stages, be on the lookout for asteroids and other space debris.

Sometimes the foreground scenery becomes too distracting during a side-scrolling level.



Push back on the control pad to duck and avoid the enemies' projectiles.



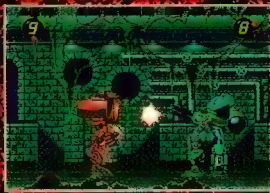
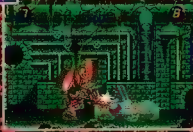
Use your flamethrower to get rid of those pesky enemies who take a lot of damage.



You've found their time machine! It's up to you to stop them before they do even more damage!



The Neosapiens fight dirty, walking up to you and kicking you when you're down!



Sometimes all it takes is a good straight punch to get rid of 'em!

GENESIS

FACT-FILE

THEME

Adventure

DIFFICULTY

Moderate

TIME TO COMPLETE

Medium

MEG SIZE

16

BACK-UP

Battery

OF PLAYERS

1

AVAILABLE

July

% COMPLETE

80%

DEVELOPED BY:
Sega Tech. Inst.
PUBLISHED BY:
Sega

COMIX

INTRODUCTION TO DISASTER!



Your name is Sketch Turner and you are an artist. You and your pet rat Roadkill enjoy sitting at home and drawing. That is until that one night when you are hard at work sketching your latest comic book. All of a sudden your book is struck by lightning! Your main bad guy comes to life and teleports you into the pages of your own comic book.

Now you must battle through the pages of the story you created. You will not be alone though—Roadkill is at your side. Find various helpful items as your journey progresses. You are going to need all the help you can get when you reach that final Boss who was supposed to be the king of all baddies.

MASSIVE MOVES!

This is a good, all-purpose kick to take on those airborne critters.



UPPERCUT

Give airborne critters a belt to the jaw with this strong uppercut.



Go in for the kill with this strong leg attack. Repeat for big damage.



ROLL

This is the best way to dodge an attack.



PAGE 1

KEY POINTS OF INTEREST

1. Robotic Monsters
2. Sewer Dwellers
3. Roadkill (your pet rat)
4. Floor Switch
5. Flying Menaces
6. Destroyable Items (Barrels, Doors)

Because of the different routes through each level, there are multiple ways to reach either the end of the level or some item you might need for future use. One such item is Roadkill, your pet rat. Depending on the route you take, you will face different amounts of enemies throughout the level. This can save a lot of energy by not taking too much damage from the enemies you would otherwise encounter. As



noted before, there are two ways to receive Roadkill. You will need this little helper!

PLAYER'S NOTES:

FIRST IMPRESSION

My first impression when I started playing this game was one of interest. The concept of a play-through comic book was not used frequently in the past and I was interested in seeing how they might have tackled this challenge.

BEST FEATURE

The many different ways that you could solve a puzzle interested me. Also, with multiple paths comes multiple challenges.

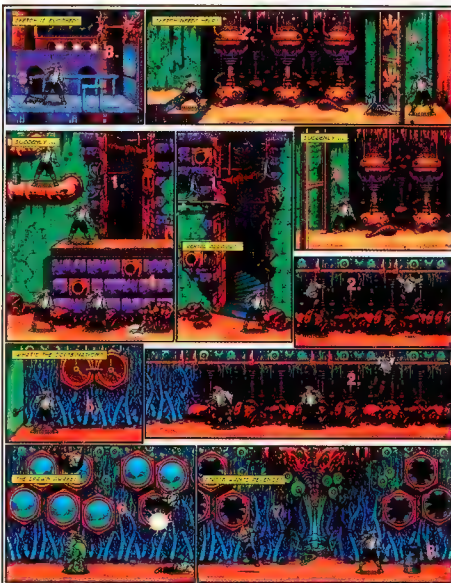
WHAT'S MISSING

The graphic power of this game is not exactly top, but is pretty far up there. Also, the game itself is kind of difficult with the way that you lose energy from punching and kicking! Better not get hit too many times or it could mean a quick death.

WILL YOU LIKE IT?

If you like the comic-book idea and enjoy adventure-type games you will like this addition. Action, adventure and puzzle-solving are all rolled into one for this game. The humor included in the game will also attract other players.

