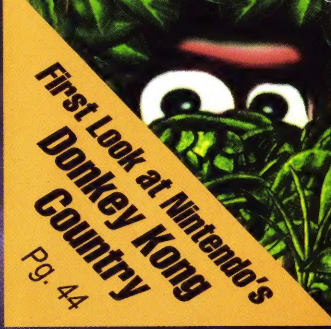


Game Informer

NINTENDO • SEGA • TIPS • STRATEGIES

MAGAZINE



First Look at Nintendo's
Donkey Kong
Country
Pg. 44

September/October 1994
Vol. III Issue 5



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Confused?

I just got my new May/June issue and I noticed what Thomas C. Bitsky said about the Sega CD and I completely agree. If Sega won't support my Sega CD they can just kiss my \$#!*[dollars] good-bye because I'll trade it in and wait until 1995 when I can buy Nintendo's Project Reality. First of all, SNES kicks Genesis' butt by far. So forget Sega, I'm stickin' with Nintendo once the little Saturn comes out.

P.S. Hey Thomas, thanks for Sega's address. I'm writing them a letter as well.

Ben Bynum
Stony Brook, NY

Yeah, but now there's 32X! It's awfully cheap, improves your Sega CD, and it's just over the horizon. We know it's confusing, but I guess the best way to look at what's going on is to think about what kind of games you want to play over the next couple of years. If you look at what Sega's doing with 32X and Saturn, and you think that's what you want to play, then that may be what's for you.

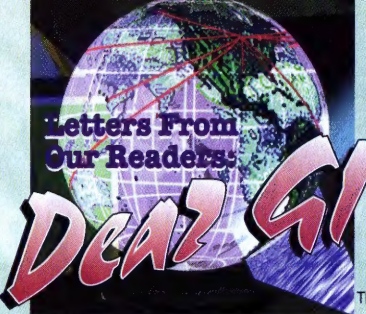
If Nintendo's got what you're looking for, then maybe waiting to see what their system does is the thing for you! But the way it sounds to us is that you are a cutting edge gamer who likes playing the best games right now. If that's true, then 32X's three-year life span may just be right up your alley, because PS-X, Saturn (if it comes), and Ultra 64 are at least a year off. Tough choices! Good luck, cause we'll get to play both.

Questions & Comments

I have a few questions and comments that have been on my mind lately concerning the Sega Super 32x and the Saturn. I saw your fabulous May-June issue and I read the "What's Hot!" section. I found out that Sega is making a hook-up to the Genesis that offers 32-bit entertainment. This, the 32X, has the same kind of chips found in the Saturn. Now here are my questions: Why the heck is Sega making this hook that costs \$150 and doesn't even enhance any existing software?! It probably has the same kind of entertainment as the Saturn, which costs who knows what. You'll have to buy special games for it which probably costs more than regular carts. Here's what I say: I think Sega should have made one or the other, not both.

But I am an avid Sega fan and own a Genesis. I am not putting Sega down, though I think they a made a mistake. I have to agree with some of what Thomas C. Bitsky Jr. said about the Saturn, and I am concerned as well. I also want to highly commend Debbie Coates on her letter. You are the best video game magazine I have read, but I hope you become monthly instead of bi-monthly. Keep up the good work!

Steve Eagle
Manchester, CT



Whoa! Hold on. I think everybody is thinking about the 32X all wrong. Now, we've seen it, and it looks pretty cool, or at least Sega is presenting it to us that way. Now think about this, at the end of last year, when rumor had it Sega was going to make an SVP (Sega Virtual Processor... you know, the one found in Virtua Racing) peripheral to make purchasing SVP games cheaper... everybody was ecstatic. Now all they've done is up the cost by about 50 bucks and given it a 32-bit RISC CPU's and everybody is in an uproar. I don't think that's what they had in mind.

Yes, it won't improve older software, but it will give you the chance to buy some cutting edge software for the same price as any other new game. Whether or not these games are cool is undetermined. In the upcoming issues we should get a chance to look at it, and we'll give you the low-down. Until then start saving your pennies, because there's a lot going on. Word has it that the Saturn could even be out as soon as next summer, but who knows, it's just a rumor. However, keep in mind that the 32X is not the same software as the Saturn's CD-ROM, but they could very possibly work on the Saturn's cartridge port.

Where are the Game Gear Codes?

I have two suggestions for Game Informer. First, the Secret Access section. I was trying to find codes for a Game Gear game. I found that you don't have many codes for Game Gear. I think that you should have more Game Gear codes.

Second, while I was looking for my Game Gear game I noticed that all of the different systems were mixed together in the Secret Access section. I think that you should separate the different systems so anybody looking for a game can find their game easier.

Dan Schwelbs
Northbrook, IL

You know, I've spent a lot of time thinking about this one. I would like to clean up Secret Access, like you say, but then one thing comes to mind. We push Secret Access right to the end of each deadline, to make sure you get the best tips available. If we spent more time sorting the codes, or more time thinking about which ones to use, it would make it more difficult to get the hot codes in at the last second.

As far as more Game Gear codes are concerned, we don't decide that, you do. If people send us more Game Gear codes, we'll print 'em. We want more, but

we just need you, the reader, to take your power a little more seriously. Write to GI, and we'll listen. Send us a good tip and we'll print it. Easy enough.

Don't... Don't Believe the Hype!!!

I began buying your magazine 3 issues ago, and I was doubtful at the outset. But your last issue (March/April) really showed me that you guys are legit. Your review of Cybermorph illustrated to me that you rate it... unlike some other mags I know of. The game is truly great, and as far as I'm concerned, any mag that trashed it has absolutely no credibility. In one review I read the reviewer wasn't even familiar with the controls of the game. Now unless I find out that you guys dished Ranger-X in a past issue, I will definitely continue to buy your magazine. Good Job!

Patrick Ketaner
Egg Harbor, NJ

Thanks Patrick, we're extremely happy with the work we've done over the last couple years, as well. Game Informer has gone from a tiny publication to a magazine boasting over 130,000 subscribers. Considering the small amount of time that we have been around, we feel that we will continue to grow and deliver a first-rate magazine for many years to come. As far as reviews are concerned, everybody here at Game Informer was once an avid consumer, just like yourself. We remember reading other game magazines and finding it very hard to swallow that those guys actually played the games they reviewed. When we write Game Informer, we know what it's like to buy a lame cart that was hyped up to be the next big thing. Nothing could be worse, so we try to give you our honest opinions, but remember they're our opinions. If you see a game in our pages that looks interesting to you, but we dished it, go rent it. GI, or any other magazine, can't decide what you like, but we can give you an educated point of view.

The Soap Box

I would like to deliver a message to all the cry babies that are yelling about wanting more NES coverage. WAKE UP! It's 1994, get out from under your rock and toss your NES out the window. We have 16, 32, and 64 bit systems, CD ROM's and soon Virtual Reality. The future is now and you 8-bit bums are about to become extinct.

Ron (K.J.) McRae
Keansburg, NJ

Harsh words, but I'm afraid it may be true. The end of the 16-bit era is at hand, but I don't think playing NES or SNES or Genesis or any these really matter as long as you're playing and having fun.

The Stinkin' Codes Don't Work!!!

In your July/August '94 issue, I received a code for Secret of Mana - SNES (pg. 62), which said "Items are

free everywhere". To my surprise it didn't work. I did some research on the code, and I found out that the code instead of CE5F - 5657 it was CE5F - 5767! Also, the code 16DE - A91B (Level up/per enemy) for Secret of Mana didn't work. My other magazine (to be nameless) had the same code. Neither worked. It might be just my Game Genie, but it doesn't work. Like Nathan McGraw of MN said, "Check the codes before you write them down."

Chris
"The RPG wanna-be" Reyes
Alhambra, CA

Thanks for the Mana code. We couldn't find the original, but we know these codes worked, so whoever sent them in please send us another copy. Sorry it didn't work!

Commentary on the Upcoming Rating System

You asked for opinions on a standard rating system and I've got a few. Frankly, I don't think a rating system will keep under-aged kids from buying games. I rent movies all the time, mostly "R" rated ones. The movie places aren't supposed to be renting them to me at only 15, but they do. So, I figure vendors will still sell them regardless of ratings. If they do work, though, it's a great idea. That way parents can base their decisions on their kid's personality. My mom would buy me MKII with blood, 'cause she knows I'm not gonna think I'm Sub-Zero and go pull someone's spine out. That way the kids who get bad things and ideas from games won't play them and the ones who realize it's just a game can.

Lastly, Give it Up! Nintendo made a decision about Mortal Kombat and seems to be proud of it, so leave them alone. The game came out a year ago! I like the blood, though and if a rating system is what it takes to get it, then so be it.

Josh Barnett
Glen Rose, TX

It sounds like you got a good grip on what's going on out there. We tend to agree that a lot of retailers and renters won't care what the rating on the package is, but with time I'm sure the rules will become more stringent. As far as the Nintendo MK thing, I agree GI and every other magazine whined about the MK thing for too long. But look...it changed didn't it!?

GI reviewers rate games in six categories:

- Concept
- Graphics
- Sound
- Playability
- Entertainment
- Overall Rating

We use a scale from 1 to 10.

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

Letter From the Editor

BY ANDREW MCNAMARA

Welcome to the End of an Era


Unfortunately, I'm afraid the 16-bit era is finally coming to its end. It was a good ride and luckily it is a wave that will continue well into the next two or three years, but it is most definitely dying. I knew it was coming, but not until I saw *Donkey Kong Country* did I know it was here. This unbelievable game will serve as the pivotal point where people will begin the 32/64-bit pilgrimage. Future 16-bit games will be expected to answer to gamers who have grown to expect more, i.e. *Donkey Kong Country*, and they will have to look to something else to give them what they want. Our future is 32/64-bit, but in what form? Is it CD-ROM, on-line, or the cartridge port that we have all grown to love? I'm not sure anybody knows, but I think everybody knows a change is coming.

I know I don't have the answer to that question, but it does look like Nintendo and Sega, the two largest players in the industry, have decided (at least for the next 3 or 4 years) on cartridges. Sega's 32X is set to usher Sega into the 32-bit generation this year, and Nintendo's Ultra 64 (formally Project Reality) is ready to enter the arcades and get people saving for Ultra 64 when it comes out next summer. But what of the other players... Sony, 3DO, Atari, Phillips, and Pioneer. Will we see a change at the head of the industry as we slide into this new era, or will the same tried and true systems pan out on top again? I don't really know, but I've seen Nintendo's Ultra 64 and Sega's 32X, and the competition going to get hot. When I went to Nintendo's "Behind Closed Doors" showing of Ultra 64 at the SCES, I was truly amazed by the 64's realistic graphics and intense sound effects (so much that it's difficult to describe, so I'm not even going to try). Sega's 32X is also very solid and I have heard nothing but good things about the PlayStation.

So this is it. This is the end of the line. Atari, 3DO, Phillips, Pioneer, this is the year to prove yourself, before the big players come in and make a decision for you. Now I don't know who's going to win, but the upcoming fight is going to be fun to watch. ■

Attention!

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Meet The Reviewers



Andy The Game Hombré

"Summer's over and it's time once again in video gamedom for all the hits to capture your Holiday dollars. All the new titles keep me way too busy, but I also get to play a lot of awesome vids. *MKII*, *Blackthorne*, and *SSFI* are some of the best this issue has to offer, but don't worry there are still some killer titles coming this fall. Other than vids, I've hit a lot of good shows this summer, including *Tool*, *Infectous Grooves*, *Soundgarden*, *Beastie Boys* (at Lala), and *Plummerscrack*."



Ross The Rebel Gamer

"Well summer comes to an end and I definitely didn't get to see as much sun as I wanted to. But seriously folks, the CES came and went without me. I don't know if I missed the hustle and bustle of the actual show, but I do know that it wasn't what it used to be. The best games this issue are *Maximum Carnage*, *Superman* (Nice job Reiner), *MKII*, *Donkey Kong Country*, and *Blackthorne*."



Rick The Video Ranger

"The Summer CES was fun, but I sure missed Sega not being there. *Donkey Kong Country* was simply unbelievable! The next best game was *Mortal 2* for both SNES and Genesis. 3DO has some great new games. *Road Rash*, *Samurai Showdown* and *FIFA Soccer* are all killer!"



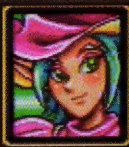
Paul The Pro Player

"Time flies when you're playin' vids. I know SCES was a long time ago, but there were some great games and a few new companies that are promising good things for us players. Wait 'til you SNES owners see *Donkey Kong Country*! Best at the show, by far. Check my scores to find my favs in this issue. I'm off to relish the last few warm days left. Catch ya' in November!"

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Peter the Phoenix



Pornalef the Sniper



Jippo the Ninja



Machilda Bow Knight



Mick the Paladin



Gerhalt Wolf Baron



Linda the Sorcerer



Gyan the Gladiator



Falcon Pegasus Knight



Royde Brass Gunner

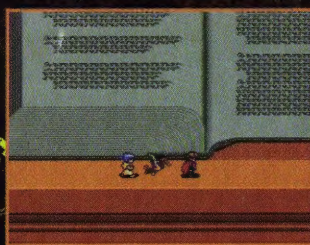


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- **Created by:** Sega
- **Available:** Now

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Your adventures throughout the world will lead you into many battles and put your group on some dangerous missions. The battles are, for the most part, strategic maneuvers and placements of your characters. As you move and place them, you will be required to battle your foes in a dramatically-animated sequence using your character's weapons or magic to overpower the enemy.



Even when your characters are small, they are great in power.



They waked Zeon!
The legendary devil!

The great god Vulcanon watches over the world.

► THE BOTTOM LINE 7.25

ANDY, THE GAME NOMBRE

Concept: 8 "I thought the first game was excellent and SF2 doesn't disappoint. The improvements made the game slightly less linear, but overall there really isn't that big of a difference. SF2 still has its great battle system and the entertaining characters that made the first one so good. If you missed the first one, now is your chance to be a part of the Shining Force."

OVERALL:
8.5

ROSS, THE REBEL GAMER

Concept: 5 "Someone in the Sega Studios said 'I know, let's make another Shining Force game and make it so close to the first one its pathetic!' I believe that could've possibly happened seeing that the second game is so similar that it hurts. I must admit that the game is somewhat different during the maneuvers over the land, and in the overall mission. The graphics are decent and the playability is great, but the sound is really, really repetitive. I guess that I expect more from a sequel than what this gave me."

OVERALL:
6.25

PAUL, THE PRO PLAYER

Concept: 8 "I think that Sega is making a good move by pushing along the development of RPGs. They have been behind Nintendo in quality RPGs for a long time now. This game has a strong element of strategy and positioning for battles which sets it apart from many others. The overhead graphics are average, but the art for the battles is pretty cool. Overall, this isn't a whole lot different than the first edition, but it has enough new things to please fans of the first."

OVERALL:
6.75

“...Spike McFang is the *man!*” Game Players Magazine,

June 1994 “Editor’s Choice – Gold!” Electronic Gaming Monthly,

June 1994 “Spike McFang is the *man!*” Game Pro Magazine,

game into this

zine, April 1994

video game like any

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June 1994 “... excellent

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Electronic Gaming Monthly, June 1994 “...Spike McFang is the

game you want to play.” Video Games Magazine, March 1994



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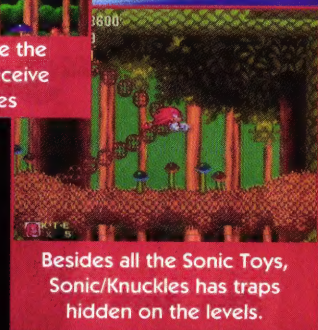
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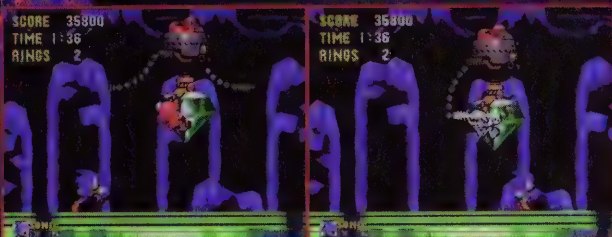
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SONIC & KNUCKLES

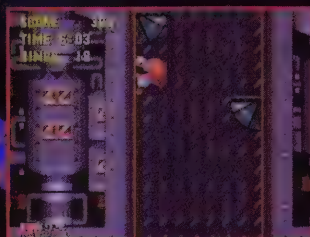
Attack of the Hedgehog and the Echidna!?



- **Cart Size:** 16-Meg
- **Style:** 1-Player Action/Platform
- **Special Features:** Backwards Compatible with Sonic 2 & 3, New Playable Character Knuckles, and Fastest Sonic Yet
- **Levels:** Nine 2-Act Levels, 7 for Sonic and 2 Mysterious Levels Available Only When Playing as Knuckles
- **Created by:** Sega of America
- **Available:** October 18th, 1994



When you meet Knuckles he's still under the influence of Dr. Robotnic, until Dr. Robotnic tries to steal the Chaos emerald from Knuckles homeland.



Using Knuckles makes things a lot easier, especially in those tricky spots.

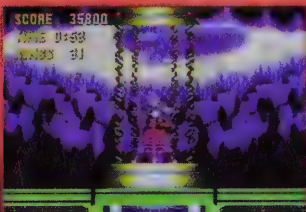
Knuckles' Moves



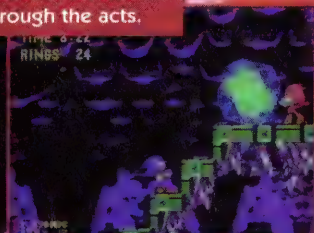
That's right, Sonic's back, and this time you can play as his new friend Knuckles the Echidna. What's an echidna? Well, it's an Australian nocturnal burrower with heavy claws that is commonly known as an anteater. While the real echidna may not be able to fly, our new friend Knuckles can, and he can also attack while flying, which almost puts him one up on the big hedgehog himself.

Knuckles isn't the only big news though. Sega took out all the stops on this one and got really tricky. Sonic Knuckles is not only a stand alone game, it is also backwards compatible with Sonic 2 and Sonic 3. This means that when you bought your Sonic 2 and 3, there were already parts build into the game that only Knuckles could get to. So now you can replay those games, as Knuckles, and discover new and undiscovered territory. There's more info on this top secret cart, but Sega's still got the cap on it and according to an inside source at Sega, it's one of the best things to come to video games in quite a while.

For now, feast your eyes on these pics and drool, because Sonic's back with classic Sonic style with faster speeds, meaner enemies, and, of course, the echidna! Check the next issue of GI for the missing pieces to the puzzle and full review of this hot new Sonic cart.



There are transporters to move Sonic from level to level as he travels through the acts.



Play as Sonic, and you'll encounter Knuckles halfway through the adventure.

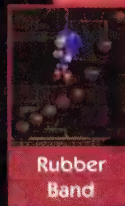
Sonic's New Toys



Rappelling Rope



Mushroom Lever



Rubber Band



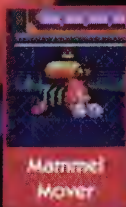
Roller Elevator



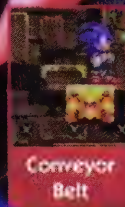
Hanging Switch



Mushroom Glider



Mammel Mover



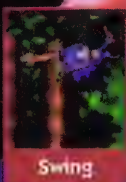
Conveyor Belt



180° Swivling Turnpike



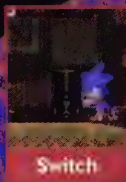
Super Spring



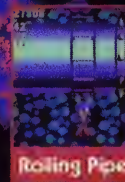
Swing



Monkey Bars



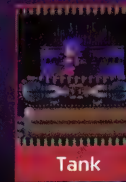
Switch



Rolling Pipe



Light Tunnel



Tank

things to do with your quarters after you've got our games:



1 Buy some thumbpads.



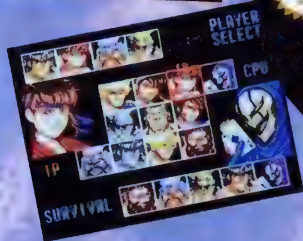
2 They make great shades
(no UV rays at all.)



3 You could build a scale model of Elvis.
(that's his dimple.)



get true
arcade action
 at home
 (and keep your
 quarters.)



Hidden Bosses in Fighter's History!

To find them, call the Data East Tipline!

1-900-454-5HELP

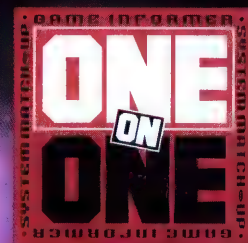
For hints & tips on all Data East games!

.95 first minute/.75 each additional minute.

DATA EAST

it's gonna be
 one **hot** summer.

MORTAL KOMBAT II



500 Years ago, Shang Tsung was banished to the earth realm. With the aid of Goro he was sent to unbalance the furies and doom the planet to a chaotic existence.

By seizing control of the Shaolin tournament he tried to tip the scales of order towards chaos. Only seven warriors survived the battles and Shang Tsung's scheme would come to a violent end at the hands of Liu Kang.

Facing execution for his failure and the apparent death of Goro, Tsung convinces Shao Kahn to grant him a second chance.

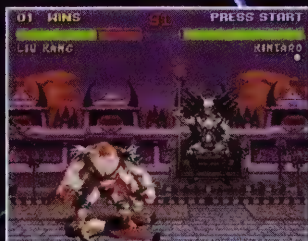
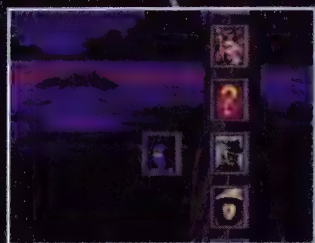
Shang Tsung's new plan is to lure his enemies to complete in the outworld where they will meet certain death by Shao Kahn himself.

