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MADDEN '96 FOR  
PLAYSTATION!**



**NUMBER  
74**

**YOUR GUIDE TO:**

Super NES • Genesis  
32x • Sega CD • 3DO  
Saturn • PlayStation  
Jaguar • CDi • Neo-Geo  
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# **ELECTRONIC GAMING MONTHLY**



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UPGRADE!**

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**MECH  
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2**



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**SEPTEMBER, 1995**

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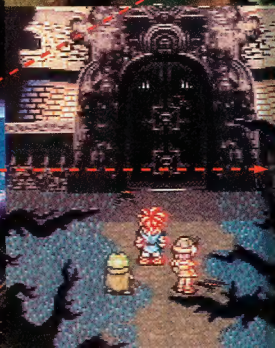
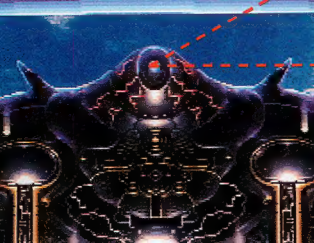
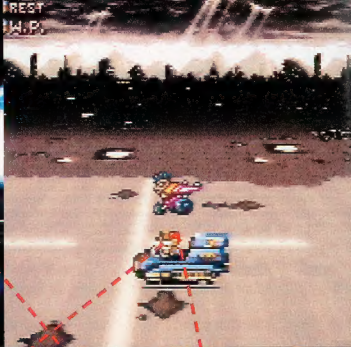
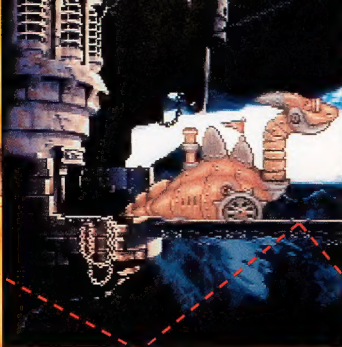


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# ELECTRONIC GAMING MONTHLY

September, 1995  
Number 8.9

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# WE KNOW WHO YOU ARE... WE KNOW WHO YOU ARE...

Don't take that headline too personally. Well, maybe you should because this editorial concerns you. From our large subscription database, **1,000 of you were selected** to be involved in a survey. Those who responded in the categories of Male Teens Ages 12-17 and Adults 18+ have helped us **learn more about you.** Items like what you eat and drink, what game systems you own and fun stuff like other game magazines you might happen to read have been revealed. Many of you may be interested in the results of this survey and the following is a small sample of the responses we received.



by  
**Danyon Carpenter**  
Senior Editor

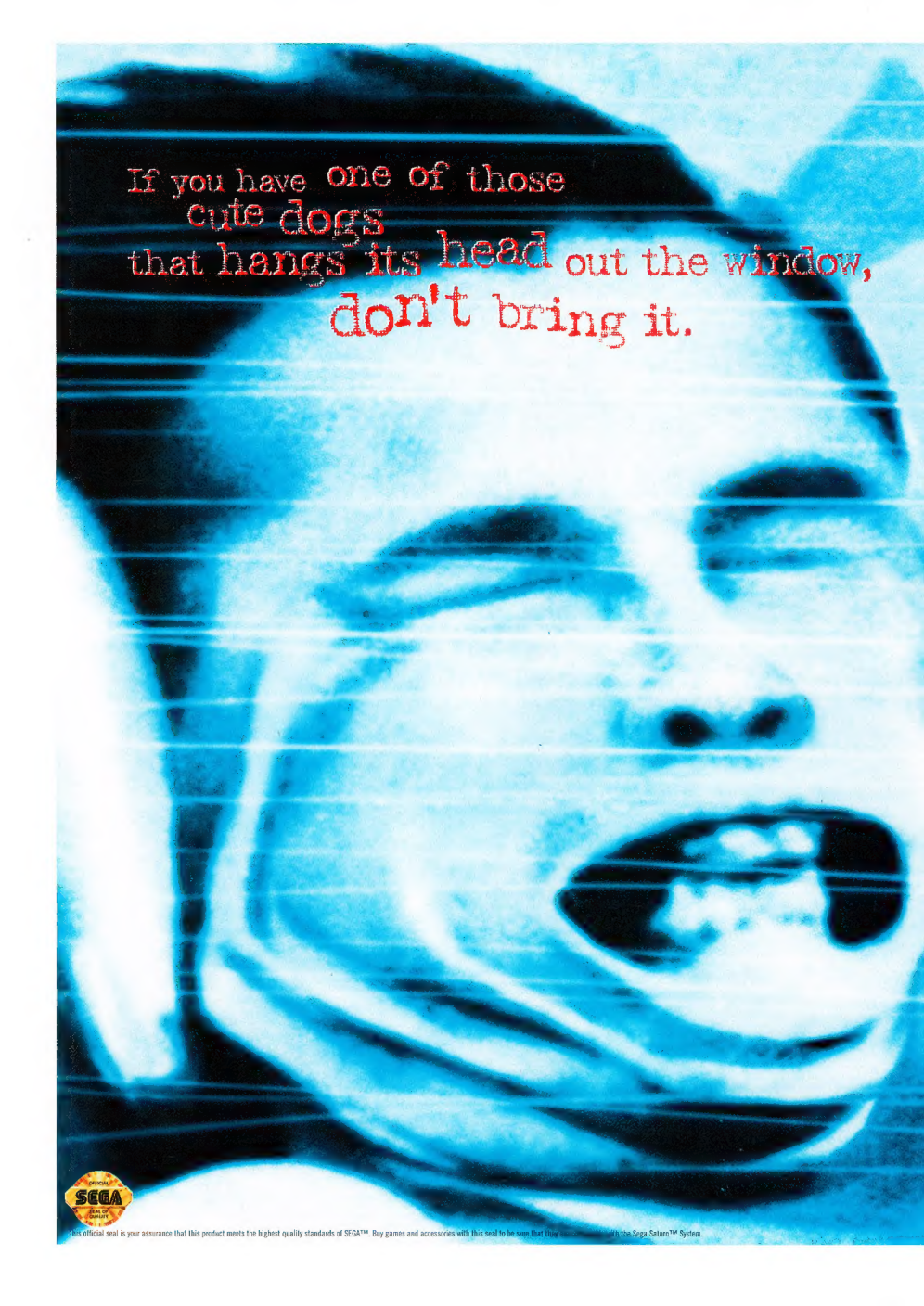
To begin, in the 12-17 category, we learned that 26.8 percent of you have subscribed to **EGM** for 2-3 years; 25.3 percent for 1-2 years and 16.2 percent for less than a year. Those of you who are 18 and older had slightly different numbers. Some 23.4 percent of you subscribed for 2-3 years; 23.3 percent for 1-2 years and 18.3 percent for less than a year. More **interesting responses** (to you anyway) have helped us change **EGM** to suit your needs.

Because a whopping 52.9 percent (ages 12-17) and 49.3 percent (18+) own personal computers, it seemed only natural that we should provide exciting **PC coverage.** This issue is no different. Because 87 percent (12-17) and 85 percent (18+) of you use computers for gaming, the coverage of PC titles in **EGM** will grow.

Now for the information that many of you probably always wanted to know: What is our subscribers' most popular system? We were always curious ourself and the results aren't really that shocking.

**71.6 percent own a Super NES** in the ages 12-17 category. Also in that category, 62.5 percent own a NES; 65.3 percent own a Genesis; 49 percent own a Game Boy; 24.9 percent own a Sega CD; 16.8 percent own a 32X; 30.1 percent own a Game Gear; 6.6 percent own a 3DO; 8.6 percent own a TG-16; 4.3 percent own a Jaguar and 2.8 percent own a NeoGeo. Those of you who are 18 and older will be pleased to know that 71.6 percent also own a Super NES; 54.3 percent own a NES; 67.1 percent own a Genesis; 39.1 percent own a Game Boy; 28.2 percent own a Sega CD; 16.3 percent own a 32X; 26.3 percent own a Game Gear; 10.3 percent own a 3DO; 10 percent own a TG-16; 7.3 percent own a Jaguar and 3.1 percent own a NeoGeo. Now you can see how you compare to your buddies!

That's not all. The survey also indicated what types of games you buy, how many games you buy, the area where most of our subscribers live and much more. This information may seem trivial, but it's crucial in determining what our subscribers like and dislike about us and the rest of the world. If we survey our readers again and you are selected, please take the time to fill it out.



If you have one of those  
cute dogs  
that hangs its head out the window,  
don't bring it.



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 you are getting the best with the Sega Saturn™ System.



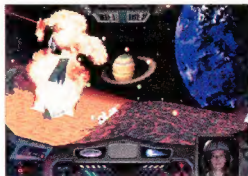


Saddle up. 'Cause at dawn you ride the death pony. And it's gonna be pure neck-snapping, retina-tearing speed! You see, **Solar Eclipse™** boasts third generation 3D technology

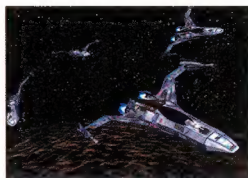
for the highest frame rate ever. That means tent-pitching velocity for our latest space combat n' carnage convention. But hey, it's more than some cosmic speed trip. Your mission's to battle a computer gone HAL—with all the high-tech weaponry your top gun wet dream can handle. And where are you dancin' this metallic lambada? On the new **Sega Saturn™**, of course. Oh yeah, you'll be smokin' mister. But don't bother cracking a window. It's 32-bits of solar windburn out there.



Pick from a shiny collection of do-it-yourself death tools. F-2 High Explosive Plasma Guns, convenient Thermal Tracking Missiles, handy Pulse Laser Cannons. (Fuel belt not included.)



Choose cockpit or chase plane view while screaming thru 3D texture-mapped worlds. Jagged asteroid fields, fiery planet surfaces, lava filled caverns, and other sunny destinations.



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DYNAMICS™**

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Gamers will be treated to new MK 3 characters around October when the arcade smash is revised. They even look a little familiar, too!  
**STORY BEGINS ON PAGE 48!**



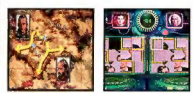
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## NUMBER 74

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




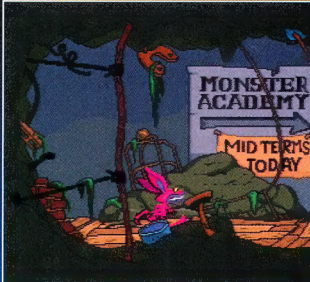
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 <p><b>GeNeSiS 126</b>          Strike fear into the enemy's heart with WeaponLord!</p>	 <p><b>SeGa SaTuRN 130</b>          Relive the experience of Shinobi Legions on the Sega Saturn!</p>
 <p><b>PLAyStAtIoN 132</b>          Rescue your colorful friends in the cartoon world of Rayman!</p>	

# ONLY IN *EGM* DO YOU GET:

- The **best** tricks on the hottest carts.
- The **largest** coverage of sports games.
- The **only** information on the best PC games.
- The **first** extended coverage of the newest video games.

## FEATURES

### THE SONY PLAYSTATION'S RELEASE DATE HAS FINALLY BEEN SET AND IT'S NOW!

The rumors flying all over the Net have been proven wrong. Gamers can now save up their cash knowing that the hottest new system *will* be out shortly. Sony has announced that the release of the PlayStation will be Sept. 9, and it looks as hot as Sony promised. As well, there will be several awesome games to be released alongside the system, including Battle Arena Toshinden, Discworld, Novastorm, NBA Jam, Myst, Ridge Racer, Rayman, Air Combat, Kileak the DNA Imperative and many more! The story begins on **PAGE 26**.

"All indications are saying that lightning will strike the world on Sept. 9 [with the release of the PlayStation] in the U.S. as well as in Canada."



### PART TWO OF THE CHRONO TRIGGER STRATEGY GUIDE—THE QUEST GOES ON.

Did you really think we could fit all of the Chrono Trigger's maps, story lines and secrets in just one issue? The RPG is so huge and exciting that we needed two issues in order to inform you of all the nifty features of the game. Check out the four pages detailing the second half of the strategy guide. The guide starts after you have found and rescued Robo and have gone through the portal in Proto Dome. It is packed with just about everything to help you through this intriguing game. The story begins on **PAGE 58**.

"Spekkio will bless your party with magic should he deem you worthy of it. ... He is a very powerful adversary."



### EGM'S NEW COMPUTER SECTION HIGHLIGHTS MECH WARRIOR 2!

Get ready to take a PC ride on one of the most thrilling games to come out from Activision. Mech Warrior 2 took two years to be released; however, the long wait was worth it. Check out the cool preview pages on this action-intense roller-coaster ride. Although this is a brand-new section to the magazine, our PC expert spent hellish (yet fun) hours researching this disc to find out everything on this game just for our readers. What he has to show will be truly unbelievable! The story begins on **PAGE 118**.

"With more than two years in the making, this powerful sequel to the original will undoubtedly prove to be one of the most sophisticated mech sims ever to hit the PC."



I was  
passing through a wasteland when suddenly my mind drifted



AOL keyword: NOA [www.nintendo.com](http://www.nintendo.com)

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my spirit lifted, my location shifted into  
a  
new  
dimension  
a  
third  
dimension  
a  
good  
dimension.

Was this their intention?  
To crash my dimension?

I stepped into the invention  
and heard a voice say,

Turn it on Virtual Boy.

A 3-D game for a 3-D world.

**Nintendo**

Virtual Boy is a portable 32-bit 3-D game system, featuring phase linear array technology, digital stereo sound, two high-resolution visual displays, and 3-D graphics that immerse you in the game. Coming soon—stereo headphones and Game Link® cable for head-to-head action.

Turn it on and experience the difference a dimension can make.

# 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 CompuServe at 75052.1667 or on the internet at 75052.1667@compuserve.com. You can also get access to *EGM*'s articles, reviews and more on the World Wide Web via the NUKE home page at [www.nuke.com](http://www.nuke.com).

# NUKE™

Get your letters into *EGM* today or we kill another editor! You can reach *EGM* by writing to:  
Interface, Letters to the Editor  
1920 Highland Avenue, #222  
Lombard, IL 60148



## VIOLENCE, DOOM AND THE SUPER NES MAKE STRANGE BEDFELLOWS

Dear *EGM*,

I am writing this because I am concerned about a potential travesty in the making. A couple of issues ago, I read that Doom 3 would be coming out for the Super NES. I first laughed at the idea, thinking that it might have been an illegal thing not licensed by id Software. However, in your latest issue (#73) you had an ad stating that Doom will be coming to the Super NES in September. Even worse, id

blanks instead of live rounds? Would sweat spill from the enemies' bodies instead of blood? What about all of those pentagrams (demonic symbols)? Would they get yanked from the final version? These questions ended up giving me nightmares, and I have even written a column in my college newspaper, *The Bottom Line*, about this situation. Now I see this coming true. All I can say to id Software is, "How could you do this to us?"

**Todd Hargosh**  
via Prodigy



• Isn't Doom a little too violent for the "violence proof" Super NES?

Software is actually licensing the thing! I thought that Jay Wilbur (CEO of id) vowed, after the Wolfenstein 3D fiasco, that they would never work with Nintendo again. Has Jay Wilbur stabbed diehard Doom fans such as myself in the back by doing this? I know that Nintendo has claimed that they have lifted their ban on violence in games by means of a new rating system, but this does not satisfy me. Ever since Doom came out a few years back, my friends and I have wondered what the game would be like if it ever came out on the Super NES. What guns would be used? Would they have to fire

First of all, Doom 3 (now the game is simply entitled Doom) is really the first Doom (in case any of you didn't know by now). Yes, Nintendo supposedly did away with their vows of video gaming violence celibacy because of their new ratings system (as the Church Lady used to say, "How conveeeeeenient!"). The game will still contain the gore levels that helped to rocket it to great success. Check out the review in this month's Review Crew for more information on this game.



• What about the pentagrams? Will Nintendo leave them be?

Great letter, Todd. Your Acclaim Dual Turbo joysticks are on their way!

## VIDEO GAMING COMPANIES BRANCH OUT

Dear EGM,

What is up with the Ultra 64? Is that box that you guys have been showing in the mag the real thing, or is it just a model that someone uses as a doorstop?

Mark D.  
Buffalo, NY

This would look great in my new apartment! •••



Nintendo will be scratching the Ultra 64 in favor of the new Ultra Chia Pet 64. This new system will look like the other Ultra 64. But when you dump some water onto it, it blossoms into an attractive houseplant that will complement almost any room. Nintendo will also be releasing the new Super NES Spam Patty. This will be a delicious loaf of tasty Spam, shaped into the form of a Super NES. It's a fantastic tasty treat for any video gamer! Sega, to counter this move and to retrieve some market share, will market the 32X waffle iron. It will make beautiful little waffles shaped like a 32X. The only catch is, you must use Sega's special batter to make the waffles.

••• **THIS JUST IN:** Sega has discontinued the production of their 32X waffle batter, so all of you that just bought their 32X waffle iron are out of luck! Too bad!

## READER ASKS FOR DIGIPEN COVERAGE

Dear EGM,

I've got one question: If you're the best video gaming magazine out there, why haven't you done anything on DigiPen? It is the first ever game programming school in America.

Kaneda  
via the Internet

Ha! The joke's on you, bro! DigiPen will be featured in an upcoming issue! Look forward to more information on the first game programming school in the entire Western Hemisphere!

## NEWS OF EGM PC COVERAGE GETS MIXED REVIEWS

Dear EGM,

If [you have coverage on PC games], I am going to cancel my subscription to both of your magazines. PC games have their own place. This is supposed to be a magazine for console games, and the PC does not fit in anywhere. It just wastes pages that could be used for the console games. I am not the only one who feels this way. You will ruin your magazines if you do this, and I can guarantee you that I will never buy another issue again.

Scott Styczynski  
via the Internet

Dear EGM,

Hi, dudes. I've read your mag for quite some time now, and I've seen it grow quite a bit over the years. I really like what I

see in issue #73. Lots of time was spent on the new platforms, you brought back the "What If's," the reviews are better and more reliable than ever ... and I even saw mention of, (gasp!) ... *PC games!* I sense that your magazine tries to give all types of games a chance to be recognized for the credit they deserve. If this is true, it's about time that PC games got some recognition. FX Fighter looks cool, and I'm glad to see that Doom and Wing Commander 3 have gotten the attention they have, but we can still use some more PC titles. Your mag has always been fairly open-minded and dynamic about what goes into it. I hope this will be yet another change for the better.

Jeff Grady  
via Delphi

Thanks for the letters. Let us know what you think of our new PC games coverage. Your input is still, and always will be, very important to us!



• Students at DigiPen learn how to program video games (from the ground up!)

## WHAT IF?

Okay, here's another chance to let your creativity really shine! Send your "What If's" in and maybe they'll get published in our mag! All you have to do is think of the weirdest possible thing that you can imagine and write it down! Easy enough!

## WHAT IF ...

- ... Siskel and Ebert reviewed video games?
- ... Shao Kahn fell off the MKII mountain?
- ... Shang Tsung morphed into the burglar and robbed McDonalds?
- ... Earthworm Jim's spacesuit turned on him?
- ... Kirby ate?
- ... Joe Tigaro Pittsburgh, PA
- ... Magneto went to a video tape rental outlet?
- ... Sushi-X was an experimental food?
- ... Ed Semrad finally admitted that he was Elvis?
- ... Sony put out a game for the PlayStation called "Nintendo vs. Sega"?
- ... **EGM** made an entire mag of "What If's"?
- ... all of the letters to the editor were psycho?
- ... Atari made the Jaguar 2600?
- Ben Hamilton  
via America Online
- ... Baraka had hair?
- ... the fatalities in MK 4 sucked?
- ... Smoke finally caught fire?
- ... a Dragon Ball Z character appeared in a Michael Jackson video? (oh yeah, never mind!)
- Chris Gallen  
Redding, CT
- ... Beavis and Butt-head were girls?
- ... Lord Raptor was roadie for the Cranberries and their song "Zombie" was really about him?
- ... they made a fighting game based on the show *Cheers*? (You must defeat Shelley Long to stand a chance!)
- ... some idiot sent you a letter addressed to *Car and Driver*?
- Brian Kelly  
Kerhonkson, NY



# ASK EGM

This is your chance to ask the EGM editors for help with all those daunting personal problems. Remember folks, we're trained professionals (in what I don't know)!

**Q:** Sometimes I get this funny ringing in my ears. Usually, not long after that, I begin to hear a strange voice that tells me to go out and wave at people that I don't even know. Is this a normal thing?

John Cleefor  
Simi Valley, CA

**A:** What you're experiencing is a totally normal thing. Just remember to do whatever it is that the voices are telling you. Call us and let us know if you need a job.

**Q:** I have some potato salad in my refrigerator that has been sitting there for well over three months. It is covered with a coating of slime and this funny green fuzz. Is it okay to eat?

Rocco Bellden  
Chicago, IL

**A:** Sure, enjoy!

**Q:** Could Pops Racer from Speed Racer and Mike Haggar be twin brothers?

Jon Allegrezza  
via the Internet

**A:** Yes, according to our research, they are in fact twin brothers. We have uncovered the conspiracy while investigating rumors that Racer X is secretly married to Mike Haggar's best friend's brother's second cousin twice-removed. Unfortunately, we were unable to reach Speed to verify this story.

## WE LIKE THE SEGA SATURN—REALLY!!!

Dear EGM,

I am getting tired of your negative reviews of Daytona and Virtua Fighter. I realize that they are not exactly like the arcade versions in the way of graphics, but you should play the games for what they are, not for what they could be.



• Sega's Virtua Fighter for the Sega Saturn is an excellent game.

Daytona may be missing a polygon here and there. Ed's rating of a "6" is just not fair. If this were the first time you had played the game, I guarantee you would have given it the rating that it deserved. No one complained about the MK translations, with their inferior graphics. Why did you complain about Daytona?

Brian IS  
via America Online

First of all, our reviewers *always* stand by their ratings. With this said, let me address some patterns that I have seen when I receive letters like this. First, it is always cool that people have their own opinions of the games we review. If we don't like a game and you do, that's the way it goes. On the other hand, if we can save one person from buying a game that is



• Daytona is quite excellent, especially considering that it's a first-generation game!

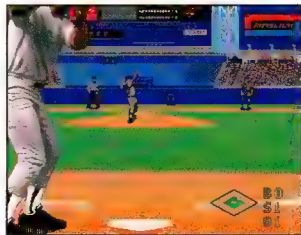
total trash (not that Daytona is trash—no way!), then we have done our jobs. Second, whenever we get letters from people bashing us about how we don't like a system/game, you can bet that 9 out of 10 of those letters are

from people that own that system/game. Is that an unbiased opinion? Do you know how many letters we get from Jaguar owners who scream at us because there are Jaguar games that we rated in the "average" or "below average" categories? Should we promote Jaguar games because of this? If we did, you'd scream at us because we're Jaguar-biased! C'mon people, we're not trying to tell you what to like, and we're definitely not trying to insult you. We are giving you *our* opinion. Just because a game gets a score of "B" (which, whether you realize it or not, is above average) doesn't mean that you won't like the game or think that it's the best thing since sliced bread! Believe it or not, most of us at EGM really *do* like the Sega Saturn. That's not to say that we will give all Sega Saturn games a good review. If we like the game, we'll give it a good score. Simple as that. We are not (contrary to popular belief) biased for or against any system or game. You read EGM for, among other things, our shoot-from-the-hip reviews. We will continue to take whatever heat we get for any and all of our reviews, in order to let you know what we think of a game. Party on!

## HEY! NO TAUNTING ALLOWED!

Dear EGM,

I have a question that needs answering, and I kinda figured you were the people to go to. Why the heck did Sega Sports massacre World Series '95 like they did? I am not sure if it is just my



• I dunno, I liked the action (and the home run scenes) in Sega's World Series '95.

game or if all of them have problems with the game locking up, the sounds getting all screwed up, etc. ... And why in the world did they make the home run trot so darned long? I can see the fun in rubbing that 495-foot shot in your opponent's face, but it gets a little old after a while!

Pete Vuckovich  
via America Online

The problems that you're having with your game locking up and things like that lead me to believe that you might have a defective game.

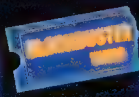




# ROAST A FEW WEENIES TONIGHT.

SO, HOW DO YOU LIKE YOUR OPPONENT?  
WELL-DONE? LIGHTLY CHARR'D? 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 with 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 planet!

# EGM's TOP TENS

## EGM EDITORS



**1**  
Yoshi's Island  
Super NES • Nintendo



**2**  
Wipeout  
PlayStation • Psygnosis



**3**  
World Heroes Perfect  
Arcade • SNK



**4**  
Donkey Kong Country 2  
Super NES • Nintendo



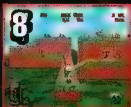
**5**  
Comix Zone  
Genesis • Sega



**6**  
Ichi Shin Den  
PlayStation • Takara



**7**  
Kabuki Clash  
Arcade • SNK



**8**  
Bug!  
Saturn • Sega



**9**  
Doom  
Super NES • Williams



**10**  
Mega Man 7  
Super NES • Capcom

## EGM READERS



**1**  
Daytona USA  
Saturn • Sega



**2**  
Chrono Trigger  
Super NES • Squaresoft



**3**  
Virtua Fighter  
Saturn • Sega



**4**  
Gex  
300 • Crystal Dynamics



**5**  
Bug!  
Saturn • Sega



**6**  
World Heroes Perfect  
Arcade • SNK



**7**  
Panzer Dragoon  
Saturn • Sega



**8**  
Kirby's Avalanche  
Super NES • Nintendo



**9**  
Comix Zone  
Genesis • Sega



**10**  
X-Men: Infernal  
Arcade • 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 [nuke.com](http://nuke.com) on the World-Wide-Web beginning June 1. Until then, just send us a postcard with your fave game!

## THE ULTRA 64—EVEN MORE QUESTIONS

Dear **EGM**,

I have a few questions about the Ultra 64. Is it a four-player system? It looks as though it might have four controller ports built in. My other question is: Why will the Ultra only cost \$250 if the dollar/yen rate goes up?

Old Fogie  
via America Online

As of right now, it looks like the Ultra will be a four-player system. As to your other question, yes the dollar/yen rate will affect the price of the system, but it is not yet clear to what extent.

## THE SEGA SATURN AND RPGS

Dear **EGM**,

I am a 31-year-old professional, and avid video game player. I would like to know if Sega has any RPGs in the works for the Sega Saturn. I hope Sega does not ignore this genre like they did



• Rig Lord Saga, a Japanese RPG, is coming to the Sega Saturn.

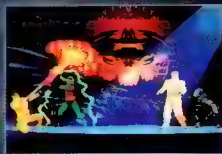
on the Genesis. Sega must realize that it will be the older, working gamers like myself that can fork out the \$400+ for their new machine and a couple of games. If they don't cater to our needs, we will have to take our dollars elsewhere (PlayStation, Ultra 64).

Name Unknown  
via the Internet

Sega is bringing over an RPG called Rig Lord Saga from Japan. It appears to be a rendered 3-D-type RPG with all of the features that you would expect. Keep an eye on upcoming issues of **EGM** for more on this one! Obviously, Sega doesn't want to alienate themselves from the RPG players, so I really wouldn't sweat it too much. I'm sure more will be on the way!



# THE REAL GAME BEGINS THURSDAY, SEPTEMBER 7<sup>TH</sup>



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GAME BOY<sup>™</sup>

GAME GEAR

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Acclaim  
entertainment

Nice hair!

Shut up, fool!

**OVERUSE OF THE LETTER  
"X" IN VIDEO GAMES**

**Dear EGM,**

What's with the letter "X" anyway? I mean, take a look at some of the products out there and their titles: CD-X, 32X, XBand, Dracula-X, Mega Man X, StarFox X, the X-Men, even Sushi-X! Why does the 24th letter of our alphabet get so much use all of a sudden?

**Dusty Gilbert  
via the Internet**

**You have far too much time on your hands,  
Dusty!**

**DO GAME COPIERS SWAY  
GAME PRICES?**

**Dear EGM,**

While looking through the classifieds on America Online, I saw a lot of commotion concerning video-game back-up systems, or copiers. There was a lot of talk about people selling these things and whether it was legal or not. One person made a comment that these copiers is why video games cost so much. Why not tell your readers and myself what these "back-up" systems are? Do they really have that large of an effect on game prices?

**Isaiah Walters  
via America Online**

Game copiers (sometimes referred to as back-up units) are devices that copy games onto floppy disks directly from your video game console (i.e., your Genesis or Super NES). Let's get one thing straight, we really shouldn't refer to them as back-up systems because they are really just devices to let people pirate games. Who the heck would need to back-up a copy of Donkey Kong Country? Whether or not they're legal is another story. This is pretty tricky. I'm not sure of the legal mumbo-jumbo, but they're probably legal if you do in fact use them to back games up. If, however, you make copies of games and sell them to others, you could get busted big-time! The more of these pirated copies you sell and the more money you make from them, the deeper into the proverbial doggy-doo you get. Now, about the effects on the industry—I would have to say in all honesty that they really have little or no impact on the price of video games (the pirating of PC games and software is another story, though). Let's face it, not enough of these things are sold (in my humble opinion) to make an impact. Unless you're into pirating games and running a risk of going to "the big house," these things have no use whatsoever.

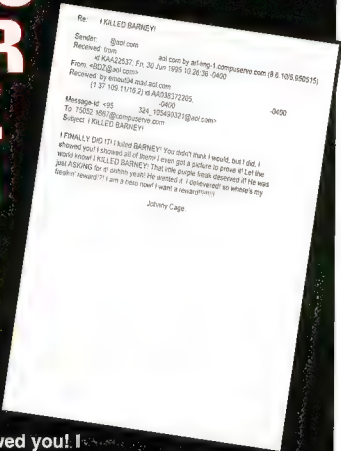
**PSYCHO  
LETTER  
OF THE  
MONTH**

Now for that part of the show where the truly insane get a chance to shine. This month's letter comes from Mortal Kombat great Johnny Cage who obviously hates Barney as much as we do!

**I finally did it! I killed Barney!! You didn't think that I would, but I did. I showed you! I showed all of them! I even got a picture to prove it! Let the world know! I KILLED BARNEY!! That little purple freak deserved it! He was just ASKING for it! Ohhh yeah! He wanted it, I delivered! So where's my freakin' reward?! I am a hero now! I want a reward!!!!!!!!!!!!**

**Signed,  
Johnny Cage**

*Now Johnny, that wasn't very nice of you splattering that poor little Barney's head like a ripe papaya! Unless you apologize right now, you won't get your free EGM T-shirt!*



**Postcard Paranoia**



Don't ya hate when this happens? You're reading the latest **EGM** and it bursts into flames! This month's weird postcard entry comes from Richard Fairbak from Robbinsdale, MN. This looks more like an album cover for an old Led Zeppelin record than a postcard!

**WHAT ARE  
THEY  
LOOKING AT?  
ME OR THIS BIG FAT  
ZIT? THIS BULLSEYE IN  
THE MIDDLE OF MY  
FOREHEAD? ISN'T THERE  
SOMETHING THAT CAN BLAST  
IT OUT OF MY LIFE? THAT DIGS  
DOWN AND DEEP CLEANS WITH  
MORE KILLER STUFF  
THAN THE NUMBER ONE  
PAD TO ZAP ZIT? IN  
FACT, ISN'T THAT  
SOMETHING THIS  
WICKED LITTLE  
PAD FROM  
CLEARASIL?**



Christopher Dick of Loudonville, NY, is our winner this month for his rendition on Mega Man and company. Good job Chris, your **EGM** T-Shirt is in the mail!



# EGM LETTER ART

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

Put your illustrative 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!



Dennis Miller • Nova Alexandria, PA



Richard Zagala • Gilbert, AZ



Craig Spratt • Melfort, Sask.



Gerico Sobrepón • Fremont, CA



Patrick Kwe • Fayetteville, NC



Tim Johnson • Silsbee, TX

## STARFOX 2 HITS THE SKIDS

Dear **EGM**,

What ever happened with StarFox 2? As a fan of the original, I was really looking forward to the sequel. Did



• Sorry, but you'll just have to make due with the original StarFox.

Nintendo decide to scratch it? This may just reflect their confidence in the Super NES. I know that the 16-Bit era is ending, but it's not dead yet.

**Sam Cook**  
**Ringgold, GA**

Yup, Nintendo killed StarFox 2 deadlier than a doornail. Fans of the original will just have to

wait for another possible sequel. Yes, it may be a fact of life that the age of the 16-bit is coming to an end. Hopefully the transition will be somewhat painless for all of us!

## READER OFFERS FEEDBACK ON VARIETY OF TOPICS

Dear **EGM**,

I recently received issue #73 of your great magazine and I decided to give you guys some feedback. First of all, I would like to know why Larry Marshall won Psycho of the Month. He is absolutely right about Kerri Hoskins!! Heck, even Sindel is looking good as well! I would like to be Shao Kahn in the picture of them in issue #69! Second, thanks for bringing back the "What If's." That was a great part of your magazine, and I was really sad to see it go. Third, it seems that **NUKE** is a very popular WWW site. Every time I try to get on, there is too much traffic! I really want to try it out though! Fourth, I think people should quit bashing the Ultra 64. Nintendo probably doesn't want to come out with a system without any good games. Everyone should just be patient! Maybe the extra time will be

just what they need to make their new system the very best that it can be. Thanks for listening!

