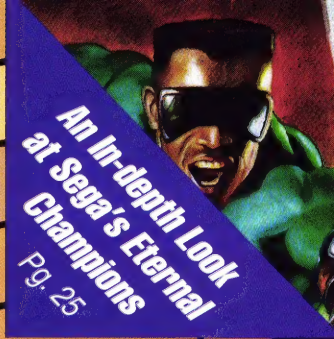


Game Informer

NINTENDO • SEGA • TIPS • STRATEGIES

MAGAZINE

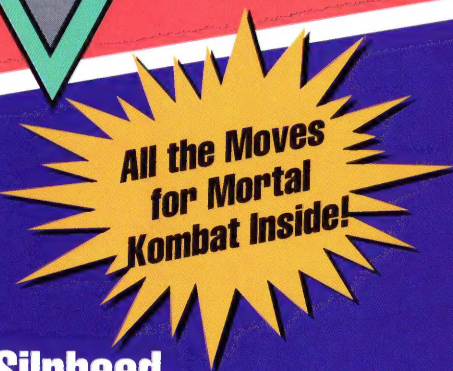


January/February 1994
Vol. III Issue 1

NBA Jam:
First Look at this
Hot New Cart

Special Pull-out Section:
TMNT: Tournament Fighters

Sonic Mania!
GI Reviews Sonic Spinball & Sonic CD



Plus:
FIFA Soccer, Silpheed,
Soldiers of Fortune
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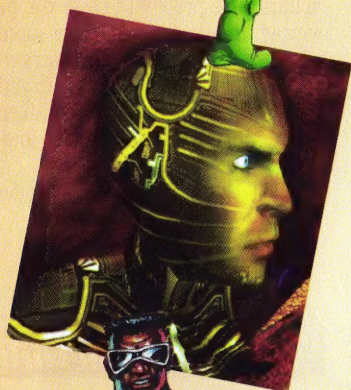
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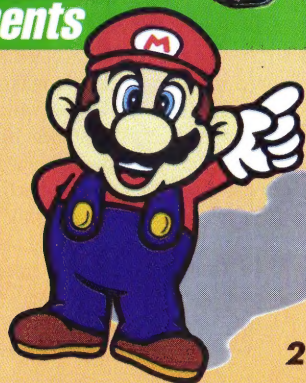
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Tips From Our Readers

Welcome to 1994 and the first Letter From the Editors. Editors, you ask? That's right, the writer and the gamer have joined forces to bring you the best mag possible. The other good news is that Game Informer recently hit the newsstand, so if you miss an issue you may find it at a store near you. If not, request it! Now, on to the business at hand...

With the New Year upon us, we say good-bye to another year of controversy and success within the video game industry. And we say hello to the many new-comers in an industry that's still the on the rise and shows no sign of stopping.

Since the inception of video games in the 70's, there have never been as many video game systems or titles available as today. And, of course, the market for video games has changed a great deal over the years. While the faithful majority are still found to be younger males and females, thousands of adults out there are playing. Among this "older" audience is the first generation of parents who grew up during the original video game craze, making them consumers for themselves as well as for their children. But what will these game players be buying in 1994? Children, and even most adults, can't afford all the new high-tech wonder machines hitting the market this year.

Somehow or another, the industry players gave birth to three different mediums for interactive games, each complete with its own price range and market share. There are video game consoles, like Super Nintendo or Sega's Genesis; multi-media units, like Atari's Jaguar, Philip's CD-I or Panasonic's REAL FZ-1; and the highest end of the spectrum, Personal Computers or PCs.

Hollywood and big corporate hitters are betting big bucks that multi-media is the next step that gamers and the American public are craving. Capable of holding large amounts of data via compact disk, multi-media hopes to become the centerpiece of your home entertainment system. They paint pictures of your TV, VCR and cable box, all surrounding their multi-media system. But will annoying access times and mediocre games keep people from making this CD-ROM upgrade?

And what about 32-bit or 64-bit cartridge-based systems? Sega has spoken of their 32-bit Saturn System, Nintendo claims to be making their "Project Reality" a reality for 1995, and Atari has already jumped into the fray with their Jaguar unit coming in at a mere \$249. Can a cartridge-based system perform as well as those flashy CDs? And is the appetite for high-end

gaming big enough to justify and support the costly research and development required for this move?

Finally, there's the PC contenders to consider. With an increasing amount of cross-over, both in the realm of software manufacturers and their audience, the industry is a-buzz with rumors of long-time computer companies switching their focus to capture a fair share of the growing market.

How will all these new systems do? How will consumers react to all these choices? Perhaps a better question is, will they react? Nobody really knows for certain, but the ensuing battle should be fun to watch. With all the money dumped into these new systems, there's going to be serious competition for our game playing dollars. The proof will be in the pudding, shall we say. In other words, their success hinges on whether or not each system can get the software support they need, something that the SNES and Genesis already have. Game Informer will keep a watchful eye on all the action and fill you in on the details.

1994...here's to a very busy and unusual year.

Meet The Reviewers



ANDY, THE GAME HOMBRE

Though busy with his band and a trip home to see the 'rents for the holidays, Andy hopes you got all the games you wanted. His personal faves from this issue are *FIFA Soccer*, *Tournament Fighters: SNES*, *Batman*, *Super SF2*, *Mortal Kombat II*, and *Soldiers of Fortune*... "Tough game".



PAUL, THE PRO PLAYER

For Paul, *FIFA Soccer* is a must-play as prep for the '94 World Cup. Of course, with the cold weather, *NHL Hockey '94* is still kick-butt, and throw in *Madden '94-SG* for the upcoming Super Bowl. He didn't list any favorites from this issue, besides *FIFA*, but *Mortal Kombat II* is his top pick for the arcades.



ROSS, THE REBEL GAMER

With winter upon us, hockey has again graced Ross's life. When not on the ice, he's diligently working on his comic book with his partner in crime. His favorite games this issue include: *Skyblazer*, *Silpheed*, *FIFA International Soccer* for Genesis, and *Aladdin* for the SNES.



RICK, THE VIDEO RANGER

Rick says his new Sega CD is a blast; stressing that anything a cart can do, a CD can do better. His current fav CD is *Lethal Enforcers*, while he anxiously awaits *Mortal Kombat-CD*. Rick's favorite cart is still Sega's *Aladdin* (until the CD comes out). This issue, he enjoyed *Silpheed* and the *Sonic* games.

HOW THE GAMES ARE RATED:

GI reviewers rate games in six categories:

- Concept
- Graphics/Animation
- Sound
- Playability
- Entertainment Value
- Overall Rating

We use a scale from 1 to 10.

- | | |
|--------------|-----------------|
| 1 = Terminal | 6 = Fair |
| 2 = Avoid | 7 = Good |
| 3 = Yawner | 8 = Very Good |
| 4 = Weak | 9 = Excellent |
| 5 = Average | 10 = A Classic! |

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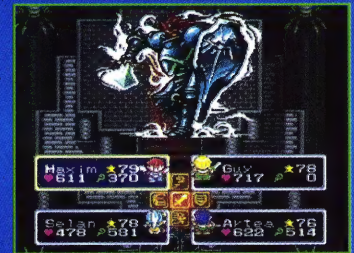
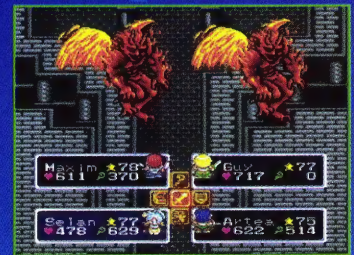
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Dear Gl...

Hey, I got an idea...

I'm 13 years old and in the seventh grade. I don't like to read but, when I get your magazine, I read it over and over. I love the tips and hints, plus the way you review and rate games. It's great. Just an idea, but could you write more moves in reviews, or have more tips and hints?

Jason Medwin
Plano, TX

Jason, it's good to know people are reading the magazine but don't forget, there's a lot of good books out there too. Start with one about video games or your favorite movie. Hey, you might find you like to read. As for more tips, moves and hints...you bet! We're doing everything possible to keep you informed and on top. We have more tips than anybody else, and our tip section will continue to grow.

-Eds.

I'll take ya' on.

I read in your September/October '93 issue that "El Grande Hombre" (Andy) claims people are scared to play him in SF2 Turbo, and probably Mortal Kombat too. He needs someone to play, and I need someone to play against me. I figure that I could play against him: five games of Mortal Kombat; his choice of champion against my "Ice Man", Sub-Zero. Oh, please don't tell me the Hombre is chicken. I bear no malice towards him, it's just that I need a challenge. I'm serious about this. Also, congrats on your second anniversary; may you have many more!

Albert Marshall
Oxford, MD

Thanks for the challenge, but there's a lot of miles between Minnesota and Maryland. If, by chance, you do get to Minnesota, Andy said he will take you on and "smoke ya". However, we bet if you head down to your local arcade, you might find some experienced opposition. If you still can't find a challenge, you might get a chance to take on "the Hombre". If you're lucky enough to be in Minnesota, you'll find him hiding out at his favorite arcade.

-Eds.

Where is that Green Guy?

Is it possible to be Reptile on the SNES Mortal Kombat and, if so, how? Secondly, is there a blood code on the SNES game or using the Game Genie?

Adam Davis
Worthington, OH

No, unfortunately, but you can get to Reptile on both the SNES and Genesis. All you have to do is get a Double Flawless and Fatality with any character on the Pit Stage. You just can't block. As far as blood is concerned, there isn't a code for the SNES version.

The Swap Shop does have a Game Genie Blood code hot off the wire, so turn to page 48 quickly.

-Eds.

Mortal Feedback!

I like your magazine a lot, but in your Sept./Oct. issue, some of the reviewers acted childish and immature. In their reviews of the SNES version of Mortal Kombat, Andy, Rick and Paul were whining about the absence of fatalities. While the fatalities added to the spirit of the original game, I feel the reviewers spent too much time complaining about this one minor difference when they should have spent more time talking about the actual game.

Marc Aune
White Bear Lake, MN

I'd really like it if, in your next issue, you could show some codes for Mortal Kombat on the Genesis. I don't like what they did to Mortal Kombat on the Super NES. Why did they replace some of the finishing moves? The Genesis version is way cooler.

Javier Ortega
Los Angeles, CA

I agree with Andy, Rick and Paul. Nintendo should lighten up on the censorship. I can't stand the game without blood. It's hard for me to believe that, after a foot goes through someone, there is no blood! Also, the Pit isn't as cool without the spikes going through the bodies. I deeply prefer the Genesis version because of the blood mode.

Ethen Knoop
Coverdale, CA

Well Marc, we ran all the MK versions through the paces and felt the SNES version missed the whole idea of the game, blood and gore. Besides, the Sega version has all the cool codes. If you want to talk about being childish, give the big "N" a call. They're the morons that kept the blood off the SNES, not us. Why'd they do it? Maybe to protect us from ourselves, but we believe that people should be able to choose their own paths; both parents and children. If you give people the information, we as individuals can make our own choices. Instead of rating systems, why not a gore rating or adult content rating? Different people have different opinions and tolerance levels. Thanks for the letters. We love to hear your views on games and issues that pertain to the industry. We still believe the Sega version is better than the SNES version but, if you think otherwise, write and let us know. We love to argue about games.

-Eds.

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- Richard A. Cihak, Publisher.

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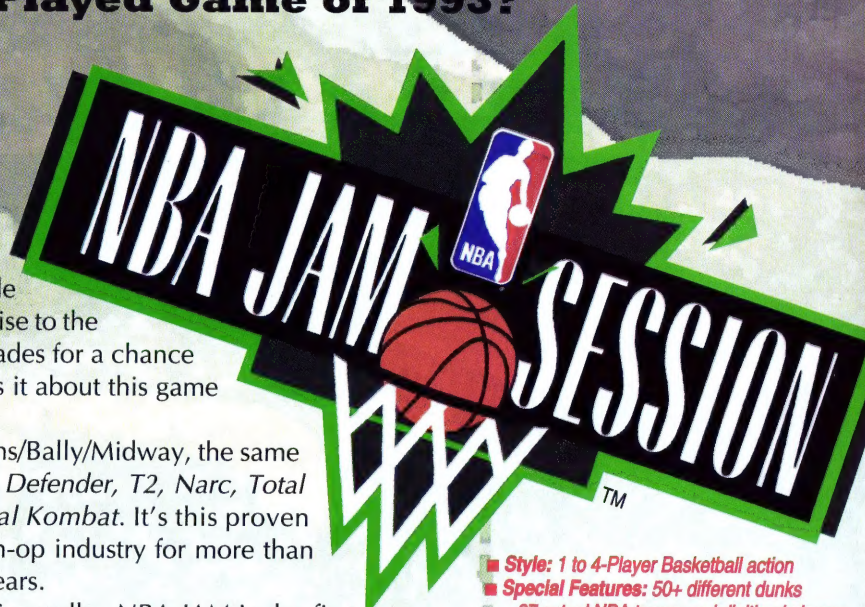
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Midway's NBA JAM: What Makes it the Most Played Game of 1993?



The numbers were in, and it was clear; the Amusement Machine Association of America had named Midway's *NBA JAM* the Most-Played Arcade Machine of 1993. Of course, that comes as no surprise to the thousands of us who have lined up at our local arcades for a chance to sink a few quarters for a few baskets. But what is it about this game that keeps us coming back for more?

For starters, *NBA JAM* is the creation of Williams/Bally/Midway, the same company that brought us such stellar stand-ups as *Defender*, *T2*, *Narc*, *Total Carnage*, *Super High Impact* and last year's *Mortal Kombat*. It's this proven track record that's kept them at the top of the coin-op industry for more than sixty years.

Secondly, *NBA JAM* is the first arcade game to be officially sanctioned by the National Basketball Association. Instead of playing against non-descript computer opponents, this game features all twenty-seven NBA teams, complete with two of the best players from each. Their likenesses and a few of their trademark moves have been captured with realistic digitized graphics. There's even a mode that increases the head size of each player so you can recognize them more easily. In addition to the realistic graphics, a digitized voice adds colorful play-by-play commentary.

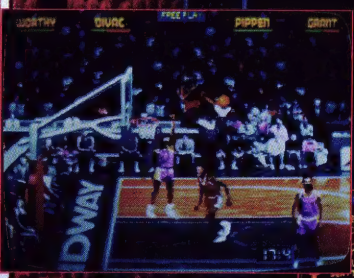
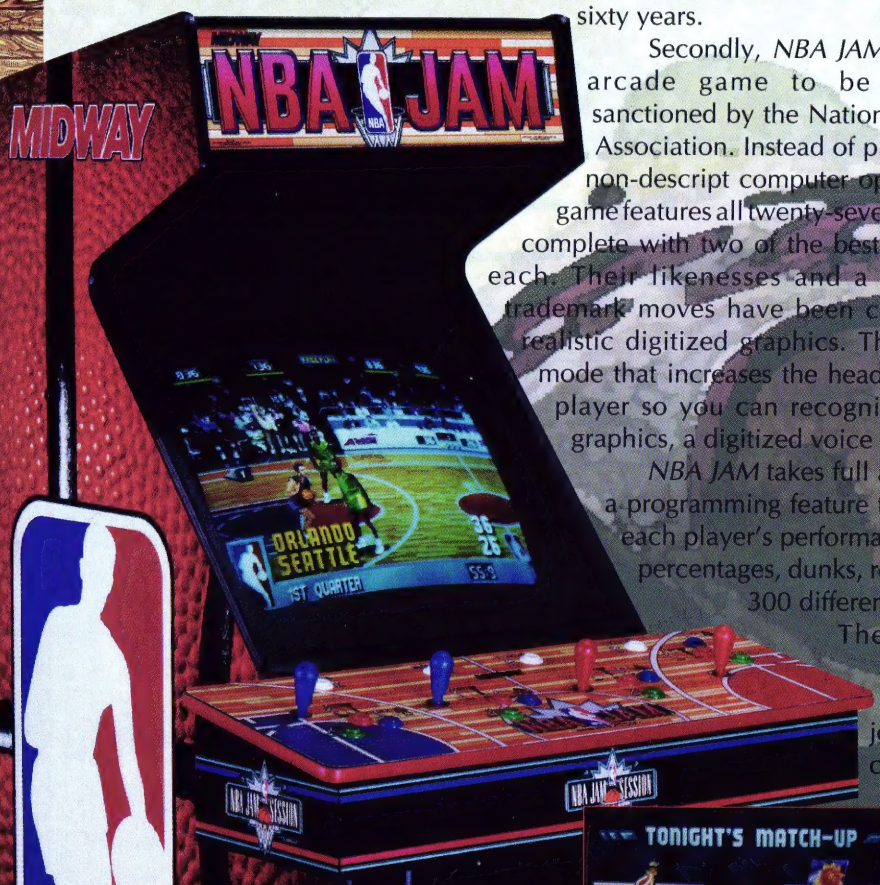
NBA JAM takes full advantage of Midway's exclusive Autostat™ system, a programming feature that allows the computer to store information about each player's performance. The computer can store statistics like field-goal percentages, dunks, rebounds, assists and three-point efficiencies for up to 300 different players.

The most important factor with any game is its playability; *NBA JAM* has plenty to brag about in this department. The simple three-button control and joystick make *NBA JAM* a cinch to pick up. Players can go it alone against the computer, play one-on-one, two-on-one or, the best, two-on-two. There are more than fifty different dunks, depending on which players you choose, ranging from an Easy Jam to the somersaulting Weird Slam. Make three baskets in a row and your player will "Heat Up" allowing them to sink one from virtually anywhere on the court.

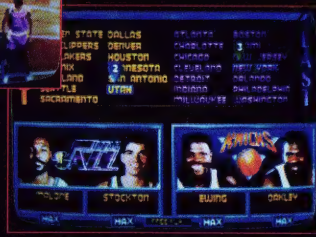
Ideally, it would be great if you could purchase your own arcade machine of this awesome game. But, with a price tag that's a bit out of the average player's budget, we recommend you hit your local arcade and wait patiently for the home version from Acclaim.

- **Style:** 1 to 4-Player Basketball action
- **Special Features:** 50+ different dunks
27 actual NBA teams and digitized players
18 "hidden" players and power-ups
- **Created by:** Williams/Bally/Midway

29 1ST HALF STATS: 30			
SAL	PTS: 6/7	REB: 13	AST: 0/0
	3PTS: 1/1	BLK: 0/0	STL: 0/0
	FTS: 1/1	TOV: 0/0	PF: 0/0
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CPU	PTS: 3	REB: 3	AST: 0/0
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	DRB: 3	ORB: 0	FT%: 0%
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Aaaaaahhhhh.....Boom!!!!



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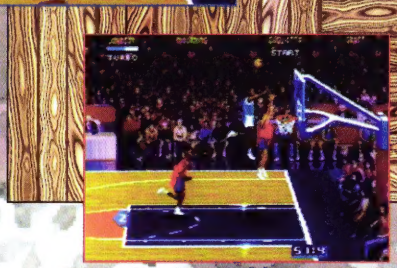
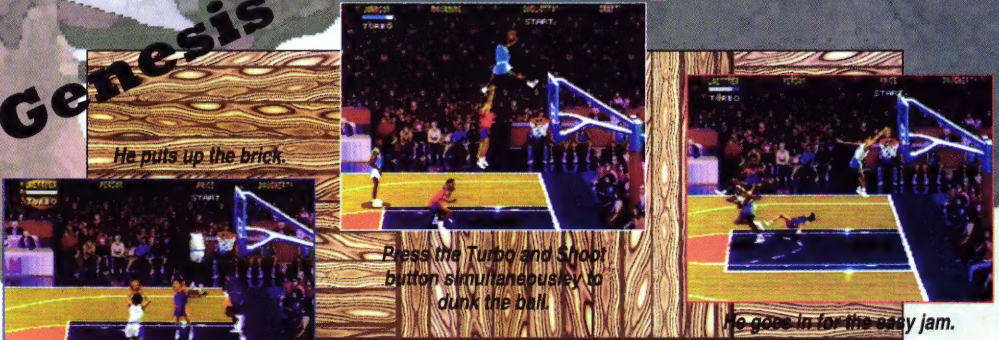
Game Informer got a sneak peek at the upcoming March release of the arcade hit NBA JAM. The game will be available for Super Nintendo, Genesis, Game Boy and Game Gear. While the Game Boy version was still unavailable at this printing, we managed to get some pictures of the other three formats. Take a look at some of the updates for the SNES and Genesis versions while we explain the game mechanics:

- Cart Size: 16 Megs on SNES & Genesis
- Style: 1 to 4-Player Basketball
- Special Features: NBA License and over 60 Jams
- Created by: Iguana Software for Acclaim Entertainment
- Available: March '94

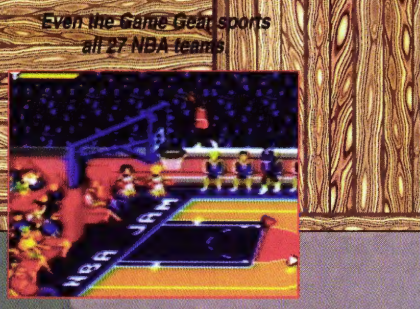


Genesis

NBA JAM, possibly the best arcade basketball game ever, is furiously being worked on by Iguana Software, Acclaim's developer of choice, to convert it for home use. Maintaining the three-button control (Turbo, Shoot/Block, and Pass/Steal), and basic moves like the head fakes (tap Shoot once), elbow throws (tap Turbo twice), and knock downs (Turbo + Steal), the game stays true to its coin-op counterpart.



Game Gear



The big question on every one's mind is, "...will the dunks make it intact?" Believe it or not, they've survived. At the arcade, NBA JAM claims to have over fifty dunks, but the SNES and Genesis reincarnations will have over sixty. Plus, the overall dunking mechanics haven't changed a bit. You still select your dunk by your placement in the paint, but because the pixel dimensions for each dunk are so small, the action is always unpredictable. That's what makes slammin' the ball on NBA Jam so much fun.

Super NES

29		1ST HALF STATS:		29	
	PTS: 10 REB: 2 AST: 1 STL: 1 BLK: 0 HR: 0		PTS: 10 REB: 2 AST: 1 STL: 1 BLK: 0 HR: 0		PTS: 10 REB: 2 AST: 1 STL: 1 BLK: 0 HR: 0
CPU		CPU		CPU	
	PTS: 4 REB: 0 AST: 0 STL: 0 BLK: 0 HR: 0		PTS: 3 REB: 1 AST: 1 STL: 0 BLK: 0 HR: 0		PTS: 3 REB: 1 AST: 1 STL: 0 BLK: 0 HR: 0
CPU		CPU		CPU	

Half-time stats

He's on fire!



NBA JAM Features over 67 different dunks!

Is it the shoes?



Acclaim's on Fire!

Close on the heels of the release of *Mortal Kombat*, it looks as if Acclaim's has got another winner on their hands. Both the SNES and the Genesis versions will be four-player, with voice commentary similar to the arcade game (not nearly as good as the stand-up, but close enough). While the players don't scale as in the arcade, they are digitized to insure that arcade feel. Word on the street is that this is the hottest video basketball game around; and that it has hidden characters and power-ups just like the machine. If it comes anywhere close to the arcade, which we think it will, basketball fans everywhere will be fighting over the controllers.



THE ROSTER

Perhaps one of the most amazing thing about this game is the number of digitized players that appear. All 27 NBA teams are present, with two players from each, for a total of 54 players. That's a lot of information. Furthermore, the rosters have been updated to keep up with the fast-paced NBA world, so we've created a listing of the players for the Genesis, SNES and Game Gear versions of the game. Most of the changes are for the better, but it's unfortunate that Shaq (licensed to EA) and Spud Webb are missing in action.