To access the hidden Fatality on the Dead Pool, press and hold down LP and LK, then move close to your opponent and press Down and then HP.

The move is the same for every character. For some added fun (SNES), press down on the control pad right as the skeleton emerges from the water, and he'll give a gurgling "ohhhh".



As you can see the SNES version has superior colors and artwork.



SNES

- **Cart Size:** 24 Meg
- **Style:** 1 or 2-Player Head-To-Head Fighting
- **Special Features:** All the Secret Kharacters, Friendships, Babalities, and Fatalities From the Arcade; 5 Credits
- **Created by:** Sculptured Software for Acclaim
- **Available:** September 9th, 1994

GENESIS

- **Cart Size:** 24 Meg
- **Style:** 1 or 2-Player Head-To-Head Fighting
- **Special Features:** All the Secret Kharacters, Friendships, Babalities, and Fatalities From the Arcade; Activator and Six-Button Compatible; 15-30 Credits
- **Created by:** Probe Limited for Acclaim
- **Available:** September 9th, 1994

One year ago the video game world went into an uproar at the release of *Mortal Kombat*. It caused the undeniable coming of a rating system, and set unprecedented sales records for a multi-platform game. Now we enter the realm of *Mortal Kombat II*, quite possibly the best arcade game of 1994. However this time, both versions feature all the violence, all the time. No codes, no sweat - just *Mortal Kombat II*.

Luckily, both versions are almost perfect translations. All the Fatalities, Friendships, and Babalities are identical to its arcade counterpart, so there's no confusion between the moves. The only differences found were in the Genesis version. The Sega missed most of the sounds and had slight variations on how to get to the secret characters.

Overall, *Mortal Kombat II* for Super NES and Genesis is the closest any 16-bit game has come to its arcade counterpart. So if your looking for Kombat, Acclaim has got your game.

ANDY, THE GAME HOMRE

	SG	SNES
Concept:	8	9.25
Graphics:	8.75	9.5
Sound:	8	9.5
Playability:	8	9.25
Entertainment:	9.25	9.25
Overall:	8.75	9.5

"MK II is the best arcade translation and fighting game of '94. Although the Sega version has horrible sound, both versions have "excellent" control and "superb" graphics. Head-to-head, the SNES version kills the Sega version in both the sound and graphics department. (Acclaim should have spent some more money and added some more sound effects to the Sega version). Conclusion, if you have both systems, buy the SNES."

ROSS, THE REBEL GAMER

	SG	SNES
Concept:	8	8
Graphics:	7	9
Sound:	5	9.5
Playability:	8	9
Entertainment:	7	9
Overall:	7	8

"After all the waiting for this game, it has finally arrived and it lived up to its name as expected. Well at least the Super NES does anyway. I feel that the SNES version, when compared head-to-head with Genesis, blows it away. The graphics are better and more crisp, the animation is better, and the sound roasts the Genesis' lack of sound. All of you MK II arcade freaks will definitely get into this one because the controls are identical for the most part."

PAUL, THE PRO PLAYER

	SG	SNES
Concept:	8	8.25
Graphics:	8.5	9.5
Sound:	7	9.5
Playability:	9	9
Entertainment:	8	9.5
Overall:	8.25	9.25

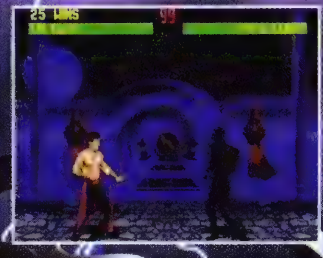
"First off, both the versions of MK II rock. Nintendo's "Play It Loud" campaign would've crashed if they didn't include the blood in this version. I can't believe how much is actually included from the arcade. The SNES version is the true masterpiece with the foreground art and the amazing sound FX. Both versions play (pretty) true to the arcade. I have to give the edge to the SNES because of its great color, control and superb translation."

HIDDEN CHARACTERS:

Jade: At the level before the "2" use only Low-Kick, nothing else and win a round.



Smoke: To fight Smoke press Down and Start at the Portal Level when Dan Forden says "Toasty".



Noob Saibot: To reach Noob Saibot (Tobias Boon backwards) you must win 50 Matches (25 Genesis).



If you use Shang Tsung, you can mix and match fatalities using Sub-Zero's Freeze.



The Super NES version has almost all the sound effects from the arcade version.



The Mortal Tomb: Here's an interesting trick, right after you do your pit move and send you opponent upward, press Down on both controllers to have your opponent slide off the spikes after he gets impaled. Gnarly!

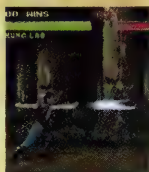
<p>Harpoon Throw B, E, LP</p>	<p>Teleport Punch D to B, HP</p>	<p>Leg Takedown F to D to B, LK</p>	<p>Air Throw BL in air</p>	<p>Babality D, B, B, HK</p>
<p>Friendship B, B, D, HK</p>	<p>*Incinerate U, U, HP (Half-screen)</p>	<p>*Toasty Incinerate D, D, U, U, HP (Anywhere)</p>	<p>Double Cut HP+(F, D, E, F, F) (Close)</p>	<p>Pit: D, F, F, BL</p>

SCORPION



KUNG LAO

Hat Throw
B, F, LP (U or D to Guide Hat)



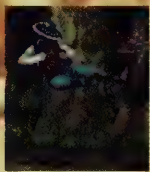
Whirlwind Spin
Hold BL+(U, U) rapid LK



Teleport
D, U



Hammer Kick
D + HK in air



Pit: F, F, F, HP

Babality
B, B, F, F, HK

Friendship
B, B, B, D, HK

***Hat Split**
F, F, F, LK(Sweep)

Decapitate
Hold LP+(B, F) then release

(Full Screen) (then aim the hat at their neck!)



RAIDEN

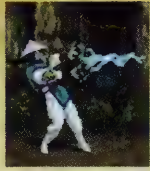
Shocking Grasp
Charge HP 3 seconds



Torpedo
B, B, F



Lightning Bolt
D to F, LP



Teleport
D, U



***Pit:** U, U, U, HP

***Babality**
D, D, U, HK

Friendship
D, B, F, HK

Electrocution
Charge LK 5 Sec. Then Rapid LK & BL (Close)

Super Uppercut
Charge HP 7 Seconds (Close)



REPTILE

Venom Spit
F, F, HP



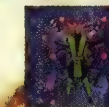
Force Ball
B, B, HP+LP



Invisibility
BL+(U, U, D), HP



Slide
B+BL+LP+LK
Genesis: B+LK+HK



***Pit:** D, D, F, F, BL

Babality
D, D, B, B, LK

Friendship
B, B, D, LK

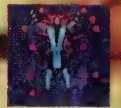
Yummy
B, B, D, LP (Half-screen)

Unseen Death
F, F, D, HK (Must be Invisible!!) (Close)



SUB-ZERO

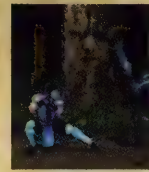
Pit: D, F, F, BL



Deep Freeze
D to F, LP



Ground Freeze
D to B, LK



Slide
B + BL + LP + LK
Genesis: B + LK + HK



Babality
D, B, B, HK



Friendship
B, B, D, HK



***Freeze Uppercut**
F, F, D, HK (Sweep) When Frozen F, D, F, F, HP (Close)



Ice Grenade
Hold LP+(B, D, F) Then Release (Full Screen)



Pit: F, D, F, LK

MILEENA



Sai Throw
Charge HP
2 Seconds



Teleport Kick
F, F, LK



Roll
B, B, D, HK



Babality
D, D, D, HK



***Friendship**
D, D, D, U, HK



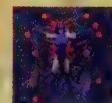
Sai Perforate
F, B, F, LP (Close)



Man-eater
Charge HK
3 Seconds (Close)

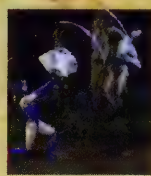


KITANA



Pit: F, D, F, HK

Fan Lift
B, B, B, HP



Fan Throw
F, F, HP + LP



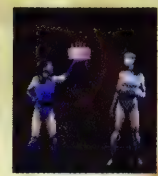
Fan Slice
B + HP



Zip Punch
F to D to B, HP



***Babality**
D, D, D, LK



***Friendship**
D, D, D, U, LK



Decapitate
BL, BL, BL, HK
(Close)



Kiss of Death
Hold LK +
(F, F, D, F) then
Release (Close)



LIU KANG



Pit: B, F, F, LK

High Dragon Fire
F, F, HP or
Jump, F, F, HP



Low Dragon Fire
F, F, LP



Bicycle Kick
Charge LK
4 seconds



Flying Kick
F, F, HK



Babality
D, D, F, B, LK



Friendship
F, B, B, B, LK



***Cartwheel**
Spin Away from
Enemy (Anywhere)
(Close)



Dragon Munch
D, F, B, B, HK
(Close)

Overhead
Nameless
F + HP



Getcha Grab
F, LP, rapid LP



Multiple Throw
F + LP, rapid HP



Energy Bolt
F to D to B, HK



Ground Pound
Charge LK
3 seconds



JAX

Backbreaker
BL in air



***Babality**
D, U, D, U, LK



***Friendship**
D, D, U, U, LK



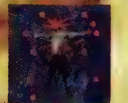
Head Crush
Hold LP+(F, F, F)
then Release
(Sweep)



Armless
BL, BL, BL, BL, LP
(Sweep)



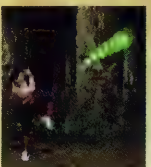
***Pit: U, U, D, LK**



Low Green Bolt
B to D to F, LP



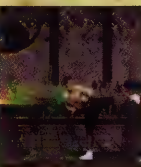
High Green Bolt
F to D to B, HP



Shadow Uppercut
B, D, B, HP



Shadow Kick
B, F, LK



Nutcracker
LP + BL



Gym Kick
F + LK



**JOHNNY
CAGE**



Pit: D, D, D, HK



Babality
B, B, B, HK



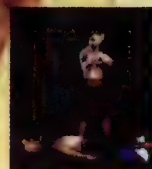
Friendship
D, D, D, HK



Rip in Half
D, D, F, F, LP
(Close)



Decapitate
F, F, D, U
(Close)



Triple Decapitate
D+LK+BL+LP (Close)
(Must Do Decap First)



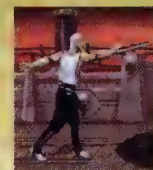
BARAKA

Pit: F, F, D, HK

Spark Toss
D to B, HP



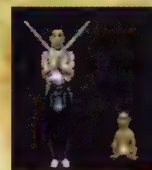
Blade Slice
B + HP



Shredder
B, B, B, LP



Babality
F, F, F, HK



***Friendship**
U, F, F, HK



Impale
B, F, D, F, LP
(Close)



***Decapitate**
B, B, B, B, HP
(Close)



**SHANG
TSUNG**

Babality
B, F, D, HK



***Friendship**
B, B, D, F, HK



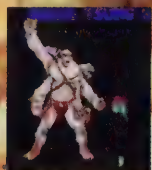
***Soul Stealer**
U, D, U, LK(Close)



Death from Within
Charge HK
3 seconds (Sweep)



Kintaro Morph
Charge LP
25 seconds(Sweep)



One Flaming Skull
B, B, HP

Two Flaming Skulls
B, B, F, HP

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



Pit: BL + (D, D, U), D

Shang Tsung can morph to any character:



Liu Kang Morph..... B, F, F, BL



Kung Lao Morph..... B, D, B, HK

Johnny Cage Morph..... B, B, D, LP

Reptile Morph..... BL + (U, D), HP

Sub-Zero Morph..... F, D, F, HP

Kitana Morph..... BL, BL, BL

Jax Morph..... D, F, B, HK

Mileena Morph..... Charge HP 2 Seconds

Baraka Morph..... D, D, LK

Scorpion Morph..... Hold BL + (U, U) Then Release

Raiden Morph..... D, B, F, LK

Legend

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

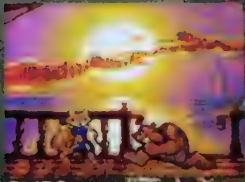
Babalities and Friendships can only be done if you win the match without using the Punch buttons. Moves marked with an "*" are easier to do if you hold Block, but it is optional. Moves in parenthesis are done while the previous button is being held. Moves without a distance in parenthesis can be done anywhere.

▶ THE BOTTOM LINE

SG **8**
SNES **9.25**

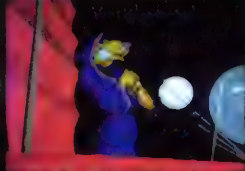
BRUTAL

Paws of Fury



SNES

SEGA GENESIS



SEGA CD

Soundtrack available on Uno Mundo Records



Available at your local retailer or call 1.800.GAMETEK. Phone 24 hours a day, 7 days a week, Visa and Mastercard accepted.



Primal power. Ancient wisdom. GameTek unleashes tournament beasts of the martial arts in cinema-style, full-screen animation. Focus strength. Transcend weakness. Jam with the wild things. Get your paws on this cool new game. It's so cool, it's Brutal.



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



Coming Soon For Super NES





The Clown is one of the two end guys, beating him is not easy.

FIGHTER'S HISTORY

Data East Makes History



If you can beat Kamov, you shall become the greatest fighter ever known.

ANDY, THE GAME HOMER

Concept: 5 "I can't blame *Fighter's History* for being an SF II rip-off. Every fighting game does it. However, I can say that FH is fairly one-dimensional and lacks flair. I like the Achilles Heel thing, but come on... it gets old.

Graphics: 8

Sound: 7

Playability: 6.5 This is a good fighting game, but that's it, good. Nothing more. If you want another fighting game to work on your technique, then go for it.

Entertainment: 6.5 There are, of course, better fighters to practice with."

OVERALL:

6.75

ROSS, THE BEVEL GAMER

Concept: 5 "Fighting games have been hitting a summit and beginning to plummet (Hey that rhymes). For instance, *Fighter's History* could be considered a total rip off of SFII. In fact, the moves are simple because of the time spent on SFII. The graphics aren't bad, but

Graphics: 7

Sound: 6

Playability: 5 I can't see myself drooling over them. I also think that the game is not much longer than a weekender. Maybe you should just rent this one."

Entertainment: 4

OVERALL:

5.5

PAOL, THE PUD PLAYER

Concept: 5 "I don't know what CAPCOM was worried about. Sure *Fighter's History* has some striking similarities to SF II, but the play and control come nowhere close. Granted the characters and backgrounds look great, but the fighting technique is not up to par. It's not too difficult one player, and versus it isn't very competitive. *Fighter's History* just follows in footsteps and sinks into the huge abyss of fighter titles."

Graphics: 7

Sound: 6

Playability: 6

Entertainment: 6

OVERALL:

6

- **Cart Size:** 24 Meg
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** 7 Difficulty Settings, Two Speed Settings, 9 Characters and 2 Bosses
- **Created by:** Data East
- **Available:** Now

▶ THE BOTTOM LINE **6**

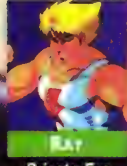
The controversy with Capcom is over, and now Data East provides you with the newest installment of the fighting games. *Fighter's History* puts you into a full-contact tournament, with nine characters from throughout the world battling each other for the chance to take on the head of the tourney and become the ultimate champion.

The nine combatants come from all walks of life and professions. On the basis of their style of fighting and characteristics, each character has his or her own marquee moves, strengths and weaknesses. They also have at least one piece of equipment that can be knocked loose exposing an "Achilles Heel" for one hard blow to end the match.

You can choose one of three different battles, including a computer battle where you battle all nine characters while the computer controls your enemy, a Versus mode where two players can duke it out for bragging rights, and a Survival mode where you choose five characters and the computer chooses five characters. Then, you battle it out until one player loses all of his or her characters.

Great wealth and fame await the victor of one of the greatest tournament battles on earth. Can you capture the title? Or, will you fall to an untimely demise and walk away from the *Fighter's History* humiliated and ashamed? ■

Sliding Kick ↓ + AK	Throw → (in close)+ MK or BK	Jeani Gymnast France
Bad Rose ← (charge) then → + AP	Needle Shower P or BP continuously	




RAY
Private Eye
USA

Big Tornado
↓ ↘ + AP

Dynamite Tackle
→ + AP

Wheel Kick
↓ ↙ + AK

Throw
→ (in close)
+ MP or BP



MANSION
Punk Rock Hoodlum
UK

Spinning Wave
← (charge) then
→ + AP


Lord Hurricane
↓ (charge) then
↑ + AK

Overhead Kick
← (charge) then
→ + AK

Throw
→ (in close)
+ MP or BP

KEY All Moves With
Fighter Facing Right

Punch = P Kick = K
Medium Punch = MP Medium Kick = MK
Big Punch = BP Big Kick = BK
Any Punch = AP Any Kick = AK



MIZOGUCHI
Back Street Brawler
Japan

Continous Aerial Kick
↓ ↘ + AK

Tiger Bazooka
↓ ↘ + AP

Koryusai
↓ ↘ + AP

Throw
→ (in close)
+ MP or BP

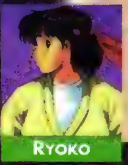


LEE
Kung Fu Master
China

Throw
→ (in close)
+ MP or BP

Zessbaho
↓ ↘ + AP

Senkyudtai
↓ ↘ + AK



RYOKO
Judo Wrestler
Japan

Forward Defensive Fall
← (charge) then → + AP

Pneumonic
→ ↘ ↓ ↙ ← (in close) + BP

One-Arm Back Throw
→ ↘ ↓ ↙ ← (at a distance) + BP

Throw
→ (in close)
+ MP or BP



SAMCHAY
Pro Kick Boxer
Thailand

Bap Sew Cau
MP + MK or BP + BK

Throw
→ (in close) + MP or BP or MK or BK

Ti Kau Koon
↓ ↘ + AK

Matron Dusalop
↓ ↘ + AP




FEI-LIN
Chinese Opera Star
China

Touchou-Zan
↓ ↘ + AP

Aerial Toro-Zan
↓ ↙ ← (while jumping) + AP

Hakkoku-Seh Ken
↓ (charge) then ↑ + AP

Throw
→ (in close)
+ MP or BP



MARSTORIOUS
Pro Wrestler
Italy

Kneel Kick
← (charge) then → + AK

Dash Lariat
← (charge) then → + AP

Tiger Flip
↓ (charge) then ↑ + AP

Double German
→ ↘ ↓ ↙ ← + BP

Throw
→ (in close)
+ MP or BP

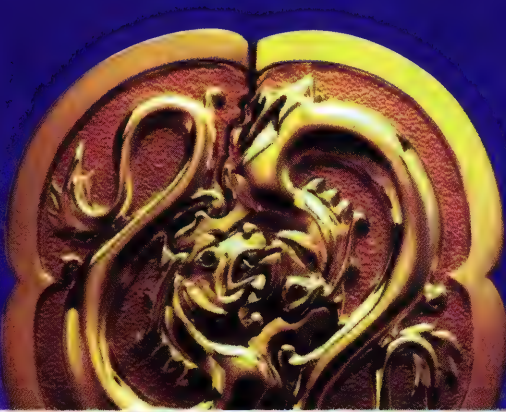
- **Cart Size:** 24 Meg
- **Style:** 1 or 2-Player Head-to-Head Fighting
- **Special Features:** 3 Play Modes including Tournament, Vs. Battle, and Quest; 12 Battlegrounds; and 10 Useable Warriors and 2 Bosses

- **Created by:** Leland Interactive Media for Tradewest, Inc.
- **Available:** Now for SNES & Genesis and This Fall on Jaguar

▶ **THE BOTTOM LINE** **5.75**



The Dragon Master will advise about each battle.



DOUBLE DRAGON V

THE DRAGON CLAN TAKES TO THE STREETS!



BILLY LEE



JIMMY LEE



JAWBREAKER



ICEPICK



BONES



SEKKA



COUNTDOWN



TRIGGER HAPPY



BLADE



SICKLE



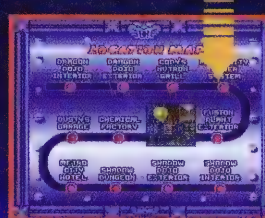
An unusual feature of this game is the ability to give your character different strengths and weaknesses.



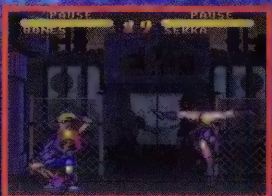
In the Quest Mode you must stop the Shadow Plague from destroying the world.



Double Dragon V has 12 different backgrounds.



Can you say "World Heroes"?



Each character has at least four special moves.



Jimmy-Lee-Ken!

The roots of the Dragon brothers go way back in Nintendo history, with a series of hit games that are based on side-scrolling, street-fighting action. *Double Dragon V: The Shadow Falls* breaks away from the standard, taking the Dragon brothers, Jimmy and Billy Lee, to the crowded grounds of Head-to-Head Tournament Fighting.

The Shadow Falls features Tournament, Quest, and Battle Modes that will let you test your fighting skills against 12 different opponents. Tournament and Battle Mode are fairly standard issue, but the Quest mode lets you fight the characters in a specific order until you get to the final showdown with the Shadow Master. Play as Billy or Jimmy Lee and your job is to stop the diabolical Shadow Master and his henchmen from releasing the dangerous Shadow Plague on the city. Choose a Shadow Warrior and fight your fellow members for the right to be the Shadow Master's right-hand man.

From video game to cartoon, then back to video game, the Double Dragons have kept their cool. Although this game is definitely skewed towards fans of the cartoon, if you just can't get enough of fighting games, *Double Dragon V: The Shadow Falls* is right up your alley. ■

ANDY, THE GAME HOMBRE

Concept: 5 "It's nice to see that Tradewest chose to take the Dragons in a new direction. However, this is a fairly un-advanced fighting game that leads you to believe they never should have changed the golden scenario. Nice backgrounds and a mediocre soundtrack don't help things much, but then throw in lame moves, control, and animations and there's just not much to get excited about. If you love the cartoon and just have to have it, go for it. But if you can avoid it, do!"