—Scott Augustyn



The Mid-Boss and Final Boss are a challenge, though, so be ready for some serious battle!

PAGE 2

KEY POINTS OF INTEREST

1. Flying Menaces
2. Ceiling Hangers
3. Roadkill (your pet rat)
4. Robotic Menaces
5. Combination Puzzle
6. Destroyable Obstacles
7. Mid-Boss
7. Final Boss

Now that you have a good handle on the moves your character can perform, you will be offered a real challenge in the second level. If for some reason you lost Roadkill, you can pick him up at the beginning of the level. He will be very useful now. You will also face an easy puzzle close to the end of the level. Don't worry—it is very simple. All you have to do is make the right connection.



fight a very tough blade fighter. Good luck, you'll need it!

PAGE 3

KEY POINTS OF INTEREST

1. Ground Enemy(ies)
2. Destroyable Items
3. Dangerous Scenery
4. Flying Menaces
5. Special Items

The third level is a challenge. It contains difficult goons and some tricky puzzles. This level—with all its dangers and enemies—picks some very useful items. These items are best saved for the last Boss. This level has a very challenging ending. It starts out with you being in an arena in a fight to the death. You start by having to face the familiar robot menace of the first and second pages. After you beat him, you have to beat one of the new ninjas from this level ... but that's not all! After you beat the ninja you have to

COMIC RELIEF!

WHAT'S FOR DINNER?

I'M GETTING A CRAMP...

TWO SUGARS IN MINE...

LET'S GET GOING...



32X CD

Teamwork is the name of the game in Fahrenheit ...



This guy happens to be Chavez, the chief of Fire Station 13. He's a Rescue Specialist, the job you're taking over.



This powerhouse is known as Washington. He's the Forcible Entry Expert. Use him to get into locked rooms.



Hobbs is the captain of the Hazardous Material Company. His specialty is the disposal of hazardous material.



McGuire is the Ventilation Specialist of Station 13. She's also a member of the Inside Rescue Company.



The chief's right-hand man goes by the handle Stinky. He's seen it all. Listen to him for important advice.

Fire Station 13: best of the best



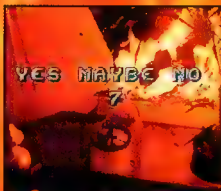
You did it! You finally made it out of the academy and into the big leagues! Welcome to Fire Station 13, the busiest (not to mention the best) fire station in town. Here you will learn to hone your

firefighting skills: saving lives and putting out fires.

Work with the best firefighters in town! Not too shabby for a rookie.



Decisions, decisions ...



Fast action demands quick thinking. You will find yourself with two means of interacting with the game. The first is the directionals. When you see arrows flashing in the center of the screen, choose a direction before the timer runs out. Otherwise, you default a direction, which is usually not the best thing to do. At other times, you will be faced with life-or-death situations, such as "Should I dispose of the kerosene lamp?" or "Which valve turns off the gas stove?" You will get three choices, and each one corresponds to a button on the controller.

A job well done ... A job not so well done ... Watch your oxygen!



There is no better feeling than knowing you completed your mission.



There is no feeling more terrible than knowing you messed up, risking others' lives. Try not to let this happen; the chief doesn't like it!



This is your O₂ tank indicator, located on the lower left-hand side of the screen. When the grey bar runs down, you run out of oxygen.

FAHRENHEIT

"My daughter's trapped inside!"

Your first call is a house with a nice fire in the fireplace ... and the walls, and the ceiling.



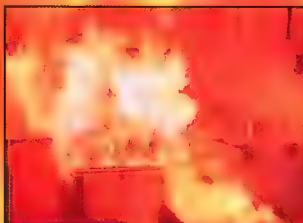
You learn from the not-so-hysterical father that his daughter is trapped inside. Find her!



Before moving upstairs, you must neutralize two hazards in the downstairs area. The first hazard is a kerosene lamp located in the den.



The fire's ravenous appetite consumes everything.



Once in the kitchen, you quickly discover that the gas stove is blazing. To shut off this hazard, you must locate the utility closet (hit Right on



the D-pad). Once inside, you are faced with three pipes to turn off. One hitch: You have to choose which one. Choose the wrong one and BAM! You're toast.



Look, this ain't the Ritz ...

A fire has broken out in a tenement hotel. Everyone is out, except for an old lady.