THE ROSTER

NBA Jam Preview

Hawks

Dominique Wilkins
Ht:6'7"
Wt:200
Forward



Stacy Augman
Ht:6'8"
Wt:205
Guard/Forward



Celtics

Dee Brown
Ht:6'1"
Wt:161
Guard



Robert Parish
Ht:7'0"
Wt:235
Center



Hornets

Larry Johnson
Ht:6'7"
Wt:250
Forward



Alonzo Mourning
Ht:6'10"
Wt:240
Center



Bulls

Scottie Pippen
Ht:6'8"
Wt:210
Guard/Forward



Horace Grant
Ht:6'10"
Wt:220
Forward



Cavaliers

Mark Price
Ht:6'1"
Wt:175
Guard



Brad Daugherty
Ht:7'0"
Wt:245
Center



Mavericks

Derek Harper
Ht:6'4"
Wt:203
Guard



Jim Jackson
Ht:6'6"
Wt:220
Guard



Nuggets

Laphonso Ellis
Ht:6'8"
Wt:240
Forward



Dikembe Mutombo
Ht:7'2"
Wt:245
Center



Pistons

Bill Laimbeer
Ht:6'11"
Wt:245
Center



Isiah Thomas
Ht:6'1"
Wt:185
Guard



Warriors

Tim Hardaway
Ht:6'0"
Wt:175
Guard



Chris Mullin
Ht:6'6"
Wt:220
Forward



Rockets

Hakeem Olajuwon
Ht:7'0"
Wt:250
Center



Vernon Maxwell
Ht:6'5"
Wt:188
Guard



Pacers

Reggie Miller
Ht:6'7"
Wt:190
Guard



Detlef Schrempf
Ht:6'9"
Wt:214
Forward



Clippers

Ron Harper
Ht:6'6"
Wt:205
Guard



Danny Manning
Ht:6'10"
Wt:230
Forward



Lakers

Vlade Divac
Ht:7'1"
Wt:243
Center



James Worthy
Ht:6'9"
Wt:235
Forward



Heat

Harold Miner
Ht:6'5"
Wt:210
Guard



Rony Seikaly
Ht:6'11"
Wt:240
Center



Bucks

Blue Edwards
Ht:6'5"
Wt:200
Guard/Forward



Brad Lohaus
Ht:7'0"
Wt:235
Center/Forward



Timberwolves

Christian Laettner
Ht:6'11"
Wt:235
Forward



Chuck Person
Ht:6'8"
Wt:225
Forward



Nets

Derrick Coleman
Ht:6'10"
Wt:230
Forward



Kenny Anderson
Ht:6'2"
Wt:170
Guard



Knicks

Patrick Ewing
Ht:7'0"
Wt:240
Center



John Starks
Ht:6'5"
Wt:180
Guard



Magic

Nick Anderson
Ht:6'6"
Wt:215
Guard/Forward



Scott Skiles
Ht:6'1"
Wt:200
Guard



76er's

Jeff Hornacek
Ht:6'3"
Wt:190
Guard



Clarence Weatherspoon
Ht:6'7"
Wt:240
Forward



Suns

Charles Barkley
Ht:6'6"
Wt:263
Forward



Kevin Johnson
Ht:6'1"
Wt:180
Guard



Trailblazers

Clyde Drexler
Ht:6'7"
Wt:215
Guard



Terry Porter
Ht:6'3"
Wt:195
Guard



Kings

Mitch Richmond
Ht:6'5"
Wt:215
Guard



Wayman Tisdale
Ht:6'9"
Wt:240
Forward



Spurs

David Robinson
Ht:7'1"
Wt:235
Center



Dale Ellis
Ht:6'7"
Wt:215
Guard



Supersonics

Shawn Kemp
Ht:6'10"
Wt:230
Forward



Derrick McKey
Ht:6'9"
Wt:205
Forward



Jazz

Karl Malone
Ht:6'9"
Wt:254
Forward



John Stockton
Ht:6'1"
Wt:175
Guard



Bullets

Tom Gugliotta
Ht:6'10"
Wt:240
Forward



Harvey Grant
Ht:6'9"
Wt:215
Forward



Looking for A Diamond In the Rough?Capcom Adds

- Cart Size: 16 Meg
- Style: One-Player Action/Adventure
- Special Features: Password feature & unlimited continues
- Levels: 6 multi-stage levels & bonus rounds
- Created by: Capcom
- Available: Now

Aladdin

to it's Disney Line-up



The story opens on a dark night, where a dark man waits with a dark purpose."

This is Capcom's *Aladdin*, a faithful adaptation of the animated feature. And, as with their previous Disney titles, it's full of rich colors, minute detail, an extensive soundtrack and enjoyable playability. Staying true to the movie script, *Aladdin* includes storyboards and animation sequences that unfold the plot between stages.

The first stage follows Aladdin through the marketplace of Agrabah, where he jumps, throws apples, somersaults off his attackers and climbs his way to safety — until he is caught by the Sultan's army. The game continues through Aladdin's search for and escape from the Cave of Wonders, where he meets up with the Genie and his magic lamp. And, after rescuing Abu from grave robbers, it's back to Jafar's palace to save Princess Jasmine. There are six multi-stage levels in all.

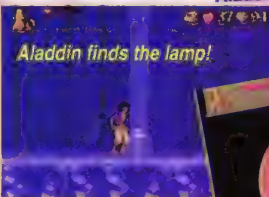
In the tradition of their *Mickey's Magical Quest* series, Capcom has thrown in tons of power-ups and items to collect, ranging from treasure-filled jars to a flying carpet. Players will find a password feature following each level, as well as bonus games and unlimited continues. The difficulty is moderate, requiring a reasonable amount of dexterity, so it aims for the experienced or patient players.

While it's unfortunate that the Super NES version comes on the heels of the much lauded Disney/Virgin adaptation for Sega, this cart makes a respectable showing and shouldn't be overlooked.



Aladdin meets his fair maiden.

Aladdin has amazing backgrounds.



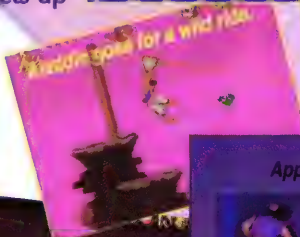
Aladdin finds the lamp!



Win hearts & lives in the bonus stage!



Check every treasure chest. You never know what you'll find.



Aladdin goes for a ride!



Inside the cave of wonders!

Apple Attack

Jump

Hover

Flip attack

Hang in there

Use poles to travel over obstacles

▶ THE BOTTOM LINE 7.75

ANDY, THE GAME HOMBRÉ

Concept:	8	"It's hard not to compare the SNES and Sega versions, as both have outstanding qualities. While the SNES graphics and animation are extremely good, they play second fiddle to the large, well-animated characters of the Sega. Aladdin plays like a "Prince of Persia Meets Mario", which I first thought was lame but, further into the game, I started to really enjoy it. This game is very good, but will be overshadowed by the fancy graphics of the Sega.
Graphics:	8	
Sound:	8.25	
Playability:	8.5	
Entertainment:	7.5	
OVERALL:	8	

RICK, THE VIDEO RANGER

Concept:	7	"Scheherazade's Arabian Nights story translates well into video game format. Capcom's SNES version is good but, after playing the Genesis game, this one doesn't have the same magic. Aladdin plays like a tougher version of Mickey's Magical Quest, but the graphics aren't as clean or impressive. I like the way the game closely follows the movie's plot. Overall it's a good license, but it failed to produce anything innovative in gameplay."
Graphics:	7.5	
Sound:	8	
Playability:	7	
Entertainment:	7	
OVERALL:	7	

ROSS, THE REBEL GAMER

Concept:	8	"While Disney movies have been made into video games before, Aladdin falls in a class by itself. With the Super NES color qualities and high-speed processors, this cart looks fantastic. The music may not be from the original movie soundtrack, but this cart sounds great.
Graphics:	9	
Sound:	7	
Playability:	8	
Entertainment:	9	While the film may have been more of a kid's movie, the gameplay is way beyond the grasp of youngsters. It provides a real challenge to the experienced gamers, but is nearly impossible for the beginner."
OVERALL:	8.5	

INSTANT PARTY

JUST ADD BOMBS!

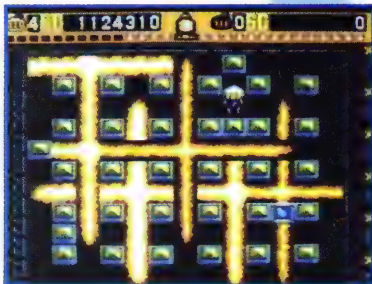
Now you and three of your friends can play the hottest game for Super NES at **THE SAME TIME!** The Super

Bombberman Party Pak features the mega-popular Super Bombberman game and the Super Multitap accessory!

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

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

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



EXTRA SUPER NES CONTROLLERS SOLD SEPERATELY

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Square Soft's SECRET OF MANA



A Quest for Action & Adventure Fans

Disaster strikes while our hero is in the woods.



The Mana Sword

You're forever banished from Potos will...

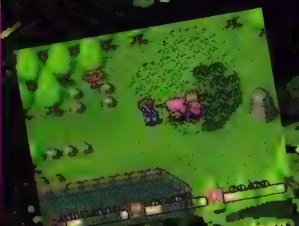


Easy-to-use dial item, weapon, and option screens.

Don't worry about the 1st Boss, the warrior Jema will help you.



The Cannon Bros. supply some unique travel.



Pick up companions along the way, which you can name.



Use the Action Grid to set up your attack posture.



Status Window

- Cart Size: 16 MB
- Style: Action/Adventure RPG
- Special Features: 1 to 3 Players (with SNES multi-player adapter). Save up to 4 quests
- Created by: Square Soft
- Available: Now

▶ THE BOTTOM LINE **8.25**

Oh, weary one. Banished from your home, you have traversed many miles and fought many a valiant fight. But that you could undo the events of that fateful afternoon, when you unwittingly unearthed that rusty sword from its resting place in the river, unleashing the powers of evil. With the protection of the Mana sword removed, the balance of power has been tipped, and the people of Potos blame you. Fate has selected you to right this wrong and banish the evil that now threatens your world. You must find and seal the eight Seeds of Mana before it is too late.

The *Secret of Mana* sends you on an adventure against unspeakable wickedness. Armed only your sword, you begin your quest alone and are later joined by two allies that bring the magical powers of elementals to your party. Each ally is armed with seven spells that give them unique powers that increase as you progress. There is a hoard of weapons to collect, ranging from spiked gloves to darts and boomerangs. In addition, you will need to locate or purchase items and armor to aid you in your fight.

There is no rest for the weary, my friend. Your quest must be completed in a single day. You have less than seventy hours to locate the eight Seeds and restore peace. Time is running out.

ANDY, THE GAME NUMBER

Concept: 8.5 "While waiting for the next *Final Fantasy*, Square Soft offers up *Secret of Mana*. Created with an RPG premise and *Zelda* action style, *Mana* turns out to be quite unusual. The graphics are smooth, filled with awesome animation. Add in an assortment of weapons, items, and party members. As your weapons increase in strength they enhance the animations, which makes this game cool....really cool. *Secret of Mana* is the perfect mix of RPG and action, sure to please fans of both."

Graphics: 9

Sound: 8.25

Playability: 8

Entertainment: 9.25

OVERALL:
8.75

RICK, THE VIDEO GAMER

Concept: 8 "Of the numerous RPG's coming out, *Mana* has some good things to offer.

Graphics: 8 It has excellent animation touches, like the way your weapons handle.

Sound: 8 Rather than swinging in a semi-circle, they work in random directions, damaging enemies all around you.

Playability: 8 They should patent *Mana's* method of travel. For a small fee, the Cannon Brothers loads you into a cannon, shoots you a mile into the air, placing you at your destination. *Mana* lands behind 7th *Saga* as my #2 choice of upcoming SNES RPGs."

Entertainment: 8.5

OVERALL:
8

PAUL, THE PRO PLAYER

Concept: 8 "*Secret of Mana* resembles *Zelda*, in terms of appearance and play. The storyline is pretty cool and the graphics are great. It's great to have more than one in the party. The circular item and weapons display are good features that make everything easy to access. The only real problem is that, with a hack n' slash Action/RPG, it's hard to fight with three in the party; the other characters always bite it quickly. Overall, *Mana* is great for fans of *Zelda* or other action/RPGs."

Graphics: 8

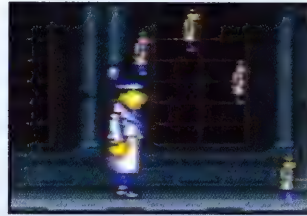
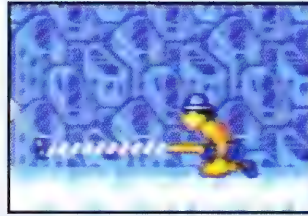
Sound: 8

Playability: 7

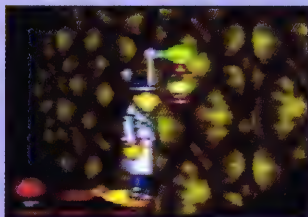
Entertainment: 8





OVERALL:
8

INSPECT THIS!



Join Inspector Gadget on his madcap, worldwide search for his niece, Penny. She's been kidnapped by the evil Dr. Claw and it's up to the intrepid detective to find her! Use specially designed gadgets to make your way through dozens of treacherous traps and scary scenes built by wicked M.A.D. agents. Launch self guided propellers at aerial targets, make impossible leaps with the aid of a super-stretch arm, and fly off a cliff with a custom helicopter! Plenty of surprises await you both in the action-adventure game of the year!



-  Find invisible items with a high-powered magnifying glass!
-  Travel from the Swiss Alps to the sun baked sands of Egypt!
-  Get valuable clues and items from trusty Brain!
-  Finally see the face of Gadget's oldest foe—Dr. Claw!



Hudson Soft USA Inc., 400 Oyster Point Blvd., Suite 515
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THE LAWNMOWER MAN

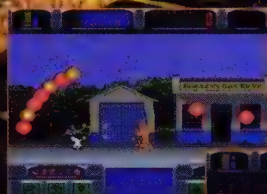
Many of us see the emerging technology known as Virtual Reality as a means of achieving that ultimate gaming experience. Its creators are quick to list the seemingly endless positive applications, while others predict its misuse as a form of mind control. *The Lawnmower Man*, 1992's film based on a short story by Stephen King, fictionalized one such scenario and made the term "Virtual Reality" a '90s catch-phrase. S.T.O.R.M., a division of the UK game company Sales Curve, has brought the film to the SNES and several other game platforms.

The game is based on the movie and its sequel, due out later this year. For those needing a refresher course, *The Lawnmower Man* is the story of Dr. Angelo, a scientist experimenting in Virtual Reality for Virtual Space Industries, and the simple-minded maintenance man named Jobe who became his human guinea pig.

The game opens after Jobe has entered Virtual Reality and threatens to escape via the world's computer and phone networks to gain ultimate control. The early stages take players through Suburbia and the VSI warehouse, as well as a series of Virtual World portals. Later levels pick up where the first movie leaves off, seeking the man known as the Doomplayer who holds Jobe captive.

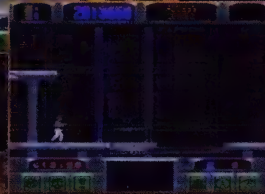
Like the film, the game warps in and out of Reality and VR worlds. The gameplay incorporates a variety of styles, ranging from side-scrolling shooter, to overhead car chases, to 3-D first-person flight and combat simulation. We're happy to say the developers have succeeded in creating a unique cart from a very intriguing idea.

The Lawnmower Man: Step into The Virtual Reality of Hollywood



Most reality scenes are side scrolling action.

Father McGeeghan makes a scary scene when he bursts into a ball of flame.



Fight it out in the Spynhunter-style driving portion of the game.



Welcome to the world of virtual reality.



The Man: "Dr. Angelo" • The Woman: "Cathy"

- **Style:** 1 or 2-Player Simultaneous Action/Shooter
- **Special Features:** 5 styles of gameplay
3-D First-person & digitized movie graphics
- **Levels:** 8 levels, 15 Virtual worlds
- **Created by:** Sales Curve/distributed by THQ
- **Available:** Now (Coming soon for PC, Game Boy and Genesis)

▶ THE BOTTOM LINE 8.25

ANDY, THE GAME HOMBRE

Concept: 7 "Lawnmower Man is good license that appeals to vid-heads, as we make up the majority of people who saw the flick. The game hops between Virtual worlds and reality. In Reality, the basic side-scrolling action sequences are decent, but nothing to write home about; average graphics and characters that should be a lot larger. When you enter the Virtual Reality part, the game really shines. Smooth animation and touch-sensitive control makes it a blast to play."

OVERALL:
8

RICK, THE VIDEO RANGER

Concept: 9.5 "What a great combination of SCI-FI Virtual Reality and action! Lawnmower Man starts with some well-animated but middle-of-the-road, side-scrolling action. Make it through and enter computer portals that lead to numerous VR worlds. The first-person perspective as you navigate these worlds is the best I've seen on a cartridge. The player(s) has a variety of play styles to master ranging from action to shooter, to racing and IQ tests. I recommend it to just about everybody."

OVERALL:
9

PAUL, THE PRO PLAYER

Concept: 7 "The movie reminded me of Disney's film, *Tron*. And the game is much like the old arcade play, in that it has multiple game styles mixed into the package. Initially, the graphics aren't that great, but once you advance levels and the action gets pumpin', there are some great sights and sounds. I really like the first-person scrolling levels. The difficulty is there so you can't whip through it. And with several styles of play, 2-player simultaneous and tons of power-ups, the game is very entertaining."

OVERALL:
7.75

WHAT'S UP ^{at} DOC'S

Fix-A-Game™ Cleaning Kit

Your video game hardware and software can be kept in top playing condition with Doc's® Fix-A-Game™ cleaning kits.

The unique combination of individually calibrated tools, 3M™ Imperial Polishing Film™ and Doc's Ultra 2000™ cleaning solution guarantees a game system ready when you are.

Only Doc's uses non-toxic, non-flammable, non-filming Ultra 2000™ instead of common rubbing alcohol to ensure complete cleaning combined with complete safety.

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It's a Doc's Double Play



for the Game Boy® from Nintendo®

Is your Game Boy® hard to play in low light...and a battery hog at that? There is a better way!! Doc's Rechargeable Battery Pack gives you 10 hours of play, can be recharged over 500 times and is ready to go after an overnight recharge. It fits right into the battery case with no extra bulk or cables.

Still hard to see? Add Doc's Light/Magnifier. Lots of light from 2 replaceable bulbs (we give you spares) and 150% magnification of the screen. And only Doc's Light/Magnifier can be powered by the Doc's Rechargeable Battery Pack or AC Adapter to save batteries one more time.

DOC'S
Hi Tech®

Look for
these fine
products
at a Video
entertainment
dealer
near you.

Doc's has you wired... better yet, wireless.

New Wireless Remote Controllers with Expert Mode and Slo Mo for SNES.®

Wires, wires, wires! Now go wireless with the first remote controllers for the SNES® that really work! Instant response, incredible range, slow motion and amazing beam width makes sure your actions get the right reactions.

On top of that, you get 2 user simultaneous play, battery strength compensation and auto-shutoff. The sleek design fits right into your hands. Place the receiver by your TV and put your game system away. Each controller provides 40 hours of play on a pair of "AA" batteries.



SKYBLAZER

Magic Enhances This Adventure from Sony Imagesoft

In the days long before recorded history, mystics and sorcerers roamed the land, keeping the world in chaos with their magical power struggles. One such being, Ashura, and his mighty warlords set out to destroy the Mystic Pantheon and the light of reason for all time. Their war waged on until a great sorcerer known as Sky-Lord rose to power and defeated Ashura, banishing him from the realm forever. But so many centuries have passed, and the stories of Ashura and the Mystic Pantheon have become the stuff of legends.

But in recent days, a sorcerer's apprentice has mistakenly unlocked the powers that have kept Ashura suspended. In his resurgence, he has captured the descendants of the Mystic Pantheon, transforming them into his evil followers. As the last free descendant, Sky, it is your destiny to free the young sorceress, Artarma, and defeat Ashura forevermore.

Your adventure begins near the Shrine of the Wandering Soul and continues across three continents until you reach Ragian's Citadel. Sky has a variety of attacks and actions including Flying, swimming, traversing land, crouching, climbing walls and trees, punching, kicking, and a powerful roundhouse combination. In addition, you may gather magical icons that will grant one of eight Special Powers. Collect golden crystals to gain extra lives and vials that increase your level of mystical or life energy.

Skyblazer is an action-packed game that offers a variety of gameplay. It mixes the storyline and magic of a Role-play with the fast-paced play and selection of moves of an action game. The result is a cartridge that's pure fun to play.



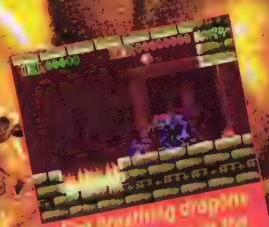
Collect gems to gain extra lives on the cool Bonus level!



Use this room on the tower to build up extra lives!



Ashura: You will soon be a satisfied servant of my master!



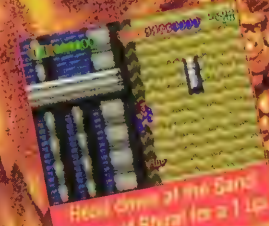
Five breathing dragons are waypoints in the Temple of Inferus!



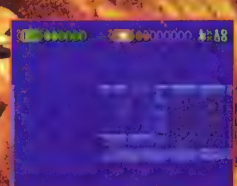
To beat this boss, smack the lamp when it moves around the screen.



First, you must climb the tower of the land!



How come all the Sand Powers of Spirit for a 1 Up!



An underwater maze that will drive you crazy.



Then, face the Taralis, an expanding blob straight out of your video game nightmares!

- Cart Size: 8 Megs
- Style: One-Player Action/Adventure
- Special Features: Reservoir Feature
- Levels: 20 action-packed levels
- Created by: Sony Imagesoft
- Available: Now

▶ THE BOTTOM LINE **7.75**

ROSS, THE REBEL GAMER

Concept: 8 "Although *Skyblazer* isn't the most original game I've ever seen, it adds a new twist. I especially like the way the graphics pop right out off the screen. Another thing that hit home are the sound effects when you attack the enemy.

Graphics: 8

Sound: 7

Playability: 9 The player control and movements couldn't be more responsive, and the game play incorporates a mixture of styles to keep you on edge. Most games of this type usually turn me off, but this game is an unexpected blessing.

Entertainment: 8

OVERALL: **8**

RICK, THE VIDEO RANGER

Concept: 8 "Skyblazer is an inspiring action-adventure with challenging battles and a hot story line. The bosses are large and creative.

Graphics: 7.5

Sound: 8.5 The animation is very smooth, and the near-far backgrounds give Skyblazer a 3-D look. One annoying thing is the grunt noise when you attack, which sounds tinny. The action is fast and furious, but you can climb walls and use magic spells. Skyblazer is fun, challenging and keeps you on your toes. I enjoyed Skyblazer."

Playability: 8

Entertainment: 7.5

OVERALL: **7.5**

PAUL, THE PRO PLAYER

Concept: 5 "Take the game Hook and give it a bit more speed, different backgrounds and a couple 'Kung Fu' chops; now it's Skyblazer. The looks aren't bad; they are real smooth and colorful. The sound when you pull off a kick is great.

Graphics: 8

Sound: 8 The one thing Skyblazer has is challenging levels and bosses. And the control is outstanding. It doesn't really show me anything new or exciting, but it's better than most games of its type."

Playability: 9

Entertainment: 8

OVERALL: **8**

WE'LL BLOW YOU AWAY!



Rolling **T**hunder **3** for the Sega Genesis smokes. We won't waste your time with words, check out the screen shots and you'll know. Grab it while you can.

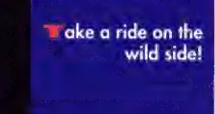
- **10** hard-core levels!
- **12** action packed megs!
- **9** nasty new weapons!
- **I**ntense hidden areas!
- **P**assword support!



namco
The Game Creator™



Blast your way through legions of terrorists!



Take a ride on the wild side!



Break out the heavy weapons!



Ride the waves!



Hunt down terrorists in exotic locations!



Shoot at an angle!



Meet weird green guys and shoot them!



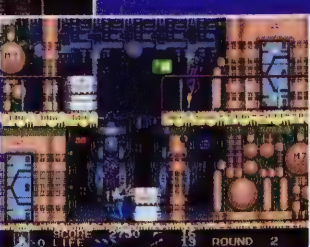
Fly first class!