OVERALL: **5.5**

RICK, THE VIDEO RANGER

Concept: 7 "Double Dragon is as good a title as any to make a SF 2 style game. How well did they do with this one? The characters and stages all look pretty good. They are similar to the TMNT: Tournament Fighters but not quite as good. I found the voices to sound a little bit muffled. Also, the control and special moves are less responsive than the competition. If you're a Double Dragon fan I'm sure you will enjoy part five, but there are better choices already available."

OVERALL: **6.75**

ROSS, THE REBEL GAMER

Concept: 5 "Oh, yea! Another Double Dragon game emerges. I think that the whole Billy and Jimmy Lee thing is getting out of hand. This game is nothing like the Double Dragons that we all know and love. The side-scrolling action game is far better. The graphic content here consists of two 2-D characters with minimal frames-per-second animation. To sum things up, old Double Dragon good, new Double Dragon bad."

OVERALL: **5.25**

It's the spot when your breakfast isn't your breakfast and your lunch is and now the interactor's there thumping away at

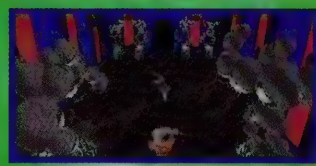
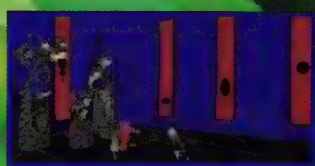
it takes a **YOUNG MAN** and **PUTS THEM** **EXPLORING** **OUT** **TO** **YOUR** **INTERACTOR** **COOL**

AURA INTERACTOR

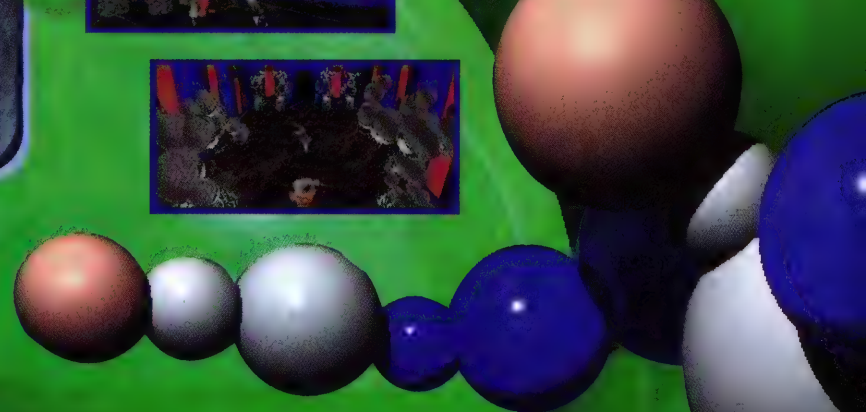


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ballz



only the **RUDE** survive



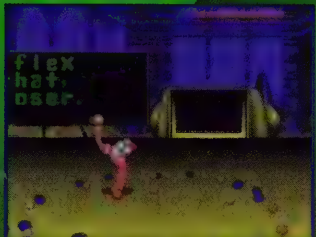
Ballz mixes the ever popular world of bathroom humor and trash talk mixed with classic street fighting action. Where you are and what you're doing are unimportant. The only thing that is important is winning. Of course, making a total mockery of your opponent isn't bad either.

The Arena is controlled by the Sultan of Insultin'... The Jester. Your quest is to defeat the seven other regular characters, four bosses, your mirror match, and then the head honcho himself, The Jester. Along the way, you'll be awarded with belts of honor that will give you a quick color change and a cool animation sequence. But the real roots of the game are based in its use of the 3-D environment and the out-of-the-ordinary characters.

Each of the crazy characters has quite an arsenal of moves. There are 15 different special moves and throws, morphs to turn any character into another character, taunts to increase attack power, begging for mercy (which allows you to regain energy), and finishing moves to humiliate your opponent when he's fatigued.

Maneuvering your character in this 3-D arena is also quite a new experience for fighting fans. Since you can walk in any direction, in order to block you must push the opposite direction from where your opponent is facing. As a result you will have to gradually change your defensive position as you walk around your opponent. The special moves work on this same premise.

Away, away, really means just that. It gets tricky. So do you have the...(uh-hum)...what it takes...to destroy the Jester? Or are you just some sap who'd rather sit on the couch playing 2-D fighting games. Hey, get some Ballz!



Watch that Ostrich. If he sticks his head in the ground he revives almost all his energy.



Boomer taunts the kangaroo, but I don't think it will do any good.



As you advance, you change colors to coincide with your level

ANDY, THE GAME HOMBRE

Concept: 8 "This game has some really cool animations and graphics, but there tends to be a lot of sprite drop-out which unfortunately detracts from the game. The moves are cool, but performing on the rotating play field can get a little tedious sometimes. This game definitely cracks me up, and it's not the easiest thing you'll ever play either. This is one of the better fighting games available, and it does something most don't. Something different!"

Graphics: 8.5

Sound: 8

Playability: 7.75

Entertainment: 8

OVERALL:
8

RICK, THE VIDEO RANGER

Concept: 8.5 "I enjoy Ballz because it has something unique to offer. The 360° screen movement and rotation is a technological breakthrough in a fighting game. The intelligent video backgrounds are insulting and hilarious.

Graphics: 8.5

Sound: 7

Playability: 7

Entertainment: 7.5

OVERALL:
7.75

PAUL, THE PRO PLAYER

Concept: 7 "Ballz is pretty bizarre. All the characters look slapped together, but the animation is very cool. The music and sound FX are filled with crazy samples of some strange sounding things. The array of moves and morphs make it a fun game to play. Plus, the rotating arena and the hilarious scoreboard messages are added bonuses. This is Clay Fighters meets Virtua Fighters, and it's worth a look."

Graphics: 7

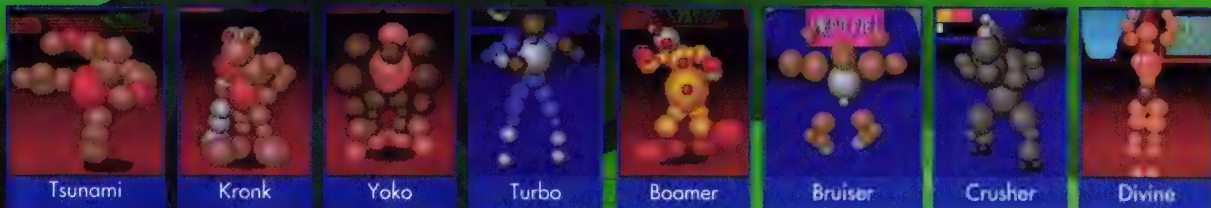
Sound: 8

Playability: 8

Entertainment: 7

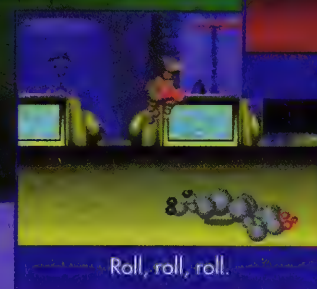
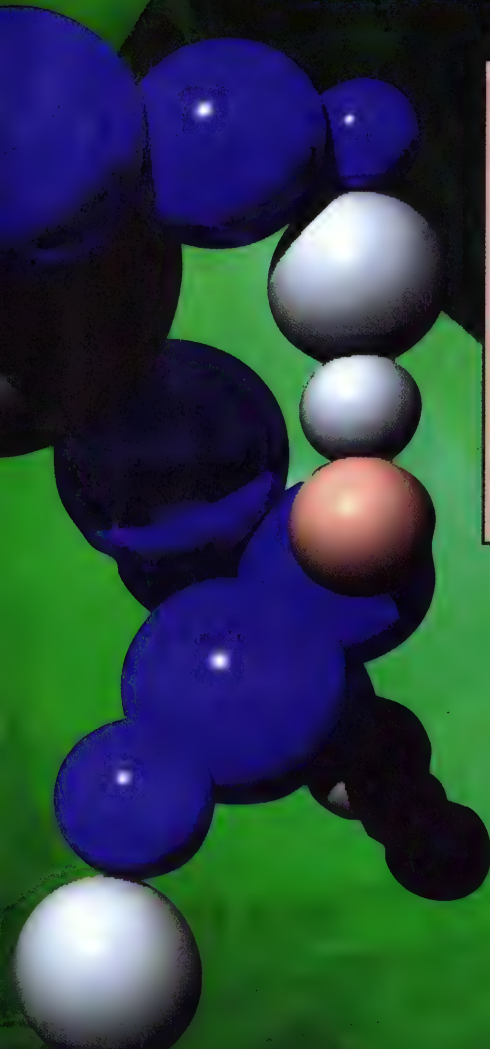
OVERALL:
7.5

Choose from Eight characters with Ballz.



Kronk Profile

After Shatter Stomp	A, A, A, A (when opponent is shattered)
Grovel	Dn, Dn, Dn, Dn (when fatigued)
Bone Sweep	Dn + A + B
Club Uppercut	Up, Up
Duck, Dive, & Roll	Twd, Twd, Twd
Fencing Lunge	Twd, Twd, A
Finishing Move (The Primal Stake)	Up, Up (when opponent is fatigued)
Flying Down Spear	C, Dwn, Dwn
Flying Phlegm	Aw, Twd, A
Lobber Loogie	Aw, Up, A
The Klub	Dn, Dn, A
Overhead Club	Up, A
Kranium Krunch	Jump on top of opponent
Rude Gesture	A + B + C
Throw	B when Close
Wind Up Club	Twd, Aw, A



Morphs

- Left, Left, A + C = Kronk
- Right, Right, A + C = Turbo
- Down, Left, A + C = Bruiser
- Right, Left, A + C = Boomer
- Left, Right, A + C = Tsunami
- Down, Right, A + C = Crusher
- Down, Up, A + C = Divine



- Cart Size: 16 Meg
- Style: Two-Player Head-To-Head Tournament Fighting
- Special Features: Compatible with the AT&T EDGE-16. Upgradable with EdgeCards (\$15 Retail)
- Created by: PF.Magic for Accolade
- Available: Now for Genesis

▶ THE BOTTOM LINE **7.75**

IT'S SHOCKING.



Ocean of America, Inc.
1855 O'Toole Avenue, Suite D-102
San Jose, CA 95131
408 954-0201

Game program ©1994 Ocean of America.

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Offer good only in the U.S. and Canada. Void where prohibited, taxed or restricted. Only valid rebate request postmarked from 7/1/94 through 12/31/94 will be accepted. Valid "Addams Family Values" videocassette and video game receipts with any date up to 12/31/94 will be accepted. Offer expires December 31, 1994. All requests must be received by December 31, 1994. Requests received after this date will not be honored. Offer not good with any other Ocean of America offer. Offer limited to one per family. Requests from clubs, groups or organizations will not be honored, acknowledged or returned and the right is reserved to confirm identity. Allow 4-6 weeks for receipt of your rebate in the mail. Sponsor not responsible for late or misdirected mail. Duplicate or invalid requests will be rejected and will not be returned. Not sponsored by Paramount Pictures or Nintendo of America.

ZERO

The new arrival has disappeared.

IT'S JOLTING.

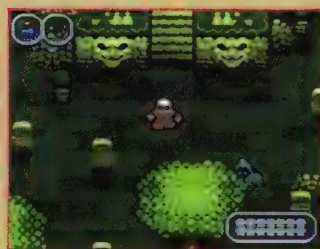
Evil nanny, Debbie Jellinsky, has stolen Baby Pubert and only you, Uncle Fester, can save him. Team up with your crazy clan and track down the little one and your wicked bride through 42 levels of outrageous role-playing adventure—Addams Family® style!



Movie-like animation creates graphics so brilliant and detailed, you don't just play Fester, you are Fester.

IT'S REVOLTING.

As Fester, you'll venture through mysterious gardens and goon-infested swamps. And use your bag of goodies and Addams charm to gather clues from your zany



relatives, and con Debbie's "loyal" friends into helping you out—

for a price!

IT'S AN ADDAMS.

It's a jolt of electrifying role-playing fun only the Addams Family can deliver. And with a little family advice, and lots of Addams cunning,



you'll be able to rescue Pubert and put Debbie where she belongs...

in the hot seat!

AND IT'S A SCORCHING DEAL. MORE SHOCKING FAMILY VALUES AND UP TO \$2.50 BACK!

Now and through the end of the year, when you purchase Ocean's "Addams Family Values" video game, AND rent Paramount Home Video's "Addams Family Values" videocassette from your local video retailer, you can receive up to \$2.50 cash back. See inside video game package for details.

BRUTAL

Paws of Fury



GameTek has long been known for publishing video game versions of Family Feud, Jeopardy, and other game shows. Their first game designed and programmed entirely by their own development team. GameTek has produced a unique fighting game for the Sega CD. Brutal: Paws of Fury has a storyline very similar to the classic Bruce Lee film, Enter the Dragon. Fighters have been called to a remote, yet peaceful island by the Dali Llama. On this island the Dali Llama holds a competition to determine who the ultimate warrior is. Only the greatest warrior will be worthy to wear the belt of heaven.

Ten characters comprise the game. Eight characters can be controlled from the start, and two characters, Dali Llama and Karate Croc, that can be accessed after beating the game or by secret passwords. Each of the eight participating characters have different personality profiles that are made to represent one of the eight paths of wisdom. To put it another way, this game has very strong elements of the martial arts philosophies. Word has it that a member of the design team is either a black belt or a person who watched too much Kung Fu on T.V.

All characters are equipped with three punches and kicks; light, medium, and hard. There are special moves you must learn from the Dali Llama as you win matches and earn belts. The belts start at white and progress to different degrees of black belt. None of the special moves can be used unless the Dali Llama has taught them to you. The password feature lets you store your character moves and also keeps track of wins and losses. The passwords store your name and will also be compatible with the SNES and the Genesis versions.

Brutal joins the growing number of head-to-head fighters for all systems, but Brutal CD is one that may tower over other Sega CD titles in this genre. It can be a pleasant relief from the typical blood, gore, and guts present in many games.

- **Cart Size:** CD-ROM
- **Style:** 1 or 2-Player, Head-to-Head Tournament Fighting
- **Special Features:** Passwords Compatible With SNES & SG, AT&T Edge 16 Compatible, Special Moves Acquired Throughout Gameplay, 3 Playing Speeds, Instant Replay
- **Created by:** GameTek, Inc.
- **Available:** Now



Brutal's Backgrounds have animated elements and also include foreground art for added depth.

► THE BOTTOM LINE **7**

Ivan the Bear

Leon the Lion

Kendo Coyote

Tai Cheeta

Foxy Roxy

Rhie the Rat

The Panther

Kung Fu Bunny

You can play as Croc or Dahi-Llama after you beat the game.

ANDY, THE GAME NOMBRE

Concept: 8 "This game is weird. It looks great, it sounds great, but plays soooo slow."
Graphics: 8 It seems to have the right elements for a fighter, but still misses out on some of the basic play techniques that it needs. Though I would say this is the best fighter on Sega CD, that really isn't saying much. Luckily, GameTek is very committed to making this a great title, and with time it could be just that. It's just not there yet."
Sound: 8
Playability: 4
Entertainment: 4
OVERALL: **6.5**

RICK, THE VIDEO NERD

Concept: 8.5 "Brutal is a graphic animated masterpiece that offers some excellent new ideas in fighting games. I like the way you start with no special moves and have to earn them as you go. The game teaches you how to do each move through VCR style on-screen programming. After each fight, the game charts all of your punches and kicks. The oriental theme music and voices are pretty good too. The control could be a little better, but it's not bad. If you don't have to rip your opponents head off to have a good time, you will probably like Brutal."
Graphics: 9.5
Sound: 8
Playability: 7.5
Entertainment: 8
OVERALL: **8.5**

PAUL, THE PRO PLAYER

Concept: 7 "First off, this has to be the best Sega CD fighter I've played. The belts and the learning of moves as you go are really cool, although many of the moves take too long to execute. The opening cinema sequences and overall look of the backgrounds are very well drawn, with serious depth. Brutal has some good animations of character moves, but the control is not as precise as I would have liked. I would recommend this to people who are just starting with fighters and have trouble with executing moves, or to those who are squeamish at the sight of blood, like Rick."
Graphics: 8
Sound: 8
Playability: 5
Entertainment: 5
OVERALL: **6.5**



ANDY, THE GAME HOMBRE

	SG	SNES
Concept:	7	7
Graphics:	9.25	9.25
Sound:	7	8.5
Playability:	9	9
Entertainment:	8	8
Overall:	8	8.5

"Super SFII is an excellent game, and managed to rekindle my love for SFII (been playing Samurai), but I just can't help but be a little disappointed. I'm ready for a new challenge, and Capcom just keeps sucking me for more and more of my dollars and I'm just getting a little sick of it. Both games are probably the best technique lighters you can buy for the SNES or Genesis, but most of us have already mastered one of the other versions. Don't buy it unless you're hard-core. I bought it though (and got suckered again)"

RICK, THE VIDEO RANGER

	SG	SNES
Concept:	7	7
Graphics:	9	9
Sound:	5	9.5
Playability:	8.5	8.5
Entertainment:	8.5	9
Overall:	8	8.5

"I enjoy Super SF 2 because it gives me some exciting new characters to play and the stages are sweet. The animation of all the characters has been improved to a new level. Fal Long's spinning kicks could have been taken out of a Bruce or Brandon Lee movie. The SNES version easily has the best sound yet. As for the Genesis, it would have been better if they had left the voices out. These are two great games that I'm happy to play, but it's still SF 2 to me."

PAUL, THE PRO PLAYER

	SG	SNES
Concept:	6	6
Graphics:	8.75	9.25
Sound:	6	8
Playability:	8	8
Entertainment:	7	7
Overall:	7	7.75

"O.K., if you've played the other version or the arcade you get the whole thing at home... great control, awesome combos, the whole thing. I'm regrettably more upset with the arcade version of SSF II because, other than characters, it didn't give me a whole lot new. The SG version is a vast improvement over the last SG installment, but the sound still stinks. The SNES version is, of course, better because of its sound and color."

DEE JAY **HYPER FIST** **MAX OUT** **DOUBLE DREAD KICK** **THROW 1** **THROW 2**

↓ (Charge), ↑ + P ← (Charge), ↑ + P ↓ (Charge), ↑ + P ↓ (Charge), ↑ + P ↓ (Charge), ↑ + P ↓ (Charge), ↑ + P

DHALSIM **SAGAT** **KEY** **HONMA** **GUILE**

ALL MOVES WITH FIGHTER FACING RIGHT
Punch = P Kick = K
Medium Punch = MP Medium Kick = MK
Hard Punch = HP Hard Kick = HK
Any Punch = AP Any Kick = AK

RYU **RED FIREBALL** **M. BISON** **FLYING PETCHO FIST** **KEN** **FLAMING DRAGON PUNCH**

↓ ↓ ↓ ↓ ↓ + P ↓ (charge), ↑ + P ↓ ↓ ↓ ↓ ↓ + P

BALROG **SHOULDER BUTT** **CHUN LI** **KIKKEN** **VEGA** **CLAW THRUST**

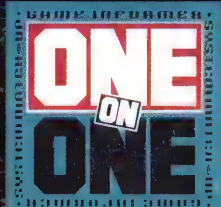
↓ (charge), ↑ + P ↓ (charge), ↑ + P ↓ (charge), ↑ + P ↓ (charge), ↑ + P

BLANKA **BEAST LEAP** **ZANGIEF** **SIBERIAN SUPLEY** **SIBERIAN BEAR CRUSHER**

← (charge), ↑ + K 360° + P 360° + K



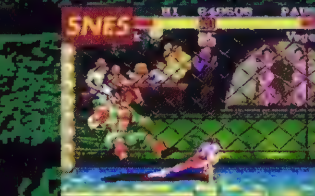
Super announces Combos and First Hit.



- **Cart Size:** SNES: 32 Meg; SG: 40 Meg
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** Four New Challengers, New Moves; Three Turbo Speeds; New Play Modes Including Group, Tournament and Time Challenge

- **Created by:** Capcom
- **Available:** Now for Super NES and Sega Genesis

▶ **THE BOTTOM LINE**
SG 7.75 SNES 8.25



Speed vs. Strength



Ryu's Fireball is not only bigger than Ken's, it's faster too.



Zangief gives Sagat a nice pat on the back.



Both Ken and Ryu's Mid-Air Hurricane Kick are controllable.



The backgrounds are only slightly different on the Sega.



Even the throw-up animation is new.

Though we all sit and wait for the arrival of *Street Fighter III*, and moan and groan about the rehash after rehash that Capcom bombards the market with, *Super Street Fighter II* is here. So with a skeptical eye, we take a close look at the new *Super SF II*.

This newest version of *SFII* has all the features of the original arcade machine under the same name, but offers multiple modes of play and the much needed, three Turbo speeds. The speeds alone make this game blow away the arcade version, but luckily that's not all. Capcom knew that this game would draw scrutiny from the press, so they created a graphically and

SUPER STREET FIGHTER II

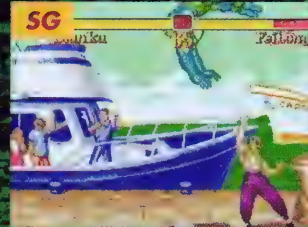
visually appealing cart. All new animations and backgrounds give this cart a life of its own.

Each character, including the new challengers, has been balanced to give all 16 players an even keel on the battlefield. Play control has also been improved for pin-point accuracy on combo's and attacks. Though there are only four new characters, the availability of eight colors per character makes for at least some funny new uniforms on the classic crew.