Shoot.
Left the TV on.



Bombs!
Bullets!
Explosives!

Please
go away.

One of the hotel residents has a large cache of hidden weapons!



The manager of the hotel realizes something.



This old lady is obscured by smoke. She's lost her birds, and won't leave until she finds them.



The corridors are totally engulfed in flames!



Most of the rooms are gutted by the fire ... yet you have to search every one for the old woman and her birds.

PLAYER'S NOTES:

FIRST IMPRESSION

Yippee skippy. Another full-motion waste of time!

BEST FEATURE

Great graphics. This is one of the best-looking FMV games on the market. It rivals most of the 3DO FMV games out there. Also, most of the acting in Fahrenheit is surprisingly good. (Leaps and bounds above the typical B-movie quality acting that infests most of the FMV games out there.)

WHAT'S MISSING

Well, the sound in this game is not nearly as good as the graphics. It's very raspy. Sega could have done a better job with it. Finally, whoever cast the part of the father on Level 1 should have his or her head re-examined. He was downright terrible. Oh, well. You can't have your cake and eat it too.

WILL YOU LIKE IT?

You probably will. Fahrenheit is the proverbial light that shines out from the murky void known as FMV Land. (Whoa.) FMV game designers should take a few pointers from Sega. They really got their act together for this one.

—Ken Badziak

FACT-FILE

THEME

Action

DIFFICULTY

Moderate

TIME TO COMPLETE

Short

MEG SIZE

CD-ROM

BACK-UP

Password

OF PLAYERS

1

AVAILABLE

Now

% COMPLETE

100%

DEVELOPED BY:

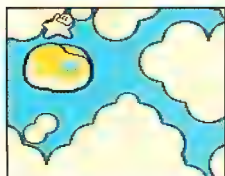
Sega

PUBLISHED BY:

Sega

GAME BOY

KIRBY'S DREAM LAND 2



At the beginning, you are restricted to the first cloud.



FACT-FILE

THEME

Action

DIFFICULTY

Moderate

TIME TO COMPLETE

Medium

MEG SIZE

4

BACK-UP

None

OF PLAYERS

1

AVAILABLE

Now

% COMPLETE

100%

DEVELOPED BY:

Nintendo

PUBLISHED BY:

Nintendo

LEVEL 1

Every level consists of three smaller stages plus a Boss level. After you complete a stage, the door to the next stage opens up to you.

PLAYER'S NOTES:

FIRST IMPRESSION

The first thing I noticed about this game was its smooth control and instant addictiveness. The levels are well thought out and they suck you right into the story. It's hard to pull yourself away!

BEST FEATURE

Kirby is the best feature in this game. The way he controls and the things he can do make this game challenging and fun. The other feature that ties it for first is that you can find some of Kirby's buddies who will help you out in the levels. This also adds a great deal of versatility to the weapons you pick up, giving them new ways to attack.

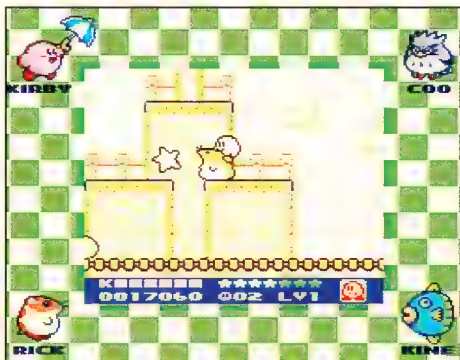
WHAT'S MISSING

I really can't say that there is anything missing from this game. I only wish there were more levels.

WILL YOU LIKE IT?

All Kirby fans should love this game. Even if you have never met up with the little dude, you will probably like it because it is a good, solid, side-scrolling adventure game.

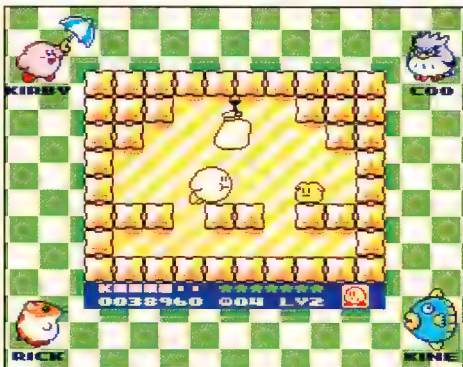
—Paul Ojeda





LEVEL 2

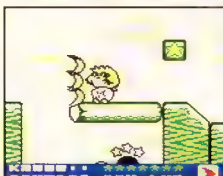
After you kill the Boss of the first level, you can move on to the next world. In these stages you will find your buddy Coo the owl. Coo will help you through by carrying you around and keeping you off the ground.