**Wes Page**  
**Columbus, OH**

Thanks for the letter, Wes. First of all, just because someone wins the "Psycho Letter of the Month" doesn't mean that they're so twisted that they don't realize that Kerri is quite ... well, you know. We print those letters because we think that our readers will get a kick out of them. Believe me, we get a lot of Kerri Hoskins' fan mail! As far as your comment on **NUKE** is concerned, you might want to try getting on at a different hour when it's not so busy. And about Nintendo, I think you're partially right. People need to be a little more patient. However, I also think that Nintendo had better get their proverbial butts in gear and show people a little more than a few cinemas from a game that may or may not even exist! Just my two cents worth!

I want my waffles!



..... This month's letter column was brought to you by Mike Forassio, **EGM** Assistant Editor. The highlight of Mike's day comes when he gets to dive into all of those juicy letters that our readers send him. This month, however, Mike is a little ticked off. He went out and bought one of those new Sega 32X waffle makers, and now the darn thing is totally useless. So figure.

THERE ARE MANY WAYS TO DIE.  
ONLY ONE CAN MAKE YOU IMMORTAL.



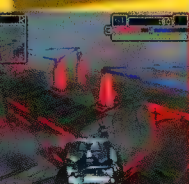
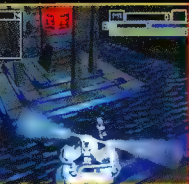
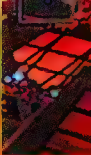
MK3. BE CAREFUL. IT'S COMING HOME. FRIDAY, 13 OCTOBER 1995.

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



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**BLADEFORCE.** The year—2110 AD. The city—Meggagrod. A gritty metropolis reeking with the stench of organized crime. You enter this cesspool wearing only a helicopter flight suit and a big grin that says “Hello Mr. Criminal. My gun is bigger than yours.” You fly in real time. You fire in real time. They die in real time. Have a real good time. **Features:** 360° 3D flying. 3D worlds. 3D everything. You spin. You soar. You shoot. You spaw. Pock the Dramamine. 16,000 true 3D objects. 28 missions and 7 crime infested levels. Buy the game, get the motion sickness free.



# All Those In Favor Of Gun C



Who's responsible for these two NRA favorites? The warped minds at Studio 3DO of course. These innovative renegades have turned the most advanced gaming technology on the planet into their own sensory amusement park—and every ride's an "E" ticket. See your favorite retailer or to order direct, call 1-800-336-3506 or look us up on the Web: [www.3do.com](http://www.3do.com)

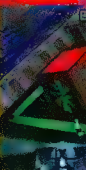


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3DO**

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**ONLY  
ON  
3DO**

**BLADE  
FORCE**







# KILLING TIME

Control, Please Skip This Ad.

ONLY  
**ON**  
**3DO**



**WE  
GOT  
IT.  
THEY  
DON'T.**



**KILLING TIME** What a politically correct title, eh? You're trapped in a horrifying 3D world of the undead. But lucky you. You've brought along some serious firepower. You've got to shoot first and catch your breath later. To solve the mystery, listen to the ghosts for clues. You'll have to call on your wits, call on your weapons or call for an organ donor if things go south. **Features:** 16 horrific enemies (only 3DO could get 7 genuine ghosts on videotape), 45 supernatural areas to discover and over 200 rooms to explore. Requires use of the head, if it hasn't been blown off already.

# PRESS START

## XBAND XPANDS ONTO THE SEGA CHANNEL

Catapult isn't content with setting up video gaming networks on the Sega Genesis and the Super NES.

Catapult is joining with the Sega Channel enabling subscribers to play each other via their cable television lines.

Currently, network subscribers can play against each other in the conventional XBand head-to-head competitive style on Genesis and 32X games. Both parties are confident that they will be able to expand competition to Sega Saturn games in the future.

The Sega Channel currently pipes games into gamers' homes over cable TV lines, and the XBand modem allows gamers to compete remotely over their phone lines.

As a result of the agreement, the XBand modem will be linked to the Sega Channel adapter and will be made available to cable subscribers.

The service is available throughout the U.S. (and quite possibly setting up shop in Canada and Japan) at a price of anywhere between \$9.95-14.95 per month. This service covers 20 connections to the XBand network as well as the Sega Channel's monthly fee.

Of the 50 games available on channel, five to 10 games will be network compatible. Users will also be able to send e-mail messages to friends.

It's getting easier to play a cool game with a friend who might be across an ocean!



## WILL THE RELEASE OF THE PSX IGNITE GAMERS' INTERESTS?

**T**he wait for the PlayStation is over. Sony is gaining momentum with both the public and the game development community. All indicators are saying that lightning will strike the world Sept. 9 in the U.S. as well as Canada. It will ignite a burning desire in the hearts of gamers that has been absent from the video game genre for the past eight to 10 months.

Despite rumors of an earlier launch of the PlayStation (both on the Internet and in the enthusiast press), the PlayStation was not released on July 15 or earlier as some were reporting.

On the Internet, the video game news was abuzz with rumors made up by fictitious Sony Computer Entertainment employees who were really Net surfers.

One of the more interesting rumors was that Sony was planning to test market 50,000 PlayStation units in New York, Chicago, Los Angeles and San Francisco on July 21—but that ended up being entirely false. The statement made Sony so angry that they even tried tracking down the instigator of this evil e-mail.

There were many other unconfirmed reasons for the PlayStation not being released before September. The most logical came from our Sony source—the same

who told *EGM* that the pricing structure (\$299) for the PlayStation wasn't arrived at until the early hours of the morning shortly before their E<sup>3</sup> keynote address at the Museum of Contemporary Art in Los Angeles in May.

According to the sources, the reason for the PlayStation delay was: "We felt that the summer wasn't the best time to release a new system, and parents didn't want their children inside playing video games when they should be outside enjoying outdoor activities."

Some other rumors mentioned the fact that the packaging, printing, transportation and manufacturing concerns were the biggest reasons for the delay. These factors com-

# SONY GAMES SEPTEMBER RELEASES

## LAUNCH TITLES

### FIRST AND SECOND PARTY

BATTLE ARENA TOSHINDEY—SCE  
KILEAK THE DNA IMPERATIVE—SCE  
RAIDEN PROJECT—SCE  
DISCWORLD—PSYGNOSIS  
MYST—PSYGNOSIS  
NOVASTORM—PSYGNOSIS  
RIDGE RACER—NAMCO  
ESPN EXTREME—SONY IMAGESOFT

### THIRD PARTY

NBA JAM—ACCLAIM  
TOTAL ECLIPSE—CRYSTAL DYN.  
PGA TOUR—EA SPORTS  
THEME PARK—ELECTRONIC ARTS  
PARODIUS—KONAMI  
A TRAIN 4—MAXIS  
AIR COMBAT—NAMCO  
POWER SERVE 3-D TENNIS—OCEAN  
RAYMAN—UBI SOFT

bined made the picture clearer to us.

But whatever the reason for the system not coming out earlier, it's coming out now and Sony isn't fooling around. Despite losing a recent softball game to Sega 24 to 20, they hope to be battling a thousand with gamers. The extra time has allowed them to solidify their plans.

First, they've set up an 800 number to answer consumers' questions and give insight into what games are coming out for the system (1-800-239-SONY ext. 7669). Gamers will learn about cool promotions like the one Sony is running from late August through September. When gamers reserve their PlayStation (with a small deposit), they'll receive a free game developer's demo CD that includes music, technical specs on the system and interactive footage.

The CDs feature five tracks from five hot alternative bands including music from the Th'z, Gag, Mother May I, Corn and Dandelion.

When you pick up your PlayStation, you can put the CD into your game system

and you'll be treated to 3-D graphic displays and movie-quality special effects.

The offer will be available at participating retailers. (Electronics Boutique is the only retailer we know for sure that will be participating in the promotion.) We've also been hearing that a big-name retailer will be giving \$100 off a PlayStation when you trade in 10 current 16-bit titles.

This will allow gamers to pay \$199 for the system. We don't know any more details than that—so shop around for the best deal.

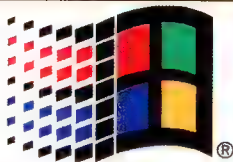
Over 15 different titles will be available for the PlayStation in September. Some of these titles include Ridge Racer, Battle Arena Toshindey, Kileak the DNA Imperative, Discworld and Novastorm by Psygnosis and ESPN Extreme from Sony Imagesoft.

Other third-party titles include NBA Jam from Acclaim, Total Eclipse from Crystal Dynamics, PGA Tour from EA Sports, Theme Park from Electronic Arts, Parodius from Konami, A Train 4 by Maxis, Air Combat and Tekken from Namco, Power Serve 3-D Tennis from Ocean and Rayman from Ubi Soft.

The one game that everyone has been talking about will be Mortal Kombat 3 and is scheduled for release on Oct. 1. Other highly anticipated titles due out before Christmas include NHL Hockey '96 and Madden '96 not to mention Capcom's Dark Stalkers and a version of Mega Man.

Acclaim will be releasing a version of Frank Thomas Big Hurt Baseball, NBA Jam Tournament Edition and Street Fighter: The Movie.

Several companies have titles that are in development. Namco leads the pack with a number of titles that will find their way onto the PlayStation. Some of these titles include Ridge Racer 2, Tekken 2, Cyber Cycles, Alpine Racer and a compilation disc with arcade classics like Dig Dug and Galaga on one PSX CD.



Microsoft®  
Windows™  
95

## TAKE IT TO THE BANK— VIDEO GAMES ON THE PC

Microsoft and Softbank have announced the formation of Gamebank, a joint venture created to publish and promote games for Windows95. Gamebank will not be designing these original products but will be porting over existing console games, including Sega Genesis, Super NES, Sega Saturn and PlayStation games to Windows95 once they acquire the licenses to do the conversions.

Softbank is the biggest PC software distributor in Japan and recently acquired the Interface Group (Comdex etc.) and Ziff-Davis expositions subsidiary.

At the E<sup>3</sup> show in May, Kinesoft, an Illinois-based company, was chosen to handle the actual porting of software. At the last minute, they flew over to Japan to meet with Softbank chairman Masayoshi Son and a deal was struck. The deal between Softbank and Kinesoft is worth a reported \$40 million.

Kinesoft has developed a technology called Exodus that translates Sega Genesis game codes into Intel codes allowing regular video games to be ported over and played on your PC. Experts are suggesting this new technology (along with Windows95) will allow users to play their favorite video games perfectly on the PC.

"Right now, we have a license with Activision for Pitfall Harry, Accolade for Bubsy and the license to port over Earthworm Jim," said Sills, president of Kinesoft. "We've put a Sega Genesis with the same game in it next to a PC playing side by side. The game running on the PC displayed a full 256 colors and was in Q-Sound. With this technology we're confident that you'll see the next generation of gaming consoles resembling PCs."

Gaming companies are taking notice of Windows95 and Kinesoft's Exodus technology. After this deal was struck in Japan, Sega stock dropped 7.7 percent when the specific details were made public.



## ACCLAIM LICENSES MK3 FOR THE PLAYSTATION

The future is looking brighter for our friends at Acclaim. They've recently signed two huge licensing deals that should keep them on top of the hill in 1995.

The home versions of MK1 and MK2 were an outstanding success due to Acclaim's aggressive and innovative marketing strategies.

However, this year hadn't been looking quite so rosy for them after the slump in NBA Jam: TE sales.

Now Acclaim is looking to re-create those favorable results through a licensing agreement with Sony to handle Mortal Kombat 3 for the PlayStation in Europe, as well as a deal with Capcom to handle the Street Fighter: The Movie game for both North America and Europe for the PlayStation and the Sega Saturn.



## EGM READERS NAME NEW CONTROLLERS

History was made recently when STD asked **EGM** readers to create names for several of their new controllers. Close to 3,000 entries were received.

"There were several names we liked but were unable to use because of copyright problems," said Kathy Blecker, media relations manager at STD Entertainment. "Names like PSXtreme Pad for the PlayStation or FireStorm for the Sega Saturn and ThunderPad/Thunder Stick for either system."

STD decided on the Eclipse Pad and the Eclipse Stick for the Sega Saturn. They decided to stay with their own ProPad brand name for the PlayStation controllers.

Six big winners were awarded prizes.



The all-new Eclipse Stick is for the Sega Saturn.

## NINTENDO UNLEASHES A KILLER GAMING COMBO

Nintendo is offering gamers a "killer deal" for those who buy Killer Instinct for the Super NES.

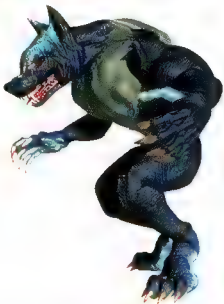
As an added bonus, gamers won't only get a copy of the game, but they'll also get *Killer Cuts*, a CD soundtrack with a compilation of Killer Instinct music.

The music and the game were done by Rare of England, the same design team behind Donkey Kong Country for the Super NES and Killer Instinct for the arcade. The soundtrack is an incredible mix that adds to the enjoyment of this highly rated arcade classic.

The CD will be available with the first 100,000 copies of the game sold in the U.S. and the first 20,000 copies of the game sold in Canada.

A sampling of the songs include: "The Way U Move," "H. I. Feeling," "Controlling Transmission," "Oh Yeah, It's a Jungle," "Do it Now," "Full-bore," "The Instinct," "Yo Check This Out," "Freeze," "Trailblazer," "Tooth and Claw" and "Rumble and the Extreme."

The CD allows gamers to listen to the various themes from the game at home or on the road. The music was remixed and put onto a CD in response to players requesting the soundtrack from the game. This practice of releasing gaming soundtracks started in Japan. With games like DKC and KI, gaming soundtracks are becoming increasingly popular.



## THE HOT NUMBER

# 3,000,000

This is the number all of the new gaming systems are racing toward. The first company with this as an installed base will be the frontrunner.

## 3 QUESTIONS WITH

# MIKE Rubinelli

Producer EA Sports



**EGM:** What is your favorite video game?

I've always been a big video and computer game junkie. My all-time favorite game is NHL '96 for the Sega Genesis. It's fantastically cool, and it is a great game.

**What is your proudest moment in gaming?**

When my boss here at EA Sports, Scott Orr (the creator of the original John Madden football game for the Sega Genesis) declared that John Madden '95 for the Genesis was the best version of Madden that he had ever played.

**What games are you currently working on?**

I'm excited about John Madden Football and Viewpoint for the PlayStation. These games will be super-duper cool, and we're working very hard to get them done on time.

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## • Atari Jaguar

The 64 Bit Atari Jaguar Interactive Multimedia Entertainment System delivers unprecedented animation speed, true color graphics and stereo CD quality sound and is the most technologically advanced home video game system on the market today. With 64 Bit processing power, the Jaguar delivers colors that are brighter and more realistic, coupled with unparalleled overall processing speed that makes objects in motion appear much smoother on the screen. Now you can buy the 64-bit Atari Jaguar for just a \$159, the best value in home video gaming! And, with this special limited time mail-in offer you get a free game controller... a \$25 retail value!

## • Activision's Pitfall

Activision's *Pitfall: The Mayan Adventure* breaks new ground with an all new adventure based on the legendary title. The new generation of game players will join "H.J." (Harry Jr.) in 74 non-linear levels as he aims his power sling, runs, jumps, bungees, and zips through the Mayan jungle, warding off possessed animals and magical Mayan warrior spirits in order to rescue his kidnapped father. Old Pitfall fans will especially enjoy uncovering an exact replica of the original Atari 2800 *Pitfall!* in a hidden level of the new game.

## • EA SPORTS' College Football USA™ '96

The tradition started by Bill Walsh College Football™, the #1 college football video game, expands in this barn-burner. All 108 Division 1-A teams, 7 conferences, and 4 bowls packed into a game with ALL the features you could ever want. Full player rosters that allow substitutions at any position. Injuries which can impact your quest for the national title. The artificial intelligence has been improved to make every mistake costly, and a full host of different penalties will either have you pulling your hair out or thankful for a second chance. *College Football USA 96* - Experience the excitement!

## • KOEI's Brandish

Now that you've master games like *Breath of Fire™* and *Brain Lord™*, we think you're ready for a role-playing game where the sun doesn't shine and monsters grow big, really big! In *Brandish* you stand accused of a murder, being pursued by a fearless bounty hunter looking to collect the reward. About to be captured, you fall into a deep underworld maze filled with dangerous traps and deadly monsters including: giant crabs, headless, fist-pounding warriors and fire-spitting gargoyle. With the bounty hunter still hot on your trail, you must navigate your way out of the mazes and back to the surface ASAP.

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# Let them see the scores, but don't let them see how you got 'em.

WE ADMIT IT — IT'S AN UNFAIR ADVANTAGE. BUT, HEY, DO THEY ASK FOR MERCY WHEN THEY CHALLENGE YOU TO THE TOUGHEST FIGHTING GAMES IN THE UNIVERSE? WE DIDN'T THINK SO. THAT'S WHY WE BUILT THE **Fighting Stick SS** FOR SEGA SATURN. WE CREATED IT FROM ACTUAL PARTS AND DESIGNS FROM REAL ARCADE UNITS SO IT GIVES YOU THE MOST REALISTIC FEEL POSSIBLE FOR YOUR GAMING EXPERIENCE! WE'VE EVEN ADDED EXTRA ROOM AROUND THE JOYSTICK TO GIVE YOU THE MAXIMUM IN PLAYING MANEUVERABILITY! NOW YOU CAN FEEL THE EXPLOSIVE POWER OF EVERY FIGHTING GAME! WITH THE **Fighting Stick SS**, YOU CAN TAKE ON THE TOUGHEST TITLES AND THE MEANEST OPPONENTS AND KEEP SMILIN' AS YOU BLOW THEM AWAY!

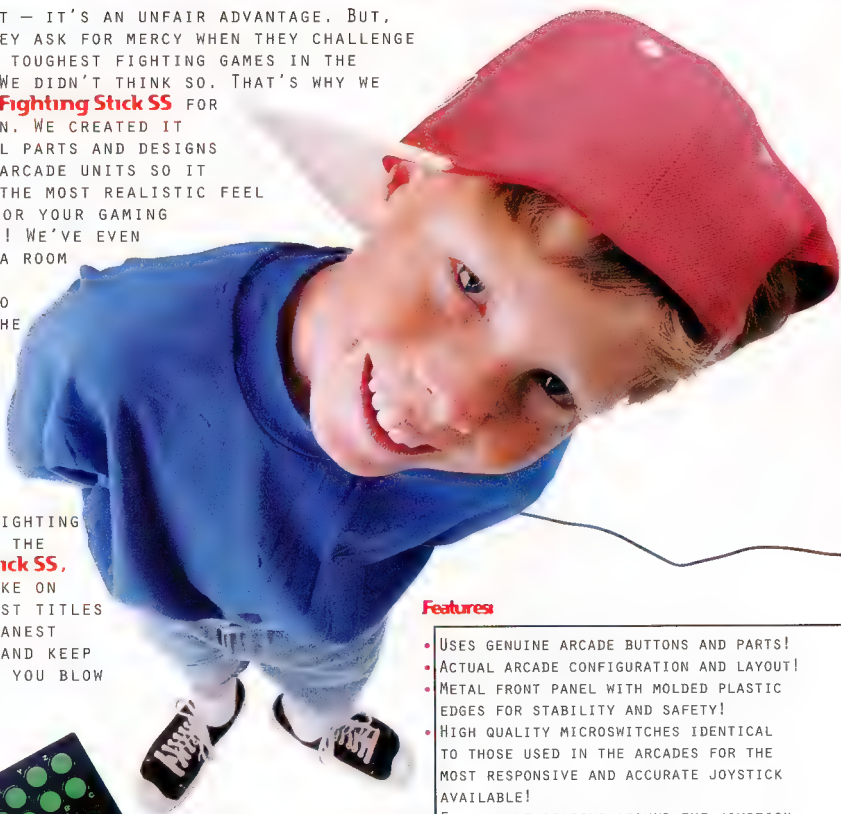


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Plenty of killer moves  
in every box of K.I.  
Losers need not apply.



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ACM technology is  
what makes the  
fighters look so  
life-like...



All the bodily fluids  
are intact...so clean up  
after yourself will ya?



More killer combos  
than you can shake  
a stump at.



Fold

VERS ALL THE EXCESS  
 ON YOUR OWN SUPER  
 THE-ART 16-BIT  
 WITH ALL THE SPLAT  
 HEM. SO GO AHEAD-  
 SLOT-- K.I. IS HERE!!

Fold

For Hidden Game Tip,  
 Fold So "X" Meets "Y"



Fold



...uh we mean  
 unlife-like...  
 er...reptile-like.



For one or two players.  
 So find a friend and  
 proceed to humiliate.



For a limited  
 time you get a CD  
 of the game music  
 —free cuts to go with  
 your cheap shots.

What else can we say  
 'cept it's all on 16-bit  
 so bag the new system, bud.

Only for  
**SUPER NINTENDO**  
 ENTERTAINMENT SYSTEM

# REVIEW CREW

## THE REVIEW CREW



### DANYON carpenter

**Current Favorites:**  
Rayman—PSX/Jag  
VF Remix—Saturn  
Vacation Time!

Dan Kenobi, the wizened player has been battling Darth Editor, ruler of the galactic Empire. He is a master of the flashlight, and he makes cool "whirring" noises. He's been lost in a desert.



### AL manuel

**Current Favorites:**  
Ridge Racer  
Ace Combat  
Tekken 2

Al was put into carbonite freezing this month, and the rest of the Review Crew had to rescue him from the vile clutches of Gurka the Hutt. Along with Dinbago, they soar through the galaxy.



### ANDREW baran

**Current Favorites:**  
Front Mission  
Q-Zar  
Magic!

Not exactly a newcomer to Review Crew, the eccentric Cyber has been looking for girls in his brand-new Batmobile. To keep his mind off women, we've given him ungodly amounts of work.



### SUSHI-X

**Current Favorites:**  
Mortal Kombat 3  
Super Bomberman 3  
Rayman

Sushi-X is currently fighting off claims that he is the father of some 70 children. If that's true, it's a miracle that he's able to grab a joystick all. Sushi says "just say no... unless she's hot."

### HOW GAMES ARE RATED...

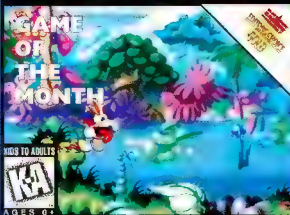
The reviews that are published in *EGM* are created after each gamer on the Review Crew staff plays through the game in its entirety. The Crew then independently writes their reviews based on the quality of the product, originality and challenge (how long it takes to complete), and bases their numerical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

DANYON AL ANDREW SUSHI

playstation

## RAYMAN

ubi soft



category: release date:

<b>Action</b>	<b>Now</b>
<b>challenge: Easy</b>	<b>back-up: Battery</b>

Ubi Soft certainly has a good thing going. Rayman is a great character, and this game has perfect animation and backgrounds with enough colors to awaken those tired rods and cones in your eyeballs. While Rayman looks and plays just like his cartridge-based counterparts, this PlayStation version has one feature that really impressed me—the terrific music. When I run out to buy my PSX, Rayman will definitely be one of the games I bring home with me!

Contrary to the early belief that the PlayStation can't do side-scrolling games very well, Rayman comes out shining in many ways. The game's visuals can be easily noted among the best, with lots of detail and animation that rivals the animation that comes out of Disney. The music is also great, even though it's geared to a much younger listening crowd. The play control takes a bit of getting used to, but once you get it down, it's pretty easy. I like this game.

This is one of the coolest action games I've seen in a long time. The PlayStation not only looks great, but it also plays really well. The visual effects on some of the levels have to be seen. Hopefully the players out there will look past the cutesy character. This one is loaded with techniques and secrets. The music is really neat, too. Rayman is a top-notch action game that excels in every way. This CD proves that the PlayStation can do a worthwhile side-scroller. Great!

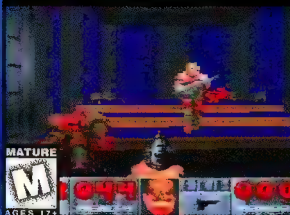
What is that little dude and where did he come from? Whatever it is, there is no mistaking the cute look for the simply breathtaking graphics! If you think you've seen the mascot concept done to death, you've never played Rayman. There are tons of techniques and loads of game play that complement the cool sounds and awesome eye candy. At first you may think it is all look and no play—wrong! This is one of the freshest side-scrollers in a while. Try it, you'll like it.

<b>Best Feature:</b>	<b>Colorful fun</b>
<b>Worst Feature:</b>	<b>Kinda easy</b>
<b>Time To Complete:</b>	<b>Short</b>
<b>Also Try:</b>	<b>Rayman for Jaguar</b>

super nes

## DOOM

williams



category: release date:

<b>Carnage</b>	<b>Now</b>
<b>challenge: Hard</b>	<b>back-up: None</b>

It's very easy to dismiss this game as less than worthwhile, primarily because it's 16-bit. I'm just surprised how close this translation is. For starters, it uses the FX2 chip that gives Doom the sense of depth that is needed for a game like this. The music, which is a sped-up, and more hyper-sounding version of the PC, is very good, but Doom isn't without its problems. The scrolling is quite choppy and the game is very pixelated. Overall, though, it's still decent.

The PC hit finally comes to the Super NES. But to my disappointment, this version is more of a downgrade than a port-over. Everyone will tell you that enemies at far distances are difficult to see, but the ones in the Virtual Stealth Mode are impossible. It's just too darned pixelated. On the other hand, the music and sound effects are outstanding, and the play control is fair. This game definitely needs a balance. It's still a good game, but I think I'd rather wait for the Ultra 64 version.

Doom for Super NES suffers from a lot of things. Not comparing it to the other versions of Doom, this one lacks as a game in general. The screen is too pixelated, and the sound is off. It'll seem like you are getting hit for no reason at all. Enemies are hard to see at distances of more than a few feet. The control is okay. The music is outstanding on this cart, and twice there was a CD of it. Doom takes the Super NES to the limits, but those limits just aren't enough for this game.

This is a pretty good job considering it's a Super NES cartridge trying to hold all the info of a computer game. However, the graphics are very pixelated and it is quite hard to see and interact with enemies from a distance. The overall engine and structure is very Doom-like, but it can't help but be visually compared to other platforms. The soundtrack is done very well and it handles decently. The looks are the major drawback for this veteran of the computer version.

<b>Best Feature:</b>	<b>Everything kept in</b>
<b>Worst Feature:</b>	<b>Choppy scrolling</b>
<b>Time To Complete:</b>	<b>Medium</b>
<b>Also Try:</b>	<b>Wolfenstein 3D</b>

# QUARTERMANN'S CHEAT SHEET

The latest from Hudson Soft and SNK is a fighter called Kabuki Klash. Choose from eight fighters and put your skills on the line. Here are the moves for this latest arcade smash:



## Gokuraku

**Hurricane:** ▶ ▼ ◀ + Punch

**Home Run:** ◀ ▶ ▼ ◀ ▶ + B and C

**Magic:** ▼ ▼ + A or B or C

## Kinu

**Kami:** ◀ Hold ▶ + C and D

**D. Throw:** ▼ Hold ▲ + A

**Magic:** ▼ ▼ + A or B or C

## Kabuki

**Rasaijin:** ▶ ▼ ▼ + Punch

**Senpuh:** ◀ ▶ ▼ ◀ ▶ + Punch

**Magic:** ▼ ▼ + A or B

## Manjimal

**Matsumushi-Giri:** ▶ ▶ + Punch

**Manji-Giri:** ▼ ◀ ▶ + Punch

**Magic:** ▼ ▼ + A or B or C

## Ziria

**Enmaku:** ▼ ▶ ▶ + Kick

**Kamaitachi:** ▼ ◀ ▶ + Punch

**Magic:** ▼ ▼ + A or B or C

## Yagumo

**Oh-Roh:** ▼ ◀ ▶ + Punch

**Ryouga:** ▶ ▼ ◀ + Punch

**Ryusei:** Jump, then ▼ + C and D

**Magic:** ▼ ▼ + A or B or C

## Tsunade

**Koma:** ▼ ◀ ▶ + Punch

**Baku-Shin:** ▼ ▶ ◀ + C and D

**Namekujim:** ▼ ▶ ◀ + Punch

**Magic:** ▼ ▼ + A or B

## Orochimaru

**Kanzashi:** ◀ Hold ▶ + Punch

**Renegeki:** Punch repeatedly

**Magic:** ▼ ▼ + A or B

# QUARTERMANN'S CHEAT SHEET

**Jack**

↓ THEN ↑ + B and D

**Rasputin**

↓ ↘ ← → + A and C

**Ryofu**

→ ↘ ↓ ↙ ← ↘ + C and D

**Captain Kidd**

← ↓ ↙ + B and C

**Ryoko**

→ ← ↙ ↓ ↘ → + B and C and D

**Hanzou**

→ ← ↙ ↓ ↘ → + A and C

**Kim Dragon**

→ ← → + B and D

**Brocken**

BC then BC then ABC

**Janne**

→ ↓ ↘ → ↙ + A and B

OR

↓ ↙ ← ↓ ↘ → + B and C and D

Many magazines will give you the special moves for a fighting game, but who else besides **EGM** would give

you the "Crazy Death Blows"?! Here they are, the moves that pulverize your opponent when they least expect it! Do them when your life bar is flashing, and do them when your HERO bar is full for extra punishment!



**Mudman**

→ ↘ ↓ ↙ ← → + AB or BC or CD

**Muscle Power**

↓ ↘ → ← ↙ ↓ + A and B

**Shura**

↓ ↙ ← ↙ ↓ ↘ + B and D

**J. Maximum**

↓ ↘ → ↓ ↘ → + A and C

**J. Carn**

→ ← ↙ ↓ ↑ + A and C

**Erik**

↓ ↙ ← ↙ ↓ ↘ + B and D

**Fuuma**

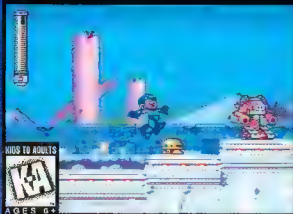
→ ↘ ↓ ↙ ← ↘ + A and B

OR

↓ ↙ ← ↓ ↙ ← ↓ ↙ ← + ABC

**super nes**

# MEGA MAN 7

**capcom****category:**      **release date:****Action**                      **Now****challenge:**                **back-up:****Hard**                      **Password**

Get ready for more of the same. Mega Man 7 looks, feels and plays like every other Mega Man game before it. Of course, there are the typical new weapons and Bosses, but the game is and probably always will be repetitive. The graphics are crisp and the control is superb, but the music is, well, boring. The idea behind going into the shops for new weapons is cool, but that's stretching it a bit. If you're not running out of room on your shelf from all the MM games, give it a try.

Mega Man 7 joins the long line of games starring our favorite blue hero. Although the graphics have been toned down from the X series, they are still colorful and very detailed. I like all the new mega-weapons and how each can help you through certain levels. The hidden areas and items in the game are nothing new but are still cool. The difficulty is just right. With all the good things going for it, this game really needs a revamp. The engine is getting old and tired.

Mega Man 7 continues the Mega Man tradition by chucking more secrets and weapons at us than ever before. The graphics are only okay (I prefer those of X instead), and the levels seem uninspired. Where Mega Man 7 excels is with all of the little things to find. You'll go nuts looking for all of the RUSH letters. The game play is as sound as ever, nothing really different. This cart is definitely harder than the others. It is as tough as the first in the series. Good but not great.

I have always loved the Mega Man series. This one is a bit simpler-looking than X, but after playing two of that type I found it very refreshing to go back to the more original look of Mega Man. Granted the graphics of X and X2 were a bit more dramatic as were the techniques, but this game has tons of secrets and items to find. I can understand some people getting burnt out on the concept, but I love the action and challenge of this classic with an excellent feel.

**Best Feature:**      **It's Mega Man****Worst Feature:**      **More of the same****Time To Complete:**      **Medium****Also Try:**      **Any other Mega Man****genesis**

# THE OOZE

**sega****category:**      **release date:****Adventure**                **Now****challenge:**                **back-up:****Hard**                      **None**

I'll give Sega credit for coming up with some original titles, notably Comix Zone and now, The Ooze. I've never seen another game quite like this one. The one thing that gets annoying is that the larger your ooze trail is, the more of a chance you stand to get by enemies. This isn't an all-out action game by anyone's standards because you end up moving slowly to maneuver around everything. As original as it is, I couldn't find myself enjoying The Ooze for any length of time.

Well, uh... it's different. And that's great except that the game really needs work in playability. The whole concept of controlling a mobile puddle of slop is pretty cool, but the problem begins with the poor play control. It's so darned difficult to move through the levels the larger you get. The graphics are uninspired, and the sound is just a wee bit annoying. These areas definitely could have used more attention. This game just wasn't fun. How 'bout a sequel... not!

What the heck is this? Okay, I like the concept. It's new, but the game just doesn't do it for me. The graphics and sounds are first generation, and the story doesn't work. The enemies are pixels with no features. The blob effect is done fairly well, but it is very choppy, and controlling your mass gets very tough. Things move slowly, too. Most importantly, The Ooze is not even fun. It just seems more like work than a game. If this is the last frontier of 16-Bit, I bid thee farewell.

I like the concept of the single, mass-oozing body but it just didn't get that exciting to play. The effects of The Ooze were done pretty well, but overall, the graphics were simplistic and somewhat choppy looking. Also, trying to control the blob-like Ooze took a while to get used to, and unfortunately, it never really got that fun. It's an innovative concept for a new character and new abilities, but I'd rather see it done in animation style with a lot lighter feel.