Though it's no *SFIII*, *SFII* gives all the technique and action that it has become famous for, and will surely not disappoint fans of the series. ■



AND THEN THERE WERE FOUR...



All the moves and the animations are the same as the SNES, minus the colors of course.



Up to eight players can play in a double elimination tournament.



The newest versions of the backgrounds are not only more colorful, they have deeper scrolling for a more realistic look.

SNK's Monster Arcade Hit Finally Hits Home!

SAMURAI SHODOWN

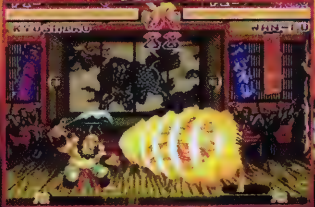
- Cart Size: 32 Meg
- Style: 1 or 2-Player Head-To-Head Fighting
- Special Features: 12 Characters and 1 Boss Character, Unique Dash and Retreat Moves
- Created by: SNK for Takara
- Available: October for Super NES

For those of you who have not been down to your local arcade to check this game out, you are missing out on one of the sweetest games ever. Samurai Shodown is one of the greatest fighting games of all time and is now getting ready to invade your home with Takara's new 32 Meg recreation of the arcade hit.

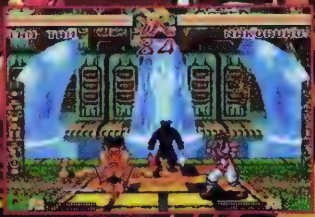
While it would have been nice to get a line-for-line translation of the arcade machine, it would have been rather difficult considering that the Geo cart has 155 megabytes (SNES has 4). Something had to go, but luckily it really doesn't detract that much from the gameplay. The constant smooth-scaling and the interaction with the backgrounds (i.e. cutting the barrels on Galford's stage) have gone the way of the gooney bird. However, the characters keep all their moves and the control is picture perfect, especially since you can now use six buttons instead of the sometimes-faulty 4 button combinations on the Geo. Overall, Takara's translation of this arcade hit is eagerly awaited. It may not have the visibility of a MK2 or SF2, but it does have gameplay that both games can only dream about.



Kyoshiro



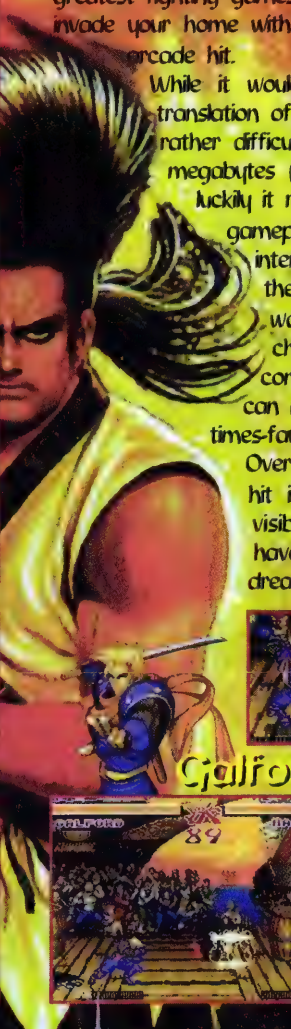
Tam Tam



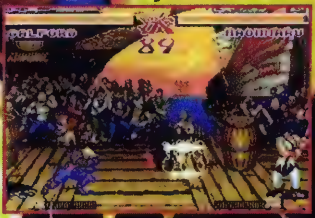
Wan-Fu



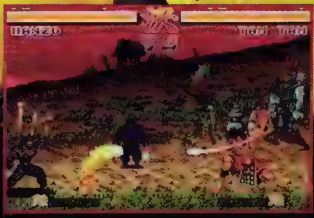
Earthquake



Galford



Hanzo



Gen-an



Charlotte



Nakoruru



Jubei



Ukyo



Hachmaru

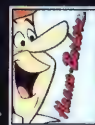
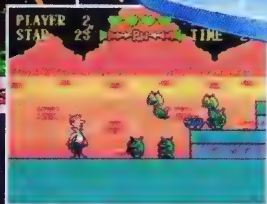


THE FUTURE IS IN GEORGE'S HANDS!



Space Pirates are attacking and it's up to George Jetson to save the day! His Pneumo-Osmatic Precipitator (P.O.P. for short), allows him to collect items, fight the bad guys and even climb up walls. Hang on for futuristic laughs and thrills in the cosmic comic adventure of a lifetime!

- Nine huge stages of incredible comic action!
- 8 Megs of excellent cartoon quality graphics!
- Use the P.O.P. to climb up steep walls and across ceilings in your search for pirates (and a burger or two!)
- Based on the hit Hanna-Barbera television show!



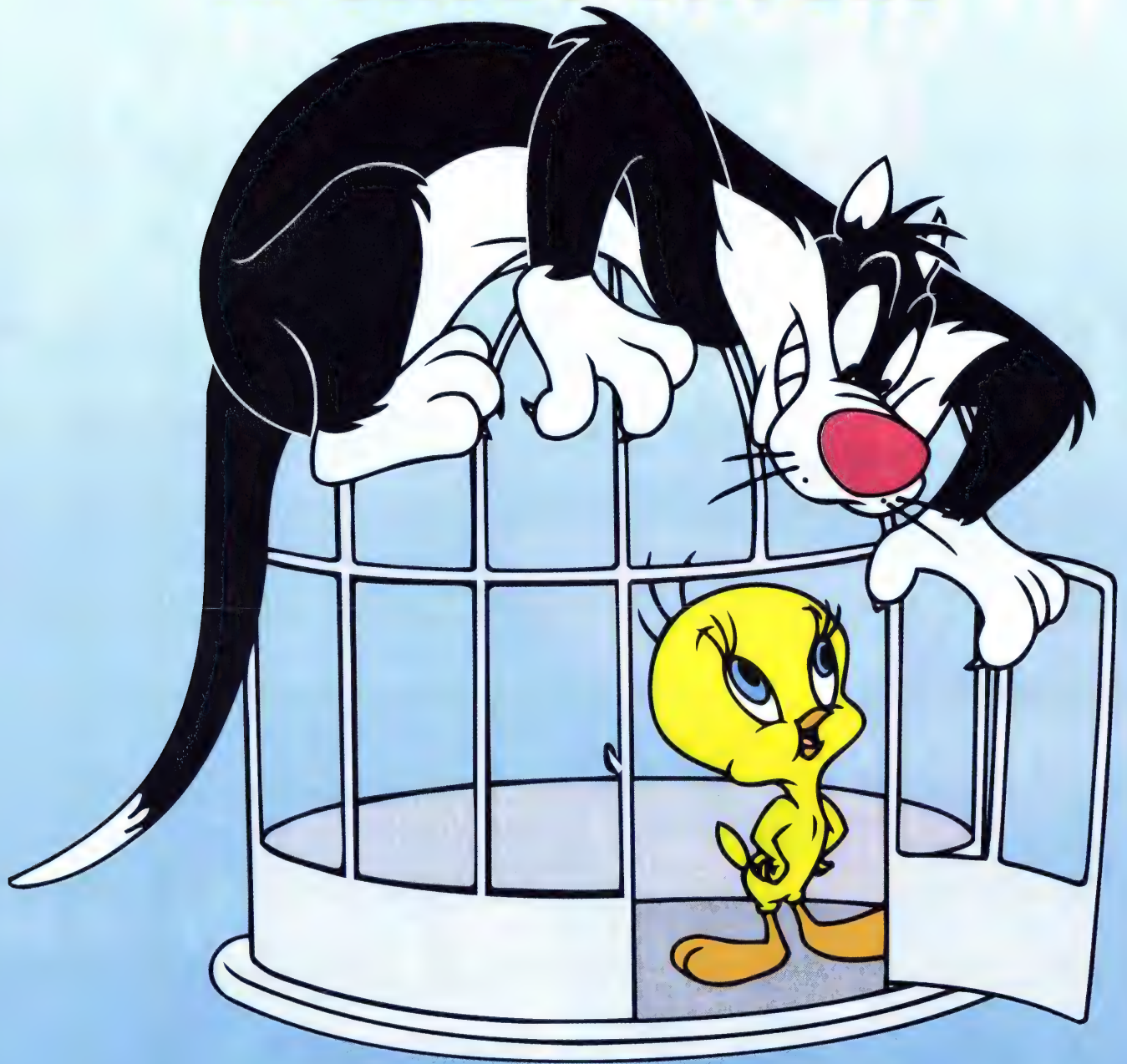
THE Jetsons™

TAITO™



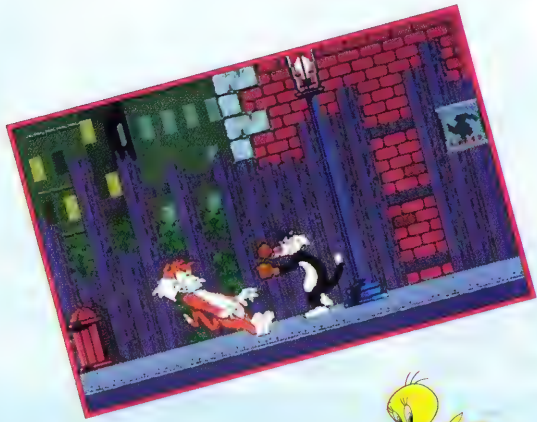
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Sylvester and Tweety IN CAGEY CAPERS

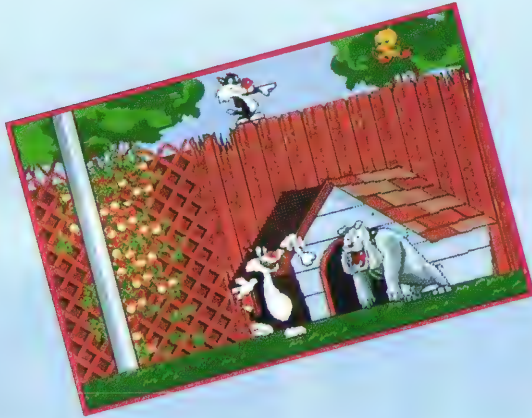


"BAAD OL' PUTTY TAT!"

Sylvester is at it again! His favorite meal (Tweety) is so close he can taste it – but there’s a slight catch. He has to get past Granny, Spike, Hippety Hopper the Kangaroo and more to get his paws on Tweety. It’s amazing what this cat will do for a bite to eat.



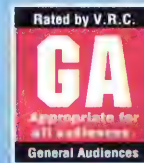
“Hello Breakfast!”



- ▶ Use helpful Acme items like pogo sticks, binoculars, and superhero suits to avoid trouble.
- ▶ Full animation and cartoon like graphics and voices bring this hysterical “Toon” adventure to life!
- ▶ Multiple levels of difficulty adjust play for all ages and abilities!
- ▶ Use Sylvester’s patented evasion maneuvers to hide from Tweety’s protectors!
- ▶ Grab items found in the background to make difficult, but climbable stacks!



**Time Warner
Interactive, Inc.**
675 Sycamore Drive
Milpitas, CA 95035-0782



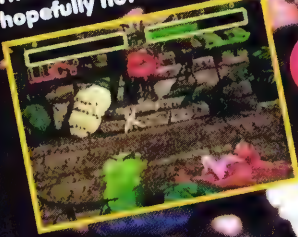
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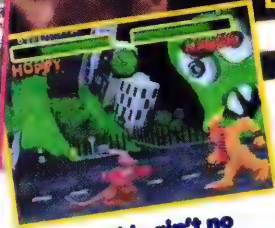
The Blob is back...and hopefully not as dominant.

C2: Clayfighters Are Back!! Judgment Clay

All of C2's backgrounds are made completely of clay.



Welcome to the North Pole



Whoa!...This ain't no Street Fighter!



Look, it's Olaf from The Lost Vikings

Octo Frosty Hoppy Kanda



Blob Goo Goo Lucy Nana



Nana is one of many new characters.

- **Cart Size:** 24 Meg
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** 7 New Clay Animated Characters, Clayalities
- **Created by:** Interplay Productions, Inc.
- **Available:** November '94

The ultimate spoof on every fighting game is back. *C2: Judgment Clay* will star nine new characters with only Blob and Bad Mr. Frosty returning from the original. *C2* is no rehash. It has a whole new engine with twice the animation of the original *Clayfighter*, and all of *C2's* backgrounds are entirely modeled from clay. The whole game has a better clay animation feeling throughout. *C2* features over six tournament types and a training mode, along with some nasty Clayalities. Although *C2's* soundtrack was not finished at the time we went to print, Interplay assured us that there would be more voice-overs and play-by-play than before. *C2* is a lock to make you laugh your butt off.



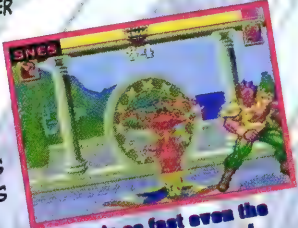
D.C. PUT TOGETHER A GROUP OF SUPER HEROES INCLUDING THE LIKES OF SUPERMAN, BATMAN, THE FLASH, WONDER WOMAN, GREEN ARROW, AND MORE AND CALLED THEM THE JUSTICE LEAGUE TASK FORCE. THE TEAM'S SOLE PURPOSE WAS TO FIGHT AGAINST ANY AND ALL EVIL. SOON YOU WILL BE ABLE TO TAKE CONTROL OF ANY ONE OF THESE DO-GOODERS AND USE THEIR POWERS TO DEFEAT ALL ENEMIES IN THE UPCOMING CART FROM SUNSOFT, APPROPRIATELY TITLED: *LEGENDS OF THE JUSTICE LEAGUE TASK FORCE*.

THE BATTLES CONSIST OF YOUR CHARACTER BEING ATTACKED BY ONE OF THE OTHER JUSTICE LEAGUERS. IF YOU DEFEAT THE FIRST CHARACTER, YOU WILL THEN SEEK OUT THE OTHER MEMBERS AND EVENTUALLY BATTLE THEM. YOU WILL SOON LEARN THAT THE OTHER MEMBERS ARE ALL JUST CLONES! IF YOU CAN DEFEAT ALL THE OTHER JUSTICE LEAGUE MEMBERS, YOU WILL THEN FACE DARKSEID FOR THE BATTLE OF A LIFETIME. DARKSEID, ONE OF JUSTICE LEAGUE'S WORST ENEMIES, HOLDS THE TRUE HEROES CAPTIVE, AND DEFEATING HIM IS THE ONLY WAY TO RESCUE THEM. CAN YOU DO IT?

MANY BATTLES AWAIT YOU, INCLUDING MANY LIFE-OR-DEATH BATTLES WITH THE CLONES OF THE JUSTICE LEAGUE. THE VICTOR IS THE ONE WHO DECIDES THE FATE OF THE ENTIRE CREW. WILL IT BE YOU?



Check out the detail on Superman's level. pretty sweet.

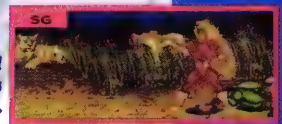


Hey, he's so fast even the camera can't get a good image.



Where did that knife come from?

Look out Flash! These cats are hungry.



Whirlwind!



LEGENDS OF THE JUSTICE LEAGUE TASK FORCE

All of Your Favorite Super Heroes In One Cart!

- **Cart Size:** 16 Meg (SNES), 16 Meg (Genesis)
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** Nine "Super" Characters. New Technology To Make the Characters Move More Smoothly
- **Created by:** Sunsoft
- **Available:** December '94

POWER INSTINCT

- **Cart Size:** 16 Meg
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** Eight Characters, New Double Jump Technique
- **Created by:** Atlus
- **Available:** October '94

The five year wait is now over, and a new leader of the Gogetsu clan must be chosen. In order to choose a new leader, there will be a tournament of eight warriors who possess long bloodlines of Gogetsu. The winner of the tournament takes the seat and along with it the glory and respect of the entire Gogetsu clan. You are one of the eight characters and are about to fight for the right to rule.

This tournament-style fighting game features bright and bold new character animations. It has a technique called a double jump that will enable you to increase the speed of attacks, along with a quick dash and retreat for a more up tempo fighting game. This alone will help to better the way this fighting game will play both offensively and defensively.

The characters are basically the same as you will find in most fighting games, with the exception of the names and secret moves. Power Instinct will be available late this fall for both the Super NES and the Genesis. Until then, you'll have to wet your appetites with the arcade version in your local coin-op shop.

Only the Strongest of Warriors Can Sit At the Head of the Gogetsu Clan



SHAQ-FU

He's Only 22 and He Knows Kung-Fu

- **Cart Size:** 16 Meg (SNES), 24 Meg (Genesis)
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** It's Got Shaq, Rotoscoped Animation
- **Characters:** 8 (SNES), 12 (Genesis)
- **Created by:** Delphine for Electronic Arts
- **Available:** November '94



Shaq, while touring with his basketball team in Japan, comes across an ancient book on martial arts. As he begins to thumb through the mysterious book he is transported to another dimension. Lost to the real world, the Shaq must battle his way through 11 (7-SNES) unique warriors, all with their own special fighting styles and magical skills, to escape this alternative universe. As you defeat these unusual opponents, you will discover that they are servants to a dark overlord in another dimension, who you must fight in his two different forms to overcome this strange predicament.

Programmed by Delphine Software, creators of Flashback and Out of this World, Shaq-Fu features huge, scrolling multi-screen levels that takes Shaq from a sunken crypt to the peaks of the Andes mountains. All of the characters feature rotoscoped animation using digitized video. Armed with over 7 special attacks, each character has a range of unique moves. Some of the more unusual ones are a voodoo doll attack, some cool transformation attacks and animal side-kick attacks.

While this is new ground for the folks at EA, you can't say they don't have any experience at making great vids. Whether or not Shaq-Fu will end up being a true fighter or just another "wannabe" is still unknown, but from what we could tell about this 60% complete version, its definitely got potential.

SUPER NES/GENESIS PREVIEWS

SUPER NES/GENESIS PREVIEWS

RISE OF THE ROBOTS

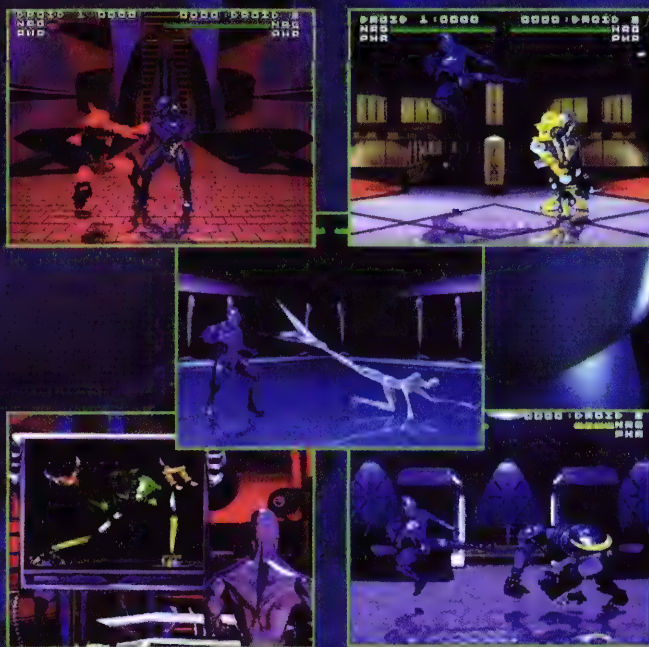
The Future of Cybernetics Meets the Ancient Rituals of Martial Arts

The world of Super Nintendo games is about to take a huge technological leap forward. Absolute Entertainment (US) and Mirage Technologies (Europe) have teamed up for an upcoming game, Rise of the Robots, that features a new type of technology. This new technology is called 3-D Visual Contouring (3DVC). It allows for photo quality images and more fluid animation sequences.

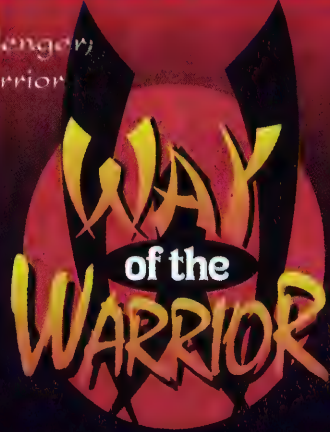
Rise of the Robots is a not-so-futuristic fighting game featuring a number of highly advanced robots as the main characters. It follows the same basic kick-punch rules as all other fighting games, where the final battle is with the leader of the whole gang. The leader is called Supervisor, and she has the power to morph into all of the other characters while in battle.

One other key feature is the artificial intelligence of the computer's characters. This basically means that it will learn from its mistakes and adjust its fighting to keep it from happening. Look for Rise to be released around Thanksgiving. Once it hits the shelves, the way you look at your fighting games will never be the same.

- **Cart Size:** 32 Meg
- **Style:** 1 or 2-Player Sci-Fi Fighting
- **Special Features:** New 3DVC Graphics; Full Motion Cinematics
- **Created by:** Mirage Technologies for Absolute
- **Available:** Winter for SNES and 3DO

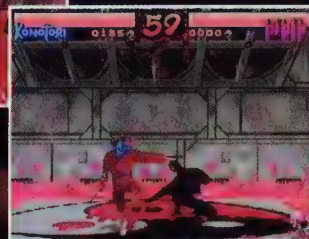
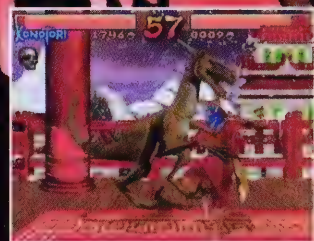
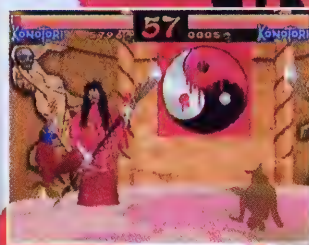


Seek the Way Noble Challenger,
Seek the Way of the Warrior



3DO gets its first fighting game in Way of the Warrior. This is a tournament-style fighting game with all the blood of MK and all the moves of SFJJ. The game is set in a citadel high in the Himalayas among the Kthundra monks, the keepers of an ancient book of magic and warriors. Once every century they hold the tournament of the three powers: good, evil, and the pain caused by the endless conflict. When the tournament ends, only one challenger can take a place in the book of warriors. Will you find the Way?

