

Game Informer

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MAGAZINE



March/April 1994
Vol. III Issue 2

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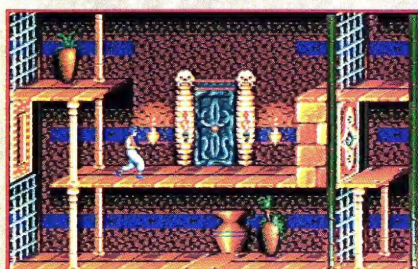
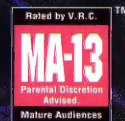
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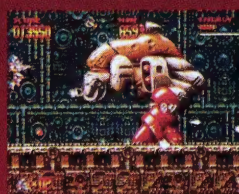
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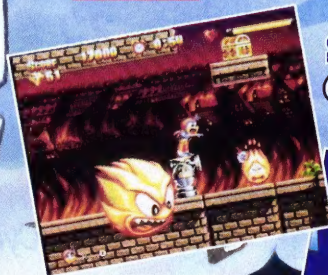
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Features



28 Basketball Feature

NBA Jam, Jammit, NBA Showdown, NBA Action '94

44 Winter Consumer Electronics Show

A report on the hot games of the WCES

59 Reader's Survey

Fill it out and win prizes!

62 GI 1993 Video Game Awards

See who topped the charts in '93

Reviews



8 Genesis

Castlevania: Bloodlines, Sonic 3, Goofy's Hysterical History Tour

16 Sega CD

Lunar: The Silver Star

20 SNES

Total Carnage, Mega Man X, Joe & Mac 2, Turn N Burn, Legend, Rabbit Rampage

38 Jaguar

Cybermorph



Departments



6 Letter from the Editors

7 Dear Game Informer

18 Tech Talk
The Latest in Hardware & Software

34 Classics Attic:
NCAA Basketball

36 What's Hot!
Rumors & News

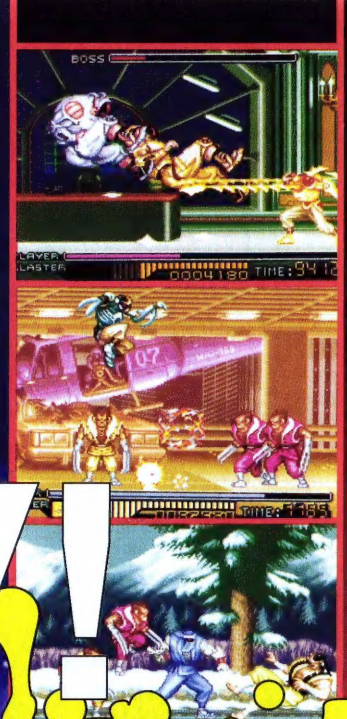
40 Arcade Brigade
Mortal Kombat II

54 Game Genie/Swap Shop
Includes Exclusive Codes From Galoob

56 Secret Access
Tips From Our Readers

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BPA Membership Applied
for September 1992.

Video Game Violence

I'm writing in response to your game reviewers covering *Mortal Kombat*. All three, Andy, Rick & Paul, were upset that Nintendo kept the blood out of their version. Two of the reviewers cried censorship. I say we have two choices: 1) Everybody has the freedom of choice to do what they want, and no one can cry censorship because it's each individual's decision. OR 2) We take all violence out of video games, music, television and movies and no one cry censorship because it's the way God wants us to live. I guess we know where GI stands! I applaud Nintendo for its courageous stand. Thanks, Nintendo, for being the Super Nintendo Entertainment System and not a Super Nintendo Violentainment System.

Duane Giddings
Gary, IL

Let's just make one thing clear. GI isn't endorsing video game violence in any way. However, there are people who enjoy that type of realism in their games, and they're entitled the right to play them. Secondly, it becomes censorship when an existing property, such as a film, song or even an arcade game, are altered to the degree that a substantial part of the original is missing. Everyone thinks about things differently and everyone deserves choices. Period.

-Eds.

GI Monthly?

Your magazine is really great. I especially like *Secret Access*. GI's new look is awesome, but how come your magazine is bi-monthly? Two months is a long time to wait for a new GI. Most video game magazines start as a bi-monthly magazine then, after a few issues, they start monthly. Do you have any plans on making GI a monthly magazine or are you going to stay bi-monthly?

Mike Henderson
Flushing, MI

As they say in the ad biz, "Anticipation..." However, the answer to your question is...some day, yes!

-Eds.

GI's New Look

I've been reading your *Game Informer* magazine and am truly impressed! It is the most organized gaming magazine I've read. I congratulate you on your efforts to produce a profitable magazine that one can read and understand. Some of the other publishing companies jam up the book so much that you can't tell one thing from another. It is not difficult to see that you guys are very experienced. I find your tips drastically helpful during play, especially with *Mortal Kombat*.

Jonathan D. Baker
Boca Raton, FL

"Free Victor Maxx"

In your July/August '93 issue, you featured an article called "Free Victor Maxx" in your Tech Talk section. It stated that they were developing a VR system for both Super NES and Sega. I have Super NES and was thinking about getting a Sega. Is it true that there will be a VR system for Super NES, and will it be anything like what I played at *Dave and Busters*?

Chris Jennings
Plano, TX

Letters From Our Readers:

DEAR GI

*While we don't know what *Dave and Busters* is, we do know that *Victor Maxx* does work on both SNES and Genesis. However, we advise that you check this VR unit out before you sink the cash. The *Victor Maxx* unit is closer to a TV for your head than a VR unit for your mind.*

-Eds.

Genesis vs. SNES

I'm counter-attacking your response to Matt Samonte's letter in the Nov/Dec issue. How can your game reviewers pick the Genesis over the SNES? That's like saying the Atari 2600 is superior to the 8-Bit NES. And, while on the subject of superior systems, Sega says the Genesis has a special chip known as a Blast Processing in their system. But if you were to take that "chip" out of the machine, games like Sonic would play the same. On the other hand, if Nintendo was to remove the Super FX chip from the SNES, games like *Starfox* would not work. Also, did you notice that Capcom had to use 24-megs of memory to create a crappy version of SF2 that wasn't as well received as SF2 Turbo on SNES, which only took 20-megs. Not only is the SNES a superior system to the Genesis technically, it is a better value for your dollar.

Kirk Bramlett Jr.
Jacksonville, FL

Kirk, your letter is very interesting but you need to get some facts straight. First, Blast Processing isn't a chip, it's a programming technique. And without it, certain elements found in games like Sonic wouldn't exist. And, the Super FX chip isn't inside the SNES, it's inside the cartridges, and you pay extra for that. As far as the Genesis being behind technologically, it is and it isn't. There are things the Sega can do that the SNES can't, and vice versa. In other words, BOTH machines are incredible in their own right.

-Eds.

GI's Review Rating System

I've received a copy of your Nov/Dec 1993 issue and, while it's not bad for a new and budding magazine, there are a few comments I'd like to make. 1) The Rating System: 9.25?? What do you mean by that? While you present a scale with values between 1 and 10 (I'm assuming integer values only), some scores were given fractional values. I considered the possibility that this was an average total score of the six categories until I read on page 31 that Andy had assigned a "Graphics" value of "9.25". Why not 9.255?! Do you realize that you can actually assign 40 different values for each category with your current rating system (.25-10.00)? As a result, this leaves me with a feeling that the rating had no "real" value, but could be assigned an infinite number of "empty" possibilities. and 2) The Grammatical Structuring: (On page 7), "The look is faithful

to the cartoon and the animation of *Pink Panther* was smooth. But modern animation is so improved that this game appears dated. "Yuck!" I'm not professing to be an English major, but that was awful.

Michael Duda

Well Michael, as for our grammatical structure, it's the editor's job to take a review from each reviewer and condense it into 100 words or less while maintaining each reviewer's own "opinion". Otherwise there'd be no room for pictures or the main copy. Sometimes we do it well, sometimes not so well. We aren't trying to win any Nobel prize for literature; just give you our impressions of a game. As for our rating system, there's a lot of gray area when evaluating games and we want to make sure our rating allow for that fact. That's why we don't use smiley faces or any other ambiguous symbol. We've all bought at least one game that stinks, yet it was played up as being cool. GI doesn't want that to happen to you, and that's why we use a rating system with several variables. With such a rating system, we're able to let you know that we think a game scoring 9.5 is better than a game at 9.25, but both games are extraordinary.

"Hey Andy!"

This letter is to that Andy guy. Just because every game isn't *Street Fighter*-like doesn't mean you have to put it down and give it a bad review. Lots of people put hard work into making video games, and then you go and say that it stinks just because it's on a system you don't like. For an example, you gave John Madden '94 a terrible review just because it looked pathetic to you. Other people, like me, might not like to hear their favorite game put down. I don't think you'd like to hear your favorite game being called pathetic.

David Herrera
Corona, CA

Hey, it's our job to tell you what we think of games, and we aren't going to agree with everybody all the time. Likewise, not every body will agree with us. We slammed Madden '94-SNES because the play was slow and not any fun, not because it was on the SNES. But think about this, what if every game that came out had as much time and effort spent on its design as SF2 did...THINK ABOUT IT!

-Eds.

Sega CD

First, I'd like to know if *Street Fighter II* is coming to the Sega CD in the near future. Secondly, is there a Sega CD version of *Mortal Kombat*, and when will it be coming out. And, last but not least, is there a *Game Genie* being developed for Sega CD?

Chris Sheppard
Lebanon, MO

*No, Capcom is definitely not working on a Sega CD version of SF2 and yes, Acclaim is working on a Sega CD version of MK that will be out sometime this Spring. As far as a *Game Genie* is concerned, Codemasters (the inventors of the *Game Genie*) are working on a Sega CD version that will fit in-between the Genesis and Sega CD unit. However, Galoob hasn't yet seen it, so production plans are still in the air.*

-Eds.

P.S. Thanks for all your letters, Chris. We can't answer all the letters we get, but we sure do try!

Well, the staff of Game Informer has returned home from yet another Consumer Electronics Show (WCES) in Vegas and we have to say it left us feeling a bit...empty. Now we're well aware that the Winter show is always much leaner on new releases than the Summer show in Chicago, because no one is gearing up for the holiday buying season. However, in the past, we have looked to the Vegas show to give us that one or two surprises; the game we never expected or that technological advancement that just blows us out of our boxers. Alas, there was nothing of the sort at this year's WCES. Perhaps we're tainted, as we have both had the privilege and painstaking task of seeing the best and worst each platform has to offer. But, quite simply, much of what we saw left us uninspired.

Sega again managed to overshadow their number one competitor by showing the ever-popular Sonic 3, their new CDX player and a better-than-we-hoped-for *Virtua Racing*. Besides, they had their *Virtua*

Fighter, *Virtua Formula* and *AS-1* arcade machines hooked up for those willing to wait in line. But, these are all products we've seen or heard of and, despite all our prodding and pestering, Sega remained tight-lip'ed about the 32-bit Saturn.

Nintendo of America had, in our opinion, 60,000 square feet of nothing. Well, not exactly nothing, as *Super Metroid* could be ranked as the best game of the show in the minds of many. Sure, the Big N offered up the long-awaited *Donkey Kong* for Game Boy, *Star Tropics 2* and *Mega Man VI* (yes, from Nintendo) for 8-bit, a sports line featuring *Ken Griffy Jr.* and the sugar-coated *Stunt Race FX* (formerly *FX Trax*), but the absence of sparkle bathed their booth in a lack-luster light. And, as expected, their press conference regarding *Project Reality* was annoyingly void of any newsworthy substance.

And what about the companies we look to for third-party blockbuster hits, such as Acclaim, Capcom, Konami and Electronic Arts?

Acclaim focused all their attention on the upcoming release of *NBA JAM*. Yes, this may be the most promising home release of the year, but their remaining titles looked like luke-warm rehashes. **Konami** rattled off an impressive list for the second half of '94, but had little to show other than *Castlevania Bloodlines* and a 16-bit *Double Dribble*. Even **Capcom** and **Electronic Arts** came up lean. In fact, a few of their products made us feel like we were trapped in a Game Player's "Games We Wanna See" Wish List. *Mega Man Soccer?* Shaquille O'Neil in a fighting game? A side-scrolling adventure featuring Michael Jordan? Weird...very weird.

We bemoaned our sore feet, grumbled about our lack of enthusiasm, and wondered why the video game section (one of the biggest factors of the WCES) was shoved off into temporary tents. Guess we'd have to hit the arcades for a little game play action. We had to check out Sega's *VirtuaLand* and the new Luxor hotel. Andy headed for *Virtua*

Formula and *MKII*, while Beth took out some kid on *Virtua Fighter* (hard to believe, I know). Next, we strode across the street to MGM Grand's new arcade to check out *Ridge Racer* and *Cyber Sled*.

So what was the coolest thing we saw at the show? Well, it wasn't really at the show but, next time you're in Vegas, we highly recommend that you check out the Luxor's "Search for the Obelisk". This fantastic simulator ride rivals anything we've seen at Universal Studios and really shouldn't be missed.

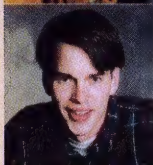
Finally, a personal note from Beth: I'd like to take this opportunity to say good-bye and thank all of you for giving me the opportunity to talk to you over the last two and a half years. I'm moving on to conquer new challenges at a game company in Southern California (hey, it's warmer there!), but I leave you all in the very capable hands of Andy and the rest of the GI staff. I'll miss this place. See you at the arcades...

Meet The Reviewers



ANDY, THE GAME HOMBRE

"After the C.E.S., I just can't wait to play *Super Metroid*, (probably my favorite NES game of all time) because this 24 meg version is just plain awesome. Other than that, I've been busy playing *Cybermorph* (I love the Jag), *NBA Jam*, *Samurai Showdown*, and *MKII*. Plus, I'm pretty psyched about *Final Fantasy III*, which will more than likely be out this summer or fall, but there is a catch and it's gonna blow your mind away, so keep your eyes and ears on Squaresoft, cause I'm not going to tell you. Oh yeah, how do you like old "Air Andy" there on the cover, pretty funny, huh?"



PAUL, THE PRO PLAYER

"Dust of those copies of *NCAA Basketball*, 'cause MARCH MADNESS is HERE!! WCES '94 has come and gone. Nothing real exciting, but I can't wait for more of the Jag. By the way, have you seen any video cameras floating around? For March, I've gotta' say *NBA JAM* for the SG and SNES. I won't take sides on which is better."



ROSS, THE REBEL GAMER

"I must say that the new job has been exciting and has given me more stuff to do than I ever thought was possible. The Winter C.E.S. is over and pretty much all that I got from it, with the exception of sore feet, was jet lag and a smaller bank account. For this issue, my favorite titles were *NBA Jam* and *Cybermorph*. I look forward to seeing a lot more Jag titles in the future. Well until next issue, so long! Oh Yeah, Happy Birthday Chai!"



RICK, THE VIDEO RANGER

"I have been surviving (barely) the Minnesota winter from H***! (Ooh, The Ranger swore! - Ed.) When the weather gets warm enough I'll play hockey. The rest of the time I'll play Sega CD and SNES. My top game selections this issue include: *NBA Jam* (SNES), which is one of my two favorite sports games ever, and *Mega Man X*, which was also very impressive. As for game systems, the Jaguar is showing great potential that I hope it lives up to. I have been a bit disappointed in the lack of improvement in video games since Summer C.E.S.."

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Attention!

The release dates listed in these pages are those currently available at the time the **Game Informer** goes into production and are subject to change.

Corrections

The Eliminator CD-ROM cleaning kit sells for \$29.95 MSRP not \$14.95.

The *NBA Jam* roster on pg. 9 had two mistakes on it; Detlef Schrempf and Derrick McKey were flip-flopped.

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

Castlevania®

BLOODLINES

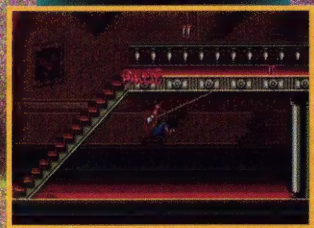
Brings the Dark Belmont
Legacy to the Genesis

- **Style:** 1-Player action/adventure.
- **Created by:** Konami
- **Available:** Now on Sega Genesis
- **Special Features:** Adjustable difficulty & passwords

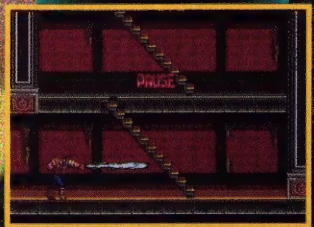
▶ **THE BOTTOM LINE** 8



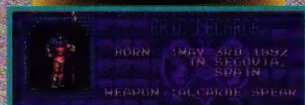
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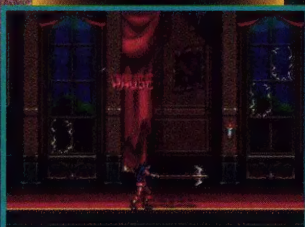
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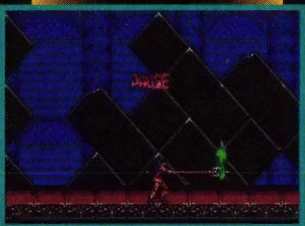
FIRE WHIP



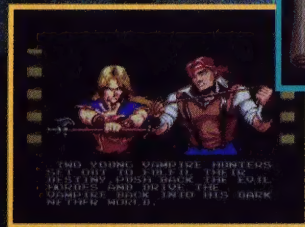
VAULT



SPEAR



FLAME SPEAR



The walls of Castlevania tell the story of a legacy of evil and heroism. It chronicles the dark reign of Transylvania's Count Dracula; of his defeat in 1897 at the hands of vampire hunter, Quincy Morris of the House of Belmont, who put the blood-thirsty lord to sleep for eternity.

But the peace that fell over Europe was to be short-lived. The assassination of the Austrian Prince, which took place in Sarajevo in the year 1914, would set in motion a chain of wicked events that would lead Europe into the first World War. His execution was the work of Elizabeth Bartley, a descendant of the Count who, in the early 15th century was executed as a female vampire for taking the blood of more than 800 young girls. It seems she has been resurrected by a witch known as Dorothea



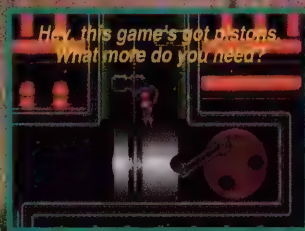
In the garden at Versailles.



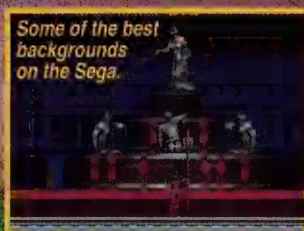
Check out the reflections in the water.



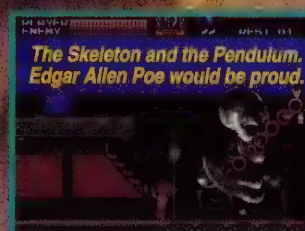
Look familiar?



Hey, this game's got pistols. What more do you need?



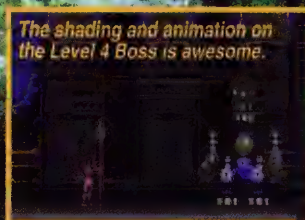
Some of the best backgrounds on the Sega.



The Skeleton and the Pendulum. Edgar Allen Poe would be proud.



You can't have a scary game without good old Frank.



The shading and animation on the Level 4 Boss is awesome.



You'll find all the blood and gore that were missing on the SNES.



This part is really cool. You cut the head off the statue and it falls into place so you can get by.



The Sega version of Castlevania moves faster than any one before.

Swentes, and has been capturing the souls of prominent European figures as a sacrifice to her uncle, Count Dracula.

This brings us to the present day, and the beginning of our story, as two figures approach Dracula's castle. One is John Morris, great-grandson of Quincy who, has come to fulfill his destiny as a descendant of the House of Belmont. The other is Eric Lecarde, a would-be sculptor who is out to avenge the death of his girlfriend at the hand of Elizabeth.

Players must choose one of these two vampire-hunters as they seek out Dracula in the hopes of laying this web of evil to rest once and for all. Your journey through six vicious levels will vary, depending on your choice. The spirits of Castlevania are waiting.



PAUL, THE PRO PLAYER

Concept: 7 "Genesis owners who have never played the Castlevania series should check this out. It's been a long time coming. The graphics aren't as impressive as the SNES version, yet they are well done. The choice of characters and ability to use weapons other than the whip are something new. The game has great playability, and that's what I'd expect from Konami. If you've never experienced the great action of this series on the other systems, here's your chance."

Graphics: 8.5

Sound: 7

Playability: 8.5

Entertainment: 9

OVERALL: 8

BOSS, THE REBEL GAMER

Concept: 9 "Finally the Castlevania series has come out for the Genesis! It's been a long wait, but well worth it. With graphics and animation that rival the SNES, the game looks very impressive. I love the way some of the enemies blow up in a blast of blood, putting it in the running with other titles the censors love to hate. With a choice of two characters, it gives a whole new side to Drac and the undead. While the game play of Bloodlines is lacking, the overall cart is worth a look."

Graphics: 8

Sound: 6

Playability: 7

Entertainment: 8

OVERALL: 7.75

ANDY, THE GAME HOMBRE

Concept: 8 "This game is cool regardless of the fact that it plays like the NES versions, because the graphics and blood are all here and are actually quite spectacular. Plus the backgrounds and characters are perfectly drawn... absolutely evil. Then the bosses, nice and gruesome with awesome attacks. Even the music, which I thought would never be able to come close to the SNES, screams terror into this game. I loved Castlevania on Super NES and this game comes so close (it would have been better if they had put in the controllable whip) I almost forgot what system I was playing. If you liked any version of Castlevania (other than 2), and you own a Sega, get it."

Graphics: 8.75

Sound: 9.25

Playability: 8

Entertainment: 9

OVERALL: 8.75

ZOOM O



SONIC
THE
HEDGEHOG™

SEGA™

R D O O M !

Zoom into Action with SEGA™ Genesis™! Grab your lightning shield and roll into action...Swing from vine-to-vine, dodge the deadly traps and launch a slew of souped-up spin-attacks through mega-sized zones filled with hidden rooms and secret passageways! Count on trusty Tails™ to airlift you out of danger, and record your progress using the new Game Save Feature. Experience the ultimate in ultra-sonic power on a ring-grabbing, super-Sonic ride that will keep you spinning!

Snowboard

through the IceCap Zone--and check for chilled-out passageways and arctic power-ups!



Warp Your Way

through the Special Stage to collect the Chaos Emeralds!



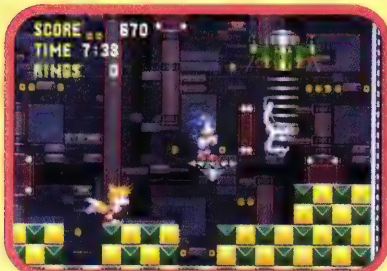
Take-off with Tails

in the Marble Garden Zone--and vanquish spike-wielding enemies with a point to prove!



Battle Badniks

at every turn--and prepare for some electrifying close encounters!



Outsmart

the demented Dr. Robotnik™--and his non-stop stream of nasty new inventions!



Be Sonic! Be Tails!

Be Knuckles! Be blown away by the all-new 2-Player, Head-2-Head, Split Screen, Simultaneous Action Mode!



SONIC THE HEDGEHOG™

NEW ON SEGA™ GENESIS™

SAVE \$10 LIFESAVERS

Collect 10 Life Savers wrappers and get a \$10 mail-in rebate on purchase of Sega products with official rebate form.

Must be 18 years of age or older to receive rebate. Rebate is void where prohibited. ©1994 SEGA. All rights reserved.

SONIC 3

THE HEDGEHOG

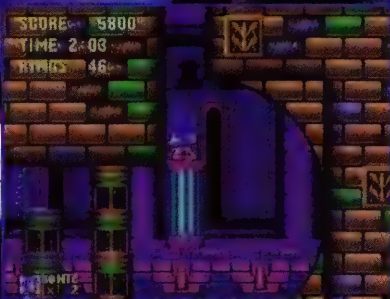
The Third Time's a Charm

Sega and their little blue mascot are at it again. But, in a time when sequels grow tiresome, can they really make a better Sonic? You bet! In the tradition of the original blockbuster, the style of play contains all the favorite Sonic nuances enhanced by several new power-ups and hidden features that make this version anything but dull.

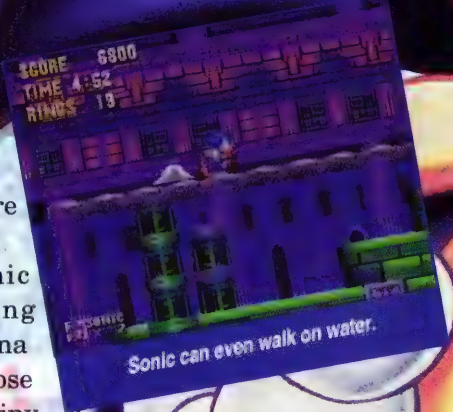
The story continues where Sonic 2 left off. Sonic and Tails believe they have vanquished Dr. Robotnik. However, he has crash-landed on the mysterious Floating Island, which is powered by the special Chaos Emeralds. Robotnik plots to harness the energy of the magical gems to repair his Death Egg ship. To do this he must first convince Knuckles, the island's guardian, that Sonic and Tails are out to steal them.

The latest addition to the Sonic family, Knuckles is the last surviving descendant of the lost civilization of Echidna that once inhabited Floating Island. (For those of you too lazy to look it up, an echidna is spiny anteater-like creature, much like a hedgehog, that is native to Australia and Tasmania). He is a master at discovering passageways, allowing him to continually get in Sonic's way. Besides battling all kinds of new Badniks and outsmarting Knuckles, our heroes must locate Robotnik before he can repair his menacing ship.

- **Style:** 1 or 2-Player Adventure
- **Special Features:** Practice mode, Time competition & game save
- **Levels:** Six 2-Act levels, plus hidden bonus stages
- **Created by:** Sega of America
- **Available:** Now



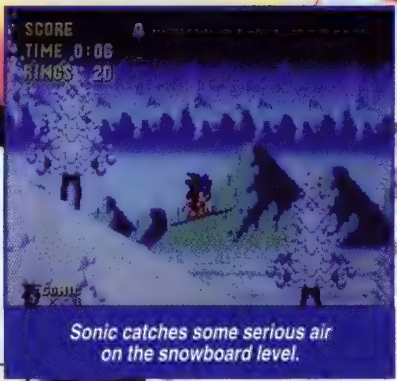
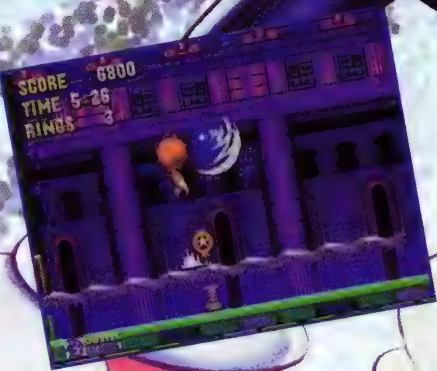
To add to the 3-D effect, many of Sonic's obstacles spin to give you a good look at our rodent friend.



Sonic can even walk on water.



Tails can lend a hand.



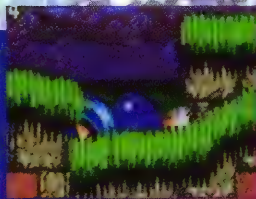
Sonic catches some serious air on the snowboard level.