**Best Feature:**      **Original concept****Worst Feature:**      **Easy to get hit****Time To Complete:**      **Medium****Also Try:**      **Not much like this****genesis**

# WEAPON LORD

**namco****category:**      **release date:****Fighting**                **Now****challenge:**                **back-up:****Hard**                      **Battery**

Credit goes to Namco for trying to do something different with a fighting game, but I think they were trying a bit too hard and put the effort into the wrong areas. Weapon Lord has 8-Bit quality animation, poor control and ho-hum music. If you can look beyond that, you'll find a game that has all-new fighting techniques. I applaud them for that, but gamers will most likely be turned off by the look of the game. If you're bored stiff by SF2 or MK, you may like this one.

Weapon Lord is a good example of how not to make a fighting game. With exception to the fine character art, the rest of the game is not done well at all. Yes, the characters are very well drawn, but they aren't depicted well enough onscreen because of the grainy graphics. And two or three-frame animations won't do in any game. But the real kicker here is the play control. This game needs improvement in response and timing. Fight fans will be disappointed.

Weapon Lord is loaded with cool concepts, and neat characters. The graphics are appealing, and the voices are the best the Genesis can do. Now comes the bad part. The game play is really choppy, as is the animation. Even knowing the moves and the combos, the computer can tear you apart, because it isn't slowed down by poor control. The animation is at most three-frame. I expected more from Namco. The concepts are there, but the game just isn't.

From a first glance, the game suffers from a grainy graphic look. The characters are cool and have good themes but the lack of animations and choppy graphics only point to the fact that there wasn't enough space on the cart to do it right. The concepts in the game such as guard drops and offensive counters are great, but the game isn't all that visually appealing. It plays well with a lot of new techniques like holding the button and top rotations—but it may frustrate some players.

**Best Feature:**      **New concepts****Worst Feature:**      **Grainy looks****Time To Complete:**      **Medium****Also Try:**      **SF2, MK1 & 2**

sega cd

## BATMAN &amp; ROBIN

sega



category: release date:

Driving

Now

challenge:

back-up:

Hard

Battery

The best way I found to swallow the cost of this game is to think of it this way: You're buying a CD full of cartoon episodes with a 50-so driving game included to break up the animated sequences. The video quality of the animation is definitely Sega CD quality (read that as pixelated), but that's easier to tolerate than the game, which is nothing more than a very boring driving game that suddenly gets horrifyingly hard at the worst possible moments. Slightly above average.

Batman & Robin is one of the few really good cartoons on television. Too bad I can't say much about this game. Although I am a big fan of driving games, I just couldn't get into this game. The graphics were too pixelated and some upcoming objects hamper your vision of the road too much and that's frustrating, even with the decent play control. The cinemas in between the levels kept me playing. They were very entertaining. This should have been an action game.

Batman & Robin is a decent game for the Sega CD. The graphics are surprisingly good, and the full-motion video, taken directly from the cartoon isn't all that bad. Batman & Robin is loaded with driving action; while fun, tends to get frustrating. It limits itself in what it can throw at you. The trees in the road stop you from seeing ahead, really throwing you off. I'd have to say that this is one of the better Sega CD titles around. Besides, there aren't many CD games around.

At first I thought it was going to be just an upgrade to the Genesis version, but once I found out it was actually a driving game I really wished for the old game back. It's not that the driving is bad, but for a game of this type it gets repetitive and needs a few more weapons. Clearly the best part of the game is the true-to-cartoon cinemas, which are long and reproduced with great voices. Driving fans may take it to heart a bit more than I, but there is no questioning the cinemas.

Best Feature: Cool animations

Worst Feature: Not much fun

Time To Complete: Long

Also Try: Batman Returns CD

sega cd

## WILD WOODY

sega



category: release date:

Action

Now

challenge:

back-up:

Medium

None

Wild Woody, eh? Aside from the school kids having a heyday with that on the playground, Wild Woody offers some nifty ideas to spice up what would be just a typical action game. The ability to draw up items needed to get through levels is a nice idea, but rubbing your butt-mounted eraser on enemies takes some serious patience and coordination. The levels are very storybook-like, which should appeal to the younger audience that this game is geared toward.

Wild Woody! Name's a little risqué, wouldn't you say? Anyway, the game itself is pretty cool. I like the rendered CG cinemas, but the poor, dithered graphics don't do it justice. On the flip side, the game's graphics don't match the work put into the cinemas. The play control is okay but needs refinement especially when rubbing out the enemies. The story is interesting, I like it even though more could have been done with the game in general.

Wild Woody is your standard side-scrolling, cute-character game. It adds nothing new to the genre. The control of Woody is a little loose, and rubbing out (strange but cool) enemies can get a little tough. The obstacles are spaced a little strangely so you almost always get hit. The graphics are simple but adequate. I like being able to draw up items. The audio is decent, but that is to be expected. Overall, Wild Woody is more of the same. I didn't care for it.

The best part of this game has to be its outlandish title. The game itself is kind of bland and the rubbing and sketching techniques leave me blank. The graphics are nothing special and the full-motion video is just bad. One redeeming quality was the original and strange soundtrack, but it can't save the game from instant hits and lack of depth. As a side-scroller, it has an original concept, but it is just plain frustrating and not worth the time in my book.

Best Feature: New concepts

Worst Feature: Instant hits

Time To Complete: Long

Also Try: Any other side-scroller

saturn

## SHINOBI LEGIONS

vic tokai



category: release date:

Action

Now

challenge:

back-up:

Hard

None

Why Sega decided not to publish this one is beyond me, but congrats to Vic Tokai for snagging this wonderful game. It's been ages since a new Shinobi game hit the screens and Shinobi Legions is a worthy successor. The graphics are stunning, the animations are fluid and the control is right on par. The FMV sequences do nothing for me, but they're okay to watch. With new techniques and challenging levels, this one is a definite must-buy!

It's been a while since the last Shinobi game, and I'm glad to see that another one has finally made the rounds again—best yet, it's on the Sega Saturn. Yes, there are full-motion video cinemas, but I'll have to say that I found them quite entertaining. The play control is very good and the new techniques like blocking and deflecting knives add to an exceptional game. I do have to say that I didn't like the jerky scrolling when you change directions. Shinobi fans can't go wrong with this.

Shinobi Legions looks great, and the game play isn't all that bad. Except for being a little too tight, the ninja can generally do what I want him to. There are plenty of moves to find, and the action you'll face is relentless. I really like being able to block. The digitized video is of poor quality, and the cinemas aren't anything special. The little touches, like being able to hack down the trees, add to it. Shinobi Legions is a decent game, but it lacks the spirit of its predecessors.

I have a feeling this game is going to be typical of the first Sega Saturn titles. It shows off the incorporation of high-quality character graphics with less impressive full-motion video. The Sega Saturn hardware is really used to create stunning characters and effects but the control seems a bit sluggish at times. There are tons of techniques such as blocking and double jumps, but it still lacks the feel of the early Shinobi. Overall, it's one impressive game to watch and is fun to play.

Best Feature: Nearly everything

Worst Feature: Video quality

Time To Complete: Medium

Also Try: Shinobi for Genesis

THEIR CRIME IS CURIOSITY

# HACKERS

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ON LINE - THIS FALL



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playstation

## TOSHINDEN

sony



category: release date:

Fighting

Now

challenge:

back-up:

Hard

Battery

If there is one PlayStation fighting game that got one helluva workout, it's got to be Toshinden. It's easy to see why. The characters are all cool, there are tons of special moves to learn and combos to master. The area is truly 3-D, so you can fight anywhere, like in Virtua Fighter. The tunes will get you pumped for action and the sound effects are truly exceptional. The control is perfect, so you won't have to worry about tossing the controller through the TV. This is a good one.

No new game system would be complete without a 3-D fighting game to show its vast special effects. And Toshinden pushes the performance envelope of the PlayStation with fantastic 3-D fighting mayhem! Although the game could have benefited from more fighters, the character selection passes. Each fighter possesses great fighting skills and the Super moves are awesome! It's a little difficult to play with a joystick. A joystick easily fixes this minor handicap.

Toshinden is the most visually impressive fighting game I have ever seen. The game plays well, and the characters are all pretty cool. Unfortunately, once you've seen all it has to offer, it loses its appeal. Don't get me wrong. I enjoy Toshinden, but it gets tiresome. The American version has changed voices and music. Most of you won't really care, but if you've played the import game, it is rather annoying. Toshinden is cool. Show it off to your friends.

I was really blown away by the incredible look of this game, and when I first tried it I was only impressed further. The game plays as well as it looks. The graphics have a great 3-D look that really moves 3-D and not just a one-plane shaded polygon. The characters are fun to play, including the Bosses! Fighting fans will like it right from their first try. It plays more like SF than Virtua, with a faster pace and several special moves. A must-try for PlayStation owners.

Best Feature: Incredible everything

Worst Feature: Not much at all

Time To Complete: Long

Also Try: Any other fighting game

playstation

## RAIDEN PROJECT

sony



category: release date:

Shooter

Now

challenge:

back-up:

Hard

None

Why does Raiden seem to be one of the first shooters to come out for each new system? Anyway, Raiden Project is a timeless shooter and is now even better because you get Raiden I & II on the same disc. If you remember, Raiden I was quite easy and still is. However, Raiden II is a real challenge! The power-ups actually do something useful as well. Shooter fans, don't pass up Raiden Project. There may not be another one like this.

I like shooters a lot, and it's nice to know there are still some good-quality blasters being made. Raiden is a good translation of the arcade version with all the great power-ups and weapons that made it so fun. The graphics are awesome with superb detail. The explosive sound is a blast (pun intended). The extra sequel game is an added bonus and the two-player feature is nice. Fans of the arcade should seriously consider taking this home, especially shooter fans.

Two games on one CD. I like it. While I'd rather play the sequel over the first game, having it there is nice for nostalgia. The graphics are better than the arcade, and the game plays perfectly. Raiden is a hard game. Both versions are excellent, and the effects in Raiden II are really cool. Check out that bizarre stretch beam. The music is decent, too. If you're a fan of the coin-op, then the PlayStation version is for you. This is the best conversion of Raiden to date.

This is Raiden to a tee. The arcade translation was done very well. It did look a little weak at first since I have already played through Raiden DX, but with the limited number of shooters it was still a welcome sight. Fans of the series will simply love it and those not familiar will be impressed by the challenge and cool weapons (especially the pink wave). As an added bonus, you get two games on one CD! As a first entry into the shooter genre for the PlayStation, it is a good effort.

Best Feature: 2 for the price of 1

Worst Feature: Very hard

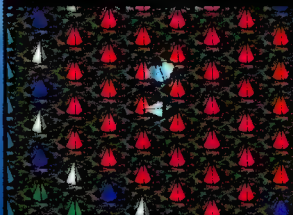
Time To Complete: How's your patience?

Also Try: Any other shooter

3do

## ICE BREAKER

panasonic



category: release date:

Shoot./Puzzle

Now

challenge:

back-up:

Moderate

None

I don't know if something was missing from the code during final programming, but there isn't much to Ice Breaker to keep you enthralled. Zipping around a 3-D environment blasting other pyramids in a monotonous way wasn't score many points with me. The colors in the levels are almost blinding in a surreal kind of way. The control is okay so you shouldn't get frustrated with that, but as it stands, Ice Breaker needs a lot more to make it in the 3DO market.

Ice Breaker... hmm. There's not much I can say about this game. Although it is unique in its own right as a combination puzzle/shooter, there wasn't enough about the game to completely grab me. First and foremost, I wasn't totally impressed with the game's overall look and feel. It wasn't very impressive since it was supposed to be a 32-Bit game. The game play was also a problem. It was hovering on the border of boredom and snoozola. Is it morning yet?

Ice Breaker is a bizarre shooter. Its graphics are fairly simple. You control a pyramid and blast other pyramids. I don't get it. The audio/video aspects don't look 32-Bit, and the game play is extremely boring. The only interesting points come from whenever you die. Ice Breaker needs more diversity, not to mention better graphics. Ice Breaker is at best a rental-only game. I didn't find it enjoyable, and I have a feeling that you won't either.

Once again I find myself on the other side of the fence by having to say I really didn't enjoy this puzzle/shooter game. Normally I love a good puzzle or mind-bending challenge, but the overly simplistic look and play didn't really sit right with me. Die-hard fans or puzzle gurus might get into it but I didn't find this game's pyramid look and sounds to be all that impressive. A kind of quirky game that has a strange appeal that you either like right away or don't.

Best Feature: Unique

Worst Feature: Not appealing

Time To Complete: Medium

Also Try: Not much else like it



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50

GAMES A MONTH

AND PLAY THEM

24

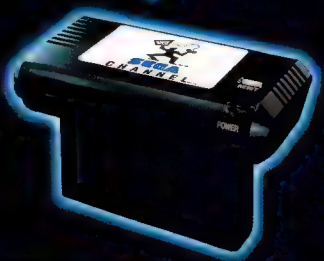
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3do

## STRAHL

panasonic



category: release date:

Action

Now

challenge:

back-up:

Easy

None

"It sure beats live actors." That was my first thought when playing *Strahl*. Japanese animation is always a terrific eye-grabber and *Strahl* is not a let-down in that department. The disappointment comes in that this adventure is over way too soon! It's far too easy to blitz through. Some of the episodes are so short, you'll wonder why they ever bothered with them. Once you memorize the controller patterns, it's all over. It's cool, but don't expect long-lasting fun from this disc.

I'm not a big advocate of full-motion video games, but I have to admit that I found myself enjoying this game quite a bit. I've always liked games like *Dragon's Lair* and *Space Ace*, and *Strahl* draws from the same concept with responsive controls and a quirky story. I like the idea of not only using a sword, but also having to tap the button fast to accomplish certain goals. I just didn't like the pixelized video. It doesn't do Japanimation justice. It was also too easy.

*Strahl* is intended for two specific types of people: those who enjoy FMV games and those who like watching Japanimation. *Strahl* offers clear animation and a strange story. But when you get right down to it, it's the same as the countless others out there: *Time Gal*, *Dragon's Lair*, *Space Ace*, the list goes on. *Strahl* does little to differentiate itself from the others. *Strahl* is responsive and as a result, is a little easy. I only recommend it if you like this sort of game.

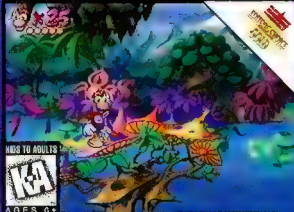
This is the same type of game as *Dragon's Lair* or more appropriately, *Time Gal*. It uses the simple one-motion response with Japanese-style animation to try to maintain the allure of *Dragon's Lair* and *Space Ace*. Unfortunately the game isn't that fun. The animation is okay to watch, but these types of games require lots of eye candy to keep your attention. This one is just basic Japanese animation. It plays well and is actually pretty easy. Its real impact is for fans of the genre.

**Best Feature:** Good anime  
**Worst Feature:** Too easy  
**Time To Complete:** Short  
**Also Try:** *Dragon's Lair*

jaguar

## RAYMAN

ubi soft



category: release date:

Action

Now

challenge:

back-up:

Moderate

None

*Rayman* seems to be one of the coolest new characters to come along, and Ubi-Soft is more than happy to put him on every system. This Jaguar edition definitely has some colorful graphics and incredible animation. Side by side, the PSX and Jaguar versions are nearly identical, right down to the perfect animations. My only minor gripe is, alas, the control. It's hardly noticeable except when jumping. Otherwise, *Rayman* is terrific and worth the price of admission!

Good games for the Jaguar are few and far between. Enter *Rayman*. This is a side-scrolling adventure with some of the best graphics around. There's plenty of vibrant color, and the detail is outstanding! *Rayman's* animation is excellent as well. But I am sorry to say that there is a downside. The play control is hampered by unresponsiveness. The lag in movement forces players to make decisions way ahead of when they really want to move. Still, it's good for the Jaguar.

*Rayman* is a cool idea, but it just doesn't translate all that well to the Jaguar. *Rayman's* many colors and smooth animations are a nice thing you don't see every day on the Jaguar. My only real gripe about the Jag version of *Rayman* is the control. It's slow, and you're bound to make mistakes. Perhaps it would be better with another controller, but to me it just got frustrating. *Rayman* has many unique concepts, and it looks like a cartoon. If you bought a Jag, go for it.

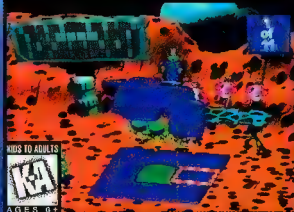
I try not to compare versions, but you can't help it when you see them back to back. Both look very impressive and are great games, but the Jaguar version seemed a bit hard to control. Also the sound quality of a CD is hard to compete against. But it is still an excellent game—probably the best side-scroller for the system. It is a fun game with a great look and cool levels. Don't be misled by the cute look; there is plenty of technique and secrets to challenge you.

**Best Feature:** Colorful graphics  
**Worst Feature:** Not much  
**Time To Complete:** Medium  
**Also Try:** *Rayman for PSX*

jaguar

## FLIP OUT

atari



category: release date:

Puzzle

Now

challenge:

back-up:

Moderate

None

I'll keep in mind that there aren't many puzzle games available to Jaguar owners, but *Flip Out* isn't about to set a new standard. Granted, it's easy to jump into and start playing, but the concept may be too easy in the fact that the challenge level quickly subsides after 20 or 30 minutes. The graphics are vibrant and colorful, a nicely continuing trend on the Jaguar, but the audio did nothing for me. It can be fun, but there's not much longevity to be found.

*Flip Out* is a novel puzzle game, but don't look to get far into this game unless you have a long attention span and can tolerate a pretty boring game. The idea is to flip tiles on a grid in order, but it takes so long to flip them in place that you lose interest. It's also hard to tell where the tiles will land. The graphics are unbalanced with good tile drawings and flipp animation. But the backgrounds look grainy, and I know that the Jaguar is capable of better graphics.

*Flip Out* may have excellent graphics and sounds, but the actual game itself is rather lacking. Very simplistic, *Flip Out* bored me rather than hooking me. It seemed very random, even once I figured out how to win. (Once a piece is in place, don't move it!) *Flip Out* is one of the most visually appealing games for the Jaguar. The control is very well done, but the actual game is tedious. Too simplistic, too boring. Unless you are a hardcore puzzle fan, I'd pass on it.

I generally like puzzle games but lately I've been finding out that maybe I don't like them as much as I used to. The graphics are blurry and not very clear, except for the actual tiles. The concept of flipping tiles is okay, but to have all these tiles in the air and then juggle them to the correct spots just bored me after a while. Altmittidly, it takes a while to get used to, but it still left me frustrated with not enough incentive to push on. A decent concept but not enough to keep my attention.

**Best Feature:** Unique  
**Worst Feature:** Loses its fun  
**Time To Complete:** Medium  
**Also Try:** Any other puzzle game

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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? The EGM 50 details the Review Crew's rankings of the highest rated softs from the past year. The games on this list, ranking from one to 50, are listed accordingly.

# THE EGM HOT 50

GAME	SYSTEM	PUBLISHER	RANK	SCORE	ISSUE
Aero the Acro*bat 2	Genesis	Sunsoft	48	7.75	Jan '95
Alone in the Dark	3DO	Interplay	34	8	Sept '94
Animaniacs	Super NES	Konami	26	8	Nov '94
Bug!	Sega Saturn	Sega	37	7.875	Aug '95
Burn: Cycle	CD-i	Philips	27	8	Nov '94
Bust-A-Move	Super NES	Taito	42	7.75	Mar '95
Cannon Fodder	Jaguar	Computer West	43	7.75	Mar '95
Chrono Trigger	Super NES	Squaresoft	1	9.25	Aug '95
Comix Zone	Genesis	Sega	36	7.875	Aug '95
Crusade of Centy	Genesis	Atlus	44	7.75	Mar '95
Demon's Crest	Super NES	Capcom	19	8.25	Oct '94
Donkey Kong Country	Super NES	Nintendo	3	9.25	Nov '94
Doom	32X	Sega	15	8.25	Jan '95
Earthworm Jim	Genesis	Playmates	8	8.75	Oct '94
Earthworm Jim	Super NES	Playmates	12	8.5	Oct '94
Earthworm Jim: SE	Sega CD	Interplay	7	8.875	Apr '95
Final Fantasy III	Super NES	Squaresoft	5	9	Oct '94
Gex	3DO	Crystal Dynamics	9	8.625	Jun '95
Ignition Factor	Super NES	Jaleco	14	8.25	Mar '95
Keio Flying Squadron	Sega CD	JVC	49	7.75	Jan '95
Lemmings 2	Super NES	Psygnosis	47	7.75	Feb '95
Metal Warriors	Super NES	Konami	22	8.125	Apr '95
Mickey Mania	Sega CD	Sony Imagesoft	28	8	Nov '94
Mortal Kombat II	Super NES	Acclaim	20	8.25	Oct '94
Need For Speed	3DO	Electronic Arts	23	8	Apr '95
Ogre Battle	Super NES	Enix	40	7.875	May '95
Pac-In-Time	Super NES	Namco	45	7.75	Mar '95
Panzer Dragoon	Sega Saturn	Sega	13	8.375	Jul '95
Phantasy Star IV	Genesis	Sega	41	7.75	Apr '95
Pieces	Super NES	Atlus	16	8.25	Jan '95
Popful Mail	Sega CD	Working Designs	46	7.75	Mar '95
Prehistorik Man	Super NES	Titus	6	8.875	May '95
R-Type 3	Super NES	Jaleco	35	8	Sept '94
Return Fire	3DO	Silent Software	24	8	Feb '95
Samurai Shodown	Neo*Geo	SNK	4	9	Jan '95
Snatcher	Sega CD	Konami	17	8.25	Dec '94
Sonic & Knuckles	Genesis	Sega	2	9.25	Dec '94
Sparkster	Super NES	Konami	30	8	Oct '94
Star Control II	3DO	Crystal Dynamics	21	8.25	Oct '94
Super Return of the Jedi	Super NES	JVC	31	8	Oct '94
Super Street Fighter 2 Turbo	3DO	Panasonic	25	8	Jan '95
Tetris 2	Super NES	Nintendo	32	8	Oct '94
The King of Fighters '94	Neo*Geo	SNK	11	8.5	Nov '94
The Lion King	Genesis	Virgin	29	8	Nov '94
Virtua Fighter	Sega Saturn	Sega	38	7.875	Jul '95
Wild Guns	Super NES	Natsume	33	8	Oct '94
World Heroes 2 Jet	Game Boy	Playmates	39	7.875	Jun '95
World Heroes Perfect	Neo*Geo	SNK/ADK	10	8.5	Aug '95
X-Men	Super NES	Capcom	50	7.75	Jan '95
Zero, the Kamikaze Squirrel	Genesis	Sunsoft	18	8.25	Dec '94

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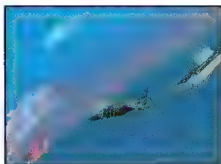
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# GAMING GOSSIP

## Follow-Up From Williams Is Set ...New Optical Disk For U64? Gets Set To Make A Big Move...

**MK3 Gets Two New Faces...MK Follow-Up From Williams Is Set For  
AMOA...More U64 Game News...New Optical Disk For U64?...Street  
Fighter 3 Underway...Sega Gets Set To Make A Big Move...Plus...**

...Welcome to the big show Q-fans! It's time once again to get your monthly dose of gossip from the guru of gaming. We'll get things going this month with the inside word on Mortal Kombat 3. It seems that Williams isn't adding six characters to the upgrade shipping to arcade owners later this month after all. My sources tell yours truly that the dynamic duo of Scorpio and Kitana will be the only new faces gracing gaming's hottest fighter. Look for new powers as well as original moves and fatalities. ... Why an upgrade? Insiders say that Williams wants to placate arcade owners with a new version to peak gamers' interest while virtually identical revs hit home. ... While none of the new consumer versions will be bringing Scorp or Kitti into living rooms this year, the Q has heard that plans are under way to introduce both (and possibly others) to the PlayStation via a memory card patch. ... In other Williams news, the Q has been moving in the shadows to find the inside scoop on the company's next fighter. The Q is most pleased to report that I've hit the jackpot! The name of the game is rumored to be War Gods, a real-time 3-D fighter that will be unveiled at the AMOA arcade show in New Orleans later this month. The game not only uses the Ultra 64 arcade architecture, but the characters in the game could possibly be 3-D rendered! Look for lots of lightning, thunder, tornados and different special weapons befitting of a god. The Q-Mann also hears that the skeletons of several MK3 actors were filmed for this game and then re-animated as holy warriors. War Gods is scheduled to make its way onto the Ultra 64 next April. ... By da way, Q-Fans, yours truly was WRONG. The Mann found out that cousin Q was planning for wedding rings not baby swings. Sorry cuz (and quit calling Jeff!!!) ...

...The Ultra 64 is still on schedule to be released in Japan on Dec. 1 of this year, although some are suggesting it could be delayed a week or two. The Ultra Famicom, as it will be known in the Land of the Rising Sun, will cost 25,000 Yen (\$250 U.S.), and one of the titles being bantered about is Ultra Mario Brothers. This adventure may see Mario and his cast of characters in an action adventure/role-playing game scenario. We will know for sure November 24, 25, 26 when the system and the game debut at the Shoshinkai Show in Japan. ... Final Fantasy VII looks like it's a go in Japan the same day the unit is released. Capcom is even planning to have a Mega Man title out for the Ultra 64 shortly after the system is released as well as a Street Fighter title. Nintendo and Rare are planning a Donkey Kong Country-type adventure as well as Ken Griffey Jr. Baseball and the ultimate sequel, Killer Instinct II: Final Assault, although that's currently just a working title. EA Sports is planning versions of Madden, NHL Hockey and FIFA '97 soccer for the U64. ...

...In other Ultra 64 news, wurd has it that the Ultra 64 may have a minidisc floppy drive in the works. The drive will be released in October or November of 1996 or in early '97 for around \$150. This isn't the only talk around Nintendo, with a possible optical drive for the Ultra 64 being kicked around that is rumored to run eight times faster than a CD-ROM! Since most floppy games will require more than the two megabytes of RAM that is said to be housed within the U64, don't be too surprised if the bulky drive comes with an additional two to four megabytes of RAM. Floppy disks only hold 130 megabytes of data on one disk. Since the bulky drive will use the floppy disks, all games on the disks will be readable and writable allowing you to save your game right on the disk. This drive will also allow companies to add new levels, new Bosses and new race tracks and other modifications to already existing games. A few Dream Team members like Acclaim and Virgin are considering supporting this new format and Enix and Square are said to have already signed up. ... Acclaim is hoping to regain the success they enjoyed during the holidays the last few years by raiding other company's wares. Recently, Acclaim worked out a licensing agreement with Sony to handle Mortal Kombat 3 for the PlayStation in Europe and then a week later they signed a deal with Capcom to release Street Fighter: The Movie for the PlayStation and Sega Saturn later this year worldwide. ...

...Capcom is rumored to be looking for a rebound after the cash crunch incurred from too many Street Fighter carts. The company is planning Street Fighter 3 and, in doing so, have gone back to their roots. The expertise of the original designer of Street Fighter, SF2 and Street Fighter Champion Edition will be working on the latest Fighter sequel in the arcades. The game will feature Capcom's new high-powered CPS III arcade architecture that is said to set an industry standard in terms of rendering speed and polygon performance. ... From the Sega camp, there's a big deal said to be in the works and it could take one of three forms. Sega may be buying Atari and giving them access to Atari's new and existing gaming hardware platforms, including the Jaguar 2, which the Q-Mann tells you is quite cool. The second move could be for Toshiba to put a hold on roller-coaster prices of chip-sets that are currently being used in the Sega Saturn. Lastly, a deal may be in the works with the principles of 3DO to acquire the new M2 technology for use in arcade development as well as a future gaming hardware platform. ...

...Not all the folks are Shiny Happy People on the good ship Earthworm Jim. Half of the original eight-man team at Shiny has left. They've jumped ship after Interplay purchased Shiny, and they have set out on their own to form their new gaming company called Neverhood. They are currently negotiating with Dreamworks for a million bean to fund a secret project to be helmed by Doug TenNapel, David Perry's right-hand man and co-designer of Earthworm Jim and EWJ 2. Doug is the Mayor (President) of Neverhood, and along with Mark Lorenzen, lead designer on Vector Man for BlueSky and most recently Earthworm Jim 2, Mike Dietz, the brains behind the animation process and lead animator on games like Aladdin and the Jungle Book with Virgin and Ed Schofield, they plan to start scripting their first game to be called, er, well, "The Neverhood" for the PC CD-ROM format first and then Sony PlayStation. It will be filled with the typical TenNapel slapstick humor and it is scheduled to be released in the fall of 1996 or spring of 1997. The game is based on a group of paintings Doug TenNapel did a few years ago and an art show he did with those paintings called a "Beautiful Day in the Neverhood". The game will take place in a gothic world where decisions you make can destroy your world. If the Dreamworks deal falls through, gaming companies are sure to line up for a chance at the tremendous talents of the Neverhood fearsome foursome. ... Namco is also working on the sequel to Ridge Racer, called Rave Racer. The game has some new features, including variable terrains, changing weather conditions and huge jumps. The game will feature five new tracks and a two-player mode for network action. Rave Racer will be released toward the end of this year. Namco's also working on Cyber Cycles, Alpine Racer, Ace Driver, Match Breakers and a compilation of their old arcade classic titles like Dig Dug and Galaga to appear on a "greatest arcade hits" CD for the PlayStation. ... Finally, the Q wants to wish TK well in his fight with the big C. The prayers of not only yours truly but the entire Sendai gang are with you big guy and here's hoping you can pull out a finishing move and get back to work. ...

- QUARTERMANN

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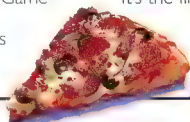


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# MK 3 Makeover

IF YOU THOUGHT MORTAL MANIA WAS SLOWING DOWN, GUESS AGAIN!

by Howard Grossman and Sushi-X



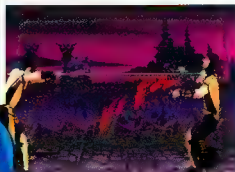
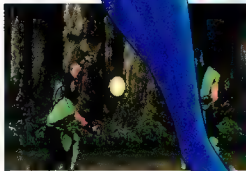
**Kitana is back, and how!**  
An old-time favorite returns with a sexy look. She is destined to be a very popular character.

**1**s Mortal Kombat 3 continues to be the rage of arcades, the masterminds behind the immensely popular series are already working on a major update. It will be free to arcade owners and will be released to coincide with home versions hitting the mass market in late September to mid-October.

## WHO-NEW WHO'S WHO

All of the characters from Mortal Kombat 3 will be retained for the upgrade. In addition, there will be four new characters that will be selectable. These newcomers aren't completely

new, in fact they are all from MK II!



However, each character will have an original look for his/her latest appearance. The four to cross over are **Jade, Kitana, Reptile** and **Scorpion**. The artwork on the following pages shows the style that these new characters will adopt. Similar to MK II, the look for



**“Reportedly, there will be 20 characters to choose on the Player Select Screen.”**

Reptile and Scorpion will be very similar and will most likely be a pallet swap, but Kitana and Jade are slated for a more individual and unique look. For political reasons, the actors who originally filmed the characters won't be used. The male ninjas will be played by the current Sub-Zero/Shang Tsung, John Turk, while the ladies will be filmed with a new actress. These additional characters will have many of their old moves and combos in addition to a new set of moves, fatalities, etc. For example, Reptile will have a new move along the same lines as Kabal's spin but not the same look. Scorpion will get a new type of “super” teleport punch that will bounce players up and can be chained with his old teleport punch for an awesome air-and-ground juggle!

Reportedly, there will be 20 characters to choose on the Player Select Screen. If you consider the original 14 of MK 3 plus the return of the four MK II characters, there are still two characters unaccounted for. One possibility is the return of Smoke, the famous hidden character that was found through the Ultimate Kombat Code. However, if he returns, it is very likely that he will be flesh and blood like the other new ninjas and not a

robo-ninja! Whether these two other characters are original creations or others hopping over from Mortal Kombat II, you can bet there will be several more hidden characters. With MK's past hidden characters, a few possibilities could be Mileena or maybe even Noob Saibot.

## WHAT- THE INS AND OUTS



Besides the aforementioned characters, the makeover will incorporate several new elements. The most notable will be the addition of at least four new backgrounds. Not only will these stages have a whole new look, but some will even have stage or "pit" fatalities associated with them similar to the Tower, Subway or Pit 3. In preparing for the new backdrops, one of the original stages may be removed. It is purely a

**A very noticeably change will be the addition of at least four backgrounds that will contain a new stage fatality.**

matter of available memory.

A few new features will be added that will have a dramatic effect on how the game is played. **EGM** was the first to mention the addition of the Run button. Ed Boon, chief programmer of MK, is working with several new options that will have as large of an impact or even larger. A few possibilities may include some of the options that were in the home versions. Look for a tag-team type of mode where you can set up matches with different characters in sort of a tournament fashion.

The story line will have obvious changes to reflect the presence of the new characters. Each character may not have a complete intro in the Attract Mode; rather, they will all be tied

together in the cinematic opening story of the Attract Mode.

Each of the original MK 3 characters will be given an extra move but all their other moves and fatalities will remain the same! During production of MK 3, some moves were taken out during game testing and tweaking but may finally see the light of day. For example, you've seen Stryker point his gun up and shoot off a few rounds and probably wondered why he didn't use it during the game. There is a strong probability that he will get to use his gun in the new upgrade. The new moves will add a little extra excitement to each character as well as his/her playability.

What would a Mortal Kombat game be without loads of secrets? Plenty of characters, Vs. Screen codes and other goodies will fill up every available Bit of memory possible. Ed Boon is playing around with some ideas to bring some of the rumors to life in the same way he brought the fabled Animalities to MK 3. All the rumors of Ermac and Kano or Goro transformations may become a reality.