This game features nine digitized characters that you can choose from, each with their own style of fighting and moves. It also has multi-layer scrolling and 3-D modeled backgrounds. Some other key features include automatic zoom, pan, and tilt camera angles, not to mention CD quality and digitized sounds.



- **Cart Size:** CD-ROM
- **Style:** 1 or 2-Player Tournament-Style Fighting
- **Special Features:** 3-D Rendered Bosses, Between 60 & 80 Moves Per Character
- **Created by:** Naughty Dog for Universal Interactive Studios
- **Available:** Now for 3DO

Looney Tunes

SEGA™
238,900 miles

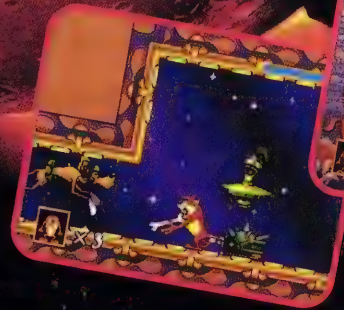
TAZ-manic Panic!



TAZ



IN ESCAPE FROM MARS



The tornado with teeth returns in a hilariously action-packed journey from Earth to Mars - and back again! Deploy an arsenal of all-new buzzsaw moves, ricochet jumps and spacey spin-attacks as you whirl through animated, slapstick levels with cameos by Daffy Duck, Road Runner, Wile E. Coyote and the entire Looney Tunes gang!

Go Galactic on SEGA™ Genesis™ and Game Gear™!



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Battle it out during the running of the bulls.



An electrified boxing ring? Interesting!



The Survival Match pits your five best characters against the computer or another opponent's.



In this update of the original there are eight characters and four bosses.



Characters are armed with a surplus of special moves, plus a Super Move that makes for some great comebacks.



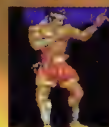
Terry Bogard



Cheng Sin Zan



Lawrence Blood



Joe Higashi



Billy Kane



Wolfgang Krauser



Mai Shiranui



Andy Bogard



Big Bear



Jubei Yamada



Kim Kap Hwan



Axel Hawk



Jubei stage is an excellent example of the 3-D battlefield.



You can jump or roll from foreground to background anytime you wish.



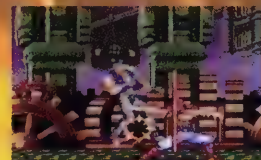
The Final Showdown!



The Bogard Brothers are at it again.



This 24 Meg really shows its stuff, especially in the backgrounds, where detail and parallax scrolling reign supreme.



Billy is vicious with that staff.

FATAL FURY 2



THE RETURN OF THE BOGARD BROTHERS!

Fatal Fury 2, the second installment in SNK's hit fighting series, has once again been translated by the masters at Takara. For those of you who haven't played *Fatal Fury*, it follows the basic lines of most fighting games. You battle it out with other warriors from around the globe to prove who's the strongest man in the world. However, *Fatal Fury* breaks from the fighter game mold when you get into the game mechanics.

Fatal Fury 2 features many of SNK's fighting innovations that some of the big boys have missed out on. For instance, the battlefield is split into two fighting planes; one in front and one in back. You can roll or jump from the front or back plane anytime during

battle; then throw in a retreat and charge move, add a bunch of special moves, and you'd think the game was finished, but it's not. *Fatal Fury 2* has yet another unique feature. When your energy bar falls below about 30% your life bar will begin to flash. Then you will be allowed to use your Super Move, which if used correctly can even the odds rather quickly and make for some angry opponents.

With *Fatal Fury Special* is in the works, *Fatal Fury 2*'s time in the spotlight may be short-lived, but it is not a game to be overlooked. Its unique fighting features and fast-paced action will give even the best gamer's digits a run for their money. ■

- **Cart Size:** 24 Meg
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** 3 or 6 Button Control, 3-D Playing Field, 8 Characters and 4 Bosses (All Playable), Three Speeds
- **Created by:** SNK for Takara
- **Available:** Now for Genesis and Super NES

► **THE BOTTOM LINE 7.25**

ANDY, THE GAME HOMBRE

Concept: 7 "It's a shame that *Fatal Fury 2* will be out so late, because this game is an excellent translation of the arcade version. It probably won't have a long

Graphics: 8

Sound: 7.5 "He because *Fatal Fury Special* is already in the works. Though some

Playability: 8

Entertainment: 8

OVERALL: **8**

"I was disappointed with the first *Fatal Fury*, the second shines like you wouldn't believe. It has 12 playable characters and cool moves that are fairly easy to execute on the Sega controller. FF2 is one of the best straight-ahead fighters in this issue, but aren't we ready for something new?"

PAUL, THE PRO PLAYER

Concept: 7

Graphics: 8 "The best thing about the *Fatal Fury* series is the ability to move to the back of the screen to avoid hits. FF2 is a decent game but lacks a bit in the special moves department. There should be more. The graphics seem a bit more hazy, but the animation is solid. FF2 is not my top pick, but it could be one of the top five fighters for Genesis."

Sound: 7

Playability: 8

Entertainment: 7

OVERALL: **7.5**

RICK, THE VIDEO RANGER

Concept: 8 "When it comes to fighting games, they don't get much better than Neo Geo. This is a better attempt at translation to 16-bit than previous

Graphics: 7

Sound: 7

Playability: 6

Entertainment: 6.25

OVERALL: **6.5**

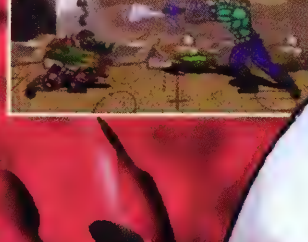
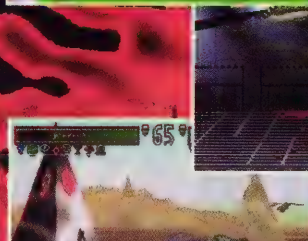
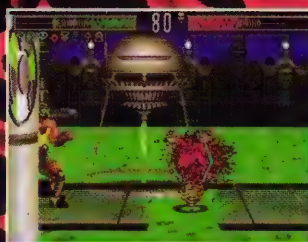
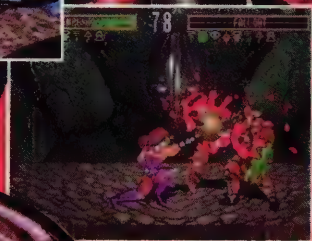
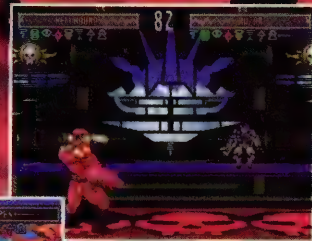
"ones, but in my opinion it would have been better off left alone. The backgrounds are the best I've seen in Genesis fighting games. The characters, however, are grainy, indistinguishable, and hard on the eyes. The control is complicated and there is a good variety of attacks and the challenge level is high. I'm going to wait for *Samurai Shodown* and *Mortal II*."

Welcome To The Eye Of The...

BLOODSTORM

TM

The High Emperor of the failing Planet Alliance is killed horribly, but his death was shrouded in mystery. According to ancient law, a new leader must be chosen through the ritual art of head to head combat. Each of the eight provinces will send their powerful leader armed with a Gauntlet of Ascension, a gloved weapon that only those in power may don. The eight warriors will do battle to gain the right to rule the alliance.....The BloodStorm is here!



Just a mere flesh wound! If you lose a limb, just keep crankin'. You may pull off the victory!



Gauntlets not only give special powers, they can also be thrown. Plus, you can pick up your opponents gauntlet. Rumor has it there may even be passwords to pick any gauntlet.



ARCADE
BRIGADE

After defeating a normal or hidden character, you can acquire a special power that you can store using the password system.



StormShield EarthQuake Landmine & Grenade EyeLaser
Missile E.R. Cannon Ice Morph HellFire

As the name suggests, this arcade fighter is not for the squeamish. Created by Strata Group, Inc. (makers of Time Killers), there are actually two versions of the machine that can be found: BloodStorm (plenty-o-blood) or Storm (no blood). The version that you find in your area is all up to your local arcade operator. There are a number of settings that can adjust the violence level.

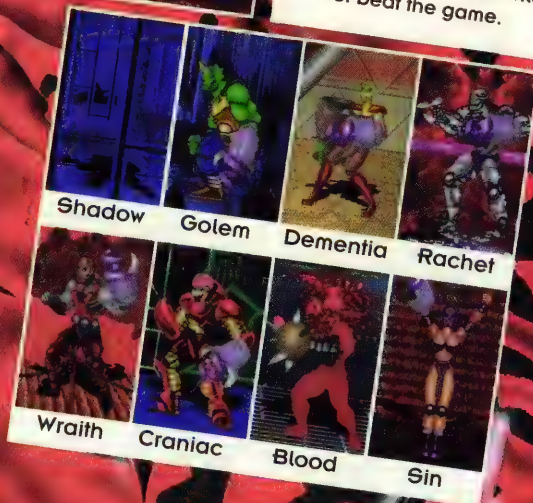
Blood and guts aside, BloodStorm is a straightforward head-to-head fighter using a five button configuration: a button for each arm and leg with a block button in the center. Each character has an array of moves and unique powers that are at your disposal. The button and joystick combinations used for the moves are similar to many other arcade fighters.

What sets BloodStorm apart from most fighters are its passable powers and password features. The passable powers are moves you acquire from defeating another character. For example, you will receive a shoulder mounted cannon by defeating Fallout. The powers you acquire can then be saved using a three to eight move joystick/button combination. The password will save your character with the new power long as the machine stays out of lightning storms.

To be sure, BloodStorm is packed with a bunch of hidden characters, secret passwords, secret messages, portals, new gauntlets, and hidden fatalities. Check for it at an arcade near you, and FEEL THE STORM!

Nekron

The Agents of Nekron are hidden throughout the game. You must locate and defeat them all before facing Nekron, or you will not beat the game.



Shadow Golem Dementia Rachel
Wraith Craniac Blood Sin

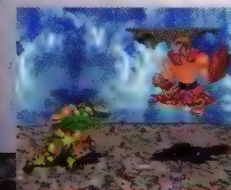
Fallout

- E.R. Cannon Hold BLK, ↑↑
- Slime Gun
- (1x High) Charge ←, → BA
- (2X High) Charge ←, → BA →
- (1X Low) ↓↓ BA
- (2x High/Low) Charge ←, → BA ↓↓
- (2x Low) ↓↓ BA ↑↑
- (3x High/High/Low) Charge ←, → BL, →, ↓↓
- (4x High/High/Low) Charge ←, → BL, →, ↓↓, ←
- Slime From Above In Air ↓↓, BA
- Air Slice Charge ←, → FA
- BackFlip ↑↑
- Shadow Boot ↓↓ FL
- Toxic Quills ↓↓ FA
- Toxic Sunder ↓↓ FA
- Meltdown Charge ↓, ↑ FA
- Critical Mass (Close with BA) ←BA + FA



Tremor

- EarthQuake Charge ←, → FL
- ShockWave ↓↓ BL
- Boulder Charge ←, → BL
- Avalanche Charge ↓, ↑ BL
- ShadowPunch Charge ←, → BA
- Earth Blaster (Stone) ↓↓ FA
- (Rock) Charge 2 secs, ↓↓ FA
- (Boulder) Charge 3 secs, ↓↓ FA
- Geo Sunder Charge ←, → FA
- Crag Smasher ↓↓ FA
- AfterShock Close, →, → + BL



Meltdown

Toxic Sunder

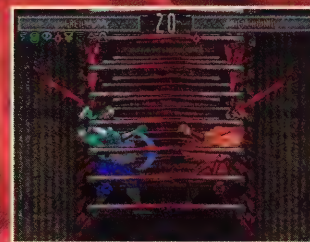
Critical Mass



Crag Smasher

Geo Sunder

AfterShock



You must win, before the walls close in.

Key: Back Arm = BA; Front Arm = FA;
 Back Leg = BL; Front Leg = FL;
 BLK = Block; Flail = Repeatedly Press Button

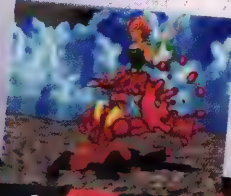
Tempest

- StormShield Hold BLK, →→→
- Tornado ↓→ BA ↓ FL
- Flying Shadow In Air →→ BL
- Thrust Kick Flail FL when Down
- Hand Spring Kick ↓→ FA
- Wind Shift ↓→ FL + FA
- Mistral Sunder ↓→ FA
- Headwinds (Close, with BA)
- Exorcism →→ BL



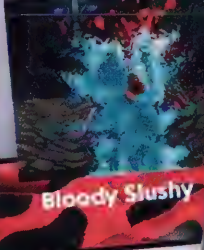
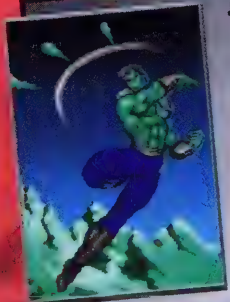
Hellhound

- HellFire ↑→
- Standing FireBall ↓→ BA
- Flying FireBall ↑, ↓→ BA
- Standing Meteor ↑, Charge ←, → FA
- Flying Meteor ↑, Charge ←, → FA
- Freeze Escape Spin Joystick as you begin to freeze
- Flamethrower ↓→ FA
- Scarlet Sunder ↓→ FA
- Boiling Point ↓→ FA
- Char Dog ↓→→→ FA (Close with Gauntlet) →→, ↓→ + FA + FL



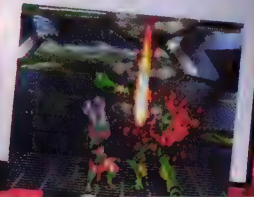
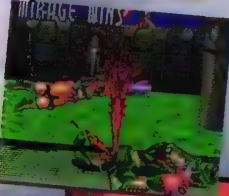
Freon

- IceMorph ↓↓↓
- Water Defend ↓↓↓, ↑
- Standing Freeze ↓→ BA
- Flying Freeze ↑, ↓→ BA
- Ice Shatter ↓ FA
- Shadow Kick ↓→ FL
- Ice-A-Rang ↓→ FA
- Brunal Sunder ↓→ FA
- Ice Pick ↓→→→ FA
- Bloody Slushy Freeze Opponent, IceMorph underneath and press ↑ + BLK



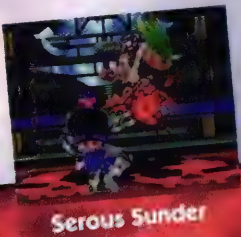
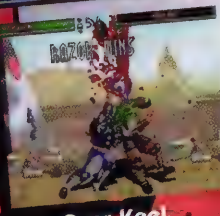
Mirage

- Grenades ↓→ BA
- LandMine Charge ←, → BL
- JumpKick ↓ BL + FL
- Rez In ↓→ FL
- Rez Out ↓→ FL
- Grenade Launcher ↓→ FL
- Phagitic Sunder Charge ←, → FA
- Power Strafe ↓→ FA
- Obicularis Bomb (Close with BA) ↓→, → BA



Razor

- EyeLaser Hold BLK, →→
- Grapple Arm ↓ BA
- Maximillion Flail BA
- Flying Jab ↑ BA
- Close Shave → BA
- Vorpel Disk ↓→ FA
- Serous Sunder ↓→ FA
- Over-Keel ↓→→ FA
- Meat Grinder (Close with BA), →→→, → BA



Talon

- Missiles Hold BLK, ←→
- Hover Heli ↓→ BA
- Flying Heli ↓→ BA
- Aerial Heli ↓→ BA
- Power Surge ↓→ BA
- Taser ↓→ FL
- Cyber Sunder ↓→ FA
- Cyber Scratch ↓→ FL
- The Ventilator ↓→ FA



▶ THE BOTTOM LINE 9.25

WHAT'S HOT!

News & Rumors From the Video Game Industry

More of the PowerFest '94 Schedule

Nintendo's **PowerFest '94** continues to rip across the country looking for the best Nintendo players around. Look for it at a location near you!

POWERFEST 94

September 2nd - 4th

Wal-Mart Birmingham, AL
Wal-Mart Wareham, MA
Sears Oklahoma City, OK

September 9th - 11th

Lechmere Saugus, MA
Wal-Mart Greeley, CO
KMart Terra Haute, IN

September 16th - 18th

Wal-Mart ChIPLEY, FL
Sears Jacksonville, FL
(2 locations)

Harvard Sq. Co-op. Cambridge, MA
Wal-Mart Marshall, TX
Navy San Diego, CA

September 23rd - 25th

P.C. Richards Bayside (Queens), NY
Wal-Mart Tulsa, OK
Lechmere Mashua, NH

September 30th - October 2nd

Wal-Mart San Angelos, TX
Lechmere Cambridge, MA
Wal-Mart Vadnais Heights, MN

October 7th - 9th

Wal-Mart Cleveland, TN
Wal-Mart Jasper, TX
Sears Woodland, TX

October 14th - 16th

Circuit City Peoria, IL
Wal-Mart Galveston, TX
Wal-Mart Sulphur, LA
Wal-Mart Jacksonville, FL

October 21st - 23rd

P.C. Richards Uniondale, NY
Circuit City Seattle, WA
Wal-Mart Sebastian, FL

October 28th - 30th

Wal-Mart Titusville, FL
Wal-Mart Bowling Green, KY
Wal-Mart Merritt Island, FL
Wal-Mart Cuiperer, VA

November 4th - 6th

Wal-Mart Ormond Beach, FL
Wal-Mart Panama City Beach, FL

THE FINALS

November 18th - 20th

Sea World San Diego, CA

Whatever Happened to? ?

The first track on Frank Black's current CD, **Teenager of the Year** on Elektra Records, inquires about something that often ponders many of today's video gamers. *Whatever Happened to Pong* is an account of Frank Black's memories of the 22 year old arcade original.

In the song, Black recalls travelling with his brother to a local bowling alley. Once there, they would let the Pong machine eat their quarters and frantically entertain them for hours. Frank then, in an anxious and saddened voice, yells, "PONG!"

Either Frank Black has forgotten that to reach the hidden **Pong** game in **MK II** (Arcade), you need 250 wins, or, more likely, he is just recalling that Pong gave him a feeling of fun and excitement from its simplicity of play and innovative design.

Well fellow gamers, games like **NBA Jam** and **Mortal Kombat** give us that same mania and entertainment more than 20 years later. Even though the play and looks of these "new" arcade machines have changed, it's nice to know some things just stay the same.



Frank Black searches for the Pong machine.

Good-Bye SCES

The 1994 Summer Consumer Electronics Show (SCES), in Chicago, marked the 50th show presented by the **Electronic Industries Association** (EIA). It also marked the last Summer CES to be held. The EIA announced that it will form a new trade show called **CES Interactive**.

"We are responding to our members, exhibitors, and attendees business interests by creating a new trade show consistent with their business strategies," said Gary Shapiro, EIA's group vice president. "[At the SCES '94], 68% of our exhibitors are committed to multimedia, electronic gaming, software, and interactive technologies. That's the direction the Summer CES has been going. The show's timing will meet the buying cycles of retailers planning their Christmas selling season."

The EIA is responding directly, it seems, to **Sega** and others like **Electronic Arts**, who were clearly absent from this year's SCES. Attendance was way down and by forming a new show, the EIA is directly servicing the ever growing video game market.

Philadelphia, Pennsylvania will host the first **CES Interactive '95**, from May 11-13, at the Pennsylvania Convention Center.

Don't Mess With Sega!

Video pirates beware! Sega of America is lookin' for you! Sega won a legal victory that may serve to make video pirates think twice about unauthorized duplication and sales of video games.

The U.S. District Court for the Northern District of California passed a temporary judgement to stop the operator of video bulletin boards for violations of state and federal law. The court found "substantial evidence that the operators were selling \$350 video game copiers that made it possible for users to create and play counterfeit versions of Sega games." These game copier users were also encouraged to transfer games by computer modems via the MAPHIA bulletin board. The court concluded that the operation of the bulletin board and promotion of counterfeit games threatened to damage Sega's reputation and deprive it of revenue.

Although this judgement only stops the operation of the MAPHIA bulletin board temporarily, Sega will pursue legal actions to permanently shut the system down and seek damages that could award Sega up to \$50,000 for each title that was pirated. "With software piracy estimated to be at least a \$6 billion-a-year worldwide problem, this underscores Sega's determination to protect our rights. We will not allow pirates to sap the vitality of the interactive digital entertainment industry," said Sega Vice President/Marketing Bill White.



Project Reality? Now It's Ultra 64 !

Probably the biggest Nintendo news from the SCES, besides Donkey Kong Country, was the announcement of their new home system, **Ultra 64**. It was formerly code named "Project Reality." The **Nintendo Ultra 64** is a cartridge-based home system that is claimed to be the first "true" 64-bit machine, sorry Atari. It is slated to hit the shelves in the fall of 1995 and will carry an estimated price of \$250.

The **Ultra 64** will use a special chip set designed exclusively by **Silicon Graphics** (the people who invented 64-bit processing!) **Silicon Graphics**, **Atlas Research** and **Rare Ltd** (remember *Battletoads*), all responsible for the incredible *Donkey Kong Country*, will use their creative skills to design the hardware and software for developers to use to create some mind-blowing games.