Annihilate robot watch dogs!



Explore vast underground bases!



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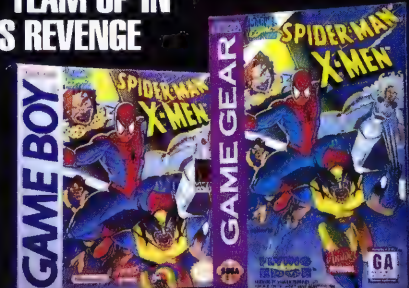
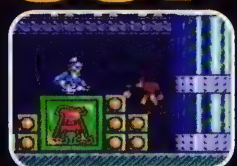
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TAKE REVENGE WITH YOU!

SPIDER-MAN® AND THE X-MEN™ TEAM UP IN ARCADE™'S REVENGE



GAMBIT™
THE RAGIN' CAJUN!

Acclaim
entertainment

Marvel Comics

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CARNAGE™
THE ULTIMATE SPIDER-SLAYER!

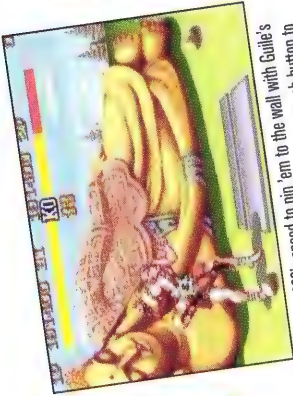
JUGGERNAUT™
UNSTOPPABLE RAMPAGE!



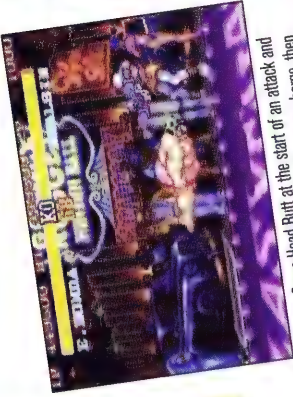
Spin out Ryu's Hurricane Kick with turbo ease! Unlike old-fashioned control pads, the T1360 delivers the action without hesitation. Press Down, Down-Back, Back and any kick to unleash this powerful attack.



Want to burn 'em up with Ryu? Slide your Thumb Down, Down-Toward, Toward and press a punch button. With the T1360 you own 360° circular control! Pitch a series of these fireballs to do mega-damage.



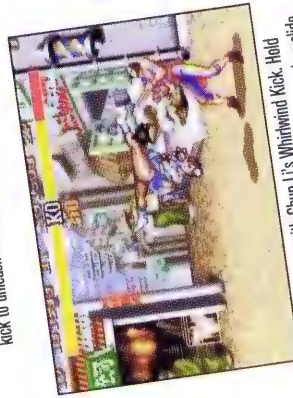
Use the T1360's speed to pin 'em to the wall with Guile's Knee! Charge back, then forward with a punch button to throw a Sonic Boom. Follow with Touch Sensor Toward with the Forward Kick on Turbo.



Throw the Sumo Head Butt at the start of an attack and you're invincible. Slide your thumb Back to charge, then forward and any punch button. Follow it up with a Hundred Hand step by pushing any punch button on Turbo.



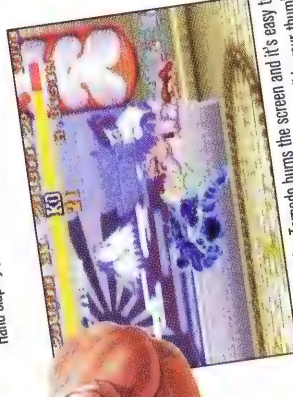
Dhalsim vs. Dhalsim? Get the edge with your T1360 and Yoga Fire. Slide your thumb Down, Down-Toward, Toward and any punch button. You'll throw fire faster with the T1360's superior diagonal control.



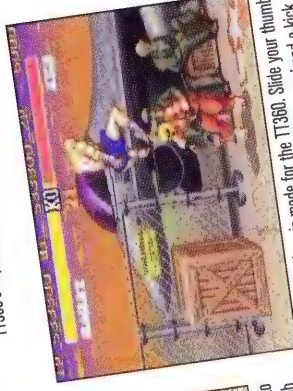
Send 'em spinning with Chun Li's Whirlwind Kick. Hold Down on the Touch Sensor to charge the move, then slide your thumb Up and press a kick button. This tricky move will whittle your enemies' strength down to nothing!



Put the bite on 'em with this fast T1360 move. Come out of any attack and press Toward and the Fierce Button. The result? A face-full of fangs that will eat away their strength meter.



M. Bison's Flamming Tompedo burns the screen and it's easy to unlash with the T1360. Charge Back, then slide your thumb Toward while pressing a punch button. Crispy critter time!



Sagat's Tiger Knee is made for the T1360. Slide your thumb from Down, Down-Toward, Toward, Up-Toward and a kick button to deliver this devastating knee attack...with no numb thumb!

BATTLE TESTED IN THE STREETS

When you play Street Fighter II Turbo[®] you need a controller that's fast, that gives you all the action you want - easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360[™]. The Ultimate Fighting Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate - you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate fighting machine and trashing your opponent... you know, the guy using the old-fashioned control pad. So, go into the streets to win - go battle-tested with the Turbo Touch 360.

Turbo Touch 360.
The Ultimate Fighting Machine.

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For Genesis, SNES, & Nintendo



Turbo Touch 360[™] & Street Fighter II Turbo[®]
The Winning Combination.

For the name of your nearest Turbo Touch 360 retailer or to place an order, call **1-800-858-7429**.

Street Fighter II Turbo is a registered trademark of CAPCOM, Inc. © 1993 CAPCOM, Inc. Game played on a Super NES[®]. Super NES is a registered trademark of Nintendo of America, Inc.

WHAT'S HOT!

News & Rumors From the
Video Game Industry



Money!,
Money!,
Money!, Money...

Ocean of America has announced **The Great Dino Egg Hunt**, a nation-wide contest running in conjunction with the release of their new Super Nintendo title, *Jurassic Park*. A \$5,000 cash prize will be awarded to the first contestant who correctly locates eight "clues" (not to be confused with "eggs" or power-ups) hidden throughout the interior and exterior of the park and unscramble the message they reveal. Contestants must find all eight clues, list the exact location of each clue, and correctly solve the message. The contest runs from the game's release until February of 1994. To enter, type or print your solution on an 8.5"x 11" piece of paper and mail it to: The Great Dino Egg Hunt, P.O. Box 459, Redwood City, California 94064-0459. All entries must be postmarked on or before February 28, 1994.

From Across the Pond

Code Masters, the UK brains behind the **Game Genie**, have announced they will begin distributing their game titles in the United States. Several 8-Bit Nintendo Code Masters games, such as *Micro Machines* and *Fantastic Dizzy*, were previously distributed through Camerica, a Canadian company. Code Masters has begun creating these games and others for the Sega Genesis and Game Gear systems and will be opening a US office early to 1994 to handle distribution. In addition to games, Code Masters and **Galoob Toys** will begin production and distribution on the next generation of the Game Genie peripheral, the **Game Genie 2**. To kick off their entry into the US, Code Masters invited the editors of several industry publications such as *Game Players*, *Video Games*, *Electronic Gaming Monthly*, *TWICE*, *The Toy Book* and yours truly, to a round-table discussion comparing the US and UK markets.

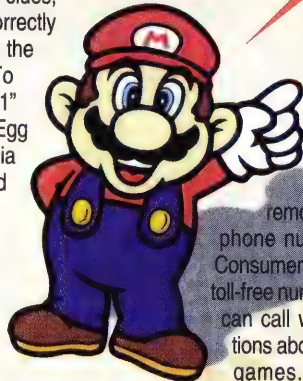
Absolute Expands

Absolute Entertainment, the New Jersey-based software publisher behind such titles as *Super Battletank* and *Star Trek*, has announced plans to acquire **Extreme Entertainment** (formerly Bignet). In addition, they plan on strengthening their product development capabilities by opening two new video game software design facilities: one in Redmond, Washington and the other in Baltimore, Maryland. Both locations were selected for their proximity to a wealth of talent and industry resources.

"Everything You Always Wanted to Know..."

Nintendo of America has announced the publication of a free brochure: *"Everything You Always To Know About Video Games...But Were Afraid To Ask Your Kids"*, in order to help parents learn more about their kid's video games. The pamphlet includes an outline of Nintendo's content guidelines and sugges-

"...But Were Afraid to Ask."



tions for healthy game play habits, such as setting aside time to play games with your kids or limiting the amount of time spent playing games per day. The brochure also includes a

removable magnet featuring the phone number for Nintendo's Consumer Service Line, a toll-free number anyone can call with questions about video games. To request a free copy of the brochure, write Nintendo of America Inc., P.O. Box 957, Redmond, Washington 98052, or call 1-800-255-3700.

Sega of America has established their own videogame guidance program for consumers, centered around the **Videogame Rating Council** (VRC). VRC is an independent committee comprised of child experts responsible for Sega's software rating program. In addition, the program includes a toll-free information hotline for parents (1-800-379-KIDS) and guidance brochure entitled *"Everybody Wins: A Message To Parents About Videogames"*.

Did Not!, Did Too!

It's a case of imitation not being the highest form of compliment. Merely the latest in the long line of video game litigation, **Capcom** has filed suit against **Data East** for creating a stand-up arcade game (*Fighters History*) they feel too closely resembles *Street Fighter II*. Data East refutes the allegations.

Similarly, **Ascii Corporation** has filed suit against certain unspecified **STD Entertainment** products, claiming patent infringement on their hands-free auto-fire mechanism. According to Todd Hayes, President and Chief Operating Officer of STD, their products use a more-simplified, one-step sliding switch rather than the two-step master function switch utilized in Ascii's products.

Midway Makes a Clean Sweep!

Williams/Bally/Midway, the leader in stand-up arcade machines, captured the "Grand Slam" of coin-ops at a recent trade show. The annual **AMOA Show** (Amusement Machines Association of America), held in Anaheim, California, is the country's largest trade show for the arcade industry. This year, Midway was the big winner when it came time to hand out this year's awards. **NBA Jam** claimed the title for **Most Played Game of the Year**; **Mortal Kombat** walked away with **Most Played Kit of the Year**; **The Addams Family** took the title of **Most Played Pinball Game of the Year** for the second year running; and the show winner for **Best New Product** was **Mortal Kombat 2**. Congratulations and keep 'em coming!

Speaking of MK2...

While we had the folks at Williams/Bally/Midway on the phone, they let us in on some of the features that make their **Mortal Kombat 2** so hot. First, they've added an expansion board to double the image memory of the first **MK**. That means there are twelve characters players can select as opposed to the original seven, plus three hidden characters throughout the game, for a grand total of **eight new characters**. They've also worked in **five times the secret moves**. Each character in **MK2** has four to six secret moves, compared to **MK's** two or three, and at least two fatalities. Finally, **MK2** is the first video game to take advantage of the new **DCS** (Digital Compression System) **soundboard**, the same one found in Williams' *Indiana Jones* and *Star Trek* pinball games. The result is a sound quality far superior to the original **MK** or any other video game. But software pirates beware, they've also installed a new custom chip to prevent illegal software copying. **Mortal Kombat 2** will soon be hitting an arcade near you. Check it out!





Guess who is starring in their own Sega™ Genesis™ game?

(connect fleas for answer.)

Hint:

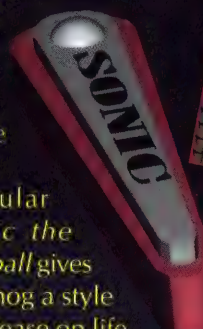
NICKELODEON

Sega's Speed-demon Struts His Stuff in Sonic Spinball



That nefarious Doctor Robotnik is up to his tricks again. This time he's holed up in his Volcanic Veg-O-Fortress, a hide-out that doubles as the lava-based energy source for his Veg-O-Converter. Sonic must brave the high-temperature waves and put a stop to Robotnik's evil scheme before he can use this new contraption on Sonic and his furry friends of the forest. But first he'll have to get past the Doc's elaborate Pinball Defense System.

Based on the popular Casino Zone in *Sonic the Hedgehog 2*, *Sonic Spinball* gives the world's favorite hedgehog a style of gameplay, and a new lease on life. He'll keep you bouncing and ricocheting through numerous fast-paced levels as you face all-new Robotnik allies and collect the Power Emeralds necessary to advance. Making its debut on Sonic Mania Day (November 23rd), *Sonic Spinball* will appeal to Sonic and pinball fans, alike.



Sonic's a little wet behind the ears when it comes to pinball.

Your arch enemy Dr. Robotnik.

"Ouch!"
(We think that's what he said)

"Agggggghh!"

Emerald Power!

It's best to land Sonic on a flipper and take a shot rather than random action.

How do I get that last gem?

Hit all six targets at the top of the 1st board and pop the cork.

Oh-oh, Sonic is in trouble!

- **Style:** One-player pinball-style play
- **Levels:** Number of levels unknown
- **Created by:** Sega
- **Available:** Sonic Mania Day - November 23

► THE BOTTOM LINE **7.25**



ADDY, THE GAME NERD

Concept: 6 "Sonic Spinball is cool, but yet it kinda stinks. Pinball on video systems have never really been my cup of tea. The first one I ever played was so cool, but from there on out...boredom. Sonic Spinball has great graphics and, of course, Sonic has some new, wacky animation. But the game is neither inventive or much of breakthrough; just your basic pinball game with Sonic thrown in to add a little excitement. This one will only appeal to true pinball fans."

Graphics: 8

Sound: 6

Playability: 7

Entertainment: 7

OVERALL: **7**

PAGE, THE PRO PLAYER

Concept: 8 "Sonic Spinball, not unlike Dragon's Fury, gives you pinball with levels. The graphics are top-notch and the levels are unbelievably large, but you expect that from a game starring Sega's little buddy. I don't know about you, but I can only take so much video pinball. Sonic Spinball is not an easy pinball game, which might be REAL tough for some. I have to admit that this is a very original design, and many who dig the blue lur-ball will be impressed."

Graphics: 8

Sound: 7

Playability: 7

Entertainment: 7

OVERALL: **7.5**

BORG, THE MODEL GAMES

Concept: 8 "Sonic stars in his own pinball game, but it's like no other pinball game you've ever seen. The great thing about it is that you're not only playing pinball to score points, but you have to beat Robotnik all over again. With your basic Sonic Spin and standing positions, Sonic is easily incorporated into this style of game. He looks great and so do the backgrounds. Plus, the game is simple to play."

Graphics: 7

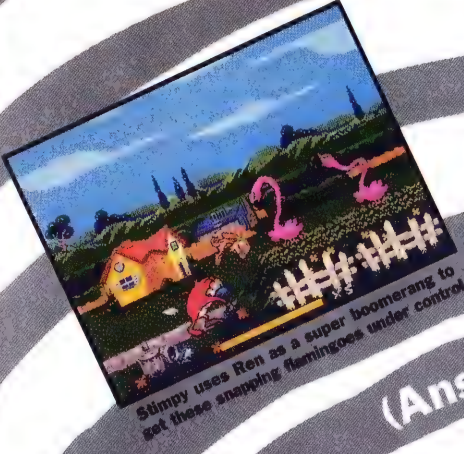
Sound: 5

Playability: 7

Entertainment: 7

OVERALL: **7**

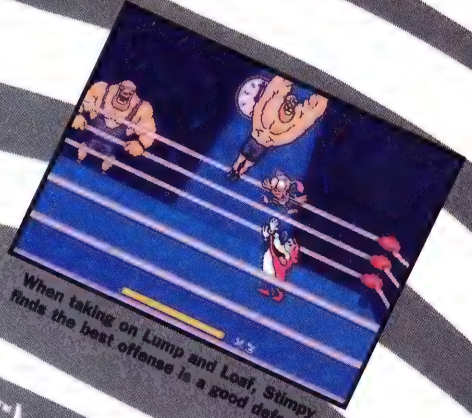
SEGA, GENESIS and WITNL logos are trademarks of Sega. ©1993 Nickelodeon. All rights reserved. Nickelodeon, The Ren & Stimpy Show and all related characters and titles are trademarks owned and licensed for use by Nickelodeon, a programming service of Viacom International Inc. ©1993 SEGA. All rights reserved.



Stimpy uses Ren as a super boomerang to get these snapping flamingoes under control.



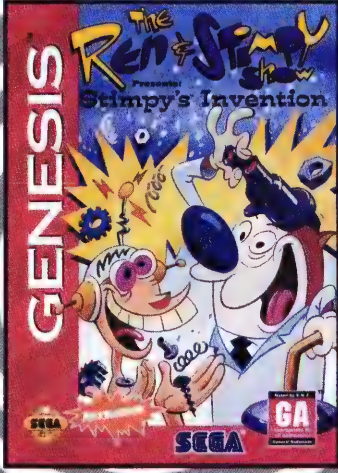
You'll have to move fast to avoid the repulsive clutches of the dog catcher.



When taking on Lump and Loaf, Stimpy finds the best offense is a good defense.

(Answer: Ren™ & Stimpy™)
in

STIMPY'S INVENTION!



New on Sega Genesis

In Sega's newest adventure, Ren and Stimpy must work together to save the world from the hideous

Mutate-O-Matic. Get on with it man!

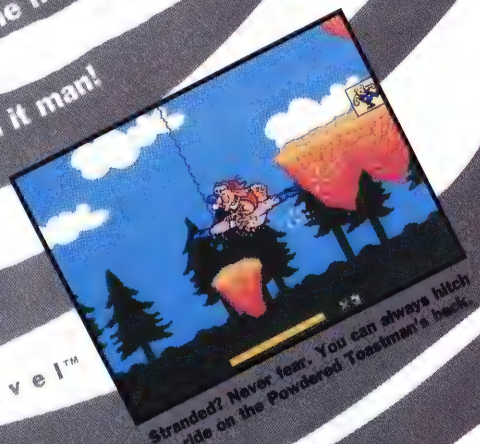
SEGA™

GENESIS™

welcome to the next level™



Be Ren or Stimpy to Mega-Jump past these banana-throwing goons.



Stranded? Never fear. You can always hitch a ride on the Powdered Toastman's back.

■ **Special Features:**

- 3-32 player Tournaments
- Training & Battle Modes
- Dynamic Play Adjustment
- Instant Replay
- 3 or 6-Button controller
- Activator compatible



- **Cart Size:** 24 Meg
- **Style:** 1 to 2-Player Tournament Fighting
- **Created by:** Sega
- **Available:** Now on Sega Genesis, suggested retail \$69.99

▶ **THE BOTTOM LINE** 8.75

ETERNAL CHAMPIONS

24 Megs of Fighting Madness



The Story

The battle of light and darkness; good and evil; happiness and despair has lasted through the ages in perfect harmony. That balance is now lost...forever undone, and has now begun to tear apart the fabric of existence. But in this balance there has always been a champion, a hero...the Eternal Champion who dwells in the fighting complex, lost somewhere in time. He has but one hope to tip the scales; to set the balance straight and stop the destruction.

Revive one of the nine great warriors who died prematurely before they could stop this dark future. Who will be the one? Who can save us all? No one knows, but this contest of strengths shall reveal them. Let the Contest begin...

Fighting Basics

Eternal Champions boasts at least seven special moves for each character, and over thirty-five animations. Play One or Two-player in the Fighting mode; in the Tournament Mode up to 32 of your friends can join in. Matches have variable Time (30, 60, 90, infinite); Rounds (1/1; 2 /3; 3/5; 6/11; and 11/21); and Speed (Slow, Normal, Overdrive).

Perhaps the coolest part of the game mechanics is the meter for Special Moves. Each move takes a certain amount of "Inner Strength" that only time will heal. This enhancement adds an element of strategy that makes practice and planning a must. Once you've mastered the moves and feel you're ready to enter the contest, be prepared. This contest is just as the name implies...eternal. Once you enter the tournament, only resetting will let you change characters or end the contest. And, if you lose a match during the contest, you must start again from the beginning.



Practice Sphere



The Training Room

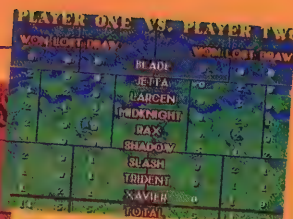
To have any hope of winning the contest you must first train, and train hard. All nine characters are capable of taking the title, so this is where you must hone your skills and prepare for battle.



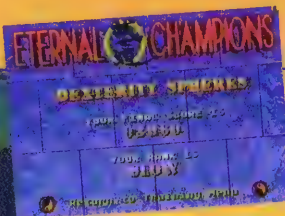
Battle Room Menu



Practice Sphere



Two Player Win Stats



Dexterity Spheres

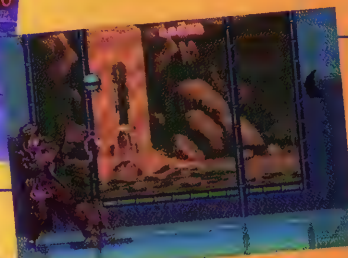
Test your skills against metal spheres that hurl at you from various locations on the screen. Scoring depends on how long you can last and how many spheres you can destroy. Sounds easy, it's not.

Holo-Trainer

Take on a computer-generated version of any opponent, easily the best training sequence.



Shadow narrowly escapes with her Smoke Screen to avoid the hit.



Blade is easily the strongest of all the characters with his Power Bracelets.



Tournament Mode

Once you've mastered the art of fighting with this masterpiece, you're only halfway there. The Tournament Mode lets you take on up to 32 opponents in a single or double-elimination grudge match. Each player may choose a new character between rounds and a computer player will round out each odd-member tournament.

PAUL, THE PRO PLAYER

Concept: 9 "When I first heard about Eternal Champions, I thought Sega was crazy to go up against SF2 and Mortal Kombat, but this game has what it takes. It's got moves, weapons, combos and action galore. Hey! with **Sound:** 8 24 megs, you'd better believe this game looks great and the animation is quick. The play falls somewhere between MK and SF2. Each character has so many moves, both those listed in the instructions and those that are not, so it's hard to tell if it equals or even tops Capcom's giant. This game is by far better than SF2 Special for Genesis, and is close to SF2 Turbo for SNES."

OVERALL: **9**

ANDY, THE GAME HOMBRE

Concept: 9 "Eternal Champions has it all: Tournament, Training and Battle modes...it's all here and it's all killer. The characters are big against cool backgrounds. My only complaint with the graphics is the lack of definition of the faces. The tunes are cool, but the megs should have been spent on the effects which need help. The control is sweet. While I don't really like the Sega 6-Button for fighting games, it works. The special moves are sweet and the standard attacks are mint. Eternal Champs is king on the Genesis. While it doesn't take out SF2 Turbo, it puts a strong hold on second place and is a must-have for any fighter fan."

OVERALL: **9.25**

RICK, THE VIDEO RANGER

Concept: 8 "I like that Eternal Champions has a very different appearance than SF2 or Mortal Kombat. The characters are "killer" in more ways than one. I enjoy them all but especially Larcen, whose trench coat is way-cool. Playability is the most critical factor in fighting games. Eternal Champions has more special moves than any other fighting game I'm aware of. The game play is fast and furious, but I think it's controlled too much by the special moves; I'd like to see more straight-up fighting. Eternal Champions has enough different aspects to make it a great addition to your game library, yet I still recommend SF2 Turbo and Mortal Kombat."

OVERALL: **8**



Mirror Match



Check out this cool Death Sequence



The Battle Room
Practice your skills and technique in the Battle Room, where you fight with a twist. Here your opponents are not your only worry, as this room is loaded with trouble. While not all the options listed below are available at once, you can choose up to five:

Scatter Grenade	Damage:	5%
Magnetic Mine	Damage:	0%
Spiked Ball	Damage:	3%
Stun Bolt	Damage:	0%
Slow Motion Bolt	Damage:	0%
Flying Bladesaw	Damage:	5%
Damage Drain Bolt	Damage:	0%
Seismic Charge	Damage:	0%
Intelligent Mine	Damage:	4%
Floor Fire Mine	Damage:	5%
Floor Buzz	Damage:	6%
Electrical Bolt	Damage:	7%
Transporter Bolt	Damage:	0%
Inner Strength Drain Bolt	Damage:	50%*
Flatline Bolt	Damage:	100%*
Life Drain Bolt	Damage:	10%
Control Bolt	Damage:	0%
Life Extender	Damage:	0%

(*drains Inner Strength)



Battle Room



Xavier turns into his true form after every win.