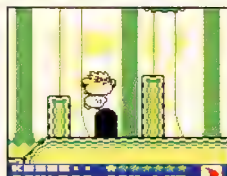
Coo will carry you around and keep you out of trouble.



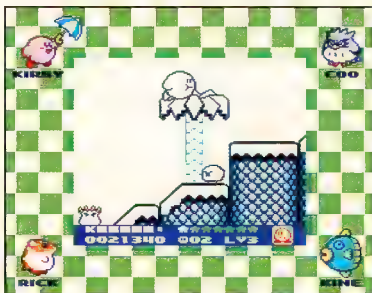
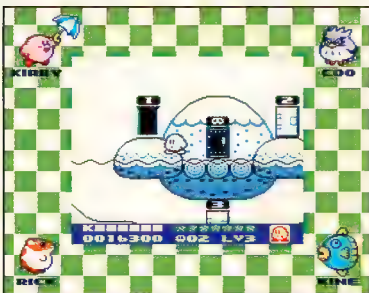
If you swallow enemies with weapons, you get them.



Your abilities change when you are with Coo.

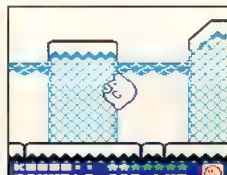


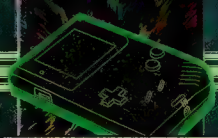
Go through the door and take Coo to the next level.



LEVEL 3

Most of this level is under water, and since Kirby needs air, you will have to find air bubbles so he can breathe. On this level you will run into your buddy Kine the fish. Kine is a good swimmer, so he will help you get around under water. It's not as easy as you might think!





GAME BOY

DONKEY KONG LAND



FACT-FILE

THEME

Action

DIFFICULTY

Moderate

TIME TO COMPLETE

Medium

MEG SIZE

4

BACK-UP

Battery

OF PLAYERS

1

AVAILABLE

June

% COMPLETE

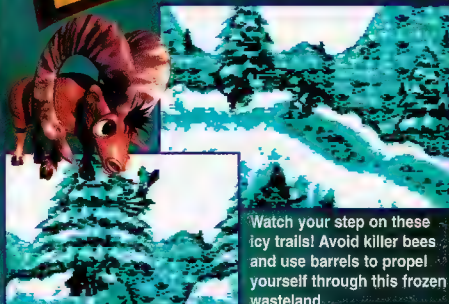
100%

DEVELOPED BY:

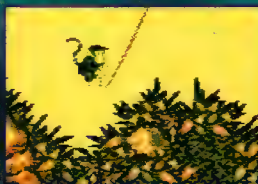
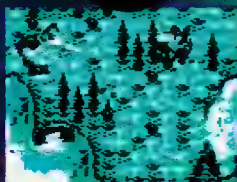
Nintendo & Rare

PUBLISHED BY:

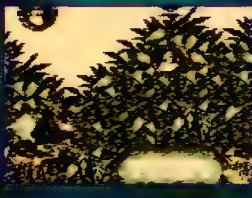
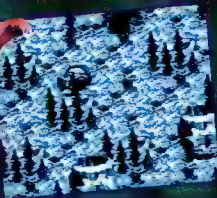
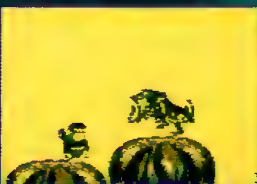
Nintendo of America



Watch your step on these icy trails! Avoid killer bees and use barrels to propel yourself through this frozen wasteland.



Swing from platform to platform on these vines. As you continue through the levels, search for secret rooms and bonus levels. They may aid you through the game by giving you extra lives.

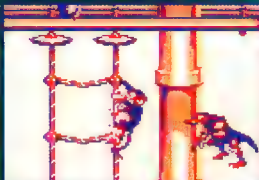


Follow the arrows to reach your destination. Keep building up your supply of bananas to add to your private stash.