Water Shield

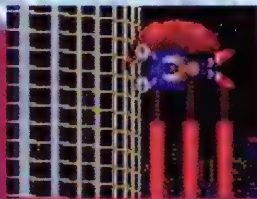


Bounce Attack

Contraptions



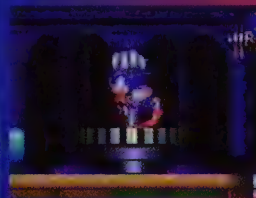
Roller to make hills



Spinning Grate



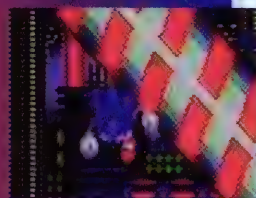
Rope Swing



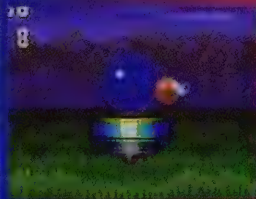
Hand on Head Spinner



Full String



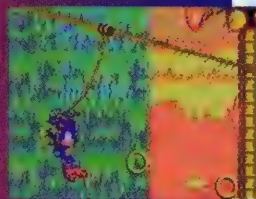
Barber Shop Pole



Spinning Top



Sonic Cannon



Personal Descension Device

Run jump and spin through six multi-act zones that are huge compared to previous Hedgehog carts. New features include hidden bonus rounds in each stage and a host of power-up shields that help Sonic walk through fire or breath under water. Players can compete against or with one another as Sonic, Tails or Knuckles in the new Time Challenge mode and the Save feature lets you store up to seven games.

Best of all, Sega's new three-dimensional modeling gives Sonic and his counter-parts a whole new look. Whether he's blasting through the Carnival Night Zone or snow-boarding through the Arctic slopes of the Ice Cap Zone, this is one speedy Hedgehog you gotta' catch.

Lightning Magnet

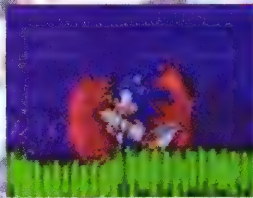


Shield

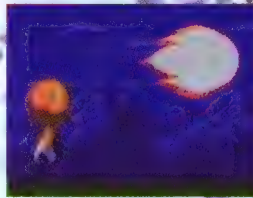


Attack

Torch



Shield

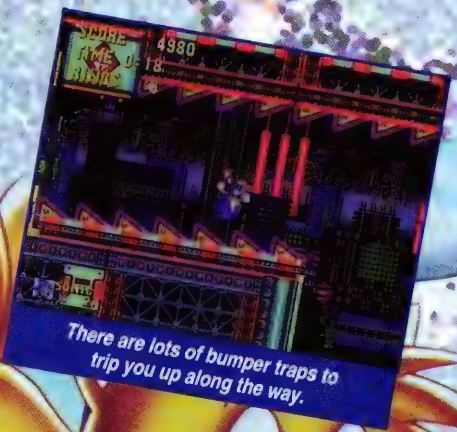


Attack





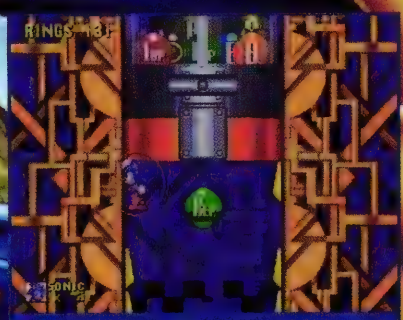
The spinning wheels from the original are back and faster than ever.



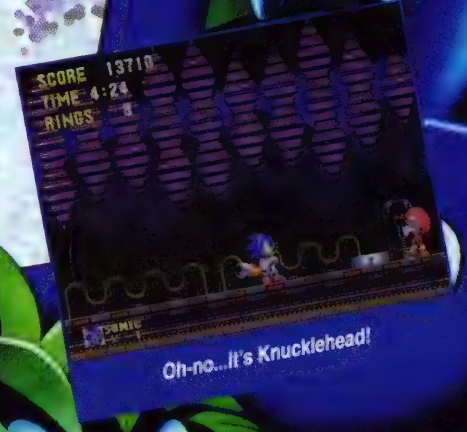
There are lots of bumper traps to trip you up along the way.



Hold on Sonic.

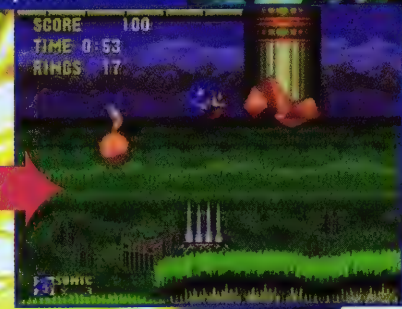


Bonus Stage - Gumball Machine



Oh-no...it's Knucklehead!

New spiked enemies that can really throw you off.



THE BOTTOM LINE **9**

ROSS, THE REBEL GAMER

Concept: 7 "Another Sonic is about to take the market by storm. Bad part is that it's basically another Sonic & Tails adventure to get Dr. Robotnik."

Graphics: 8 However, the new character Knuckles is a great addition to Robotnik's crew. Expecting no less yet may be more than the original graphics, I'm not disappointed. The ability to have a friend control Tails in a 1-player game gives #3 an edge over its predecessors. The levels are challenging and make you want to see more as you go along. If ever there was a game that I would pack with a system, Sonic 3 would be it."

Sound: 7

Playability: 8

Entertainment: 8

OVERALL: **8.25**

ANDY, THE GAME HOMBRE

Concept: 8.5 "Another great addition to the growing list of Sonic titles, Sonic 3 easily tops them all. It borrows some features from Sonic CD (like Save), yet this version has some new options (like the shield power-ups) that make it better than ever. It features level upon level of wacky enemies and crazy Sonic-style traps that actually take some skill, unlike the drive-through levels of Sonic CD. Every level has a new move or obstacle to keep your interest up. Once again, Sega has bitten me with the Sonic bug. This is a truly awesome cart."

Graphics: 8

Sound: 8

Playability: 8.25

Entertainment: 8.5

OVERALL: **9**

PAUL, THE PRO PLAYER

Concept: 9 "Now this is the Sonic I've been waiting for. Sonic 3 blows away the CD version. The new animation and levels are amazing. Talk about enormous stages...it has 'em. The 2-player racing mode is still fun, yet I would have liked to see an improvement on the split-screen graphics. Sonic 3 offers more challenge, faster action and zillions of hidden bonuses. This is by far the best Sonic yet. Once you pop in the cart, you're hooked; excellent!"

Graphics: 10

Sound: 8

Playability: 10

Entertainment: 9.5

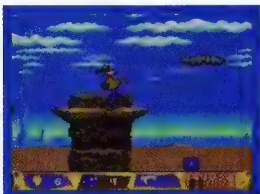
OVERALL: **9.5**

GOOFY'S HYSTERICAL HISTORY TOUR

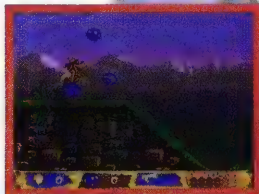
A Wacky Daydream Through Time

- **Style:** One-player Disney adventure
- **Special Features:** 5 Extend-O-Hand attachments, collectibles & 'Gooftraptions'
- **Levels:** 4 stages through history; adjustable difficulty
- **Created by:** Absolute
- **Available:** Now on Sega Genesis

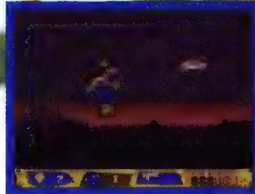
▶ THE BOTTOM LINE 7



The Goof is loose in the Old West.



Prepare yourself for the slides and pitfalls of the Medieval stage.



Hop on the Kite to find Bonuses and extra ammo.



I didn't know that they had inner tubes back in the dark ages.



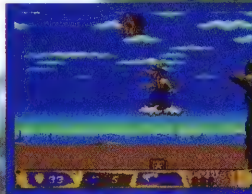
Use the Catapult to launch yourself up the tower.



Red Pennies to give you extra life.



Yah-hoo-hoo! A 1-up!



Watch the birds to have them carry off your enemies.

wrong at the debut, Goofy is out the door. But Goofy assures Von Drake that his new invention, the Extend-O-Hand, will speed things up. Impressed by his ingenuity, the Professor promises that, if the opening is successful, Goofy will not only keep his job, but be promoted to Head Janitor!

Eavesdropping, Pete is determined not to let that happen, so he's switched four important hats from the new exhibits to insure Goofy will get the boot. With a little help from his weasel friends and Pete's

ancestors, he's out to make Goofy's trip through history one he's sure not to forget.

Goofy works his way through the four time period exhibits: the Prehistoric Exhibit, the Medieval America Exhibit, and the Wild West Exhibit. Several of Goofy's friends show up along the way, but it will take all of his Extend-O-Hand attachments and Gooftraptions to battle Pete's hordes of baddies and locate the missing piece of history. ■

America's favorite bumpkin is always stumbling and humbling his way into trouble. This new Genesis adventure finds Goofy employed as a janitor at Professor Ludwig Von Drake's History Museum. The museum is about to unveil four new exhibits, but all the excitement finds Goofy up to his neck in hot water. It seems that his co-worker, Pete, has been trying to get Goofy fired for his blundering. The Professor has threatened that if anything goes



The Fireworks will hover around you and take out enemies.



Always look for secret passages!



The Museum.

ANDY, THE GAME HOMBRE

Concept: 8 "Unlike previous Disney games for the Genesis, Goofy's Hysterical History Tour lacks some of the whimsical qualities that made the others magic. Don't get me wrong. This game is well done and sure to be a hit, but the backgrounds are rather boring and the soundtrack got on my nerves. Comparable to Donald Duck's first Genesis outing, Goofy comes off very raw. Fortunately, the play mechanics are there, which will surely make it possible for us to play a string of Goofy games."

OVERALL:
7.75

RICK, THE VIDEO RANGER

Concept: 5 "Let me start by saying I'm a big Disney fan. Goofy isn't one of my favorite characters so, for me, this license doesn't carry the same weight as Mickey or Donald; becoming a head janitor isn't a task I could really psyche up for. The sound effects are quite good, especially Goofy's voice."

Graphics: 6

Sound: 8

Playability: 5.5

Entertainment: 4 "As for the play, Goofy handles well, but I got bored quickly. Younger children will enjoy this game for it's cute simplicity but, as one disappointed adult gamer, I felt they'd forgotten the more mature Disney fan."

OVERALL:
5.75

ROSS, THE REBEL GAMER

Concept: 8 "As one of my favorite cartoon characters, Goofy is a welcome figure to my list of game personality favorites. Regrettably, the animators at Disney weren't involved in the animation sequences, which would have made them much nicer. The background music is a great addition to the game, but the sound effects could be more exciting. The overall playability of the cart is well-rounded enough to keep both young and seasoned players interested in the game."

Graphics: 7

Sound: 7

Playability: 7

Entertainment: 8

OVERALL:
7.5

SEGA CD GETS ITS FIRST CLASSIC RPG IN

LUNAR™

THE SILVER STAR

- **Style:** One-player classic RPG
- **Special Features:** "In-tracks" save & 3-game battery back-up
- **Created by:** Working Designs
- **Available:** Now on Sega CD

▶ **THE BOTTOM LINE** **8.5**

Alex was just like any other youth his age, except for his obsession with the lives of the four heroes and the tale of how they rose up and defended Lunar against the Vile Force. Alex spent hours daydreaming before the monument of Dragonmaster Dyne, one of the heroes who had fallen in battle. If only he and his friends could be part of such an exciting and noble cause. Little could Alex know that he was about to get his wish.

Lunar welcomes players on an adventure with Alex and his three loyal friends, Ramus, the strange winged creature Nall, and Luna, his childhood sweetheart. Our fearless foursome is about to embark on a journey that will unravel the secrets of the past and once again match the forces of truth against those of evil.

Created in classic Role-play style, Lunar centers around an intriguing plot that brings together our four heroes with four additional characters, Nash

Awesome cinemas are featured throughout the game!

In his quest to become Dragonmaster, Alex conquers the guardians in Althena's Palace.

Alex, Ramus, Luna and Nall meet the White Dragon.

Nash's powerful Thundershot spell blasts the warlocks in Damon's Spire.

You'll need Althena's sword and the Dragon Armor before you can challenge Ghaleon.

Mia, Kyle and Jessica. Your party varies throughout the game from one to six players as you try to rescue the four dragons and the Goddess Althena. In addition to adding depth and plot twists to the storyline, each of the eight characters possesses their own unique magic spells and fighting abilities that become necessary for survival.

If you wish to take a break, a unique save feature lets you save "in your tracks" at any time. However, the compelling story and huge variety of spells, items and enemies are sure to keep any RPG fan glued to the screen. ★

ROSS, THE REBEL GAMER

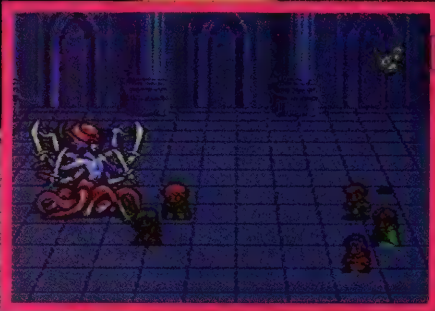
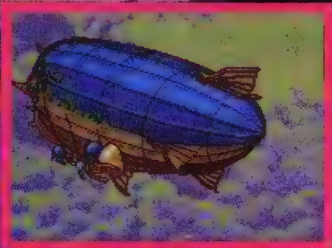
Concept: 9 "The Sega CD has its first interactive RPG! And, not only is Lunar an RPG, but it turned out to be a good RPG!"
Graphics: 8 "The cinemas are an unexpected surprise, but the look of the characters on screen are too cartoon-ish by comparison. The sound is a high point."
Sound: 8
Playability: 7 "some characters even speak to you, but the music doesn't fit the mood of the game. It's rare to find an RPG that truly challenges you mentally without being difficult to figure out; Lunar succeeds! However, if you do not perform just the right job, you can be stuck in one place for hours."
Entertainment: 7
OVERALL: **8**

PAUL, THE PRO PLAYER

Concept: 9 "With the memory capabilities of CD-ROM, a big and in-depth RPG is what I expect. And that's what ya' get with Lunar. Although the entire look is similar to any other RPG, this game has some cool elements. The storyline is corny but excellent, and the ever-changing characters in your party are really awesome. The huge mazes and challenging puzzles are the final factors that make this RPG one of the best. Finally! there's an awesome RPG for the Sega CD. Anyone who remotely likes RPGs should have this one for their system."
Graphics: 7
Sound: 8
Playability: 8
Entertainment: 8
OVERALL: **8.75**

RICK, THE VIDEO RANGER

Concept: 9 "Lunar is a classic RPG, taking advantage of CD capabilities to achieve a long and intricately-designed storyline to surprise and delight the most jaded player. Reminiscent of Phantasy Star 3, cinemas help the plot along when important characters appear or when significant achievements occur. The CD music is mostly a waste, but the voices are good and the opening song is great. Excellent playability features include the ability to save virtually anywhere in the game, and the artificial intelligence allowing the computer to handle your fights. I'm still waiting for the perfect RPG, but Lunar will do nicely until it comes along."
Graphics: 8
Sound: 8
Playability: 8.5
Entertainment: 8
OVERALL: **8.75**



The party challenges Xenobia's multi-armed attack.



Lunar features close-quarter combat, as well as long range attacks.

Commodore Jumps Back into the Market With the Amiga CD³²

Commodore's Amiga CD³² is getting rave reviews since its August release in the UK. Developed with the help of 25 separate video game developers, the Amiga CD³² is based on the Amiga 4000 computer. It offers 16-bit CD stereo sound, a dual 32-bit Bus width, a 68EC020/14Mhz Microprocessor, 2 MB of RAM, expansion ports, higher screen resolution than 3DO or Atari's Jaguar, MPEG video and audio decompression engines, an optional MPEG-1 full-motion video board (\$250) and Photo-CD software (whew!).

There are already several strong games for the Amiga CD, like *Zool: The Ninja of the Nth Dimension*, *Defender of the Crown II*, *Oscar* and *Microcosm*. Plans to upgrade other popular titles such as *Labyrinth*, *Jurassic Park* and *Lemmings* are also underway. By the time the platform is released in the States, Commodore anticipates an estimated 32 titles will be available. In addition to playing titles developed specifically for the Amiga CD³², the unit plays all standard audio CDs, CD+Gs, Photo and video CDs (with optional add-ons), and is compatible with many Amiga and CDTV titles. Look for the Amiga CD³² in stores this March for around \$399. ■



Commodore's Amiga CD³².

JVC Unveils New CD-ROM Multi-Media System

JVC, the company famous for introducing the VHS video format, hopes to repeat that success with their new CD-ROM Multi Entertainment system. The RG-M10, officially named the X'EYE, is capable of playing Audio CDs, CD+G Karaoke discs, Electronic Books (with optional ROM cartridge), CD-ROM educational software, as well as Sega Genesis and Sega CD software.

The X'EYE's CPU incorporates two 68000 Processors and one Z80A Processor. Its internal RAM includes 6Mbit memory for the CD-ROM buffer, 128Kbit CD-ROM data cache memory and a 64Kbit back-up memory. Superior sound reproduction is made possible by JVC's 1-bit PEM D/A Converter, an eight-times oversampling digital filter. The X'EYE will reach store shelves in April of '94 for a suggested retail of \$499.99. The unit will come bundled with one controller, one RF adaptor, and three software titles including Compton's *Interactive Encyclopedia*TM, a CD+G Karaoke disc and a Sega CD game. ■



JVC's X'EYE System.

TECH TALKTM

The Latest in Video Game Hardware & Software

Aura's Interactor Adds a New Dimension to Your Gaming Experience

Aura Systems, Inc. have the video gaming experience down to a science. The same scientists and engineers that once developed proprietary electromagnetic technology for companies like Boeing, Hughes or the US Air Force is now using their technology to enhance the feel of video games. Aura's patented **electromagnetic high force actuator** (HFA) technology has several commercial uses, most recently in the "Theatre of Time" and the "Search for the Obelisk" simulation ride located at the Luxor Hotel in Las Vegas.

Aura's first consumer products will be the **AuraSound**TM audio speakers and the **Interactor**TM, a vest-like accessory that fits

over a player's torso, enabling them to "feel" the game. The electromagnetic force created by Aura's HFAs enhances the game experience by adding another dimension to the sight and sound, allowing the user to feel every punch, gun shot or the booming beat of the soundtrack by creating body-pulsing vibrations keyed to the on-screen action. Individual controls let players fine tune the output to pick up the entire soundtrack or filter out all but a specific effect. The Interactor hooks up to the audio output of any game system and can also be used with your stereo or TV. The Interactor will be available this year for an estimated retail price of \$90. ■



The InteractorTM.

AT&T Demonstrates the Edge 16™ at WCES

AT&T proudly demonstrated their Edge 16 device at Sega's booth during the Winter Consumer Electronics Show. In addition, several third party licensees have signed on to support the device, with a few even demonstrating games. Early licensee support includes Gametek, the ImagiNation Network, PF. Magic, Sega, US Gold, Acclaim, Crystal Dynamics, EA Sports, Microprose, Spectrum HoloByte and The Software Toolworks.

The Edge 16 is a modem unit that plugs into the game slot of Sega's Genesis system, allowing simultaneous voice and data capabilities over standard phone lines via AT&T's VoiceSpan™ technology. In simple terms, it enables remote users to play games with one another while talking to each other on the phone. The Edge 16 was developed by PF. Magic in collaboration with AT&T and is expected to hit store shelves this Fall for under \$150. Extended game capabilities, such as individualized characters and score saves, will be possible with Edge Cards™, memory cards that will retail for around \$20. A network kit, including keyboard, will cost less than \$30 and will allow customers to connect to on-line entertainment services such as the ImagiNation Network. ■



AT&T's Edge 16.

Sega Announces the Release of the Genesis CDX

Sega surprised many people at the WCES by announcing their new **Genesis CDX™ Multimedia CD-ROM Entertainment System**, an integrated 16-bit cartridge and CD-ROM unit that plays both Genesis cartridges and Sega CDs. Not only did they announce it, but the CDX was used to exhibit all Sega's new CD titles like *Double Switch*, *Sonic CD* and *Tomcat Alley*. The CDX measures a mere 7.8" x 5.5" x 1.8" and weighs just over one pound. This compact little unit plugs in to any TV or stereo or can be used to play audio CDs as a portable with headphones. The Genesis CDX comes packed with a **6-Button Arcade Pad™**, Stereo AV cable, AC power adapter and three Sega CD titles; *Sonic CD*, *Ecco the Dolphin* and a **Sega Classics Arcade Collection**, which includes *Super Monaco Grand Prix*, *Golden Ax*, *Revenge of Shinobi*, *Streets of Rage* and *Columns*. The CDX will be available in March for a suggested retail price of \$399.99. ■



Sega Genesis CDX.



More News From AT&T

AT&T's *VoiceSpan™* technology will also play an important role in their new **3DO Interactive Multiplayer™** system. The company announced that not only will they release a standalone system (due out this fall), but they are also developing a 3DO Interactive Multiplayer with built-in voice capabilities which will allow users to talk to one another while using the 3DO item. In addition, they will also release a *VoiceSpan* peripheral that connects to stand alone 3DO Interactive Multiplayer systems.

"The ability to communicate with others while using the 3DO system adds a whole new dimension to interactive entertainment," said Hugh Martin, 3DO chief operating officer. "We are pleased to welcome systems incorporating AT&T's *VoiceSpan* technology to the growing family of 3DO products." ■

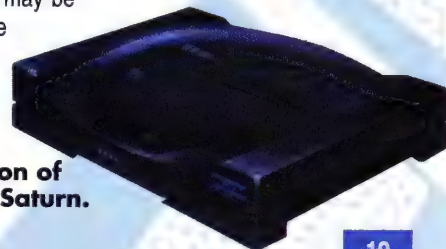
Peter Mann of NOA.

Project Reality Still Not Realized

Nintendo of America held a press conference to update the progress of *Project Reality*, the 64-bit platform they are developing in conjunction with **Silicon Graphics, Inc.** Neither Peter Mann of Nintendo or Dr. Jim Clark of Silicon Graphics would comment on whether *Project Reality* will be a CD or cartridge-based platform, but both were quick to squelch rumors of a falling out between the two companies and stressed that development is right on schedule. The planned unit is said to be a 64-bit 3D platform centered around a MIPS RISC microprocessor and a graphics co-processor. It is said to be capable of resolution greater than National Television Systems Control (NTSC) and incorporate full CD stereo sound quality and real-time three dimensional graphics. *Project Reality* is slated to debut in the arcades late in 1994 and expected to be available for home use in 1995 for under \$250. ■

And What About the Saturn?

No, **Sega** still isn't showing their 32-bit **Saturn**, not even behind closed doors. But sources overseas tell us that the system is near completion and will hit store shelves in Japan this Summer. Little is known with any certainty about this system, except that it will have multi-processor architecture, custom graphics hardware, stereo 16-bit CD sound and that it may be software compatible with the Sega CD. The US street date and price tag remain a mystery. ■



Artist rendition of the Sega Saturn.

TOTAL CARNAGE

The Name Says It All

Okay, so this game won't be winning any awards for its plot. But if you're looking for a game that's full of big guns, bigger explosions and more bad dudes than the fastest trigger finger could possibly deal with, this is the cart for you.

Total Carnage was one of last year's most popular stand-ups, coming close on the heels of its predecessor, *Smash TV*. Basically, it takes place following the World War in 1999. It seems that General Akhboob has been up to some nasty business at his bio-nuclear plant, and any reporters or civilians who can attest to his true identity are disappearing at an alarming rate. That's where you come in, but may we suggest that you bring along a friend. Total Carnage may give you an arsenal full of scatter guns, missile launchers, land mines and more, but it also serves up a near-impossible number of enemies if you're going it alone.

The object is to take out anything that moves and avoid being blown up while you rescue hostages (which, by the way, are babes in bikinis) and protect the American flag. It's violent. It's sexist. But before the critics and censors get their grundles in a bunch, it's also handled in a very satirical cartoon-like manner. Hey, lighten up. It's a game.

- **Style:** 1 or 2-Player Multi-direction shooter
- **Special Features:** Popular arcade conversion; sequel to *Smash TV*
- **Created by:** Black Pearl for TH'Q
- **Available:** Now

▶ THE BOTTOM LINE 7



TC doesn't have blood, but plenty of green ooze!

Watch those mines, they'll blow you sky high.

When you have personnel shield go straight for the throat.

Like *Smash TV*, TC features difficult bosses that you pick apart piece by piece.

This game is great because your interaction with the computer is very warped.

Destroy all the Jeeps to double your bonus.

Fire, Fire, Fire!

After The War Of 1999, Reporters Swarmed Into The War Zone...

ANDY, THE GAME HOMBRE

Concept: 7 "Another of Midway's arcade masterpieces has made it's way to the SNES. *Total Carnage* is good, but unfortunately falls short as a sequel.

Graphics: 7 The graphics and sound aren't quite up to par with the original *Smash TV*.

Sound: 7

Playability: 8 That's unfortunate because fans of *Smash* will probably be a little disappointed at first glance. However, once they start to play, the new storyline, challenge and play mechanics will make it exciting.

Entertainment: 8.5

OVERALL: 7

ROSS, THE REBEL GAMER

Concept: 8 "The coin-op *Total Carnage* was a huge success in the arcades. The graphics are no where near the quality that I expected, but they aren't too bad considering the number of sprites on screen at a time. The character animation is choppy and leaves you guessing exactly what you're shooting. The one thing that really stands out in my mind is the fact that you control which direction you are shooting with different buttons.

Graphics: 7

Sound: 6

Playability: 4

Entertainment: 6

OVERALL: 6.25

PAUL, THE PRO PLAYER

Concept: 7 "Total Carnage...I love it!" Well, I wouldn't go that far, but this is an excellent arcade game. The SNES version really lacks the punch (and the blood) of the arcade. The graphics are pretty good, but some of the characters are blocky. The bosses are surprisingly true to the original. This cart also has some great sound. The blasts, explosions and voices are cool. The game play is almost identical to its predecessor, *Smash TV*. And the control is solid. With 2-player simultaneous and relentless action, *Total Carnage* should please those fans of other action carts."