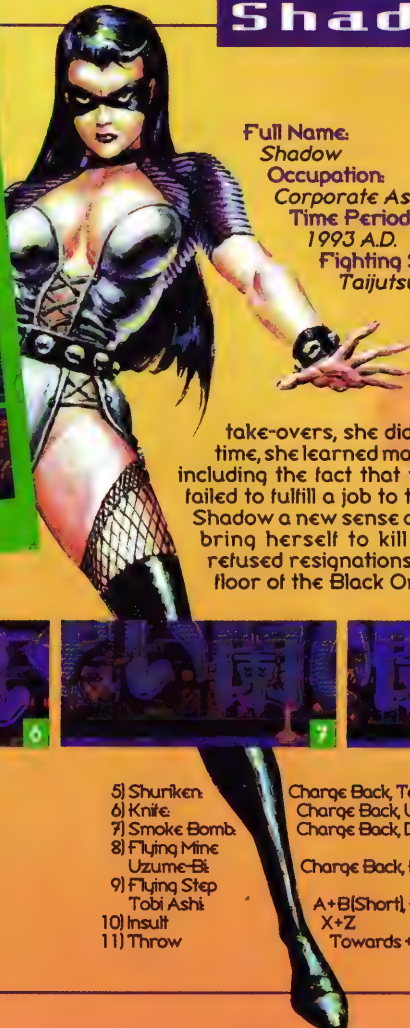


Larcen and Xavier go at it.

Shadow

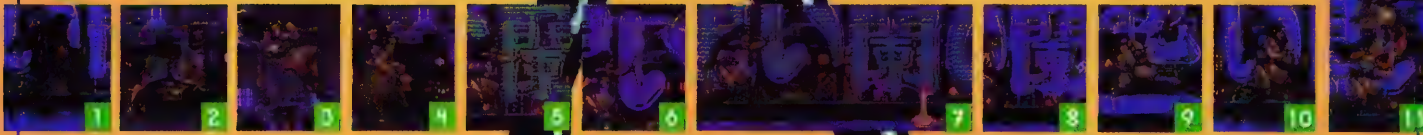
STANDARD ATTACKS

MOVE	STANDING	[Grid of 12 attack icons]					
	SLIDING	[Grid of 12 attack icons]					
	SPINNING	[Grid of 12 attack icons]					
	TOWARDS	[Grid of 12 attack icons]					
FLOOR	TOWARDS	[Grid of 12 attack icons]					
	FLYING	[Grid of 12 attack icons]					
		X	Y	Z	A	B	C
		BUTTON					



Full Name: Shadow
Occupation: Corporate Assassin
Time Period: 1993 A.D.
Fighting Style: Taijutsu & Ninjitsu

Bio: Shadow was the best corporate assassin in the Black Orchid Corporation. From individual elimination jobs to large corporate take-overs, she did it all without a second thought. In time, she learned many secrets about the Organization, including the fact that they eliminated any assassin that failed to fulfill a job to their satisfaction. This reality gave Shadow a new sense of morality, and she could no longer bring herself to kill others. Since the Organization refused resignations, she took a quick trip off the 101st floor of the Black Orchid Building.



SPECIAL MOVES

- 1) Shadow Mode: A+B+C (3 secs)
- 2) Twirling Fan Attack: Charge Back, Forward +A (1) or B (2) or C (3)
- 3) High Jump Angle Kick: Charge Down, Up + B
- 4) Smoke Screen: X+Y+Z, then...
A+B Left Center
B+C Right Corner
X+Y Left Ceiling Corner
Y+Z Right Ceiling Corner
Near if no direction is entered
- 5) Shuriken: Charge Back, Towards +X (Slow) or Y (Fast)
- 6) Knife: Charge Back, Up/Forward +X (Slow) or Y (Fast)
- 7) Smoke Bomb: Charge Back, Down/Forward +X (Slow) or Y (Fast)
- 8) Flying Mine: Uzume-Bi
Charge Back, Forward +Z
- 9) Flying Step: Tobashi
A+B (Short), B+C (Medium), A+C (Long)
- 10) Insult: X+Z
- 11) Throw: Towards + Y or Z

If this were a perfect world you'd be all thumbs. That way you'd have more moves, you'd have more control, you'd have more intense combinations. But things aren't perfect. So if you want all that stuff you should either buy one of our new arcade style

Sega™ 6-Button Controllers.



The Next Best Thing To Genetic Mutation.

6-Button controllers or start handling large amounts of nuclear waste and—well, hope for the best. Personally, we'd go for the controllers. They're more reasonably priced and a heck of a lot easier to come by than a chunk of plutonium.



6-button arcade pad™



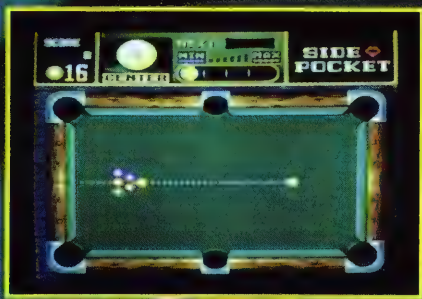
6-button arcade stick™



YOU DON'T HAVE TO PLAY HERE



Racked And Ready.



A little 9 Ball or do you prefer
Straight Pocket Billiards.

Make This One.



Just one of 19 different Trick
Shots designed by the Masters.

The

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Billiards Game on
The Market.**

Side
POCKET

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THE ONLY THING WE LEFT OUT WAS THE COOLER OF GATORADE

THIRST QUENCHER



▲ Frank Gifford calls every down.



1P-POWER >
2P-POWER >

▲ Power Play mode zooms in tight on all the action.



▲ Run a variety of offensive and defensive plays.



▲ Try not to fumble as you plow down a mud-slicked or ice-packed field.



SO REAL IT HURTS

Now you can enjoy ABC's Monday Night Football any night of the week. Our hard-hitting graphics and play-by-play sound bring every grunt and groan of the game to life. You get all 28 teams and a massive pre-designed playbook. Plus, with our incredible "Power Play" feature, you can zoom in tight on the action and review it all on instant replay. Frank Gifford calls every down, so catch all the bone-crushing action on ABC's Monday Night Football anytime.



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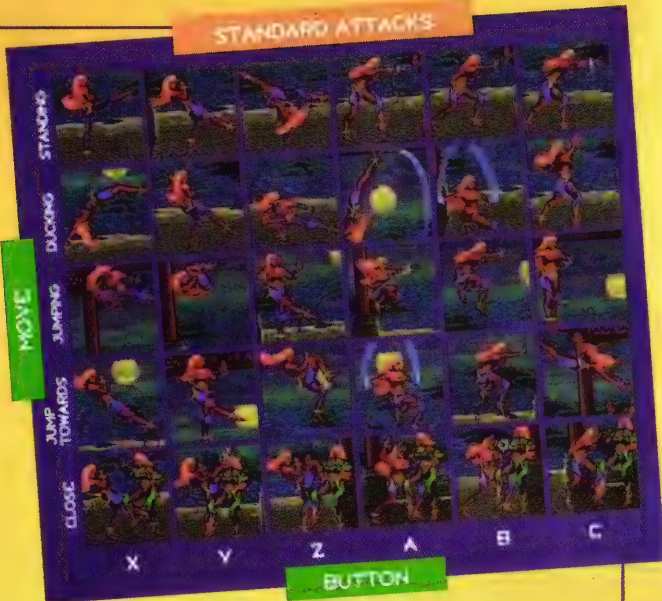
Jetta



Full Name:
Jetta Maxx
Occupation:
Circus Acrobat
Time Period:
1899 A.D.
Fighting Style:
Savate & Pencak Silat

Bio:
Jetta Maxx, a Russian native, performed in a famous international circus. While on the Eastern leg of their tour, China was torn apart by the Boxer Rebellion, an attempt by Chinese rebels to rid their homeland of foreigners. The rebellion resulted in a war between China and its adversaries. Soon, it would bring Russia into the fray. Attempting to stop the carnage and save her homeland, Jetta tried to infiltrate the rebels camp and convince them to bring a peaceful end to the fighting. Before she could change history, her safety net and tension wire were cut...hurling her into oblivion.

STANDARD ATTACKS



SPECIAL MOVES

- 1) Flying Choke Hold: Charge Back, Forward + Z
- 2) Phase: X + Y + Z
- 3) Resonate: A + C while Phased
- 4) Ricochet: Charge Down, Up + A (Left) or C (Right)
- 5) Bladerang: Charge Back, Forward + X (1 hit) or Y (2 hits)
- 6) Ceiling Grab: Charge Down, Up + Y
- 7) Death Dive: C while on ceiling
- 8) Moving Corkscrew: A + B (spin left) or B + C (spin right)
- 9) Insult: X + Z
- 10) Throw: Towards + Y or Z

STANDARD ATTACKS



Blade

Full Name:
Jonathan Blade
Occupation:
Bounty Hunter
Time Period:
2030 A.D.
Fighting Style:
Kenpo

Bio:
Jonathan Blade, an ex-officer turned Bounty Hunter, was hired by the Syrian government to stop a rogue scientist who had stolen a vial containing a virus capable of destroying 95 % of the Earth's population. Blade's only condition was that the government stay out of the entire affair. As the scientist was about to hand over the vial, laser blasts screamed across the room. The last thing Blade saw were shards of broken glass.



SPECIAL MOVES

- 1) Stun Beam: Charge Back, Forward + Z
- 2) Personal Shield: X + Y + Z
- 3) Tracking Blade: Charge Back, Forward + X + Y
- 4) Straight Blade: Charge Back, Forward + Y + Z
- 5) Projectile Containment Field: A + B
- 6) Wild Fury Attack: A + B + C
- 7) Backfire: A + C
- 8) Power Drain: Charge Back, Forward + C
- 9) Insult: X + Z
- 10) Throw: Towards + Y or Z



Larcen



Full Name:
Larcen Tyler
Occupation:
Ex-Cat Burglar
Time Period:
1920 A.D.
Fighting Style:
Praying Mantis

Bio:
Born in the time of crime bosses and street lords, Larcen idolized these powerful men. Under Mr. Taqalini, underworld lord, Larcen quickly developed into one of the world's greatest cat burglars. Often hired to plant evidence against rival bosses, Larcen used Martial Arts to stop his opponents, yet he refused to kill. However, one night while delivering a "package", Larcen discovered his target was the ailing Chief of Police. Realizing too late he'd been set up, the package exploded, killing himself, the Chief and several people in the hospital.



SPECIAL MOVES

- | | |
|--------------------------|-------------------------------|
| 1) Ceiling Crawl: | Charge Down, Up + C |
| 2) Ceiling Drop: | Down + Y + Z while on ceiling |
| 3) Air Sweep: | A + C |
| 4) Long Distance Sweep: | Charge Back, Forward + Z |
| 5) Sai Throw: | Charge Back, Forward + Y |
| 6) Swinging Hammer Fist: | X + Y + Z |
| 7) Insult: | X + Z |
| 8) Power Swing: | A + B + C |
| 9) Throw: | Towards + Y or Z |

STANDARD ATTACKS



RAX

Bio:
RAX (Robotic Artificial Xoskeleton) is a cyborg, but he was once one of the best human kick-boxers in the world. The popularity of the sport dwindled due to the new sport, "Cyborg Kick-boxing." Never attaining the Grand Champion title drove Coswell to undergo the painful surgery to become a cyborg. After his transformation, he rose to the top and finally had his chance at the title. The moment before the fatal blow to his opponent, RAX's vital systems shut down... his promoter had traded RAX's life for a bet.



SPECIAL MOVES

- | | | |
|---|--------------------|--------------------------|
| Full Name:
RAX Coswell | 1) Lock and Load: | A + B |
| Occupation:
Cyber-Fighter | 2) Air Jets: | Charge Down, Up + B |
| Time Period:
2345 A.D. | 3) Cyber Punch: | X + Y + Z |
| Fighting Style:
Muay Thai Kick-boxing | 4) Cyber Kick: | A + B + C |
| | 5) Jet Knee Smash: | Charge Back, Forward + C |
| | 6) Overload: | A + C |
| | 7) Turbine: | Charge Back, Forward + A |
| | 8) Insult: | X + Z |
| | 9) Throw: | Towards + Y or Z |



ToeJam & Earl™ *in* PANIC ON FUNKOTRON™



**The boyz are back...
and ready to party!**

Streak across the stars for an all-new hip-hop-'til-U-drop adventure on the far-flung planet of Funkotron! ToeJam & Earl are caught in a manic panic when a flock of Earthling tourists hitch a ride on their Rapmaster Rocket. Now it's your turn to help the dynamic duo round 'em up with their FunkScan and send this pesky posse packing through 17 levels of funkified fungi jumping, bubble bouncing and rhythm rapping fun!

Feel the funk...with ToeJam & Earl!





SPLASH DOWN!

Dive for presents in underwater caverns and sneak a smooch from a friendly blowfish!



BUBBLE UP!

Bubble-bounce your way to the Funktivate Spots and help restore the fabric of the Funk Dimension!



LOCALS ONLY!

Jar the touristy twits - and those pesky poodles too, while you're at it!

THE ACTION HEATS UP!

Hotfoot through the fires of the underground caverns!



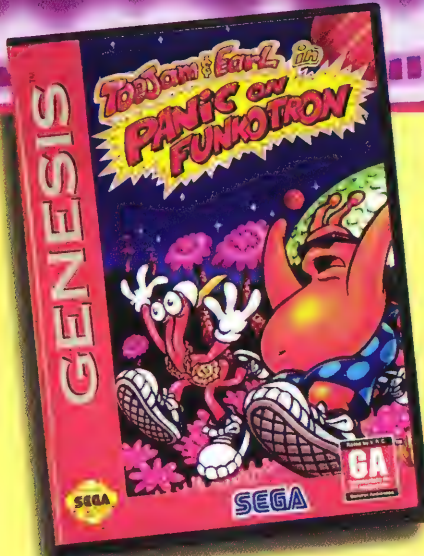
JAM OUT!

Kick it with the jivesters on Homey Street...and collect valuable clues in the process!



BUST A MOVE!

Drop-lob a jar on shin-kicking Earthlings! Everyone on the bus...pronto!



ToeJam & Earl take off on a Funktastic New Voyage!



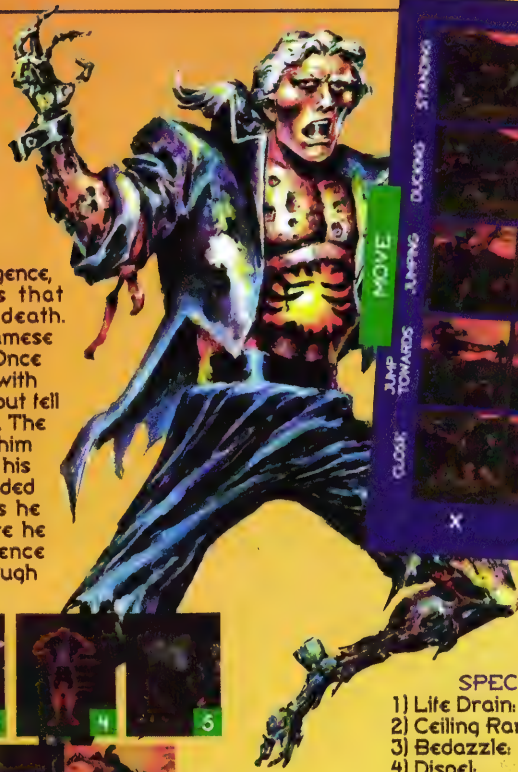
YO! SEGA JAMS!
SEGA™

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Midnight

Full Name:
Mitchell Middleton Knight
Occupation:
Bio-Chemist
Time Period:
1967 A.D.
Fighting Style:
Jeet Kune Do

Bio:
One of the best Bio-chemists in intelligence, Mitchell was developing a virus that weakens its victims to the point death. It would be introduced into the Vietnamese water supply, thus ending the war. Once completed, his conscience caught up with him. He stole the formula and virus, but fell into a chemical vat during his escape. The mixture of virus and chemical turned him into a vampire-like creature. He used his new-found powers to escape and eluded his pursuers for over 133 years as he searched for a cure. Moments before he solved the last problem, an intelligence agent thrust a magnesium stake through his heart.



		STANDARD ATTACKS									
MOVE	CLOSE	JUMP TOWARDS	DURING	STANDING	BUTTON						
					X	Y	Z	A	B	C	
1											
2											
3											
4											
5											
6											
7											
8											
9											



SPECIAL MOVES

- | | |
|----------------------------|-----------------------------|
| 1) Life Drain: | Forward + X + Y + Z |
| 2) Ceiling Ram: | Down, Up + C (Close) |
| 3) Bedazzle: | X + Y + Z |
| 4) Dispel: | A + B + C |
| 5) Mist Attack: | A + C |
| 6) Flying Wall Smash: | Charge Back, Toward + Z |
| 7) Overhead Stomach Punch: | Forward + A + B + C (Close) |
| 8) Insult: | X + Z |
| 9) Throw: | Towards + Y or Z |

Trident

Full Name:
Trident
Occupation:
Gladiator
Time Period:
110 B.C.
Fighting Style:
Capoeira

Bio:
When the people of Atlantis inhabited the Earth's surface, they battled the Romans to see who would rule the land and who would be plunged into the depths of the sea. Atlantis wanted peace; the Romans refused. A single battle would decide their fates. The Atlantians created Trident, named for the trident which replaced the hand he lost in a shark battle, to be their savior. Genetically engineered to be a gladiator, Trident would surely win. The Romans rigged the fight and a pillar crushed Trident in the heat of battle. Atlantis was forever imprisoned beneath the sea.



		STANDARD ATTACKS									
MOVE	CLOSE	JUMP TOWARDS	DURING	STANDING	BUTTON						
					X	Y	Z	A	B	C	
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											



SPECIAL MOVES

- | | |
|------------------------------|--------------------------|
| 1) Depth Charge Field: | X + Y |
| 2) Bio-Drain Field: | Y + Z |
| 3) Bio-Stun Field: | A + B |
| 4) Repluser Field: | B + C |
| 5) Spinning Trident: | X + Y + Z |
| 6) Sliding Spinning Trident: | Charge Back, Forward + Y |
| 7) Plasma Bolt: | Charge Back, Forward + Z |
| 8) Liquid Mode: | A + B + C |
| 9) Insult: | X + Z |
| 10) Throw: | Towards + Y or Z |

Xavier



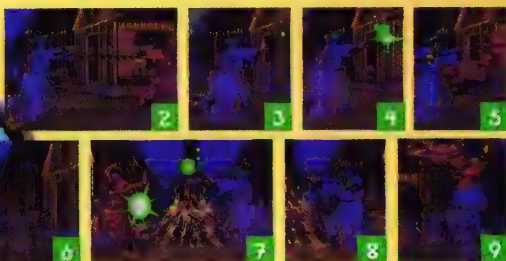
Full Name:
Xavier Pendragon
Occupation:
Warlock/Alchemist
Time Period:
1692 A.D.
Fighting Style:
Hapkido Cane Fighting

Bio:
Xavier's only interest was Science. After failing at blacksmithing, he decided to try his luck at Alchemy. As his powers of Alchemy improved and grew strong, he decided to crack the formula for turning lead into gold. Instead of reaching this goal, he created a clean burning source of energy...eternal power. While all based on real science, the townspeople believed Xavier's powers stemmed from witchcraft. Before he could document his findings, the people of Salem burned him at the stake for being a Warlock.

		STANDARD ATTACKS					
MOVE	DIRECTION	BUTTON					
		X	Y	Z	A	B	C
STANDING		[Image]	[Image]	[Image]	[Image]	[Image]	[Image]
DUCKING		[Image]	[Image]	[Image]	[Image]	[Image]	[Image]
JUMPING		[Image]	[Image]	[Image]	[Image]	[Image]	[Image]
JUMP TOWARDS		[Image]	[Image]	[Image]	[Image]	[Image]	[Image]
CLOSE		[Image]	[Image]	[Image]	[Image]	[Image]	[Image]

SPECIAL MOVES

- | | |
|---------------------|--------------------------|
| 1) Dragon Trap: | Charge Back, Forward + Z |
| 2) Snap Back: | Charge Back, Forward + X |
| 3) Identity Change: | X + Y + Z |
| 4) Midas Touch: | Charge Back, Forward + Y |
| 5) Attract & Smack: | A + B + C |
| 6) Swap Spell: | X + Y |
| 7) Confusion Spell: | A + C |
| 8) Insult: | X + Z |
| 9) Throw: | Towards + Y or Z |



Slash

Full Name:
Slash
Occupation:
Prehistoric Hunter
Time Period:
50,000 B.C.
Fighting Style:
Pain

Bio:
Though the greatest hunter and fighter of his clan, Slash's most valuable asset was his early intelligence. But the clan resented that intelligence. He approached the elders with several plans, including one for agriculture, that would save his clan from the drudgery of the eternal hunt; the elders refused all his ideas. One day Slash spoke out against his elders. They proclaimed him evil and the clan stoned him to death.



		STANDARD ATTACKS					
MOVE	DIRECTION	BUTTON					
		X	Y	Z	A	B	C
STANDING		[Image]	[Image]	[Image]	[Image]	[Image]	[Image]
DUCKING		[Image]	[Image]	[Image]	[Image]	[Image]	[Image]
JUMPING		[Image]	[Image]	[Image]	[Image]	[Image]	[Image]
JUMP TOWARDS		[Image]	[Image]	[Image]	[Image]	[Image]	[Image]
CLOSE		[Image]	[Image]	[Image]	[Image]	[Image]	[Image]

SPECIAL MOVES

- | | |
|------------------------------|--------------------------|
| 1) Massive Club Swing: | X + Y + Z |
| 2) Double-Footed Swing Kick: | A + C |
| 3) De-Claw: | Charge Back, Forward + Z |
| 4) Power Thud Club Swing: | Y + Z |
| 5) Spinal Crush: | Forward + Y |
| 6) Running Head Butt: | Charge Back, Forward + C |
| 7) Bat Back Projectile: | X + Y |
| 8) Insult: | X + Z |
| 9) Throw: | Towards + Y or Z |





FIFA International Soccer:

Another Sure-fire Winner From EA Sports

- **Cart Size:** 16 Meg with Passwords
- **Style:** 1 to 4 Player Sports
- **Created by:** EA Sports
- **Available:** Now on Sega Genesis

- **Special Features:** Passwords, 3-button control & 4-Way Play, compatible 40 International teams, FIFA licensed

▶ **THE BOTTOM LINE** **8.5**

Player Moves



- 1) Diving Header
- 2) Bicycle Kick
- 3) Sliding Tackle
- 4) Throw in

1 Headers = A, B, or C when ball is high in the air.

2 Bicycle Kick = A, B, or C when ball is in the air.

3 Slide Tackle = A Button

4 Throw = B + C



Goalie Moves

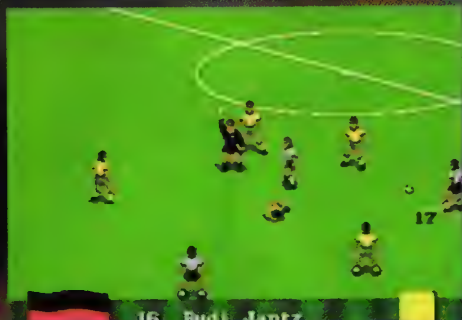


- 1) High Moving Save
- 2) Throw
- 3) Low Catch and Throw
- 4) Low Dive

Unbelievable Diving Saves!

Throw = Press A

Kick = Hold A or Press C then A



Get a little too rough and earn a yellow. Get a red card and you're ejected and your team plays short.



Use the Direction Box to accurately place your throw in.



You might not be aware that Soccer ranks as the world's favorite sport. And this Spring the World Cup will be held in the U.S. for the first time. So EA Sports lends us a hand by helping to update our Soccer skills before the big event.