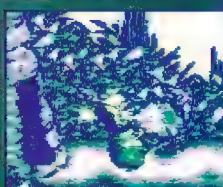
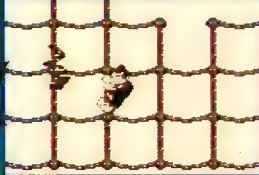
PIRATE SHIP



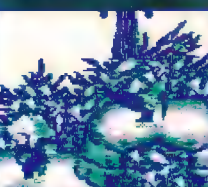
Be careful of these vultures!
They will try to shoot you down.



Talk about leaping lizards. Time
your jumps to get by these baddies.



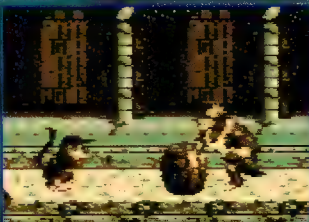
Throw these barrels against
a wall and hop on for a ride.



Timing is everything when
jumping on this guy's head.



Once you have completed the first world, move on to the next. Each new world is more action-packed than the last and has a monster Boss waiting to get in your way.



Perhaps you can discourage this big brute by whipping that barrel at him.

Search high and low for hidden items and secret areas. Diddy may be able to make jumps Donkey can't to get into these hidden places.

PLAYER'S NOTES:

FIRST IMPRESSION

Can this really be a Game Boy game? I was impressed with the conversion of this game to the Game Boy system. It looks good and plays well, making it an enjoyable experience.

BEST FEATURE

Although the game is basically Donkey Kong Country, it is filled with new characters and awesome levels, including new water levels and a pirate ship.

WHAT'S MISSING

The only thing missing from this game are the 3-D rendered characters. Other than that, I have no complaints.

WILL YOU LIKE IT?

Donkey Kong Country fans will definitely enjoy this version. As far as Game Boy games go, this is one of the best I have seen. The added levels and nasties you run into really make it exciting. The same kinds of challenges are offered in Donkey Kong Land as were offered in Donkey Kong Country. Get ready to go ape for this game!

—Dave Malec



GAME GEAR

FACT-FILE

THEME

Fighting

DIFFICULTY

Easy

TIME TO COMPLETE

Short

MEG SIZE

4

BACK-UP

None

OF PLAYERS

1

AVAILABLE

August

% COMPLETE

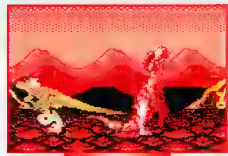
80%

DEVELOPED BY:

Probe

PUBLISHED BY:

Time Warner



One of the main attractions of Primal Rage is the fatalities. Each character has two, and both are grisly or downright funny. The red pictures show Talon's Shredding.

The green pictures show Blizzard's To-da-Moon Fatality. Check out how Talon falls behind the trees after Blizzard punches him!



PLAYER'S NOTES:

FIRST IMPRESSION

My first impression was that I got what I expected. The technology of today's portables tends to severely limit arcade translations. I expected a fighting game somewhat resembling the arcade smash Primal Rage, and that's what I got.

BEST FEATURE

Its best feature is the picture. I rarely had any trouble seeing the action—a problem common to games on the portable systems. Furthermore, there was no problem with blurring.

WHAT'S MISSING

A Boss! After you defeat all of the characters in separate battles, you then fight them all again in one round, but there is no new character as a Boss. Also, the difficulty! Even on the harder settings it's too easy.

WILL YOU LIKE IT?

Well, if you like Primal Rage arcade, then maybe you'll want to check it out. Otherwise, there's nothing here you haven't seen before.

—Jason Morgan



Like most of the popular fighting games in the arcades

nowadays, Primal Rage allows combos. The characters will sometimes "juggle" when hit, allowing for further attacks



before he can recover. These pictures show Sauron getting a four-hit combo, starting with his Earthquake stomp. This bounces Talon into the air for three more easy hits!



"Yes, but does it have blood," you ask? Take a peek at the picture to the left to get your answer!

Your quest involves conquering the planet Urth. Crush your foes to rule supreme!



ARMADON

Armadon has some really vicious attacks! With his Iron Maiden, he leaps into the air—back first—and spears his opponent! Also, he can throw the spikes from the end of his tail.