Graphics: 6

Sound: 8.5

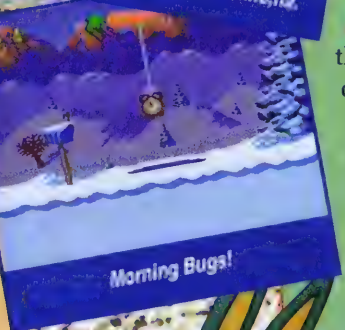
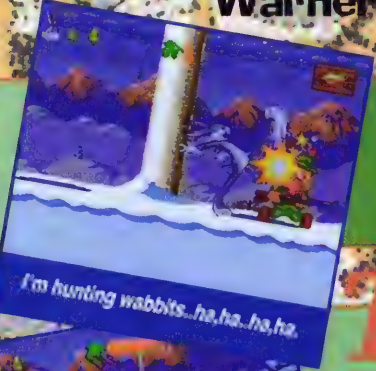
Playability: 9

Entertainment: 8

OVERALL: 7.75

Bugs Bunny: Rabbit Rampage

Sunsoft Brings Another Warner Bros. Hero to Life



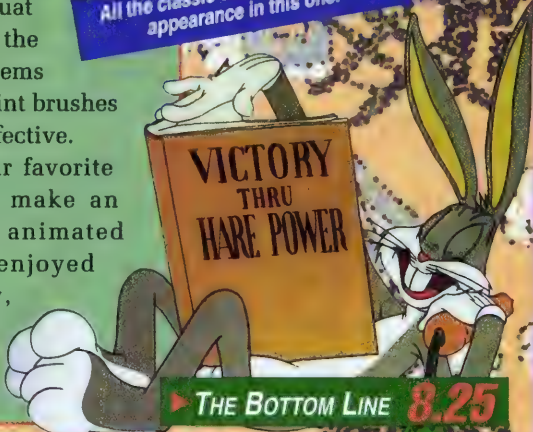
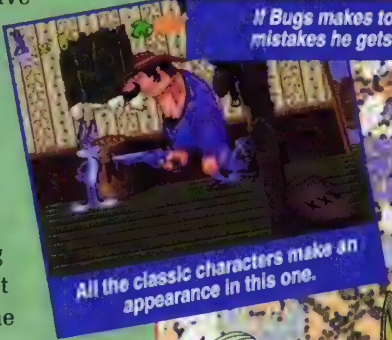
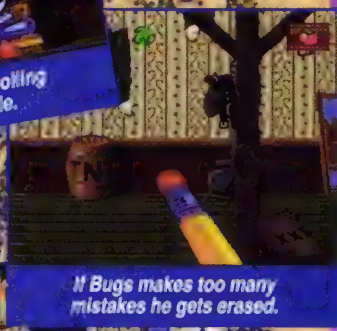
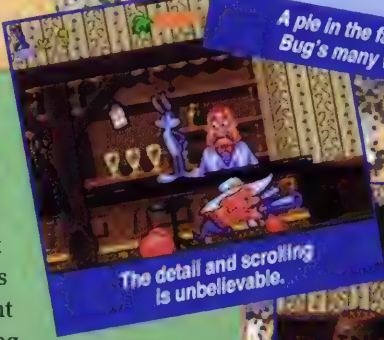
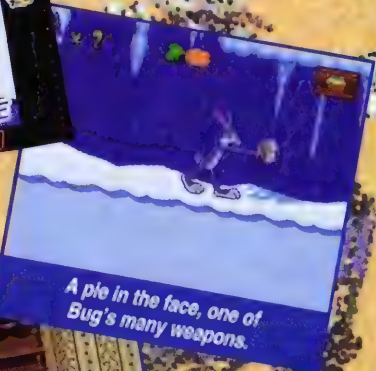
- **Style:** One-player action/strategy
- **Special Features:** 3+ continues, training mode & adjustable difficulty
- **Levels:** 10 levels of cartoon fun
- **Created by:** Sunsoft
- **Available:** Now on Super NES

Those Warner Bros. animators are up to their old tricks again. In fact, one deranged cartoonist has made it his mission to plop our furry hero into all kinds of mischief and mayhem. Level after level, that "wascally wabbit" finds himself up to his ears in trouble of the cartoon variety. One moment he may be facing the shrinking ray-wielding Martian; the next, he comes face to face with Elmer Fudd. Luckily for Bugs, he's got a few tricks from ACME up his sleeve. It will take these devices and a little ingenuity to survive the first nine levels and unveil the mysterious arch-enemy animator hiding out in level ten.

Ah, but survival isn't your only goal. Inside the computer there are hidden judges that appoint a score based on your finesse in solving each situation. In other words, it's not just whether you win or lose; it's how you play the game.

Bugs can rely on a few physical moves like his Spinning attack, a powerful kick, pie throwing or his Super Squat Buster. But, known more for his brain than his brawn, the ACME devices play an integral part in your success. Items such as anvils, black holes, bull's eyes, mirrors and paint brushes become hilariously effective.

Many of your favorite cartoon characters make an appearance in this animated adventure. If you enjoyed Death Valley Rally, Sunsoft's created another cart that's right up your alley.



▶ **THE BOTTOM LINE 8.25**

ROSS, THE REBEL GAMER

Concept: 8 "Aah! What's up, Doc?"; I'll tell you what's up. Bugs Bunny makes his mark on the 16-bit. If ever I've felt like I was totally interactive with a cartoon.

Graphics: 8

Sound: 7 This is the game that did it. With clean animation and crisp graphics, Rabbit Rampage is one of the best cartoon conversions of the decade. I'm sure others will agree with me, including the animators at Warner Brothers. By using every button on the controller, the playability is both challenging and easy at the same time.

OVERALL: 8.25

RICK, THE VIDEO RANGER

Concept: 8 "Man, this wascally wabbit has personality, and so does his game. From Bugs to the scenery, every thing is gorgeous. When Bugs dies, a giant pencil pops up and erases him from the board. Our hero hops, kicks, punches, throws pies and more, all as smooth as a rabbit's coat.

Graphics: 8.5

Sound: 8.5

Playability: 8

Entertainment: 7.5 Technically, Rabbit Rampage is a brilliant game that's a lot of fun to play.

OVERALL: 8

PAUL, THE PRO PLAYER

Concept: 8 "The previous Bugs' games were decent but lacking in the graphics department. This game has amazing graphics, with many of the scenarios and characters from Bugs' classic bits. The wrestling episode is one of my favorites. The gameplay, which is right out of Saturday morning, is challenging and all those familiar tunes just add to the cartoon realism. This has got to be the best cartoon translation yet."

Graphics: 8

Sound: 8

Playability: 8

Entertainment: 8

OVERALL: 8.75

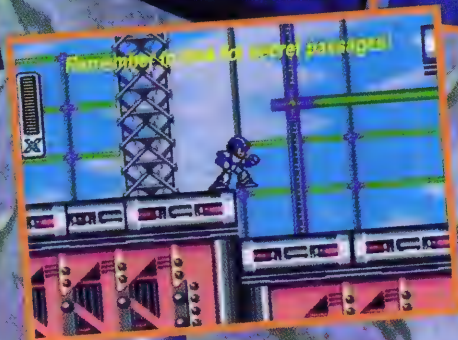
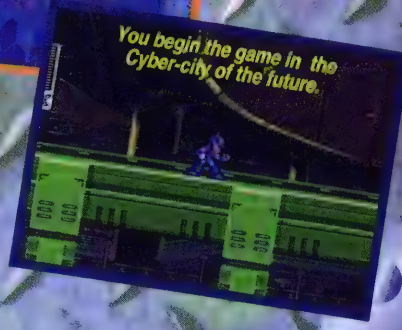
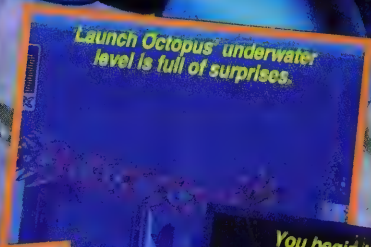
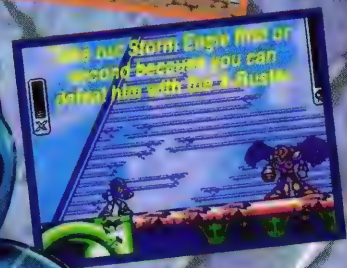
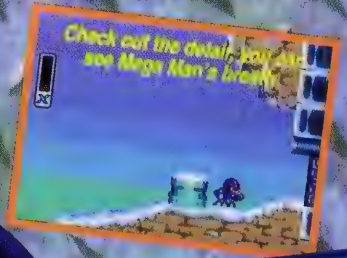
CAPCOM'S TITANIUM WONDER
GOES 16-BIT (FINALLY!)

MEGA MAN X

- **Style:** One-player Action/Adventure/Strategy, 16-bit sequel to the popular Mega Man series
- **Special Features:** Password feature & limited continues
- **Levels:** 9 menacing new levels and bosses
- **Created by:** Capcom
- **Available:** Now on Super Nintendo

► **THE BOTTOM LINE** 8.75

Dr. Cain, a renowned archaeologist, uncovered more than he bargained for while searching for Mesozoic plant fossils. He stumbled upon the remains of Dr. Thomas Light's laboratory, complete with notes and a capsule containing Light's last experiment in robotics...Mega Man "X". Unlike earlier ventures into artificial intelligence, "X" had the ability to think and make his own decisions. Based on his discovery, Cain was only too anxious to begin design and development on a new generation of robots.

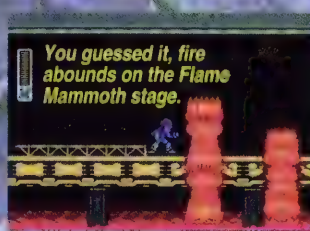




Vile!



Chill out with the Chill Penguin.



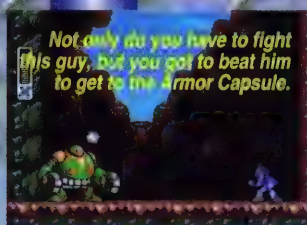
You guessed it, fire abounds on the Flame Mammoth stage.



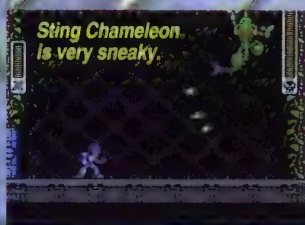
The fire-breathing Flame Mammoth.



Look for another power-up booth on Sting Chameleon's stage.



Not only do you have to fight this guy, but you got to beat him to get to the Armor Capsule.



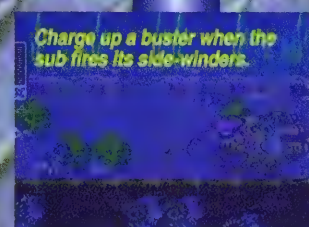
Sting Chameleon is very sneaky.



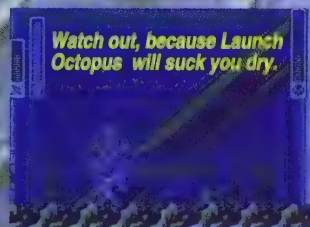
Get ready for the ride for you life!



Armored Armadillo is quick and deadly.



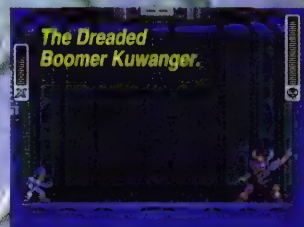
Charge up a buster when the sub fires its side-winders.



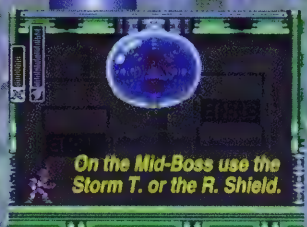
Watch out, because Launch Octopus will suck you dry.



Avoid the Infra-red sensors or get zapped!



The Dreaded Boomer Kuwanger.



On the Mid-Boss use the Storm T. or the R. Shield.



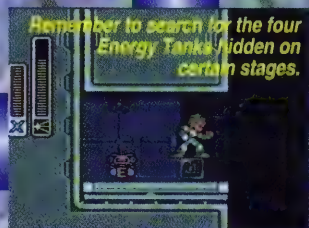
Use S. Ice to defeat Spark Mandrill.



You've found the hidden power-up Capsule.



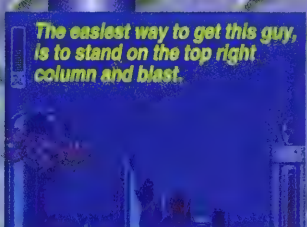
Hidden deep within the Flame Mammoth stage you will find the X-Buster power up Capsule.



Remember to search for the four Energy Tanks hidden on certain stages.



Drive that tank!



The easiest way to get this guy, is to stand on the top right column and blast.

The new line of "Reploids" seemed to function perfectly, until three suddenly went "maverick" and injured two people. Lead by Sigma, one of the most advanced reploids, a group of "Hunters" was set up to seek out the malfunctioning units. Things seemed to be under control until Sigma rebelled, taking most of the Hunters with him. Their mission is to eradicate the "inferior" race of humans. Now only Mega Man X can stop them.

ROBT, THE EARLY HONORARY

Concept: 8.5 "Capcom was really stretching this series out on the NES and I was getting completely bored, but Mega Man X is sweet! While the overall concept hasn't changed, it shows definite improvement. The bosses are a lot cooler, the control is tighter, and the graphics are awesome. Not since the original Mega Man have I been so entranced by one of his games. If you haven't played Mega Man before (yeah, right!), or you quit playing the series, you should pick up Mega Man X. It's a fantastic game!"

Graphics: 9

Sound: 9

Playability: 8

Entertainment: 8.5

Overall: 9

MIKE, THE VIDEO MANEAT

Concept: 8 "Concerned that this was just going to be a graphically souped-up version of the six, virtually identical, 8-bit Mega Mans, I'm very happily surprised.

Graphics: 9 Mega Man X maintains the classic action aspects of the NES games, then adds an adventure quality with a great storyline and many new options.

Sound: 9 The graphics, clean and detailed as those found on any home system, take Mega Man to a new level. The gameplay is the same as always, but why not? This is a great game for players who love Mega Man."

Playability: 8

Entertainment: 8

Overall: 8.5

ROSS, THE REBEL GAMER

Concept: 8 "Capcom's finally brought one of the 8-bit's best series, Mega Man, to the 16-bit market. With new and old characters alike, Mega Man X narrows the margin between old 8-bit gamers and the new generation of 16-bit players. The SNES quality graphics and backgrounds add a whole new dimension to an already fantastic game. The animation and control are just as impressive. The SNES controller makes playing the little man with big powers a treat. The long-awaited Mega Man X is here to stay!"

Graphics: 9

Sound: 8

Playability: 8

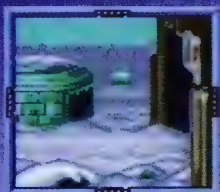
Entertainment: 9

Overall: 8.5

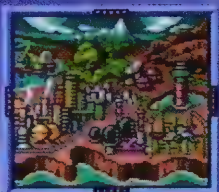
LEVELS



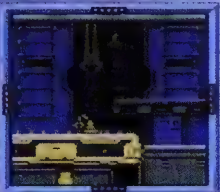
LAUNCH OCTOPUS



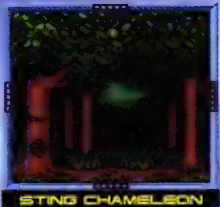
CHILL PENGUIN



FLAME MAMMOTH



BOOMER KUWANGER



STING CHAMELEON



SPARK MANDRILL



STORM EAGLE



ARMORED ARMADILLO



MAVERICKS



STORM EAGLE



FLAME MAMMOTH



CHILL PENGUIN



LAUNCH OCTOPUS



MEGA MAN



BOOMER KUWANGER



ARMORED ARMADILLO



SPARK MANDRILL



STING CHAMELEON

New highly detailed fact sheets on the Man himself.

Off to Sigma's Fortress!

America's favorite titanium hero is all dressed up for the 16-bit. Mega Man has all-new weapons that can be switched in the heat of battle and charged up to take out the nastiest rebel reloid. As with previous games in this series, Mega Man defeats eight mavericks, absorbing the weapons necessary to conquer upcoming challenges; then tests his brain and his brawn on an all-out Boss level and a battle against Sigma. But this time the robotic wonder-boy is set against stunning detailed, color-rich backgrounds and a toe-tapping soundtrack. Mega Man has graduated to a real 16-bit hero and all we can say is "What took you so long?"

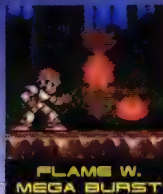
WEAPONS



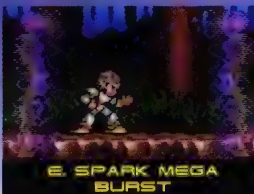
STORM T. MEGA BURST



HOMING T. MEGA BURST



FLAME W. MEGA BURST



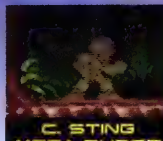
E. SPARK MEGA BURST



B. CUTTER MEGA BURST



FLAME W.



C. STING MEGA BURST



R. SHIELD MEGA BURST



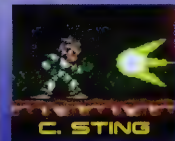
B. CUTTER



S. ICE MEGA BURST



X-BUSTER MEGA BURST



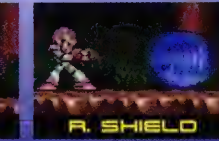
C. STING



S. ICE



E. SPARK



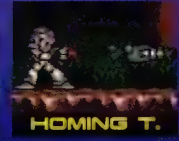
R. SHIELD



X-BUSTER



STORM T.



HOMING T.

JOE & MAC 2

▶ LOST IN THE TROPICS ◀

THOSE CRAZY CAVEMEN ARE BACK!

After conquering the Neanderthal nerds and saving the cave babes, things have been going well for Joe and Mac. The village enjoyed many years in perfect harmony. That is, until a rival cave-dweller by the name of Gork, crept into the village late one night and stole the Great Crown. The village, in a state of panic, now calls upon its great heroes...Joe and Mac.

Joe and Mac head out to find Tiki village in this two-player adventure. There they will find the first of the seven Rainbow Stones. When the seven stones are reunited again, a magical bridge will lead the way to Gork's hidden island. Using a number of power-ups,

ranging from a spiked club that throws projectiles to chicken bones that our heroes can spit long range, these cave dudes have come prepared.

Joe & Mac 2 relies heavily on the classic side-scrolling action game platform, with three continues and a password feature to help you attain your goal. Perhaps one of the best features is the number of different animals and contraptions that Joe and Mac get to ride on during their quest. So, if you're aching to see what happened to these classic cave dudes, or just looking for a new adventure, Joe & Mac 2: Lost in the Tropics might just be the thing to forget those winter woes.



CAVEMAN MOVES



- Cart Size: 8 Megs
- Style: One or Two Player Action/Adventure
- Levels: Seven
- Created by: Data East

■ Available: Now for Super Nintendo

▶ THE BOTTOM LINE **7.25**

ROSS, THE REBEL GAMER

Concept: 7 "Joe and Mac make another appearance on the Super NES, looking even better than before. The levels seem to be a bit easier, but the new map screen is a nice improvement; you can choose which level you want to do next. You'll find all of the original "cutesy" animation from the original, along with a few new ones. Joe and Mac are beginning to make a run for the list of all-time greats, as far as game quality and entertainment for all ages. Joe & Mac 2: Lost in the Tropics is fun for all ages, and exciting enough to hold your attention."

Graphics: 8

Sound: 7

Playability: 8

Entertainment: 7

OVERALL: **7**

RICK, THE VIDEO RANGER

Concept: 7 "Those two crazy cavemen are at it again. Though Joe and Mac tend to be real cute, a good effort went into putting some humor into this cart. Some absolutely great bosses are here, and the 2-player simultaneous action feature is always welcome. Unfortunately, in a left-to-right game like this, there's some problems with getting in each other's way. I found the game to be somewhat easy. I'm not knocking it for that, but I think Joe & Mac 2's appeal will be to younger gamers where the difficulty factor will allow them to progress."

Graphics: 8

Sound: 7

Playability: 8

Entertainment: 6.5

OVERALL: **7**

PAUL, THE PRO PLAYER

Concept: 8 "The previous version was pretty cool, as one of the first SNES games to feature two-player simultaneous action. This sequel has that same 2-player option, and is very surprising. I like the added role-playing element that makes the game less linear. The order of levels is in the player's hands. Joe & Mac 2 has great graphics, and I like the addition of more power-ups and weapons. The better animation makes the play more exciting and addictive. Joe & Mac 2 has wide range appeal that should keep their old fans and probably acquire a lot more. Check it out."

Graphics: 8

Sound: 8

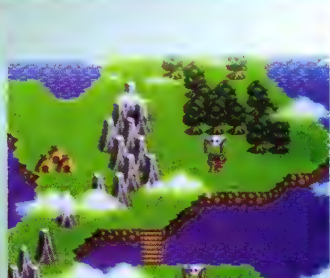
Playability: 8

Entertainment: 8

OVERALL: **7.75**



Gork steal crown, Joe get crown back! -"Caveman talk is cool!"



After the first level, you can choose your next destination on the overhead map.



Use the counterweights to get to higher ground.



Joe & Mac have huge appetites, so always be on the lookout for more food.



Look for the small statues, they're checkpoints that will let you start there if you die.



These guys get the goofiest looks on their faces.



You don't think he's going to wake him up, do you?



Joe & Mac get help from many friends along the way.



Ride the back of a Stegosaurus.



You must find all seven stones to finally face Gork.

Absolute Takes to the Skies with

TURN AND BURN

N O - F L Y Z O N E

Your cockpit display will show full-motion displays of each kill.

The Mode 7 effects in this game are awesome, you can do barrel rolls and loops.

When you get in close let 'em have it with you're M-61 machine gun.

After you finish each mission you're not quite out of the fire, you have to land successfully, too.

If you run out of fuel or crash you will eject to the safety of the seas.

- Style: 1 or 2-Player Flight combat simulator
- Special Features: Realistic "from-the-cockpit" view. Continue and password features
- Levels: Novice, Ace and 2-Player co-pilot modes
- Created by: Absolute
- Available: Now on Super Nintendo

▶ THE BOTTOM LINE **7.75**

Any "Fly Boy" will testify that there's nothing like soaring at Mach 2.34 high above the clouds, with the thrust of a Whitney TF30-414 Turbofan behind you. Ahh, but these skies are anything but friendly.

Recent events in the Mediterranean have escalated, causing political unrest and military instability. In an attempt to stabilize the situation, the President has declared a "No-Fly Zone" in your carrier group's area of operations. Intelligence reports indicate that one such hostile nation plans to challenge the President's ban by deploying their fleet of Soviet-built MiG-29s. Any aircraft entering this region should be assumed to have hostile intent and should be neutralized by any means possible.

Hop behind the control panel of an F-14 Tomcat, complete with a state-of-the-art arsenal, three radar systems and a host of Electronic Countermeasures. Lock-on enemy targets with infrared AIM-9 "Sidewinder" missiles, the M61A1 "Vulcan" 20mm cannon, or your extreme-range AIM-54 "Phoenix" missiles. Or, if a Bogey sets his sites on you, try an evasive maneuver or a deceptive heat-seeking flare.

Absolute has incorporated several features from their award-winning *Super BattleTank* into this cart, including spectacular graphics, time changes and adjustable difficulty. If the controls get too tough, grab a friend to act as your co-pilot. If it's a dog fight you're looking for, be on the look-out for *Turn and Burn: No-Fly Zone*.

T&B features Night, Day and Dusk missions.

With the Right and Left Buttons you can look over your shoulder to see all the action.

Use the Radar to check the position of your enemies and targets.

Whoa, that was close.

Mission Complete!

ROSS, THE REBEL GAMER

Concept: 9 "Possessing several qualities found in PC flight simulators, *Turn and Burn* rockets its way into the lead over other sims for the 16-bit machines.

Graphics: 8

Sound: 7 The control of the jet is really tight, so you get the feel of a real jet fighter.

Playability: 7 The sound effects and the near-panic background music add to the overall feel. One thing that could have been changed is the speed control. Using the directional control and another button make it tough to tail your opponent and still adjust speed.

Entertainment: 8 Regardless, Absolute takes a huge jump forward on my list of prominent Licensees with this game."

OVERALL:
8

RICK, THE VIDEO RANGER

Concept: 7 "To me, flight simulators are about as exciting as watching paint dry. I'm not saying they can't be good, but they're just too technical. T & B is, in many ways, a breath of fresh air. Absolute created some great graphics from the cockpit and a breathtaking sky, as well as some very real-looking enemy MiGs. The handling of your F-14 is fantastic, if you can handle the ultra-sensitive controls. Still, there are numerous Heads-Up-Display options for the technically-minded. T & B doesn't change my mind about flight simulators, but this might be the best sim on cart."

Graphics: 7

Sound: 8

Playability: 8

Entertainment: 8

OVERALL:
7.75

PAUL, THE PRO PLAYER

Concept: 7 "This game is like taking *Top Gun* to the 16-bit. The graphics are some of the best I've seen in a SNES flying game. They're similar to Absolute's *Super BattleTank*, in the way the sky changes to represent different times of day. The sound is also solid, with the scream of the jets and the machine gun fire. However, the controls are very tough. Controlling the speed is way too difficult when you're on the tail of a MiG, and the button configuration could be set up better. Overall, *Turn and Burn* is a great flight simulator with good action and killer graphics."

Graphics: 8

Sound: 8.5

Playability: 8

Entertainment: 8

OVERALL:
7.75

LEGEND

A Hack'n'Slash Adventure for Your Super NES

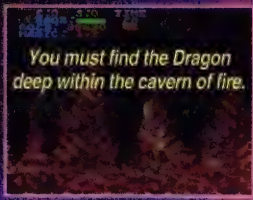
For one-thousand years the kingdom of Sellech was ruled by a being of pure evil...Beldor the Maleficent. Throughout his reign, the kingdom fell into complete chaos and destruction. The knights of Sellech set out one-by-one to destroy Beldor...none ever returned. Tormented long enough, the people unified and built armies of powerful warriors that eventually succeeded in imprisoning Beldor's soul. Now the King's wicked son, Clovis, intends to recapture the soul of Beldor and use it to dominate the kingdom. You must take up your sword and stop him!

Legend is a two-player game where the options include three levels of difficulty and the ability to share lives when playing with two players. This side-scrolling Action/Adventure game uses every button on the controller, as well as a few multi-button actions. Some of the more powerful attacks are magic potions that unleash heavy damage, a special weapon, and a jump-kick. There's also a small shield, allowing you to block the enemies' attacks.

To add to the game, you also pick up a number of different items that are left on the ground when an enemy is defeated. These items can either replace lost health, increase your score, or increase your magic level. There are Bonus Rounds and animation sequences between each level of a map, showing which route to take.

The entire kingdom hangs in the balance. It's up to you to end the reign of evil. Succeed...glory and admiration will be yours; fail and the entire kingdom will fall into the clutches of Clovis. Your adventure is about to begin.

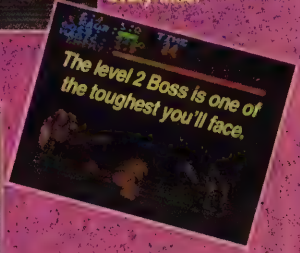
- **Style:** 1 or 2-Player Action/Adventure
- **Special Features:** Adjustable difficulty & continues
- **Created by:** Created by Seika
- **Available:** Now on Super Nintendo



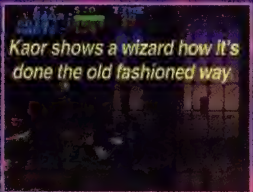
You must find the Dragon deep within the cavern of fire.



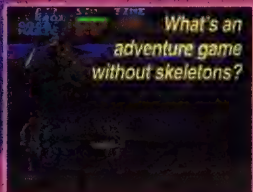
Don't let people sneak up behind you, they'll get you every time.



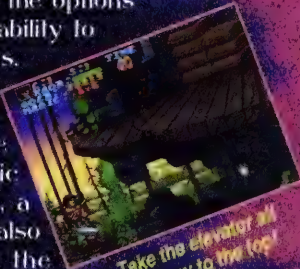
The level 2 Boss is one of the toughest you'll face.



Kaor shows a wizard how it's done the old fashioned way.

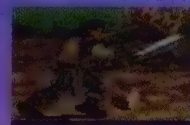


What's an adventure game without skeletons?

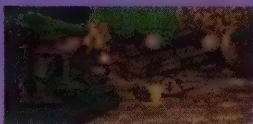


Take the elevator all the way to the top!

Standard Moves



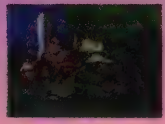
Attack



Shield



Stomp



New Attack



Jump

ANDY, THE GAME HOMBRÉ

Concept: 5 "Legend is Golden Axe for Super NES. The graphics are cool, with big characters and great backgrounds."