To get a better understanding of what the **Ultra 64** is capable of doing, Nintendo will release exclusive arcade machines with **WMS Industries**, makers of *Mortal Kombat* and *NBA Jam*. The arcade machines will use the same technology that the home system will have, and it will give gamers an almost identical feel to what they'll see in their homes next year. *Cruis'n USA*, the first title to hit, is a hot driving game that rivals Sega's *Daytona*. Expect *Cruis'n* in the arcades in October. *Killer Instinct* is a head-to-head fighter that will put all others to shame. It will follow soon after the release of *Cruis'n USA*.

Believe it, it's here! See it for yourself when it comes to an arcade near you!



Mail Order Turbo and Duo Games

If you own a **Turbo Graphx-16** or other **Turbo Technologies, Inc.** (TTI) products, your problems of finding games and peripherals may be over. **Turbo Zone Direct** (TZD), a new company based in Marina Del Rey, California, is open and ready to provide a direct line on TTI products.

TZD will be offering every TTI game and accessory, as well as the new TTI Super CD titles planned for this year. "We at TZD know what [the] customer wants, because our staff is made up of former TTI game counselors," says TZD co-founder Steve Garwood.

They obviously know the TTI consumer because TZD offers a phone hotline about Duo gameplay. The hotline hours are 8 am to 5 pm PST, Monday through Friday. The hotline number is (310) 574-3304. You will find TZD in magazine advertisements and direct mailings. Or order direct by dialing 1-800-DUO-THIS. Yeah, DUO THIS and give Duo players some retail locations to buy games.

Let the Films Begin

With the apparent success (or successful failure) of the *Mario Bros.* film, prepare for a flood of new movies starring some of your favorite video game characters this winter.

STREET FIGHTER

Set for a Christmas release, *Street Fighter* will star karate man Jean Claude Van Damme as Colonel Guile.

The story seems to be centered around "Colonel" Guile as the head of the UN Forces determined to stop M. Bison's deadly crew. Raul Julia of *The Addams Family* will star as Bison.

Sounds like an interesting plot, but Ken and Ryu should have been the lead characters, and "KERNAL" Guile wears a beret? C'mon! His hair is what makes him cool. Ryan MacDonald, GI's resident *Street Fighter* master, thinks this was a big mistake.

DOUBLE DRAGON

The legendary video game tough guys, the Lee Brothers, battle gangs in futuristic Los Angeles. The boys seek the to reunite the two pieces of the legendary *Double Dragon* medallion before it falls into the hands of the sinister Koga Shuko.

Double Dragon is scheduled to hit the streets in early November. The film will hopefully play better than the video game.

Other Film News

In what is being called a "first" in the video game industry, **Fox Interactive**, will release it's first game, *The Pagemaster*, at the same time as the Twentieth Century Fox film starring box office magnet Macaulay Culkin.

The Pagemaster film is part live action, part animation that tells of a nervous boy who is trapped in a crazy world of books. He confronts many characters from some storybook classics in the hope of discovering an exit from his strange surroundings.

The game follows the basic film story, but involves choosing different adventures that creates a different game depending on the path you choose. It's up to the player to decide.

Fox Interactive has other plans for dual video game, motion picture releases such as *DieHard 3*, *Aliens 4*, *Predator 3*, and *Planet of the Apes*.



Billy & Jimmy Lee.

Introducing the Power of Seven

You're not looking at the live actors from *Streets of Rage 4*. This is the **Power of Seven Music & F/X** team, a group of Minneapolis musicians/cyberpunks dedicated to providing music and sound effects for PC and cartridge based video games. *Power of Seven* will premiere their first work in a PC action game, *Cyclones*, that **Raven Software** is developing for **Strategic Simulations, Inc** (SSI).

The *Power of Seven* team consists of Psykoonik bandmates Paul Sebastian, Daniel Lenz, Theocentric Universe, and Michael Mayhem, Information Society (INSOC) lead singer Kurt Harland, and former Paisley Park producer Michael Koppelman. Between the six members, *Power of Seven* has had 11 Top Ten pop and dance chart hits including *Gett Off* and *Diamonds and Pearls* by Prince, *What's On Your Mind (Pure Energy)* and *Walking Away* by INSOC, and Psykoonik's *Welcome To My Mind* and *Silicon Jesus*.

Everyone's probably familiar with Prince's songs produced by Michael Koppelman, but the other guys you may remember from your



(Left to right) Kurt, Daniel, Theo, Paul and Michael K.

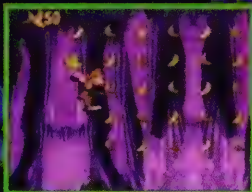
SNES or original **Sega CD**. If you recall, one of the five original CD pack-ins on the **Sega-CD** featured two **INSOC** tracks on CD+G. The graphics accompanying the music aren't great, but **INSOC**'s self-titled debut album was one of the first commercial CDs to feature incorporated graphics. **Psykoonik** was featured in *What's Hot* (March/April '94) for their music that is incorporated into **Activision's** title, *Excalibur 2097* for the SNES.

"People used to ask us if we thought we were selling out **Psykoonik** by doing the **Activision** deal," says *Power of Seven* president Theo. "The thing is, we've been playing electronic games a lot longer than we've been writing music!"

Given their successes in the record industry and enthusiasm for video gaming, **Power of Seven Music & F/X** is on track to produce some awesome video game soundtracks.



JUMP ON! DONKEY KONG GETS HELP FROM SOME OF HIS JUNGLE FRIENDS.



COLLECT AS MANY BANANAS AS YOU CAN.



THIS STAGE USES SHADING IN THE FOREGROUND TO GIVE IT A DANK AND FOGGY FEELING.



DIDDY KONG IS DONKEY KONG'S NEW SIDEKICK. THEY MEET UP IN THE CAVE AND PLAY TOGETHER.



THIS IS ONLY ONE OF THE REPORTED NINETY-SIX LEVELS IN DONKEY KONG COUNTRY.



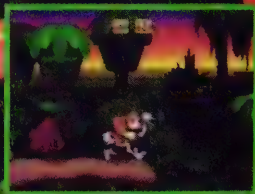
DONKEY KONG COUNTRY

PREVIEW

With Sega absent from the SCES (except for a small press room in the basement), Nintendo had a chance to showcase their products without any comparison to their chief rival. It's probably good that Sega didn't show because Nintendo's 32 Meg monster-cart, *Donkey Kong Country*, might have dwarfed Sega's 32X. The first reaction after seeing *Donkey Kong Country* running was to check the machine to make sure that you're actually playing a SNES. *Donkey Kong Country* is a very simple platform action/adventure that has an appeal to every living fan of Mario Bros., but there are a couple of things that make this a revolutionary 16-bit cartridge.

First, *Donkey Kong Country* has completely computer-generated graphics using a never-before-used design technology called Advanced Computer Modeling (ACM). The ACM-generated graphics, unlike most games, are completely animated and designed on computers. The normal process would be for artists to draw characters on animation cells and then transfer them to computer. The shading, color, and overall depth of *Donkey Kong Country's* graphics give the whole game an incredible look and personality. Second, this game is the turning point for home entertainment systems. *Donkey Kong Country* paves the way for 64-bit technology, and it gives us a taste of what to expect from Nintendo's Ultra 64 system due to hit the streets in late '94. As mentioned before, this game is 32 Meg, which is the largest cart for SNES, along with *Super Street Fighter II* by Capcom. But what we've heard is that uncompressed *Donkey Kong Country* is 162 Meg! It's like packing a Neo-Geo cart into your SNES.

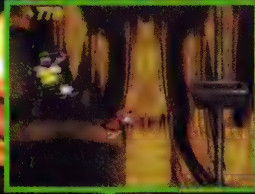
Take a look of these pictures and watch for some of the \$10 million advertising that Nintendo will spend in the coming months. Personally, I think this game will sell itself. ■



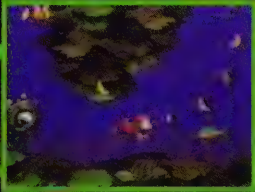
THE MINE CART WILL TAKE YOU ON THE RIDE OF YOUR LIFE.



CLIMB INTO THE MOUNTAINS AND EXPERIENCE A BLIZZARD.



DIDDY IS JUST LIKE DONKEY KONG JR. WITHOUT THE DIAPERS.



A LITTLE KNOWN FACT: APES CAN HOLD THEIR BREATH.

PowerPros

6 BUTTON Control Pads

Competition PRO™

Auto Fire

Turbo Fire

**Slow Motion
Selector**

**8 Way
Superswitch**

**1 Year
Warranty**

**Can't Beat
The Pros**

6 BUTTON



**For
Sega
Genesis**

SUPER PRO



**For
Super
Nintendo**

HAPP CONTROLS inc.
106 Garlish Drive
Elk Grove Village, IL 60007

(708) 593-6130

FAX: (708) 593-6137

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Super Nintendo is a registered trademark of Nintendo of America, Inc.
Competition Pro is a registered trademark under license from
Coin Controls, Inc.

PAUL, THE PRO PLAYER

Concept: 5 "Kyle Blackthorne is a bad man! Of course, there is the obvious comparison to the game published by U.S. Gold. Blackthorne is an action/adventure that has excellent animation, awesome enemies, and a sweet character toting a big shotgun. What more do you need? Well, maybe a more involved story would be an improvement. Other than that, I think the playability is great and is a winner for you Flashback fans."

Graphics: 9
Sound: 8
Playability: 9
Entertainment: 8.75

OVERALL:
8

ROSS, THE REBEL GAMER

Concept: 8.25 "It seems that Out of This World started something big and now Interplay has found a way to attain a level even higher with Blackthorne. The character animation and artwork from renowned comic book artist Jim Lee are extraordinary. I don't think that the game is the same without the music and believe me, I tried it. This is slowly moving up the charts of my all time favorite games and continues to climb with every level I complete."

Graphics: 9
Sound: 8.5
Playability: 9
Entertainment: 9.5

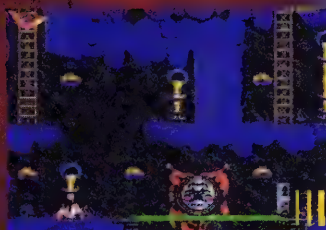
OVERALL:
9

RICK, THE VIDEO RANGER

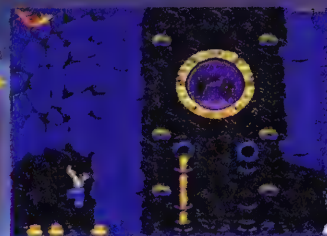
Concept: 7.5 "Blackthorne does a good job of borrowing from other successful sources. The story could have come from one of a number of sci-fi movies. Some people might call this a rip-off. I call it a great idea. We need more sci-fi games like these. The dark future world of Blackthorne is painted on the screen with a color palette and sound effects that fit the time. Blackthorne is easier to control than Flashback, but it lacks the variety of play and the story. Blackthorne is a great game that will be enjoyed by most gamers."

Graphics: 8.5
Sound: 8
Playability: 8.5
Entertainment: 8

OVERALL:
8.25



Look for the hidden rooms in many of the levels like this one.



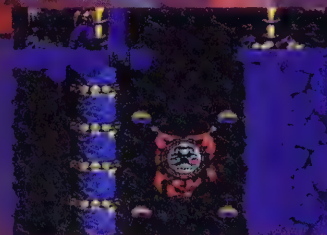
Kyle stops to reload if you let him sit for a few seconds.



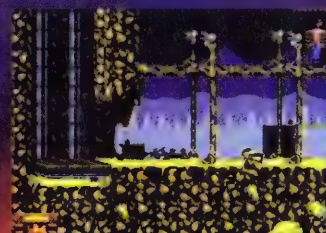
Don't shoot the slaves, they will provide valuable info and items.



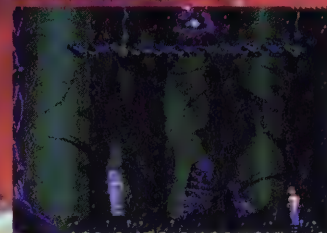
Steel doors are no match for Kyle's arsenal.



Hiding in the shadows allows you to avoid bullets and some enemies.



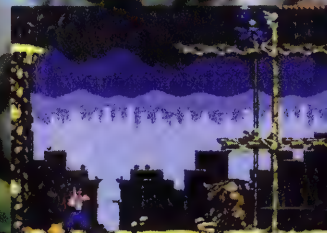
Use these switches to call the elevator.



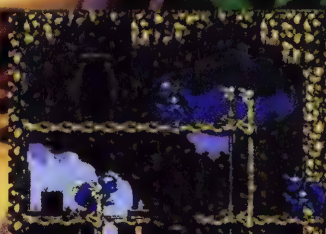
Bob & Lindata's Fall would be useful here.



I hope I don't have to fight this guy!



Timing is the key to defeating the rock hudes.



Just hangin' around isn't going to get the job done.

Interplay's New Title Featuring Artwork
From Comic Book Artist Jim Lee!

Blackthorne

- **Cart Size:** 8 Meg
 - **Style:** 1-Player Action/Adventure
 - **Special Features:** Incredible Frame-by-Frame Animations and Password Continues
 - **Created by:** Blizzard Entertainment for Interplay
 - **Available:** Now
- ▶ **THE BOTTOM LINE** **8.5**

Not long ago, *Flashback* was burning up the charts with its unique style of gameplay and graphic qualities. Now Interplay gives you *Blackthorne*, their newest game along the same lines.

The battle between good and evil has always existed and will always exist. The battle is not only here on earth, but throughout the universe. Kyle Blackthorne is about to learn just what that battle is all about as he is zapped to his original home planet, Tuul. On Tuul, Sarlac has control of a Darkstone (while you wear the Lightstone around your neck) and is spreading the chains of the Darkstone across the planet. You must collect the many pieces of a once powerful stone known as the Lifestone and take on the evil Sarlac and his minions.

Let the battle begin...!

This cart features an advanced style of rotoscoping which makes the characters look and move more like real humans. For instance, while doing battle with the evil creatures on Tuul, you will be able to put your back to the wall as you hide in the shadows and avoid taking bullets. Another example of this appears in the fluid movement of the characters while running, jumping, and hanging off some deadly cliffs.

As you travel through the four enemy-filled terrains of Tuul, you can pick up many items from Sarlac's dead soldiers and use them to your advantage. In fact, you will need almost every item you can find to solve the many intricate puzzles that lay ahead of you. Good luck young Blackthorne, the power of the Lightstone will guide you. *

Blackthorne's Items *



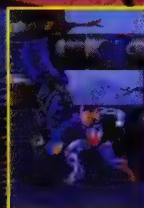
The Death and Return of

SUPERMAN

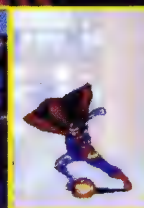
- **Cart Size:** 16 Meg
- **Style:** 1-Player Action/Adventure
- **Special Features:** 5 Characters and Multiple Throws
- **Levels:** Ten Action-Packed Levels
- **Created by:** Blizzard for SunSoft
- **Available:** Now for Super NES

METROPOLIS IS UNDER ATTACK BY THE UNDERWORLDERS OF THE CITY. THE PEOPLE OF METROPOLIS CALL UPON THEIR GREATEST HERO, SUPERMAN, TO SAVE THE DAY. A MONSTROUS BATTLE TAKES PLACE BENEATH THE STREETS OF METROPOLIS. IT'S SUPERMAN VERSUS THE ENTIRE UNDERWORLD ARMY. THE BATTLE RAGES ON; TIME SEEMS ENDLESS. BUT WHEN ALL IS SAID AND DONE, THE KRYPTONIAN WONDER EMERGES WITHOUT EVEN THE SLIGHTEST SCRATCH. HOWEVER, SUPERMAN'S BATTLE IS FAR FROM OVER. WHILE DOING A TV INTERVIEW ON THE CAT GRANT SHOW, SUPERMAN RECEIVES WORD THAT THE JUSTICE LEAGUE OF AMERICA IS IN TROUBLE AND IN NEED OF HELP. MOMENTS AFTER THE ALERT, SUPERMAN ARRIVES AT THE SCENE CONFRONTING CHAOS, DESTRUCTION AND THE MENACING BEAST, DOOMSDAY. DOOMSDAY SEEMS SET TO DEMOLISH THE CITY OF METROPOLIS. SUPERMAN KNOWS THE ONLY WAY TO STOP DOOMSDAY IS TO LAY HIS LIFE ON THE LINE. WITH ONE FINAL BLOW, BOTH SUPERMAN AND DOOMSDAY FALL TO THEIR DEATHS. ON THIS DAY YOU MAY BELIEVE SUPERMAN HAS DIED, BUT THE LEGEND IS FAR FROM OVER. FOUR MEN ARISE FROM THE DEBRIS OF THE BATTLE CLAIMING TO BE SUPERMAN. WHO IS THE REAL SUPERMAN?

Cyborg



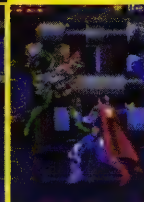
Slam



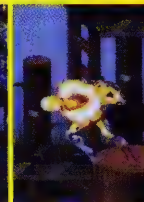
Special Attack



Gun Blast

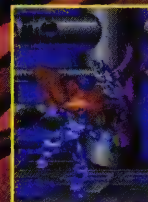


Wall Throw

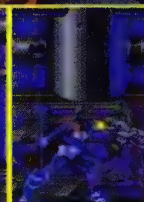


Fire

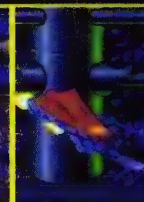
Man of Steel



Slam



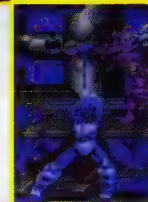
Head-Butt



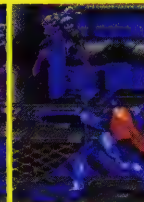
Dive



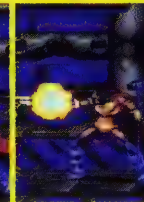
Special Attack



Hammer Slam

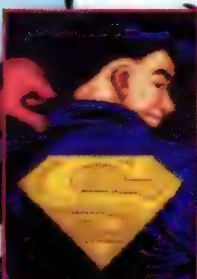


Wall Throw

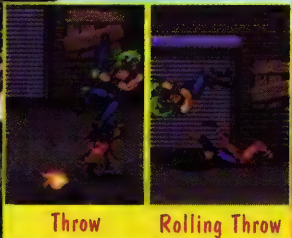


Fire

▶ THE BOTTOM LINE **8**



Superboy



Throw Rolling Throw



Noogie Special Attack Wall Throw Dive Fire

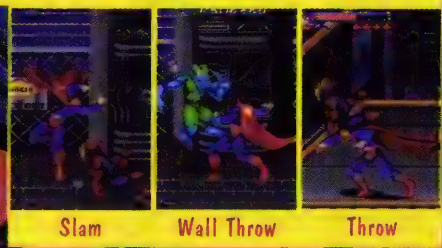
Superman



Special Attack Grab Punch Dive Fire

THE GAME SEEMS TO FOLLOW THE COMIC SERIES DONE BY DC COMICS FAIRLY WELL. COMIC FANS WILL RECOGNIZE MANY FAMILIAR CHARACTERS SUCH AS LOIS LANE, THE CLAWSTER AND MANY FAMILIAR SIGHTS RANGING FROM CADMUS TO COASTAL CITY.

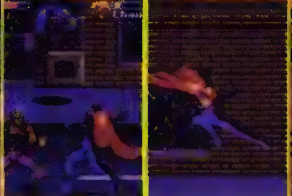
THIS NEW ACTION GAME FROM SUNSOFT CONTAINS TEN LEVELS. IN THE FIRST TWO LEVELS YOU CONTROL SUPERMAN UNTIL HIS DEATH. THEN, YOU CONTROL THE FOUR CHARACTERS WHO CLAIM TO BE SUPERMAN. ALL THE CHARACTERS HAVE THEIR OWN SPECIAL MOVES AND ATTACKS, BUT YOU WON'T BE ABLE TO PICK AND CHOOSE THE CHARACTER YOU DESIRE. EACH CHARACTER IS PLACED WITHIN A LEVEL TO COINCIDE WITH THE STORY. BASICALLY, THE MORE LEVELS YOU CONQUER THE MORE SUPER DUDES YOU GET TO CONTROL!



Slam Wall Throw Throw



Slam Power Slam



Wall Throw Flying Kick



Eradicator



Fire Special Attack

ANDY, THE GAME HOMBR

Concept: 8 "SunSoft did a great job of converting this game from the hit DC comic book. Although it's not perfect, it is close enough. The graphics are

Graphics: 8.5

Sound: 8 superb with cool animation cells for all five of the Supermen. The only

Playability: 8.5 complaint I could really think of was that the game was just a little too

Entertainment: 7 much like Batman Returns from Konami. But if you're going to copy a game, Batman Returns is a darn good one to choose. Great game - a must for action fans."

OVERALL:
8

NICK, THE VIDEO RANGER

Concept: 8.5 "Comic book fans will be in heaven with this one. A year's worth of Superman comics packed into one

Graphics: 8.5 cart. If you don't know the story, that's

Sound: 8 ok. Superman is a pretty good video

Playability: 8 game too. Superman has a 3-D appearance with excellent depth. The bosses are simply sensational!

Entertainment: 8 The screens, however, do tend to repeat themselves. With practice you can perform some killer moves. I wish the gameplay was a little faster. Superman is one of the better SNES beat-em-ups, but it's still a notch below BattleToads."

OVERALL:
8.25

PAUL, THE PRO PLAYER

Concept: 7 "Ok, this has the obvious audience of all the people who bought the comic

Graphics: 8 book series. It should also appeal to the hardcore action fans. The

Sound: 6 characters' animations and back-

Playability: 9.5 grounds are drawn to perfection, and the number of moves and throws are easily executed and fun to watch.

Entertainment: 5 The only problem I have with this game is that it's too dang easy. It seems it's over before it has begun. Serious gamers will have this beat in a day. This game needs a difficulty setting or longer levels. This is a rental cart in my book."