One thing is for sure: there will be a new set of Vs. Screen Options encompassing new concepts. A good candidate is a Stealth Mode where you can't see the character you pick or a double-speed option. Based on the numerous options in MK 3, the upgrade is bound to have enough to keep people guessing. While everyone is trying to figure out the latest Vs. Screen codes there will now be three Ultimate Kombat Codes. The number may change as



**"Each of the original MK 3 characters will be given an extra move, but all their other moves and fatalities will remain the same!"**

# STREET FIGHTER II TURBO

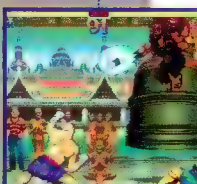
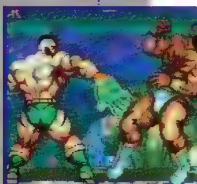
## The Street Fighter Upgrade Syndrome

From a first impression, it may seem that Midway has hopped on the upgrade bandwagon similar to Street Fighter II.

However, Ed Boon has stated that the probability of another

upgrade is very low and that an official MK IV would be more likely. The mega successful SF2 has gone through a lot of upgrades, including speeds, new characters, animations and graphics, as well as new elements like the super moves. Yet, the players grow very frustrated and tired of the upgrades without a new release.

Ed Boon assures us that this won't happen. He believes that simple upgrades just prolong the current hardware and don't give the system space to grow. If MK IV does come out it should be very different.





## WHEN, WHERE AND WHY

A big change over will take place in mid- to late-September. The timing will closely parallel the release of the new home version on the PlayStation, Super NES and Genesis (to be released early to mid-October).

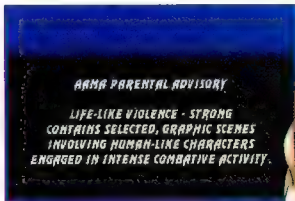
The update will consist of a set of new graphics for the cabinet to correspond to the new name it will be assigned. The actual process will be very simple and should be widespread once the game is tested. Chicago

space demands, but there will be several long series of codes that will be encrypted as well. One of the codes will unlock a new playable character. (It won't be Smoke again!) The rest will be left to speculation as it remains one of the best-kept secrets.

Finally, in keeping with the MK tradition, there will be a new hidden game! MK II started the trend with a



hidden game of Pong after 250 battles and MK 3 had a Galaxian-type game after 100 matches. This new game will probably be accessed in a similar fashion, but we won't spoil the surprise ... yet.



residents might see the game a few weeks early. Midway tests the game at some of its premier locations.

This upgrade will obviously be more than a simple update and will therefore bear a new name rather than just a version number. The name will be something along the lines of MK 3 "Super," "Nitro" or some other single word. The reason Midway is making a full upgrade is primarily due to the home market. Because of the stunning reproduction on all of the home-market formats, Midway wants to give the operators and the players something fresh to play in arcades. Operators will benefit from a free chip update, and players will gain many new features and techniques to keep them playing both versions—home and arcade. The concept isn't to add a few features and try to make more money since all the moves and fatalities will be the same! Instead, Midway wants to try to give the arcade and home markets something different.

**"This new upgrade will obviously be more than a simple update and will therefore bear a new name rather than a version number!"**

The ninja spectre returns! MK fans will be happy to see that Scorpion is back and more powerful than ever with new combos.

**"Due to the stunning reproduction on all formats on all home-market formats, Midway wants to give the operators and the players something fresh in arcades."**



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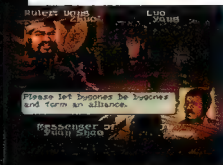
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# OCTOBER IS

# MORTAL MONTH

## THE HOME VERSIONS

October will be Mortal Month! Around the second week of October the PlayStation, Super NES and Genesis versions will be everywhere. Midway themselves will put out the 16-Bit versions for Super NES and Genesis. The PlayStation version is going to be done by Sony themselves. As a bit of irony, Acclaim will still have a hand in MK 3, but only on the foreign market.

Compare the quality of each system and then you'll know why Midway opted to upgrade the arcade game. The 16-Bit versions are, of course, not as exact as the PlayStation version but all home platforms have been pushed to the max to fit all the characters and finishing moves.

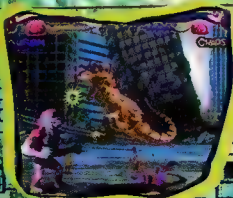




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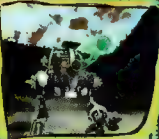
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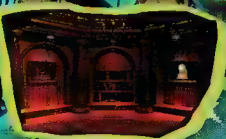
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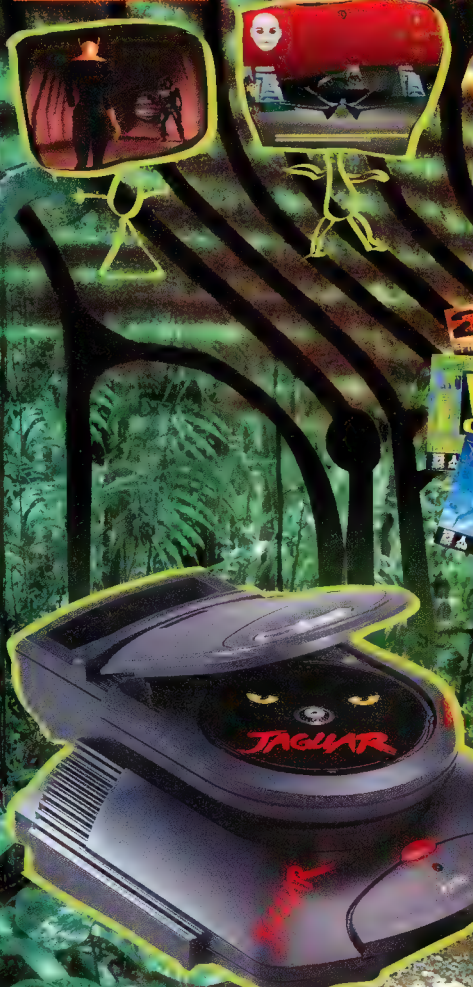
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# DISNEY ENTERS VIDEO GAME MARKET!

After years of licensing their characters and product to third-party video game companies (such as Capcom and Sega), Disney has now formed an interactive division that will start producing and releasing video and computer games under the Disney Interactive label.

While currently sticking with the proven performers—the Super NES and the Genesis along with the rapidly growing PC market—Disney plans to release three video game titles and one PC game this year. As to the next-generation machines, officials stated that once the PlayStation and Sega Saturn develop a large enough audience, Disney would be ready with the next batch of games.

For 1995, Disney will have their hands full since they will be bringing out one title out each month for the rest of the year. With such a full schedule, Disney had to postpone releasing great titles such as Maui Mallard and The Mighty Ducks until 1996.

As for their current line-up, Disney will bring out Pocahontas, based on the recent movie; Gargoyles, taken from the hit TV cartoon show and Toy Story, a Clockwork Knight clone except that it will be coming out for the 16-Bit systems! Executives told the *EGM* editors, that the last title will be their "Donkey Kong 'killer'." And it just might be, as not only are the graphics equal to DK, but having it come out for both major game systems automatically doubles the market.

Disney claims that their new Toy Story cart will dethrone Donkey Kong 2 this holiday season.

Boasting rendered graphics and unbelievably smooth animation, this 16-Bit, 24 Meg cart gives Sega's 32-Bit Sega Saturn Clockwork Knight a run for its money.

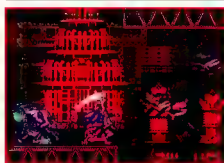
Also based on an animated movie (featuring the voices of Tom Hanks and Tim Allen and coming out later this year), Toy Story is designed to show players that there is still a lot of life in the old game systems. Not only does it redefine what can be done on the current platforms, but it goes even one step further since Toy Story is actually three different styles of games in one. There will be a side-scrolling adventure game, a first-person Doom



Toy Story will prove to game players that the current systems are not dead yet! Check out the 32-Bit graphics in a 16-Bit cart!

style game and a racing game (subtitled Day-toy-na).

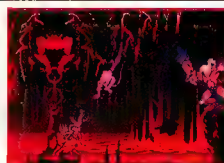
Toy Story will be out for both Genesis and Super NES by Christmas. Check it out to see if it does beat Donkey Kong 2!



Gargoyles is a game based on the Disney afternoon TV show. It is designed for the hard-core gamer and will have an edge—namely it is designed around a story about a one-man army that takes on the forces of true evil. Not your typical Disney-type property but executives



state that this is a direction they can proceed in while still retaining the Disney philosophy. Boasting lots of Silicon Graphics' beautifully rendered graphics and detailed animations (that loses very little in the down sizing to 16-Bit), Gargoyles is also serving as a learning



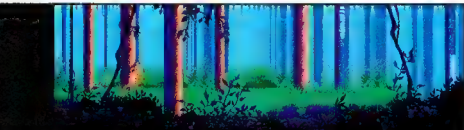
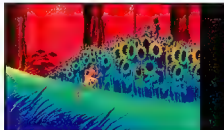
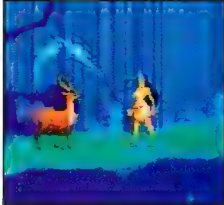
tool for their people in preparation for their next step up to 32-Bit next year. It's a well designed side-scroller that is worth looking into.

This cart will be out for both the Super NES and Genesis and should be on the store shelves by Halloween.

Pocahontas will be based on the recent movie. Designed for a broad audience but primarily for girls, this game is an action/adventure that features a variety of different puzzles, mysteries and challenges. You have to find your own path in life. It is about the development and

growth of the primary character. Skills and knowledge you obtain as you progress throughout the game becomes very important when it comes to solving the puzzles in the cart.

This title will be out for both the Genesis and Super NES in mid-November.



With an intriguing quest and challenging game play, this cart will keep younger players deeply engrossed in Pocahontas for a long time.

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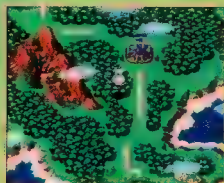
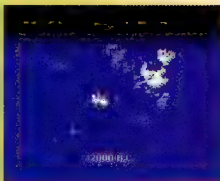
# CHRONO TRIGGER

Here it is! The second part of our mega blowout on the best RPG to date. Never before has a game been this good. The only title that comes close is Final Fantasy III and even that is a distant second. I think most will agree after just one look. If you missed the first part of this guide, run out and buy issue #14 of **EGM**. The first part contains three maps that will make using this guide easier. This guide starts after you have found and rescued Robo and gone through the portal in the Proto Dome. Remember, don't play through the game while reading this guide. Use it only for reference when you are stuck or frustrated. I want to extend a special thanks to Conan Chamberlin at Square for helping to make this guide the very best it could be.



This is Spekkio who can be found in the door above the old man in the Ends of Time. He is a very powerful adversary who you can only cast magic on. Should you manage to beat him, you will get some helpful items. Go back to him periodically, and he will change shape, form and difficulty. He is also the person who will bless your party with magic should he deem you worthy of it.

In this game, the things you do will have an effect on events in the future. One example is below: If you help out Fiona in the middle of the desert, it changes the way things look



in 1000 A.D. Also, after certain catastrophic events in 12000 B.C., the world map changes its look. You will note that the map above is different from the map you will find at the end of this guide. Make sure you are aware of this while playing.

## Robo



While Robo may not be able to use magic, what he can use is equal to and maybe even better than what the others

have. He has a powerful heal spell that heals the whole party and a spell that does mega-damage to all enemies. Not bad for a prototype robot.

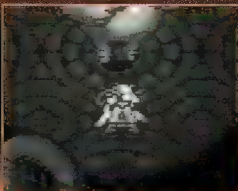


## None

## Ayla

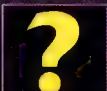


Ayla is another character who cannot use magic. Her stand-alone tech is not that powerful, but when combined with others (especially Marle), it can be deadly. Her brute strength makes her an excellent fighter, because she does not use weapons—only her fists.



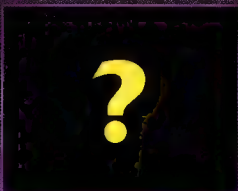
## None

## ??????



The Unknown is the strongest spellcaster you will get. The only drawback to him/her is that he/she cannot combine

his/her magic with other party members. There are, however, a couple accessories that will allow him/her to combine magic.



## Shadow



If you beat the game doing all the things listed in this strategy guide, an option called New Game # will appear. This is one of the neatest features I have ever seen in a game. It allows you to start the game with all of the items, levels, magic and other things that you have earned playing the game. It makes the whole game quicker and easier.

# Part Two of the Strategy Guide

Prepare yourself because this is the second and final part of the Chrono Trigger Strategy Guide. This will take you through the events of the rest of the game up to but not including the final Boss. Remember to use this as a reference guide or to analyze events already completed. Part One of this guide is in issue #14 of **EGM**.

## The Ends of Time

Talk to the old man then go into the room above him and talk to Spekkio. Walk around the room clockwise three times from the door when he instructs you to do so. Once that is done, make sure that the four people who are under your control talk to Spekkio. Then go to the beams of light and choose the one going to 1000 A.D.

### 1000 A.D.

Wander around the town to find out what's going on, then go to Melchior's hut. After buying some weapons from him, go to the cave directly north of the hut. Walk through the cave and get back to Truce Village. After you resurface, head for the fair and go through the time gate located there.

### 600 A.D.

After going through that gate, you need to go to 600 A.D. The first stop is Zenan Bridge. Talk to the knight in the golden armor, then go to Guardia Castle. Talk to the chef in the kitchen in the basement of the castle. Now head back to Zenan Bridge and talk to the golden knight again. Head over the bridge into the southern part of the continent. Go into the Cursed Woods. At the end of the Cursed Woods, you will see a lone bush in the middle of the path. Go behind it to find a ladder. Talk to Frog and then head to the Denardo Mountains. Remember to use a fire attack on the Ogans to burn their hammers away. Don't forget to fall down the waterfall on the left first. There are two accessories: one that cuts MP usage by half and one that raises HP by 25 percent. After the mountains, head down to the village of Porre and talk to Tata in Tata's house. Once done, it's back to the Cursed

Woods to talk to Frog again. Open the treasure chest that Frog was blocking and head back to the time gate. Go through it and choose the beam of light for Medina Village 1000 A.D.

### 1000 A.D.

Travel to Melchior's hut then go back to the Ends of Time and through the portal marked Mystic Mountain 65,000,000 B.C.

### 65,000,000 B.C.

Defeat the green guys and follow Ayla to the chief's hut. At the celebration, beat Ayla in an eating contest to move out of there. Talk to one of the men in the huts who tells you what happened and move on to the Forest Maze. Once through the forest and in the cave, fall through the holes that the Evilweevils make, not the ones that are already there. If you wait a minute or two, they will make new holes. Make your way through Repette's Lair and you're ready to go back to Medina Village 1000 A.D. Before you leave, trade your petals, fangs, horns and feathers for some really good weapons and armor.

### 1000 A.D.

Go over to Melchior's hut. After the sequence, go to 600 A.D.

### 600 A.D.

First, go to Frog's house in the Cursed Woods and talk to him. After that, travel to the mountain that is just east of Fiona's Villa. Go to the base of the mountain and it should read "Magic Cave." Go into that and then into the cave. Remember what Spekkio said to do when you get new members. Go through the cave and come out on the island. Go into Magus' Fortress and defeat his henchman. Afterward, keep on trucking through this level for a very cool showdown.

### 65,000,000 B.C.

Go north to the Laruba Ruins to see what's going on. From there, head over

to the Dactyl's Nest. Once you have taken to the air, it's time to head over to Tyrano's Lair. Before you leave, go to the loka hut with the trader inside. Get any items that you might not have gotten before. The quickest way to get the items you need for trade is to fight the enemies in the Hunting Range. After completing Tyrano's Lair, you must go to the lair ruins at the base of the crater. Head through the time gate there.

### 12,000 B.C.

Leave the cave and head east to the Sky Bridge. Use it, check out Enhassa and move onto the land bridge. Now head north to the next Sky Bridge. Go into Zeal Palace and head into the room that is in the top-right corner. Go into the room on the right. After you witness the events, go into the room in the top middle. Go as far up in the room as you can and try to get through the door. When that fails, go back and then into the room on the top left of Zeal Palace. Walk up to the machine and press your A button. Once that is completed, head back to the room in the top middle. Go through the door that you couldn't go through before. Don't worry if the monster beats you because unless you are at a ridiculously high level, you won't beat him. Once everything is said and done with the fight, you will go back to 65,000,000 B.C.

### 65,000,000 B.C.

Head over to the Mystic Mountains and go to the Ends of Time. From there, go to "Proto Dome" 2300 A.D.

### 2300 A.D.

From the Proto Dome go back to Lab 32. After you come out, go to the Sewer Access and make your way through there. Once you resurface, head down to the Keeper's Dome. Go through the door there. Now you get the best creation of all "time." Once in Epoch, the first place to go is 12,000 B.C. Before you go, however, you may want to visit other time zones to get the magically sealed treasure chests that you couldn't get before.

### 12,000 B.C.

The first thing to do is go to Terra Cave. Talk to the people there and then head to the Mountain of Woe through the Terra Cave. Go down all the stairs and then exit to the right. You will be fighting some pretty tough monsters, so beware. Make sure you fight all the Rubble monsters you see because they give 1,000 exp. and 100 tech. points. This mountain is a great place to build up levels, magic and gold. Defeat the Boss here and move on. After you watch the events, talk to Melchior. Leave the cave and go to the Sky Bridge. You must get to Zeal Palace where you need to go to the top middle room and transport down to the Ocean Palace. You will find that the Ocean



Palace

is pretty hard.

The best thing to do is either have built up your levels on the Mountain of Woe or build up your levels in the Ocean Palace. Beat the Boss and watch as the story takes an unexpected turn. Once everything is said and done, go to the commons and talk to the old man. Once you wake up, go to the stairs to discover what exactly you're on. Go back down and beat on the door. Act sick and you will get out. You must run around and collect all of your weapons, items and money. It is best if you have Ayla with you at this time for she doesn't need weapons to fight. Once you have collected everything, you are ready to leave. This is the way to get out. Start from the cell that you woke up in. Go out and left until you reach the escalators. Go up on the one that is above you until you reach the door. Just press the A button by the switches to change the flow of the escalators. Go through the door and then into the room on the left. Now go through the next door you see and that is it. Beat what is thrown at you and then watch and learn. Go back to the commons and a lady will ask you about a sapling; tell her to plant it. Next, head a little north to the North Cape. There you will see a very enlightening event. Depending on what you say, an unexpected person will offer to join your party. It is completely up to you whether or not to let him/her join your party. Afterward, it's time to move on to the Ends of Time.

## The Ends of Time

You must talk to the old man. From him you shall receive a very important item.

From here on, the things that are listed do not have to be done in the order listed. As a matter of fact, you don't



even have to do the things that are listed here. You are, for the most part, ready to beat the game. If you want to beat the game from here, you must build your levels up some more—the final battle is not an easy one. I would say that around Level 50 is the lowest you'd want to be. Level 60-99 is much more feasible. It is, of course, up to the player and the challenge you want to set for yourself. There are multiple endings in the game and in order to get the best one, you must complete all that are listed here. Enjoy!

### Get back what has been lost!

In order to get back what you've lost, you must have talked to the old man in the Ends of Time. He'll tell you where to go next. Jump on Epoch and head off to 2300 A.D. You must first go to the Keeper's Dome. In there, talk to Belthasar. He tells you what you must have, and if you have it, it is sitting at Chrono's house. So that is where you must go next: Chrono's house in 1,000 A.D. If you don't have the item at hand, go to Norstein Bekkier's lab and bet 40 silver points. Win the game and you'll receive the needed item. If you lose the game, he'll offer to sell it to you and that's another way to get it. Once you obtain the item, go to Chrono's house to pick it up. Now go back to 2300 A.D. and see Belthasar again. After speaking with him, travel to Death Peak. Speak with the Poyozo doli and it will turn into a tree. Hide behind the tree when the wind blows and you will not be knocked off of the mountain. This is the only way to climb it. Once you have fought and beat the third Lavos Spawn, you need to push his shell under the ladder. To climb on the shell, just press A next to it and off you go. I highly recommend having Marie in the party after you climb the shell. It adds to the richness of what you are about to witness. You will end up in the Ends of Time. Talk to the old man and he hints to you everything that you still must do before Lavos.

### The ghost of a knight haunts the present

Head off to 600 A.D. Make sure that Frog is in your party. Go to the town of Choras. Talk to the man sitting at the bar drinking. Travel to Epoch and then go to 1000 A.D. Now go talk to the same man sitting at the bar in the Choras Inn in the same town in 1000 A.D. After that, go to the residence and talk to the lady there. She'll give you what you need and from there go back to 600 A.D. Return to

the Cafe and talk to the same man. When he leaves, go to the southern residence in the town and the man will be standing there. Talk to him and then go up to the Northern Lab. Talk to him and his men again, and then do as he instructs. Once that task has been completed, go back to the house and pay him the money to continue construction. Go back to the Northern Lab and continue your way through it. Keep paying for the repairs until you go through the entire place. Make sure you have visited the grave in the basement, and when the whole place has been looted, you're done.

### A woman's sheer determination brings a forest back to life

Go to 600 A.D. and have Robo in your party. Go to Fiona's Villa and you will note a whirlpool in the clear. Step on it and press the A button. Destroy out all the monsters in the Sunken Desert. Be forewarned; the Boss in here is not easy. Once done with that, head back to Fiona's Villa with Robo in the party. Talk with Fiona and give Robo the go-ahead. Warp ahead to 1000 A.D. and see what has occurred. Go into the shrine and meet an old acquaintance sitting there. Talk to him to find out what's happened. Oh yeah, Lucca's mother's name is Lara.

### A fugitive in the Middle Ages, Ozzie maintains an evil hideout

Go to 600 A.D. and into Ozzie's Fort. It is best if you bring the character that will not be revealed in this strategy guide. He/she makes for some interesting interaction among the characters in this level. After you are done here, go back to the Mystic's town in 1000 A.D. and check out the differences.

### There's an object in the Middle Ages that sparkles like a rainbow

In 600 A.D., go to the cafe in Choras. Talk to the man who is sitting in the chair at the bar on the left. Leave the bar and from that point go to 1000 A.D. Go to the tombstone and walk up to it. Press your A button and watch. Go back to 600 A.D. and to the location that Toma told you about. Go into the Giant's Claw and make your way through there. Once everything happens, go to Guardia Castle in 1000 A.D. Marie must be in the party. Go talk to the king by going up the stairs on the right. After you talk to the king, go down the stairs to the first floor and then go down the set of stairs that wasn't there until you started this mission. Fight all the enemies until you reach your destination. Then you must run back upstairs to the courtroom. After you defeat the Boss, go back

downstairs to the royal treasure. Melchior will give you the choice of receiving helms or armor. Then make sure you go back to the courtroom and pick up the flashing blue object. That is the key to unlock the treasure chest that is located one level down from the courtroom. I recommend not forgetting to do this.

### The sun stone has lost its glow

Go to the Sun Palace in 2300 A.D. to retrieve the stone. Fight the Boss here by hitting the flame surrounding him until one does damage to him.



After beating him, go across the new bridge and grab the moon stone. Now head off to 65,000,000 B.C. Place the moon stone in the sun keep. Go through time at the same spot and you will discover that someone has stolen it in 1000 A.D. Once you have discovered that, go to the Mayor's Manor in Porre. You'll distinguish it by the sparkles coming off of it. Go into that house and talk to every one. Go back in time to 600 A.D. and into the same house. You'll find that the lady there wishes she had some jerky. If you go to the Snail Stop in 1000 A.D., you'll see that the bartender will sell you some jerky (for a ridiculous price). Take that to the lady in 600 A.D. When you talk to her, make sure you give her the jerky and not charge her for it. Now go back to 1000 A.D. and the mayor will give you the moon stone back. Once you've got it back, return to the Sun Keep and place it in its place. Now go to 2300 A.D. and go into the Sun Keep there. The moon stone, which is now the sun stone, is ready to be taken.

### There's a task to be done in the future, where machinery originated

Go to the Geno Dome in 2300 A.D.

Complete this level and gain some really good stuff. So far, the best way to earn experience and the best points is in this level. The best way I have found is for you to go onto the conveyor belt as soon as you get through the first door. Beat all the enemies, and when you get off the conveyor belt go through the door and all the way to the right. You will see a flashing blue dot. Press your A button and choose to go down the dust chute. Then, start the whole cycle over again. Once you beat this level, however, you cannot go back into it. So I suggest you get all the levels you want before beating the Geno Dome. When fighting the Boss, make sure to destroy the displays first.

### The Black Omen

Once you have completed all of your tasks, this is the next place to go. Through it, you will fight Lavos. There are easier ways to get to Lavos, but in order to get the best ending and be able to play a New Game + Mode, you must go through here. Go back to 12,000 B.C. to destroy it.

There are countless things left for you to see and do in Chrono Trigger that we did not reveal in this guide. We have disclosed the major people and events to allow those who need the help to be able to get through the game. There are numerous little things left, like: What if you kept playing the 80 silver point game over and over again? Also, there is a monster that appears in the Hunting Range if you have a feather, horn, fang, petal and it's raining. Those are just a few of the tidbits that are left. We didn't want to give everything away—just provide some help through the trouble spots. Enjoy this 32-Meg monster—it is an incredible adventure that will be sure to grab your attention and keep you glued to your TV for hours. Look at the following page for three more helpful maps.



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"I GO FROM  
WAY COOL



S P A C E

DUDE TO A

B R A I N

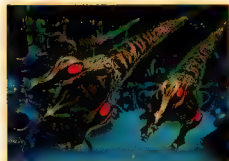
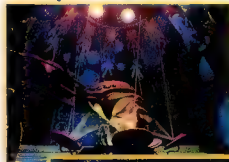
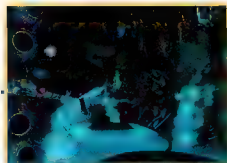
IN A BOX."

A REAL Experience from the 3DO Zone, Frankie "One-Speed," NY

THE DAEDALUS ENCOUNTER



"The good news - I'm on a ship with Tia Carerre. The bad news - I'm only a brain on life support and we're bein' pulled toward an alien sun. If we don't take out the Krim and change course we're toast. Literally. This is a job for brain men. Great game. Super graphics. Funny lines. 4 CDs. And Tia is not painful on the eyeballs. Later."



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## Prehistoria 65,000,000 B.C.

1. Mystic Mts.
2. Village of Ioka
3. Reptite Lair
4. Tyrano's Lair
5. Laruba Ruins
6. Hunting Range
7. Dactyl Nest
8. Sun Keep



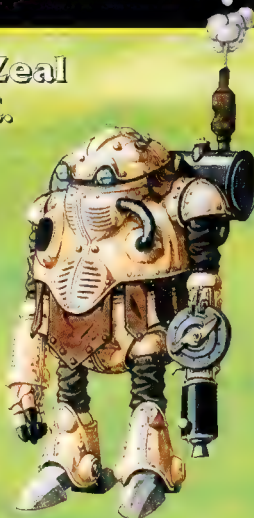
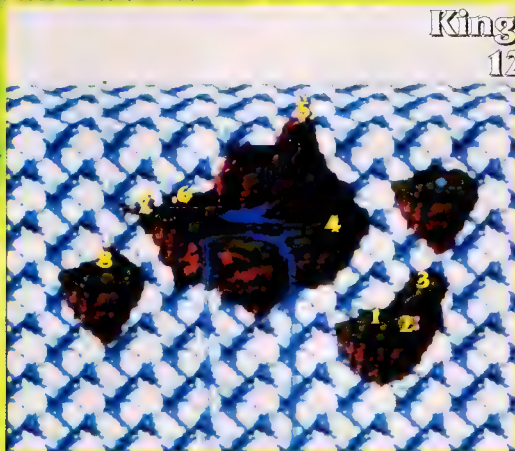
## Earthbound Village 12,000 B.C.

1. Terra Cave
2. Mountain of Woe
3. Sky Bridge
4. Sky Bridge
5. Sky Bridge
6. Sun Keep



## Kingdom of Zeal 12,000 B.C.

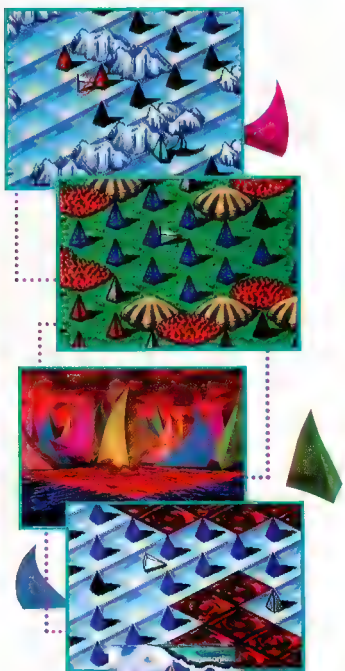
1. Land Bridge
2. Enhasa
3. Land Bridge
4. Land Bridge
5. Zeal Palace
6. Kajar
7. Blackbird
8. Sun Palace





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"JUST MOWIN'  
DUDES DOWN



'TIL THAT  
ORANGE MEANY  
WAXED ME."

An Experience from the REAL 3DO Zone™, Lovie "The Worm", Ott

**ICEBREAKER**



"Orange Meany? I don't think so. These bad boys are downright nasty! The dude took two to the chest, split in half and kept on rockin'. What's a guy to do? I mean we're talkin' thumbs on fire. My heart's pounding and I'm drippin' sweat. But I'm addicted. I'm clearin' this board.

150 levels, monster tunes and screamin' pyramids. I'm goin' full-titt, baby! See ya on the grid." ■

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# SPECIAL FEATURE

# Gamer's Day at

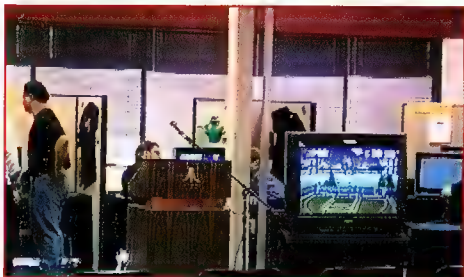
by Carey Wise



Well, there we were—in Sunnyvale, Calif. Terry Minnich and I took an exciting trip to visit our friends at Atari, and boy have they been busy. With the new Jaguar CD and a plethora of new



games, Atari has come quite a way since the latest Jaguar home system. Their high-speed animation, striking color images and realistic textured 3-D graphics give credit to games such as *Myst*, *Creature Shock* and *Hover Hunter*. In fact, *Hover Hunter* can be networkable for those game players who would like more of a challenge. Atari has not only come out with some great new games, but they are also working on additional projects that will advance their performance. These include a double-speed CD player, a modem interface to allow friends to play over phone and cable lines and a virtual-reality helmet to play games like *Missile Command 2000*.

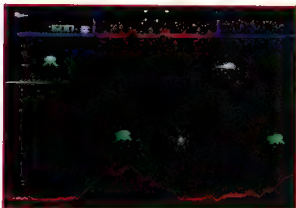


## THE VR HELMET

The *Virtuality's* revolutionary new VR head-mounted display is Atari's newest project. Along with an optional track joystick, the VR helmet offers unequal display, audio and tracking features. It weighs less than 1 lb. and adjusts to fit comfortably. The helmet's 3-D specialized sound system has speakers at the player's temple, with sound projected back to the ears allowing for peripheral hearing. A built-in microphone allows networked players to even talk with each other!

### Missile Command 2000!

Under the depths of the sea lie the bases of the *Missile Command 2000*. Bombarding missiles and enemy ships appear out of nowhere to destroy what is left of your colony. The use of the VR helmet in this game not only gives you free reign of locking on your target more successfully, but also a better feeling of your surrounding atmosphere.



### Defender 2000!

Here's a little blast from the past. Remember saving your people from being sucked up into space in the old Atari 2600 *Defender* game? Well, it's back with even more aliens than before! Fight your way through a hyperthermal atmosphere and enter new dimensions with your side-kicks!

Small they made us say. ballz is a trademark of PFF Magic. 3DO and The 3DO logo are trademarks of the 3DO Company. The REAL 3DO Zone is a trademark of the Mitsubishi Electric Corp. of America.

# "ONE BALLZY MOVE AND



# SUDDENLY I'M SUCKING SIDEWALK."

An Experience from the REAL 3DO Zone,™ Tony "Two-House", II

## ballz The Director's Cut



"OK, I was desperate. On my knees. Beggin' and pleadin' for mercy. Hey, I'm no nuss, but that neanderthal Krunk is tee-ing off on my skull. But now I gear it up and bust into my aerial attack and super-cool morph moves. Next up, Boomer. But now this clown is doin' the gravelin'. This is arena combat. Rude, nasty and in-your-face. And this director's cut left nothin' out. You got it all. I'm outta' here. Peace." ■



12

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TEEN

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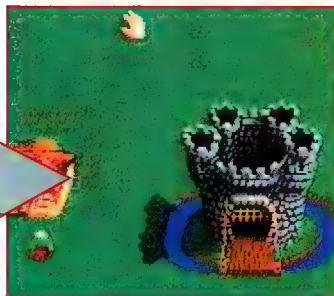
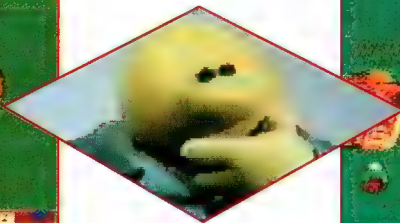
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**Jaguar CD Multimedia player.** Scheduled to be released just in time for the Christmas shopping season, the Jaguar CD player is making its way with outstanding CD software. It will be compatible with the Jaguar 64-Bit system and will be priced just under \$200. Not only will you be able to play new releases such as Blue Lightning, BattleMorph and Max Force, but your favorite audio CDs can be played as well. It also provides a cartridge port for certain applications to play cartridge and CD at the same time. Because the CD can hold much more data than the cartridge, complex digitized images, full-motion video sequences and CD-quality audio can be incorporated into the Jaguar games. The Jaguar CD player also includes a Virtual Light Machine that gives off a spectrum analysis of the incoming sounds from an audio compact disc. The result is a stunning light show to your favorite music. All of this is necessary to give the game player a realistic feel of the game they are playing or the one they are in.