Graphics: 9 "The soundtrack repeats itself and the play is fairly repetitive. Overall, it just falls into the 'seen it' category. The sad part is that this game has all the workings to be a great game. Maybe

Sound: 7.5

Playability: 7.75

Entertainment: 6 "a revamp in play mechanics would have done it. I recommend this game for two-player adventurers looking for some good hack n' slash. Otherwise, look around."

OVERALL
7

RICK, THE VIDEO RANGER

Concept: 8 "Legend is an exciting two-player Action/Adventure in the mold of Golden Axe; the first of its kind for SNES. The characters are very large and look nasty. Legend has a unique look that portrays a nice illusion of 3D; things on screen seem to have texture. The sound effects are thunderous. The difficulty is moderate, and the gameplay is similar to Golden Axe, just hack n' slash and use magic spells in a pinch. What makes Legend fun is its excellent graphics and the uncomplicated game play."

Graphics: 9.5

Sound: 8.5

Playability: 6

Entertainment: 8.5

OVERALL
8

PAUL, THE PRO PLAYER

Concept: 5 "Legend is an attempt to bring Golden Axe-type games to the SNES. There are similarities in play as well as game design; the skeletons are a dead-ringer for those in the Golden Axe series. The graphics package is outstanding; great backgrounds and character animation."

Graphics: 9

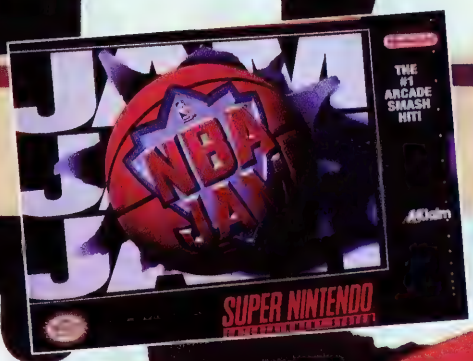
Sound: 8

Playability: 7

Entertainment: 8 "However, the play is very repetitive; it's the same jumping attack over and over. The difficulty setting lends extra challenge, but I want more attack moves. And what's with the Caveman level? They seem out of place. For SNES owners who've never played Golden Axe, this is the next best thing; plenty of action and killer looks that will keep you busy for a while."

OVERALL
7

► THE BOTTOM LINE **7.25**



NBA JAM: "Is It The Shoes?!"

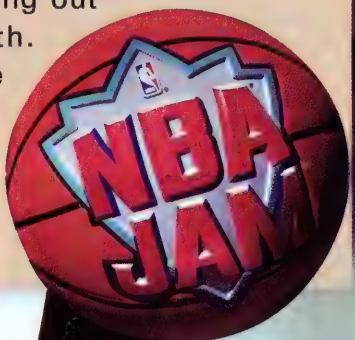


Facing yet another arcade conversion, Acclaim and Iguana decided to take a new approach at an old idea. Instead of simply creating a copy of the stand-up machine, they decided to go back to the drawing board and tweak the original. The result is less of an NBA JAM copy, but rather an NBA JAM upgrade.

The changes may seem minor at first, but once you get into the game, you will see that these intricacies make all the difference. For example, the launch area for dunks is expanded so you can really get some air and drive the ball to the hoop. They also changed the long range Hail Mary. Though it's still here, it's not as reliable outside of the half-court. In other words, say good-bye to that annoying full court three-pointer that puts out your fire just because some idiot accidentally hit the shot button.

Defense has also been given the once-over. Moves like shoving and stealing are still effective, but you tend to push and shove without getting the turnover, which makes games tight and extremely rough and tumble like the NBA. One change that many may seem as a negative is the blocking and rebounding. Unlike the arcade, in which it's fairly easy to guess-timate the timing, the home version is a little less exact. To correct this problem, Iguana gave the ball a longer rattle time on the hoop so you can move in quick and get the rebound.

NBA JAM has successfully made the conversion from arcade to home, leaving out little while adding depth. Though it may not be the stand-up, it has captured all the action and spirit of the game. Plus, it has a price tag that fits almost any basketball fan's budget.



IT'S A JAM-FEST



COACHING TIPS

COACHING TIPS

SHOOTING THE BALL
UNLOCK THE TURBO BUTTON. THIS WILL CAUSE THE PLAYER TO THROW HIS ELBOWS.

COACHING TIPS

JUMP EXTRA HIGH WHEN SHOOTING BLOCKING OR REBOUNDING BY PRESSING THE TURBO AND SHOOT BUTTONS AT THE SAME TIME.

COACHING TIPS

SHOOT FASTER INCREASE THE SPEED OF THE TURBO BUTTON.

COACHING TIPS

PRESS THE TURBO AND SHOOT BUTTONS WHILE BOUNDING TOWARD THE BASKET.
REMEMBER SOME PLAYERS HAVE MORE SPECTACULAR DUNKS THAN OTHERS.

COACHING TIPS

TAP THE SHOOT BUTTON ONCE. HOWEVER THIS ALSO CAUSES YOU TO PICK UP YOUR DRIBBLE. TRY FAKING OUT CPU DRONES.

COACHING TIPS

CLIMB AN OPPONENT AND BE HIT BY PRESSING THE TURBO AND STEAL BUTTONS AT THE SAME TIME.

COACHING TIPS

AN OPEN PLAYER IS MORE LIKELY TO MAKE A BASKET SO PASS TO YOUR OPEN TEAMMATE WHENEVER POSSIBLE.
TRY TO ANTICIPATE YOUR OPPONENTS NEXT MOVE BEFORE HE MAKES IT.

COACHING TIPS

AT TEAMS' TIMEOUTS THE KEY BUTTON THIRTEEN TIMES THEN HOLD A AND X UNTIL THE COURT APPEARS.
THIS WILL ENABLE JUICE MODE.

COACHING TIPS

DISRUPT THE CHANCE OF AN OPPONENTS SHOT GOING IN THE BASKET BY GETTING IN HIS FACE.
HONK WITH B AND STEAL THE BALL.

COACHING TIPS

AN OPEN PLAYER IS MORE LIKELY TO MAKE A BASKET SO PASS TO YOUR OPEN TEAMMATE WHENEVER POSSIBLE.
TRY TO ANTICIPATE YOUR OPPONENTS NEXT MOVE BEFORE HE MAKES IT.

GREATEST PLAYERS
C MOST GAMES WON

PL	NAME	PTS	REB
01	ACE	28-2	0,324
02	GAP	17-7	0,708
03	SEN	16-4	0,808
04	SL	14-13	0,513
05	GOB	12-8	0,800
06	JAM	9-4	0,652
07	BOZ	3-3	0,500
08	JAZ	0-2	0,727

GRAND CHAMPIONS
C MOST ALL OF THE JAMS

#1	ACM
#2	
#3	

LONGEST WINNING STREAK
C COLLECTIVE WINS

PL	NAME	PTS	REB
01	GAP	WAS	3 17-7
02	ACE	WIS	2 31-2
03	SEN	WIS	1 16-4
04	ZOB	WIS	1 0-7
05	BOZ	WIS	1 7-2
06	SEN	WIS	1 3-3
07	ACE	WIS	1 2-2
08	ACE	WIS	1 2-2

EXPERIENCED PLAYERS
C MOST GAMES PLAYED

PL	NAME	PTS	REB
01	ACE	22	0,324
02	SL	13	0,513
03	SEN	16	0,708
04	GOB	12	0,800
05	ACE	10	0,300
06	JAM	9	0,500
07	JAM	8	0,375
08	GOB	15	0,300

CONGRATULATIONS!
YOU ARE AN NBA JAM GRAND CHAMPION
PLAY ON FOR AN EVEN GREATER



- **Cart Size:** 16 Meg
- **Style:** 1 to 4-Player arcade-style basketball
- **Special Features:** NBA license, passwords, Tag Mode, and over 60 jams
- **Created by:** Created by Iguana Entertainment for Acclaim
- **Available:** March 4th, 1994

► **THE BOTTOM LINE 9.25**

ANDY, THE GAME HONDRÉ

Concept: 9 "This game is sweet! It kicks some serious butt! Not only is it slightly updated, it also features some tweaking that makes it as good as the arcade. If the voices weren't so pathetic, I'd even go so far as to say it was better. NBA JAM is the best basketball game available on any system and I highly advise it; it's pure jammin' madness. Let me put it this way, when we got this game I didn't stop playing it until I beat all 27 teams. It's that good."

Graphics: 8.5

Sound: 8.5

Playability: 8.75

Entertainment: 8.75

OVERALL: 9.25

RICK, THE VIDEO RANGER

Concept: 8.5 "NBA JAM; the arcade sensation is coming home just in time for "March Madness". Acclaim did a wonderful job translating this game. The voice-overs lost quite a bit, but that's forgivable. The graphics are wonderful.

Graphics: 8.5

Sound: 8.5

Playability: 10 The spectacular dunks and fire shots are still there, better than I dreamed they'd be. As for gameplay, NBA JAM cooks. No deficit is insurmountable, but no lead is safe. My only complaint is that loose balls can be hard to pick up. Is it too soon to be thinking about the game of the year for 1994?"

Entertainment: 8.5

OVERALL: 9.25

PAUL, THE PRO PLAYER

Concept: 8 "The hottest arcade of '93 is on the SNES and, if you don't have it in your hands yet, GET GOING! NBA JAM is hot. Most of the elements that made the arcade great are here. The teams, the players and those monster jams blow me away. The best part of the translation is that the control and playability are intact. While I view NBA JAM as a glorified Arch Rivals, I think it's the best basketball cart on the market. Sure it's only two-on-two, but it leaves all other carts in the dust."

Graphics: 8

Sound: 8

Playability: 10

Entertainment: 10

OVERALL: 9.5

GENESIS

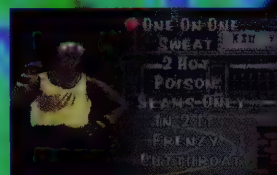
Jammit! Takin' it to The Streets



From long range...and it goes!



Jammit cuts in the hoop whenever you get close.



Choose from eight different games.

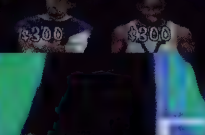
Not only do you have to beat each player, but you have to take all their money too.



Looks like Slade's got the jump.



Choose from three different courts.



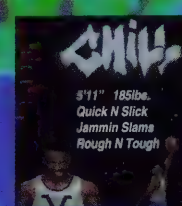
Over the top!



Rejected!



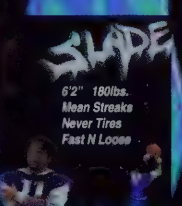
You can call your own fouls, just like any street-ball game.



5'11" 185lbs.
Quick N Slick
Jammin Slame
Rough N Tough



6'1" 140lbs.
Long Shooter
Pretty Fast
Slaps Most Away



6'2" 190lbs.
Mean Streaks
Never Tires
Fast N Loose



6'4" 205lbs.
Precise Shooter
Tower of Power
Strong N Fair

- Cart Size: 8 Meg
- Style: 1 or 2-Player street basketball
- Special Features: Choice of 3 hoopsters, five courts
Trash talkin' & "slam cam" features
Password feature
- Levels: 2 modes of play; 8 game styles
- Created by: Virgin
- Available: Now

"Yo! What's up, baay-bee?"

What's up is a slammin', jammin' new cart from Virgin, that takes the game of hoops out of the gym and onto the nearest playground. This is pick-up basketball at its best.

Think you're tough out on the parquet? Not only are Chill, Roxy, Slade and the Judge the best pick-up players in the 'hood, but they got all the conversation to psyche you out. You'd better have cash money in hand, 'cuz the One-Player mode pits you against these concrete champs in a tournament comprised of eight styles of play. Before each round your opponent wagers up to \$300. Choose to bet either \$100, \$200, or \$300; the steeper the stakes, the tougher the competition.

This game gets busy with rounds like '1 on 1', 'Sweat', '2 Hot', 'Poison', 'Slams Only', 'In 2 It' and 'Frenzy'. While the specifics of each game vary, the basic rules are simple; the first player to reach a score of 21 wins, no matter how dirty they play. Shoving, stealing and elbow jabs become a means of survival. Make it through without losing your shirt and you'll come face-to-face with Judge, the neighborhood champ, for a mean round of 'Cutthroat' on his home turf.

Like any decent sports game, Jammit! also has a Two-Player mode that allows you to diss your friends in a little one-on-one. Pump up the volume and get busy!

▶ THE BOTTOM LINE **6.5**

ANDY, THE GAME HOMBRE

Concept: 7.5 Jammit! isn't necessarily a bad game, but it's definitely not my style.
Graphics: 7 I don't like the play control at all. The movement and control of the characters is mediocre, and the depth-perception stinks. I do like the close-ups and the trash-talk is pretty funny, but it gets annoying after a while. If you loved Arch Rivals on Genesis, this could be the game for you. I would check it out first, though.
Sound: 6
Playability: 4
Entertainment: 3

OVERALL:

5.75

RICK, THE VIDEO RANGER

Concept: 8 Barkley would love this game; one-on-one basketball with no refs. The players move around the court like NBA Jam, except on a playground.
Graphics: 7.5
Sound: 9.5 They push, shove, drain three-pointers and slam it in your face. They appear a little fuzzy, but not too bad, and I like the close-ups on dunks and blocks. The best part of this game is the action. Control your player as they race around the court, making baskets and knocking down the enemy. But don't let anyone get by you, because it's nearly impossible to catch up. To borrow a phrase from another buckets title, 'I love this game.'
Playability: 3
Entertainment: 5

OVERALL:

8

PAUL, THE PRO PLAYER

Concept: 4 If you remember Hoops for the NES, it's conceptually pretty close to Jammit! This cart just has more attitude and muscle. The graphics are pretty decent, which makes the players look fairly realistic. The voice samples are really well done, but give me a break. The corny comments are really lame after a few plays. Although it does offer a variety of game styles, the play is weak. I can only take so much one-on-one action.
Graphics: 8
Sound: 7
Playability: 6
Entertainment: 5

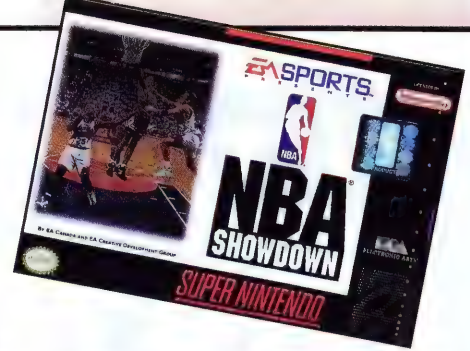
OVERALL:

6

NBA SHOWDOWN



**: Bulls vs. Suns
More Stats,
More Teams...More EA Sports**

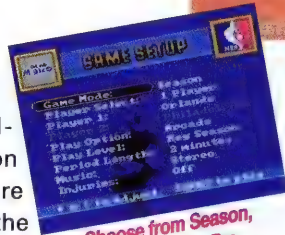


Super NES Reviews

- **Style:** 1 or 2-Player, versus or co-op basketball
- **Special Features:** All 27 NBA teams & actual '92-'93 rosters
Custom team builder, trades & Marquee shots
Save 3 Seasons or Playoffs-in-progress
- **Levels:** 3 game modes, 3 play levels; arcade or exhibition
- **Created by:** EA Sports
- **Available:** Now on Super Nintendo

Doctor J, Kareem Abdul-Jabbar, Larry Bird, Magic Johnson and Michael "Air" Jordan. These are just a few of the legendary men of the courts who have wowed us over the years with their feats and flights to the net in pursuit of greatness. And in their footsteps are a host of promising newcomers like Alonzo Mourning and Shaquille O'Neal, who will assuredly write a few pages of history themselves. Could Dr. James Naismith have foreseen that the gym exercise he invented back in 1891 would become the world's most popular indoor sport?

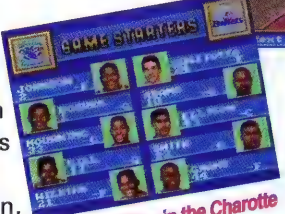
Welcome to NBA Showdown, this year's offering in EA Sports' basketball series. Similar to its predecessors (Lakers vs. Celtics, Lakers vs. Bulls, and Bulls vs. Blazers), NBA Showdown brings the realism of basketball to your home gaming system. But this time it does it with all 27 NBA teams. Pick any team from



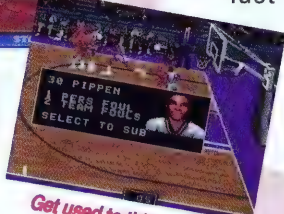
Choose from Season, Exhibition, or Pre-Season play.



One of the biggest improvements is the addition of a season.



Notice Wilkins in the Charlotte line-up, that's because you can trade players. Very cool!



Get used to this picture.

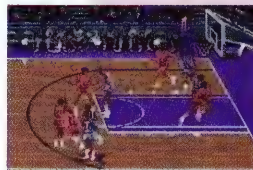
either the Eastern or Western conference for a little Pre-season or Playoff action. Or, work your way through the entire grueling 80 game season.

Each team has one or two star players sporting their signature slams and dunks, like Olajuwon's 'Windmill Slam' or Laettner's 'Spinning Jump Shot'. All the player and team stats are true-to-life. This is real NBA action, complete with trades, injuries, substitutions and league leaders. And if that's not enough, EA has added a Custom-build feature that lets you tailor your team any way you like. With break-away drives down the lane, last second turn-overs and glass-shattering slams, this is anything but a Phy-ed warm-up.

▶ THE BOTTOM LINE 6.25



KaBoom!



He puts it up, over the crowd, and in the hole.



Of course this game has instant replay so you can see all your spectacular dunks.

ROSS, THE REBEL GAMER

Concept: 6 "EA Sports releases a new cart that looks and plays like every other basketball game they've ever done." **Graphics:** 6 "A few new features, like customized teams and a larger view of the court, give it a somewhat new edge. The players and hoops are really choppy and fuzzy. And when it comes to playability: 5 game play, you can't overlook the slow speed. Initially it gives the feeling that its playability simulates real NBA play, but when Jordan can't hit from the paint four times in a row, you know you're not playing the real thing."

OVERALL: 5.75

RICK, THE VIDEO RANGER

Concept: 6.5 "NBA Showdown is simply a new name for the remake of EA's Bulls vs. Lakers vs. Celtics vs. Blazers. The game play is very similar to previous games, but they do have all 27 NBA teams. The characters look a bit like the real players, but not as much as I'd have liked. The players have some great signature moves, but the game play is painfully slow. NBA Showdown is one of the better basketball games around, but I think they need to clean up the graphics and speed it up a bit."

OVERALL: 7

PAUL, THE PRO PLAYER

Concept: 8 "These games haven't progressed very much since Lakers vs. Celtics for the Genesis. Okay, you get more teams, better stat keeping, and the "signature" moves, but the play still bites. I can't imagine punishing myself by playing an entire season. EA does well with other sports, but comes up short with that same engine. I like the season stats and the ability to trade players but, with the same basic play as all its predecessors, I'm truly disappointed. Yet, for those of you who liked the other versions, this is the best yet."

OVERALL: 6.5

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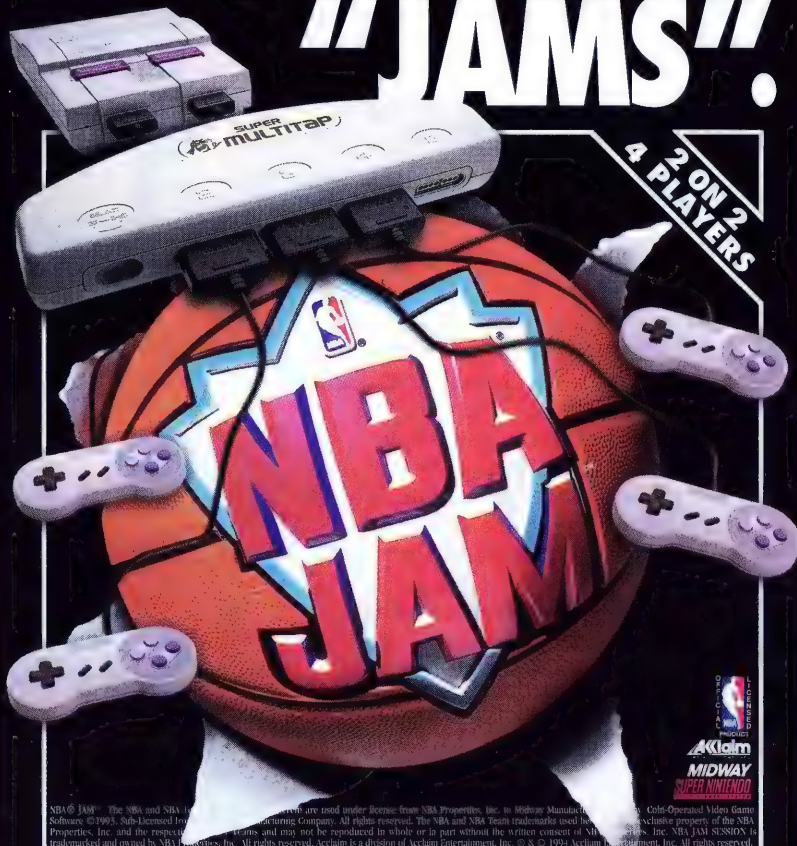
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IN SUPER BOMBERMAN PARTY PAKS!

MULTITAP "JAMS".



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Hey, here's a great "NBA JAM™" game tip: now 4
of you can jam together. With Super Multitap.

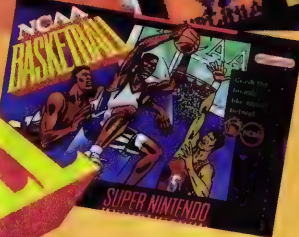
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Multitap. From Hudson Soft. The only 5 player
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NCAA BASKETBALL



CLASSICS ATTIC

Only a Year Old & Already a Classic!

▶ THE BOTTOM LINE 8.5

While this game is only a year old and a relatively fresh addition to the attic, we feel that it is perfect for our March Madness issue. NCAA Basketball is truly one of the most unique games in this sports class. It's the only basketball game with an NCAA license, on-the-fly play calling, and a five-man first-person perspective.

NCAA Basketball follows all the rules of collegiate basketball, minus the new 35 shot clock, of course. In the One-Player mode, you can play an entire season via the battery back-up. And if you qualify, you can enter the Tournament and make a run for the Final Four.

Your road to glory won't be easy. Beating your opponents not only takes technique, but some coaching skills, as well. The only game to incorporate this feature thus far, NCAA Basketball uses a basic but sufficient form of play-calling. You can choose between seven offensive and defensive plays by using your left and right buttons during game play. One drawback is that you need to know the plays in order to use them correctly but, once you learn them, you'll never play another game without them.

- **Play:** 1 or 2-Player basketball
- **Special Features:** Mode 7 First-person perspective
44 College Teams; Offensive & Defensive plays
Tournament Mode; Battery back-up
- **Created by:** HAL America for Nintendo



Match the moving arrow to convert.



Substitute often to keep players fresh.



Checkout the Mode 7 scaling.



OFFENSIVE PLAYS	DEFENSIVE PLAYS
<p>Give and Go Offense</p> <p>This offensive play is used to get the ball into the key area. The player who has the ball passes it to a teammate who then shoots the ball.</p>	<p>Man to Man Defense</p> <p>This defensive play is used to prevent the offense from scoring. Each defender is assigned to guard a specific offensive player.</p>
<p>Stack Offense</p> <p>This offensive play is used to get the ball into the key area. The player who has the ball passes it to a teammate who then shoots the ball.</p>	<p>Pressure Defense</p> <p>This defensive play is used to prevent the offense from scoring. Each defender is assigned to guard a specific offensive player.</p>
<p>Spread Offense</p> <p>This offensive play is used to get the ball into the key area. The player who has the ball passes it to a teammate who then shoots the ball.</p>	<p>2-3 Zone Defense</p> <p>This defensive play is used to prevent the offense from scoring. Two defenders guard the key area while three guard the perimeter.</p>
<p>Double Low Offense</p> <p>This offensive play is used to get the ball into the key area. The player who has the ball passes it to a teammate who then shoots the ball.</p>	<p>1-3-1 Zone Defense</p> <p>This defensive play is used to prevent the offense from scoring. One defender guards the key area while three guard the perimeter.</p>
<p>High-Low Offense</p> <p>This offensive play is used to get the ball into the key area. The player who has the ball passes it to a teammate who then shoots the ball.</p>	<p>1-2-2 Zone Defense</p> <p>This defensive play is used to prevent the offense from scoring. One defender guards the key area while two guard the perimeter.</p>
<p>2-3 Set Offense</p> <p>This offensive play is used to get the ball into the key area. The player who has the ball passes it to a teammate who then shoots the ball.</p>	<p>Triangle and 2 Defense</p> <p>This defensive play is used to prevent the offense from scoring. Two defenders guard the key area while one guards the perimeter.</p>
<p>1-4 Set Offense</p> <p>This offensive play is used to get the ball into the key area. The player who has the ball passes it to a teammate who then shoots the ball.</p>	<p>Diamond and 1 Defense</p> <p>This defensive play is used to prevent the offense from scoring. One defender guards the key area while four guard the perimeter.</p>

ANDY, THE GAME NERD

Concept: 9 "This game is still one my favorite basketball carts. While it may be a tad slow, it does a excellent job of creating a basketball atmosphere."
Graphics: 8
Sound: 7
Playability: 9
Entertainment: 8
OVERALL: 8.75

RICK, THE VIDEO NERD

Concept: 8 "NCAA has been out for a long time, so the new games are better...NOT! NCAA is a prime example of how great game design can withstand the test of time, competing with newer technology and higher priced endorsements. The player's view of the action is better than any overhead view. The animation is smooth, while the use of Mode 7 graphics is hot. From a coach's point of view, the best thing about this game is the ability to select your plays. NCAA is the most realistic video basketball game around, and I'm still waiting for a better one."
Graphics: 8.5
Sound: 7.5
Playability: 9
Entertainment: 8
OVERALL: 8.25

RUSS, THE REAL GAMER

Concept: 8 "Rarely do you find a basketball game using the college teams. If you're like me, college ball is just as much fun to watch as the pros, if not better. It was a dream come true when NCAA was released. The graphics were cutting edge, and still remain some of the best I've seen. As one of the first games to feature Mode 7, you couldn't help but be impressed. The game play is really good; you can figure out how to play in a matter of seconds. Whenever I feel the urge to watch college ball, I pop in NCAA and my cravings are cured."
Graphics: 8
Sound: 7
Playability: 8
Entertainment: 9
OVERALL: 8.25

NBA ACTION

- **Cart Size:** 16 meg with a battery back-up
- **Style:** 1-4 players, NBA action
- **Special Features:** All 27 NBA teams & 3 Hall of Fame teams
- **Levels:** 20, 40, or 82 game seasons + playoffs
- **Created by:** Sega Sports
- **Available:** Now on Sega Genesis

NBA Action '94 Hosted by Marv Albert

Sega Sports is takin' it to the hole with their first NBA licensed game, NBA Action '94. Not only do you get all 27 NBA teams and players, you get the world renowned announcer, Marv Albert to do the commentary. Check it out, there are even three Hall of Fame teams. Bill Walton, Rick Barry, "Pistol" Pete Maravich, and the "Doctor," Julius Erving are just a few on the roster.