OVERALL:
7.25

It's Time for...

MAXIMUM CARNAGE™

Cletus Kasady, A.K.A., Carnage, was being held in the maximum security prison called Ravencroft. All seemed peaceful until Kasady was removed from his cell in order to correct a blood imbalance which the authorities believed to be the cause of his insanity. However, the second the needle entered his bloodstream, the alien symbiote known as Carnage was released from Cletus Kasady's body. With unrelenting rage Carnage frees his soulmate Shriek and escapes the prison to form an allegiance of Spider-Man's foes, hoping to crush the man in the arachnid tights. As chaos grips the city, Spider-Man discovers that his evil offspring, Carnage, is behind it. In San Francisco, Venom reads about Carnage's escape and later teams up with Spidey in the battle against the evil Carnage and his troops.

Throughout the game, you can play as either the webbed wonder Spiderman or the vicious vigilante Venom. Each armed with an assortment of attacks. Choose wisely, because each decision will determine which path you will take to the final confrontation with Carnage and his stoolies. But that's not all, it also features original artwork from the pages of the hit comic book, Maximum Carnage, to tantalize your optical nerves.

Will the combined effort of Spiderman and Venom be enough to stop the slaughter by Carnage, or will the face of the planet be changed forever? Spidey Sense going crazy... must act fast!



Sometimes it takes more than one hero to get the job done.



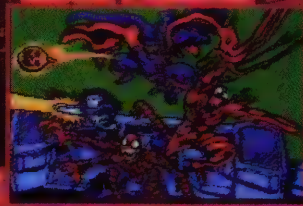
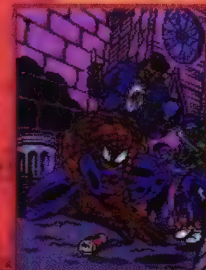
The boss in the Fantastic Four's H.Q. is one bad dude.



When Carnage makes an appearance, death is almost imminent.



Cloak comes to the rescue.



► THE BOTTOM LINE **8.75**

- Cart Size: 16 Meg
- Style: 1-Player Action/Adventure
- Special Features: More Than Ten of Marvel's Greatest Characters, and Music by Recording Artists "Green Jelly"
- Levels: 25+
- Created by: Software Creations for Acclaim
- Available: Now



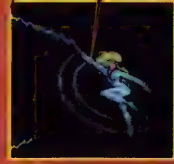
SPIDER-MAN



All Star Cast



Cloak



Dagger



Deathlok



Demogoblin



Morbius



Shriek



Iron Fist



Carrion



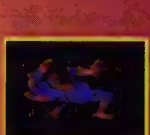
Black Cat



Captain America

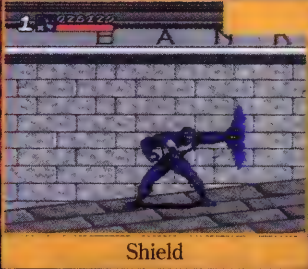


Firestar



Doppelganger

VENOM



ANDY, THE GAME HOMBRE

Concept: 7 "Whenever I play a side-scrolling fighting game, I think it's a lot of fun, but it just doesn't seem to last that long. In this classification, Maximum Carnage is brilliant. It has excellent animations and catches the spirit of Spidey extremely well. I guess I don't have any complaints about this game, I would just like to see this kind of game advance further. Fans of Spidey will love this cart, and so will side scrolling action fans."

Graphics: 8

Sound: 7

Playability: 8

Entertainment: 8

OVERALL:
8

PAUL, PRO PLAYER

Concept: 7.5 "I wasn't very familiar with Carnage until Ross shoved a stack of comic books in my face. MC did a great job of bringing the comic book print into a killer vid. Spidey's and Venom's moves are exceptional. I especially like twirling foes overhead and launching them into the dudes that follow. The special weapon characters are a great way to add characters and please the comic fans. Maximum Carnage is an outstanding action game with superb graphics and animation, and by far it is the best comic translation for the SNES I've played."

Graphics: 9.25

Sound: 8.5

Playability: 9.5

Entertainment: 9

OVERALL:
8.75

ROSS, THE REBEL GAMER

Concept: 9 "Ever since I first got wind of this game, I've been anticipating its appearance. Boy was it worth the wait. This is a great game from a difficulty standpoint, and the choice of the two characters is sweet. It allows you to utilize the skills of both characters for different levels. Unlike the new Superman, you will not be able to beat the game in one night because of the very limited number of continues. The music for this game is almost perfect. Green Jelly is a great choice. Anybody who likes Spider-Man for any reason will be impressed with this game."

Graphics: 8

Sound: 9.5

Playability: 8

Entertainment: 9.5

OVERALL:
9.25

DONKEY KONG

He's Back, He's Mean, and He's A Lot Tougher Than You'll Remember

- Cart Size: 2 Meg
- Style: 1-Player Puzzle/Action
- Special Features: Super Game Boy Compatible, 100 full color levels, and The Entire Cast From the Original Plus a Few New Ones
- Created by: Nintendo
- Available: Now

	Andy	Paul	Rick	Ross
Concept:	8	8	8	8
Graphics:	8	7	8	9
Sound:	8	8	7.5	6
Playability:	8.25	8	8.5	7
Entertainment:	9	9	8	7
Overall:	8.25	8	8	7.5

► THE BOTTOM LINE **8**

He's not King Kong, he's much worse. He is the one and only Donkey Kong and he can be found on one of Nintendo's first full-color Game Boy games designed for the Super Game Boy.

Featuring 100 levels filled with numerous traps and puzzles for you to solve, this cart can give you a run for your money. The levels consist of many different disappearing items that must be used to solve the levels. It also has a stereo soundtrack to keep the action moving. In addition, the cart has a Save feature that allows you to store up to three different games.

While the big ape runs away with the Princess, you must be brave and follow him – no matter what the circumstances. But bring your thinking cap, he's no dumb ape.

Andy, The Game Hero

"I thought the idea for this game was pretty silly, and I really wasn't that interested in playing it. I was wrong. This game is very captivating, and is a lot bigger challenge that you might think. Good Game Boy game, Nintendo!"

Rick, The Video Ranger

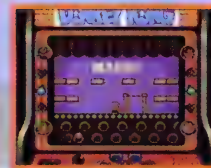
"Don't buy this game because of the Super Game Boy. Buy it because it's a great game. This is the original Donkey Kong and much more."

Ross, The Rebel Gamer

"Donkey Kong returns and I like it a lot. The fact that color is available with the Super Game Boy cart is way cool. Gameplay was good and the save spots are everywhere to keep you coming back for more."

Paul, The Pro Player

"This is long overdue! The sound definitely brings back some memories. Throw together Donkey Kong, DK Jr., a dash of DK 3, a bunch of cool new levels, and there you have it."



And now here's everyone's favorite hero...



The game starts out just like you remember, but when you advance it's a totally new.



Nothing can separate true love.



Collect all of the bonus items and you will get a chance to win a few extra guys.



That's a pretty small door for such a large primate.



Watch the little cartoons to learn new tricks.



The red dots on the map symbolize the stopping points for Kong as well as the save points.

TAZ-MANIA

Welcome to Taz's World

- Cart Size: 2 Meg
- Style: 1-Player Action Platform
- Levels: 5 Levels with 4 Sequences Per Level
- Special Features: Multiple Sequences Including Driving, and Island Hopping; Selectable Continues and Spins; Password
- Created by: Sunsoft
- Available: Now for Game Boy

	Andy	Paul	Rick	Ross
Concept:	6	6	7	8
Graphics:	7	7	8	7
Sound:	6.25	6	6	5
Playability:	7	7	7	7
Entertainment:	8	6	7	6
Overall:	7	6.5	7	7.25

► THE BOTTOM LINE **7**

Somehow Taz has managed to escape the ACME zoo and is being chased by the Big Hat Hunter. You'll have to jump and spin through five levels of *Tazmania* to escape. Though *Tazmania* is based on your basic action platform game, it expands in different directions including first-person driving levels and crazy track-and-field style island hopping levels where you must press the button as fast as you can to stay afloat.

Tazmania doesn't break the mold or even bend it, but it does deliver another Warner Brothers character coming to life on your favorite view screen.

Andy, The Game Hero

"Though this game moves a little slow, it has nice variation in gameplay and decent difficulty. If you're looking for a little wacky Warner Bros. action, then Taz is right up your alley."

Rick, The Video Ranger

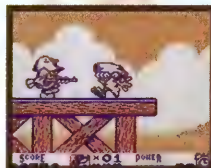
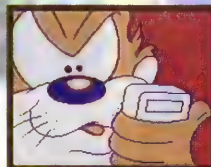
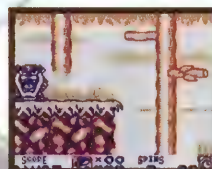
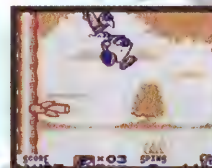
"If you have PATIENCE and are a fan of the cartoon you will enjoy Tazmania. The graphics are cute and well above average. Watch out! One mistake and your back to square one."

Ross, The Rebel Gamer

"Warner Brother's characters are gods, and even video games can't ruin them. Although Tazmania is nearly impossible to beat, it is a decent game."

Paul, The Pro Player

"It's a basic action platform with some tricky jumps and maneuvers. Skilled players, like Andy, will breeze through it. Taz may be frustrating or too tough for younger GB players."



"Look A Lot Like Lurch"™



Win a Trip to Hollywood!

So you think you gotta look good to make it in Hollywood? Wrong-ola! Get yourself looking ghastly and you'll be packing your bags for a wild trip to Hollywood . . . you know . . . movie stars, Tinsel Town, nice tan, love-ya-babe!

Ocean of America's sending the lucky winner of its "Look A Lot Like Lurch" Contest on a star-studded trip for four to Paramount Studios!

All you gotta do to enter is make yourself up to look like Lurch and take a picture of yourself. Staple the picture to a 3"x5" piece of paper with your name and address on it and send it to:

"LOOK A LOT LIKE LURCH" CONTEST
Ocean of America, Inc.
1855 O'Toole Avenue, Suite D-102
San Jose, CA 95131

We'll even give you a hand: Inside every package of the Addams Family® Values video game for the Super NES, there's a free "Look A Lot Like Lurch" Monster Makeup Tips poster PLUS an order form for a FREE Collegeville/Imagineering™ Makeup Kit!

**You Could Win
This Monster Prize
Package Worth
Over \$5,000!**

- Trip for four to Hollywood
- VIP visit to Paramount Studios
- An Addams Family® Fun Pack
- A library of Ocean video games

ocean

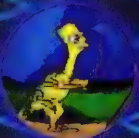
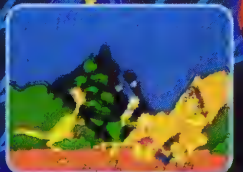
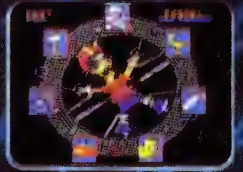


© 1994 Ocean of America. No purchase necessary. Contest expires June 30, 1995. Entries must be postmarked by June 30, 1995. All entries must include photo graph. Limited one entry per person. Illegible or incomplete entries will be disqualified. Winners will be notified by registered mail. Prizes are not transferable. Grand prize winner must complete travel before December 1996, with Saturday night stay over. Personal expenses, transportation between the winner's home and airport, meals and any taxes and gratuities, if applicable, are the sole responsibility of the winner. Employees of Ocean of America, its suppliers, affiliates and the immediate families of each are not eligible. Judges decisions are final. Contest is open to residents of the US and Canada. Void where prohibited, taxed or restricted by law. Taxes on prizes, if any, are the sole responsibility of the winners. Sponsor not liable for late, lost, postage due or misdirected mail. To request Winners' List, available after August 15, 1995, send a self addressed stamped envelop to: Lurch Winner's List, Ocean of America, Inc., 1855 O'Toole Avenue, Suite D-102, San Jose, CA 95131. All federal, state and local laws and regulations apply. Winners' names, likeness and prize information may be used by Ocean of America, Inc. for any advertising or promotional purposes without further compensation. Not sponsored by Nintendo of America. © and © 1994 Paramount Pictures. All rights reserved. The ADDAMS FAMILY is a Registered Trademark of Paramount Pictures. Ocean of America is an authorized user. © 1994 Collegeville/Imagineering.

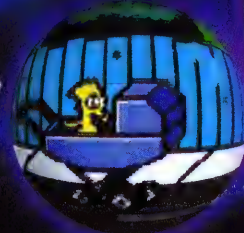
VIRTUAL BART

who needs reality?

Yipes! Bart's stuck in a virtual reality machine! Enter the Jurassic era as Dino Bart. Face a post-apocalyptic Springfield as Domsday Bart. Deploy your diaper-chute as Baby Bart. Hog the spotlight as Pork Factory Pig Bart. Then there's the butt-squeaking thrill-ride down the dangerous Mt. Splashmore and more!



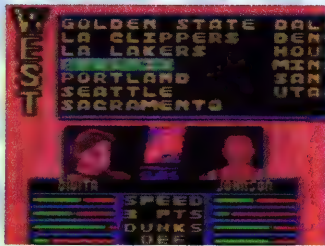
SUPER NES[®]
GENESIS[™]



MATT GROENING

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NBA Jam – Game Gear

After much confusion, we decided to print the Game Gear codes for NBA Jam. So here they are. We'll use Mark Turmell as the example for how this works. First you enter the initials "M" and "J", then just highlight the letter "_" (which is just below the letter "T"). Now press and hold Up (which will highlight "T"), Start and Button 2, then press Button 1. (Hint: Hold all the other buttons and directions before you press Button 1).

Initials Highlight	Press
Sal DiVita:	
SAL M	Left, Button 1
Jamie Rivett:	
RJR Y	Up, Button 1
Bill Clinton:	
ARK R	Up, Button 2 and 1
AI Gore:	
NET M	Down, Button 2 and 1
Weasel:	
SAX Y	Left, Button 1
Chow Chow:	
CAR S	Left, Button 2 and 1
Scruff:	
ROD K	Up, Button 1
Kabuki:	
QB T	Down, Button 1
Air Dog:	
AIR Y	Up, Button 2 and 1
Warren Moon:	
UW F	Up, Start, Button 1
P-Funk:	
DIS R	Right, Button 2 and 1

"Virtua Gap Boy!"

FIFA International Soccer – SNES

You can enter these different modes just by entering these codes at the Game Set-Up/Options Screen.

Super Kick:	B, A, B (eight times)
Invisible Walls:	Y, Y, Y, X, A, X, A, X, A, and B
Crazy Ball:	X, A, B, Y, X, A, B, Y, B, A, and X
Crazy Curve Ball:	B, A, R, B, Y, and L
Super Goalie:	A, A, A, A, A, Y, Y, Y, Y, and Y
Dream Team:	A, A, B, B, Y, Y, X, and X

"The VidMan"

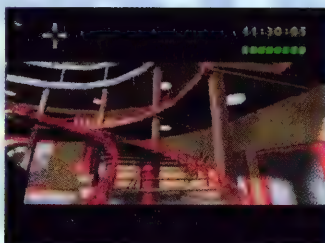
HELPFUL HINTS SECRET ACCESS PASSWORDS · CODES



Tempest 2000 – Jaguar

At the Game Select Screen press and hold the #1, #4, and #7 buttons on the keypad before pressing the A Button to access your game. If you did it correctly you should hear "Excellent". Now, every time you press the Option Button you will get a level skip, and the #6 button will enable the Warp.

"The VidMan"



Jurassic Park – Sega CD

To access the level select in Jurassic Park CD you must first get at least one egg in the incubator located at Wu's office. After the egg is placed, save the game and leave the computer room. Now, press and hold Start on controller #2 until the "Node Jumper" prompt appears, which will allow you to go to any part of the game.

"The VidMan"



Wolfenstein 3-D – SNES

Enter any of these codes during gameplay after you hit the Start button to bring up the map display. Then press Start to leave the Map screen to finish each code.

Complete Level Map: A, A, Up, and B
Refill Ammunition and get Extra Weapons: R, Up, B, and A.

Level Skip: Up, B, R, and B

"The VidMan"

Aladdin – Game Gear

AJGJ	Chase Scene
LAEA	Theives in Agrabah
ANSF	Cave of Wonders I
DMIA	Cave of Wonders II
INSI	Flight from the Cave
NEUA	The Sultan's Palace
AALG	Magic Carpet Ride
BLTO	Pursuit of the Royal Deceiver
UIAN	Battle with Jafar

Kyle McLaughlin
Franklin, MI



Battletoads Double Dragon – SNES

The Mega Warp Zone is found by hitting Up, Down, Down, Up, X, B, Y, A, and then Start on the character select screen.

"The Vidman"



Virtua Racing – Genesis

To race on backwards tracks, when you see the Sega logo press and hold A, B, and Up at the same time (Must have one Controller plugged in). Then at the Title Screen, press Start while still holding the A, B, and Up. Then go to the Mode Select and pick the backwards "Virtua Racing" logo.

"The VidMan"

Rocky Rodent – SNES

To get unlimited continues enter this code at the Title Screen: Y, A, Right, A, B, and A. Then go to the Options Screen and change Continues to "?".

"Egghead"

Super Metroid – SNES

You can refill your life meter at any time by pressing and holding the X button to drop a Super Bomb while also holding the L button, R button and Down.

"Egghead"



Pac-Attack – SNES

Level 1:	STK
Level 2:	HNM
Level 3:	KST
Level 4:	TRT
Level 5:	MYX
Level 6:	KHL
Level 7:	RTS
Level 8:	SKB
Level 9:	HNT
Level 10:	SRY
Level 11:	YSK
Level 12:	RCF
Level 13:	HSM
Level 14:	PWW
Level 15:	MTN
Level 16:	TKY

Chris Crutchfield
Flower Mound, TX

Dino Dudes – Jaguar

Here are all the level passcodes:

Level 1: Round One
Level 2: Liberty Island
Level 3: Stone Wall
Level 4: G Men
Level 5: Go West
Level 6: Lemon Entry
Level 7: Wagon Wheel
Level 8: Oil Drum
Level 9: Moon Orbit
Level 10: Hard Rock
Level 11: Trip and Fall
Level 12: Alarm Clock
Level 13: Big Country
Level 14: Hog Tied
Level 15: Can Can
Level 16: Cute Mouse
Level 17: Sparky Plug
Level 18: Pony Express
Level 19: Padded Cell
Level 20: Log Plume
Level 21: Canvas Sail
Level 22: Golden Era
Level 23: Wide Seat
Level 24: Bad Karma
Level 25: Crush Barrier
Level 26: Lime Glass
Level 27: Surfs Up
Level 28: Penal Colony
Level 29: Relief Art
Level 30: Tribal Dance
Level 31: Soda Fountain
Level 32: Parking Place
Level 33: Pizza Dude
Level 34: Crow Flies
Level 35: Tiled Roof
Level 36: Slate Missing
Level 37: Opening Time
Level 38: Inner Peace
Level 39: Bad Dog
Level 40: Sour Belly

Level 41: Large Mug
Level 42: Half A Bet
Level 43: Sing Sing
Level 44: Brown Cow
Level 45: Iron Horse
Level 46: White Male
Level 47: Box Office
Level 48: Corny Fur
Level 49: Atom Cat
Level 50: Free Wheeling
Level 51: Bush Fire
Level 52: Car Bra
Level 53: Pork Pies
Level 54: Stormy Down
Level 55: Stage Coach
Level 56: Quay Bored
Level 57: Splash Down
Level 58: Bug Politics
Level 59: Shake Spear
Level 60: School Zone
Level 61: Pink Marble
Level 62: Rolling Plains
Level 63: Icon Drive
Level 64: Carrot Top
Level 65: Quill Pen
Level 66: Tutti Frutti
Level 67: Public Enemy
Level 68: Big End
Level 69: Tan Parlor
Level 70: Never Ready
Level 71: Shark Fangs
Level 72: Stool Pigeon
Level 73: Prom Queen
Level 74: Red Letter
Level 75: Corn Pone
Level 76: Bilge Pump
Level 77: Sixty Four Bit
Level 78: Half Mast
Level 79: Walking Boss
Level 80: Space To Let

"The Video Vigilante"

King of Dragons – SNES



Play until you have one continue left. At the continue screen press Start on Controller #2, then Start on Controller #1 before time runs out. After you enter this code you should have 99 continues.

"The VidMan"



When you see the word "Capcom", press Down, R Button, Up, L Button, Y, B, X and A. If done correctly, the screen will turn from red to blue and allow you to play 2-players with the same character.

Robert Smith
Chicago, IL



Mega Turrican – Genesis

You can enter these codes anytime during the game if you need a little help.

Level Skip: Pause, R, L, D, R, B, and then Unpause

Previous Level: R, L, D, R, A, and then Unpause

Unlimited Energy: Pause, A, A, A, B, B, A, A, A

Silly Cheat: Pause, U, U, D, D, L, R, L, R, A, B, Unpause

"Egghead"

Shadowrun – Genesis

At the title screen let the "Press Start" logo flash and then begin to enter this code: A, B, B, A, C, A, and B. Now begin the game as usual and then go to the Statistics Subscreen. Now you can move past the Save/Load Game option and go to an invisible option.

"Egghead"



Test Drive II – SNES

Jump

Press the A Button on Controller 2 during the race to make your car jump over obstacles and other cars. (Make sure that you have an Automatic Transmission or the engine will blow up.)

Psychedelic Glitch

At the end of a level, when you see the gas station, hold down the A Button on Controller 2. This will make your car continue to jump and after a short time you will get a psychedelic screen.