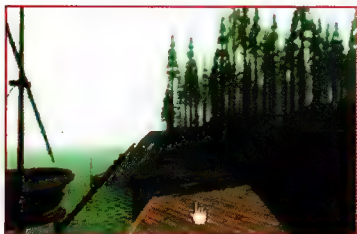
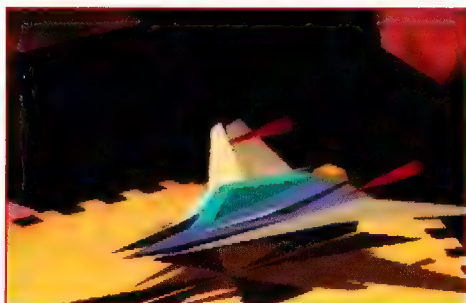
## BALDIES (CD)

In this strategy-type game, you get to act as a god and are in control of a village of bald-headed little men. Your job is to give the four types of baldies certain jobs to fulfill the mission to the moon and to keep away from the destructing hair-headed men.



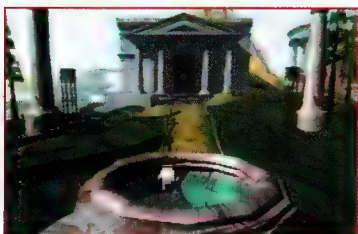
## BATTEMORPH (CD)

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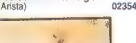
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 The Cars: Greatest Hits (Elektra) 53702

Kenny G: Breathless (Arista) 63317  
 Madonna: The Immaculate Collection (Sire) 54164  
 En Vogue: Funky Divas (Real Gone Music) 61777

Eagles: Greatest Hits, Vol. 2 (A&M) 63318  
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ZZ Top: Greatest Hits (Warner Bros.) 83411  
 R. Kelly: 12 Play (Live) (Jive) 83015  
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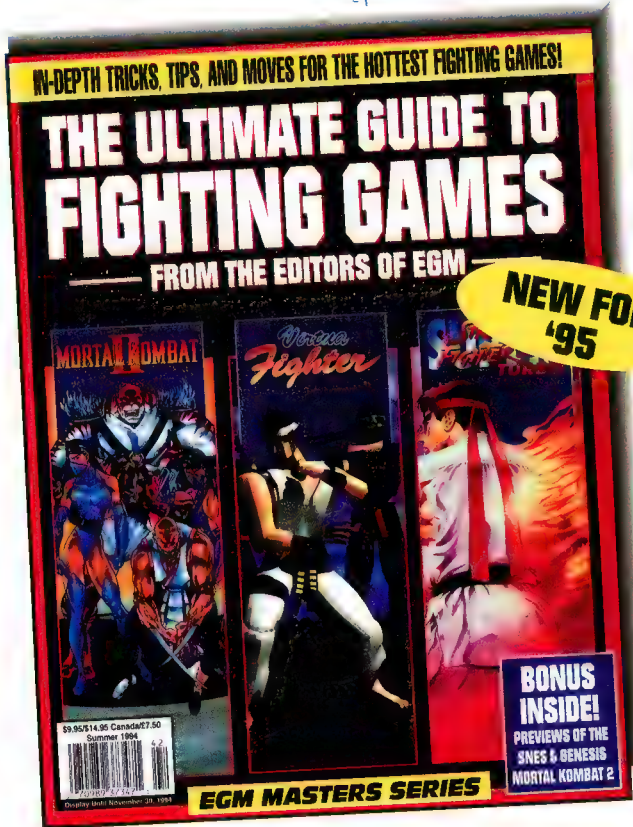
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# ARCADE ACTION

# HOT AT THE ARCADE

## FACT-FILE

### Speed Racer By Namco

**CPU:**  
Not available at press time.

**Sound:**  
Not available at press time.

**Multiplayer Mode:**  
Yes.

**Save Options:**  
Not available at press time.

**Other Notes:**  
Two-player, sit-down model is the standard.

**Release Date:**  
Not available at press time.

Speed Racer hit American television screens in 1967 and became an instant sensation. First conceived in Japan, it went through a few changes before hitting our shores as the classic many of us know and love.

Namco has now brought the cartoon smash into the arcade. Featuring cartoon-like graphics and state-of-the-art driving technology, Speed Racer is an intense experience that should be shared with a friend.

Players race through three different environments, each one having horrendous obstacles to overcome. Players can steer around or jump over obstacles or use special weapons to clear their path.

Speed Racer is not just another racing game ... try it and see what I mean!

—Jason Morgan

Players can use special weapons in order to make their journey an easier one. The picture at right demonstrates the aggressive approach for driving through a forest! Such destruction is

not necessary, however. Your vehicle is perfectly capable of jumping to safe heights. You will want to conserve

jumping power, however. As the picture to the lower left indicates, you'll need to save some for emergencies. Besides, jumping won't always be the answer. When you're sliding

across the ice of a frozen wasteland, keeping your tires on the road will be your first priority!



Try to knock your competition off the screen! If you should happen to get knocked off, a helicopter will come along and put you back in the race. Time to pay back your opponent!





# ARCADE ACTION

## FACT-FILE

**KOF '95/  
Kabuki  
Clash**  
By SNK

**CPU:**

Not available at press time.

**Sound:**

Dolby Stereo

**Multiplayer Mode:**

1-2 players

**Save Options:**

None.

**Other Notes:**

Eight levels of difficulty expected.

**Release Date:**

Available now.

# THE KING OF Fighters '95



Looks like Terry Bogard's Power Dunk (below) has been carried over from Fatal Fury 3. The best feature of KOF '95 is pitting all the different SNK characters against each other!



SNK is having a productive year, as shown by the flurry of games it's releasing. Hot on the heels of Fatal Fury 3 and World Heroes Perfect comes King of Fighters '95 and Kabuki Clash.

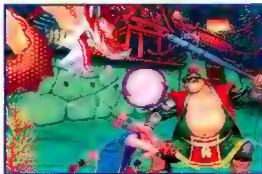
Many remember the arcade smash King of Fighters '94, where many of the fighters from popular SNK fighting games were brought together. Players chose a country where three fighters resided, then pitted their team against another. SNK improves the action with KOF '95.

Kabuki Clash should ring a bell with you East of Eden fans. The Japanimation RPG turned fighting game has been brought to the arcades. You have a choice of eight characters to fight with, each having his/her own weapon and magic.

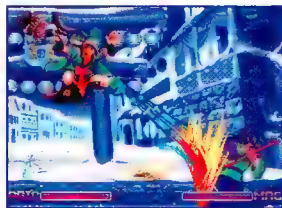
Quite a full plate from SNK!

—Jason Morgan

# KABUKI Klash



The use of magic is integral to Kabuki Klash. At left, Yagumo summons a dragon to make things tough for Gokuraku!



You have the option of throwing your weapon (left), but you have to retrieve it yourself!

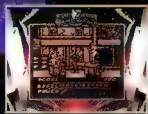
# THE POWER IS ON NINTENDO®

Two Explosive Fighting Action Adventures!

Featuring the White Ranger™ and all the new Power Rangers™



## GAME BOY® VERSION



A 6 stage no-holds-barred brawl!

Super Game Boy® compatibility!

A constant onslaught of ferocious monsters!

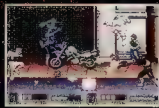
Play as any of the 6 Power Rangers!



## SUPER NES® VERSION

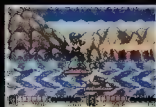
Two-player simultaneous action!

Special weapons and devastating martial arts moves!



Morph into action at the touch of a button!

Seven levels of non-stop combat.




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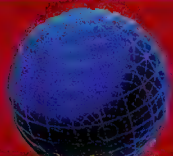
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# INTERNATIONAL OUTLOOK



## WORLD NET

### 5 GAMES PREVIEWED!!!

## INTERNATIONAL NEWS

The international scene is fairly quiet right now. Since things have cooled off between the Sega Saturn and PlayStation, the flow of games has trickled almost to a stop.

One good aspect of this is that many companies are now translating their titles for release in America. Most of the next-generation games are being released simply because there is not enough time to produce American games.

We gamers can only benefit from this. For example: Astar, Shin Shinobi and the rest of Sega of Japan's lineup are seeing the light of day on our shores.

Konami is releasing their basketball game NBA Give & Go in the U.S.

Hopefully the batch we have this month will join the others to be released.

*By Andrew "Cyber" Baran  
Yes, more work for Cyber!*



Konami, known for their hot games will be releasing NBA Give & Go in the States as well as Japan.

### Falcom of Japan

### Y's V

**Super Famicom**  
**Action/RPG**



**Unknown Release**  
**Unknown Price**



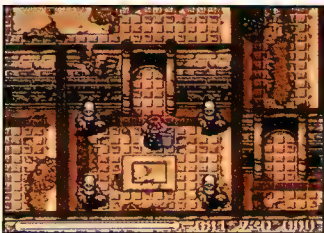
The adventures of Adol Christian continue in Y's V. The series that has spanned several systems makes its latest appearance on the Super Famicom.

Unlike the other Y's, five seems to be more like Zelda than anything else. Adol can jump and fight on a two-thirds view screen.

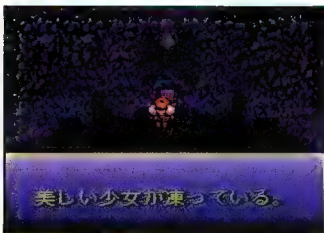
Adol meets all-new dangers as he unravels more of the mystery behind the realm of Y's. If you thought four was cool, you'll love this one.



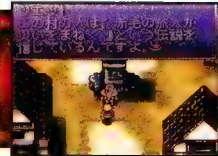
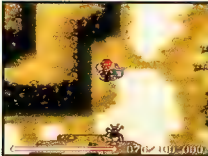
Adol returns for the fifth Y's game. What will he face?



This latest quest offers a new look at the world of Y's with better graphics.



Adol meets a specter deep within a treacherous cave.





Sega of Japan

## Guardian Warriors

Sega Saturn



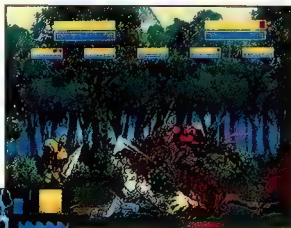
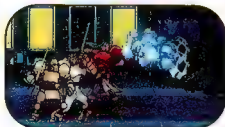
Release: 1995

Action/RPG

Price: ¥5800

Sega is working in conjunction with the folks at Treasure to create an interesting new action/RPG for the Sega Saturn. The graphics seem pixelized from the screen shots, but they look great when animated.

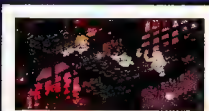
You control one of two warriors who must battle evil opponents. GW is just what the Sega Saturn needs.



Worked on by Treasure, Guardian Heroes should be one of the hottest Sega Saturn games around.



INTERNATIONAL  
**OUTLOOK**



## Quest of Japan Tactics Ogre

Super Famicom

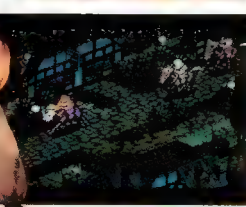
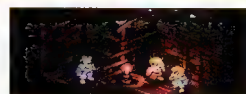


Unknown Release

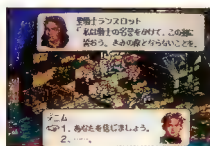
War Sim.

Unknown Price

If you enjoyed Ogre Battle and would like something similar, Tactics Ogre is on the way. The graphics are top-notch and the strategy is more complicated. The story is long and convoluted. Hopefully someone will pick this cart up and bring it out over here. Tactics Ogre is loaded with technique.



You will face many foes.  
Can you conquer all?



The graphics of Ogre Tactics are really cool.

Sega of Japan

## Golden Axe: the Duel

Sega Saturn



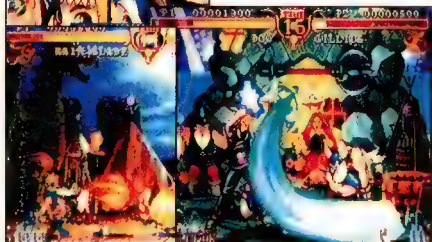
Unknown Release

Fighting

Unknown Price



The arcade fighting game comes home on the Sega Saturn. Play as Axe Battler, Gillius Thunderhead or other heroes. You can expect lots of SF-style action.



Konami of Japan

## NBA Give & Go

Super Famicom



Unknown Release

Sports

Unknown Price

NBA Give & Go is a basketball game similar to Run & Gun Basketball. It will be hitting the Super Famicom, and later the Super NES in the States. NBA Give & Go looks like it'll provide some intense action.



# SATURN

## PLAYER'S NOTES:

### FIRST IMPRESSION

Well, at least it's better than Daytona. While not as impressive as the PSX racers, Gran Racers gives off the feeling of speed, and all the tracks are cool.

### BEST FEATURE

Simply put, Gran Chaser is fun. That's all you really need.

### WHAT'S MISSING

In the basic Visual Mode, the action is rather choppy, but in the first-person view, it's remedied. The Story Mode is a great premise, but nothing is really done with it.

### WILL YOU LIKE IT?

I think this one blows away Daytona. Gran Chaser plays very well, surprisingly. The audio isn't half bad, and the graphics are good. It's a bit cheesy when you're flying over water, because you can't see your ship. Gran Chaser is a fun and challenging racer. I liked it, and I'm willing to bet that you will too.

—Andrew Baran

## FACT-FILE

### THEME

Racing

### DIFFICULTY

Moderate

### TIME TO COMPLETE

N/A

### MEG SIZE

CD-ROM

### BATTERY BACK-UP

N/A

### # OF PLAYERS

1 to 2

### AVAILABLE

Now (Japan)

### % COMPLETE

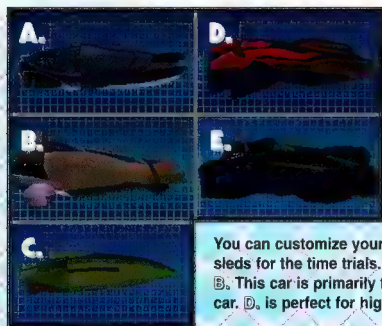
100%

### DEVELOPED BY:

Sega of Japan

### PUBLISHED BY

Sega of Japan



### CUSTOMIZED CARS

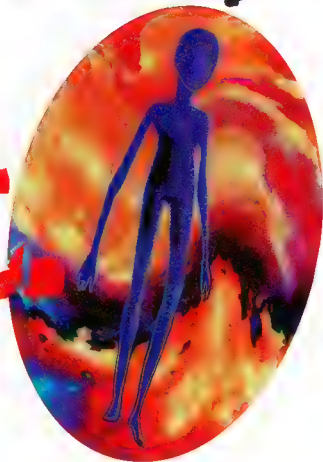
You can customize your vehicle in Story Mode or select one of five sleds for the time trials. **A.** This car is your basic setup—the best. **B.** This car is primarily for good handling. **C.** This is the handicap car. **D.** is perfect for high speeds. **E.** has great acceleration.



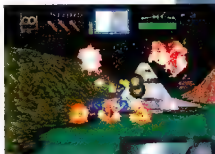
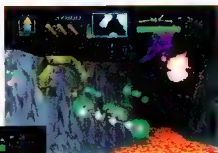
### TWO-PLAYER COMPETITION

If you really want to heat up your Sega Saturn, try playing Gran Chaser in the Two-player Mode. The screen is split, so both players can see what's going on. Each person has his/her choice of the five vehicles. Any of the 10 tracks can be raced upon, so you can practice your skills on the tougher courses, too. There's nothing like blowing away a friend with a rocket. If it's carnage you want, then the Two-player Mode is for you.

# SCREW the Prime Directive. If it's on radar, it's toast.



Intense, 3D texture-mapped terrains of relentless-assaulting Canyons and tunnels. Dramamine™ cocktails, anyone?



Scream through 20 different rounds of nonstop destruction. Remember, the more you kill, the better you feel.



Featuring new Save Game option, cookie-tossing 360° barrel roll capabilities, and life-saving power-ups.

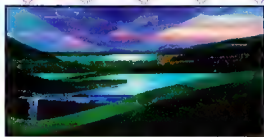
Forget about that intergalactic brotherhood CIAD. 'Cause with **Total Eclipse Turbo™**, the space-combat simulation for the Sony® PlayStation™, there ain't a heapin' helpin' of hospitality for light years. And with all those squid-faced aliens stopping in to party, you're gonna have to fire up your wicked welcome wagon and get this 32-bit block party blazing.



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**CRYSTAL  
DYNAMICS**

# TERRA



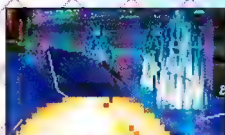
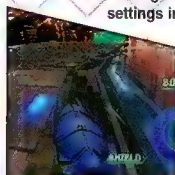
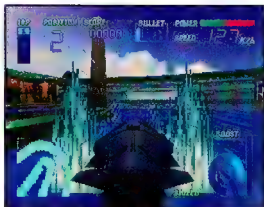
Lovely Terra has gentle turns and slopes—a simple course to run.

## BULLET PODS

Throughout every race, you'll find these Bullet Pods. Each one will give you a single shot. Save them until the end of a race to receive bonus points. It's a great way to hurt the opposition that is ahead.



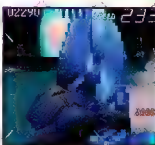
When designing your car for Terra, keep the settings in "Neutral" for the best results.



Glaciers is a high-speed race. Bump your engine setting to "Power" and you'll do well.

## TRAPS

Each world has its fair share of traps. Glaciers contains deadly shards of crystal that will do severe damage. Avoid them.



Glaciers' view shows the lovely terrain, but it can be deadly!



VASTITAS



NUBES



EVOFLAMMAS



GULLINI

# THE TIME HAS COME!



Cartoon and Adventure fans wait no longer. The time has come to once again arm yourself for battle. The fabled Camelot Castle is under siege and the real King Arthur has been captured. You must help Merlin free King Arthur and save Camelot Castle before all is lost! The evil Sorceress Morgana has other plans and will stop at nothing to see them through. Oh, and by the way...you've got to find a way to get back to the 20th Century!



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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



Incredible detail and glorious color bring each cinematic scene to life!



Role Playing and Adventure fans alike will find many of their favorite game play features!



Larger than life bosses, threaten to challenge even the best adventurer!

© 1994 Golden, BEI, C&D/TA 1

# NEXT WAVE

# MOST WANTED COMIC

## After a brief excursion ...

... Cyber, have returned to my beloved Next Wave section. (Don't you just get all weepy-eyed?) Okay, so you really don't care about what I've been up to, so I'll cut right to the chase:

It seems like the 16-Bit market is on its last legs. In fact, there are only three previews this month. I hear you grumbling, but don't worry. One of them is *Spawn*, based on Todd McFarlane's comic series. Unlike the comic, this game should hit shelves as scheduled. Just kidding!

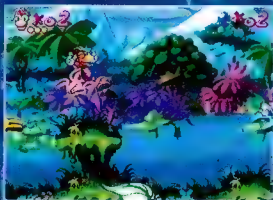
The Sega Saturn and PlayStation have both gotten a hefty influx of games. Prognosis has gone wild and is in the process of introducing four more games to their PS lineup:

... *Samurai* on a licensing spree. They've acquired the rights to *Street Fighter*, the *Mortal Kombat* and *X-Men*. Children of the Atom from Capcom. What's up with that?

## RAYMAN ON PLAYSTATION!

UBI Soft's excellent game *Rayman* is hitting the PlayStation. Using wonderful cartoon graphics and terrific sound, this game will really wow you. A lot of people have been looking for a side-scrolling game on the PlayStation. Believe me, it really fits the bill.

A *Rayman* Fact-File is on page 132. There you will find more pictures and info on this cute game. Happy hunting!



Rayman is just like a fully interactive cartoon. It's really cool.

## Acclaim

## Spawn

Super NES

Action

Here's a game that should thrill comic-book lovers out there. Acclaim is releasing a game based on the awesome Image Comic series by Todd McFarlane—*Spawn*. *Spawn* is about a man who has made a deal with the devil to return to life. He got more than he bargained on. Now he has super powers from a symbiotic suit, not to mention a number of deadly enemies.

The game is very dark and foreboding, like the comic. *Spawn* has his special attacks, like twirling chains and other hell-spawned weapons. *Spawn* must find out who killed him and combat the forces of good who seek his destruction.

*Spawn* looks like it will be a faithful translation of one of the hottest comics on the market.



Lots of people have been wanting to see a *Spawn* game for some time.



Other characters from the Image universe will show up.



*Spawn* has some cool transparent lighting effects like this beam.



Every use of his special power brings him closer to hell.



Acclaim is finally releasing this long-awaited translation of the comic.





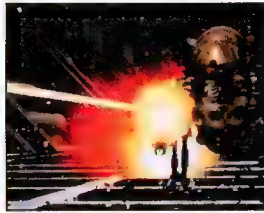
# NEXT WAVE

## Acclaim Robotica

Sega Saturn 3-D Action

If you've been clamoring for some nasty, first-person perspective action, take a chance with Robotica. Acclaim is bringing this one out for the Sega Saturn, and it looks pretty cool. You control a heavily armed droid, seeking out enemies in a giant space station.

Along the way you'll arm yourself with more and more weapons. All

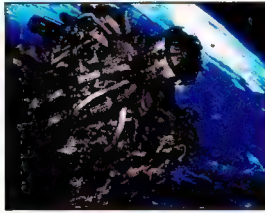


You control the mighty (but fun) weapon of mass destruction.

the better to wreak carnage on your Sega Saturn.



Search and destroy—that's what you do throughout the game.



Dramatic cinema displays show the story as it unfolds before your eyes.

## IS YOUR TAIL DRAGON? (HA)

Acclaim has picked up the rights to do a game based on the movies of Bruce Lee. Just like the movie with the same name, you control one of the best-known martial artists as he takes on foes around the world.

You gain more and more attacks farther you progress. The going won't be easy, but it's the only way to become the best. Dragon will be released for the Super-NES.



Intense one-on-one action awaits you when you plug this cart in.

He's **STRONG**  
He's **FAST**



HE CAN **SAVE** THE **WORLD**

## HYDLIDE HITS THE U.S. ...

Virtual Hydride will be released in the States for the Sega Saturn from Atlus. Enter a mystical world where monsters roam the land undaunted. Travel the realm searching for weapons that can help you in your quest.

Every part of this game is presented in a first-person perspective. Unlike most games of this type, the places you can move to are not dictated by narrow walls. In fact, you can go nearly everywhere in this game. Wander about a forest if you like or delve deep into a dungeon. They don't call it Virtual Hydride for nothing.

The Sega Saturn pushed this game to its limits. Added to the impressive



If you enjoy cinemas, Virtual Hydride will satisfy your appetite.

3-D realm are cinemas that will draw you further into the story.

Virtual Hydride is a major undertaking that any adventurer would wholeheartedly get into.

## ICE BREAKER IS BIZARRE

Panasonic adds Ice Breaker, a strange new puzzler to its 3DO line. Ice Breaker puts you in control of a sideways-pyramid that can shoot. Your goal is to destroy the other pyramids scattered about the map. While the action may move slowly in the later stages, enemies start appearing. Ice Breaker can get pretty intense.

A few moments of lighthearted humor can be received from the amusing death sequences whenever you die.

While the graphics are nothing special, I can assure you that there is no other game like Ice Breaker.

## Scavenger

### Heavy Machinery

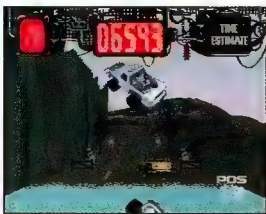
32X

Racing

Each year the Green Berets march 100 of their candidates into the Arbus Alpines to test their true skills. Each candidate must survive a three-day run. They are given an armored 4x4 with heavy machine gunnery and navigation computers.

The going won't be easy because traps have been set along your path. You'll have to stop bombers and choppers that will derail you. Your adventure will span desolate deserts to ice-covered snowbanks.

Heavy Machinery looks like it's one interesting trip!



Catch some major air with the strategically placed jumps.



Bombers from above can blast your 4x4 to pieces.



Dodge trucks and try to stay on the trail or you'll end up losing.

## Psygnosis

### Sentient

PlayStation

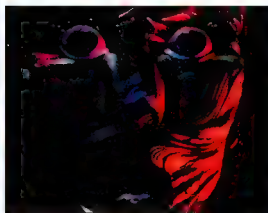
Adventure

Psygnosis has a new adventure for both the PC CD-ROM and the PlayStation called Sentient.

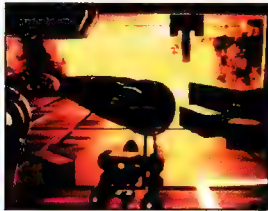
Something is drastically wrong on Space Station Alpha and time is running out. Due to an unknown danger, the lives of thousands hang in the balance. You only have 72 hours to save them.

Using advanced graphics techniques, Sentient looks awesome. You must fully interact with the cast of characters that span the colony.

If you've been wanting a futuristic thriller, Sentient looks like a winner. Check out more info on this title as it comes in.



You only have 72 hours before the station is destroyed.



Somehow you must find a way to save thousands of colonists.



Sentient is one of the many games by Psygnosis for the PlayStation.



# NEXT WAVE

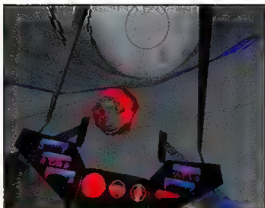
Trimark Interactive

## MagBall

PlayStation 3-D Sports

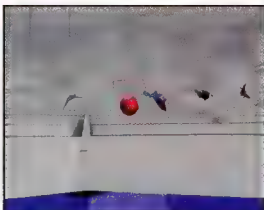
MagBall is the sport of the future. It all started when a couple of space jockeys tried to knock an energy casing through an airlock. Little did they know that they had invented MagBall, the sport of the future.

Players must compete in a 3-D arena, trying to knock a ball into goal. MagBall is fast-paced and

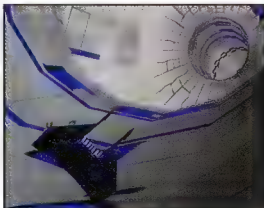


The basic viewpoint is from inside of your car's cockpit.

very vicious. This CD will take you to the next level of sports.



The players rush the ball toward the goal in extreme realism.

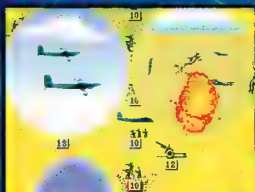


Try to beat the other team amid the swirling colony ship.

## THE GREAT WAR ...

Strategy buffs should take note: The game Panzer General for the 3DO takes players deep into the trenches of the second great war. Choose a side and see if you can change history. Guide your troops into position and crush the enemy.

Panzer General isSSI's latest sim, and it brings the turmoil of World War II alive on your TV screen. Which side will emerge victorious?



The battle scenes play out in a fashion similar to Military Madness

Yeah, right!



another hilarious character from our

fun & games dept.

There's only one Hyperman™ (Thank heaven!) on CD-ROM, and only you can help him save the world. You'll solve puzzles, outwit an evil alien, and maybe even learn some science along the way. Cool. ☼ Check out Hyperman on the Internet at <http://www.cdrom.ibm.com> To order, visit your local retailer or call 1 800 426-7235 (source code 5201).

IBM



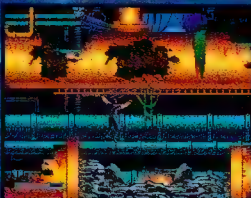
# NEXT WAVE

## DEMOLITION MAN EXPLODES

Acclaim has acquired the rights to Demolition Man. It's the same game that Virgin was working on a while back. You play as a cop brought into the future to stop a criminal from the past.

In levels that closely parallel the movie, you'll be under the attack of every criminal in the future. Fortunately, there will be futuristic weapons to pick up along the way. There are two types of levels: One is the standard side-scroller, and the second is from a pseudo top view. Your battles will take you from a museum to the innards of a cryo-prison.

Your quarry, Simon Phoenix, is set on releasing all of the prisoners from



Hunt down the vile Simon Phoenix in the far-fetched future.

the prison. Stop him at all costs. Besides, you have an old score to settle. Demolition Man has top-notch graphics and fantastic action. It's as intense as the movie.

## IT'S TIME FOR STRAHL ...

Strahl is a brand-new game for the 3DO that bears a resemblance to old action games like Dragon's Lair and Space Ace. It's by Panasonic and is really cool.

It's a bizarre conglomerate of themes that range from Oriental kung fu to Gothic horror. As the game rolls by, you will see prompts flash on the screen. If you don't do the required command at the correct time, you'll see the hero die. Otherwise the game continues on.

While it's not too interactive, games like this are just a fun.

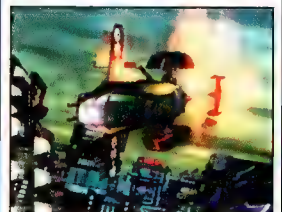
## Psychosis G POLICE

PlayStation Action

You're a member of the G Police. As an elite undercover agent, you sink into the midst of the criminal underground undetected. You tried to keep above the lowlifes.

Until now ... Your sister has been kidnapped and you must somehow find her. Load up on riot nets, gas grenades, rocket launchers and particle beams. You'll need them all to get revenge and save her. Search out areas like the malls or the airport. You must find her somehow.

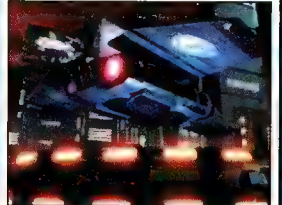
Psychosis is working on making this game a powerful adventure. PlayStation owners should love it.



Play as a cop whose sister has been kidnapped by sinister beings.



Terrific visuals complement this extremely graphic adventure.



If you're interested in the sci-fi genre, G Police is up your alley.

## Psychosis POWERSPORTS SOCCER

PlayStation Sports

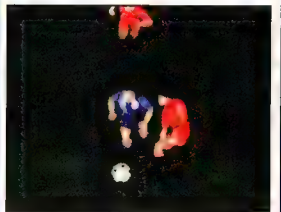
Psychosis is working on one of the first sports games for the PlayStation. This version of soccer will delight video gamers as well as sports enthusiasts. Using the powers of the 32-Bit system, Powersports Soccer uses rendered graphics to bring this sport alive.

Lead Europe's finest soccer teams onto the field and master the high intensity of the leagues. Can you get the European Cup and lead your team all the way to victory?

This looks really impressive. Sports fans should love it.



Celebrate the thrills of victory. Kids, don't try this at home.



Extremely realistic graphics bring the sport of soccer alive.



This is one of the first sports titles to appear on the Sony PlayStation.

**Sofia Says** spend your money to reserve

a Sony®PlayStation™

**Sofia Says** give the money to your  
local video game store and do it now.

**Sofia Says** get on your  
knees and bark like a dog.

**Now give  
Sofia a kiss.**



**ah- ah,**

She didn't say **Sofia Says**. Now she has to hurt you.

## DO YOU HAVE THE BALLZ?

Ballz: Director's Cut by Panasonic is loaded with laughs from start to finish. This game will be released on the 3DO platform. You get to choose from a variety of wacky characters, each with an abundance of special moves.

Each fighter is composed of balls, allowing them to do things that no one in any other game can do. For example, where else can you knock someone into the ground and use his/her head as a golf ball?

Ballz: Director's Cut is an improvement over the earlier versions that appeared on the Super NES and Genesis. It features smoother animation and clearer graphics, not to mention more characters. The audio has



**Ballz: Director's Cut is a fun-filled fighting game for the 3DO.**

been improved as well.

Most fighting games are dead serious. This one is just the opposite. Ballz: Director's Cut is fun-filled and full of surprises.

## ZHADNOST ... WIN FREEDOM

Also from Panasonic is Zhadnost. Similar in theme and design to Twisted, Zhadnost is a hilarious game show. Set in a country similar to Russia, players must choose their characters. They range from a secretive KGB agent to a masculine he/she. Each plays for freedom and one of his/her greatest dreams. The games are divided into rounds where you win and lose games that involve matching and trivia.

If you enjoyed Twisted, then you'll certainly have fun with Zhadnost. Your 3DO will really rock.

Sega

## Garfield

Genesis

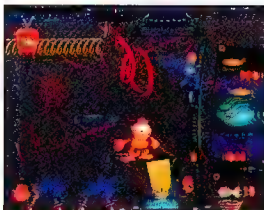
Action

The coolest cartoon cat around is finally in his own video game cartridge. Those folks at Sega have whipped up a wholly entertaining adventure starring that lasagna-scarfing cat.

Garfield must adventure through a number of themed levels that are based on episodes of the cartoon show that you're probably familiar with.

Garfield is animated smoothly, and there are lots of cool little effects that make it seem cartoon-like.

Garfield looks like it'll be a lot of fun. Besides, it's on Genesis.