NBA Action '94 features digitized players, 14 different animated slams, and a season mode, in which, you can form a 20, 40, or full 82 game schedule. Battery backup saves the whole season standings and stats, keeping cool running statistics of average points scored and allowed, plus many more. It even keeps track of your shots and where you shot them from. So if you're scoring from the paint or the perimeter, it will let you see just what shots are working.

A full array of options are included such as the "role play" that enables you to just be one player on the court. This comes in handy if the score is tight or if you just want to be Isaiah Ryder the whole game. It also has full substitution capabilities along with adjustable fatigue option. Sega Sports is hitting hard with a full package of sports titles, and NBA Action '94 is another offering that NBA enthusiasts should love.

▶ THE BOTTOM LINE 8

ANDY, THE GAME HONOR

Concept: 8 "Unlike, David Robinson, this game is pretty good. It manages to fix most of the problems with original, excusing that split second moment when you head into the other side of the court. Graphically, that's not much of a problem, just more of an annoyance. Besides that quirk, the

Graphics: 8.5

Sound: 9

Playability: 8.5

Entertainment: 9

OVERALL: **8.25**

NBA Action really puts on a show with numerous stat tracking, and season play; easily the best of the NBA simulators."

BOB, THE REBEL GAMER

Concept: 9 "Another NBA game coming out this spring, oh no! Sega Sports has come out with their own version of basketball with the stars of the NBA.

Graphics: 6

Sound: 8

Playability: 8

Entertainment: 8

OVERALL: **7**

Although the gameplay wasn't to bad, the graphics sucked big! Giving NBA Action a sound like NBA Jam, (Marv Albert's voice overs) brought it to the edge and the roar of the crowd pushed it over. Being able to play all of the players one at a time as well as having a roleplay feature where you can play only one man makes it all worth while."

PAUL, THE PRO PLAYER

Concept: 8 "YES! NBA Action brings some serious hoops to the Genesis. It has

Graphics: 8

Sound: 9

Playability: 8

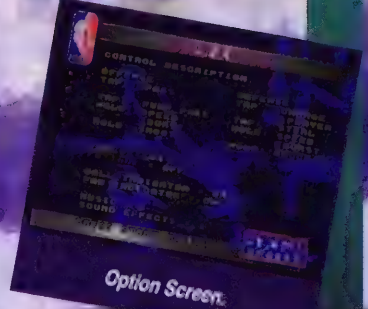
Entertainment: 9

OVERALL: **8.75**

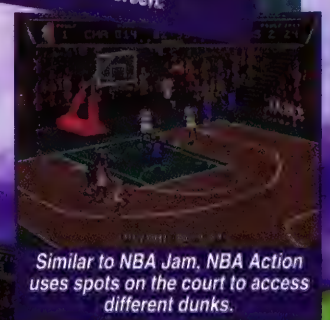
the speed and graphics that a basketball cart needs. And the 'ole timers are awesome. Something I've never seen before. Marv Albert's commentary is excellent, but the crowds need a bit of work. The control is precise, and it's cool how you have to give the right touch to put the ball in the hole. With the stats, players, and quick action, NBA Action '94 is the best NBA simulation to date."



He Draws the foul.



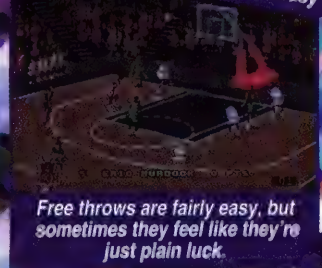
Option Screen.



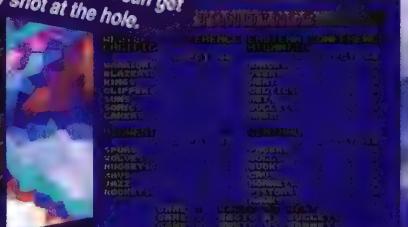
Similar to NBA Jam, NBA Action uses spots on the court to access different dunks.



If you work the picks, you can get an easy shot at the hole.



Free throws are fairly easy, but sometimes they feel like they're just plain luck.



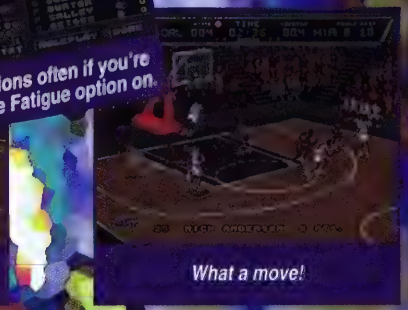
You can choose to play as any one of the entire NBA teams.



Make substitutions often if you're playing with the Fatigue option on.



The 3/4 perspective makes it easy to see the passing lanes.



What a move!

WHAT'S HOT!

News & Rumors From the
Video Game Industry



Nintendo Awards Best of Show

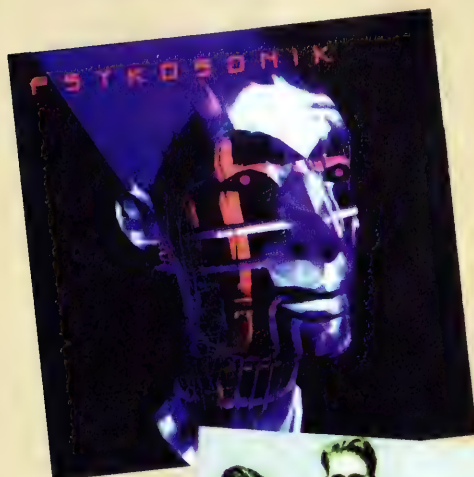
Not to be confused with Nintendo Power's Annual Video Game Awards, which are awarded later in the year, **Nintendo of America** also singles out those products they feel represent the **Best of Show**. These products and awards are specific to the Winter Consumer Electronics Show and are decided by the editors of Nintendo Power. Under the heading of **Super Nintendo**, recognition goes to **Nintendo's Super Metroid**, **Stunt Racer FX** and **Ken Griffy Jr.'s Major League Baseball**; **NBA JAM** from **Acclaim**; **Jungle Book** from **Virgin Interactive Entertainment**; **Interplay Production's Blackthorne** and **Claymates**; **Mega Man X** from **Capcom**; **Winter Extreme** from **ElectroBrain**; and **Absolute Entertainment's Turn & Burn: No Fly Zone**. In the **8-bit Nintendo** division, awards went to **Nintendo's Zoda's Revenge: Star Tropics II** and **Mega Man 6** (developed by **Capcom**); **Jungle Book** from **Virgin**; **Konami's Teenage Mutant Ninja Turtles: Tournament Fighters**; and **Capcom's Chip & Dale: Rescue Rangers 2**. And last but not least, in the category for **Game Boy** titles, the recipients were **Nintendo's Marioland**; **Konami's Batman: The Animated Series** and **TMNT: Radical Rescue**; **Acclaim's Itchy & Scratchy's Miniature Golf Madness**; and **Daffy Duck** from **Sunsoft**. We look forward to more award-winners from these leaders.

Teknojihad

Activision's new Super NES title, *X-Kaliber 2097*, features the music of **Psykosonik**, an emerging techno/house group. The game features five tracks from the band's new record, including their hits "Silicon Jesus" and "Welcome to my Mind". Originally from Minneapolis, **Psykosonik** features Paul Sebastian, Theopolis, DJ Daniel Lenz, and drummer Michael Miner and is distributed on the Wax Trax! label.

The pounding beat of **Psykosonik** brings a sci-fi feel to this action/adventure cart based on a story from comic book author **Mark London Williams**. The game's hero, **Slash**, must travel to the future to save Neo New York from the mutant morphs and their evil master, **Raptor**.

All of us at **Game Informer** would like to do some free advertising for our friend **Theopolis**, so if you don't check out the game, make sure you check out the disk at your local record store!

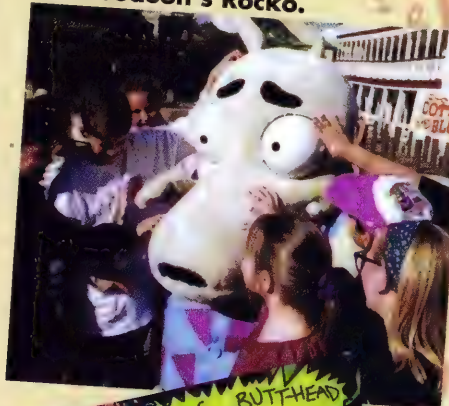


Psykosonik.

Nickelodeon Character a Big Hit at WCES

Viacom New Media announced their first video game at Las Vegas' **MGM Grand Adventures theme park** with an appearance by **Rocko**, the star of Nickelodeon's cartoon "Rocko's Modern Life". The Super Nintendo game, *Rocko's Modern Life: Spunky's Dangerous Day*, features **Rocko** frantically trying to keep his (friend/nephew?) out of harm's way. It will be released in April of this year, followed by **Viacom's** second game starring **Beavis and Butthead**.

Nickleodeon's Rocko.



Does Your Child Have a \$25,000 Imagination?

Electronic Arts makes \$50,000 available in scholarships to two young individuals that come up with the most creative Edu-tainment computer game concept. The contest, sponsored by EA*Kids™, Mindplay™, Morgan Interactive™, and Sanctuary Woods Multimedia™, in association with EduQuest, the IBM company serving the K-12 educational market, will award a \$25,000 scholarship to one entrant from the 3-7 age group and one from the 8-14 age group. To enter, participants must submit a title, concept, characters, and educational purpose of their game, as well as a drawing of what their product would look like on screen. The contest is in effect now and runs through June 30, 1994. Entries must be received no later than July 10, 1994. To enter, please see entry form for rules and regulations; no purchase necessary. Official entry forms are available by request from Electronic Arts, Inc., College Scholarship, 1450 Fashion Island Blvd., San Mateo, CA 94404.

Boxing Greats Go Head-to-Head

Las Vegas was the setting for yet another long-awaited match-up between **Marvelous Marvin Hagler** and **Sugar Ray Leonard**, but this battle took place on a big screen instead of in the ring. Together again after several years, the two former middleweight champs appeared in person at the Winter Consumer Electronics Show to promote **ElectroBrain's** popular boxing game *Legends of the Ring* for Sega Genesis and Super Nintendo. Hagler and Ray duked it out at the Nintendo booth in a round that ended in a draw.



Marvelous Marvin Hagler and Sugar Ray Leonard.

Sega Tips Their Hat to Third-Party Licensees

Sega of America also viewed the WCES as an opportunity to acknowledge outstanding achievement from their third-party licensees. Sega's Third Party Seal of Quality Award Trophies were handed out to ten lucky winners. **Virgin Games' Cool Spot** captured awards for both **Best Sound in a Genesis Product** and **Product of the Year for the Game Gear**. **Sega CD Product of the Year** was awarded to **JVC Musical Industries** for their flight simulator *AH-3 Thunderstrike*. **Flashback** from **U.S. Gold** took both **Best Graphics in a Genesis Product** and **Best Adventure/RPG Genesis Product**. **Spectrum HoloByte's Soldiers of Fortune** also walked away with two awards for **Best Genesis Action Product** and **Product of the Year for the Genesis system**. **Interplay Productions** scored **Best Puzzle/Strategy Product** with *Lost Vikings*, **Best Sports Product** went to **FIFA International Soccer** from **Electronic Arts**, and **Domark's Formula One Grand Prix** took **Best Flying/Driving Product**. Congratulations to all, and keep 'em coming.



GI Presents Their Second Annual Awards

The Winter Consumer Electronics Show in Las Vegas was the sight of **Game Informer Magazine's Second Annual Awards Presentation**. The magazine staff gathered at Bally's with members of several game manufacturing and publishing companies to acknowledge outstanding achievement in categories ranging from Best Graphics to Best Hand-Held Game. The coveted award for Game of the Year went to Acclaim for **Mortal Kombat**, while the Best New Hardware System was awarded to Atari for their new **Jaguar**. (For more on the GI awards turn to Page 62).



Beth and Andy, the big MC's at the GI awards in Las Vegas.

Mega Man Meets the Boob Tube

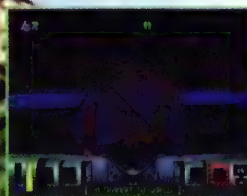
Capcom, one of the nation's leading names in arcade and video games, announced plans to bring their first video game hero, **Mega Man**, to television. Making its debut in the Fall of 1994, the syndicated series will feature an animated version of the titanium wonder and several of his most popular allies and arch-enemies. Ruby-Spears, one of the countries foremost producers of animation for children's television, will produce along with Daniel Kletzky, president of Entertainment Licensing Associates. Also involved in the project will be Summit Media Group and Rysner TPR, who will distribute the series.

CYBERMORPH

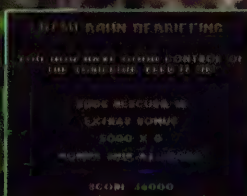
- **Style:** Simulator/Shooter
- **Special Features:** Individual SFX volumes
Multiple weapon power-ups, Five different views including cockpit, 360° flight control, including Hover, and Reverse
- **Levels:** Long levels;
5 sectors with 8 planets & hidden areas
- **Created by:** ATD for Atari
- **Available:** Now on Jaguar

Atari's Jaguar Packs The Ultimate Weapon

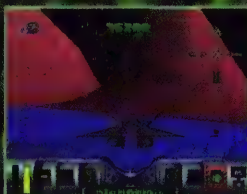
The evil Pernitian Empire began conquering the known galaxy, relentlessly taking it planet by planet. Their success came with ease, due mostly to the use of regenerative robotics technologies, and ships that are primarily organic. Your forces had also mastered this process, but lost all new weapon designs, information, and supplies to the enemy. The Pernitian Empire sealed this crucial information in pods and hid them throughout the galaxy. Our last hope is a single fighter, the Cybermorph Transmogriphon or T-Griffon. This morphing attack craft, armed with Cruise Bombs, Incinerators, and Mines, is a powerful force that with the right pilot, can recapture the pods and save the galaxy.



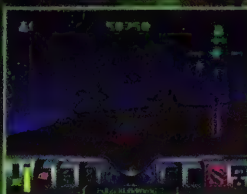
Due to the regenerative robotics, the T-Griffon must be transported to the surface.



After each level, a debriefing fills you in on how you did.



You can't go over the mountains, so you have to find a way around.



Scavengers roam the planets looking for pods.



Finally, the pod floats.



It takes careful flying to retrieve a pod lodged between buildings.



The little guy carries power-ups, and shows when you least expect it.

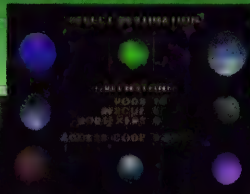


Some pods are locked in prison, and do not show up on your radar.

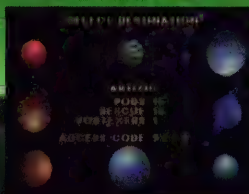
Sector 1



Sector 2



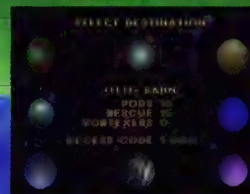
Sector 3



Sector 4



Sector 5



ANDY, THE GAME HOMBRE

Concept: 8 "Ignore what everyone else has said because, if you really sit down and play this game, you'll realize how awesome it really is. With vivid colors and solid graphics, the Jaguar comes out purring. There's no music in *Cybermorph*, but I wouldn't have it any other way. Each level takes a large amount of time to master and, if this game had music, it would get very annoying and detract from the overall simulation. *Cybermorph* not only impressed me with its control and intense gameplay, it did something no game has done in a long time; it made me work to get to the end. Great game."

OVERALL: 8.75

PAUL, THE PRO PLAYER

Concept: 8 "Cybermorph goes up against Starfox and Silpheed, blowing them away. This first class pack-in really shows the awesome capabilities of the Jag. Initially, the graphics look kinda' dull but, once you kick it in, the look and speed are amazing. The options are right at your fingertips, with so many buttons on the controller. *Cybermorph's* control and playability are outstanding. The different points of view and weapons select are slick, and the ability to change speeds and turn on a dime make the action fast. New Jag owners will be impressed by this first-generation game. Here's to many more exciting titles."

OVERALL: 8.75

ROSS, THE REBEL GAMER

Concept: 8 "Unlike other shooters of this nature, *Cybermorph* gives players the ability to fly any where, not just in one confined tunnel. With real-time 3D graphics, it's easy to see that normal side-scrolling shooters will become ancient history. The voice-overs are clear and crisp, but end up repeating themselves too often. The controls are what I'd expect from a true-to-life simulator, with over-steering during fast flight. The levels are not easy, but the game play is great. How can you not enjoy a game that you can play for hours without defeating? My view of shooters just made a 180° turn-around."

OVERALL: 8.25

To give you a better idea of this game's intensity, here's a quick run-down of one mission scenario:

CYBERMORPH MISSION 2.3:

The Fragorians have been herded into pods and are being held hostage by the Permitta. Guarded by a high-powered force field, you must find the power generator, destroy it and rescue the civilians. Transported into the planet atmosphere, you notice pods on your radar outside the force field. You move quickly. With the pods still in sight, a fleet of enemy aircraft scream missiles by the side of your ship. They're fast, but you're faster. You pop it in reverse, swing out and come straight at 'em. You dodge their fire and, out of the corner of your eye, you see their radar guidance system and open fire. Ding! Enemy fleet out of order.

Next, you avert your attention back to the pods. You begin to free them and scavengers swarm the area, making it difficult to maneuver. As you free the last pod and prepare to move on, you notice a strange-looking building. Good observation, because inside is a hidden transporter. You enter, wary of what's on the other side, but fearless none-the-less. Maybe it's luck, but you've found the generator. Destroy it and head for the pods. With the pods on board, all you have to do is find your way to the transporter. Good luck, you'll need it!



Weapon Configuration: Innovation



Weapon Configuration: Triple Shot



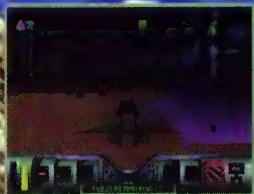
Weapon Configuration: Triple Fire



Weapon Configuration: Mines



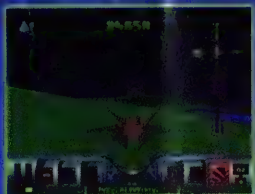
Weapon Configuration: Chain Bombs



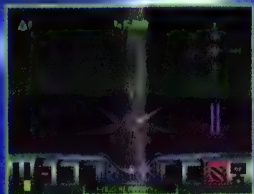
Some missions require that you shut down force fields to gain access to pods.



Some pods are surrounded by spikes, you must hover over them, then lower yourself.



Check out the detailing on the face of a giant fish!



Vortex towers create anti-matter that eats away the planet as you search for pods.



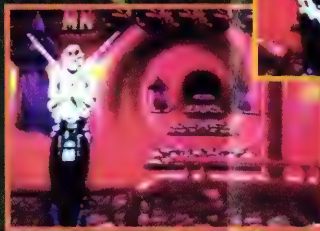
Use teleporters to find extra pods and bonus items.

THE BOTTOM LINE 8.5

The word is out. *Mortal Kombat II* is now lurking in selected arcades scattered across the country. Get busy and seek it out, cuz' it's all you could want in a stand-up and more. This sequel picks up after Shang Tsung's defeat in the original. Shang Tsung then goes to his master, Shao Khan, begging him to be merciful. Shao Khan agrees not to destroy the vanquished Grand Master if he can lure the kombatants to Shao Khan's Outerworld realm for another tournament.

This time there are 12 fighters to choose from, including all the original characters except for Sonya and Kano. But no need to mourn their absence. The new warrior line-up features Reptile and Shang Tsung, two heavies from the first, as well as Jax, Kitana, Mileena, Baraka, and Kung Lao. If you make that far, you'll discover that Goro is no more. Never fear...the two

Baraka uses sharp knives to skewer his opponents.



Baraka's awesome scissor attack. Tons 'O Blood!



MORTAL KOMBAT II

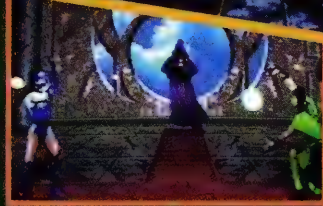
By
Ryan
MacDonald

Midway Makes Magic & Mayhem Again

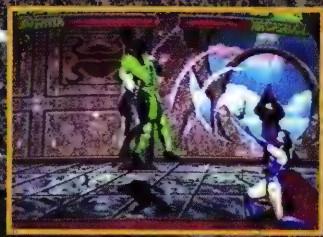
new bosses are Kintaro, a Goro look-alike with tiger stripes, and Shao Khan, the ultimate incarnation of evil. And there are rumored to be several hidden characters, of whom at least three (Jade, Emerald and Smoke) are represented by a question mark on the battle plan.

All of the old characters have added at least one new move to their repertoire, such as Sub-Zero's Ground Freeze, Liu Kang's Bicycle kick, and Scorpion's Leg Tackle. The new characters and their moves are particularly cool. Reptile can become invisible, Baraka can shred people to ribbons with his long blades, Mileena and Kitana give the phrase "Femme Fatale" new meaning with their Sai and Death Fan. And, best of all, Shang Tsung can change into any of the other eleven kombatants.

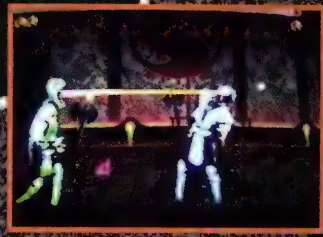
ARCAD
BRIGADE



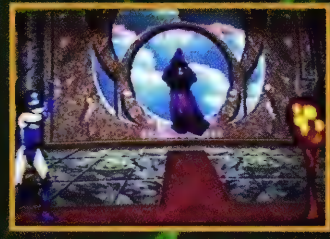
Use Reptile's powerball to bring your opponents to you.



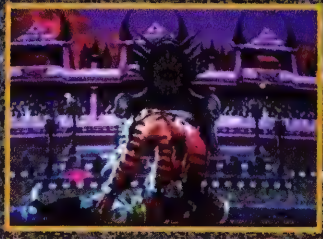
Follow up a Fan Freeze with a jumping High Kick, for a quick combo.



Think Reptile's hungry.



Reptile: Now you see him. Now you don't.



Kintaro is one mean four-armed dude!



Shao Khan is hell-a-bad!



Liu Kang's "Shaolin Dragon" Fatality is easily one of the best.



Who will be victorious?



Hmmm, mmm good!

Of course, the biggest difference between *Mortal Kombat* and other fighting games are the fatalities. It seems the programmers at Midway wanted to make that even more obvious in *MKII*, adding fatalities that are even more detailed, more intricate, and just a whole lot more gruesome. Some of the few I've seen (and done) are Liu Kang's "Shaolin Dragon", when he morphs into a huge dragon and bites his opponent in half. Reptile's "Supper Time" is another one that's quite unique; his tongue shoots from his mouth and wraps around his opponent's head, pulls it off and then chomps it. Each character has said to have at least two fatality moves, and they promise to have the critics in an uproar.

If it's more than new characters and moves you're looking for, you'll be happy to note that the graphics have been re-styled. By doubling the number of megabits set aside for graphics from 48 to 96, the graphics

appear to be a mixture of digitization and detailed, realistic drawings. The result is characters that seem to move more fluently and look twice as cool. The new multi-scrolling backgrounds are animated and are so amazing that they're almost works of art. The sound has also been hyped-up with DSC (Digital Sound Compression), which adds a few new effects to make it more intense.

Finally, if you can believe it, the play control is better and more precise. All of the basic moves are still there; high and low punch; high and low kick; and block. But one thing has changed; you no longer throw the uppercut with a high or low punch. This time only the high punch does the uppercut, while the low punch does a straight jab like it should. The new moves are definitely more intricate and challenging to do. That, along with the previously mentioned aspects, makes *MKII* the best overall fighting game I've played. Hats off to Ed Boon, John Tobias, and the rest of the *Mortal Kombat II* team.



Moves Version 2.1

Scorpion

Special Moves

Spear: B, B, LP

Teleport: D, DB, B, HP

Air Throw: Hold BL when in mid-air

Leg Grab: D, DB, B, LK

Shang Tsung

Special Moves

Flaming Skull: B, B, HP

Two Flaming Skulls: B, B, F, HP

Three Flaming Skulls: B, B, F, F, HP

Morphs:

Liu Kang: B, B, F, F, BL

Jax: D, F, B, HK

Raiden: D, B, F, LK

Mileena: Hold HP 3 Secs. then release

Kitana: Tap BL repeatedly

Reptile: U,D, HP (Easiest holding BL)

Kung Lao: B, D, B, HK

Baraka: D,D, LK

Sub Zero: F, D, F, HP

Scorpion: Hold BL, U,U

Johnny Cage: B, B, D, LP

Kitana

Special Moves

Fan Throw: F, F, HP + LP (Works in Mid-air)

Fan Swipe: B + HP

Fan Freeze: B, B, B, HP

Air Punch: D, DB, B, HP

Kung Lao

Special Moves

Mid-air Kick: D & HK at the top of your jump

Hat Throw: B, F, LP (You can guide the hat)

Ground Teleport: D, U

Whirlwind Spin: Hold BL then U, U, LK (Keep tapping U & LK to continue)

Liu Kang

Special Moves

Fireball: F, F, HP (Works in Mid-air)

Low Fireball: F, F, LP

Flying Kick: F, F, HK

Bicycle Kick: Hold LK 5 secs. then release

Sub Zero

Special Moves

Ground Freeze: D, DB, B, LK

Freeze: D, DF, F, LP

Slide: B + LP + BL + LK

Johnny Cage

Special Moves

Low Green Bolt: B, DB, D, DF, F, LP

High Green Bolt: F, DF, D, DB, B, HP

Shadow Kick: B, F, LK

Shadow Uppercut: B, D, B, HP (Try B, D, DB if it doesn't work)

Crouch Shot: LL + BL

Raiden

Special Moves

Superman: B, B, F (Works in Mid-air)

Lightning: D, DF, F, LP

Teleport: D, D, U

Grab & Shock: Hold HP for 4 Secs. then release (Close)

Baraka

Special Moves

Spark Toss: D, DB, B, HP

Shredder: B, B, B, LP

Blade Spin: D, DB, B, HK & LK

Blade Swipe: B + HP

Reptile

Special Moves

Venom Spit: F, F, HP

Force Ball: B, B, HP + LP

Invisibility: BL, U, U, D, HP

Jax

Special Moves

Backbreaker: BL while in Mid-air

Ground Smash: Hold LK for 3 Secs. then release

Gotcha Grab: F, F, LP (If you keep hitting LP you can get up to five pounds)

Energy Bolt: D, DB, B, HK

Quadruple Slam: Throw Opponent and repeatedly tap HP

Mileena

Special Moves

Throwing Sai: Hold HP then release (Works in Mid-air)

Ground Teleport: F, F, LK

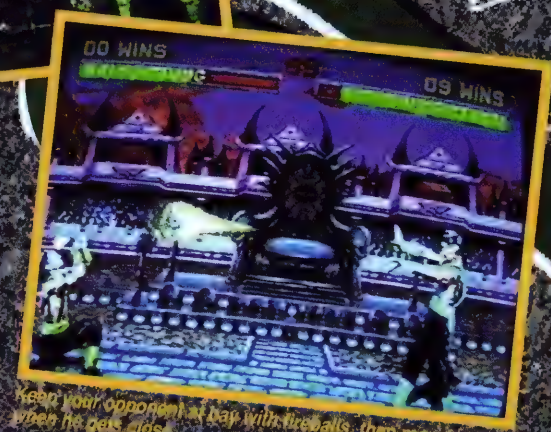
Sai Swipe: B + HP

Cannonball: B, B, D, HK

U - Up	D - Down	F - Forward	B - Back	BL - Block
HP - High Punch	LP - Low Punch	HK - High Kick	LK - Low Kick	

Secret Characters:

At this point we have only managed to find three of the hidden characters, but hopefully this will get you headed in the right direction to find the other two. To find these characters you must win the first Round (Perfect, without using the punch buttons) on the Level before the Question Mark. If you do it correctly the background will automatically switch to the Portal. Then, the Question Mark will come out of the Portal and send you back to Goro's lair (from MK I). There you will encounter Jade (who is similar to Katana, except faster...a lot faster), then Emerald (Mileena-ish), and then Smoke (a Raiden Look-a-like, who uses smoke instead of electricity). To continue from character to character you must get Flawless Victories with Fatalities in each match. But be forewarned, projectile attacks go through each character and if you don't get a Double Flawless with Fatality, you will be sent back to the contest. ■



Keep your opponent at bay with fireballs, then morph when he gets close.