This cart has all the basic rules of soccer, including yellow and red cards. But you'll have to do your own homework on the game rules, as we just have enough room to tell you about the features. First, it's licensed by the Fédération Internationale de Football Association (FIFA). That translates into 40 real team line-ups and 40 real players from the FIFA association. The real teams and players that you use will have a chance at the cup.

... a must-have for any sports fan. Unbelievable!"

Now that you've got an idea what you're dealing with, here's the low-down on how it all works. Choose an Action or Simulation-style game in Exhibition, Play-off, Tournament or League mode with up to eight teams. From here, choose your team's coverage, strategy and formation. Using these controls, you can create a team that's pure defense or a real scoring machine.

The essence of this new edition to the EA Sports line-up is the animation. The realism is unsurpassed. The players take on an almost life-like existence. Not only can they do headers, slide tackles and bicycle kicks, they can also shove opponents, back-heel and chest the ball. All these elements make the game easy to control and a wonder to watch. ■



Let the celebration begin.



FIFA Soccer has a got a season option, as well as tournament or play-offs. You got what it takes?



Options

Choose your skills.

Check your shots and saves.

ROSS, THE REBEL GAMER

Concept: 8 "Soccer is no newcomer to video games, but waiting for EA Sports to make one was well worth it. The players' animation is phenomenal and the scaling on the shots couldn't be better, though I'd like to see more detailed players. The roaring of the crowds blew me out of my chair!!

Graphics: 9

Sound: 10

Playability: 9

Entertainment: 10

OVERALL: 9.75

With a style similar in all EA Sports games, the player control is simple to pick up. I thought FIFA was going to be like other soccer games I've played...I was wrong again. I was almost immediately addicted to it and couldn't stop playing."

ANDY, THE GAME HOMBRE

Concept: 9 "For the last few months, we've been bombarded with soccer games and they've all basically stunk. Out of the blue, FIFA Soccer shows up on our doorstep. It's awesome; a perfect mix. The players look cool and are perfectly animated in classic EA style. With moves that are actually easy to control, this game is nothing but fun. Passing could be a little tighter, otherwise this game plays great. Plus, it's got the best crowd I've heard on any cart; chanting, screaming...it's killer. If you're a EA Sports fan, even if you don't like soccer, you have to play FIFA International Soccer."

Graphics: 9

Sound: 9

Playability: 9.5

Entertainment: 9

OVERALL: 9.25

PAUL, THE PRO PLAYER

Concept: 8 "Soccer doesn't have the wide-spread popularity in the U.S. compared to its fanatic following in Europe and South America. And the carts that are around are mediocre, at best. But this will please soccer fans and sports freaks alike. FIFA combines the quickness of NHLPA with the strategies of Madden. When they say, "It's in the game", it truly is. The animation, sound and play are fantastic. FIFA requires precise control and quick reflexes, which I love in a sports cart. With 4-way playability and remarkable realism, this is a definite must-have for any sports fan. Unbelievable!"

Graphics: 9

Sound: 9.25

Playability: 10

Entertainment: 9

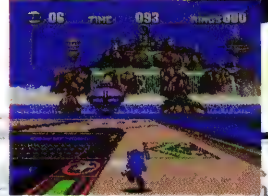
OVERALL: 9.25

Options

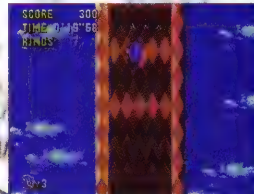
- Team Formations:** Set the number of players in each line.
- Team Strategy:** Choose from six plans of attack.
- Team Coverage:** This designates the area of the field each player group will cover.
- Substitutions:** Change players with stats in 13 different categories.

Sega's Mascot Makes it to the CD...Finally!

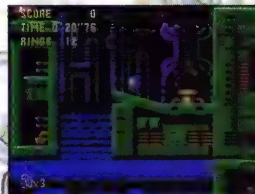
SONIC CD



New Special Stages.

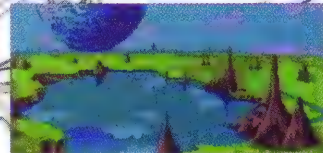
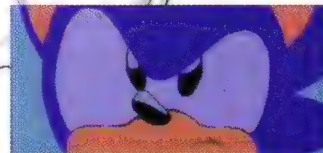
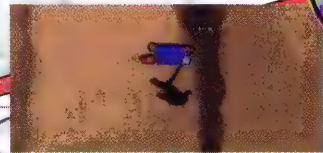


New Super Loops!



What? A mini-Sonic!

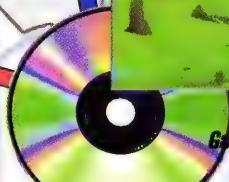
Cool opening sequence



November 23, 1993 was a very blue day for the people at Sega of America... blue, as in a speedy, little hedgehog named Sonic. Sonic Mania Day marked the world-wide release of new Sonic games for all Sega formats. They introduced *Sonic Chaos* for the hand-held Game Gear, the pinball-like *Sonic Spinball* for Genesis and, to top it off... the one we've all been waiting for... *Sonic CD* for the Sega CD! And they pulled out all the stops to bring us his biggest adventure yet.

Sonic and Princess Sally are off to Never Lake to view the tiny Little Planet that orbits Mobius which only appears once a year. It's been said this planet is full of space continuum warps that alter and bend time. They discover the tiny sphere has been tethered and transformed into Robotnik's latest fortress. Before Sonic can blink an eye, Doc's Metallic Sonic swoops by and kidnaps Sally. Sonic is in for a tougher adventure than he planned for. Now he must collect the seven Time Stones or Robotnik will succeed in altering time forever.

Sonic CD takes you through seven zones, comprised of three stages each. Each stage is full of time warps through the Past, Present and Future, and a Bonus Round (provided you collect 50 rings). The familiar Sonic moves are back, like the Spin Attack and the Super Spin Dash, as well as the new Super Peel Out and Super Grip. The best additions are the game save and the cool Time Attack mode that lets you beat the clock or beat a friend through any zone. Got a Sega CD? Get *Sonic CD*.

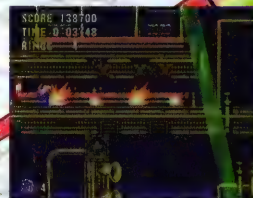




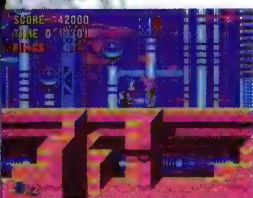
You must save the Damsel in distress



Time Attack.



Now that's fast!

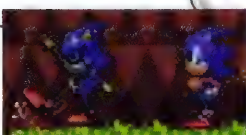


Sonic's found his true love.

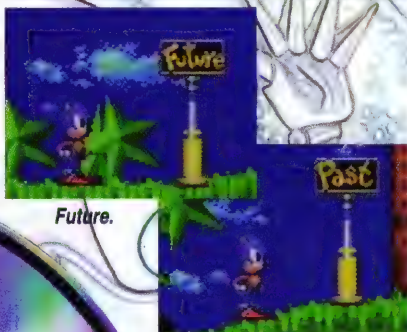


Trouble in paradise.

- **Style:** One-player adventure
- **Special Features:** Game save feature
Competitive "Time Attack" mode
Eye-popping graphics & QSound® audio
- **Levels:** 60+ levels of time travel; bonus levels
- **Created by:** Sega of America
- **Available:** Now for Sega CD

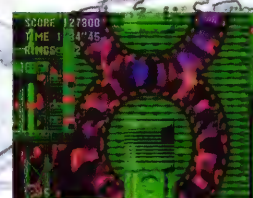


Cyber-Sonic



Future.

Past.

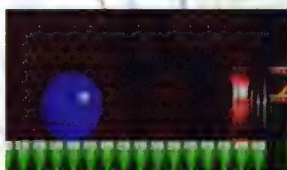


Hey look, it's a Sonic washer.

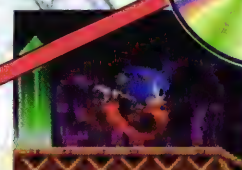


In the Wacky Workbench Zone, the ground becomes electrified and sends you high into the stratosphere.

▶ THE BOTTOM LINE **8.5**



Super Spin Dash: Stand still, then Up + any button to charge



Super Peel Out: Stand still, then Up + any button to charge

ROSS, THE REBEL GAMER

Concept: 8 "Sonic is back with a vengeance. It's a great idea to give him more human qualities, such as having a girlfriend and caring about the planet. I usually enjoy the way games translate to CD, and Sonic is no exception. With their **Playability:** 8 up-graded graphics and sound quality, CDs will soon overshadow the originals, in my opinion. The overall gameplay is similar to the original, but the boards are much larger with even more interesting items. The Robotnik stages are easier than in the original, which bites. Regardless, Sonic is a welcome addition to any interactive CD collection, and a real treat for Sega CD players."

OVERALL:
8.75

RICK, THE VIDEO RANGER

Concept: 8.5 "High-end evolution gives Sonic the power to time travel, do Mario Kart-style bonus levels, and speak in a human voice. He does all this and more to CD quality music; against backdrops that can only be found on disc. Sonic handles smoothly with a couple of annoying exceptions. In the **Playability:** 8 cartridges, Sonic is always spinning when airborne. In the CD, you may bounce off a spring and not be able to spin until you landed, which sometimes leads to an untimely demise. This game is a bit too easy, with enemies too few and far between, but it's definitely a worthy effort from Sega."

OVERALL:
8.75

PAUL, THE PRO PLAYER

Concept: 7 "This is one I've eagerly awaited, since I had so much fun with Sonic **Graphics:** 9 2. The bonus stages are really cool and go beyond those on Sonic 2, but the overall look is not much different. Yeah, Sonic is a little bigger and he has some CD pizzazz, but I expected more. The control is **Playability:** 8 great, and the Past, Present, Future warps are awesome. The sound is, of course, great quality but kinda' hokey. It's a bit on the easy side and the save feature makes it even easier. Sonic has some new, cool levels and cinematic clips that should impress most players, but I'm still a bit disappointed."

OVERALL:
8

A New, Polygon Frontier for the Sega CD

SILPHEED

- **Cart Size:** 1
- **Style:** 1-Player Space Shooter
- **Special Features:** Polygon graphics and depth control
- **Levels:** 2 difficulty levels & 5 continues
- **Created by:** Sega
- **Available:** Now

In the year 3076, an unknown solar space force fleet began attacking the colony planets. The galaxy Union computer network, based on the mother planet Earth, has been hijacked by a terrorist known only as Zakarte. Piloting the SA-77 Silpheed, the Colony Galaxy Fleet begins it's 64 light year journey toward the solar system to the Mother planet Earth and to their final confrontation with Zakarte. Bogeys are approaching from every side. One last check and all systems are go. Proceed with caution...This is *Silpheed*, an impressive new shooter for the Sega CD.



Zakarte

Your spacecraft is armed with a selection of devastating weapons. The main arsenal includes a Forward, Wide, Phalanx or Auto-aiming beam. These are supplemented with

Graviton bombs, Electro-magnetic defense, Photon torpedoes and an Anti-matter weapon. If the action gets too heated, there are two levels of difficulty and a limit of five continues.

Hyped as Sega's answer to the popular *StarFox*, *Silpheed* offers up huge polygon graphics and smooth animation in this intense space shooter. There are twelve fast-paced stages leading up to the final battle with Zakarte, each bracketed with amazing cinematic scenes and actual voice-overs. No argument here, *Silpheed* is a joy to look at and listen to. Can it measure up to *StarFox*? We'll let you be the judge.

▶ THE BOTTOM LINE **8.5**

ROSS, THE REBEL GAMER

Concept:	7	"Silpheed's concept isn't new, but the graphics make up for any lack of originality. Sega CD's sound quality improves with each new game and, with playability not far behind SNES games produced with the SFX chip, Silpheed plays great. Silpheed breaks the mold of monotonous shooters, with its fantastic cinemas screens. Even if your not a shooter fan, you'll love Silpheed."
Graphics:	8	
Sound:	8	
Playability:	8	
Entertainment:	7	
OVERALL:	8	

RICK, THE VIDEO RANGER

Concept:	8	"I first heard about Silpheed a year ago and, after finally seeing it, all I can say is, Wow! Silpheed uses the Sega CD capabilities as they were meant to be used. The graphics include massive polygon figures like star ships that look like they're from Star Wars; with scaling and rotating characters at dizzying speeds. The sound would score a ten, except for the lame "Game Over" voice. As for game play, it's simple but very responsive. I loved Silpheed."
Graphics:	10	
Sound:	8	
Playability:	8.5	
Entertainment:	8	
OVERALL:	9	

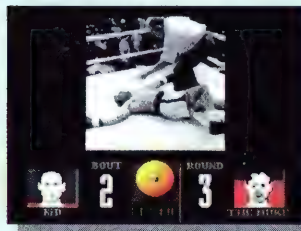
ANDY, THE GAME HOMRE

Concept:	8	"Silpheed is an incredible game, yet it seems to lack those finishing touches. The backgrounds are awesome, with huge, highly-detailed spacecraft. But when you die, the screen just turns red....that's it! And there's the sound; huge explosions, spectacular voices and intense music. Then you die with an explosion out of Atari 2600's Combat. What gives? This is a great game, but why not put in the extra time and effort. If Sega wanted to make an impact, drop the perspective so players experience the action. Silpheed is good, but it's no StarFox. Sad part is, it could have buried Starfox."
Graphics:	8	
Sound:	8	
Playability:	8.5	
Entertainment:	8	
OVERALL:	8.5	

Genesis At a GLANCE™

Variety is the spice of life, and that's certainly what's in store for Genesis owners. Here's just a few of the titles headed your way...

PRIZE FIGHTER



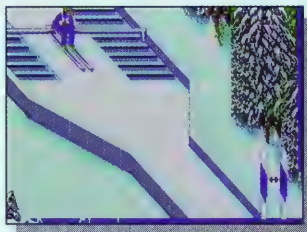
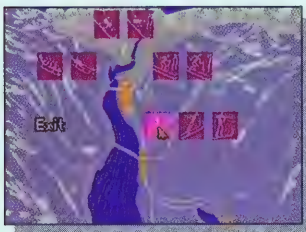
Prize Fighter

— Sega of America

Sega CD Available: Now
1 Player Interactive Video
Boxing

A Digital Pictures production, *Prize Fighter* blends the sports action of boxing with the drama of Hollywood. This first-person, black and white interactive film was directed by Ron Stein, the man behind the fight scenes in *Raging Bull* and *Rocky III*, and features boxing legend Jean LaBelle. Jump into the ring with four live-actor champion fighters and go for the title.

WINTER OLYMPIC GAMES

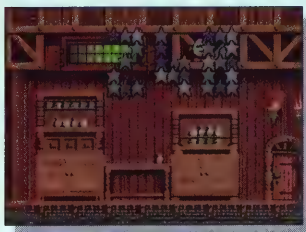


Winter Olympic Games — US Gold

Available: Now 1 to 4-Player Sports

From the makers of *Olympic Gold: Barcelona 1992* comes an officially licensed version of the 1994 Winter Olympics. Compete in ten Olympic events including Downhill Skiing, Ski Jumping, Giant Slalom, Slalom, Moguls/Freestyle, Biathlon, Bob sleigh, Luge, Speed Skating and Super G. All events are designed from the actual Olympic venues at Lillehammer, home of the '94 Winter Olympics.

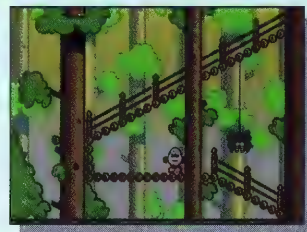
FANTASTIC ADVENTURES OF DIZZY



Fantastic Adventures of Dizzy — Code Masters

Available: Now 1-Player Strategy/Adventure

Code Masters is back, this time bringing *Dizzy* to the Genesis on their own. The Evil Wizard, Zaks has cast a spell that's turned all the creature in Dizzy's homeland into fiends. And, he's taken Dizzy's girlfriend, Daisy. Look's like Dizzy 's up the creek. (Also available on Game Gear).



BLADES OF VENGEANCE

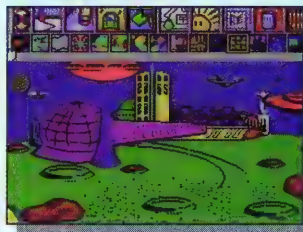


Blades of Vengeance — Electronic Arts

Available: Now 1 or 2-Player Simultaneous Action

The kingdom has been conquered by Mannax, the Dark Lady. You must stop her at all costs. Choose between three powerful characters to take on your quest to save the kingdom. Travel alone or with a friend through eight levels of fantasy and danger. Can you save the kingdom?

FUN N' GAMES



Fun N' Games — Tradewest

Available: Now 1-Player Family Entertainment

Looking for a break from everyday video games? *Fun N' Games* from Tradewest offers four-games-in-one, featuring *Magic Picture Machine*, *Mini Games*, *Stylin' Stuff* and *Mix 'N' Match*. Paint, play, or design; it's all family fun and it even carries the Good Housekeeping Seal of Approval.



SCIENTIST
Health: Low
Speed: High
Wisdom: High
Weapon: Machine Gun
Ammunition: Double Shots (shots pass through monsters)
Weapon Damage: Low
Max. Weapon Power: Single
Special Abilities: (1) First Aid, (1) Repel Monster

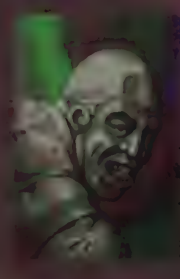
GENTLEMAN
Health: Low
Speed: High
Wisdom: High
Weapon: Flame Pistol
Ammunition: Flame bursts (shots pass through monsters)
Weapon Damage: Low
Max. Weapon Power: Double
Special Abilities: (4) Map, Distract Monster, Repel Monster, Party Power



BRIGAND
Health: Average
Speed: Average
Wisdom: Average
Weapon: Rifle
Ammunition: Single Bullets
Weapon Damage: Average
Max. Weapon Power: Quadruple
Special Abilities: (3) Shot Burst, Molotov, Distract Monster

Hard Nailed Mercenaries for Hire

NAVVIE
Health: High
Speed: Low
Wisdom: Low
Weapon: Cannon
Ammunition: Large single shells
Weapon Damage: High
Max. Weapon Power: Quadruple
Special Abilities: (2) Dynamic, Shot Burst



TRU
Health: High
Speed: Low
Wisdom: Low
Weapon: Shotgun
Ammunition: Multiple small shells
Weapon Damage: High
Max. Weapon Power: Wide Scatter
Special Abilities: (2) Molotov, Air Burst

MERCENARY
Health: Average
Speed: Average
Wisdom: Average
Weapon: Rolling Gun
Ammunition: Multiple small bullets
Weapon Damage: Average
Max. Weapon Power: Wide Scatter
Special Abilities: (5) Bomb, Ground Mine, First Aid



GAME INFORMER
ONE ON ONE
 SYSTEM MATCH-UP
 GAME INFORMER

Restore the Past to Save the Future in SOLDIERS OF FORTUNE

The year was 1887, when a string of odd and unexplainable occurrences erupted throughout Great Britain and the mainland of Europe. Unknown life-forms began emerging. Landscapes surged as if they were living, breathing creatures; reforming their mass. Inanimate objects suddenly took on a life of their own, wrecking havoc and devastation. The source of this confusion could be traced to the remote moors south of Cornwall. Here, deep in the bowels of his foreboding mansion, worked the greedy Baron Fortesque, whose thirst for power drove him to the creation of a steam-driven engine that could transmute matter. With its ability to alter time and space, the machine bred chaos, taking Fortesque down in the process.

The scientist behind the original plan for the machine escaped the mansion and spread the word of its existence. A group of mercenaries was summoned to destroy the Chaos Engine and end its reign of turmoil. The plan would involve a journey through mutated forests and into the mansion's Hall of Machines. Only two soldiers would be able to enter the mansion undetected. Each soldier possesses unique strengths and weaknesses, as well as their own motive for making the journey, your choice is crucial. The Chaos Engine must be stopped, or you must die trying.

- **Setup:** 1 or 2-Player shoot em-up adventure
- **Special Features:** Limited continues & passwords, 6 guns-for-hire
- **Levels:** Four 4-level worlds
- **Created by:** Spectrum HaloByte
- **Available:** Now on Super Nintendo & Sega Genesis

► **THE BOTTOM LINE 7.75/7.5**



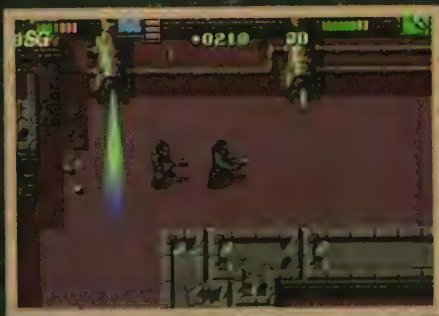
Choices, choices, choices.



Watch these guys; they're quirky and can jump over walls.



Finally... the exit.



Steam!



Pick your exit to choose your destiny!



Spiders abound in Fortesque Mansion.



Pick the key on the left for prizes and food; pick the one on the right for some angry enemies.



Complete mayhem!



Pick up the Party Power icon to give all players super speed and power for five seconds.



Find the Map icon for good, overhead look at the level.



Find and activate Nodes on each level to open the exit.



Prizes, Prizes, Prizes!

	ANDY, THE GAME HOMBRE		RICK, THE VIDEO RANGER		PAUL, THE PRO PLAYER	
Concept:	7.5	7.5	7	7	6	6
Graphics:	8	7.75	7.5	7.5	8	8
Sound:	8.5	8	7.5	7	8	7
Playability:	7.5	7.5	8.5	8.5	8	8
Entertainment:	9	9	6.5	6	8	8
Overall:	8.25	8	7.25	7	7.75	7.5
	<p><i>"This game is a mix of Heavy Barrel and Ikari Warriors; an idea that's been done before, but not for a long time. The graphics include excellent backgrounds and decent animation, but it's kinda stupid that the enemies have better animations than the players. Playing this game is very difficult, mainly because you can't walk and shoot at the same time and the movement is slightly chunky. While it lacks some play control, it provides a frustrating challenge; make one false move and it's certain disaster. Soldiers of Fortune is a good game, very similar to GODS."</i></p>		<p><i>"Soldiers of Fortune is similar to Mercs or Contra 3. I like the ability to move all over the screen and the 2-player option. This game looks easy at first, but the action progresses rapidly and just staying alive is a challenge. The hired guns of this game are well-detailed and the scenery looks good. The responsiveness of the player and weapon control is the best part of both versions. Technically, Soldiers of Fortune is a very good game. I just didn't find it much fun to play. I would recommend it for Action/Shoot'em-up fans."</i></p>		<p><i>"Don't confuse this game with Universal Soldier, because it's far better. It reminds me of Heavy Barrel in the arcade, with that top view and vertical/horizontal scrolling I enjoy in this style of game. The SNES game is more colorful and sounds a bit better, but both versions are almost identical. The game is huge and challenging, so it's not one to breeze through in an hour. And, since you're a mercenary in this one, you've got to collect the cash to get cool power-ups and other extras. It's nothing new but, considering the long levels, it's almost an epic."</i></p>	

Ninja Gaiden:

The Legacy of a Teenager Lives On As a Classic



His destiny had been sealed thirteen years earlier, when his father fell at the hands of the Bloody Malth. It was time for Ryu to travel to America; to seek out Dr. Walter Smith and unravel the truth behind his father's death. And to put an end to the evil that was set in motion on that fateful day in that Amazon jungle. Many challenges and surprises lay in wait. The time of the Dark Moon was drawing near.

Tecmo became one of the pioneers in shaping video games of today with their release of *Ninja Gaiden*. This ninja action-adventure, based loosely on the popular arcade coin-op, was the

first to employ the use of cinemagraphic scenes between levels. This story-telling feature unravels the plot as players progress through the game, giving the characters a new-found depth.

In addition to the cinema scenes, *Ninja Gaiden* is rich with challenging levels, tough bosses, cool maneuvers (like the wall-spring climbing jump), tons of hidden items and power-ups, and a surprise ending that makes defeating the game all worthwhile. If you haven't experienced this legendary game for yourself, it might be time to dust off your 8-bit Nintendo and give it a whirl. And may the spirit of the Dragon be with you!