**Let Garfield sit for a while and he'll start getting edgy.**



**In pursuit of the golden lasagna, Garfield will do almost anything.**



**Garfield becomes a down-and-out detective searching for bad guys.**

Psygnosis

## Parasite

PlayStation

Action

A cop from another world has possessed your body. He's hunting down deadly criminals, so that means you are too.

As you help him track down various scum and engage in various missions, you'll notice that your body is starting to change. You are mutating into a hideous form, so returning to your real form is starting to look really important.

Parasite takes an unusual premise and enhances it with fully digitized dialogue and fully modeled sets. Everything looks realistic from the sewers to the streets.

Parasite should be pretty cool.



**Punch and kick various enemies. Hope they don't hit you back.**



**Travel around the city looking for the criminals that lie within.**



**Watch out for ambushes. The enemy is as smart as you are.**

# NEXT WAVE

Sega

## WireHead

Sega CD

Interactive

WireHead is the latest Sega CD game. It has a very unusual premise behind it. There is a guy called WireHead whose actions can be controlled by remote control. When the government goes after him, you must save him from an early demise. Choose where he goes, but choose wisely. One wrong move and WireHead dies.

The video is full screen, and it doesn't look too pixelized when it's in motion. The ideas are pretty cool, although the acting is laughable. Sega continues its lineup of full-motion videos with this CD. If FMV's your thing, this one is hot.



Meet strange women in the bathroom of an airplane. (Don't ask why.)

Trimark Interactive

## The Hive

PlayStation

Shooter

The world is endangered when an experiment mutates the insect population into lethal killing machines. You are the last hope for mankind as you enter the insect hive and attempt to keep the inhabitants at bay.

Using 32-Bit visuals, The Hive puts out some pretty cool graphics. It's a shooter similar to Sewer Shark and its ilk. Most of the insects resemble the Aliens from the movie series.

The Hive offers some fast-paced action and some interesting scenarios. It's just what you need to save the world.



Doesn't this insect look like one of the Aliens designed by Ciger?

## TOTAL ECLIPSE TURBO!

Now PlayStation owners can see what 3DO players have been talking about. Total Eclipse was an intense shooter, where you could fly your ship through enemy-infested territory. Explosive power-ups and enemy fire can fill the screen.

Now it's Total Eclipse Turbo. Crystal Dynamics has smoothed out the older game, and the graphics seem touched up. It's much easier to do a barrel roll now.

Total Eclipse Turbo is a cool shooter that works exceptionally well on the PlayStation. Only the hardest players will survive to the very end. How you have what it takes? Find out with this fearsome shooter.



While it is pretty much the same game, TET has been smoothed out.

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from **fleer**  
entertainment group, inc.

## TRIPLE PLAY '96 BASEBALL

System

Publisher

Genesis

Electronic Arts

# KILLER CODES

## BALLZ

(Accolade/Super NES)

These tricks will allow you to morph into any other Ballz character. Choose a one- or two-player game. In the middle of play, press the sequence of commands pertaining to the character you want to play:

- Divine: UP, LEFT, Y+X
- Yoko: UP, RIGHT, Y+X
- Tsunami: LEFT, RIGHT, Y+X
- Boomer: RIGHT, LEFT, Y+X
- Crusher: DOWN, RIGHT, Y+X
- Brulser: DOWN, LEFT, Y+X
- Kronk: LEFT, LEFT, Y+X
- Turbo: RIGHT, RIGHT, Y+X

Larry Spiegel  
Bronx, NY

### CHEAT SHEET:

Play as Baseball Greats and Programmers

Select the General Manager Option, choose Custom Players and create a new player from the ones listed below.



This trick will give you the legends of baseball right at your fingertips! To do this, go to the Game Setup Screen and highlight the General Manager Option. Press button C. In this screen, choose the Custom Players Option. Now, move to an empty slot and press C to create a player. Listed here are the names of special players you can enter on this screen: Ty Cobb, Babe Ruth, Willie Mays, Hank Aaron, Cool Papa Bell, Roberto

Clemente, Jackie Robinson, Rogers Hornsby, Pee Wee Reese, Mickey Mantle, Stan Musial, Ted Williams, Lou Gehrig, Yogi Berra, Nolan Ryan, Dizzy Dean, Warren Spahn, Bob Gibson, Satchel Paige, Sandy Koufax, Steve Carlton, Carl Yastrzemski, Frank Robinson, Reggie Jackson, Joe DiMaggio, Cy Young, Tom Seaver, Josh Gibson, Catfish Hunter.

Even the programmers in the back of the instruction manual are playable: Chris Taylor, Kevin Pickell, Jan Tian, Eric Pauker, David Hards, Conan Reis, George Ashcroft, Margaret Livesey,

George Samilski, David Adams, Mike Sokyra, Bruce McMillan, Ken Lam, Warren Wall, Adrienne Travica, Chip Lange, David Lee, Rick Smith, Gary Lam, Scott Blackwood, Eric Whiteford.

John Ankeny  
Lawrence, IA



At the Game Setup Screen, choose "General Manager."



From this screen, pick the Custom Player Option.



Enter in the names of the baseball greats and more!

## NBA JAM: TOURNAMENT EDITION

(Accolade/32X)

Now you can play the Tournament Edition of NBA Jam with small players on the 32X! To get a cool code called Baby Mode to work, go to the Tonight's Matchup Screen and put in the following code with controller 1: B, A, B, UP, DOWN, LEFT, RIGHT. After you do this, the tipoff will occur. You will notice that the players have shrunk—they look like little kids playing on the court!

Haran Arutiah  
ONT, Canada

This trick will allow you to play a secret Vs. Mode with Mega Man and Bass. To get this mode, go to the Title Screen and move to the

### CHEAT SHEET:

Secret Vs. Mode

At the Title Screen, move to Password and select it. Now put in the code on the Password Screen shown above.

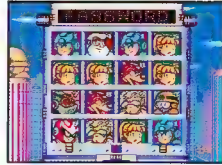


Password Option. Pick this and enter the password shown to the right. After entering this, hold buttons L and R and press START.

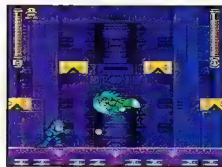
Mega Man-Slicer:  $\blacktriangleleft$   $\blacktriangleright$  +Y  
Slide:  $\blacktriangledown$  +B, Invincible:  $\blacktriangle\blacktriangle$   
Bass-Flying Kick:  $\blacktriangledown$   $\blacktriangleright$  +Y  
Torpedo: Jump, then Y+  $\blacktriangleright$   
Invincible:  $\blacktriangle\blacktriangle$



A secret Vs. Mode will appear. Fight Bass!



Enter this sequence of pictures on the Code Screen.



Using their special moves, you can have a cool fight!

## MEGA MAN VII

System

Publisher

Super NES

Capcom



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**GENESIS**

**GAME GEAR**

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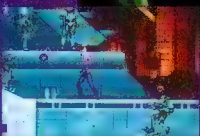
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**DISCOVER TWENTY DIFFERENT ENDINGS.**

**EXPLORE 60 FAST-PACED ACTION LEVELS.**



Super Nintendo



Sega Genesis



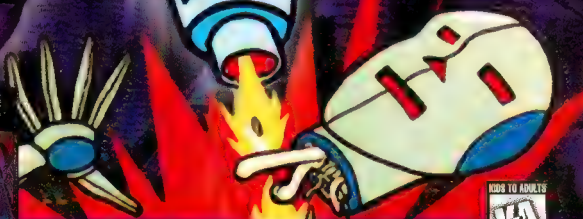
Super NES



Super NES

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## KILLER CODES

### DAYTONA USA

(Sega/Saturn)

Here is a neat little trick you can do on Daytona USA for the Sega Saturn. You must place first on any of the tracks you race. Once you get to the screen where it tells you to enter your initials, put in your initials as PAI or LAU from the game Virtua Fighter. Once you put in either of these names, you will hear a little bit of their stage music from Virtua Fighter!

Lee Carlton  
Piano, TX

Here is another weird trick. Place first on any of the tracks you race. When you get to the screen where it tells you to enter your initials, put in your initials as SEX. When you end your initials, the game will automatically change one of the letters. This creates a totally different word. I guess they wanted to emphasize that there is no sex in Daytona USA!

### LEMMINGS 2: THE TRIBES

(Psygnosis/Super NES)

To access a sound test for Lemmings 2, go to the Title Screen and move the arrow to the tree's hole on the lower left-hand corner of the screen. Once there, press button B. The cursor will change to the words, "Sound Test" and you can keep pressing button B for different songs!

## GEX

System

Publisher

3DO

Crystal Dynamics

### CHEAT SHEET:

#### Instant Jumping Power-Up

Pause the game and hold the top R button. While holding it, press LEFT, C, DOWN, RIGHT, UP, B, B, RIGHT, RIGHT.



This code will give Gex the jumping power-up instantly! Pause the game and then hold the top R button. While



Hit the P button to pause. Now put in the power-up code.

holding this, press LEFT, C, DOWN, RIGHT, UP, B, B, RIGHT, RIGHT. Then unpause the game.



Now you can jump much higher! Do it over if you get hit.

## PANZER DRAGON

System

Publisher

Saturn

Sega

### CHEAT SHEET:

#### Episode 0

At the Normal Game and Options Screen, press UP, UP, UP, DOWN, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, LEFT, RIGHT, L, R.



To play Episode 0, just go to the Title Screen with the Normal Game and Options and press UP, UP, UP,



At this Title Screen, put in the code for Episode 0!

DOWN, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, LEFT, RIGHT, L button, R button. Practice all you want!



Shoot your enemies to keep your lifebar from going down!

## DAYTONA USA

System

Publisher

Saturn

Sega

### CHEAT SHEET:

#### Easier Way to Acquire the Horse

At the cinema, move diagonally UP-LEFT and A, B, X, Z at the same time. While holding these, press START. Pick the HORSE!



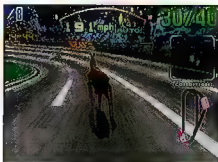
At the Title Cinema, hold the control pad diagonally UP-LEFT and A, B, X, Z at the same time. Press START. Press START again



At the Title Cinema, do the code. Press START again at the title.

at the Title Screen. Pick Saturn Mode. When choosing cars, move left until you see HORSE!

Jerry Mullins; E. Alton, II



You will be able to pick an automatic or manual horse!

**AUTHENTIC. FIERCE. BRUTAL.**

# DRAGON

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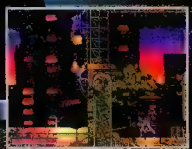


**SEND A MANIAC TO CATCH A MANIAC!**

## STALLONE SNIPES DEMOLITION MAN



**YOU ARE NOW ENTERING THE HALL OF VIOLENCE!**



**WHERE ARE THE HOSTAGES?**

**SUPER NES® GENESIS™ SEGA CD™**



WARRNER BROS. PRESENTS  
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 taken from the Super NES™ version of the video game.



System

Publisher

Super NES

Bandai

## KILLER CODES

### NBA JAM: TOURNAMENT EDITION

(Acclaim/32X)

These codes reveal hidden characters in this game. When the game asks you if you want to enter your initials for record keeping, choose "Yes." Follow these instructions exactly to access each character. The initials to enter will be in yellow.

#### President Clinton:

Enter C, hold START and press B.

Enter I, press any button.

Enter C, hold START and press A.

#### Hillary Clinton:

Enter H, press any button.

Enter C, hold START and press B.

Enter SPACE, press any button.

#### Chow Chow:

Enter A, hold START and press C.

Enter M, hold START and press A.

Enter X, press any button.

#### Weasel:

Enter R, press any button.

Enter A, hold START and press A.

Enter Y, hold START and press B.

#### Brutah:

Enter L, press any button.

Enter G, hold START and press B.

Enter N, hold START and press A.

#### Kabuki:

Enter D, hold START and press A.

Enter A, hold START and press B.

Enter N, press any button.

Joe Musser, Wooster, OH

This code will allow you to begin your game as the Power Rangers. To do this, go to the Title Screen and press these buttons in this

order: UP, DOWN, LEFT, RIGHT, X, B, Y, A. The screen will flash and the background of the Power Rangers title will change to blue and purple instead of orange and purple. Now you can begin the game in your Power Ranger suits!

Larry Spiegel, Bronx, NY

### CHEAT SHEET:

Begin as the Power Rangers

When the Title Screen appears, press UP, DOWN, LEFT, RIGHT, X, B, Y, A. You can now begin your game as the P. Rangers!



The screen will flash and the title will slightly change colors.



When the Title Screen appears, do the trick.



Now you can begin your game as the Power Rangers!

## BATTLE ARENA TOSHINDEN

System

Publisher

PlayStation

Sony Computer Entertainment of America

### CHEAT SHEET:

Self-Camera Control, Remove Pause Options

This trick converts your four top buttons to use as a camera control. You can also remove the Pause Options box and life bars.



To set your camera controls to your top four buttons, go to the Options Screen and set your controls so they read Not Use. Change the camera action to Yourself and set the keys to Camera X and Y. If you have two controllers, pause and hit SELECT on controller one to let you zoom, and SELECT on controller two to advance each frame. To remove the Pause Options and life bars, Pause and hold all four fire buttons. Hit SELECT twice to remove them.



First, set your R1,R2,L1,L2 buttons so they read Not Use.



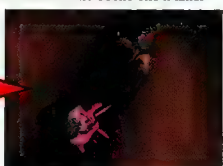
Set Camera Action to Yourself, and Control Type to Cam. X&Y.



If you use two controllers, press select on controller one to zoom in and out, and select on controller two will advance the scene one frame.



To remove the life bars and pause options, first pause. Then hold all four fire buttons and hit SELECT twice to delete the options.



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# BABYLON 5

System

Publisher

Sega CD

Interplay

## KILLER CODES

### MOST WANTED TRICK

This month, we're looking for the infamous Boss code for the American version of Battle Area Toshinden. There must be a way to play as the two Bosses, Gala and Sho. These characters were playable via a trick for the Japanese version. However, when we tried the same codes on the American version, they did not work. But Trickman has faith! He believes that somewhere inside the game a code is hidden that will actually allow you to take control of the two incredible Bosses! Well, what do you say? Are you up to the challenge of finding any truth to this wonderful little rumor? If so, and you find anything, write to us or drop us an e-mail. If you find substantial evidence for the existence of these Bosses before we do, and it works, you are eligible for a free game for the (allowable) system of your choice! See the instructions on eligible tricks in tiny print on the first page of Tricks of the Trade for details. Be a winner and make us proud! Happy Hunting!



Could the trick be done at the title or Option Menu?

These codes will make the game Earthworm Jim for the Sega CD even more fun to play! Begin any game and press START to pause. Now take controller one and press the corresponding buttons for each trick provided:

**Homing Missiles**—This code will give Jim a set of eight homing missiles. You must enter this code quickly after the game is paused. Hold RIGHT and press A. Let go and press A, A, B, A,

C, B, A. Press START to unpause the game and you will be able to shoot your enemies from just about anywhere on the screen!  
**Funny Nose, Moustache and Glasses**—After the game is paused, press A, A, A, A, A, B, C. Press START to unpause the game

and Earthworm Jim will end up with a permanent pair of eyewear!  
**Jim's Afro**—After pausing the game, press C, A, A, A, A, A, B, C. Press START to unpause and you'll get a big, red afro on Jim! Enter the same code again to cancel it.

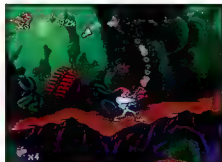
### CHEAT SHEET:

#### Various Codes

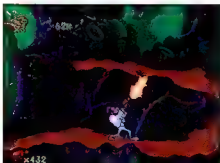
Enter any of the codes listed for some helpful and hilarious results! Enter codes a second time to get it back to normal.



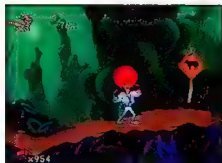
Once the game is paused, enter any one of the codes.



You'll have no trouble with the baddies when you've got these!



It looks like he's about to order the Rutti Turti Fresh 'n Fruity!



Remember when this look was in? The real question is ... why?

# MORTAL KOMBAT II

System

Publisher

32X

Acclaim

From the title screen, go to Options. In the Options Screen, highlight "Done." Now take the first controller and press LEFT, DOWN,

RIGHT, RIGHT, DOWN, LEFT, LEFT, LEFT, LEFT, RIGHT, RIGHT, RIGHT. You will see Test Modes appear under the Extra Controls Option. Access this option to instigate a Game Debugging Mode where you can have one-hit kills, no damage, etc.  
**Kevin Mearns; Ravena, OH**

### CHEAT SHEET:

#### Test Modes Code

In Options, highlight Done and press LEFT, DOWN, RIGHT, RIGHT, DOWN, LEFT, LEFT, LEFT, LEFT, RIGHT, RIGHT, RIGHT.



In Options, highlight Done and enter the code.



The words Test Modes will appear on the screen!



Now you have three menus to debug the game as you like!

# BRUTAL!

## You're Dead Meat!

Standing naked on a glacier, suddenly, a claw-happy raptor comes screaming out of nowhere to slice and dice you into gorilla cold cuts. Before he can rip your face off, you nail the lizard breath with a crushing brain bash. Just another day.

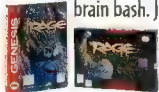
It's Primal Rage.

With all the flesh-ripping fighting moves, action and fatalities that made the arcade hit #1. It's new. It's different. It has Flying Butt Slams and Farts of Fury. Deadly multiple combos to pound your opponents into submission. Unbelievably realistic character animations. And of course, Power Pukes, Gut Gougers, and Face Rippers.

**Primal Rage. For Sega® Genesis™, Super NES™, Game Gear™ GameBoy™, and PC CD-ROM.**



Urth Shaking Carnage!



# TEAM EGM

## TEAM EGM GOES DEEP OVER THE MIDDLE WITH JOHN MADDEN

### INSIDE TEAM EGM

**EXCLUSIVE INTERVIEW:**  
A CONVERSATION WITH JOHN MADDEN

#### PREVIEWS:

NHL '96  
(SUPER NES & GENESIS)  
HEAD-ON SOCCER  
(GENESIS)  
DESTRUCTION DERBY  
(PLAYSTATION)

#### FOURTH AND GOAL:

TEAM EGM'S FOOTBALL  
ROUND-UP PART I  
FEATURED GAMES:  
QB CLUB '96,  
COLLEGE FOOTBALL USA,  
TECMO SUPER BOWL 3,  
PRIME TIME NFL '96, MAD-  
DEN '96

#### INSIDE LOOK:

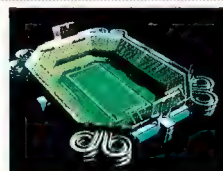
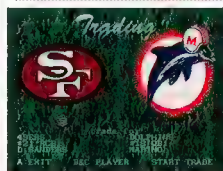
MADDEN (PLAYSTATION)  
DOUBLE HEADER  
(PLAYSTATION & SEGA SATURN)  
WORLD SERIES BASEBALL  
(SEGA SATURN)  
POWER SPORT SOCCER  
(PLAYSTATION)

#### BOX SCORE:

(REVIEWS)  
HEAD-ON SOCCER  
(SUPER NES)  
COLLEGE FOOTBALL  
(GENESIS)  
RIDGE RACER  
(PLAYSTATION)  
SUPER BURNOUT  
(JAGUAR)

#### NEXT MONTH

FOOTBALL ROUND-UP  
PART 2  
WE'LL BE INTERVIEWING  
THE BEARS' FORMER  
HEAD COACH  
"Iron" Mike Ditka



Madden NFL Football for the Genesis and PlayStation is looking good. The realism of the game is incredible. We're kicking football season off right with an interview with Madden himself.

**T**he wide world of sports gaming is getting more exciting! We're kicking off the beginning of the football season in a big way this month with exclusive pictures of EA Sports Madden NFL Football for the Sony PlayStation and a number of other football games.

As well, EA Sports will be releasing SLAM: Shaq vs. NBA All-Stars, an NBA Jam-style game that will be released for the Genesis this Christmas. Shaq is the star of this show, but EA Sports has tried to include Michael Jordan, Julius Erving, Larry Bird and other NBA players.

In other news, Acclaim is working hard on NBA Jam for

the PlayStation. The game sounds so good that it rivals any of the Jam arcade games.

Konami is in the process of converting their arcade game Run & Gun, and will be naming it NBA Give & Go for the Super NES and the Sony PlayStation. They also plan to use their NFL license for a football game for the PlayStation and the Sega Saturn. Some time next year they will be releasing a baseball game with a Major League Baseball Players Association license for the Sega Saturn.

We've got a full roster of new games, and we'll be serving them up in part

one of our football round-up.

If you enjoy sports, don't forget to check out our new sports-only magazine *CyberSports* on sale now. It has everything a sports gaming nut would want plus much more!





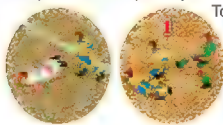


# Head-On Soccer

Head-On Soccer has everything you want in a soccer game and more. Some new characters with unique abilities make this game really stand out.

**U**S. Gold takes the competition head-on with their version of Head-On Soccer for the Genesis.

This version uses the same engine as the Super NES. It looks good and plays great. The fast action up and down the field is incredible. Cool animations of players kicking, passing and head-butting the ball is something you will really enjoy. If you can get the ball down by the goalie, check out the awesome saves by the computerized keeper. If you win after defeating teams during the



Tournament Mode, you can add some impressive players to your roster. In this mode, you'll be able to pick up players such as Bargers, Strikers or even Trickies to enhance your team's offensive and defensive capabilities. Each player has his own ability: passing, kicking or even cheating techniques. Playing with these big boys will make it easier for you to win. However, the tournament tends to get harder and harder as you progress through it.

Head-On Soccer is loaded with some awesome features that make this game stand out.

## PLAYSTATION

### FACT-FILE

**THEME**

**Sports**

**DIFFICULTY**

**Moderate**

**TIME TO COMPLETE**

**Medium**

**MEG SIZE**

**CD-ROM**

**BACK-UP**

**Memory Card**

**# OF PLAYERS**

**1 to 5**

**AVAILABLE**

**December**

**% COMPLETE**

**60%**

**DEVELOPED BY:**

**Psygnosis**

**PUBLISHED BY:**

**Psygnosis**

**T**his is definitely one game you will want to check out. You score points for smashing into other cars. The more damage you inflict on the other cars, the more points you get.

If you cause another car to wipe out and spin around, that's when you can score some really big points.

The sound effects of this game are incredible. It's the first game that features smoke coming out of the engine and back ends of the cars after they have sustained damage.

A damage meter in the bottom right-hand

corner of the screen helps you monitor where your car has sustained the most damage. Once your car is damaged on all sides, black smoke will billow from the vehicle and it will be game over in more ways than one. The music is awesome.

This is one game you should watch for.



Crash, bang, boom. The object of this game is to wreck the other cars in a demolition derby scenario.



# Destruction Derby



# TEAM EGM TALKS WITH JOHN MADDEN

**J**ohn Madden is synonymous with football. He's been involved in EA

Sports' best-selling line of football video games since 1988.

Madden NFL '96 looks good, and with some of the added features, this game looks like it will be the one to beat.

Recently, we had a chance to chat with Madden about the game he loves.

His love of football has taken him from pacing the sidelines of the Oakland Raiders where he captured the record for the fastest 100 wins ever by an NFL coach to the broadcast booth where he's been ever since.

His style of broadcasting has him talking about the mud, the blood and the commitment both the players and coaches bring to the game.

He gives football fans insight into the teamwork, the dedication of the players and the camaraderie that takes place on and off the football field.



Madden gives fans a realistic look at just what it takes to be successful in football as well as in life's daily battles.

As a coach, Madden has had success and now he has attained it as a broadcaster. He won't admit it, but he and his partner Pat Summerall

**"Everyone should play football. ... It's a great game and you can learn a lot about life and teamwork from the game."  
—John Madden**

His roots are humble, and for a man who had no idea what he was going to do after a knee injury ended his playing career, John

Madden has gone on to set the standard in television sports broadcasting.

He's manned the headset for four Super Bowls for CBS, and now he's hosted such popular All-Madden Team, now in its 12th year.

As both a player and

are the most respected football broadcasting team on the air today.

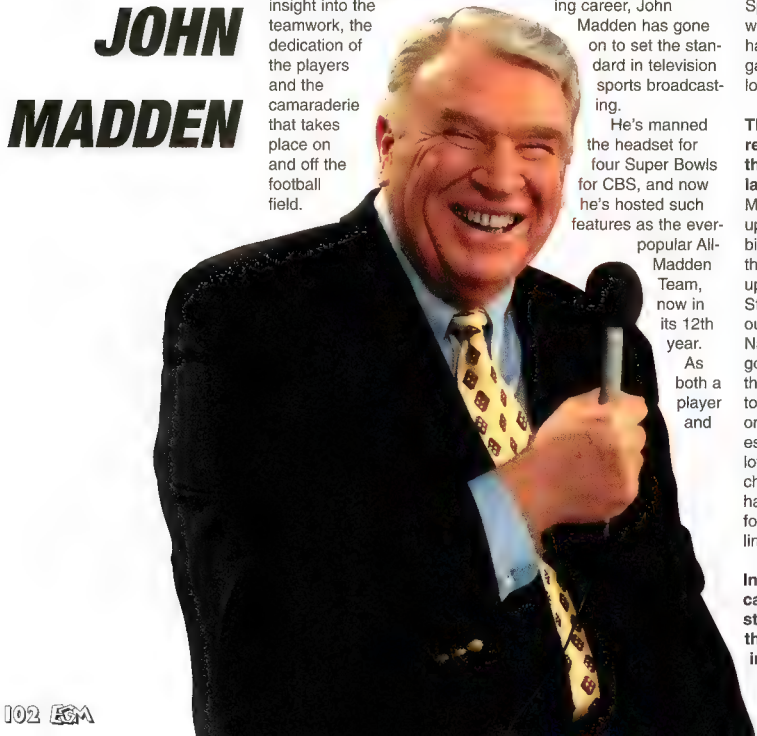
In conjunction with EA Sports, Team Madden (along with his sons Joe and Mike) has created a series of games that everyone can look forward to playing.

**TEAM EGM: What's the recipe for that sandwich the All-Madden team ate on last year's show?**

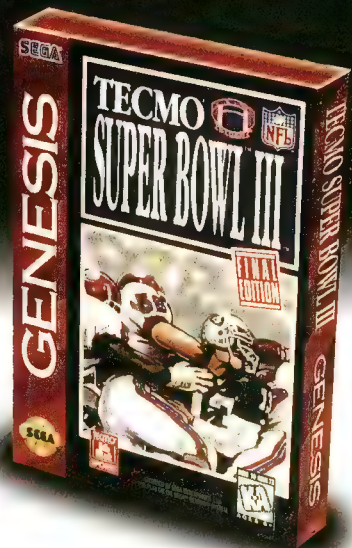
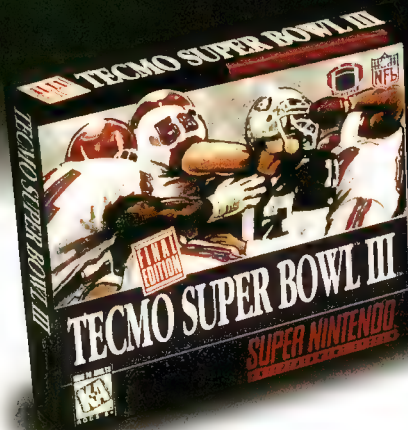
MADDEN: Linemen are upward of 320 lbs. They are big eaters and need something that's going to fill them up. We came across the Stubbs sandwich at a diner outside of Dallas. We had Nate Newton of the Cowboys go there and with the help of the cook, put a few of them together. The record for anyone eating Stubbs sandwiches is six. The sandwich has lots of bacon, fried egg and cheese on grilled toast, and it has three decks. Three or four of those will fill up any lineman.

**In your broadcasting career, what game situation sticks out in your mind as the best or worst moment in football?**

In 1985, when Pat and I



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Tecmo Super Bowl III: Final Edition continues the rich tradition of Tecmo football games. **Better Features** like our new Free Agency System, unique Create A Player Mode, Real NFL Players' Photos, New NFL Expansion Teams - Charlotte and Jacksonville, and new power up Cinema Screens give you, the refined sports game player, better play action than you've ever seen before. **Better Play** is what separates Tecmo from the rest. New player rosters and game schedules for the 1995 NFL Season combined with new plays, new player moves, new field patterns, and new sound effects make Tecmo Super Bowl III: Final Edition the best game yet! But you **Better Hurry!** The Official NFL 1995 Season starts on September 3, 1995. Don't miss the cut. Reserve your own copy today. Check with your favorite video game store for details on how to reserve Tecmo Super Bowl III: Final Edition. It doesn't say Final Edition for nothing!

THE OFFICIAL 1995 NFL SEASON BEGINS SEPTEMBER 3rd

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broadcast the Bears in the playoffs to their Super Bowl win—we did three games where the opposing teams never scored any points. It was the most amazing stretch of defense I've seen in my broadcast career. Also the Super Bowls I've covered, like the New York Giants in Pasadena.

**How did you get into coaching and when did you begin your career?**

I got hurt in my rookie year with the Philadelphia Eagles—a knee injury—and I couldn't play. While I was rehabbing, Norm Van Brocklin would be watching films and would explain what was happening. I ended up with a degree in teaching, and my love for football meshed with teaching. So I began my coaching career at Alan Hancock Jr. College.

**On the football field, what is your favorite position and why?**

I'd have to say offensive lineman, because that was my position and it gets the least amount of exposure. Linemen in general are underappreciated.

**Who are some of the best coaches in the league today and why?**

Bill Parcells, he's an old-time coach and I like his competitiveness. Don Shula, he's one of the best coaches out there. George Seifert has the

best winning percentage of any coach coaching today and he's sometimes underappreciated.

**Do you enjoy broadcasting or coaching more?**

Each was right for the time. When I was coaching, there was nothing I wanted to do more than be on the sidelines with the team. Then there came a time when it just wasn't fun anymore and it was more like a job. That's when I moved into broadcasting. I've been broadcasting ever since, for the past 14 years. It's still fun and there's nothing else I'd rather be doing right now.

**What do you say to parents who are afraid to let their children play football?**

Don't even think about it—football is a great game. Once you start thinking about it, things will go wrong. Once you're afraid of something, it will probably happen. Football is a great game, and you can learn a lot about life and teamwork from the game of football.

**How did the All-Madden Team come about, and how do you select your team?**

When John Robinson was

with the Los Angeles Rams, he said I should select a team with my style of guys on it—tough and rugged—



They've tried NHL Hockey and Tony LaRussa Baseball, but given their busy schedules coaching their own football teams, they don't have much time to play many other games.

**The popularity of the NFL has skyrocketed in recent years. What do you feel are a few of the contributing factors as to why the league has grown so much?**

More than likely because of the exposure people have had to the game in recent years. Because of TV, with Fox, cable channels, like ESPN and TBS. All of the exposure and the expansion the league has had has built excitement and a lot of interest in the game.

**What's your favorite stadium to broadcast from and why?**

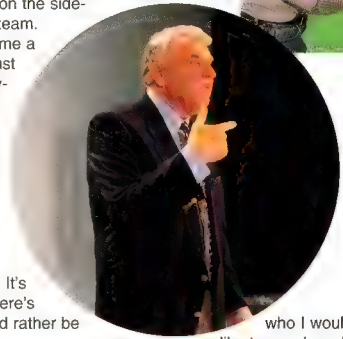
Green Bay, without a doubt for a number of reasons: The field is grass, it has good fans, cold weather and bratwurst.

**Who do you think will be playing in the Super Bowl this year?**

Last year at the end of the year the Dallas Cowboys and the San Francisco '49ers were the best two teams and one of those two will probably end up in the Super Bowl.

Next month we'll have another sports figure under the Team EGM spotlight and someone will be getting a Gatorade shower.

We'll take you behind the scenes and give you some insight into how some of these games are made.



who I would

like to coach and have on my team if I were still coaching. A prerequisite of anyone making it onto the team in any given year is that I had to have seen them play at least once that season.

**What stadium is the loudest in the NFL?**

A loud stadium gives you an advantage. When the opposing team is on offense, they can't hear what play the quarterback is calling. The loudest places are the domed stadiums—like Minnesota (the Metrodome) or in Atlanta (the Georgia Dome). Cleveland is a tough place to play. Down there in the endzone corner where the Dog Pound is—with all those dogs barking and everyone cheering—now that's football.

**Who is the reigning Super Bowl Champion of Madden Football in your family?**

I work with the game and leave the playing to my sons. I've heard that Mike is the reigning champion, but I've also heard rumors that some 12-year-olds come into the living room and beat the pants off of him.

**What are some other games your sons play?**



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Feature	MKII	Warriors
Weapons (standard)	No	Yes
Movable perspective	No	Yes
Interacts w/background	No	Yes
Replay mode	No	Yes
3D Bio Motion	No	Yes



# SAVAGE WARRIORS™



# TEAM EGM'S FOOTBALL ROUNDUP

Tecmo Super Bowl 3 • Prime Time NFL '96 • College Football USA '96 • QB Club '96 • Madden '96 PlayStation

**M**ore companies are entering the race in search of gridiron glory and are trying to capture this year's Super Bowl of gaming.

It seems as though getting an NFL League or Player's Association License isn't too difficult to do.

But so far, this year's crop of football games are shaping up well.

This month in part one of our football round-up, we have some hard-hitting games to tell you about.

Acclaim is back with Quarterback Club '96, and they are planning to bring out versions on both the 16-Bit and 32-Bit platforms trying to improve on last year's football showing.