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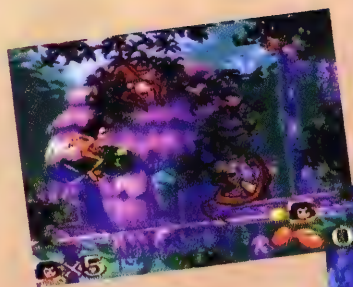
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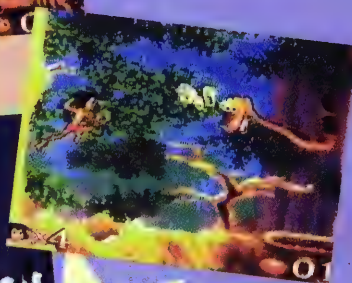
Winter CES 1994



Jungle Book by Virgin Interactive Entertainment

1-Player Disney Adventure for Super NES, Genesis, NES, Game Boy & Game Gear Available: Spring '94 (NES & Game Boy) & Summer '94 (SNES, Genesis & GG) MSRP: \$62.99 (Genesis & SNES), \$34.99 (GG), \$39.99 (NES) & \$29.99 (Game Boy)

Close on the heels of their award-winning Aladdin for Genesis, Virgin Interactive is hard at work on the Disney classic *Jungle Book*. Following the storyline of the movie, players take Mowgli on an adventure through the jungle, where he encounters Kaa the Snake, Shere Khan the Tiger, King Louie and his faithful friend, Baloo. Produced by Robb Alvey from the *Aladdin* team, the Genesis and Super Nintendo versions will feature songs from the movie and Disney animation.



Stunt Race FX by Nintendo of America

1 or 2-Player Racing for Super NES Available: March '94 MSRP: \$59.95

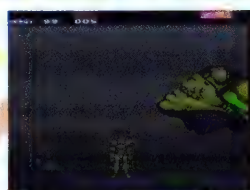
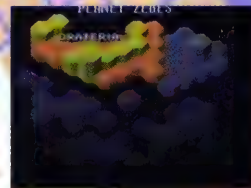
Stunt Race FX is the first 16-bit game to incorporate the second generation of Nintendo's proprietary Super FX chip, the same chip found in last year's blockbuster title, *Star Fox*. Based on RISC technology, the SFX chip brings 3-D polygon graphics and increased speed to this first-person racing game. Players choose from three different vehicles, all with individual "personalities". There are 12 tracks to conquer, including four special obstacle courses and a practice mode.



Super Metroid by Nintendo of America

1 Player Action/Adventure for Super NES Available: April '94 MSRP: \$49.95

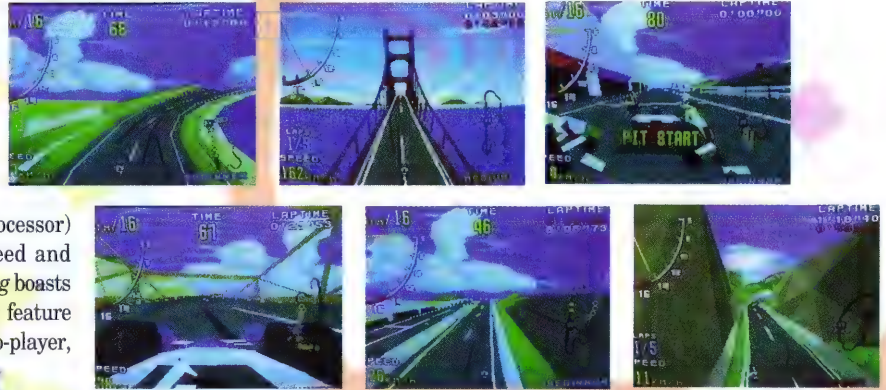
Nintendo brings the long-awaited sequel of the NES classic, *Metroid*, and Game Boy's *Metroid II: The Return of Samus*, to the 16-bit SNES system. This high-powered Action/Adventure once again finds the female super-hero, Samus Aran, battling the Metroids for control of the Galactic Federation Space Colony. Like its predecessors, *Super Metroid* features incredibly long and intricate levels, a huge variety of weapons and abilities, enhanced by the 16-bit's superior graphic, sound and memory capabilities. This is a must-have for both fans of the original and newcomers to the story of Samus.



The Death and Life of Superman by Sunsoft Interactive Entertainment

1-Player Action/Adventure for Super NES Available: June '94 MSRP: \$ NA

Sunsoft brings the story of DC Comics popular "Doomsday" and "Reign of the Supermen" series to life in their latest Superman title, *The Death and Life of Superman*. This Super Nintendo cartridge follows the story of Superman's death at the hands of Doomsday, the subsequent introduction of four "Supermen" all claiming to be the super-hero, and ending with the revelation of Superman's real identity. The first two levels of this ten level adventure pit Superman against Doomsday. The following stages each let the player take control of one of the four Supermen: "Steel", "The Cyborg", "Superboy" or "The Eradicator". In later levels, Superman's identity is revealed as he helps his impostors defeat the The Cyborg.



Virtua Racing by Sega of America

1 or 2-Player Racing for the Genesis

Available: June '94 MSRP: \$99.99

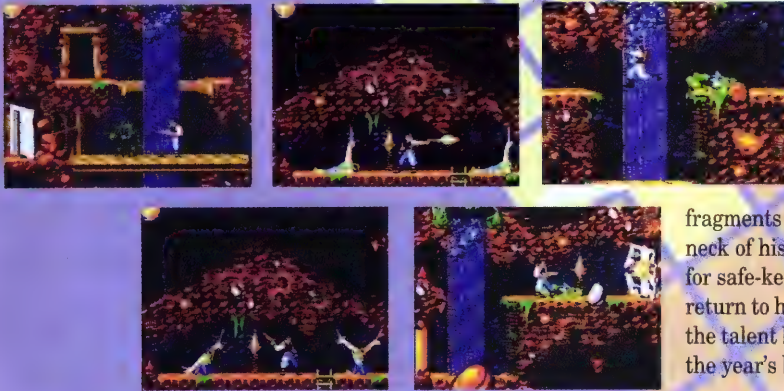
One of the hottest arcade games in history makes its way to your living room. Sega's new SVP (Sega Virtua Processor) microchip technology brings all the polygon graphics, speed and incredible action of the coin-op to the home version. *Virtua Racing* boasts four racing perspectives, multiple race courses and a tracking feature that records a player's lap time and speed. There's even a two-player, split-screen simultaneous mode so you can challenge a friend.

Blackthorne by Interplay Productions

1-Player Action/Adventure for Super NES

Available: 2nd Quarter '94 MSRP: \$ NA

This dark adventure finds you in the middle of the struggle between good and evil. The menacing Salrac fragmented the Lifestone, energy source of the Planet Tuul. One of the four fragments fell into the hands of the good King Vlaros, who placed it around the neck of his son, Prince Blackthorne, and sent him to the distant planet Earth for safe-keeping. Years have passed and Blackthorne, now a young man, must return to his home planet and face Salrac in a final battle. Developed by Probe, the talent behind *Out of This World* and *Flashback*, *Blackthorne* may be one of the year's best offerings.



Alien vs. Predator by Atari Corporation

1-Player Maze Action for the Jaguar

Available: Early '94 MSRP: \$ NA

It's a heart-pounding chase through twisting and turning three-dimensional mazes in the ultimate showdown between two of Hollywood's most frightening creatures. Players can take on the role of either the Alien, with his mighty tail and vicious jaws; the Predator, who employs sophisticated weaponry and infrared night vision; or the Marine Corporal, who must rely on an arsenal of ammunition and combat computer skills. *Alien vs. Predator's* 3-D texture-mapped maze walls and digitized monsters make this a first-person you won't want to miss.



Rise of the Robots by Absolute Entertainment

1 or 2-Player Action/Adventure for Super NES & 3DO

Available: Spring '94 MSRP: \$49.95 (3DO) & \$64.95 (SNES)

Absolute brings gamers the terror of the not-so-distant-future in their new title, *Rise of the Robots*, for Super NES and 3DO. This cart tells the story of a Supervisor droid from the Electrocorp factory that has infected a legion of robots with a powerful virus and unleashed them upon humanity. Players take on the role of a half-human, half-droid out to stop the Supervisor's evil plan. Taking advantage of new 3-D Visual Contouring (3DVC), an innovative graphics technique, *Rise of the Robots* features 3-D modeling and ray-traced animation effects. JVC is developing the Genesis and Sega CD versions.



Game

Company

Release Date

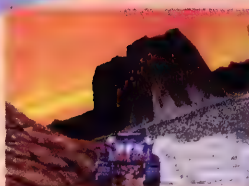
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Mad Dog McCree
 Who Shot Jonny Rock?
 Orion Off Road
 Star Control II
 The Horde
 Total Eclipse
 Draxon's Revenge
 Stellar 7
 Evermore Tim
 A Visit to Sesame Street: Numbers
 John Madden Football
 Peter Pan: A Story Painting Adventure
 PGA Tour Golf
 Road Rash
 Shock Wave
 Super Wing Commander
 Theme Park
 Twisted: The Game Show
 Air Warrior
 Family Feud
 The Humans
 Cowboy Casino
 ESPN Baseball
 ESPN Golf: Tom Kite
 ESPN Football
 Battle Chess
 Out of This World
 Way of the Warrior
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 Lemmings
 Dennis Miller
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 Mega Race
 Star Trek: TNG
 Demolition Man

American Laser Games Feb. '94
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 Crystal Dynamics Spring '94
 Crystal Dynamics Summer '94
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 Dynamix Jan. '94
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 Gametek Spring '94
 Gametek Fall '94
 Gametek Spring '94
 Intelliplay '94
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 Intelliplay '94
 Interplay Summer '94
 Interplay Spring '94
 Naughty Dog Spring '94
 PF. Magic Spring '94
 Psynosis Summer '94
 Sanctuary Woods Summer '94
 Software Toolworks Spring '94
 Software Toolworks Spring '94
 Spectrum HoloByte Summer '94
 Virgin Summer '94



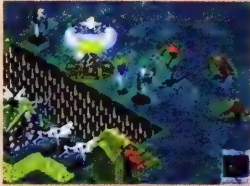
Who Shot Jonny Rock?
 American Laser Games - Feb. '94



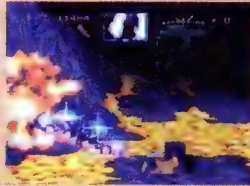
Orion Off Road
 Crystal Dynamics - Spring '94



Star Control II
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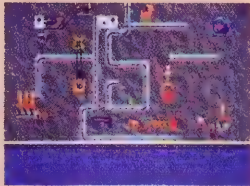
The Horde
 Crystal Dynamics - Spring '94



Total Eclipse
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Stellar 7
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Evermore Tim
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Peter Pan: A Story Painting Adventure
 EA - March '94



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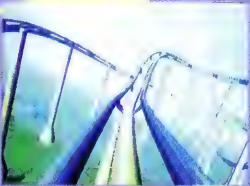


Super Wing Commander
 Electronic Arts - May '94

Game Boy

Super Battletank
 Itchy & Scratchy
 USHRA Monster Trucks
 Spider-Man & Vemon
 Asterix-The Gaul
 Metal Masters
 Beethoven
 Adventures of Lolo
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 Casino Fun Pak
 Solitaire Fun Pak
 4 in 1 Fun Pak Volume III
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 Harley Davidson-USA Tour
 Alfred Chicken
 Captain America
 Donkey Kong
 Wario Land-Super Mario 3
 Tetris 2
 Daffy Duck
 Taz-Mania
 Home Alone 2
 The Lawnmower Man
 S.I. for Kids
 Super Chase H.Q.
 Andre Agassi Tennis
 Monster Max
 Prehistorik Man
 The Blues Brothers
 World Cup Soccer
 John Madden Football
 Tip Off

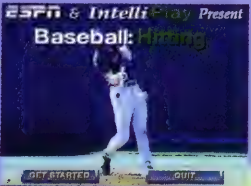
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 Acclaim - Arena '94
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 Acclaim - LJN '94
 Electro Brain Feb. '94
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 Hi Tech '94
 Imagineer America '94
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 Interplay '94
 Interplay '94
 Interplay '94
 Interplay '94
 Interplay '94
 Koei '94
 Marchbox Toys '94
 Mindscape '94
 Mindscape '94
 Nintendo '94
 Nintendo '94
 Nintendo '94
 Nintendo '94
 Sunsoft '94
 Sunsoft '94
 T*HQ '94
 T*HQ '94
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 TecMagik '94
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Theme Park
 Electronic Arts - May '94



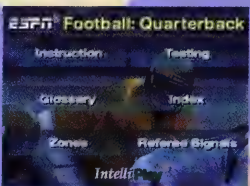
Twisted: The Game Show
 Electronic Arts - Spring '94



ESPN Baseball Hitting
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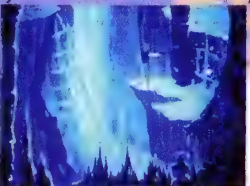
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ESPN Football
 Intelliplay - '94



Battle Chess
 Interplay - Summer '94



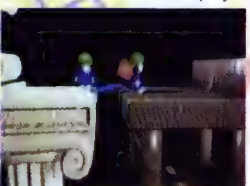
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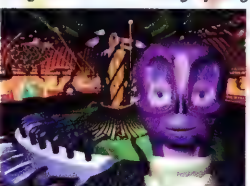
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PaTaank
 PF Magic - Spring 94



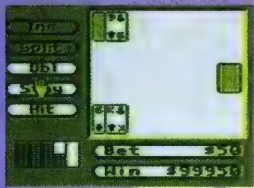
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 Psynosis - Summer '94



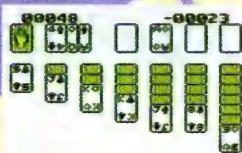
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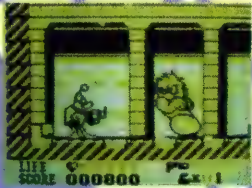
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Solitaire Fun Pak
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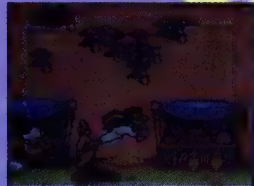
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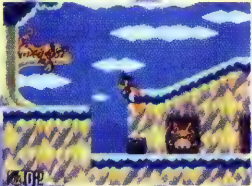
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Sunsoft - '94



Ms. Pac-Man
Namco - Feb. '94



Aladdin
Sega - '94



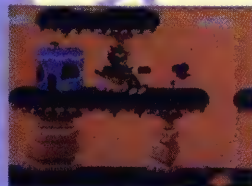
Deep Duck Trouble
Sega - '94



NBA Action '94
Sega - April '94



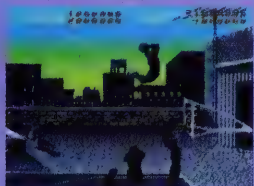
X-Men
Sega - March '94



Itchy & Scratchy
Acclaim - Arena - TBA



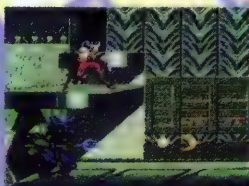
Spider-Man & Venom: Maximum Carnage
Acclaim - Flying Edge - Fall '94



Barkley! Shut Up & Jam
Accolade - March '94



Brett Hull
Accolade - '94



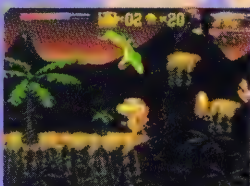
Fire Team Rogue
Accolade - '94



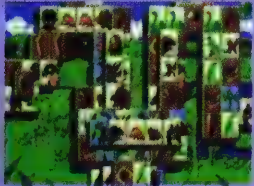
Juggernauts: The New Breed
Accolade - Summer '94



Speed Racer
Accolade - TBA



Radical Rex
Activision - '94



Shanghai II: Dragon's Eye
Activision - March '94



The Magical Quest Starring Mickey Mouse
Capcom - Spring '94



The Adventurer
Codemasters - '94



Drop Zone
Codemasters - '94



Panic
Codemasters - '94



World Soccer '94
Codemasters - '94

Game Gear

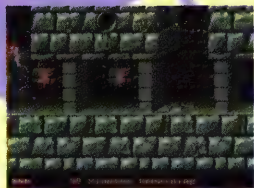
Itchy & Scratchy	Acclaim - Arena	TBA
USHRA Monster Truck Wars	Acclaim - Arena	TBA
Robo Cop 3	Acclaim	Jan. '94
Spider-Man/X-Men	Acclaim	Spring '94
The Addams Family	Acclaim	Jan. '94
The Simpsons: Bartman/Radioactive Man	Acclaim - Flying Edge	March '94
Spider-Man: Return of the Sinister Six	Acclaim-Arena	Spring '94
Trunkski	Core	Summer '94
Side Pocket	Data East	Spring '94
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Pinball Wizard	Domark	Spring '94
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Choplipter III	Extreme	Feb. '94
Pinball Dreams	Gametek	Feb. '94
The Humans	Gametek	March '94
Zool	Gametek	Jan. '94
Ms. Pac-Man	Namco	Feb. '94
Pac-Attack	Namco	Spring '94
Aladdin	Sega	'94
Deep Duck Trouble	Sega	1994
NBA Basketball	Sega	April '94
X-Men	Sega	'94
Andre Agassi Tennis	Tecmagik	March '94
Akira	T*HQ	Summer '94
Sea Quest DSV	T*HQ	Fall '94
Time Killers	T*HQ	Spring '94
Road Rash	U.S. Gold	Jan. '94
The Incredible Hulk	U.S. Gold	March '94
World Cup USA '94	U.S. Gold	Spring '94
Scratch Golf	Vic Tokai	March '94
Caesar's Palace	Virgin	Feb. '94
RoboCop vs. Terminator	Virgin	Jan. '94

Genesis

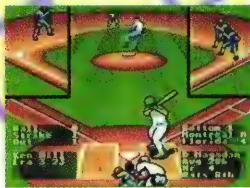
Itchy & Scratchy	Acclaim - Arena	TBA
MLBPA Grand Slam Baseball	Acclaim - Arena	TBA
USHRA Monster Truck Wars	Acclaim - Arena	TBA
Champions World Class Soccer	Acclaim - Flying Edge	Spring '94
Incredible Crash Dummies	Acclaim - Flying Edge	Feb. '94
Robo Cop 3	Acclaim - Flying Edge	Jan. '94
Spider-Man & Venom: Maximum Carnage	Acclaim	Jan. '94
The Addams Family	Acclaim - Flying Edge	Jan. '94
The Simpsons: Virtual Bart	Acclaim - Flying Edge	Fall '94
Barkley! Shut Up & Jam	Accolade	March '94
Brett Hull	Accolade	'94
Busy 2	Accolade	Fall '94
Fire Team Rogue	Accolade	'94
Juggernauts: The New Breed	Accolade	Summer '94
Speed Racer	Accolade	TBA
Radical Rex	Activision	'94
Shanghai II: Dragon's Eye	Activision	March '94
Popeye the Sailor Man	American Technos	Spring '94
The Magical Quest Starring Mickey Mouse	Capcom	Spring '94
The Adventurer	Codemasters	'94
Drop Zone	Codemasters	'94
Panic	Codemasters	'94
World Soccer '94	Codemasters	'94
Tennis All-Stars	Codemasters	'94
Bubba 'N' Stix	Core	March '94
Skeleton Crew	Core	Fall '94
High Seas Havoc	Data East	Feb. '94
Mega Turrican	Data East	March '94
Marko's Magic Soccer	Domark	Spring '94
Superbike Challenge	Domark	Spring '94
Jim Power: The Lost Dimension in 3D	Electrobrain	Feb. '94
Andretti Racing	Electronic Arts	Spring '94
Mutant League Hockey	Electronic Arts	March '94
Michael Jordan (Working Title)	Electronic Arts	Fall '94
NBA '94 Showdown	Electronic Arts	March '94
PGA Tour Golf (European)	Electronic Arts	March '94
Savage Heroes	Electronic Arts	Fall '94
Shaq Fu (Working Title)	Electronic Arts	Fall '94
Wing Commander II	Electronic Arts	March '94
Battletech	Extreme	Spring '94



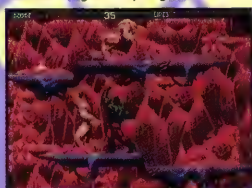
Interplanetary Lizards of the Texas Plains
Tengen - Spring '94



Prince of Persia
Tengen - Spring '94



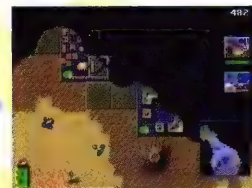
RBI Baseball '94
Tengen - Spring '94



The Incredible Hulk
U.S. Gold - April '94



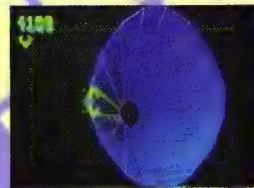
Dune: Battle for Arrakis
Virgin - Spring '94



Dune: Battle for Arrakis
Virgin - Spring '94



Checkered Flag II
Atari - Spring '94



Tempest 2000
Atari - March '94



Kasumi Ninja
Atari - Fall '94



Mega Man 6
Nintendo - March '94



Speed Racer
Accolade - Spring '94



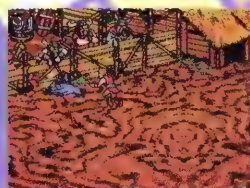
Who Shot Jonny Rock?
American Laser Games - Fall '94



Battle Fantasy
Extreme - Spring '94



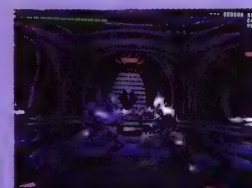
Third World War
Extreme - '94



Heimdall
JVC - Spring '94



Rebel Assault
JVC - Spring '94



Rise of the Robots
JVC - Spring '94



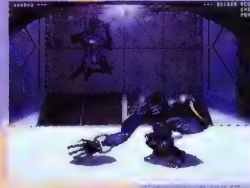
Tomcat Alley
Sega - Spring '94



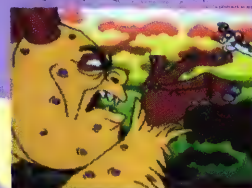
Jeopardy!
Sony - Spring '94



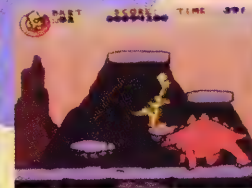
Home Improvement
Absolute - Spring '94



Rise of the Robots
Absolute - Spring '94



Space Ace
Absolute - Jan. '94



The Simpsons: Virtual Bart
Acclaim - '94



Hardball III
Accolade - March '94

Jaguar

Checkered Flag II
Tempest 2000
Kasumi Ninja

Atari
Atari
Atari
Spring '94
March '94
Fall '94

NES

Asterix-The Gaul
Mickey's Adventure in Numberland
Beauty & the Beast
Zoda's Revenge-Star Tropics II
Mega Man 6
Thomas the Tank Engine & Friends
John Madden Football
Mortal Kombat

Electro Brain
Hi Tech
Hudson Soft
Nintendo
Nintendo
T*HQ
UBI Soft
Acclaim - Arena
Feb. '94
'94
'94
'94
March '94
'94
'94
March '94

Sega CD

WWF Wrestling: Rage in the Cage
Speed Racer
Crime Patrol
Mad Dog II
Space Pirates
Who Shot Jonny Rock?
Battlecorps
Bubba 'N' Stix
Soulstar
Harrier
Sid and Al's Incredible Toons
Alexandria
NHL '94
Battle Fantasy
Third World War
Brutal
Heimdall
Indiana Jones & the Fate of Atlantis
Rebel Assault
Rise of the Robots
Word Championship Rally
Shadow of the Beast II
Revenge of the Ninja
European Racers
My Paint
Tomcat Alley
ESPN Baseball Tonight
Jeopardy!
Wheel of Fortune
Akira
Total Carnage
World Cup USA '94
Mansion of Hidden Souls
Dune
Out of This World
Vay

Acclaim
Accolade
American Laser Games
American Laser Games
American Laser Games
American Laser Games
Core
Core
Core
Domark
Dynamix
EduQuest
Electronic Arts
Extreme
Extreme
Gametek
JVC
JVC
JVC
JVC
JVC
Psygnosis
Renovation
Revell
Saddleback Graphics
Sega
Sony
Sony
Sony
T*HQ
T*HQ
U.S. Gold
Vic Tokai
Virgin
Virgin
Working Designs
Spring '94
Spring '94
Spring '94
March '94
Fall '94
Spring '94
Fall '94
Jan. '94
Spring '94
Spring '94
Spring '94
Spring '94
Summer '94
March '94
Spring '94
Feb. '94
Feb. '94
Jan. '94
Spring '94
Spring '94
Jan. '94
'94
'94
'94
'94
'94
'94
Fall '94
'94
'94
March '94
'94
'94
TBA
'94
'94
Summer '94

SNES

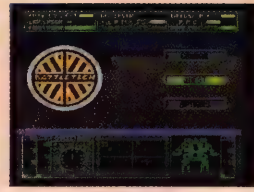
Home Improvement
Rise of the Robots
Space Ace
Champions World Class Soccer
NBA Jam
The Simpsons: Virtual Bart
USHRA Monster Truck Wars
MLBPA Baseball
Spider-Man & Venom: Maximum Carnage
T2: The Arcade Game
Bubsy 2
Charles Barkley! Shaq Up and Jam
Fire Team Rogue
Hardball III
Juggernauts: The New Breed
Pele!
Speed Racer: In My Most Dangerous Adv.
Battletech
Pitfall Harry
Radical Rex
x-Kaliber 2097

Absolute
Absolute
Absolute
Acclaim - Arena
Acclaim - Arena
Acclaim - Arena
Acclaim - Arena
Acclaim - LJN
Acclaim
Acclaim - LJN
Accolade
Accolade
Accolade
Accolade
Accolade
Accolade
Accolade
Activision
Activision
Activision
Activision
Spring '94
Spring '94
Jan. '94
'94
'94
'94
'94
'94
'94
Fall '94
'94
'94
March '94
Summer '94
'94
March '94
'94
'94
TBA
'94
'94
Summer '94