- **Style:** One-player Ninja action
- **Special Features:** Cinema-like plot intermissions. Unlimited continues
- **Levels:** 6 acts; 20 stages
- **Created by:** Tecmo for Nintendo Entertainment System

► **THE BOTTOM LINE** **6.5**



Level 1 is easy, but don't let that fool you. This game gets hard.



One of the first tricks you must learn is the wall climb. Simply jump out, then back to the wall



Run straight at these guys and you'll get them before they get you.



Between each level you're treated to animated sequences that unravel the story.



ANDY, THE GAME HOMBRE

Concept: 8 "It's been a long time since I played this game. The second I started playing I remembered everything; all the little tricks needed to finish each level and how to do 'em. That's the mark of a good game, when you can pick it up four years later and still blow through it. Not because it's easy, but because you spent so much time figuring the curse'ed thing out. The animation sequences are cool and the graphics measure up to any 8-bit game today. While different from the arcade version, it's still quite a NES game."

OVERALL:
7.75

ROSS, THE REBEL GAMER

Concept: 8 "When *Ninja Gaiden* hit the shelves, it was one of the best Arcade-style games for the NES, and still is. With great graphics throughout, it was destined to be one of the greats upon which everyone else tried to improve. The cinemas between levels have yet to be topped by any NES game since. The one problem this game has is in its playability. The main character is a ninja, trained in both martial arts and assassination, who should be virtually unstoppable. Unfortunately, that invincible quality just doesn't come through."

OVERALL:
7.25

PAUL, THE PRO PLAYER

Concept: 1 "When this game first came out I assumed it was the arcade translation...wrong. Since then, I've felt the 8-bit version was lame. The arcade version was awesome, and this isn't even close. For what it was, and is, *Ninja Gaiden* is a non-stop hack-and-jump game. There are items galore, and cool bosses. And the overall look and animation were good for their time. I guess I'm still bitter, so I'll leave this version in the attic...and play the real arcade version on the Lynx."

OVERALL:
5

WIN! The Ultimate Gaming Rig!

PANDEMONIUM
INCORPORATED

OVER \$18,000⁰⁰ IN PRIZES!



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

Video Game Contest. Play any 16-bit game you want with this line-up: Neo Geo Gold, Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer and Panasonic 3DO (not shown). Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor,

130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. This rig will blow you away (literally)!! You'll not only see but feel it too!

We're talkin' GAMING HEAVEN!

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

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

Mystery Word Grid

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

WORD LIST and LETTER CODE chart

ENTRYW CHASE.....G WINGSP STORME
 MAJORH MICRO.....M DREAM.....R NINJA.....B
 METERF QUEST.....O TURBO.....T RULER.....S
 RANGEA TOWERJ FLINT.....U HEAVY.....Z

MYSTERY WORD CLUE: WORLD RULERS HAVE IT, IT COMES OUT OF AN OUTLET AND IN THIS CONTEST YOU HAVE IT!

Yes!

ENTER ME TODAY, HERE'S MY ENTREE FEE:

- (\$3.00) Video Game Contest
- (\$3.00) Media Rig Contest
- (\$5.00) SPECIAL! Enter Both (SAVE \$1.00)

Name _____

Address _____

City _____

State _____

Zip _____



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CLIP AND MAIL

TECH TALK™

The Latest in Video Game Hardware & Software

It's the Next-Best Thing to Being There

Fans of video golf games now have a reason to celebrate. **Sports Sciences Inc.** has recently introduced a golf club controller, **Tee V Golf™**, designed to bring more realism to your favorite games. Using LED technology, rows of sensors read a light source within the club to measure the

speed and direction of your swing. Originally designed for use with computer golf games, the company has created a version for the Sega Genesis system. The controller consists of a short 26" club, a base unit and one adapter module for EA Sports' *PGA Tour I & II*. **Tee V Golf™** is powered by two AA batteries and retails for around \$149.99. An additional module for Accolade's *Nicklaus Power Golf* is available for \$19.99, with other modules planned for the near future. ■



Power Up Your Favorite Controllers

Tyco Industries, a name long associated with toys, moves into the realm of video games with their new **Power Plug™**. This little gem turns your favorite Super NES or Genesis controllers in to supercharged gaming weapons. The Power Plug connects easily into either controller port. Then, simply plug your controller into the Power Plug. Now you can attribute a variety of features to the buttons of your standard controller. This peripheral lets you turn any button into a Turbo or Auto-Fire move. The Power Steering smoothes out the rough spots, or use Slow Motion to moderate the action. One of the coolest features is the Thrash Button, which lets you assign a host of pre-programmed moves to a single button, or use the Pro Thrash to record your own combinations. Tyco's Power Plug is available for both SNES and the Genesis for around \$30 - 40. ■



Keeps Those Discs Clean!

Naki Industries, the company behind the popular **Eliminator** cleaning systems for a variety of game systems, has recently introduced a new version for the CD ROM platform. The new **Eliminator CD-ROM Kit™** includes a special CD used to clean the game system's lens, and a hand-held, mechanically operated wet cleaning unit for the discs themselves. The Eliminator is designed to work on the Duo System, the Sega CD, Philips CD-I and any computer CD-ROM-type media, as well as on audio CDs. It retails for around \$14.95. ■



Visions of Reality Becomes a Reality

Visions of Reality has pulled together the talents and technology of leaders in the field of virtual reality to create a line of games for location-based entertainment centers. Visions of Reality, Inc. is the brain-child of Dan K. Rice, who developed the concept and pulled together industry players **Kaiser Electro-Optics Inc.**, **Silicon Graphics Inc.**, **Gemini Technology Corporation** and **Sense8 Corporation** to develop the most realistic "video games" the industry has ever seen.

Using Kaiser Electro-Optics proprietary vision immersion technology (VIM) and their VIM Personal Viewer™ headgear, the VOR products use Silicon Graphics hardware to integrate the software with the VIM headgear. Currently, Gemini Technology Corp. is

developing applications software for the first VOR game and Sense8's WorldToolkit will enable developers to more easily build real-time virtual reality applications and graphics simulations for future software.

In addition to the lightweight headgear, VOR has developed a pod that will house a Silicon Graphics computer running a 3-D, interactive game. The first, yet unnamed game will be a space travel/adventure game.

Visions of Reality plans to introduce their product late in

1993, and will install it in amusement centers

in early 1994. In addition, the company is building a VOR Entertainment Center that will house 30 pods, networked into five groups of six, allowing players to compete against one another. The first VOR Entertainment Center will be located in Orange County, California. ■



Atari Stalks the Top Slot With Their 64-bit Jaguar System

By Andrew McNamara

Price: \$249.95

Pack- In: Cybermorph, One controller

After all the hoopla, Atari finally unveils the long-awaited Jaguar. This system emerges with an impressive list of credentials, yet it's facing a lot of speculation. The Atari Corporation was once a giant in this industry, but their inability to support the Lynx has left a sour taste in consumers' mouths. The Jaguar unit itself certainly has the power to rise to the top, but to become a viable player in today's market, Atari will need strong third party support.

The hardware is impressive. In an attempt to leapfrog the competition, it utilizes 64-bit technology. The 64-bit bus (basically the highway on which all information is transported) can move over 100 megabytes of information per second, compared to the two megabytes of information per second capabilities of a 16-bit machine. This significantly increases the speed and execution of the graphics and animation.

At the heart of the Jaguar are five processors; three for graphics, one for sound, and one for secondary functions. The graphics set consists of a 64-bit RISC-based GPU (Graphics Processing Unit), a Blitter/ Shader, and an Object Processor. The GPU is responsible for complex 3D imaging and other high-speed animation. The Blitter/Shader works in tandem with the GPU and Object processor to render and move on-screen objects. and, as the name implies, the Object Processor moves individual sprites on the screen like the characters or objects you interact with. The sound chip

is a 32-bit DSP (Digital Signal Processor) that boasts 27 MIPs (Millions of Instructions Per Second) and 8K of internal SRAM for CD quality sound capable of human voice. The final processor, an MC68000 (of Genesis fame), is used for secondary functions such as joystick commands.

These processors add up to a machine possessing on-board light source shading, morphing, texture mapping, transparency, and warping. These effects can create some pretty impressive games, but that's in the hands of the programmers. Hopefully, with dedication and hard work, they'll be able to break new ground and position the Jaguar as the super system it is. But there's

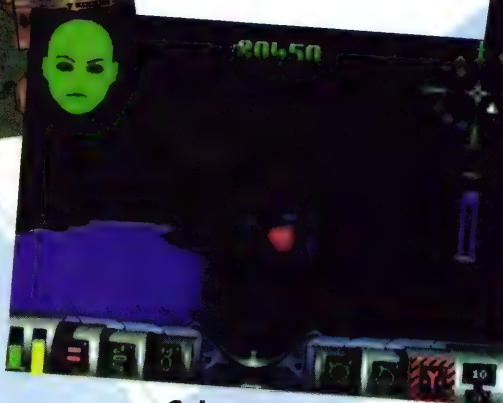
another obstacle that needs to be addressed first.

The 17-Button controller (three action, two select & a 12-Button keypad) is better than we suspected, but is still behind the times. It takes at least six action buttons to please today's gamer, so a controller should be the first thing on their list of peripherals; it's not. Instead, Atari has a Double-speed CD-ROM (est. \$200), modems, VR devices, and video compression carts in the works.

Hopefully, with all these exciting add-ons available, Atari will finally get back into the pack (and maybe revive the incredible Lynx). The deciding factor is whether the Jaguar can attract third-party developers. Atari claims to have signed twenty, but that remains to be seen. If you're willing to take a chance, the Jaguar might be the one to make. The hardware will impress you and the price point is about right. The decision is yours. ■



Raiden®



Cybermorph™



Crescent Galaxy™

GAME GENIE SWAP SHOP

Win a Game Genie of your choice!

Welcome to the Swap Shop, the newest and hottest part of Secret Access. Now you can send and receive new and undiscovered Game Genie codes. When you need a code, send in a request and we'll put out an All Points Bulletin for an answer. Or, if you have Game Genie codes (and we know you do), send 'em in. If we print your code, you'll win a Game Genie of your choice. So everybody...let's get crackin' on some new codes.



Arcana - SNES

- 1D69-AF0D + 3C69-AF00** Start with 60,000 Gold
- B387-DF2** Level increases after every attack round for your entire group
- 828B-AF2E** Magic Points don't decrease

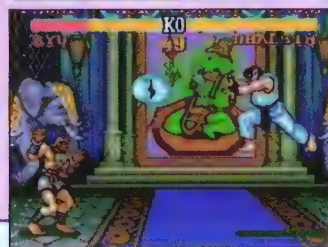
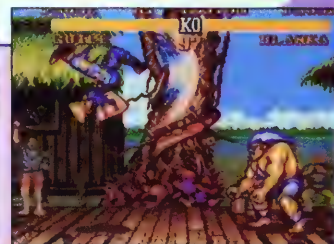
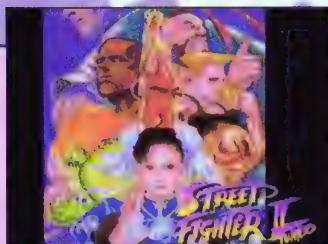
Chad Bory
Decatur, AL

Mortal Kombat - SNES

- 6D67-3F0D** Fight Reptile on Any Stage with a Double Flawless Fatality Victory
 - DDBE-C1C4F** Fast Code
 - 00BE-C1C4** Slow Code
- Shawn Guy
Cincinnati, OH

SF II: Turbo SNES

- DDF1-7D60** Some special moves can be done in the air
 - D071-E460** No charging needed for special moves
 - DD18-570D** First hit wins
- Bryan Moore
New Boston, MI



Super Mario Kart - SNES

- 00B6-44DD** Turn Donkey Kong Jr. into a red Yoshi
 - CD65-CD6F** Mode 7 disabled
- Sammuel Ellen

Battletoads - Game Boy

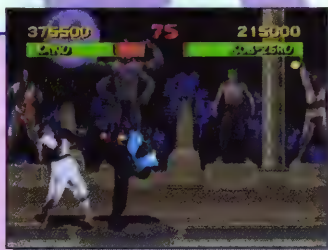
- BAE-ADD** Makes enemies super tough
 - BAE-OFF** Makes you super tough
 - 253-27D** Makes enemies invisible
- David Richardson
Hadley, PA

Kirby's Dreamland - Game Boy

- FA6-DBB-4C1** Infinite Lives
 - FA4-63B-4C1** Infinite Vitality Bars (except during end bosses)
 - 021-C0F-F72** Start with only two Vitality Bars
- Bryan Moore
New Boston, MI

Mortal Kombat SNES

- DDB4-DD07 + DDB4-DFA7** Turns sweat droplets red
 - 15CC-176F** Invisible Fighters
 - CB6A-44AF + D16A-47DF** Always fight in the bottom of the Pit. (Turn effects off if you are unable to hit opponent, then turn them back on after a round is over.)
 - D861-14DD** Start at Shang Shung
 - DC61-14DD** Start at Goro
 - F32C-4944** Cage's High Punch does more damage
 - DDBC-370F** First hit wins
 - CBBA-394F + D5BA-391F** Always fight Goro
- "The VidMan & Warlord"



Kirby's Adventure - NES

- AOVXIYGA** Start with 17 lives
 - YKNZZNYX** Start with more Energy
 - SZEPSVSE** Infinite Energy
- James Bibik

... All Points Bulletin ...

Got a fantastic Game Genie code? Send it in! Game players helping fellow game players; that's the general idea. The games we need codes for are:

Bart vs. the Space Mutants – Genesis

Ex-Mutants – Genesis

Tony La Russa – Genesis

Shinobi III – Genesis

Sonic Spinball – Genesis

Super Thunder Blade – Genesis

Super Mario Land 2 – Game Boy

Aladdin – Genesis

TMNT: Tournament Fighters – SNES, Genesis and NES

Sonic Chaos – Game Gear

Batman: The Animated Series – Game Boy

Ranger X – Genesis

We need your help!

Send your Game Genie codes and requests to:
(Don't forget to list your Game Genie of choice)

**The Swap Shop
Game Informer Magazine
10120 W. 76th Street
Eden Prairie, MN 55344**



...All Points Bulletin...All Points Bulletin...All Points Bulletin...All Points

Nigel Mansell Racing – SNES

E481-3467 Only one lap required on all tracks

DE62-0953 Start in Australia

FD62-0953 Start on extra course (stats are for S. Africa, but the course is different)

Humans – Game Boy

06D-609-D5A Start with six Humans

FA3-E9F-4C1 Infinite Humans, except when restarting a level

FA9-B7C-4C1 Infinite Timer

Prince of Persia – Game Gear

004-03B0-19E Infinite time

0A2-08F 19A 10-minute game

001-E9E-3BE Don't lose health units when you drop off some ledges. You lose additional units, but don't go below three

EXCLUSIVE CODES! STRAIGHT FROM GALLOP

Batman: Revenge of the Joker – Genesis

AAET-AAEY Infinite Lives

AM1A-AA8N Infinite life increments

AX2A-AA3J Capsules not lost when invincibility is used

Mortal Kombat – SNES

062A-3114 Scorpion's & Sub-Zero's Knees do more damage

062E- C54F Sonya Blade's Knee does more damage

042B-4134 Johnny Cage's low kick does more damage

Mortal Kombat – Genesis

A82T-B67C + A6JT-DA4E + RG2T-A6ZA Always fight Goro

A6LT-DYV8 Johnny Cage's Shadow Kick does more damage

A6PA-DYV4 Liu Kang's Special Flying Kick does more damage

Solar Striker – Game Boy

00C-D6F-3BE Infinite Lives

006-45E-C41 No loss of Power-Up when you die

035-0AF-E6E Start on Stage 3

Best of the Best Championship Karate – NES

SXVSAZVG Infinite Time (Round never ends)

PAOSUZIA Each match is one Round

OXNSGIUO + ZUNSIIZA
All physical types are 50
(Caution: causes graphic errors near the top of the screen)

Sonic the Hedgehog 2 – Game Gear

009 -04F-3BE Infinite Lives

3A7-E4C-2A2 Don't lose rings when hit

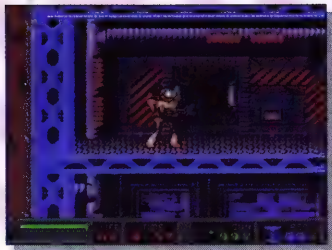
086-5ED-E6E Each ring worth 8 points

Robin Hood – NES

VAXEOLSA Infinite Hit Points for Robin in main combat

EYXAOPAL Infinite Hit Points for Robin in dueling combat

AASPIZPA Infinite Arrows



B.O.B. – SNES

To start with maximum shots for each weapon, just enter all 9's as your code. It will announce your password as invalid, but it won't matter. Just start the game as usual.

*Will Oliver
East Peoria, IL*

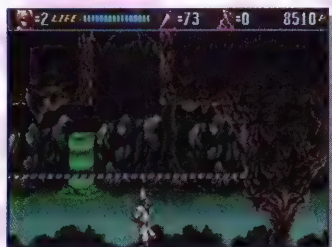


Captain Planet & the Planeteers – NES

Here are all the codes for each stage :

- World 1: **Inside** – 763754
- World 2: **Outside** – 955783
- Inside** – 637511
- World 3: **Outside** – 148574
- Inside** – 786565
- World 4: **Outside** – 920272
- Inside** – 799274
- World 5: **Outside** – 344551
- Inside** – 829443

*Leo Carbajal
Chicago, IL*



Shinobi III – Genesis

To increase your items and gain a free man on the first level, simply jump up at the end of each rope that you cross. You should find a passage leading upward where you will find two item boxes.

*Jordan Sinuear
Plano, TX*



Street Fighter II: Turbo – SNES

Having a little trouble using Balrog (probably the weakest of the World Warriors)? Here's an easier way to use his Turn Punch. Simply turn off two of the punch buttons by placing asterisks by them on the Option screen. Viola! One-button Turn Punch.

*Teresa Vanmeter
White Hall, IL*



Star Trek: The Next Generation – NES

Rank	Code
Ensign:	LORE
Lieutenant:	SELA
Lt. Commander:	SAREK
Commander:	SOONG
Captain:	VASH

*Franklin Daniel
Flowermound, TX*

Aladdin – Genesis

To skip levels or go straight to the end, simply pause the game and enter this code: A, B, B, A, A, B, B and A. Repeat this process for each level.

"The VidMan"

Tuff E Nuff – SNES

To access the bosses in this cool fighting game just go to the Scenario-select screen and press Left 3 times, Right 3 times, and Left 7 times. The "vs. CPU" option should be highlighted. Press Start to play.

If you wish to compete in the two-player mode as the bosses you must complete the code described above, then Reset your SNES. After you reset, return to the Scenario select screen and press Right 3 times, Left 3 times, and Right 7 times. If you did it correctly "1P vs. 2P" should be highlighted. Press start to play. Here are all the moves for the new characters

DOLF
Bazooka Shot: Down-Away C (Charge) 1 second, Toward + Punch

SIROU
Blue Flame: Down, Down-Toward, Toward + X

JADE
Crescent Rainbow: Down-Away C1, Toward + X

PLASMA FISTS: Down, Down-Away, Away + X

GAJET
Back Suplex: Away, Down-Away, Down, Down-Toward, Toward + X
Climax Uppercut: Down, Down-Toward, Toward + X

K's
Electromagnetic Storm: Down-away C1, Down, Down-Toward, Toward + X
Thrust Claw Dive: Away C1, Down-Away, Down, Down-Toward, Toward + X

BEANS
Rotorfist: Away C1, Toward + X
Knee Attack: Down, Down-away, away + X

REI
Mystic Orb: Down, Down-Toward, Toward + X

FLAME: Down, Down-Toward, Toward + Y

DRAGON ASSAULT: Down-Toward C2, Toward + X

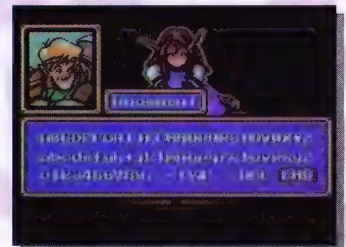
SNAKE LIGHTNING FIST: Down-Toward, Away + X

"The VidMan"



Jurassic Park – Genesis

To find out who programmed this Sega cart, just enter "FREIHEIT" as your password and get all the info. *"The VidMan"*



Shining Force – Genesis

This trick will let you name the characters you will encounter during your quest. Simply begin a new game and enter your name. Move the cursor to the End, and press and hold Buttons A, B and C on Controller Two. Now press Buttons A and C on Controller One. You should move on to the next character. Repeat the process to move from character to character.

*Philip Krynicki
Bahama, NC*



Pocky & Rocky – SNES

I found something on this cart that you might not know. Directly after you beat the first Boss, he will drop his basket. If you drop a bomb, the basket will explode and a cat will appear. This cat will leave you a handy 1-Up.

*Lee Elrod
Desoto, TX*



Goof Troop – SNES

Here are the passwords for all 4 stages:

Stage One:

Bananas/Red Diamond/
Cherries/Bananas/Cherries

Stage Two:

Cherries/Red Diamond/Clear
Diamond/Cherries/Bananas

Stage Three:

Red Diamond/Cherries/Clear
Diamond/Clear Diamond/
Red Diamond

Stage Four:

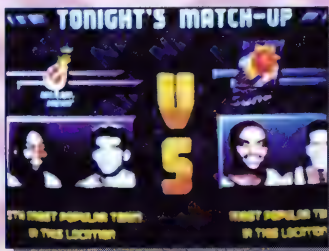
Bananas/Cherries/Clear
Diamond/Red Diamond/
Bananas

Rich G. Gibson
Bensalem, PA

Silpheed – Sega CD

This code will enable you to refill one shield unit every time you push the A Button on Controller 2: Press Right, Left, A, Right, Up, C, B, Down, Left, B, A, Up and Start during the Demo screen on Controller One.

To increase your Continues by ten, enter this code on Controller One during the Demo screen (this only works when you have only one Continue remaining): Right, Up, A, B, C, Left, Left, Down, C, A and Start
"The VidMan"



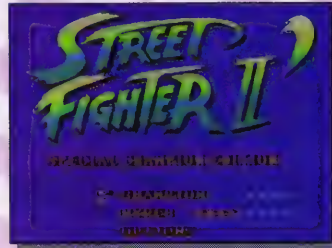
NBA Jam – Arcade

To enter the Tank Game, just hold down on the controller and all three buttons at the Match-up screen. If you survive for 60 seconds, your team will be awarded with power-ups.

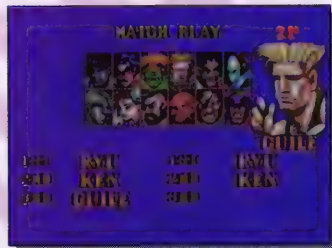
"The VidMan"

SF2: Special Championship Edition – Genesis

To disable all the normal moves on a 1-Player game, enter this code on Controller One when you see the Capcom logo: Down, Z, Up, X, A, Y, B and C. If you enter it correctly, you should hear Chun Li's laugh.



To increase the speed by five stars, just enter this code on Controller One as the buildings begin to fade during the introduction: Down, Z, UP, X, A, Y, B and C. If you enter it correctly, you should hear Zangief's war cry.



To play Character vs. the same Character in the Battle mode, enter this code on Controller Two at the Match or Elimination Mode Selection screen: Down, Z, Up, X, A, Y, B and C.

"The VidMan"

Super Empire Strikes Back – SNES

Here are all the passwords to this awesome SNES game.

NSRSCL: Luke in the Hoth Cave
WLJWDN: Han in Rebel Base
WBWHRW: Han Rebel Base Boss
HMGPWJ: Like in Snowspeeder
GLTTDJ: Luke in Dagobah
MCDGRJ: Han in Cloud City
NGMSJB: Han in Carbon Chamber
RLMSWJ: Escape from Cloud City
MBRCGB: X-Wing Fighter
SWPMSS: First Fight Darth Vader
Russell Wallenberg
Lemont, IL

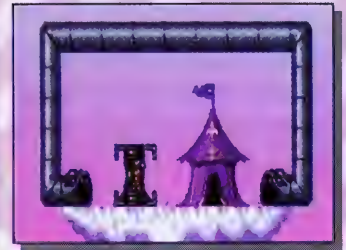


B.O.B. – SNES

Here are passwords for the first three worlds.