EA Sports is back with

Madden. Although Bill Walsh has left the building, this year's EA Sports college football game could be the best one yet. It has

every major Division 1A school included.

On the NFL side, Madden is back and this game kicks on the Genesis.

As well, it is going to rock on the

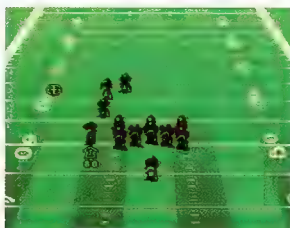
PlayStation (see our exclusive look at this game). After you're done, check out our interview with John Madden himself.

Tecmo Super Bowl 3 is back with all-new animations and it's own unique style.

Now that the pregame hype is over, it's kick-off time.



## QB Club '96 Acclaim/Genesis



players will be able to view the field of play from some very new and distinct camera angles.

Of course, the QB Challenge segment of the game is back, and it has undergone some changes.

Due to the difficulty some gamers had

with the QB Challenge, that segment of the game was redone.

Gamers should find this segment more fun and less difficult.

Acclaim is going deep over the middle. They're hungry to try to improve their performance with sports games.

This year's football offering comes with some major improvements, including more QB signature plays and a smart Play Book with new and different types of plays.

The new expansion teams are in, as well as extended rosters and the official 1995 season schedule. This year



## College Football USA '96 Electronic Arts/Genesis

Touchdown! College football doesn't get any better than this. EA has added all 108 Division 1A teams with seven different conferences, including the ACC, WAC, PAC 10, Big 8, Big East, SEC and SWC. The four most prestigious bowl games (the Fiesta, Orange, Sugar and Rose Bowls) are in this year's game.

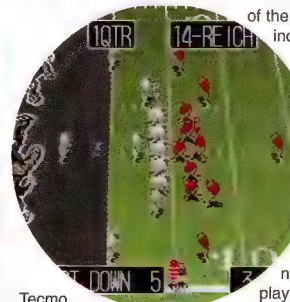
Each team has a 45-man roster with each of the play-



er's individual ratings.

There's even a new Passing Mode that allows you to pick from five eligible receivers. User records are in and stats are tracked in 16 categories. There are even new penalties added to keep the game close and interesting.

## Tecmo Super Bowl 3 Tecmo/Super NES • Genesis



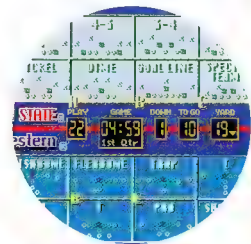
of the new NFL teams are included.

The cinema displays have been refined and redone. This year's version even has the mascot characters from the various teams around the NFL.

New sound effects have been added, and a host of new and exciting NFL plays will greet gamers who vie for the Super Bowl.

Tecmo fans, get ready to be thrilled again as this latest version is the best one yet.

The player animations have been upgraded and the game play is smooth. It includes defensive players diving over the line of scrimmage at oncoming players on offense and all



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**SUPER NES**

**GENESIS**

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## Prime Time NFL '96 Sega of America/Genesis



Neon Deion is in Sega's house! Prime Time NFL will have the same features that made NFL '95 a classic.

The game will feature windowless passing, a full 65-yard view of the field, audibles and complete player rosters.

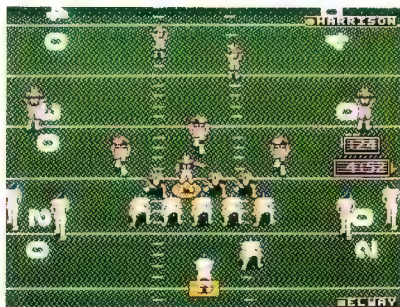
This year's game will also feature trash-talking, in-your-face football action.

The game will also feature both NFL licenses and updated rosters including this year's NFL rookies.

The Carolina Panthers and the Jacksonville Jaguars

have been included. Each of the NFL's 30 teams will have their own unique playbooks customized to the strengths and weaknesses of each team. If you don't like the plays your team has to offer, select plays from another team and add them to your playbook.

A new feature for this year includes difficulty settings—

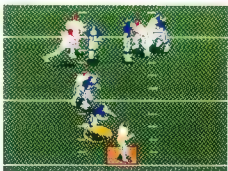


**Sega listened to the fans of NFL '95 and the running backs won't be as hard to tackle this year.**

whether you're a rookie, veteran or an all-pro, you can choose your own level of difficulty.

If you think you're the baddest football gamer on the block, you can go head to head with one of the nine all-star teams to test your football gaming skills in the All-Pro Mode. They've also fixed the

tackling problem where a great running back was nearly impossible to take down.



## Madden '96 Electronic Arts/PlayStation



The brightest star in this year's field of gridiron offerings has to be Madden '96 for the PlayStation. It is a work of art—the EA Sports

crew has really outdone themselves.

If you enjoyed the 16-Bit Madden games, this is so hard hitting that it will knock the wind out of you.

The players are fully rendered as are the stadiums. You will be able to play day or night games.

Not only is John Madden in this year's game but the entire cast of the Fox NFL Sunday crew has come along



to provide you with the most realistic experience ever.

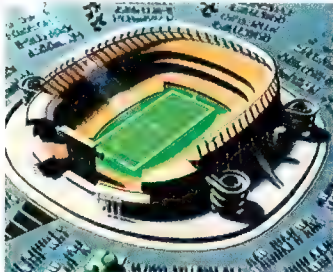
The only thing more realistic than Madden for the PlayStation is putting on the helmet and pads and lining up on the line of scrimmage.

All of your favorite NFL teams are in the game, not to mention a host of new teams including All-Madden and several Super Bowl winning dynasties ... over 100 teams in all. The '73 Buffalo Bills, the '80 Houston Oilers, '65 Cleveland Browns and the Chargers of 1983 led by Dan Fouts are in here.

You'll have the ability to trade players, and user stats

will also be tracked in a way that has never been done before.

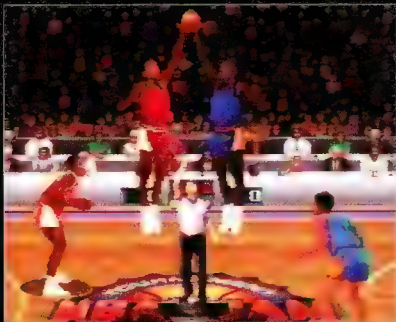
If you enjoy sports games, don't miss Madden '96 for the PlayStation.



**The detail and quality of this game will hit you harder than a linebacker with a clear path to the quarterback. This game should sack the competition.**







ARCADE GRAPHICS AND BIGGER PLAYERS!



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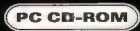


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**E**A Sports drops the puck on another season of NHL hockey. Although training camp has just begun for this year's season, the folks at EA Sports are ready to take it to the net with NHL Hockey '96 for the Super NES.

One of the biggest surprises is that fighting is back. The goaltenders are harder to beat, and once again, the game features an official NHL and NHL Player's Association license.

The producers of the game have been on-line reading your comments on what you thought about NHL '95. They've made some positive changes this time around based on your concerns. This year's version plays more like 1993 and 1994 NHL hockey,



## NHL '96

which is a good thing.

The only gripe I have so far with this year's game is that the player animations are 20 percent smaller. They said they did it to make the game feel more realistic. However, they also put the fisticuffs in this year's version.

So get ready to take it to the ice on the Super NES with NHL '96!

## FACT-FILE

### THEME

**Sports**

### DIFFICULTY

**Moderate**

### TIME TO COMPLETE

**Medium**

### MEG SIZE

**12**

### BACK-UP

**Battery**

### # OF PLAYERS

**1 to 4**

### AVAILABLE

**October**

### % COMPLETE

**90%**

**DEVELOPED BY:**  
Hi Score Entertainment

**PUBLISHED BY:**  
Electronic Arts

## FACT-FILE

### THEME

**Sports**

### DIFFICULTY

**Moderate**

### TIME TO COMPLETE

**Medium**

### MEG SIZE

**16**

### BACK-UP

**Battery**

### # OF PLAYERS

**1 to 4**

### AVAILABLE

**October**

### % COMPLETE

**90%**

**DEVELOPED BY:**  
Hi Score Entertainment

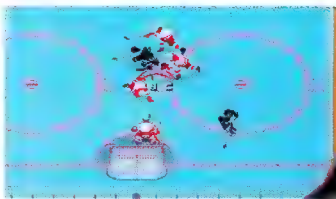
**PUBLISHED BY:**  
Electronic Arts

**L**ace up the skates and hit the ice with NHL '96 for the Genesis. This year, the competition is fiercer and the goalies are stingier.

One timers are back, and there are even a few new ways to score, like the give and go and the Savardian-spin-o-rama. But these moves are easier said than done as an improved defensive artificial intelligence makes the computer-controlled teams tougher to beat.

This year, if the player you are controlling is out of position, one of your teammates will cover for you on the play.

Full-season schedules, team rosters and player ratings are all up to date. This game has everything, including the new team logos for the New York Islanders and the Washington Capitals.



They've even added an on-ice presentation of the Stanley Cup. Members of your team can vie for NHL post-season awards depending how they performed during the regular season.

There are more categories to be penalized in as well this year ... so keep it clean.



# NHL '96

PATIENCE IS A

VIRTUA



# inside look

## the scouting report

SEGA SATURN  
PLAYSTATION  
SUPER NES



### -Psychosis- Power Sport Soccer

will be a few features added, including fully rendered player animations.

All of soccer's signature moves (like bicycle kicks and special headers allowing players to dive when the ball crosses in front of the net and direct it past the keeper) will be included.

Psychosis is also considering using World Cup teams from the past so you can play as one of the greatest teams of all time.

Power Sport is the new Sony PlayStation sports brand name. Psychosis is hoping to put up some big numbers with their first sports title for the PlayStation.

The game is in its early stages of development but should be ready in the second quarter of 1996.

One thing is for sure: There



### -Jaleco- Double Header

your stats will be tracked in a 162-game season or any exhibition games you play.

Different modes will allow you to play in a fantasy game or go for the championship. All major league ballparks will be featured as well.

Jaleco plans on releasing a Sega Saturn and PlayStation version of the game before the end of the year.

Double Header: The Bases Loaded Signature Series will have Major League Baseball Players Association players. All 700 of the sport's finest will be in the game. It will also include a license from STATS Inc., the leading sports information and analysis provider.

These guys provide stats to the national media, professional teams and many other sports entities. As you play,



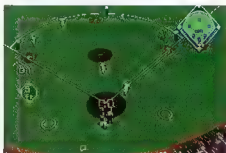
### -Sega- World Series Baseball '96

going to be called World Series Baseball '96. But word on the street has it that Deion may have something more to do with this game than everyone first thought. It's a ways away and we'll have to wait.

Translated from a game in Japan called Greatest 9, Sega is porting this game over for the Sega Saturn.

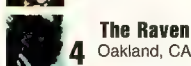
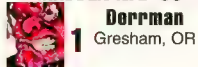
They will be adding a major league and MLB Player's Association license as well as actual photos for each big-league player.

Right now the game is

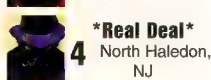
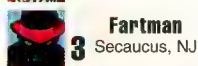
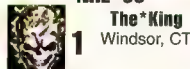


## "TEAM EGM AND XBAND"—YOU'VE PLAYED THE REST, NOW PLAY THE BEST

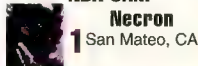
### MADDEN NFL '95



### NHL '95



### NBA JAM



ARE YOU THE MAN?  
All you need to do to get your name here is to kick some butt. Be the best in your favorite sports game and your icon and name will show up here in the new Team EGM.

BVND

# BUT WHY WAIT... GET YOUR SPECIAL 32X™ VIRTUA FIGHTER™ TRAINING PACK RIGHT NOW!



GAME CARTRIDGE  
NOT INCLUDED

Virtua Fighter is coming to Genesis 32X this Fall, but you can start your training today! Get the limited edition Special 32X Virtua Fighter Training Pack and you get all this: **1** A coupon good for a \$20 rebate for either a Virtua Fighter 32X game cartridge or a 32X hardware system. **2** An exclusive Virtua Fighter video with key game tips and upcoming highlights. **3** An entry form into the VF32X Sweepstakes, where you can win a Virtua Fighter arcade unit! **4** A one-of-a-kind Virtua Fighter T-shirt.

Your choice. You can wait until Virtua Fighter for 32X is out in the stores like the rest of your friends, or you can get the Special 32X Virtua Fighter Training Pack, get a leg up on the competition and get the game for less! After that, it's every fighter for him or herself!

GENESIS  
**32X**

SO WHAT ARE YOU WAITING FOR?

SEGA®

Prize purchase necessary. To enter see Virtua Fighter Special Training Pack (SKU #8704) or hang print your name, complete address, birth date and telephone number on a 32X box and mail to: Virtua Fighter Promotion, P.O. Box 4718, Hayward, CA 94540-4718 by Dec. 1, 1995. To receive official rules, send a self-addressed stamped envelope to Virtua Fighter, c/o Loteria A King Co. Inc., 140 Broadway, Amityville, NY 11701, by Nov. 15, 1995. Void where prohibited. Estimated retail value of prize structure \$12,000. Sweepstakes ends 12/1/95.

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## HEAD-ON SOCCER (SUPER NES) BY U.S. GOLD

If you love soccer, this game has it all. A realistic view of the field combined with great sound effects, this game has everything, including cool player animations plus power-ups and special kicks. I'm not a big soccer fan, but next to FIFA Soccer, this is one of my favorites. U.S. Gold took a lot of time and effort to make this game incredible. They've done the job and done it well.



Plug and play ... Head-On Soccer is easy controls make this new soccer title easy to get the hang of. Fast-paced action and smooth scrolling make game play exciting. The hottest aspect has to be the power-up characters. Each victory will give you the option to bring a special player into your lineup. All of this topped off by the screaming crowd. It's a great game!

Video  
Cowboy

8.5

The  
ICEMAN

8.0

## COLLEGE FOOTBALL USA '96 (GENESIS) BY ELECTRONIC ARTS

This game is very detailed. Before the referee makes the call, you can see the flag on the field. You had better keep it clean! The refs are tough and will throw flags for late hits, holding and an assortment of other infractions. One of the coolest features of this game—besides having college football's top team names and logos—is that you can make diving catches and diving tackles.



I've always been a fan of all of the Madden games from EA Sports, and this college edition brings another level in football gaming. All of your favorites are here as well as the hard-hittin' action you always enjoy in college games. More features are available: Player animations and penalties are just some examples. This game is packed with excitement from beginning to end!

Video  
Cowboy

8.5

The  
ICEMAN

8.0

## RIDGE RACER (PLAYSTATION) BY NAMCO

This is one of the most addictive games I have ever played. Namco has a sequel in the works. This game is incredible, and after the game has been loaded, you can take the Ridge Racer CD out and replace it with one of your favorite music CDs. You can still play the game listening to your favorite music. I don't know why you would ... the music for this game rocks. This game is a must-play.



Ever since this came out for the PlayStation, I haven't had to go back to the arcades. You'll get the same feeling—and you won't have to worry about quarters. All of the tracks and then some are here, as well as killer music that sets the tone of the game. From every S-turn to the final straightaway, the intense racing never ends. This could be the best racer of the year.

Video  
Cowboy

9.0

The  
ICEMAN

8.5

## SUPER BURNOUT (JAGUAR) BY ATARI

This game runs out of gas before the first turn. The night races were interesting, but the frame rate is something that needs improvement. I guess I've been spoiled by playing Ridge Racer and Daytona. This game is definitely a step backward from those games. The bottom line is that I didn't have fun playing it. After I went through the various tracks, I found myself putting it back in the box.



I don't know where the Atari system is heading, but I know for sure this title will not make it to the top. The graphics and animations are crisp, but there are a lot of factors missing. You can't even hear the roaring engines that you normally do in a race. Handling your bike doesn't come easy—very frustrating. I love racing games but this one really disappointed me. I have to find my receipt now.

Video  
Cowboy

5.0

The  
ICEMAN

4.5

The power of  
advanced  
technology...

combines with  
the ultimate  
power hitter.

TAKE THE FIELD OCTOBER '95

**DOHRUSS**  
PLAYERS' CHOICE

**STATS**  
WITH THE MOST COMPLETE RECORD

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**GENESIS**

**GAME GEAR**

**GAME BOY**



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**Acclaim**  
entertainment inc.



Good news. Eight seniors are starting. Bad news. They're having a bad day. So substitute. Any position. Any formation. If a player is choking, yank 'em.



# ALL 108 DIVISION AND 107 TO CLEAN

AIR FORCE FALCONS AKRON ZIPS ALABAMA CRIMSON TIDE ARIZONA  
 ARKANSAS STATE INDIANS ARMY BLACK KNIGHTS AUBURN TIGERS BALL  
 GREEN FALCONS BYU COUGARS CALIFORNIA GOLDEN BEARS CENTRAL  
 BUFFALOES COLORADO STATE RAMS DUKE BLUE DEVILS EAST CAROLINA  
 SEMINOLES FRESNO STATE BULLDOGS GEORGIA BULLDOGS GEORGIA  
 FIGHTING ILLINI INDIANA HOOSIERS IOWA HAWKEYES IOWA STATE  
 FLASHES KENTUCKY WILDCATS LSU TIGERS LOUISIANA TECH  
 MIAMI HURRICANES MIAMI REDSKINS MICHIGAN WOLVERINES MICHIGAN  
 BULLDOGS MISSOURI TIGERS NAVY MIDSHIPMEN NEBRASKA CORNHUSKERS  
 AGGIES NLU INDIANS NORTH CAROLINA TAR HEELS NC STATE WOLFPACK  
 WILDCATS NOTRE DAME FIGHTING IRISH OHIO BOBCATS OHIO STATE  
 REBELS OREGON DUCKS OREGON STATE BEAVERS PENN STATE NITTANY  
 SCARLET KNIGHTS SAN DIEGO STATE AZTECS SAN JOSE STATE SPARTANS  
 EAGLES STANFORD CARDINAL SYRACUSE ORANGEMEN TCU HORNED  
 TEXAS LONGHORNS TEXAS A&M AGGIES TEXAS TECH RED RAIDERS  
 GOLDEN HURRICANE UCLA BRUINS UNIVERSITY OF THE PACIFIC TIGERS  
 CAJUNS UNLV RUNNIN' REBELS USC TROJANS UTAH UTES UTAH STATE AGGIES  
 VIRGINIA CAVALIERS VIRGINIA TECH HOKIES WAKE FOREST DEMON DEACONS  
 COUGARS WEST VIRGINIA MOUNTAINEERS WESTERN MICHIGAN BRONCOS

College Football USA<sup>™</sup> 96. It's the successor to Bill Walsh College Football<sup>™</sup> game. Stuffed with all the moves, all the plays and everything else you



The official post 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<sup>™</sup> Genesis<sup>™</sup> system.

**ROUGHING THE KICKER #55 DEFENSE**

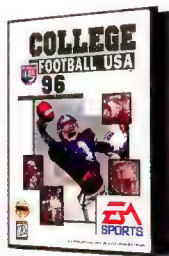
No time left. A 45 yard field goal attempt to win. You're going for the block. But if you're too aggressive, you could get called for—roughing the kicker and hand them a chip shot.





# 1-A TEAMS. YOURS. YOUR CLEATS WITH.

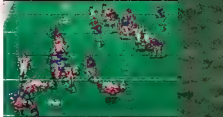
WILDCATS ARIZONA STATE SUN DEVILS ARKANSAS RAZORBACKS  
 STATE CARDINALS BAYLOR BEARS BOSTON COLLEGE EAGLES BOWLING  
 MICHIGAN CHIPPEWAS CINCINNATI BEARCATS CLEMSON TIGERS COLORADO  
 PIRATES EASTERN MICHIGAN EAGLES FLORIDA GATORS FLORIDA STATE  
 TECH YELLOW JACKETS HAWAII RAINBOWS HOUSTON COUGARS ILLINOIS  
 CYCLONES KANSAS JAYHAWKS KANSAS STATE WILDCATS KENT GOLDEN  
 LOUISVILLE CARDINALS MARYLAND TERRAPINS MEMPHIS TIGERS  
 STATE SPARTANS MINNESOTA GOLDEN GOPHERS MISSISSIPPI STATE  
 NEVADA WOLFPACK NEW MEXICO LOBOS NEW MEXICO STATE  
 NORTH TEXAS EAGLES NORTHERN ILLINOIS HUSKIES NORTHWESTERN  
 BUCKEYES OKLAHOMA SOONERS OKLAHOMA STATE COWBOYS OLE MISS  
 IONS PITT PANTHERS PURDUE BOILERMAKERS RICE OWLS RUTGERS  
 SOUTH CAROLINA GAMECOCKS SMU MUSTANGS SOUTHERN MISS GOLDEN  
 FROGS TEMPLE OWLS TENNESSEE VOLUNTEERS  
 TOLEDO ROCKETS TULANE GREEN WAVE TULSA  
 UNIVERSITY OF SOUTHWESTERN LOUISIANA RAGIN'  
 UTEP MINERS VANDERBILT COMMODORES  
 WASHINGTON HUSKIES WASHINGTON STATE  
 WISCONSIN BADGERS WYOMING COWBOYS



108 Division 1-A teams. Seven conferences. Four bowl games. One video  
 expect from College Football. Including 107 of your favorite cleat brushes.

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 respective institution. College Football USA and College Football USA logo are trademarks of American Football Coaches Association/National Association of Collegiate Directors of Athletics. Leave those other 107 teams holding your breath.

Primary receiver. Covered.  
 Secondary receiver. Covered.  
 No problem. You've got five  
 potential receivers. So they  
 better throw nickels and  
 dimes at you, otherwise it'll  
 be raining touchdowns.



You've got a star running  
 back cutting up the  
 opposition. But beware of  
 injuries. Play him too  
 hard and you'll have the  
 waterboy starting in  
 your backfield.



Welcome to Bowl-O-Rama.  
 We've got the Rose.  
 The Orange. The Sugar.  
 The Fiesta. But you  
 need the right moves, or  
 you'll be home early  
 for the holidays.



# PC GAMING MONTHLY

## Welcome ...

to the unveiling of **EGM's** new section! Let me explain a little bit about the section: First, you will notice that there is plenty of news on the first page. Future releases (whether it be software or hardware), general news about the buzz in the industry, and a behind-the-scenes look at the people who create and develop the games of the future will be brought to you each month to keep you in touch with the high-paced, ever-changing needs that go along with multimedia entertainment. On the second page, you will be treated to a sneak preview of some of the hottest games that will soon be making their way to the store shelves. Now if you're looking for the hottest game of the month, check out our PC Fact-File area. This is where you can take an in-depth look at the title and get info, such as compatibility, system requirements and any other technical aspects of the game. This month's featured game is Mech Warrior 2. Check it out, and I hope you enjoy the new coverage.

—Mark LeFebvre

# TIME'S UP: Virgin announces release of 11th Hour

11th Hour, the sequel to 7th Guest, will set a new standard in multimedia technology and interactive entertainment by featuring letterboxed, full-motion video to home computers for the very first time! The game will be ready for the public in the third quarter. It will be very similar to its predecessor. There are many groundbreaking effects that were used in the making of the game that promise to put it in a class all by itself. There are some very technical aspects of the game that should be noted, too. The developers at Trilobyte were able to achieve a playback rate of 30 frames per second of full-motion

video where every pixel is updated and every frame at a

the average television which is 320 by 240 pixels! What all that

game will be so incredible that you will not be able to distinguish between the CD footage and a movie on your TV! By now you're probably thinking, "Okay, the game is going to look great, but looks aren't everything. Will I have to lose out on the length of the game just to make up for all the high-quality video?" The answer is no—the game will come with three CD-ROMs, each compressed with 600 Gigs of information that will deliver a game that has more than 65 minutes of full-motion video, a featured cast of 18 characters and is 12 times the size of its predecessor, the 7th Guest. Did you get all that?!



full screen with a resolution of 640 by 320 pixels, compared to

means to the average player is that the video quality of the

## IMAGINATION PILOTS HEAD TO THE SET WITH AH-NOLD!

Arnold Schwarzenegger will star in a brand-new movie called *Eraser* that will begin production in September and will be released by Warner Bros. around Memorial Day of '96. Details about the movie are a little sketchy, but the story is about intelligence agents and high treason within the U.S. government. Imagination Pilots, the company that brought you PC movie titles such as *Blown Away* and *Panic in the Park* will also be starting development on the PC CD-ROM interactive adventure game that will be a sequel to the movie. Development will take place on the set in tandem with the movie crew, and will have a completion date of May '96.

## SIERRA TO UNVEIL THE BEAST WITHIN BY OCTOBER

Hot on the trail of their latest masterpiece *Phantasmagoria* (the game that features the most film footage ever created for a computer game including 1,900 three-dimensional backgrounds and 16 multidimensional characters), Sierra announced that their second installment of the award-winning Gabriel Knight series, *The Beast Within*, will be ready for release in late October, just in time for Halloween. The story line for this action-packed thriller is based on an investigator of the supernatural (Gabriel Knight) who is enlisted by the villagers in his Bavarian hometown to investigate a series of mutilation murders believed to be the work of werewolves. As the story unfolds, you will make the unfortunate discovery that there is a connection between Gabriel Knight, King Ludwig II and the werewolves that roamed the countryside centuries ago. Advanced filming techniques were incorporated with more than 1,000 breath-taking backgrounds generated from still shots taken on location in Germany. The game uses more than 80 different locations and will encompass five CDs that will take the player through a complex story line, which blends two complete mysteries together to form one of the most sophisticated thrillers ever.



## HOT 10 LIST

- 11TH HOUR
- PHANTASMAGORIA
- MECH WARRIOR 2
- SPACE QUEST 6
- JOURNEYMAN PROJECT 2
- TERMINAL VELOCITY
- THE ULTIMATE DOOM
- FULL THROTTLE
- MAGIC CARPET PLUS
- FLIGHT UNLIMITED

## PLAYMATES TO ENTER PC GAME INDUSTRY

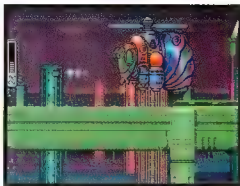
Playmates, the company that took home last year's award for console game of the year, *Earthworm Jim*, is currently developing three titles for the PC CD-ROM. *Mutant Chronicles*, *Into the Void* and *Earthworm Jim parts 1 and 2*. All three should be ready for release later this fall.



## BALDIES/GAMETEK

Baldies is one of those games that comes around every once in a great while and has a bit of every game you've ever played, but still manages to be very unique. The major goal is to build and conquer multiple miniworlds with little hairless pioneers you control. You decide whether you want them to be builders, workers or soldiers. One of the great features of the game is the ability to use your scientists to invent items, such as weapons to take out the opposition. Some of the high points include more than 100 different levels to conquer, advanced enemy artificial intelligence, two-player modem and four-player network.

## MEGA MAN X



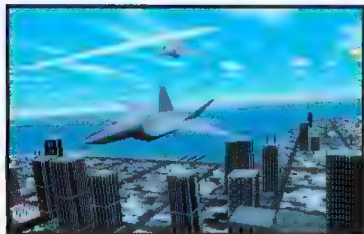
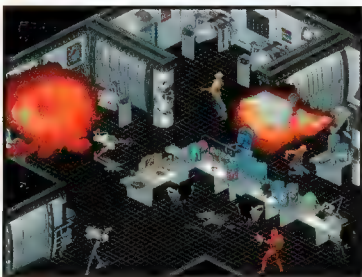
## BY CAPCOM

The game that started it all on the Nintendo system many years ago will be making its way over to the PC. Capcom will be packing in a special new six-button control pad, the PC Fighter six with Mega Man when it comes out. Great graphics and excellent game play will definitely make this game a hit on the PC.

## CRUSADER/ORIGIN

Scheduled for fall release, Crusader is a mission-based action game where you must win the loyalty of your comrades by succeeding at a series of combat and sabotage missions.

Features will include SVGA graphics, 3-D rendered enemies and over an hour and a half live-action video. There are more than a dozen multilevel missions, with multiple objectives that will definitely keep you busy for a while. The game has a Syndicate-type look, but has advanced character control for the ability to crouch, run and jump.



## JETFIGHTER III MISSION STUDIOS

Jetfighter III will be making its way to the shelves in mid-September, and it is by no means just another flight sim. When in development, graphical data was taken from military sources offering some of the most detailed scenery ever in a flight sim. Some of the features include texture mapping, dynamic weather and an authentic 3-D projected cockpit plus much more.

## VIRTUAL GOLF



## BY U.S. GOLD

Ready for a couple holes of Virtual Golf? The game has all the characteristics of a real golf game but was designed to be plug and play. This means you won't have to read a full manual before hitting the green. Features include seven different types of games to choose from, four different courses and four-player simultaneous game play.

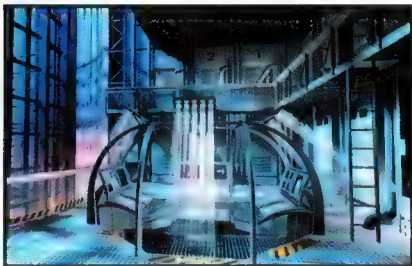
## PQ5: SWAT



## BY SIERRA

This new Police Quest may be the fifth in a series, but it has a totally new look. To make the game, the designers used actual SWAT officers in L.A. settings to get the most realism possible. The game will be released in autumn on two CDs and features include a SWAT training program and the ability to get advice throughout the game from Gates on the history of the department, equipment and tactics.

## MISSION CRITICAL



## BY LEGEND

Mission Critical is an upcoming multimedia science-fiction/adventure game that will feature two of Hollywood's hottest stars: Michael Dorn (Worf from Star Trek) and Patricia Charbonneau (K2 and Robocop 2). The game features some of the most impressive-looking graphics I have ever seen. If Mission Critical plays as good as it looks, this will definitely be a good game to check out.

## UNTIL NEXT MONTH ...

There are a lot of new games coming that I am looking forward to checking out. At the top of my list is both Phantasmagoria and 11th hour. Hopefully, we will get some more info on both titles in time for the next issue of *EGM*. If you're like me and a whole month is just a little too long to wait for some more PC info, check out *EGM*. I'll be featuring hardcore strategy guides on some of the roughest games out there. I hope you enjoyed this month's installment. See ya next time in the PC section.

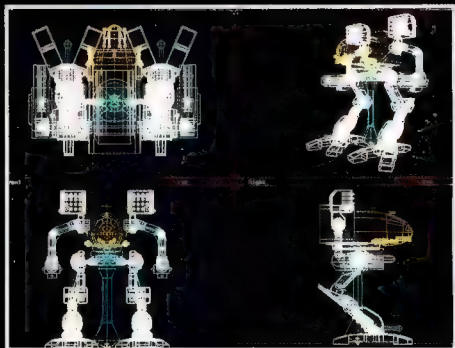
# MECH WARRIOR 2

## 31ST CENTURY COMBAT

### FEEL THE BURN!

With more than two years in the making, this powerful sequel to the original Mech Warrior will undoubtedly prove to be one of the most sophisticated mech simulators ever to hit the PC. From the very first time you step into the cockpit of your 100-ton metal-shredding mech, you will be introduced to an entirely new kind of world—one filled with sight, sound, action and above all danger! Anything that looks and plays as flawlessly as MW2 was not an easy thing to create. The complete MW2 team consisted of more than 26 different people each with his/her own unique talents ranging from some of the top

graphic artists in the world to renowned aerospace industry veterans. The team used special effects and motion-capture technologies to simulate human movements in order to have each mech look as realistic as possible. Once completion of the mechs were taken care of, six designers were brought in to work on developing 50 missions that take place on different worlds, each with its own terrains and environmental conditions. Some of the different settings that will serve as your battleground throughout the game include urban landscapes, ice fields, a desert sandstorm and even a postapocalyptic cityscape.



Any great Battle Simulator has two very important elements to it: you and the enemy. Mech Warrior 2 uses a sophisticated artificial intelligence that simulates real environmental conditions,

such as gravity, weather, size and weight. Putting all the technical aspects aside, what makes Mech Warrior 2 such a great game is its perfect balance of sophistication, realism and fun.



Jade Falcon registration and ready room.



Jump jets can prove to be a very lethal enemy.



Action so intense, you'll feel the heat from the explosion.



Breathtaking intro cinemas will explain each Clan's story.

### INFORMATION STATION

#### MECH WARRIOR 2

CATEGORY	SIMULATION
DEVELOPER	ACTIVISION
PUBLISHER	ACTIVISION
AVAILABILITY	NOW

### PC REVIEW CORNER

# 8.9

I knew I was going to love MW2 before I even fired it up. However, I had no clue that it was going to impress me as much as it did! The Audio is top-notch, the graphics are great and the game play is intense enough to keep you up well past bedtime. Our testing machine is a Pentium 120 with 16 Meg of RAM, and with all the options on and at its highest resolution setting (1024/768), there was still a little bit of slowdown to it. A great game, but to look great, it needs a quick machine. —Mark LeFebvre

# YOU vs. **FX FIGHTER**

## THE ULTIMATE PC FIGHTING GAME

DEFEAT  
ME, AND THE  
UNIVERSE IS  
YOURS...



It's YOU vs. the best known fighters in the universe in a brand new idea in  
In this galactic event, there are no prizes for second place... only body bags.

### TECHNO ADVANTAGES:

Arcade action at incredible speed, Real-time 3D, Real motion capture, Flying camera, Infinite hand-to-hand moves.

Fifty times the speed, four times the color, twice the resolution. Get it, or die trying. For previews, information, or to order,  
call 1-800-GTE-TODAY. Or web page access <http://www.im.gte.com>.