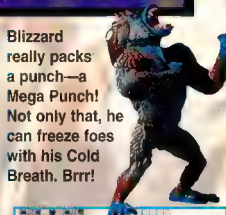
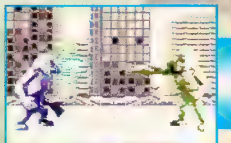
DIABLO

Diablo likes to spout fire and teleport. It can really annoy opponents!



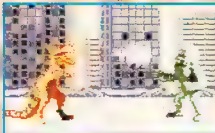
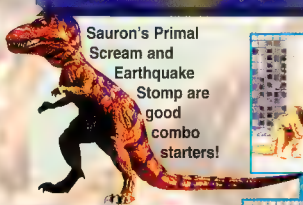
BLIZZARD

Blizzard really packs a punch—a Mega Punch! Not only that, he can freeze foes with his Cold Breath. Brrr!



SAURON

Sauron's Primal Scream and Earthquake Stomp are good combo starters!



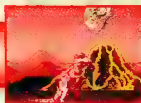
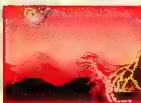
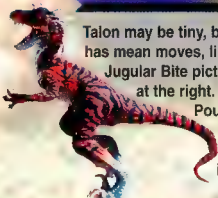
CHAOS



Chaos' Battering Ram (far left) and Grab-n-Throw (left) are powerful moves.

TALON

Talon may be tiny, but he has mean moves, like the Jugular Bite pictured at the right. His Pounce and Flip (below) is tough to avoid.



New Equation: Summer + Nerf = fun!

Summer is rolling on in and Kenner Toys has a bushel basket full of hot, new toys that'll define what summer fun means!

First, there's the Lava Blast Liquidator Bat. The Liquidator Bat is a hard plastic, hollow bat that is filled with a slimy substance that goops around when you move the bat. Though it's relatively disgusting, the goop has a useful purpose. When you swing, the ooze slides

toward the end of the bat giving you an added dose of power to send the ball (that's included) flying.

Another Nerf toy that'll surely be a hit is the Turbo Liquidator Football. The aerodynamic

football isn't filled with any goop, but the football does feature a water-filled ring that aids in spiral passes.

On the action side of things, Nerf offers the Nerf Double Crossbow and the Nerf Chainblazer (two personal favorites). The Double Crossbow fires two soft darts at once and has storage for four more! The Chainblazer has a rotating chain that fires a suction dart each time you pull the handle. It holds eight darts altogether.

Others to look for are Ripsaw and Nerf's new Max Force line. Nerf's darts are sold separately

NERF

when you need extra ammo.

This summer is going to be rockin' good with all these cool Nerf toys.

strange but true

"... But seriously folks, how about O.J.?" Brian Kaelin, better known as Kato, will be making his comedy debut in Las Vegas sometime this month. Kato will be accompanying comedian Louie Anderson. Whoa, now that's what I call a comedy team! What's Louie thinking?

Rap star and car basher ...

Tone Loc was recently fined over \$1,000 when he became angry and started smashing up a friend's car while Tone's girlfriend was in it. Loc will have to undergo an anger-management program as well as pay the fine. I guess he still hasn't gotten over *Bebe's Kids*. Poor guy.

What's this?! Batman on cards?

The question that may come to mind when Batman is mentioned is, is Batman forever?

Until the movie comes out it may be hard to tell, but Fleer Card Company will definitely have Batman sticking around for some time with two new card

sets that go along with the movie.

Using their advanced card-making technology, Fleer has developed two sets that will show some of the wonderful art from the upcoming movie, *Batman Forever*.

The first set will feature original artwork that has been computer enhanced, inspired from the film. The second set is the movie set that will feature stills of actors like Jim Carrey and Nicole Kidman plus other sites from *Batman Forever*.

Get ready for B-man in more ways than one!



Kooky, sticky Floam rules!

It's kind of sticky, but at the same time it's slippery. Hmmmm ... not too sure what to think?

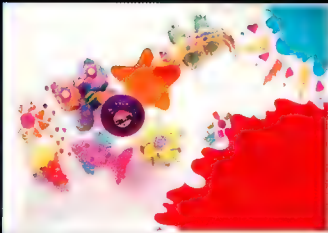
Not to worry—it's something new from Nickelodeon and it's called Floam.