World 1: Level 4 – 171058
Level 7 – 950745
Level 10 – 472149
Level 13 – 672451
World 2: Level 1 – 272578
Level 4 – 652074
Level 7 – 265648
Level 10 – 462893
Level 13 – 583172
World 3: Level 1 – 743690
Level 4 – 103928
Level 7 – 144895
Level 10 – 775092
Level 13 – 481376

Jason Guynes
Plano, TX



King Arthur's World – SNES

Use this password to get to Cloudworld 8:



Mary Lou Clark
Woodhaven, MI



NBA Jam – Arcade

In case you didn't know there are eighteen hidden characters in NBA Jam. Some are programmers of the game and other players from around the Chicago area. To access them just enter their names and birthdates at the User Records screen.

Name	Initials	Birthdate
Mark Turmell	MJT	March 22
Shawn Liptak	SL	June 24
Tony Goskie	TWG	Dec. 7
John Carlton	JMC	Aug. 5
Sal DiVita	SAL	Feb. 1
Jon Hey	JWH	Sept. 20
Jamie Rivett	RJR	Jan. 17
John Newcomer	JRN	June 18
George Petro	GNP	Oct. 8
Willie Norris Jr.	WIL	Jan. 1
Sheridan Oursler	SNO	Jan. 3
Stephen Howard	HOW	July 15
Tony Scott	TON	July 3

"The VidMan"



Yoshi's Cookie – SNES

To enable a level select for rounds 11 through 99, and choose unique cookies, enter in this code. Set the Round Select to 10, the Speed to High, and the music off. Now Press L, R, Select and Start simultaneously.

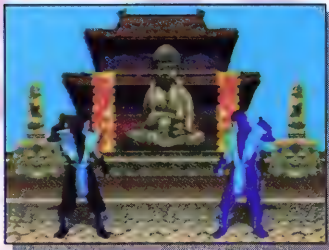
"The VidMan"



NBA Jam – Arcade

To get the ultimate power-up, press the block or steal button 7 times then press down on the joystick and all three buttons. You should have both the offensive and defensive power-ups.

"The VidMan"



Mortal Kombat® – Genesis

KANO

Roll Spin: 360° Toward foe, starting Down. Hold Start to hover.

Knife: Hold Start, Away and Toward.

Fatality: Hold A, Toward, Toward and Block.

JOHNNY CAGE

Green Flame: Away, Toward and the A Button.

Shadow Kick: Away, Toward and the B Button.

Split Punch: Down + the C Button.

Fatality: Toward, Toward, Toward and the A Button.

LUI KANG

Fireball: Toward, Toward and the A Button.

Flying Kick: Toward, Toward and the B Button.

Fatality: 360° Rotation.

RAYDEN

Lightning Throw: Down, Toward and the A Button.

Teleport: Down, Down and Up.

Superman: Away, Away and Toward.

Fatality: Toward, Away, Away, Away and the A Button.

SUB-ZERO

Freeze: Down, Toward and the A Button.

Slide: Away + B + the C Button.

Fatality: Toward, Down, Toward and the A Button.



SCORPION

Van Dam Spear: Away, Away and the A Button.

Teleport: Down, Away and the A Button.

Fatality: Block, Up and Up.

SONYA

Ring Toss: A, Away and the A Button.

Square Wave Flight: Toward, Away and the A Button.

Scissor Grab: Down + A + the B Button.

Fatality: Hold Block, Away, Away and the A Button.

"The VidMan"

Mortal Kombat® – Game Gear

JOHNNY CAGE

Green Flame: Away, Toward and Button 1.

Shadow Kick: Away, Toward and Button 2.

Split Punch: Button 1 + Start.

Finishing Move: Towards, Towards, Toward and Button 1.

LUI KANG

Fireball: Toward, Toward and Button 1.

Flying Kick: Toward, Toward and Button 2.

Finishing Move: 360° rotation starting Toward your opponent.

RAYDEN

Lightning Throw: Down, Toward and Button 1.

Teleport: Down and Up.

Superman: Away, Away and Toward.

Finishing Move: Toward, Away, Away, Away and Button 1.

SUB-ZERO

Freeze: Down, Toward and Button 1.

Slide: Away, Away and Buttons

1 + 2.

Finishing Move: Toward, Down, Toward and Button 1.

SCORPION

Harpoon: Away, Away and Button 1.

Teleport: Down, Away and Button 1.



Finishing Move: Start, Up and Up.

SONYA

Ring Toss: Away and Button 1.

Square Wave Flight: Toward, Away and Button 1.

Scissor Grab: Down + Buttons 1 and 2.

Finishing Move: Toward, Toward, Away, Away and Start.

"The VidMan"

Hot Mortal Kombat® Tips!

Mortal Kombat® – SNES

Enough with the calls about MK moves already! Here are all the special moves for the SNES Mortal Kombat:

KANO

Roll Spin: A 360° rotation starting Toward your opponent. Press the R Button to hover.

Knife: Hold the R Button, Away and Toward.



Finishing Move: Away, Down and Toward in one fluid motion, then press the B Button.

JOHNNY CAGE

Green Flame: Away, Toward and the B Button.

Shadow Kick: Away, Toward and the A Button.

Split Punch: The B Button + the R Button.

Finishing Move: Toward, Toward, Toward and the Y Button.

LUI KANG

Fireball: Toward, Toward and the Y Button.

Flying Kick: Toward, Toward and the X Button.

Finishing Move: 360° starting Down and going Away from your opponent.

RAYDEN

Lightning Throw: Down, Toward and the B Button.

Teleport: Down, then Up.

Superman: Away, Away and Toward.

Finishing Move: Toward, Away, Away, Away and the Y Button in close.

SUB-ZERO

Freeze: Down, Toward and the B Button.

Slide: Away + B + A + the R Button.

Finishing Move: Toward, Down, Toward and the Y Button.

SCORPION

Spear: Away, Away and the B Button.

Teleport: Down, Away and the Y Button.

Finishing Move: Hold the R Button and press Up, Up.

SONYA

Ring Toss: B, Away and the B Button.

Square Wave Flight: Toward, Away and the Y Button.

Scissor Grab: Down + B + A + the R Button.

Finishing Move: Toward, Toward, Away, Away and the R Button.

"The VidMan"



Mortal Kombat® – Game Boy

KANO

Spinning Ball: Toward, Down and Away.

Knife: Away, Toward and the B Button.

Finishing Move: Down, Toward, Toward and the A Button.

LUI KANG

Fireball: Away, Away and the B Button.

Flying Kick: Toward, Toward, Toward and the B Button.

Finishing Move: Toward, Toward, Away and the B Button.

RAYDEN

Lightning Throw: Away, Toward and the B Button.

Teleport: Down, Toward and the A Button.

Superman: Away, Away, Away and Toward.

Finishing Move: Away, Toward, Down and the A + B Buttons.

SUB-ZERO

Freeze: Away, Toward and the B Button.

Slide: Toward, Down and the B Button.

Finishing Move: Down, Down, B, Down and Down + the A Button.

SCORPION

Spear: Away, Away and the B Button.

Teleport: Toward, Down and the A Button.

Finishing Move: Toward, Toward, Toward and Block.



SONYA

Ring Toss: Away, Away and the B Button.

Square Wave Flight: Toward, Away, Away and Toward.

Scissor Grab: Down and Block.

Finishing Move: Away, Away, Toward and Block.

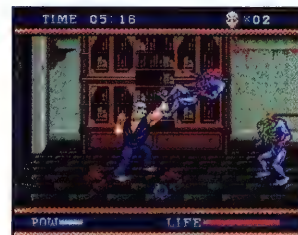
"The VidMan"

HE'S BACK!

Splatterhouse 3 for the Sega Genesis is the kind of game rating systems were invented for. Check out the screen shots and see for yourself.



So fun you could lose your head over it!



Don't get all choked up!



Get your kicks!



Wear a mask and pack a powerful punch.



Pow! Right in the kisser!



Walk on the wild side!



You've gotta have guts!

- 16 megs of gruesome graphics!
- Deadly New Weapons!
- 6 levels of monster bashing mayhem!
- Killer special moves!
- Non-linear game play!
- Multiple endings!
- Password support!

Warning: This game contains scenes of graphic violence that may not be suitable for younger players.

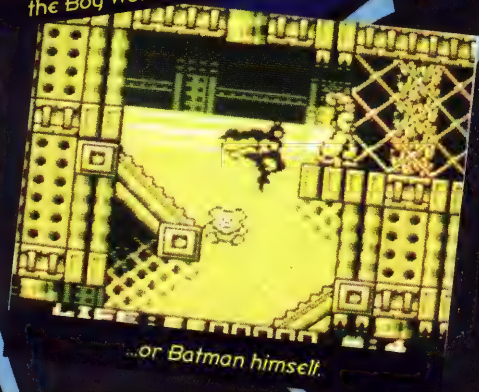


The Dark Knight Moves
From TV to LCD In

BATMAN: THE ANIMATED SERIES

- **Style:** One-player comic-book action
- **Special Features:** 5 levels or "episodes" with classic Batman villains
- **Levels:** Adjustable difficulty & 3 continues
- **Created by:** Konami
- **Available:** December '93 on Game Boy

▶ **THE BOTTOM LINE** **8.5**



In the Fall of 1992, something happened that sent comic-book fans of all ages rushing home to their television sets or programming their VCRs. The Dark Knight had returned in all his original comic-book solemn-ness. Warner Brothers' program, *Batman: The Animated Series* won acclaim from critics and super-hero fans alike, and continues to be one of the highest rated afternoon programs. Now Konami brings this classic-in-the-making to your Game Boy.

Can the intricate detail, entrancing action and ominous mystic really be translated onto an itchy-bitsy LCD screen? You betcha! Konami has set up five levels as separate "episodes", each featuring a different cast of classic Batman villains. As either of the Caped Crusaders, Batman or Robin, match wits with the likes of Mr. Freeze, The Scarecrow, The Riddler, Catwoman, Poison Ivy and The Penguin. Grapple, punch and Batarang your way to victory and the final show-down with every one's favorite cracked comedian, The Joker.

The fate of Gotham City hangs in the balance. Whether you're a fan of the television series, the super-hero, or just looking for the best in gaming on the go, you gotta' give this one a try.

ANDY, THE GAME HOMBRÉ

Concept: 7 "I'm a huge fan of *The Animated Series*; it has to be the best cartoon around. When I found out Konami was making it for the Game Boy, I was a little nervous that they couldn't really capture the flavor of the show on a Game Boy. Luckily, I was wrong. This is a great action game for the Game Boy, with sweet control, sweet graphics, and awesome music. Each level is a different story, so all the infamous Batman foes are here. Buy it if you own a Game Boy."

Graphics: 9

Sound: 9

Playability: 8.5

Entertainment: 8.5

OVERALL:
8.5

RICK, THE VIDEO RANGER

Concept: 7 "I'm not a Game Boy fan, but give me more games like this and I'd convert. The game graphics duplicate the show; I can't imagine them being any better. Batman is striking and nicely detailed, especially the buildings. Your characters handle responsively; both Batman and Robin have unique abilities. The play is basic punch-and-jump most of the time, but the levels seem to last forever. It's won't make me buy a Game Boy but, if you already have one, this is a must-have."

Graphics: 9.5

Sound: 8

Playability: 8

Entertainment: 8

OVERALL:
8.25

PAUL, THE PRO PLAYER

Concept: 8 "When *The Animated Series* first came to TV, I didn't miss an episode. For a change, I'm very impressed by a Game Boy cart. It looks awesome and the animation is as cartoon-like as Game Boy can get. Calling each level an episode... genius! As for play, the grappling hook gave me some trouble, but after a few practice games I got the gist and feel the control is near perfect. The entire package is one of the best Game Boy carts in at least a year."

Graphics: 9

Sound: 8

Playability: 8

Entertainment: 9

OVERALL:
8.5

3DO Makes Its Debut With Crystal Dynamics'



The pits

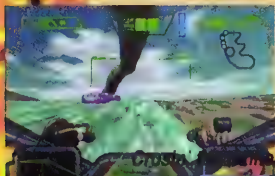


Tournament Mode



Rally Mode

Check out the track floating above.



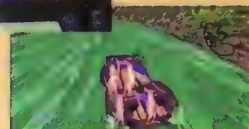
Crash 'n Burn at high speeds!



In Tournament, my fun toys to destroy your opponents



The third track on Shockwave is transparent. Cool huh?



- **Style:** 1 or 2-Player combat racing
- **Special Features:** 2 modes: Tournament & Rally
- **Levels:** 6 racers, 6 circuits of 5 tracks each
- **Created by:** Crystal Dynamics
- **Available:** as system pack-in

▶ THE BOTTOM LINE **6.5**

ANDY, THE GAME HOMBRÉ

Concept: 7 "The long-awaited arrival of the REAL 3DO is here and with it, it's first game, Crash 'n Burn. Oh, Joy! It's a racing game incorporating weapons and nasty drivers, which isn't new yet it's still fun.

Graphics: 6 The graphics and animation sequences are nice but didn't really blow me away. This is seriously frustrating, especially with a price tag like 3DO's! But, as with other systems that didn't gain my enthusiasm for several months, I'll sit back and wait before I pass judgment. It's not a bad pack-in."

Sound: 7

Playability: 5

Entertainment: 6

OVERALL:
6

PAUL, THE PRO PLAYER

Concept: 6 "I was excited to run the 3DO through it's paces, but (initially) I wasn't sure the debut game should have been a driving cart.

Graphics: 9 Once you get going, the 3DO really shows some impressive stuff.

Sound: 5 The texture mapping and slick animation are pretty remarkable.

Playability: 5 The controls lack the response you need in a driving game, and the action gets old quickly. But as the initial game released for the format, it shows hints of better games to come. With the speed and graphic quality, I can't wait to try more titles."

Entertainment: 8

OVERALL:
6.75

RICK, THE VIDEO RANGER

Concept: 8 "Crash & Burn impressed me at the Summer CES but, when reviewing this game, there's little to base our scores on. To compare this to a SNES or Genesis game wouldn't be fair.

Graphics: 7.5 The graphics are sensational. The combination of polygon graphics, texture mapping, the rotation of screens and scaling of approaching objects demonstrates what this system can do. Unfortunately, as with most new technology, this game is long on graphics while short on playability."

Sound: 7.5

Playability: 5

Entertainment: 7

OVERALL:
7

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The ultimate challenge has arrived

"Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! Dodge orange juice stains, jump over playing cards into snooker pockets - simply brilliant!"
N-FORCE

"Arguably the best race game ever written"

Neil West, 92%
Mega magazine

U.K. NUMBER ONE BEST SELLER!

"Will keep even the most hardcore gamers hooked"
VideoGames magazine

"Edge of your seat, blistering micro car action!"
GamePlayers magazine

93 PERCENT "Probably the most playable game I've ever seen on the [Genesis]"
Games Master magazine



IF YOU DON'T GET IT, WHAT ARE YOU PLAYING AT?



16-BIT CARTRIDGE



Codemasters

Licensed by Sega Enterprises for play on the Sega Game Gear

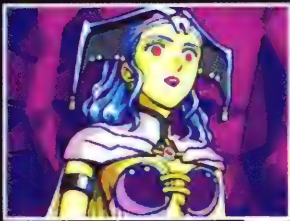
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Game Informer

NINTENDO • SEGA • TIPS • STRATEGIES

MAGAZINE

Special TMNT
Pull-out Section!

TEENAGE MUTANT NINJA

TURTLES

TOURNAMENT
FIGHTERS

The Turtles are Back!
Bigger and Badder Than Ever

Check out the Moves
for Konami's TMNT: Tournament Fighters

NES

TEENAGE MUTANT NINJA

TURTLES TOURNAMENT FIGHTERS

Konami Brings Tournament-style Fighting to the 8-Bit

- **Style:** 1 to 4-Player Tournament-style fighting
- **Special Features:** Story, Versus, vs. CPU & Tournament modes, 7 characters with unique special moves, Adjustable difficulty, speed & time limit
- **Created by:** Konami
- **Available:** Now on NES

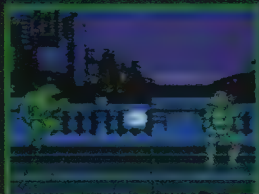
▶ The Bottom Line 7



Awake, the Turtles receive a challenge from old "Shred-head."



Up to 4 can play in a battle to the finish.



Pick up the Fireball and throw it by pressing Down, Down towards, Up/Down, plus the direction.



Make sure you're on the ground when the Fireball is thrown.



Double you can crutch a location in the city.

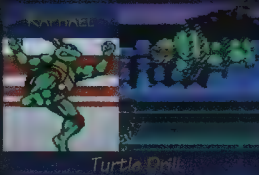
On a steamy afternoon in New York, the boys are practicing in a few hours of Martial Arts practice before dinner. An explosion on the river sends our super-heroes racing toward the street, which is littered with hundreds of tiny bits of paper. This prank is the handwork of Shredder, and the bits of paper are imprinted with a challenge:

"I offer you Turtles a challenge. Let us meet in the streets of Manhattan and see which of us is the most powerful. Of course, you really don't stand a chance. —Shredder"

Man, the work of being a teenage terrapin ninja master is never done, especially when the boss puts up this challenge with four different

styles. TMNT: Tournament Fighters is a head-to-head fighter, another to see who will put up the best fight against Shredder.

TMNT: Tournament Fighters pits turtle against turtle, or you against the traditional fighter style. There are four modes of play: Story, vs. Player, vs. CPU, and a Tournament mode that lets up to four players compete, two at a time. You can pick your fighter from any of the four Turtles, Mirage comic book characters Casey Jones and Hot Head, or be Shredder himself. Work your way through the story mode, all of the bonus rounds, or just play the toughest turtle on the block.



Turtle Drill



Spiral Attack: Toward, Down, Away + B



Fire Drop: Down, Down-Toward + A



Shredder



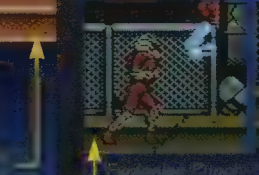
Kamikaze Kick: Down, Away + A (Low) or B (High)



Head Clomp: Down, Up + A



Gomora: Down



Parasitic Power: B



Speedy Kick: Down, Toward + A

Rock, The Rock Review

Concept: 8 "Tournament Fighters is destined for greatness. The Turtles show a different side to 8-bit gamers, and a tournament-style fighting game for NES is always welcome. The graphics can hold their own with some of the greatest games, even the animation of the characters is great. As far as fighting games go, Tournament Fighters is fairly simple to play, which makes it good for less experienced players."

OVERALL:
6.75

Rock, The Rock Review

Concept: 7.5 "Finally! a head-to-head fighting game for NES. I applaud Konami for taking on this task. The graphics and sound are good by NES standards. The characters are large and well-detailed. The animation is okay, a little choppy, and there's some screen flicker. The handling is a bit stiff and I had trouble getting the characters to do what I wanted. Konami did their best with the limitations, but this game came up a little short. If you have \$50 to spend on a NES game, spend a little more and buy a 16-bit."

OVERALL:
7

Paul, The Pro Player

Concept: 6 "Okay, you're not gonna get the speed or numerous special moves of the 16-bit versions, but you take what you can get. Karate Champ is the only NES head-to-head fighter I recall (there may be more, but not many). Konami still supports the 'old horse', which is nice to see, and they continually produce some of the best 8-bit carts. Tournament Fighters has the speed and graphics of a top-rate NES game, but I could do without the generic, Meltdown-like crowd noises."

OVERALL:
7

TURTLES TOURNAMENT FIGHTERS

Lean, Mean, eh...
Green Fightin' Machines

- **Cart Size:** 16 Megs, 10 characters & stages
- **Style:** 1 or 2-Player Tournament fighting
- **Special Features:** 8 skill levels, 3 play speeds & limited continues

- **Modes:** 4 modes: Tournament, vs., Story & Watch
- **Created by:** Konami
- **Available:** Now on Super Nintendo

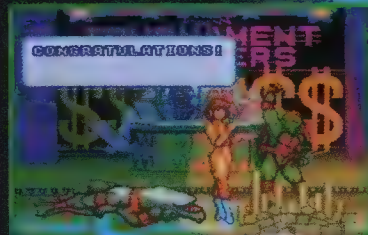
▶ **THE BOTTOM LINE 8.5**



The war machine is a beast, but it's not a turtle.



Of course any respectable fighting game has a 'VS' screen.



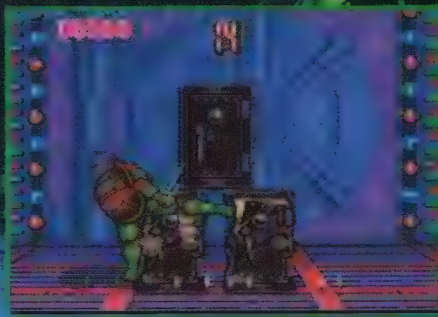
You can parlay a win into the show.

Teenage mutant amphibians, you see, are not just another turtles adventure. This time the four heroes have jumped into final boss Tournament Fighters competition, sponsored by April's station, Channel 4. The turtles are eager to strut their stuff and prove their prowess, but the tournament may just have to wait, thanks to a challenging opponent dot from the latest in the line of enemies, Laird.

Laird is a mutant eye, against a whole new line of characters from their popular comic book series. Combatants include battles as War, Wingnut, Aaka, Scraggon, Chrome Dome and... well, you get the idea. And each new character has a set of unique, special moves. Laird is a

player can select from three modes of play: Tournament, Versus, and Story, and there's even a special Watch mode that let's you check out the competition. In the tournament mode, players pick any character and go for the best two out of three in a match for the prize money. The Versus mode is also a two out of three battle, but this one is for two players. Finally, the Story mode lets you pick turtle character and go head-to-head against all the other characters, in an attempt to

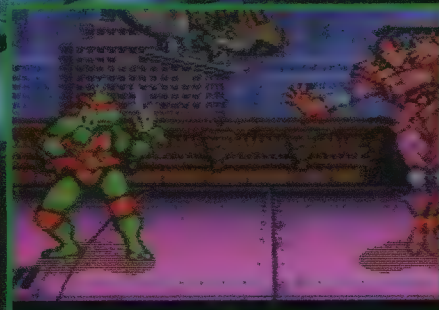
rescue April and Splinter from the mysterious Laird. Any way you play it, Tournament Fighters gives the Turtles a new look and attitude that can't be beat.



Paul's

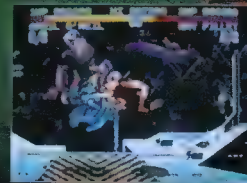


Paul King

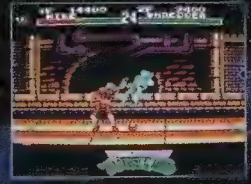
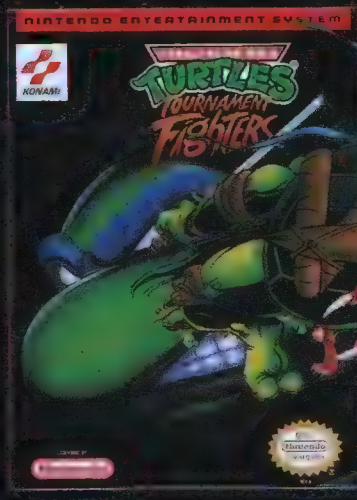


Want your default here?