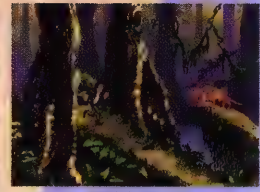
Chavez Boxing	American Softworks	'94
Snow White-Happily Ever After	American Softworks	'94
Popeye	American Technos	'94
Super Pinball-Behind the Mask	American Technos	'94
Ardy Lightfoot	Ascii	Summer '94
Spellcraft	Ascii	June '94
GP-1 Part 2	Atlus Software	'94
Power Instinct	Atlus Software	'94
Cyberslider	Bullet-Proof	Summer '94
Obitus	Bullet-Proof	'94
The Twisted Tales of Spike McFang	Bullet-Proof	Summer '94
Wild Snake	Bullet-Proof	Summer '94
Eye of the Beholder	Capcom	March '94
King of Dragons	Capcom	Feb. '94
Knights of the Round	Capcom	March '94
Mega Man Soccer	Capcom	Feb. '94
Slam Masters	Capcom	April '94
Soccer Shootout	Capcom	June '94
Wizardry V	Capcom	March '94
First Queen	Culture Brain	'94
Galactic Defenders	Culture Brain	'94
Golden Empire	Culture Brain	'94
Ultimate Fighter	Culture Brain	'94
High Seas Havoc	Data East	'94
Joe & Mac: Lost in the Tropics	Data East	'94
Sengoku	Data East	'94
Firestriker	DTMC	'94
Gordo #106	DTMC	'94
Lester 2	DTMC	'94
Asterix-The Gaul	Electro Brain	Feb. '94
Vortex	Electro Brain	Feb. '94
Hockey	Electro Brain	Feb. '94
Winter Extreme-Skiing & Snowboarding	Electro Brain	Feb. '94
Bill Walsh College Football	Electronic Arts	March '94
FIFA International Soccer	Electronic Arts	March '94
Jelly Boy	Electronic Arts	March '94
MLBPA Baseball	Electronic Arts	March '94
King Arthur & the Knights of Justice	Enix	'94
Warrior of Rome III	Extreme	Winter '94
Might & Magic III	FCI	'94
Ultima: Ruins of Virtue II	FCI	'94
Ultima: The Black Gate	FCI	'94
Ultima: The False Prophet	FCI	'94
WCW-Superbrawl Wrestling	FCI	'94
Jeopardy Sports	Gametek	'94
Jeopardy! Deluxe	Gametek	'94
Pinball Dreams	Gametek	'94
Spectre	Gametek	'94
Wheel of Fortune Deluxe!	Gametek	'94
Zool	Gametek	'94
Mickey's Ultimate Challenge	Hi-Tech	Feb. '94
Tom & Jerry	Hi-Tech	Feb. '94
American Tail-Fievel Goes West	Hudson Soft	'94
Beauty & the Beast	Hudson Soft	'94
Ogre Battle	Imagineer America	'94
Powermonger	Imagineer America	'94
Wolfenstein 3D	Imagineer America	'94
World Class Rugby	Imagineer America	'94
Zooball	Imagineer America	'94
Blackthorne	Interplay	'94
The Lord of the Rings	Interplay	'94
In the Hunt	Irem America	'94
R-Type III	Irem America	'94
Undercover Cops	Irem America	'94
Goal! 2	Jaleco	Now
Pro Sport Hockey	Jaleco	Now
Super Bases Loaded 2	Jaleco	March '94
The Peace Keepers	Jaleco	April '94
Jaguar XJ220	JVC	'94
Magic Boy	JVC	'94
Sox the Cat	Kaneco	'94
Crazy Chase	Kemco	'94
G2	Kemco	'94
Super Draconemrom	Kemco	'94
Ghengis Khan III	Koei	'94



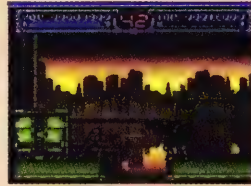
Speed Racer: In My Most Dangerous
Adv./Accolade - March '94



Battletech
Activision - TBA



Pitfall Harry
Activision - '94



X-Kaliber 2097
Activision - Summer '94



Super Pinball - Behind the Mask/American Technos - '94



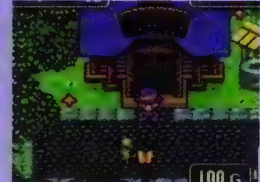
Ardy Lightfoot
Ascii - Summer '94



Spellcraft
Ascii - June '94



Cyberslider
Bullet-Proof - Summer '94



The Twisted Tale of Spike McFang/Bullet-Proof - Summer '94



King of Dragons
Capcom - Feb. '94



Knights of the Round Table
Capcom - March '94



Mega Man Soccer
Capcom - Feb. '94



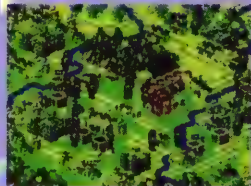
Slam Masters
Capcom - April '94



Wizardry V
Capcom - March '94



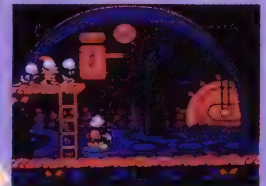
MLBPA Baseball
Electronic Arts - '94



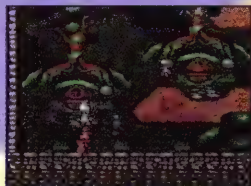
Warrior of Rome III
Extreme - Winter '94



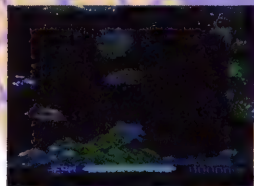
Might & Magic III
FCI - '94



Mickey's Ultimate Challenge
Hi-Tech - Feb. '94



The Lord of the Rings
Interplay - '94



F-Type II
Irem America - '94



Goal: 2
Jaleco - Now



Pro Sport Hockey
Jaleco - Now



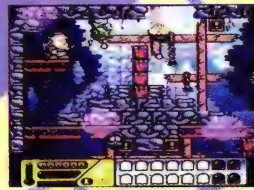
Super Bases Loaded 2
Jaleco - March '94



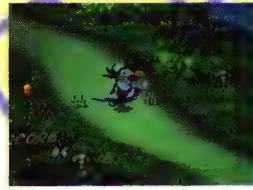
The Peace Keepers
Jaleco - April '94



Jaguar XJ220
JVC - '94



Magic Boy
JVC - '94



Crazy Chase 2
Kemco - '94



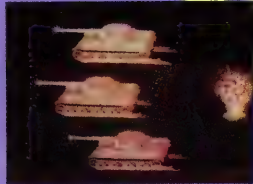
G2
Kemco - '94



Genghis Khan III
Koei - '94



Liberty or Death
Koei - April '94



Operation Europe: Path to Victory
Koei - May '94



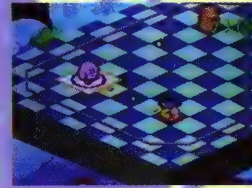
Double Dribble
Konami - '94



Suzuka 8-Hours
Namco - May '94



Ken Griffey Jr. Major League Baseball
Nintendo - March '94



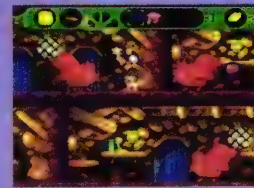
Kirby's Tee Shot
Nintendo - May '94



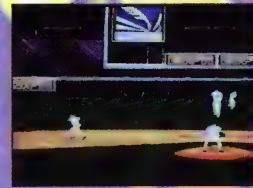
Stunt Race FX
Nintendo - March '94



F1 Roc II
Seta - June '94



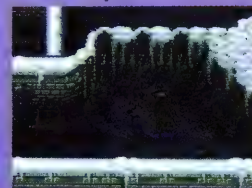
Wizard of Oz
Seta - May '94



ESPN Baseball Tonight
Sony - May '94



ESPN Sunday Night Football
Sony - September '94



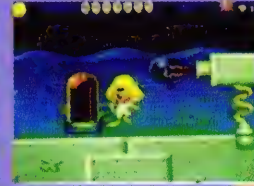
Star Trek: TNG
Spectrum HoloByte - March '94



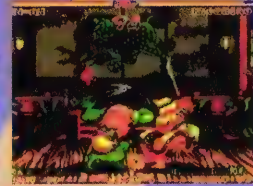
Breath of Fire!
SquareSoft - August '94



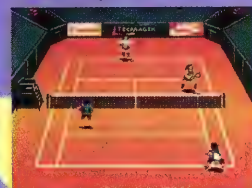
Pirates of the Dark Water
Sunsoft - April '94



Speedy Gonzales
Sunsoft - May '94



Samuari Shodown
Takara - October '94



Andre Agassi
TecMagik - March '94



Steven Seagal In the Final Option
TecMagik - '94



Sylvester & Tweety
TecMagik - April '94

Liberty or Death	Koei	April '94
Operation Europe: Path to Victory	Koei	May '94
Double Dribble	Konami	'94
Relief Pitcher	Left Field Ent.	'94
Time Killers	Malibu Games	'94
Time Trax	Malibu Games	'94
Bebe's Kids	Mandingo Ent.	'94
Harley Davidson-USA Tour	Matchbox Toys	'94
Matchbox Racers	Matchbox Toys	'94
Aero Fighters	McO' River	'94
Hyper V-Ball	McO' River	'94
Impossible Mission: 2025	Microprose	Spring '94
Alfred Chicken	Mindscape	'94
Mario's Fun With Numbers	Mindscape	'94
Battle Cars	Namco	Jan. '94
Metal Marines	Namco	Jan. '94
Suzuka 8-Hours	Namco	May '94
Natsume Championship Wrestling	Natsume	'94
"Ken Griffey, Jr.: Major League Baseball"	Nintendo	March '94
Kirby's Tee Shot	Nintendo	May '94
Sound Fantasy	Nintendo	May '94
Stunt Race FX	Nintendo	March '94
Super Metroid	Nintendo	April '94
Addams Family Values	Ocean	Summer '94
Eek the Cat	Ocean	Summer '94
Mighty Max	Ocean	'94
Exo Squad	Playmates	Exo '94
Star Trek: Deep Space Nine	Playmates	Sept. '94
Rex Ronan-Experimental Surgeon	Raya Systems	'94
Legend	Raya Systems	'94
Pinkie	Seika	'94
Super Turrican 2	Seika	'94
"A.S.A.P. "Air Strike Patrol""	Seta	'94
F-1 Roc II	Seta	'94
Wizard of Oz	Seta	'94
ESPN Baseball Tonight	Sony	'94
ESPN Sunday Night Football	Sony	'94
Beastball	Spectrum HoloByte	'94
Star Trek: The Next Generation	Spectrum HoloByte	March '94
Breath of Fire	Square Soft	'94
Final Fantasy III	Square Soft	'94
Bugs Bunny Rabbit Rampage	Sunsoft	'94
Kung Fu: The Legend Continues	Sunsoft	'94
Pirates of Dark Water	Sunsoft	'94
Speedy Gonzales	Sunsoft	'94
Superman	Sunsoft	'94
The Ren & Sumpy Show: Part II	T*HQ	Spring '94
Ninja Warriors	Taito	'94
Sonic Blastman 2	Taito	'94
The Flintstones: Treasure of Sierra Madrock	Taito	'94
The Jetsons: Invasion of the Planet Pirates	Taito	'94
Fatal Fury 2	Takara	'94
King of the Monsters II	Takara	'94
Samuari Shodown	Takara	Fall '94
Transformers Generation 2	Takara	Fall '94
Andre Agassi	TecMagik	March '94
Steven Seagal In the Final Option	TecMagik	'94
Sylvester & Tweety	TecMagik	April '94
Tecmo MLBPA Baseball	Tecmo	March '94
Prehistorik Man	Titus Software	August '94
Super Godzilla	Toho	June '94
Fun N' Games	Tradewest	May '94
The Incredible Hulk	U.S. Gold	Spring '94
World Cup Soccer	U.S. Gold	Spring '94
S.O.S.	Vic Tokai	'94
Janmit!	Virgin	May '94
Muhammad Ali's Boxing	Virgin	Feb. '94
The Lion King	Virgin	Summer '94

The Wrap Up!

By an Unknown, yet, reliable source!

Another C.E.S. has come and gone, and we're all happy, yet kinda sad, to see that it's over. For anyone that's never been it's quite an experience because the C.E.S. is not an exclusive show for just video games. Actually, almost any kind of electronics you could imagine are here, and in abundance. From car stereos to video phones (you name it, it's here) the C.E.S. has it all. But easily the coolest part of the show is the video games and the people.

Hidden in the far reaches of show, housed in ridiculously large tents and one main building, you will find the C.E.S. video game universe. The main building, which used to hold most of the video games section, was home to only two booths; **Nintendo** and **Sega**. Nintendo (which bought 60,000 sq. feet of the 100,000 sq. foot complex) had the largest display at the show. Featuring all their new titles, and if you can believe it, a huge stage for a video game dance showcase. The humorous part, of this story (which I'm sure by now is getting pretty boring) is that Nintendo, king of censorship, had scantily clad women and men dancing like mad touting their games. Can we say - "hypocrisy". But back to the subject, the Nintendo booth did have some amazing things, namely *Super Metroid* and *Stunt Race FX*. However, I thought for sure Nintendo would have come to this show with their guns-a-blaz'n, unfortunately, I was disappointed.

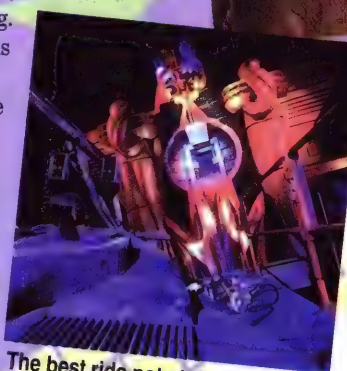
Neighboring our friends at Nintendo, was the new Sega empire. Which for the second show in a row, left Nintendo out in the cold. Featuring titles like *Sonic 3*, *Virtua Racing*, *Sub-Terrania*, and *World Series Baseball*, Sega had all the crowd. Though, there was one thing that disappointed me. They had these announcers everywhere screaming about the games. It seemed so unpersonal, besides the fact that it was annoying. But overall I would have to say it was a good show for Sega.

But hidden away from all the commercialism of the main building, is where all the real fun is found. Mixed up in three separate tents, all of the video game magazines and

The Data East girls showed off Side Pockets at the show.



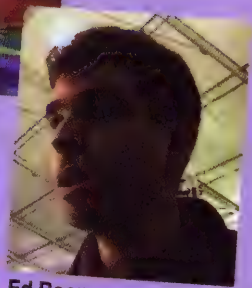
The best ride not at the show: Search for the Obelisk at the Luxor Hotel.



Virtua Fighters was there and it was FREE!



Its those wild and wacky females from SF II; Cammy and Chun Lil



Ed Boon, was one of many "famous" programmers that you can find at the show.

software companies could be found. Here is where you can find all the really good stuff. For instance, programmers and producers can always be found hidden in this sea of games. And these guys know their stuff. Plus if you're lucky, they give you some good inside information.

As far as games are concerned, good things and bad things could be found. You all know the hits, but their were some undergrounders that everyone may not notice. For instance: *Battletech* from **Activision** and **Extreme** were both very cool and very different; *Vortex* from **Electrobrain**, was the first Third party licensee FX game; *Demolition Man* from **Virgin** put the movie to shame; *Super Pinball*, from **American Technos**, looked so real it wasn't even funny; *The Incredible Hulk* from **U.S. Gold** brought back Bruce Banner; *Rise of the Robots* a new robot fighter that could be the next big thing; and *MLBPA Baseball* from **EA** seemed to be the best "stats" baseball. As far as losers, this list will be easy: *Tomcat Alley*, maybe it was too early, but boy was it boring; Barkley's new game was a major disappointment; and *Sound Fantasy*... well just wait till you see this one. However, the biggest loser was probably you, because of the overall lack of invention. I don't know, maybe they didn't show the good stuff, but I was pretty disappointed. But never fear, there were enough good games at the show, to keep even the best players busy till Summer C.E.S..

Concerning, the new systems, such as **3DO**, **Jaguar**, **CD-X**, **LaserActive**, **Amiga CD-32**, and **X'EYE**. I'm keeping my mouth shut. I just don't know. I'm impressed by all, but disappointed by many. (You know what I mean). For now, the show was fun, we met a lot of cool people, played a lot of cool games, went to some fun parties (as you can tell from the pictures), and lost a fair amount of money. Viva Las Vegas! ■

SPEED THRILLS

BATTLE CARS™

for the Super Nintendo

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

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



High speed side swipes!



Blow away traffic jams!



Run 'em off the road!

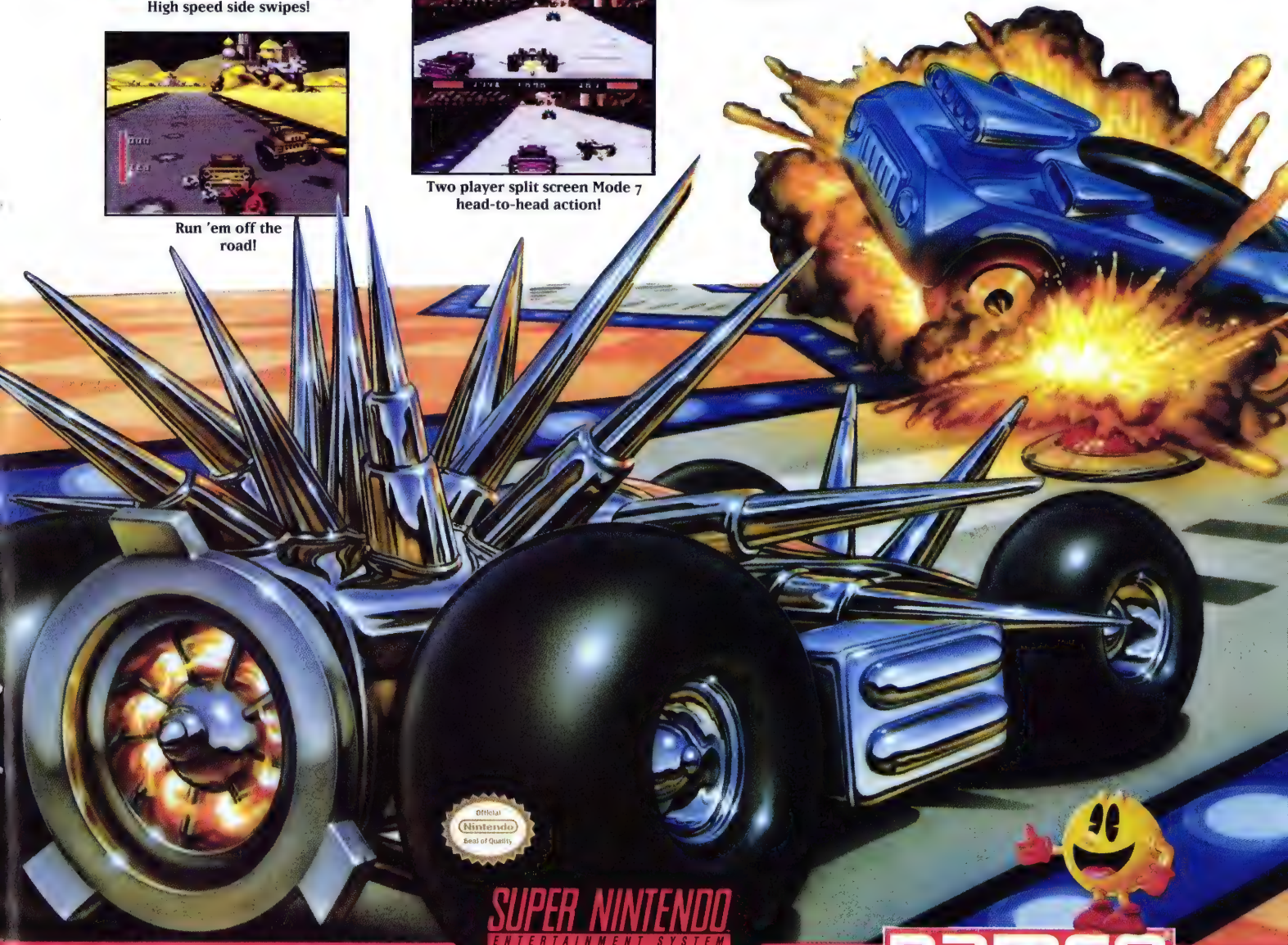


Two player split screen Mode 7 head-to-head action!

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



High speed thrills!



SUPER NINTENDO
ENTERTAINMENT SYSTEM

namco

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GAME GENIE

TM

SWAP SHOP

TM

Win a Game Genie of your choice!

Once again, it's time to dig deep into your Game Genie files and send us your coolest codes. Hey, we print your code and a Game Genie will be on its way to your doorstep...well, mailbox. But you must specify which system you need it for. Your fellow gamers need your help on the following games:



Jurassic Park - Genesis
 AVDA-AA24: Infinite Energy.
 William Brown Jr.
 Sauk Village, IL

Tetris - Game Boy
 This code allows you to play with people instead of bricks:
 000-63D-6E9
 3E0-64D-5D0
 4C0-65D-087

Tim Neeley
 Sugarland, TX

Sonic Chaos - Game Gear
 008 3BD E6E Infinite Time
 0A2 1EC E6E Each Ring worth Ten

056 93C E66 + 006 9EC 08F + 996
 AOC F7D
 Sonic starts on Electric Egg Zone with 5 lives

Chris Wright
 Brookville, IN



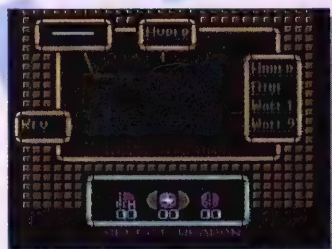
Faxanadu - NES
 SXXNUOSE: Infinite Gold.
 EUXSNTAP: Full Power at start.
 GXOKLESU: Infinite Power.
 Richard L Toffton
 Blevins, AR

Helpful Codes From Our Readers:

Jungle Strike - Genesis
 R13B-861A: Master Code.
 D5DT-GA7A: Infinite Lives.
 AKFT-JA9C: Infinite Ammunition.
 "The VidMan"



Darkwing Duck - NES
 111111: Finish Game Faster.
 Brian Dumlas
 Los Angeles, CA



Blaster Master - NES
 00UAKO: Start with Dive, Hover, Wall 1, Wall 2 and Invincibility (must get hit once).
 Aaron Peeples
 Mesa, AZ

Mortal Kombat - SNES
 6D67-3F0D: Fight Reptile on any stage with a Double Flawless Fatality Victory.
 DDBE-C1C4: Fast Code.
 00BE-C1C4: Slow Code.
 Shawn Guy
 Cincinnati, OH

Mortal Kombat - Genesis
 BV8A-AA2R: Buttons B and C are Projectile attacks.
 CJ1A-AA8J: Black Background.
 BV8A-AAAR: Low, High kicks and upper-cuts hit twice.

DVSA-AA38: Match doesn't end unless you do a Finishing move.
 Chris Sheppard
 Lebanon, MO

Mortal Kombat - Genesis
 9VDT-AE9Y: Player are Invisible.
 Shawn Guy
 Cincinnati, OH

Mortal Kombat - Game Boy
 C68-35F-24E: Play as Goro throughout the entire game.
 Rick Judd
 Farmington, UT



Final Fantasy II - SNES
 82A3-6F63: Almost Infinite HP's.
 8267-0D62: Infinite MP's.
 C2AD-A069 + C3AD - AFA9: Money doesn't decrease in shops
 Joe Mobley
 Lincoln, NE

Final Fight 2 - SNES
 DDCE-1D68: Infinite Lives.
 Jason Farrar
 Barton, VT



Final Fantasy - NES
 NYKLPALZ + AEAGGN: Gives all characters 247 HP's.
 NYOUIAPA: Start with 63,376 Gold.
 IEZGGN: Gives fighters 247 HP's, and all other characters 999 HP's.
 ZIKLTAIE: Gives fighters Luck of 90.
 Franklin Ng
 Millbrae, CA

Final Fantasy - SNES
 E2A3-6763: Will kill all enemies on-screen.

Important note: Turn the Genie "Off" when you get to the "Party Select" screen, then turn it back on once everyone in your party has less - than-perfect HP's.
 Jeremy Kimmel
 Englewood, OH



Werewolf - NES
 ZYYUUU: Invincible after first hit, except to electricity.
 Teresa Van Meter
 White Hall, IL

... 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:

- Adventure Island III - NES
- Super Mario All Stars - SNES
- Faria - SNES
- Desert Strike - Genesis
- 7th Saga - SNES
- SF2: Special Championship Edition - Genesis
- Aladdin - Genesis
- E.V.O.: The Search for Eden - SNES
- Secret of Mana - SNES
- Roger Clemens - SNES
- GODS - Genesis

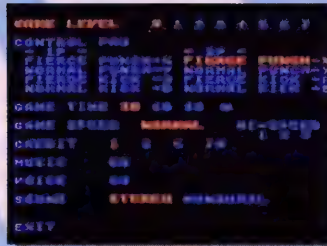
We need your help!

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



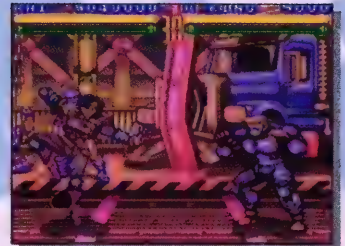
...All Points Bulletin...All Points Bulletin...All Points



T.M.N.T. Tournament Fighters - Genesis

- AJXT - AA96 Can set any # of continues in Options Screen
- AJYA - AA3Y Can set any # of rounds in Options Screen
- AECT - EAH4 Player 2 or computer starts with almost no health

Tim Hargett
Decatur, IL



T.M.N.T. Tournament Fighters - SNES

- AD64 - DDA7 Enables speeds 1-3, Creditis 1-10, and to play Rat King and Karai in Vs. Mode. (Note: Turn off effects at the title screen)

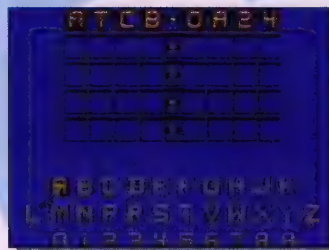
Rudolph Lopez
North Chicago, IL



Pocky & Rocky - SNES

- Infinite Lives for Pocky: DDA7 - AD65
- Infinite Lives for Rocky: DD35 - 0761
- Infinite Energy for Pocky: C933 - A794
- Infinite Energy for Rocky: C93E - A797

John Petty
Scottsboro, AL



Aladdin - Genesis

- RGJB - Y628 Unlimited Lives
- ATBV - 0A5L Unlimited Apples
- ATLB - 0A24 Invincibility

Craig Dunton
Lake Wales, FL



Sonic Spinball - Genesis

- AXBA - 4A4T Infinite Lives
- AXST - 8A5L Infinite balls in Bonus Round
- APBT - 5N7G Start on Level 4: Showdown

Bill Basaraba
Minooka, IL

EXCLUSIVE CODES! STRAIGHT FROM GALOOB

Rock N Roll Racing - SNES

- C28C-CF69 + C28B-C4A9: Buy items for free if you have enough money.
- BACB-C465: No points needed to advance to any level.
- C2BF-476F: Infinite Forward Weapons.

Mutant League Football - Genesis

- R19T-86VA: Master Code.
- RHJA-461A: Infinite Time-outs.
- RGSA-460L: Play clock is infinite.

Star Wars - Game Boy

- C9B-5CC-3BE: Infinite Energy.
- 00B-6AC-195: Infinite Lives.
- FA2-F6E-4C1: Infinite Continues.

Super Empire Strikes Back - SNES

- 7421-C7D5: Start with 50 lives on Brave.
- C22F-C7F9: Mind Control, Slow, Deflect, and Invisible don't drain Force bar.
- DE81-3DD4: Shield power-ups last longer.

Tecmo Super Bowl - Genesis

- BERA - FA42: Safeties for Player 1 are worth 9 points.
- BEFA - EAF6: Field Goals for Player 1 are worth 9 points.
- AARA - FA7J: Touchdowns for Player 2 are worth 0 points.