From the first time you open its globular contain-

er, you know Floam is going to be something special. Floam's like little styrofoam balls thrown together with a sticky Gak-type substance. It's the ideal cure for boredom!

Pull it apart to create little barnyard friends or shape it into processed meats. With whimsical Floam, who knows what will happen?

With this much appeal Floam may just take over the world ... and that's OK!



CULTURE SOURCE FOR EGM READERS

Soar high with the Ultrasport

Have you ever looked up in the sky, saw a bird and said, "Hey, why can't humans fly?" (Besides the fact we don't have wings and are too heavy.) That's where the Ultrasport comes in to play. Its small design and powerful features let you

have a helicopter-type craft that fits in the garage. Take it out, fly over to the movies and fly home when you're done. No traffic whatsoever. This little helly isn't cheap with a price tag around \$32,000. No matter ... it's still pretty cool!

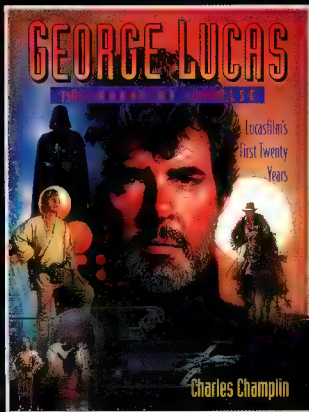


Get inside the Lucas world

Would you like to take a look into the mind of a genius? Well, with a book by Charles Champlin entitled *George Lucas: The Creative Impulse* you can. *George Lucas: The Creative Impulse* goes into detail about Lucasfilm, its creator and what they have become in the past 20 years.

Photos fill the book along with excellent text and quotes from friends of Lucas like Francis Ford Coppola and other industry veterans. The movies covered in the book range anywhere from Lucas' *THX 1138* to *Howard the Duck*. The book takes an intimate look into the life of the man and the company that

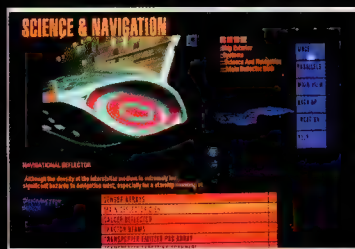
brought us some of the greatest movies of all time (the *Star Wars* and *Indiana Jones* trilogies). If you're a big fan of Lucas or his films, *George Lucas: The Creative Impulse* is a great book to put on your summer reading list.



CD-ROM ... the final frontier!

You may not be able to walk on the Enterprise NCC-1701-D, but you can come amazingly close with Simon & Schuster's ROM entitled *Star Trek: The Next Generation Interactive Technical Manual (ST:TNG Tech Manual* for short). Commander William T. Riker is your guide for this virtual tour that will show you interesting facts and

behind-the-scenes tidbits along the way. In addition to the guided tour, there is more than 15 hours of unguided exploration, which means this CD won't get old fast. A user can even zoom in on objects and retrieve a detailed, accurate analysis of the item. The ROM follows a successful paperback book from Pocket Books with the same title.



If you love and miss *ST:TNG* on television, then you'll enjoy this CD-ROM.

It just ain't right...

Remember good ol' E.T.? If you couldn't get enough of that wacky alien, it may be time to get a UFO of your own and go for a flight. This ad from an old teen magazine tells you that "You, too, can fly your own UFO." You may not be able to sit inside it, but you can flip a switch and watch it soar. Unfortunately, it may be tough to find these anymore. The magazine it appeared in is more than 10 years old.



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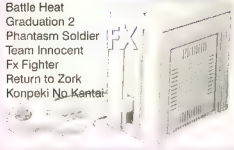
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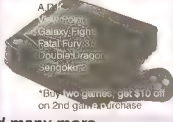
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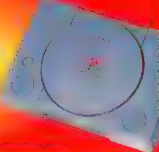
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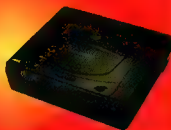
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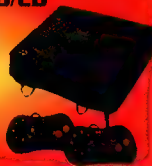
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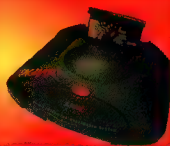
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