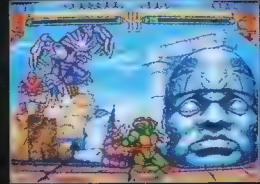
ANDY, THE GAME HOMBRE		RICK, THE VIDEO RANGER		PAUL, THE PRO PLAYER	
Concept:	7	Concept:	7.5	Concept:	7
Graphics:	8.25	Graphics:	8.5	Graphics:	8
Sound:	8.5	Sound:	8	Sound:	8
Playability:	8	Playability:	8	Playability:	8
Entertainment:	8.5	Entertainment:	8	Entertainment:	8
OVERALL:	8.75	OVERALL:	8	OVERALL:	8.5



**GO AHEAD,
PICK A FIGHT!**



TEENAGE MUTANT NINJA TURTLES[®] TOURNAMENT FIGHTERS



But be prepared, because Tournament Fighters for Super NES,[®] Sega Genesis and NES[®] puts a whole new face on fighting games. It's intense, one-on-one fighting that has every savage

street hardened warrior drooling with anticipation. **One game, three unique versions!**

No matter which format you choose, you're in for a new breed of Turtles fixated on fighting in four different modes. For Super NES fans there's 12 unique mutant maulers, 12 arenas, adjustable fighting speed for fast fighting action, and spectacular combo assault techniques plus the dreaded Ultimate Attack

Moves. The Sega Genesis version hits you with 11 brutal opponents including evil clones from Dimension X, 11 awesome battle-grounds, adjustable fighting speed and power, instant replay, and amazing arsenals of physical punishment featuring one-of-a-kind Ultra Desperation Attack Moves. And the NES game includes 2-Player and Tournament modes, 7 furious fighters and specialized attack techniques

Hit the streets and pound more than pavement!

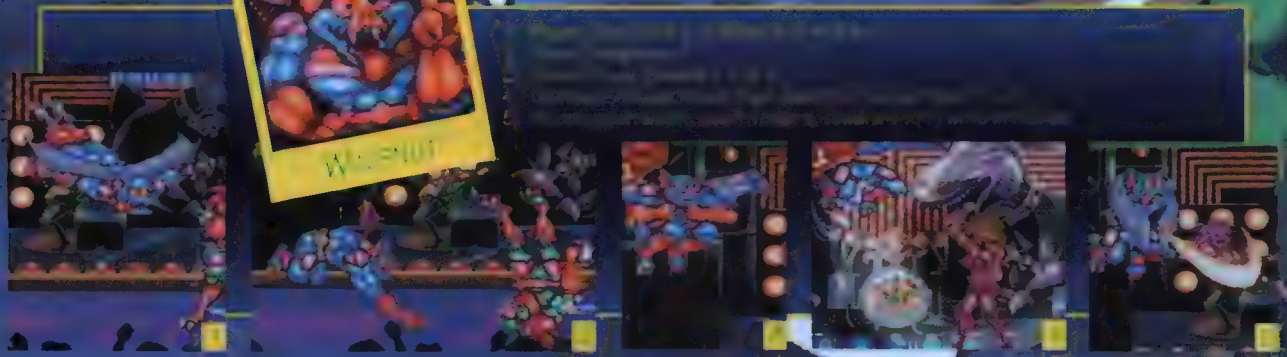
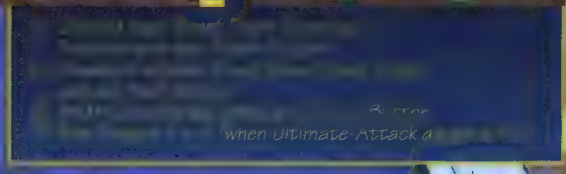
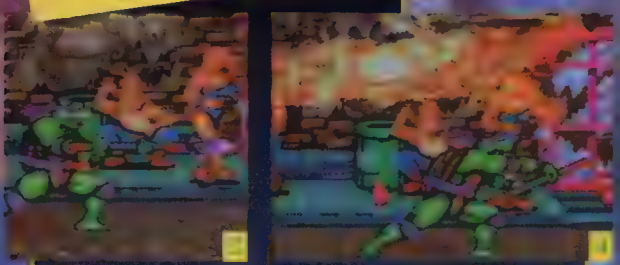
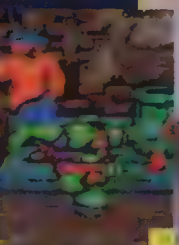
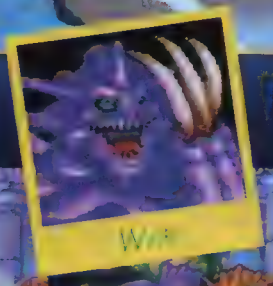
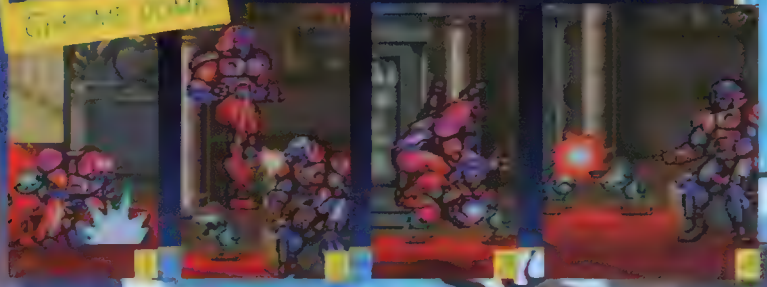
Roto Cutters, Dynamite Bombers, Chopper Chukers, Vacuum Waves, Electric Pile Drivers, you'll feel and inflict them all. If you think you've already experienced real street fighting, wait 'til Tournament Fighters lets you kick the (CENSORED) out of your enemies. So trash the surfboards, heave the 'za and pick a fight!

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SNES

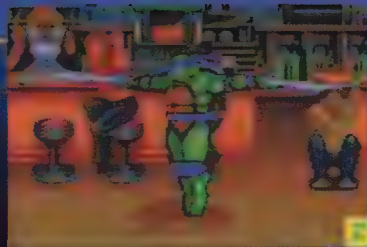
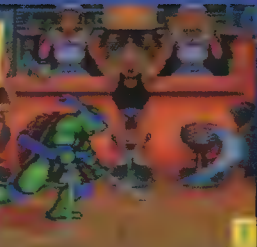
TEENAGE MUTANT NINJA

TURTLES TOURNAMENT FIGHTERS





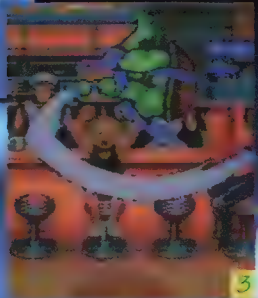
LEO



RAPH



1) Spinning cutter: Down, Down-Towards, Towards and any Punch Button
 2) Endless screw: Down, Down-Away and any Punch Button
 Koto cutter: Towards, Down, Down-Towards and any Punch Button
 Million back: X + A (when Ultimate-Attack gauge is full)

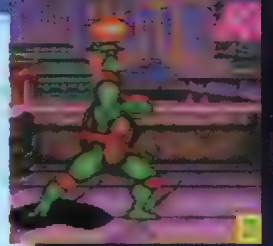


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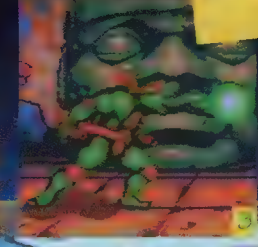
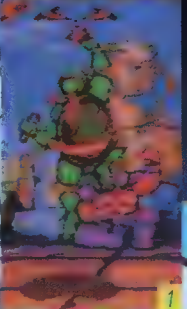
1) King thunder: Charge Down for two seconds, then Up and any Punch Button
 2) Dynamic bomber: Charge Away for two seconds, then Towards and any Punch Button
 3) Dragon breath: Away, Down-Away, Down-Towards and any Punch Button
 4) Dance of fury: X + A (when Ultimate-Attack gauge is full)



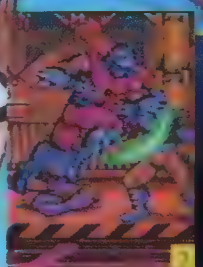
MIKE



1) Knee crush: Charge back two seconds, then Towards and any Punch Button
 2) Chest buster: Charge back two seconds, then Towards and any Kick Button
 3) Aura crusher: Aloy, Down-Away, Down-Towards, Towards and any Punch Button
 4) Ultimate-Attack: A + A (when Ultimate-Attack gauge is full)



CYBER-SHREDDER

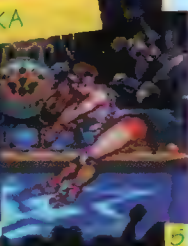
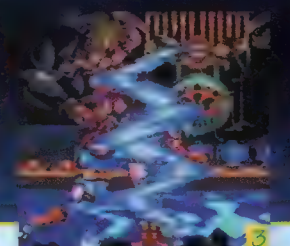


1) Knee Crush: Away C2, Toward + A(B)
 2) Aura Crusher: Away C2, Toward + X(Y)
 3) Aura Shield: A, B Simultaneous
 4) Ultimate-Attack: Back Move



ASKA

1) Spinning Uppercut: Toward + A(B)
 2) Spinning Uppercut: Toward + Down + Toward + A(B)
 3) Ultimate-Attack: Move Toward + A(B)
 4) Slam: Toward + A
 5) Thrust C: Toward + A



Konami just took your

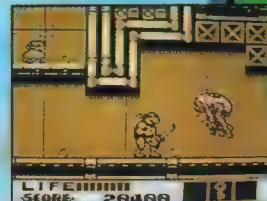
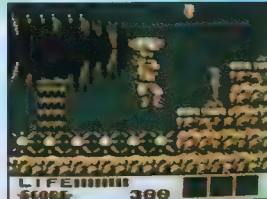
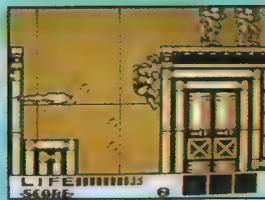
It's time for a change of scenery as Konami takes the TV style adventures of The Turtles, the Tiny Toon Adventures characters and *Batman: The Animated Series* to Game Boy. With no commercials!

Teenage Mutant Ninja Turtles III — Radical Rescue™ pits the sewer crew against Cyber Shredder, a heinous, hulking cyborg. But first Mike must use a Fortress Map of Shredder's hideout to find the rest of the captured fab four. Luckily, each Turtle has a new special skill for surviving the action. Locate ID cards, keys and power ups in 5 rescue adventures crammed with creeps like Dirtbag, Scratch and Scale Tail.

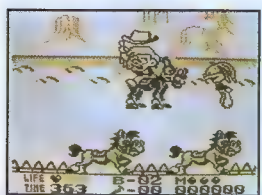
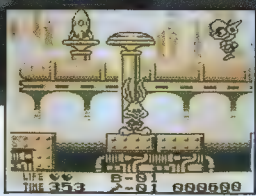
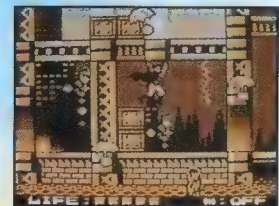
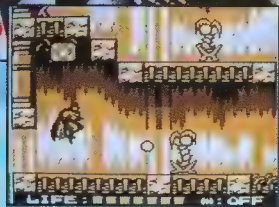
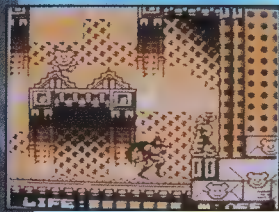
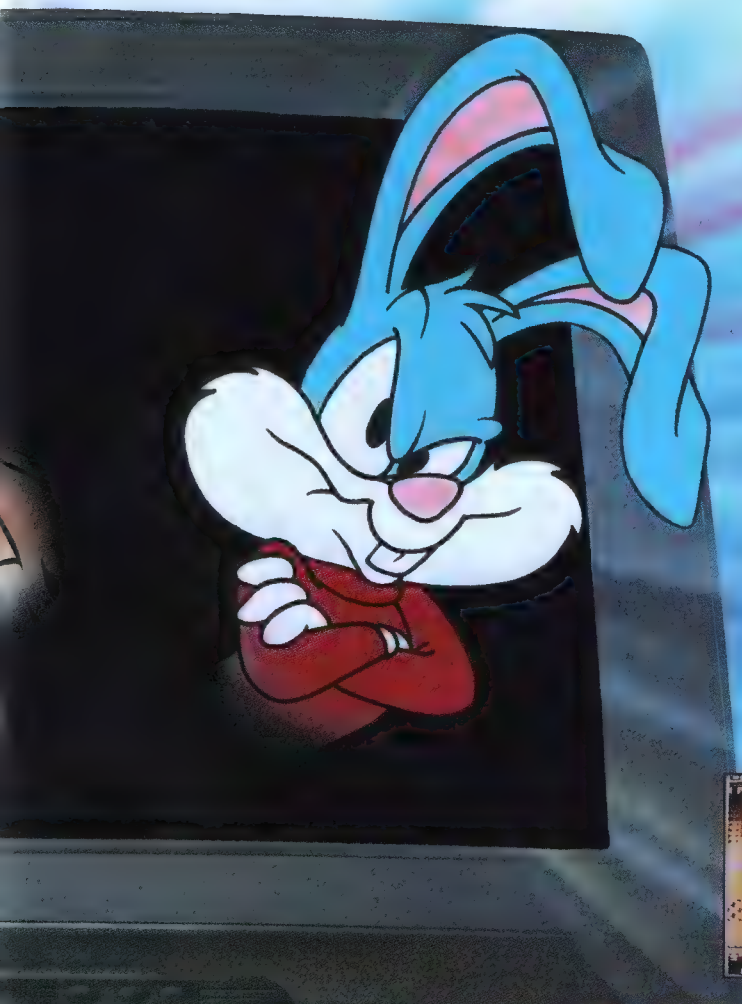
Batman™ — The Animated Series is 5 original game episodes of sizzling crime fighting action, each capturing the gritty, urban heroics of the hit TV series. Strategically use *Batman's* grappling hook and *Robin's* ceiling grip to survive the onslaught and escape certain doom. In episodes like "The Green Menace" and "The Chill of a Lifetime" you'll suffer the sting of *Catwoman's* claw, the icy burn of *Mr. Freeze's* frost gun, and *The Joker's* sick sense of humor. Sinister fiends like *The Penguin*, *The Riddler* and other *Gotham City* goons are also out to make this the *Dark Knight's* darkest day.

Tiny Toon Adventures 2 — Montana's Movie Madness premieres 4 freaky films directed by that Bad Boy of the Box Office, Montana Max. And he's cast Buster Bunny as the villain! Buster must use new attack moves like the Fast Dash and Freeze Kick to defend his character. Buster's screen test includes action packed scenes in a classic western, a samurai saga, a sci-fi thriller, a creature feature and cool subgames. Ultimately, Buster takes on Max himself and tries to drop the curtain on his movie career.

KONAMI®



favorite shows off TV.



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 1-900-896-HINT (4468). 70¢ per
 minute charge. Minors must have
 parental permission before calling.
 Touch-tone phone required.

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GENESIS

TEENAGE MUTANT NINJA

TURTLES TOURNAMENT FIGHTERS

Rejoice, Genesis Fighting Fans! Konami Brings You TMNT

- **Style:** 1 or 2-Player Tournament-style fighting
- **Special Features:** Adjustable difficulty, rounds, time & continues, 8 fighters & 11 stages
- **Modes:** 4 modes of play, including Tournament and Practice
- **Created by:** Konami
- **Available:** Now on Sega Genesis

► **THE BOTTOM LINE 7.5**

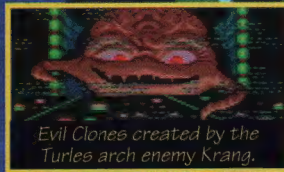
Genesis owners, there's no need to look at your fellow SNES owners with envy when it comes to fighting games. Konami has created a version of TMNT: Tournament Fighters to call your own. But it's not merely a transference from one platform to another. Au contraire; the plot, the characters, the levels and the special moves are completely unique to the Genesis cartridge.

The Genesis version opens with Splinter communing with nature in Central Park. Suddenly he's approached by four seemingly familiar turtle-like teenagers who turn out to be a sampling of Krang's cloning ability. The Ninjitsu master fights well, but is carried off to Dimension X. The action really heats up when Krang interrupts the boys' favorite TV program to inform

them of Splinter's fate and the challenge that awaits them if they wish to rescue their mentor.

The boys enlist the help of allies Casey, Jones, April O'Neil, Ray Fillee, and Sisyphus, all of whom originated from the comic book and cartoon series. Players can choose to be any of the eight characters and either go head-to-head against a friend's character, fight each of the characters in the 1-Player mode, or battle through the 88 matches of the Tournament mode.

The amount of variables are numerous enough to keep any true fighting fan at the controls; from the unique special moves and ultimate desperation moves, to the eleven planets which serve as your arena. If competition and vengeance are in your blood, pick up TMNT: Tournament Fighters.



Evil Clones created by the Turtles arch enemy Krang.



Triceraton



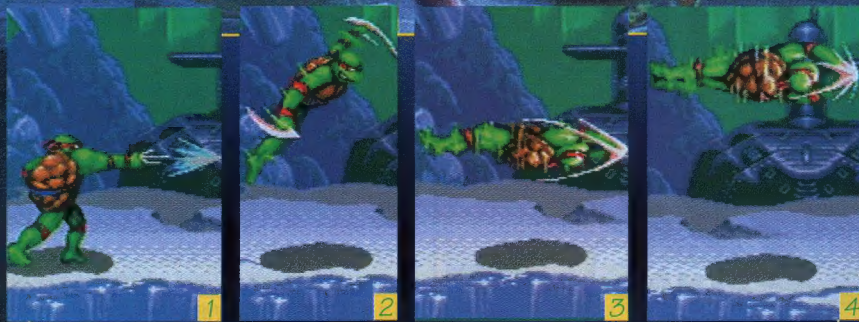
MICHAELANGELO

- 1) Hurricane: Away, Down-Away, Down, Down-Toward, Toward + A (or B)
- 2) Chopper Chunker: Down, Down-Towards, Towards, Up-Towards + A (or B)
- 3) Flying Tackle: Down C1, Towards + A (or B)



DONATELLO

- 1) Vacuum Wave: Away C2, Toward + A (or B)
- 2) Roto Bar: Down C2, Up + A (or B)
- 3) Blur Attack: Toward, Away, Toward + A (or B)



RAPHAEL

- 1) Sai Slash: Down, Down-Toward, Toward + A (or B)
- 2) Spark Plug: Down C2, Up + A (or B)
- 3) Power Drill: Down, Down-Away, Away + A (or B)
- 4) Air Power Drill: Down, Down-Away, Away + A (or B)



LEONARDO

- 1) Ground Swell: Down, Down-Away, Away + A (or B)
- 2) Rolling Cutter: Down, Down-Toward, Toward + A (or B)
- 3) Rolling Cutter2: Down, Down-Toward, Toward + A (or B) in mid-air
- 4) Jumping Stud: Toward, Down, Down-Toward + A (or B)

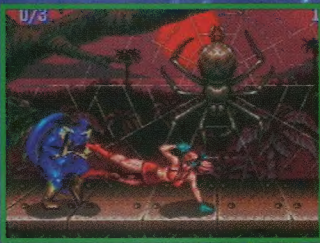


Triceraton is quick, merciless, and has some awesome moves. Be Careful.

Raph climbs on and takes you for a ride.



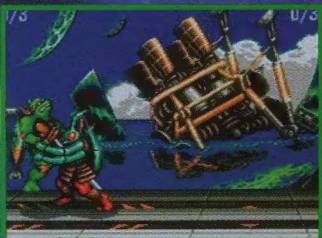
Use the Instant Replay to rub a loss in your opponent's face.



April never looked like this when she did the news.



Drop a bomb, then toss your opponents into the explosion for serious damage.



Sisyphus squeezes the life out of Mike.

ANDY, THE GAME HOMBRE

Concept: 7 "The characters look tough, but I miss the color palette and sound of the SNES, but need some work. The play is very difficult, but is that a good or bad thing? If you're going to spend money on a cart, it should at least be hard, but there's a fine line. If it's too hard, you won't play it. Plus, Sega's got a 6-button controller; why aren't we using it? Two attack buttons is pretty stupid. Tournament Fighters is good, but lacks some of the technique available on the SNES version."

Graphics: 8.25

Sound: 8

Playability: 7

Entertainment: 8

OVERALL:
7.75

RICK, THE VIDEO RANGER

Concept: 8 "Kudos to Konami for revamping the Genesis game rather than just porting over the SNES version. Differences include a new choice of characters including Casey Jones and Extra O'Neil. This version even has extra-terrestrial fighting stages occurring on planets outside our Solar System. I found the characters to be well-animated, but the detail is fuzzy. Until they can make the voices better, I'd probably rather not hear them. There are some good techniques, but you could get frozen into one for a couple of seconds. The computer is incredibly difficult and cheats. Final analysis: Stick with SF2 and Mortal Kombat."

Graphics: 7

Sound: 7

Playability: 6

Entertainment: 7

OVERALL:
7

ROSS, THE REBEL GAMER

Concept: 8 "The Turtles again come to the Genesis for your entertainment. In a tournament-style fighter, the Turtles show a different side, and they're as tough as ever. The dramatic improvement of the graphics is a pleasant surprise, and the character animation is splendid. There are several tunes from the actual Turtles' show and the voice-overs are great. The playability is this cart's only downfall. The computer is nearly unbeatable, and can perform special moves in situations you would never be able to do with your character. Say it ain't so, but the computer cheats!"

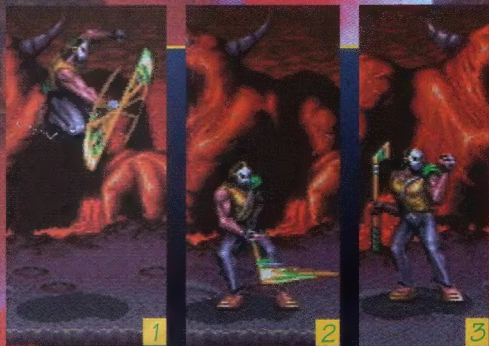
Graphics: 8

Sound: 7

Playability: 6

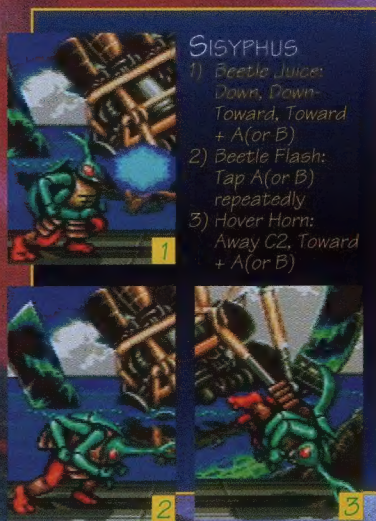
Entertainment: 7

OVERALL:
7.25



CASEY JONES

- 1) Rebounder: Toward, Down-Toward, Down, Down-Away, Away + A(or B)
- 2) Stick Lariat: Down, Down-Toward, Toward + A(or B)
- 3) The Long Bomb: Down + C



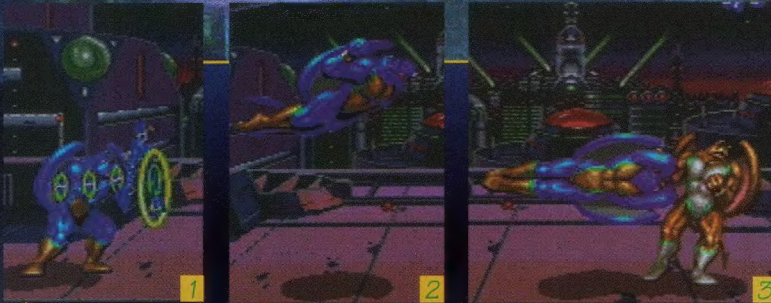
SISYPHUS

- 1) Beetle Juice: Down, Down-Toward, Toward + A(or B)
- 2) Beetle Flash: Tap A(or B) repeatedly
- 3) Hover Horn: Away C2, Toward + A(or B)




APRIL O'NEIL

- 1) Ninja Claw: Tap A(or B) repeatedly
- 2) Ninja Attack: Down C2, Up + A(or B)
- 3) Back Dive Elbow: Down, Down-Away, Away + A(or B)



RAY FILLET

- 1) Sonic Wave: Away, Down-Away, Down, Down-Toward, Toward + A(or B)
- 2) Manta Press: Away C2, Toward + A(or B)
- 3) Head Butt: Down C2, Up + A(or B)



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