Tetris 2 - NES

- AAUEUSSO: Speed doesn't increase; 1-Player game only.
- AAVZYEA: Cannot Pause game with Start Button.
- AVEXOYZ: Won't hide remaining pieces during Pause.

Nigel Mansell Racing - NES

- ZANKXZYA + SXNKSESU: Only 1 lap required on each track.
- SZSTLEVK: Less tire wear.

Kid Dracula - Game Boy

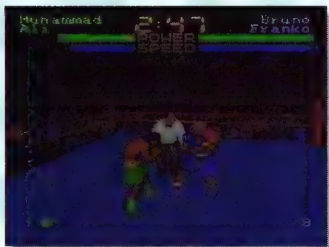
- FAB-F5A-4C1: Infinite Lives.
- 050-CD-E6E: Start on Level 5.
- 008-13F-367: Walk through enemies and still keep energy hearts.



Super Mario All-Stars - SNES

- C2B6 - A455 Infinite Lives
- 6D82 - 0F79 Infinite Time
- CB69 - AC67 + D769 - AC67 Change to Mario after you die

James Phillips
Graceville, FL



Muhammed Ali Boxing – Genesis

Here are the codes to take Muhammed all the way.

007KEH7Z
0K75CX7Z
0K7D477Z
0K72NN7Z
0K7C747Z
0K7W7C7Z
0K747B7Z
0K7A7E7Z

Brandon Vance
Honaker, VA



Jungle Strike – Genesis

The password below will allow you to play each level, beginning at Level 1, with 23 lives and Will Bill as your co-pilot.

BXYTNMGCYDB

Nick "The Game Freak" Weaver
Virginia Beach, VA

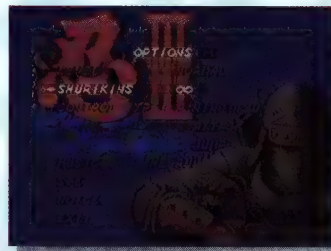
HELPFUL HINTS SECRET ACCESS PASSWORDS · CODES



Yoshi's Safari – SNES

To make this Super Scope game a little more difficult, hold all these buttons at the Start/Options Screen: L, R, X, Y and Start.

Chase
Deerfield, IL



Shinobi III – Genesis

Play the following songs in this order to become invincible: HE RUNS, JAPONSQUE, SHINOBI WALK, SAKURA and GETUFU.

To get unlimited Shurikens, put the sound effects on "SHURIKIN" and select "00" for the amount. Wait and you should hear a noise and the "00" will change to the infinite symbol.

Keith
Skokie, IL

Splatterhouse 3 – Genesis

Here are all the level passwords:

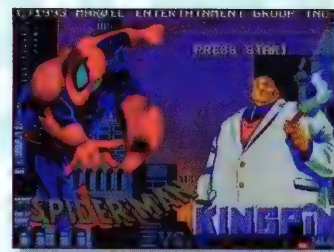
Stage 2: REISOR
Stage 3: ETLBUD
Stage 4: TEKROH
Stage 5: ELPOEB
Stage 6: LILITH
Stage X: GOFMTS

"The VidMan"

Jeopardy – Genesis

If you answer a question wrong and you don't want the computer players to get the points, simply press and hold A, B, and C buttons until the time is up.

Greg Harris
Ramsey, MN



Spider-Man vs. the Kingpin – Sega CD

Level 1: ARBOGAST
Level 2: MECHANIC
Level 3: REACTOR5
Level 4: PERMANENT
Level 5: NARCOLEPSY
Level 6: PUBLIC 45
Level 7: KIDNEY 2
Level 8: PENCIL 6

"The VidMan"

Boxxle – Game Boy

Level 1: BDBD
Level 2: DBBD
Level 3: GBBG
Level 4: HBBH
Level 5: JBBJ
Level 6: KBBK
Level 7: LBBL
Level 8: MBBM
Level 9: NBBN
Level 10: PBBP
Level 11: QBBQ

Dilly Luken
Canon City, CO

Defenders of Oasis – Game Gear

To access a Sound Test press Up and Start at the Title Screen.

Donald Moy
Los Angeles, CA

NBA Jam



NBA Jam – SNES

To initiate the Defensive power-up at the Tonight's Match-up's screen press and hold any button five times.

"The VidMan"



NBA Jam – SNES

To play as Bill Clinton enter your name as ARK but don't enter the "K" until you hold the buttons L, R, Start and then press X. Or to play as the VP Al Gore enter the name NET, wait to enter the "T" then hold L, R, Start and then press A.

"The VidMan"



NBA Jam – SNES

To enter Juice mode press any Button thirteen times at the Match-Up screen then hold X and A until the game starts.

"The VidMan"

Chuck Rock – Game Gear

Level 2: 7GO9M
Level 3: NNGE3
Level 4: 84AKC

Jeroham Ortiz
Corozal, PR

Mega Man X – SNES

Listed below are names and locations for Mega Man Power-up.
Flame Mammoth: Mega Buster
Chill Penguin: Slide
Sting Chameleon: Armor
Storm Eagle: Helmet

"The VidMan"

Rock N Roll Racing

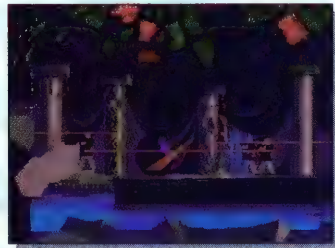
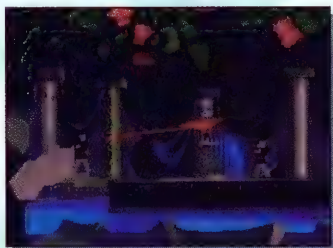


Rock N Roll Racing – SNES

To play as Olaf the Viking press and hold the Top Left and Right buttons plus the Select button. Now scroll through the characters until you get Olaf to appear. Or if you wish to go straight to Planet Inferno, the toughest of all the planets, press the Top Left and Right Buttons plus select when you choose a planet.

“The VidMan”

Out of This World



Out of This World – Genesis

Level 1:	LDKD	Level 9:	DDRX
Level 2:	HTDC	Level 10:	HRTB
Level 3:	CLLD	Level 11:	BRTD
Level 4:	LBKG	Level 12:	FBB
Level 5:	XDDJ	Level 13:	TFBB
Level 6:	FXLC	Level 14:	CKJL
Level 7:	KRFK	Level 15:	LFCK
Level 8:	KLFB		

*Jeff Bauer
Delavan, WI*

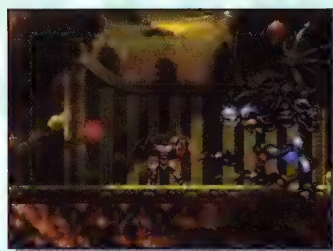
Ranger X



Ranger X – Genesis

To skip a level at any time, Pause the game and enter this code: Up, Down, Up, Down, Up, Down, C, B, A, Right, Left, then B. If you entered it correctly, you will warp to the next level. If not, Un-pause, Pause and try again.

*Keith
Skokie, IL*



Actraiser 2 – SNES

Here are the passwords for all three difficulty levels.

EASY

STAGE/ACT	PASSWORD
1-2	XZKC XBZM XXZD
2-1	JCLD XYTX SLCS
2-2	MLWK BPZW DTZS
3-1	MMFH MBKC WHWL
3-2	MCSY HKHD KHHY
4-1	MFLT CMSP TPTF
4-2	MFLH MFDS LTYP
5-1	MFMJ PLBW YYJP
5-2	MFMJ TTLK WSFP
6-1	MFMJ TWSY FYPX
6-2	MFXT SHJT BDLY
7-1	MFCY BPXF CXBY
7-1	MFCL YXKY CJDP

NORMAL

STAGE/ACT	PASSWORD
1-2	XZKC XBZM WTHC
2-1	JCLD XYTX TMCT
2-2	MLWK BPZW YJCW
3-1	MMFH MBKC FFTL
3-2	MCSY HKHD ZFHC

4-1	MFLT	CMSP	XWZF
4-2	MFLH	MFDS	MXPS
5-1	MFMJ	PLBW	LPCX
5-2	MFMJ	TTLK	FPTP
6-1	MFMJ	TWSY	HMTF
6-2	MFXT	SHJT	CYTP
7-1	MFCY	BPXF	DWKL
7-1	MFCL	YXKY	DKDS
7-2	MFCL	SYMC	MSXF
7-2	MFCL	SYMX	WKTD

HARD

STAGE/ACT	PASSWORD
1-2	XZKC XBZM FSFC
2-1	JCLD XYTX XXXJ
2-2	MLWK BPZW LBPJ
3-1	MMFH MBKC HJWP
3-2	MCSY HKHD BYMF
4-1	MFLT CMSP WXJK
4-2	MFLH MFDS PHYX
5-1	MFMJ PLBW MSYW
5-2	MFMJ TTLK HTWT
6-1	MFMJ TWSY JSHJ
6-2	MFXT SHJT DLWP
7-1	MFCY BPXF YZJT
7-1	MFCL YXKY YLZF
7-2	MFCL SYMC PWWK
7-2	MFCL SYMX FJSD

SPECIAL CODES

Set game to Hard and enter this code to play the DEMO scene!

BJQX YRKC DLSZ

To see the end credits enter this code!

MTKM SkTk HNSH

James Stakelin II

Cynthiana, KY



TMNT Tournament Fighters – SNES

To get a third Speed on this hot fighter cart, enter this classic Konami code at the title screen: Up, Up, Down, Down, Left, Right, Left, Right, B, and A.

“The VidMan”

Cliffhanger



Cliffhanger – Sega CD

To get 99 lives enter this code on controller #2 at the Title Screen: Up, Left, C, B, and A.

“The VidMan”

Cliffhanger – Sega CD

To go straight to the Snowboarding levels on this disk enter C, B, A, Up, Down, Left, and Right on Controller # 2 at the Title Screen.

“The VidMan”

Zelda: Link's Awakening – Game Boy

If you have been looking for the Boomerang and just haven't been able to find it, here it is. At Toronobo Shores, exactly five grid lines in on the Map screens reading left to right, there is a crack in the wall that you can explode with a bomb. In this room you will find a guy who will trade any item for the boomerang; use the Shovel.

"Warlord"



Tiny Toons Adventures: Buster Busts Loose – SNES

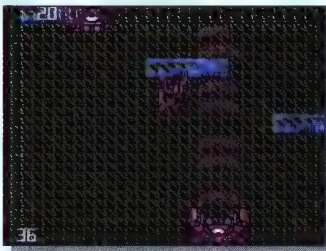
Enter Plucky Duck, Babs Bunny, and Bookworm at the password screen to get unlimited continues.

"The VidMan"

Aladdin – SNES

- Level 2: Genie, Abu, Aladdin, King Jafar, Abu, Jasmine, Genie
- Level 4: Genie, Jafar, Aladdin, Jasmine
- Level 5: Jasmine, Jafar, King, Jasmine
- Level 6: Jafar, Jasmine, Aladdin, Jafar
- Level 7: Aladdin, Jasmine, Abu, King

Mike Schowalter
Chicago City, MN



"Warlord"

Secret of Mana – SNES

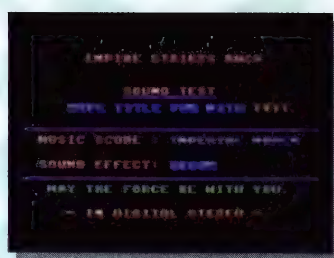
Here are some tricks to increase Magic points for the Blond Girl and the Sprite. To max out the Blond Girl's magic level, go to the Water Palace or the Wind Palace and use her magic to attack enemies. When you run out of energy, talk to the person in the palace and they'll restore your magic for free. Repeat this process until you're full.

To increase the Sprite's Magic points go to the Ice Country and use magic on the wolves. When you run low, go to the Inn and sleep. You'll make more money than you spend and you'll be able to take her magic level all the way to the top.

Mega Man X – SNES

Here is a list of the locations for each Energy Tank.
Flame Mammoth
Storm Eagle
Armored Armadillo
Spark Mandrill

"The VidMan"



Super Empire Strikes Back – SNES

To access the Sound Test mode, enter any stage then press and hold X, Y, A, B and Down then press Start. If you repeat the process, the messages will change and give you two more tips. The first is for fun at the Title Screen, which you do by pressing Y four times at the Game Start/Options screen. Then when the credits roll, press the L and R to rotate the title. The second is for 7 continues, which is X, Y, A, B, X, and X also at the Game Start/Options screen.

"The VidMan"

Super Bomberman – SNES

To get play Battle or Normal Mode with Tiny Bombermen enter in this code at as your password: 5656.

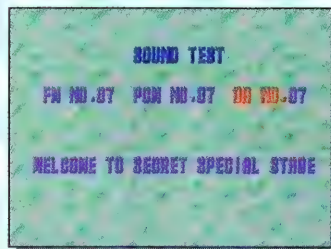
"The VidMan"

Metal Storm – NES

- Level 2: WFT - 7835 - N75
- Level 3: HRT - 273 (heart symbol) - WVM
- Level 4: FMM - FFC7 - B52
- Level 5: M67 - WL35 - WQ5
- Level 6: 9JT - LQ3K - QGM

David Brock
Georgetown, OH

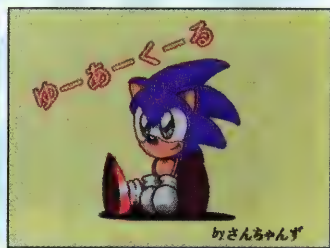
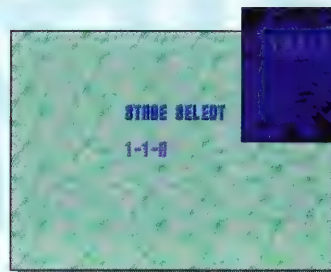
Sonic the Hedgehog



Sonic the Hedgehog – Sega CD

To enter a Sound Test press Down, Down, Down, Down, Left, Right, and A at the Title Screen. Once in the the Sound Test Mode you can enter a Debug mode by changing the sound settings to these settings: FM NO. 40, PCM NO. 12, and DA NO. 11. During gameplay the "B" Button enters and exits the Debug mode, "A" runs through the items, and the "C" button places them on the screen.

"The VidMan"

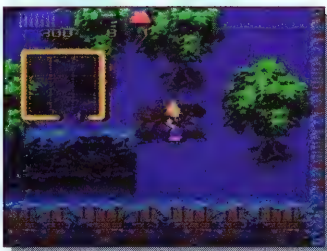


Sonic CD – Sega CD

To access a Stage Select, press Up, Down, Down, Left, Right and then the B Button. This will allow you to play any stage, but the game will reset after you finish that level.

"The VidMan"

Zombies Ate My Neighbors

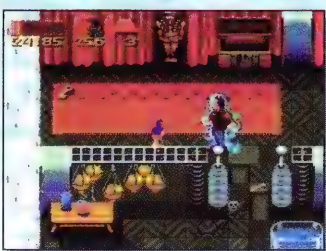


Zombies Ate My Neighbors – SNES

Here are the level passwords:

- Level 5: FHRX
- Level 9: NBGW
- Level 13: RFCR
- Level 17: RKYL
- Level 21: PXBG
- Level 25: XYLZ
- Level 29: XLZG
- Level 33: WJQK
- Level 37: BZVG
- Level 41: BRPK
- Level 45: VLHX

"The VidMan"



Zombies Ate My Neighbors – Genesis

Here are the level passwords:

- Level 5: CYZQ
- Level 9: GBRS
- Level 13: DCFK
- Level 17: BMLK
- Level 21: PQBR
- Level 25: LLNN
- Level 29: QNKR
- Level 33: SDHM
- Level 37: BKVR
- Level 41: BZPM
- Level 45: BNYZ

"The VidMan"

Reader Survey

Game Informer Needs Your Help...

We want to know more about **you**, our readers, and what you'd like to see in Game Informer. You can lend a hand by answering the Reader Survey below. What's in it for you? Just fill out the questionnaire below and return it us by May 15, 1994, and you'll automatically be entered in our random prize drawing. We're giving away 20 of the hottest game titles like Electronic Arts' **Bill Walsh College Football** and **Jungle Strike**, or Capcom's **Street Fighter II Turbo**, **Street Fighter II Special Edition**, and **Aladdin** for the Super NES. So what are you waiting for? Grab a pencil and get going!



1) What is your age?

- 01 () Ages 6 and Under 04 () Ages 16 to 19
- 02 () Ages 7 to 10 05 () Ages 20 to 25
- 03 () Ages 11 to 15 06 () Ages 26 and Up

2) You are:

- 01 () Male 02 () Female

3) Which video game systems do you own? (please X all that apply)

- 01 () Nintendo Entertainment System
- 02 () Super Nintendo
- 03 () Nintendo's Game Boy
- 04 () Sega Genesis
- 05 () Sega Game Gear
- 06 () Sega CD
- 07 () Neo-Geo
- 08 () REAL 3DO
- 09 () Atari Jaguar
- 10 () Other (please specify): _____
- 11 () None

4) Which video game systems do you plan to buy in the next year? (please X all that apply)

- 01 () Nintendo Entertainment System
- 02 () Super Nintendo
- 03 () Nintendo's Game Boy
- 04 () Sega Genesis
- 05 () Sega Game Gear
- 06 () Sega CD
- 07 () Neo-Geo
- 08 () REAL 3DO
- 09 () Atari Jaguar
- 10 () Other (please specify): _____
- 11 () None

5) How many new video games do you own?

- 01 () 1 to 3 Games 04 () 11 to 15 Games
- 02 () 4 to 7 Games 05 () 16 to 20 Games
- 03 () 8 to 10 Games 06 () 21 Games or more

6) How many video games did you buy last year?

- 01 () 0 to 3 Games 04 () 11 to 15 Games
- 02 () 4 to 7 Games 05 () 16 to 20 Games
- 03 () 8 to 10 Games 06 () 21 Games or more

7) How many new games do you think you will buy in the next year?

- 01 () 1 Game 05 () 4 to 5 Games
- 02 () 2 Games 06 () 6 to 8 Games
- 03 () 3 Games 07 () 10 or More Games
- 04 () 3 Games

8) Do you purchase previously played video games?

- 01 () Yes 02 () No

9) What influences your buying decisions most? (please X all that apply)

- 01 () TV Commercials 07 () Store displays
- 02 () Radio Commercials 08 () Game Rentals
- 03 () Newspaper Ads 09 () Arcades
- 04 () Game Magazine Ads 10 () Friends
- 05 () Other magazine Ads 11 () Other (please specify): _____
- 06 () Game Magazine Reviews

10) Where do you usually buy your video games? (please X all that apply)

- 01 () Computer store 05 () Mail Order
- 02 () Department store 06 () Toy store
- 03 () Discount store 07 () Video game store
- 04 () Electronics store 08 () Other (please specify): _____

11) What type(s) of games do you enjoy playing the most? (please X all that apply)

- 01 () Adventure games 08 () War games
02 () Fighting games 09 () Fantasy games
03 () Role-play games 10 () Racing games
04 () Sports games 11 () Shooter games
05 () Educational games 12 () Other (please specify): _____
06 () Puzzle games
07 () Simulations

12) On average, how much time per week do you spend playing video games?

- 01 () Less than 1 hour 05 () 6-9 hours
02 () 1-2 hours 06 () 9-15 hours
03 () 2-4 hours 07 () More than 15 hours
04 () 4-6 hours

13) On average, how long does it take you to defeat a game?

- 01 () 1-2 weeks 04 () 7-8 weeks
02 () 3-4 weeks 05 () 9-10 weeks
03 () 5-6 weeks 06 () More than 10 weeks

14) On average, how long does it take you to move on to another game?

- 01 () 1-2 weeks 04 () 7-8 weeks
02 () 3-4 weeks 05 () 9-10 weeks
03 () 5-6 weeks 06 () More than 10 weeks

15) How did you first hear of Game Informer Magazine?:

- 01 () From a Friend
02 () Complementary Issue
03 () At FuncoLand
04 () Newsstand
05 () It was a gift
06 () Other (please specify): _____

16) How do you currently receive Game Informer Magazine?:

- 01 () Subscriber
02 () Newsstand
03 () Other (please specify): _____

17) On average, how many times do you pick up or read each issue of Game Informer?:

- 01 () 1 to 3 times 03 () 8 to 10 times
02 () 4 to 7 times 04 () 11 times or more

18) Besides yourself, how many people look at or read this issue of Game Informer?:

- 01 () None 05 () 4 other people
02 () 1 other person 06 () 5 other people
03 () 2 other people 07 () 6 to 10 other people
04 () 3 other people 08 () More than 10 other people

19) Which Game Informer articles and features do you enjoy? (please X all that apply)

- 01 () Advertisements
02 () Dear Game Informer
03 () Articles
04 () Game Reviews
05 () Swap Shop
06 () Secret Access
07 () What's Hot!
08 () Tech Talk
09 () Training Card
10 () Arcade Brigade
11 () Answers From the Top
12 () Other (please specify): _____

20) What, if anything, do you dislike about Game Informer Magazine?:

21) What would you like to see in Game Informer in the future?:

22) Which of these game publications do you read regularly? (please X all that apply)

- 01 () Game Informer
02 () Nintendo Power
03 () GamePro
04 () Game Player's
05 () Sega Visions
06 () Video Games
07 () Die Hard Game Fan
08 () Electronic Gaming Monthly
09 () Other (please specify): _____

Send in your completed survey today! To enter the drawing, please fill out the survey and then clearly print your name and address below. Remember, your survey must be mailed by **May 15, 1994** to qualify. Thank you for your help!

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Video Game Awards

THE BEST VIDS OF 1993

"GI GAME OF THE YEAR!"



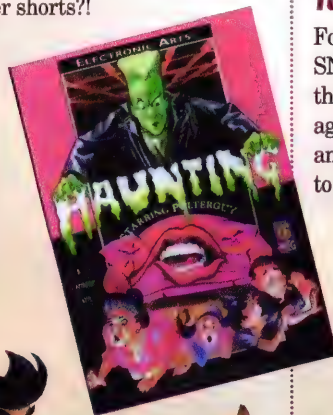
Game of the Year: Mortal Kombat by Acclaim

One could argue that there are other games with more advanced graphics or improved playability but, with more than 4 million units sold and hundreds of national headlines, 1993 was undeniably the year of *Mortal Kombat*.

The staff of Game Informer is pleased to present our second annual Video Game Awards. In an attempt to recognize outstanding achievement in a specific category, the staff members entered nominations that were then put to a vote. And the winners are...

Best Concept in a Video Game: Haunting starring Polterguy by Electronic Arts

Occasionally, a game comes along that shows a true spark of originality. *Haunting* not only falls into that category, it's darn fun to play. Setting off a series of wacky traps to spook the Sardini family is pure enjoyment, and who doesn't dig those crazy boxer shorts?!



Best Playability in a Video Game: Street Fighter II Turbo by Capcom

Following in the footsteps of its SNES predecessor, *SF2 Turbo* is the one we keep coming back to again and again. With more speed and more moves, there's just more to master and more to love.



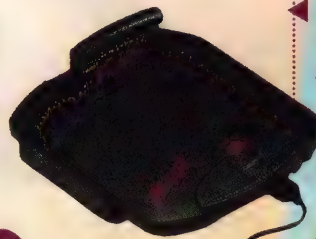
Best Action/Adventure Game: Flashback by U.S. Gold

At first, we were drawn in by the smooth animation, richly detailed graphics and original storyline of this Genesis cart. We were hooked by the precise control and addictive gameplay. We happily tell SNES owners a Super Nintendo version of this outstanding game is now available.



Best Graphics in a Video Game: Disney's Aladdin from Sega of America

We knew which title would claim this award from the moment it was unveiled at the Summer CES. Together, Disney animators and Virgin recreated *Aladdin's* magic for Sega owners. From Aladdin's effortless moves to the camel spit, this game's a winner.



Best New Hardware System: The 64-bit Jaguar system by Atari Corporation

The once-great video game giant is back with their first attempt at a full-size home video game unit since the 7800. With enough raw processing power to take the top slot, Atari could have a monster on their hands. Of course, it will need great software if it wants to take a bite of the video game market. But, if any system has the pricetag or the power, it's the Jaguar.





Best Role-Playing Game: Shadowrun by Data East

If '92 was a sad year for RPG fans, 1993 more than made up for it with such offerings as *Lufia, 7th Saga*, a new *Ultima* installment and more. But one unique action-packed Sci-Fi role-play, based on the books from FASA stands well above the rest.



Best Puzzle/Strategy Game: Yoshi's Cookie by Bullet-Proof Software

This Super NES version of the Big N's Tetris-like game was a lot more fun than we bargained for. Play alone, against the clock, or compete against a friend in over 100 rounds. The tricks you can play on your opponent throw a little spice into the mix.



Best Hand Held Video Game: The Legend of Zelda: Link's Awakening by Nintendo of America

Nintendo managed to take all the moves and graphics of the SNES (minus the colors, of course) and wrap them up in a new storyline for the Game Boy. This is easily one of the most challenging and interesting quests on the Game Boy, or any system, for that matter.

Best Sound in a Video Game: Ecco the Dolphin for Sega CD by Sega of America

Sound technician Spencer Neilson blends advanced mixing techniques like QSound® with original music scores to create a soundtrack that envelops the player; a true undersea treasure to be discovered.



Best Simulation Game: Mechwarrior by Activision

Activision brings the *Battletech* board games to life and Virtual World's *Battletech* Entertainment Center into your home with this in-the-cockpit Action/Strategy game. Your Battle Mech's arsenal will help you complete contracts and work toward your ultimate goal...revenge.



Best Sports Game: FIFA Soccer by EA Sports

NHL '94 came in a close second, but the title was claimed by a surprise entry from EA Sports. While turning up our noses at yet another boring soccer cart, *FIFA Soccer* sneaked in with its fast action, 4-player capability and incredible crowds to sweep us off our feet. "...it's like hockey with 11 players!" Need we say more?



Best Shooter Game: Starfox by Nintendo of America

Sure, there was a ton of hype preceding it, but Nintendo and that mysterious little Super FX chip delivered a game that is both unique and addictive to play.

Best 8-bit Game: Kirby's Adventure by Nintendo of America

The first and probably last 6 Meg game on the NES really packs a wallop. With long levels and exciting game play, *Kirby* is a bright star in the line-up of shrinking 8-bit releases.



Best Translation from the "Big Screen": Disney's Aladdin by Sega of America

The Disney animator-rendered cells, the incredibly smooth character movements, the beautiful graphics, the original soundtrack songs, and a storyline straight from the film; it all adds up to a stunning translation that's just like playing this fun animated feature.

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DOWN BEHIND ENEMY LINES...

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RANK: SERGEANT

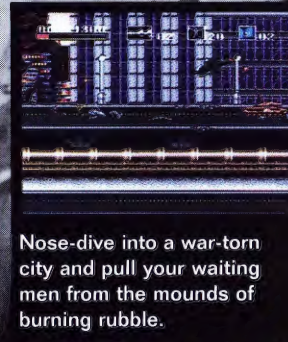
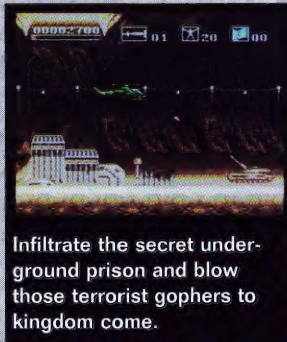
SERIAL NUMBER: 550628741

Sergeant Warren was shot down by guerrilla forces last night while patrolling over enemy lines. He's wounded, sleepless and desperate for help.

**There's no time for diplomacy—
YOU'RE GOING IN!**

CHOPLIFTER III

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