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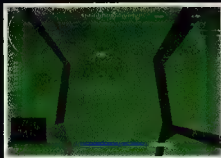
**GTE Entertainment**



# THE ULTIMATE BATTLE AWAITS ...



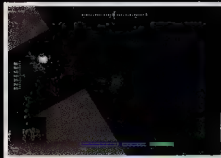
The enhanced imaging is used when no light is available.



The low light enhancement is great for dusk or dawn use.



You must train before becoming a true mech pilot.



The Satellite uplink is great for long-range searches.

Mech Warrior 2 will support a variety of different input devices—the mouse and the keyboard of course. But for the more intense player, how about flight and weapon control systems, foot pedals and even head-mounted displays? The controls for the mech are split into five different categories: weapons, targeting, HUD controls, mech piloting, view controls and last but not least, super controls. With more than 53 different keyboard commands, there's no use going into detail, but some of the more impressive abilities that go with the responsibility of being a mech pilot include controls for enhanced imaging, com link to give orders to your fellow star-mates and a satellite uplink complete with a zooming radar.

One of the most important features of the game will be the ability to go head to head with a fellow comrade with the aid of a modem. As far as the Mechs go, there will be 15 to choose from, each with a variety of lethal armaments that can be custom designed to suit each player. There are two different modes to choose when playing, either the Career Mode or the Trials of Grievance. In the Career Mode, you can pick to defend either the Jade Falcon or the Wolf

Clan. In either case your goal is to advance rank. If you have successfully battled your way to the top, you will achieve the status of Khan, Leader of the Clan. There is only one challenge that awaits you. Defeat the Khan of the opposing Clan and you will be rewarded with the highest honor. Il-Khan, leader of the clans. The Trials of Grievance is unique, in the fact that you can fully customize your mission, where you want to battle, with who, and how many

is the name of the game. The best part about the Trials of Grievance is the fact that instead of one on one, you control a whole team of mechs.

## SYSTEM REQUIREMENTS

IBM or 100 percent compatible 486DX2 66  
8 MB RAM-Double speed CD-ROM  
30 MB hard drive space  
Vesa local bus (vib) or pci video  
256 color SVGA (640 480)  
MS DOS 6.0  
100 percent Microsoft comp. mouse  
100 percent Sound Blaster comp. card  
Dedicated game card for joysticks

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**SUPER NES**

# AAAHH!!! REAL MONSTERS



## FACT-FILE

### THEME

**Adventure**

### DIFFICULTY

**Variable**

### TIME TO COMPLETE

**Medium**

### MEG SIZE

**16**

### BACK-UP

**None**

### # OF PLAYERS

**1**

### AVAILABLE

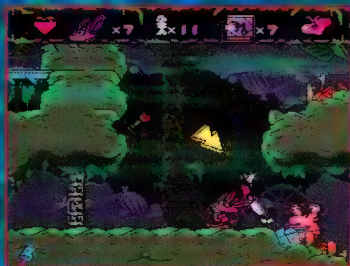
**September**

### % COMPLETE

**90%**

**DEVELOPED BY:**  
Realtime Associates

**PUBLISHED BY:**  
Viacom



## THE DUMP

The Dump is filled with falling trash, spewing sewer water and rats that just won't take no for an answer. Look carefully for secret rooms that are filled with hidden power-ups.

Monster Manuals are your means of scaring the pants off of people. Gather as many as you can. Be sure to use them sparingly or you might run out.

## FRIGHTENING POWER-UPS



Apple cores and other goodies will give you life.



Diapers give you temporary invincibility.



Maggots and cockroaches are tasty snacks, too.



Completion markers give you new starting points.



A jar of fleas will restore you to full health.



Monster Manuals allow you to scare people.



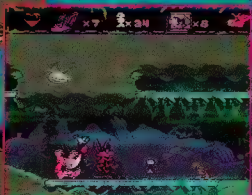
Bags of trash add to the power of your garbage.



Collect more monsters with these 1-Ups.



Watch out for those rats! They will keep attacking you until you take them out.



Ickis has a triple move that will allow him to make really long jumps. Use these moves to reach otherwise unattainable items.



# THE HUMAN SCHOOL



Here's your first chance to scare someone. Remember everything Headmaster Bombur taught you and watch 'em run!



The school has many possibilities for young monsters to practice their skills. It is also loaded with obstacles to overcome. From spit wads to getting past the hall monitors, this level will keep your team on its toes.



Wander through the showers and try to avoid kids throwing paper airplanes as well as hot showers.



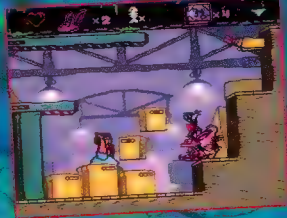
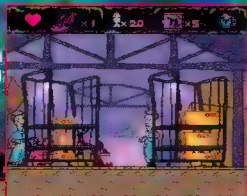
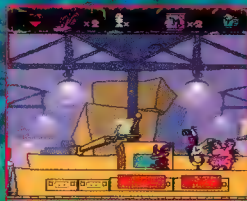
Water balloons are one of monsters' worst fears. They hate to get wet.

# THE POST OFFICE



Hop from mailbox to mailbox to reach the second floor of the post office.

Post office dangers include dismounted mail carriers, falling packages and letter-sorting machines. It will take quick reflexes to reach your final destination and your next target.



Swinging man bags will take precise timing to get past. Bad timing will knock you into the next zip code.

## PLAYER'S NOTES:

### FIRST IMPRESSION

What the heck are those funny little guys? Trying to maneuver this band of monsters through these levels was tougher than I had anticipated. However, it has some creative ideas that help make this game work well.

### BEST FEATURE

The characters in the game are really goofy looking and are entertaining to watch. The option to switch between the three characters and the use of triple moves are also cool.

### WHAT'S MISSING

Well, for monsters, these guys aren't very scary. Maybe they could have been done in a more frightful manner. Three characters together made it tough to control at times, but it's not too bad.

### WILL YOU LIKE IT?

The game has a fresh idea to it and was challenging to play. The monsters were pretty cool, each having a special triple move to get you through the rough spots. If you enjoy roaming adventure games, check this one out.

—Dave Malec

**SUPER NES**

# Weapon Lord

## FACT-FILE

**THEME**

**Fighting**

**DIFFICULTY**

**Hard**

**TIME TO COMPLETE**

**1 to 2 weeks**

**MEG SIZE**

**24**

**BACK-UP**

**None**

**# OF PLAYERS**

**1 or 2**

**AVAILABLE**

**September**

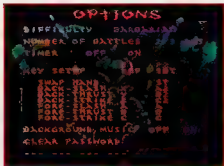
**% COMPLETE**

**100%**

**DEVELOPED BY:**  
Visual Concepts

**PUBLISHED BY:**  
Namco

**T**he time of the WeaponLord is upon us. People from all over will come and only one shall claim the title of WeaponLord. This game is filled with a lot of neat features. There is a combo meter to record your number of hits. Fatalities can be performed but only at the end of certain combo strings. This game has a lot of traditional-type fighting but does hold some new ideas.

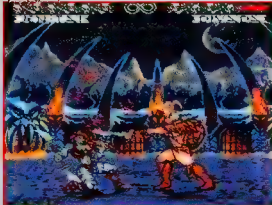


There are lots of options to change, like a control configure and the number of fights.

## JEN-TAI



Jen-Tai is a big woman. She has brute strength but lacks a little in the speed department. Her combos can be deadly if timed correctly and performed flawlessly.



## Frenzy



## PLAYER'S NOTES:

### FIRST IMPRESSION

Why is this so dogblasted hard? It took me about three hours of intense playing in order to beat the first guy. I don't know what they expect anyone to do in order to get past the first guy.

### BEST FEATURE

I would have to say the combo system is the best thing going for this game. You can build it up with just a couple simple moves.

### WHAT'S MISSING

Frames of animation. I think this could actually be a pretty darn good game if there were just more frames of animation. The characters seem to move just a little too choppy. I think an arcade version of this might actually be decent.

### WILL YOU LIKE IT?

I think it depends on the individual. If you really love fighting games and have to have every one out there, then yes. If, however, you only want the best for your money, then I would highly recommend renting it first so you can see for yourself. —John Gurka



## Frenzy



## BANE



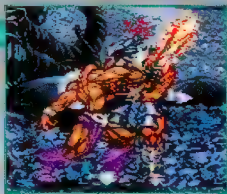
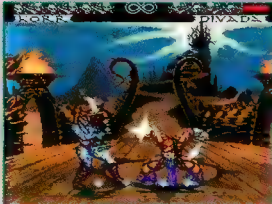
Bane is the other strong but slow character. The

hammer he wields can literally knock an opponent's head off before they even have time to think about winning.

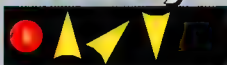
## KORR



Korr is an average fighter leaning a little toward the speedier side. During his more powerful combos, his sword lights up with an unholy flame inflicting even more damage.



## Frenzy



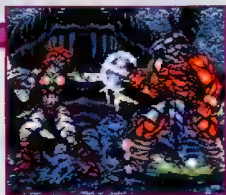
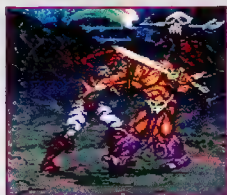
C H R O M I U M<sup>®</sup>  
**POWER SURGE!**

Coming This Fall.

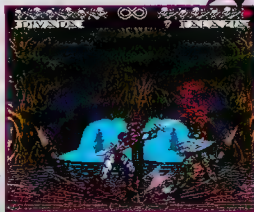


**ALL X-MEN**  
**ALL KUBERT**  
**ALL CHROMIUM**



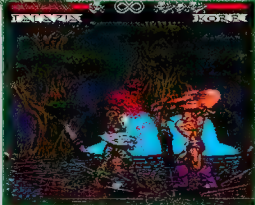


## Frenzy Take Down

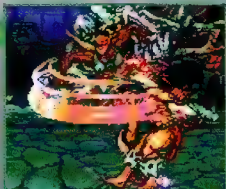


Divada is extremely nasty. Her lust for power

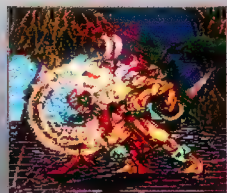
has given her unbelievable force. She is extremely quick but lacks strength. She uses black magic as well.



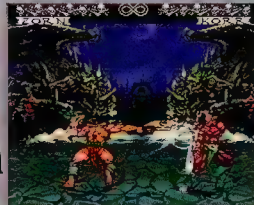
She seems to be the quickest out of the bunch, but is also the weakest. That, of course, is not without advantages. She can slit your neck without you knowing.



## Take Down Frenzy

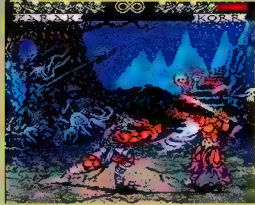


## Frenzy Take Down



Zorn is quick and strong. He does some hefty

damage and can move out from under most attacks. You have to charge most of his moves including the Frenzy.



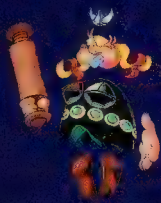
Zarak is the current champion. He cannot be played in Story Mode, but you can use him in Vs. or Arcade Mode. He is strong and fairly quick.



## Take Down Frenzy



# What do you get when you mix...



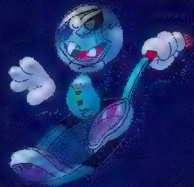
*A Mad Woman with  
a Rolling Pin*



*A Stone-Age  
Maniac*

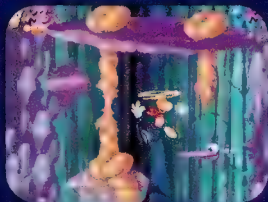
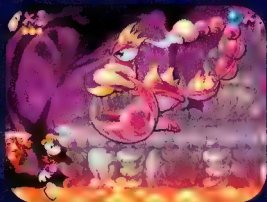


*A Deranged Sax  
Blowing Killer Notes*



*A Pirate with a  
Flying Saucer*

## ...more than you can handle!



# RAYMAX

For more information call: Ubi Soft (415) 332-5011



## SATURN

# Stage 1

### PLAYER'S NOTES:

#### FIRST IMPRESSION

Being a big Shinobi fan, I was really excited to try this one out. Right from the get-go the cinemas impressed me, but the graphics left me a little disappointed.

#### BEST FEATURE

The best feature of the game has to be the number of different ways there are to attack and defend. The combinations are seemingly endless.

#### WHAT'S MISSING

There is one thing that is missing that could have improved this game—secrets. Too much of the game is really straightforward and that left me wanting a little of the variety secrets offer.

#### WILL YOU LIKE IT?

All Shinobi fans should like it. Also anyone who likes a good side-scrolling adventure or even those of us who just enjoy playing the part of a ninja for a little while will probably enjoy putting this one in and letting it run.

—Paul A. Ojeda



As you start the adventure, it takes all of your skills to win back your girl. There are a lot of bad guys, and they are not happy little ninjas.



If you find the icon of the sword (as seen in the picture to the left), a huge, ancient warrior (above) will come out of the ground. As long as you have the power-up he will come out every time, slash your sword and kill everything he touches.

### Boss!

This Boss is pretty weird! It's like a huge, ticked-off porcelain mask with horns that can do magic. This Boss is easy to beat because it spends too much time moving around slowly, trying to scare you.



# Stage 2

## FACT-FILE

**THEME**

**Action**

**DIFFICULTY**

**Variable**

**TIME TO COMPLETE**

**Three Hours**

**MEG SIZE**

**CD-ROM**

**BACK-UP**

**None**

**# OF PLAYERS**

**1**

**AVAILABLE**

**September**

**% COMPLETE**

**95%**

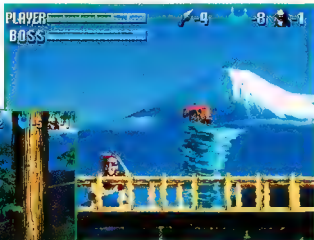
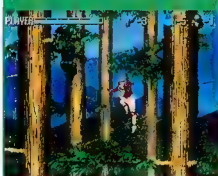
**DEVELOPED BY:**

**Sega of Japan**

**PUBLISHED BY:**

**Vic Tokai**

This level is cool because it's mostly vertical. Some of the branches in these immense trees break off after you stand on them for just a few seconds so keep moving. Oh yeah, did I mention that every ninja and his brother are crawling around in these woods?



After you kill the statues, the Boss will jump out and try to kill you!

### Boss!

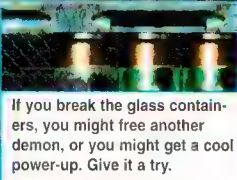
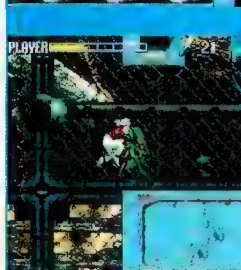
The first thing you need to take care of are these statues.



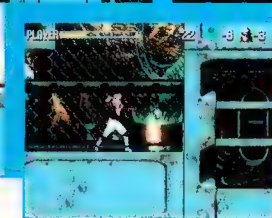
# Stage 3



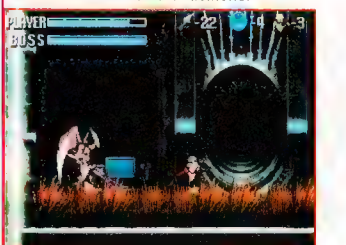
These levels keep getting weirder and weirder! The bad guys in this level include demons, army guys with bazookas and this really big dinosaur that drops in periodically. This level is just as straightforward as the rest—kill everything you see, but most of all, try to stay alive.



If you break the glass containers, you might free another demon, or you might get a cool power-up. Give it a try.



**Boss!** The Boss of this level is the greatgranddad of all the other demons.



# SHINOBI

L E G I O N S

PLAYSTATION

**FACT-FILE**

**THEME**

Adventure

**DIFFICULTY**

Hard

**TIME TO COMPLETE**

Long

**MEG SIZE**

CD-ROM

**BACK-UP**

Internal and Memory Card

**# OF PLAYERS**

1

**AVAILABLE**

September

**% COMPLETE**

95%

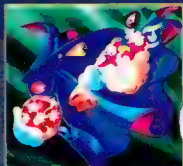
**DEVELOPED BY:**

UBI Soft

**PUBLISHED BY:**

UBI Soft

# RAYMAN



**PLAYER'S NOTES:**

**FIRST IMPRESSION**

Oh, how cute! What a delightful little kid's game. That Rayman is just so neat! My first impression was totally off on this one. Once I dove into the game, I realized that this was no kid's game, but an intricate plot to lure you into a false sense of security.

**BEST FEATURE**

Everything! This game is totally cool. The graphics are nothing less than spectacular. The colors are vibrant and full of life. The backgrounds jump out and grab you. The music is also nothing short of phenomenal. The soundtrack brings you into the game.

**WHAT'S MISSING**

Nothing that I could find.

**WILL YOU LIKE IT?**

If you want a game that will make you want to sacrifice many hours of sleep, then Rayman is for you. The levels are just complex enough to keep you interested and the enemies are hard enough to keep you thinking. It's a definite addition to anyone's library of games.

—David Ruchala

**BASIC MOVES**



get to platforms he needs to reach. Next is the hang (upper right). The hang is very useful when the platform is located just above his jumping ability. Then we have the crawl (center).

Rayman has tons of animation, but his moves look totally real. His basic moves are very simple. Start out with the jump (upper left). It will help Rayman



The crawl can get you into places you normally couldn't. After that is the scary face (lower left). Use this to scare some of your enemies. However, it doesn't work on all of them.



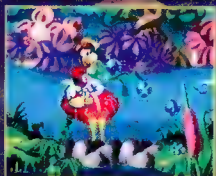
Finally is the punch (lower-right). Use this against all of the enemies. Collect power-ups to make it more powerful in order to knock out enemies faster.



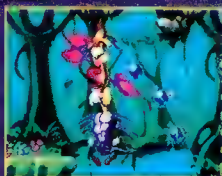


## LEVEL 1

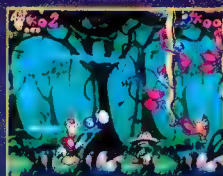
The first level will let you get into the groove of things. Don't get too relaxed though, or you'll find yourself in a heap of trouble. You don't have the ability to punch or hang yet. You will first learn those moves from the fairy at the end of this and the next levels.



Use the flower to jump higher than usual.



Hang on the branches to avoid the many-toothed meanie.



Collect all of the blue balls. Get 100 to receive an extra life.



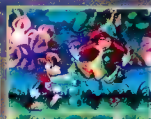
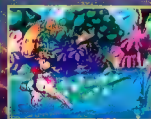
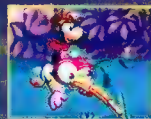
The fairy will give you special powers like punching.

## LEVEL 2

Level Two is a little harder than the first. Here you will have to learn how to knock down the purple plum-looking things

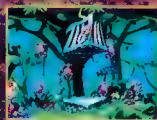
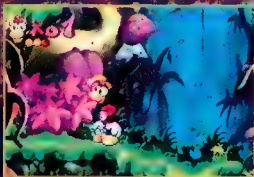
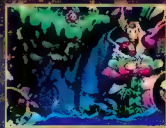


to float across rivers. You will also have to fight a pesky mosquito.



After defeating the mosquito, you will be able to sit on his back to the end of the level.

## LEVEL 3



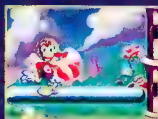
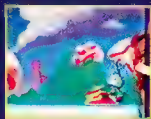
You must climb up the rocks before the water catches up and drowns you. The skills you learned from the last level will come in very handy since this level takes place mostly on water.



## LEVEL 4



Watch out! The whitish platforms are very slippery.



This level is very slippery. All of the whitish platforms will cause you to slide very fast. Here is where quick reflexes and hand-eye coordination come into play. Look out for falling drumsticks, as well.



## 3DO

### FACT-FILE

#### THEME

Fighting

#### DIFFICULTY

Variable

#### TIME TO COMPLETE

Short

#### MEG SIZE

CD-ROM

#### BACK-UP

Internal

#### # OF PLAYERS

1 or 2

#### AVAILABLE

September

#### % COMPLETE

85%

#### DEVELOPED BY:

P.F. Magic

#### PUBLISHED BY:

Panasonic

### PLAYER'S NOTES:

#### FIRST IMPRESSION

Ballz? For the 3DO?

#### BEST FEATURE

It has improved graphics and sound over the other versions.

#### WHAT'S MISSING

Well, the control is not as good as it could be, but I guess that's because of the controller. I never did like the 3DO controller when it came to fighters ... it's simply too limited. Otherwise, everything seems to be in order.

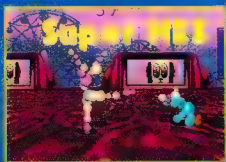
#### YES, BUT DOES IT HAVE BALLZ?

Sure does. Not only does this version take everything from the previous versions for the other platforms, but it also uses the 3DO's superior processing speed and power to crank out some additional effects, such as vastly improved backgrounds and as mentioned before, better sound. This is definitely the best version of Ballz yet ... that is, until the PlayStation version comes out!

—Ken Badziak

# ballz

the director's cut

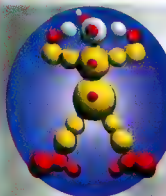


### Ballz 3-D!

Move anywhere on the playing field ... it continues forever! The camera automatically pans in or out depending on how far you get from your opponent. It's pretty cool!

### Other Versions!

Ballz for the 3DO definitely blows the other versions away with better graphics, sound and control. See for yourself!

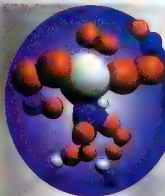


### BOOMER

- SELF DESTRUCT → ↓ ↓ ↓ ↑ A
- SHOOT ARMS • → ↓ A B
- HEAD THROW • → ↓ A B

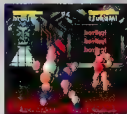


Always the joker, Boomer will do anything for a good laugh.

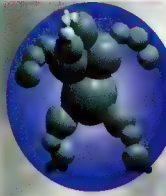


### BRUISER

- TORNADO • → ↓ ↓ ↓ ↑ A
- CANNONBALL • • • • C ↓ ↓ ↓
- SLIDE TACKLE • • • • ↓ ↓ B



His brawn makes up for his lack of brains. He's quite strong.

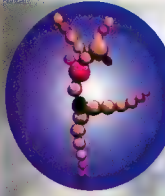


### CRUSHER

- HORN SLIDE • • • • → ↓ ↓ ↓ C
- HORN THROW • • • • → ↑ ↑ A
- MAD CHARGE • • • • → ↓ ↓ ↓



Although he moves slowly, his punches do more than adequate damage.

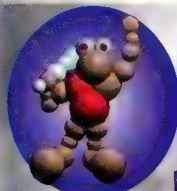


### DIVINE

- BUMP 'n GRIND • • • • → ↓ ↓ ↓
- KNEE TO NUTS • • • • ↓ ↓ ↓
- LUNGE KICK • • • • → ↓ B C



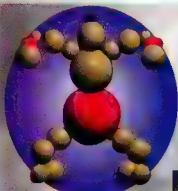
She's strong, but her kicks are potent. Divine is also a bit whiny!



# KRONK

- NUT CRUSH... ↓ ↓ A
- LOGGIE... → ← A
- FLYING SPEAR... A ↓ ↓

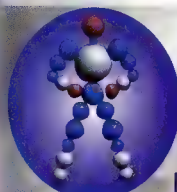
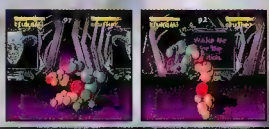
Kronk's only real weapon is his club. He likes to pound his enemies like nails.



# TSUNAMI

- FLYING KICK... → → C
- KARATE CHOP... ↑ ← A
- BELLY CHARGE... ← ← B

He's big, ugly and *fas!* Tsunami has some really powerful attacks.



# TURBO

- FLYING DART... A ↓ ↓
- HEAD POUND... ↑ ← A
- SUPER BLOW... ← ← A

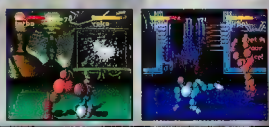
Mr. Politically Correct waxes himself. If it wasn't for his strength, he'd be a joke.



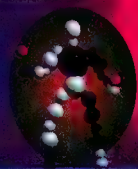
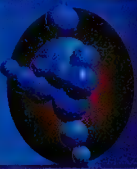
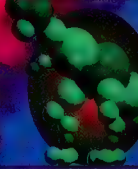
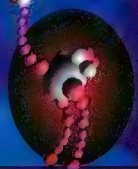
# YOKO

- STUN FART... → → →
- TREE SWING... C ↑ ↑
- BACK FLIP... ↑ B

The gorilla from beyond the mist ... Yoko went a little bonkers in the jungle.



Ya Gotta Have Ballz to Battle with these Bosses!



## GUGGLER

## BOUNDER

## T-WRECKS

## LAMPREY

## JESTER





3DO

## PLAYER'S NOTES:

### FIRST IMPRESSION

I loved it. Of course, I was a die-hard fan of its sorta-predecessor Twisted. The same goofy action and wild visuals will get you, as it did me, right away.

### BEST FEATURE

Ya gotta love the little media clips thrown about. Each character has his/her own set of video clips as you progress further in the game.

### WHAT'S MISSING

It's really hard to say. With a game like this, you don't know what to expect, as very few of its kind exist. It's just good, solid, wacky entertainment.

### WILL YOU LIKE IT?

If you're a hardened level-by-level-gak-the-Boss-at-the-end-of-the-stage-and-get-power-ups kind of player, this game will more than likely not appeal to you. This game seems to be one of those party games, great for get-togethers with people of all ages.

—Jason Streetz



## REMEMBER TWISTED?

Yep, it's Twisted with a twist. Set in a fictitious country in ruin, this game show has all the political intrigue of a *Leave It to Beaver* episode. Although not informative, it is fun!



Contestants must compete in a wide variety of wacky and challenging games, requiring wit, dexterity and a good sense of humor. One play-through should convert even a prude to a loud belcher.



Not only are you up against the game-show host and his myriad of odd gags, you are also in direct competition with the other players on the show. It's great to watch the witty dialogue fly.

## FACT-FILE

THEME

Puzzle

DIFFICULTY

Moderate

TIME TO COMPLETE

Medium

MEG SIZE

CD-ROM

BACK-UP

Internal

# OF PLAYERS

1 or 2

AVAILABLE

July

% COMPLETE

85%

DEVELOPED BY:  
Studio 3DO

PUBLISHED BY:  
Studio 3DO

# 5

## LUCKY WINNERS OR LOSERS

Each contestant has his/her own clippings of sound and video that define each one's unique personality. It's great fun to watch them go!



## YOUR HOST, BOB



What new 3DO game has loads of excellent and funny media clippings, with fun for whole groups of people?



# ZHADNOST



You're the ultimate killing machine, part man and part robot. So what comes out when you finkle? Never mind that. Get to the lab and exact your revenge on that twisted scientist.

Enjoy the smell of burnt metal? Good. You'll need to blast hoards of evil motoids like this one in order to survive.



He may look like a waste of good aluminum, but this android will come in handy when things get hairy. He'll send you useful bits of information through your communications circuit that will help you in your mission. (In other words, don't pump him full of lead.)



**If a mad scientist brings you back to life as a part-human, part-robotic killing machine, do you blow him away or call him Daddy?**

**Iron Angel™**  
The Apocalypse



Here's a relationship that's even too screwed up for one of those cheesy talk shows. Introducing *Iron Angel of the Apocalypse™*. A mad scientist has created you, the Iron Angel, from flesh, bone and metal. But he didn't program you to mow his

Cool game, huh? Wait until you see *Iron Angel of the Apocalypse: The Return*.

lawn and serve drinks at his parties. He wants you to rid the world of the human race. Luckily, you still have enough brain tissue to realize that the world could do without this lunatic. With the help

He may have created you, but there will be no father-of-the-year awards for this wacko.



of a lovely assortment of big-ass guns, your mission is to blast your way to the scientist's lab on the top floor. If you make it, you can give Pops a Father's Day gift he'll never forget.

**SYNERGY**



©1994 SYNERGY, Inc. All rights reserved. 3DO and the 3DO logo are trademarks of The 3DO Company. For tips, call 1-800-734-9466. For money, call Mom and Dad.

## FOX Kids Network cards will *not* get you Ticked off!

**I**n a weird sort of way, trading cards make the world go 'round. Without them, you wouldn't have cool shots of your favorite characters or cartoons. Fleer is going to keep the globe spinning with a set of cards that



feature shows from the FOX Kids Network. The set has characters from Spider-Man, X-Men, Eek! the Cat, Bobby's World and the majestic hero, the Tick!

The set is 150 cards total, 62 of which are of the Tick, his friends and his archenemies! The remainder of the cards are split up among Spidey (25 cards), X-Men (25

cards), Eek! the Cat (18 cards), Bobby's World (18 cards) and two checklist cards.

What's nice about the set is that each subset takes on the look and feel of its own show. The Tick is wacky and funny, while the X-Men cards look like barrels o' action.



While the style of each subset changes, the incredible art doesn't. Fleer maintains the same high-quality look in the FOX set as they have in all of their previous sets.

Each pack includes three cards and is priced around \$1.49. Each pack also contains one Power Pop-up that gives the character representation added depth.

The set also has suspended animation cards that truly are a



step into the future of the trading card



industry. These cards have transparent backgrounds so the character is set off from the rest of the card. It is an awesome look.

Another way to nab some cool FOX Kids stuff is to keep a close eye on the promos places like

Taco Bell and Hardee's.



Other cards to look for from Fleer

include a new X-Men set and Waterworld.



## To Pog or not to Pog ...

**A**re Pog-type toys forever? Whatever your answer may be, you'll probably want the awesome Batman Forever SkyCaps. The Batman

Forever set from SkyBox features

scenes from the summer blockbuster as well as shots of the actors. Each package contains eight SkyCaps (some even glow in the dark) and two slammers.

The slammers are ultra-cool by themselves. Both are made of heavy-duty metal that will send your opponent's SkyCaps to the next state! The second slammer is the psychedelic Holospin Slammer that'll surely give your SkyCap pal bad karma before the big tournament. This one is even heavier than the other one! This collection adds to the neat-o Batman Forever merchandise already on the market. (Warning: The slammers are heavy ... don't get any wise ideas!)



# CULTURE SOURCE FOR EGM READERS

## III Communication on the Web

**B**ecause you can't, you won't and you don't stop—go check out the Beastie Boys Web site!

Capitol Records is fully supporting the B-boys in all their Web activity, according to Liz Heller, senior VP of Capitol Records New Media. The site's main goal is to give the B-boy fan a look into their world tour and hear what happens when the Beastie Boys come to town!

The address is:  
<http://www.nando.net/BeastieBoys/>

Although the site has been up for a while, it still has a bunch of pages and great downloads to check out. This site really has a lot to offer.

Also from Capitol on the Web are Adam Ant, Megadeth, Spearhead and Duran Duran. Check these out: <http://caprec.com>



## Figures you won't Dredd

**I**s it possible to bring Judge Dredd home and let him "crash" at your place for a while? What would your friends say? As long as he's about a foot tall, there shouldn't be any problems.

The highly detailed Judge Dredd figures from Mattel will break their way onto your toy shelves and provide hours of fun. Each figure comes with a collector card that gives a quick biography of that individual.

All the mind-blowing action in the movie will be super easy to

re-create with these movable dolls.

Also available in limited number is a 13-inch non-movable, cast sculpture of "the law" himself. The statue, hand-painted and sculpted, really brings Judge Dredd to life. The Judge Dredd Limited Edition is so real, it's almost scary!



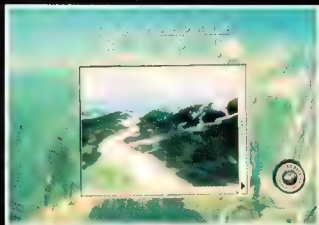
## First-class Travel, Low Cost

**I**t's too darned expensive to travel around the world! Imagine being able to do it, though, for around \$60! With 3-D Atlas for Mac and PC CD-ROM, you can!

Although the Mac version was released back in late 1994, the PC version has just arrived, and it's simply breathtaking! With an easy-to-use interface and sharp graphics and sound, this title is a worthwhile buy.

The atlas also features spectacular fly-bys and in-depth info about environmental disasters, the atmosphere, international flags and much more.

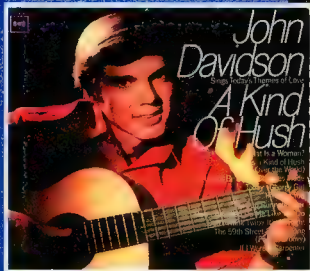
This one is truly an interactive, multimedia experience.



## It just ain't right...

Sit back and listen to the soothing sound that is John "Hollywood Squares" Davidson. Dug up from the depths of the *EGM* record archives, this one is going to be a hit with all your friends. Here's just an excerpt of John's wisdom:

"Sometimes, late at night, after all the neighbors have gone to sleep, I like to ..." Oh, never mind.



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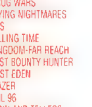


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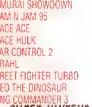


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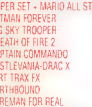
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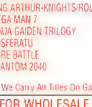
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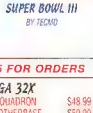
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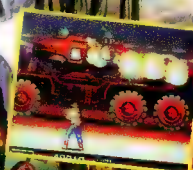
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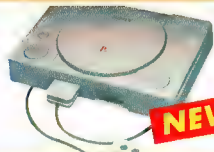
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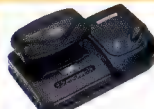


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