Mike Donovan
Eden Prairie, MN



Wrecking Crew – NES

Now here's a Classic code. On Phase Six there is a secret hammer. To access the hammer you must first blow the bomb on the bottom right hand corner, then the bottom left, and finally the bomb one up on the left side. After you destroy this bomb, there should be a golden hammer that will enable you to destroy objects in less time.

David Dean
Torrington, CT

Equinox – SNES

To become invincible and not lose any of your magic, at the Title Screen press these buttons L, L, R, R, L, L, L, R, R, R, L, L, R, R, L, and R.

"Egghead"



X-Kaliber 2097 – SNES

If you wish to use a Level Select, press Right, Right, Left, Left, Up, Down, Left, Down, Down, and Down. Then press the Y button and go to "New Game" and press Y again to get the Level Select.

"The VidMan"

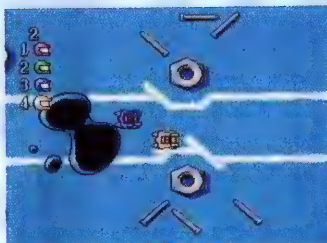


Combat Cars – Genesis

To access a Level Select, highlight the Exit icon at the Options screen, then press and hold all three buttons and press Start.

This will enable you to go to any of the 24 tracks at any time.

"The VidMan"



Micro Machines – Genesis

Here are some killer codes for this miniature racer. Just pause the game during gameplay and enter any or all of these codes. When you unpause they should be in effect.

Turbo Speed:

Up, Down, A, B, Left, Right, C

Infinite Lives:

B, Down, C, Down, Up, Down, Left, Down

Improved Handling:

A, Up, B, Down, C, Left, Start, Right

Improved Crash Power:

C, Up, Left, Right, A, B, A, C

"The VidMan"

Super Street Fighter II – SNES & Genesis

To access the hidden eighth color selection press and hold any button (other than start) for two seconds.

"The VidMan"



Fighter's History – SNES

To access the bosses in this fighter simply enter this code as the Fighter's History Logo comes into focus: Right, Right, Up, Up, L Button, and R Button. Then go to the character selection screen to see if it worked.

"The VidMan"

Mortal Kombat II – SNES & Genesis



Random Select:

Press Up and Start at the player select screen.

"The VidMan"



Castlevania: Bloodlines – Genesis

To access nine more players and the expert difficulty level just follow this somewhat complex code. First, go to the option screen and set the background music to 05 and the Sound Effects to 073. Exit this screen by pressing Start, then when the Title screen with "Press Start Button" appears, press the Start Button. Now at the Title screen with "1P Start" enter this code: Up, Up, Down, Down, Left, Right, Left, Right, B, and A. Go back to the Options screen and choose away.

"The VidMan"



Rocko's Modern Life – SNES

Here are all the level passwords:

EASY

Level 2: Comics

Level 3: Melba

Level 4: Hippo

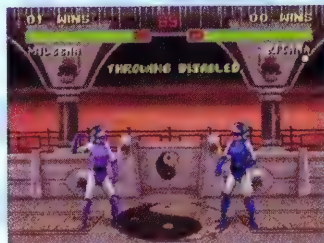
HARD

Level 2: BlazeZ

Level 3: O-Town

Level 4: Gripes

"The VidMan"



Throws Disabled:

(SNES Only) Press Down and High Punch on both controllers at the Match-up screen.

"The VidMan"

Double Dragon V: The Shadow Falls – SNES

Here are some of the character moves to get you started:

Billy Lee

Dragon Uppercut F, DF, D + P

Lunge Strike F, F + LP

Dragon Spin D, DB, B + P

Dragon Projectile B, F + P

Jimmy Lee

Dragon Uppercut F, DF, D + P

Lunge Strike F, F + LP

Dragon Spin D, DB, B + P

Dragon Fire B, F + P

Bones

Head Throw F, DF, D + K

Eye Zap D, DB, B + P

Gun Shot F, DF, D + K

Vertabrae Strike F, F + MK

Arm Hammer F, F + MP

Dominique

Ponytail Bolt F, DF, F + K

Spin Kick D, DB, B + K

Stiletto Kick D + MK (In Mid-Air)

Slide Kick D, D + LK

Sickle

Air Buzzsaw F, DF, F + K

Ground Buzzsaw D, DB, B + P

Helicopter Spin B, F, + P

Energy Blade D, DF, F + P

Icepick

Pole Vault D, DB, B + LK

Hammer Head F, F + MP

Ice Dagger D, DF, F + P

Iceball B, F + P

Hack n' Slash LP (Repeatedly)

Shadow Master

Teleport F, DF, D, DB, B + P, K

Rushing Blade B, F + P

Ground Fireball B, F + K

Shadow Fire D, DF, F + P

Trigger Happy

Drill Shot D, DB, B + K

Cannon Blast B, F + P

Explo-Punch D, DB, B + MP

Force Field LK (Repeatedly)

Rocket Uppercut F, DF, D + P

Jawbreaker

Yell Projectile D, DB, B + P

Biscuit Spit B, F + P

Flying Head-Butt F, F, + LP

Ground Fireball F, DF, D + K

Bulldog Shake F, F + HK (Close)

Chew & Spit F, F + HP (Close)

Blade

Spin Kick B, F + K

Torpedo B, F + P

Shish-Kebab LP (Repeatedly)

Slide Stab F, F + P

Blade Ripper D, DB, B + MP

Countdown

Flame Thrower D, DB, B + HP

Rocket Dive F, F + K

Breaker Spin B, F + k

Eye Laser B, F + P

Missile Shot F, DF, D + K

Sekka

Claw Roll Attack D, DB, B + P

Foot-to-Head Attack F, F + HK

Flying Hand Stab B, F + HK

Claw Spin D, DB, B + K

Flying Grinder D, D + LK

Key:

D - Down, F - Forward, B - Back,

P - Punch, K - Kick, L - Light,

M - Medium, H - Hard, DF - Down

Forward, DB - Down Back

Secret Access Notice:

Send Game Informer Your
Passwords and Codes and Win!

Send in your codes and passwords every issue, and if we print them you'll be entered in Game Informer/ASCIIWARE Secret Access Contest. The Grand Prize is any pair of ASCIIWARE controllers you choose, and all Runner's Up will receive a Game Informer Secret Access T-Shirt to show-off to your friends.



You can't win if you don't enter!

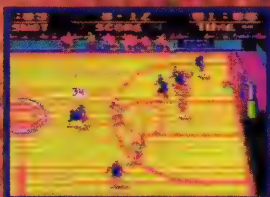
NBA Action: Starring David Robinson

The Boys of the NBA Are
In the Palm of Your Hands

- Cart Size: 4 Meg
- Style: 1-Player Sports
- Special Features: Five-On-Five Action, All 27 NBA Teams with the Full Team Roster of Each Team, and Real Player Attributes.
- Created by: Sega
- Available: Now



Choose your favorite team.



Watch that shot clock or you'll lose the ball.



Make your substitutions from the entire roster.



Oh, oh, there's a one-on-one situation developing here.



Sega pulls up for the three-pointer and drains it with the first five-on-five basketball game for the Game Gear. The game features all the same characteristics of its forefather (*NBA Action '84* for Genesis), including a full 82 game season, all the real players of the NBA, running stats, and explosive playoffs where the action can really heat up. Choose your favorite team and shoot for the championship of the NBA in the hottest basketball game on the Game Gear. ■

	Andy	Paul	Rick	Ross
Concept:	8	8	5	9
Graphics:	7	6	5	7
Sound:	7	6	5.5	6
Playability:	7.5	7	5	7
Entertainment:	8	8	4	8
Overall:	7.5	7	6	7.5

► THE BOTTOM LINE 6.75

Andy, The Game Hombre

"For 5-on-5 basketball action you don't get any better than *NBA Action*. The graphics are a little jumpy, but the play is entertaining. Good game."

Rick, The Video Ranger

"I think you run into problems when you try to put 5-on-5 basketball on hand held systems. What good does it do to have real NBA players if you can't distinguish one from another? The screen flicker was also quite bad. If you have to have hand basketball, *NBA Action* is as good as most."

Ross, The Rebel Gamer

"Hey, Sega! I can't believe it, five-on-five basketball for the Game Gear. I like the way this one plays. Sega has undoubtedly given us the best sports game for the Game Gear with this one."

Paul, The Pro Player

"This probably comes in a close second to *NBA Jam*. But if you want that 5-on-5 game, you can't go wrong. The graphics strain the eyes after a stint, but with all the teams and players, what else do you want?"

MORTAL KOMBAT II

And You Thought the First One Was Bloody!

- Cart Size: 2 Meg
- Style: 1 or 2-Player Head-To-Head Tournament Fighting
- Special Features: All the Moves of the Arcade including Babalities and Friendships & Blood. Lots of It
- Created by: Probe Ltd. for Acclaim
- Available: September 9th, 1994

The follow-up version of *MK* in the arcades became a hot item to have, and now *MK II* is available for your Game Gear. This game promises to have the same amount, if not more of the controversy of its forefather. For all of you *Kombat* nuts, your in for a real treat with this cart, because its bigger, badder, and better than you had hoped.

Most of the characters that you loved in the arcade version of *MK II* are here for what promises to be a true battle of skill and endurance. Unfortunately, Baraka, Kung Lao, Johnny Cage, and Raiden didn't make it into either the Game Gear or Game Boy version. But for the characters that are here, you can use all of your favorite fatalities, moves, and special moves as you shoot for the throne of Shao Kahn, the new ruler of the contest. The battle's about to begin and the blood is about to spill as *Mortal Kombat II* comes to your hand held. ■

PREVIEW



Liu Kang's Dragon Champ is included.



Here, have a fan!



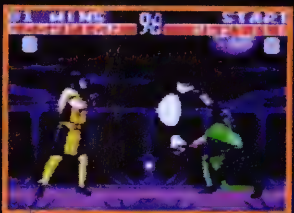
TOASTY!!



Klassic Kombat



Watch out for Scorpion's hadron throw.



The Pit II stage looks great on the Game Gear.



Alien.
Deadly.
No Fear.
No Remorse.
...and it's coming
to your SEGA-CD™

Awesome Role-Playing!
CD Sound!
Animation!



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT THIS PRODUCT MEETS THE HIGHEST QUALITY STANDARDS OF SEGA™. BUY GAMES AND ACCESSORIES WITH THIS SEAL TO BE SURE THAT THEY ARE COMPATIBLE WITH THE SEGA CD™ SYSTEM.



Rated by V.R.C.
NOT YET RATED
NOT RATED



Our games go to 11!

The Latest in Video Game

TECH TALK

Hardware & Software

Jaguar Grows some Teeth

Atari announced that the *Atari Jaguar* CD-ROM peripheral will be available this October at the targeted retail price of \$199.95. This unit will connect to your already existing *Jaguar* and enable the user to play both CD-ROM and cartridge *Jaguar* games. The CD-ROM hardware specs are unavailable at this time, but the unit will be able to play both *Jaguar* CD-ROM games, audio CDs, and CD+Gs. The CD-ROM unit also has a through-port to allow you to play your cartridge games without removing the CD unit, and some applications may even use both the CD-ROM and cartridge input.

Current titles in the works for the CD-ROM include *Blue Lighting*, *Battlemorph*, *Jack Nicklaus Cyber Golf*, *Highlander*, *Creature Shock*, and *Demolition Man*. Besides games, the CD-ROM will offer you the ability to purchase an MPEG cartridge, at an undetermined price, that will enable you to view VideoCD full-motion movies.

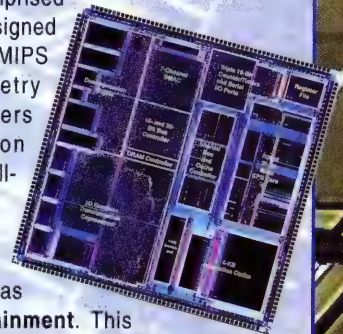


Sony Announces New CPU for PlayStation

LSI Logic and Sony Computer Entertainment recently unveiled the CPU (central Processing Unit) chip that was exclusively designed for the *Sony PlayStation*. The *PlayStation*, a 32-bit CD-ROM system that will be available here sometime in '95, will utilize this high-performance integrated chip that is comprised of three sub-systems. The CPU is designed as a system-on-a-chip; with a 32-bit MIPS RISC microprocessor, a 3-D geometry engine subsystem (GTE) that delivers 3-D graphics, and a decompression subsystem (MDEC) for JPEG based full-motion video.

Besides this central CPU, the *PlayStation* also incorporates a 3-D graphics engine, called a GPU, that was designed by Sony Computer Entertainment. This chip will be capable of creating life-like 3-D images, powering up 360,000 polygons per second, and moving up to 4,000 2-D on-screen sprites.

LSI Logic and Sony Entertainment feel confident that this configuration for the *PlayStation* will offer the game-player a more realistic video gaming experience. Of course, we won't really know if it's all it's cracked up to be until it's release (later this year in Japan), but from its performance specs, the *PlayStation* looks as if it could be the CD-ROM system of the future.



Catapult Your SNES and Genesis On-Line

Have you ever wanted to play *Super Nintendo* or *Genesis* games on-line against others friends (or enemies). Luckily, the newly formed company **Catapult Entertainment** plans to do just that. **Catapult Entertainment**, backed by **Newleaf Entertainment** (a **BlockBuster** joint venture), and **Davis Video Enterprises**, plans to establish a video game network service that will enable gamers across the land to access multi-player action through a **Catapult**-designed modem.

The **Catapult** modem is planned to retail for about the same cost as new cartridge (maybe \$69.95), with an additional 5 to 10 dollar monthly service charge depending on usage.

Users will travel through the network via a "handle". The user can then challenge different players, and send and receive messages from other users when not playing a game. The network also plans to offer competitions and player rankings to keep competitors hungry for more. **Catapult** plans to be test marketed this winter with a national roll-out late in '95.



Time Warner Interactive Brings Dinosaurs to Life With Stop-Motion

Time Warner Interactive and **Atari Games** bring you the newest in video gaming technology with their newest arcade unit, *Primal Rage*. Created using stop-motion photography, *Primal Rage* is the first fully stop-motion dinosaur fighting game. It features seven different fantasy creatures who do battle to dominate the new Urth. Utilizing a unique moves sequece, *Primal Rage* has a lot to offer the head-to-head fighter fan, but *Primal Rage's* life-like graphics and animation will really bring people to play.

Each character and move in this game were created using a special technique known as stop-motion photography. Stop-motion filming involves painstakingly small movements of a puppet armature, taking a picture or frame of that pose, and then moving the puppet to its next pose. This creates a living breathing creature that has both a 3-D look and feel. While this process is very time-consuming, the final product is unbelievably fluid.

Game Informer will have more on *Primal Rage* in the future, but for now it should be shipping to arcades in early August. So save your quarters and prepare for the *Primal Rage*.



GENESIS 32X

WELCOME TO THE NEXT LEVEL™

GAME GENIE SWAP SHOP

TM

TM

All Points ... Bulletin...

Your fellow gamers are looking for codes for the following games:

- T2: Judgement Day - SG
 - Fester's Quest - NES
 - Gradius III - SNES
 - Gargoyles Quest II - NES
 - Castlevania III - NES
 - Metroid II - GB
 - Shadowrun - SG
 - Dracula - SG & SNES
 - Son of Chuck Rock II - SG
 - James Pond III - SG
 - Royal Rumble - SNES
 - Actraiser - SNES
 - Street Fighter II - SNES
 - Sonic Chaos - Game Gear
 - Cool Spot - SG
 - Sonic 2 - SG
 - Bubsy - SG
 - Fatal Fury I & II - SNES
 - Final Fight II - SNES
 - Addams Family - NES
 - Tiny Toon Adventures - NES
 - Clayfighter - SNES
 - Maximum Carnage - SNES
 - Super SF II - SNES & SG
 - Mortal Kombat II - SNES & SG
 - Fightin' History - SNES
 - Aerofighters - SNES
- 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



Soldiers of Fortune - SNES

- CBC1 - E46F
Infinite Lives
- DFF6 - 5F70
Health Power-Up costs \$1
- DFF6 - 5F80
Speed Power-Up cost \$1
- DDF6 - 5DE0
Skill Power-Up costs \$44
- DFF6 - 5470
Wisdom Power-Up costs \$1
- DFF6 - 5480
Special Power-Up costs \$1
- DFF6 - 5780
Weapon Power-Up costs \$1

"The VidMan"

Sonic Chaos - Game Gear

- ??C - FEE - AEE
Changes colors (Change the 2 letters or numbers in the first two slots to see different colors)

Tommy Knox
Long Lake, MN



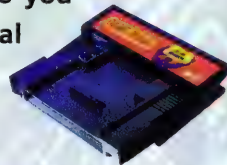
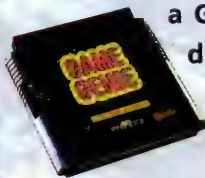
Lamborghini American Challenge - SNES

- DD6E-440D + D96E-446D
Start with \$128,000
- C22A-377D
Free turbos
- 8B81-34D7
Don't take damage in races

"The VidMan"

Win A Game Genie of Your Choice!

Dig deep into your Game Genie files and send us your coolest codes, because if we print your code a Game Genie will be on its way to your doorstep...well, mailbox. Original codes only. All pre-published codes will not be accepted.



Helpful Codes From Our Readers:



Breakthru - NES

- GKZISP
No enemies throughout the entire game
- GZVZTL
Different explosion noise
- GZPOXI & KYPOXI
Different Music

Derek Lee
Plymouth, MN



Top Gear 2 - SNES

- C267 - CD07
Infinite nitros for Player 1
- 7430 - 398E
1st place gives \$50,000 instead of \$10,000
- DFC8 - 495E
4th front armor costs \$1,000 instead of \$20,000

Japheth Worthy
Oak Park, MI

Top Gear 2 - SNES

- C26A - 4700
Infinite lives

Noel & Kirk Howard
Bayshore, NY

Batman: The Animated Series - Game Boy

- OOC - 4BD
Jump according to how long you hold the A button

Zachariah Thoreen
Orlando, FL

FIFA International Soccer - Genesis

- RZZB - 66XE
Master Code
- GBVA - DJZY
Each Goal worth 2 (Both Players)
- GBVA - DNZY
Each Goal worth 3 (Both Players)
- GBVA - DYZY
Each Goal worth 5 (Both Players)
- GBVA - DAZY
Each Goal worth 8 (Both Players)
- PYNA - DAYJ
Player 1 starts with 16 points

"Egghead"

Fatal Fury 2 - Genesis

- S83A-AAD2
Player 1's health starts at 132% in 1P and VS games
- S83A-AAEJ
Player 2's health starts at 132% in 1P and VS games
- S83A-AABL + S82T-AAGN
Player 1's health starts at 132% in Survival games
- S83A-AACY + S82T-AAG6
Player 2's health starts at 132% in Survival games
- AG3A-AAGA
Player 1 needs 1 victory for a win in 1P games
- A03A-AAGA
Player 1 needs 5 victories for a win in 1P games

Brian Dahlin
Brooklyn Park, MN

Secret of Mana - SNES

- 6E09 - 8707
First enemy killed gives you level 53

Adam Carter
Glen Burnie, MD



Battletoads - Genesis

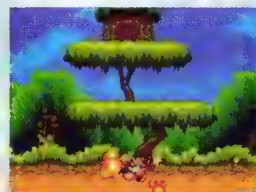
- C3BT - AA5A
Infinite Lives

Charles Le
Manchester, CT

Sub Terrania - Genesis

- AK3B - GAHT
Enable Grid Mode
- A33B - GAHL
View end of game
- DVRB - CA46
No fuel loss from idling
- 2BOT - MGLT + BV0T - LA40
Mega-shot recharges immediately
- SF3T - MEYJ
Infinite Missiles
- AFRB - CAB2
Heal almost immediately
- ADDT - JACE
Infinite Lives

Louis Hodge
San Francisco, CA



Gunstar Heroes - Genesis

- GNST - A298
Makes most Enemies and Screen Cursors invisible

George Shirai
Pearl City, HI



Super Street Fighter II - Genesis

M27T-AA86
MASTER CODE-MUST BE ENTERED

AKKA-CA2L
Don't take damage except from throws or grabs-both players

RFJT-C60L
1st normal hit wins

RHEA-C6ZN
Dizzyness doesn't last

CMNT-DTWC
No charging required for some special moves

AC5A-CAB2
Some special moves can be done in the air

FTGA-AAFN
Both players start with 1/4 health

MAGA-AAFN
Both players start with 1/2 health

TTGA-AAFN
Both players start with 3/4 health

RFHT-C614 + GBHT-DE92
Every hit sets opponent on fire

RFHT-C614 + DBHT-DE92
Every hit sets opponent on fire and knocks him down

RFHT-C614 + DKHT-DE92
Every hit zaps opponent and knocks him down

RFHT-C614 + DVHT-DE92
Every hit knocks opponent down

RFHT-C614 + BKHT-DE92
Every hit is a "hard hit" (Codes 15 & 16 don't work for the computer player)

HXKT-DAMA + NDKT-CCDC
Players jump faster

HXKT-DAMA + 6DKT-CADC
Players jump slower

"The VidMan"



Super Street Fighter II - SNES

D002-EDD5
No charging required for some special moves

DD47-8DD1
Some special moves can be done in the air

3C10-7467 + 3C10-74A7
Don't take damage, except from throws or grabs

DD10-7707
1st normal hit wins

1077-7F61
Dizzyness doesn't last

4A9C-7FDF
Both players start with 1/4 health

969C-7FDF
Both players start with 1/2 health

609C-7FDF
Both players start with 3/4 health

CB17-8FAD + 7D17-84DD
Every hit sets opponents on fire

CB17-8FAD + F617-84DD
Every hit sets opponents on fire and knocks him down

CB17-8FAD + FC17-84DD
Every hit zaps the opponent and knocks him down

CB17-8FAD + FA17-84DD
Every hit knocks the opponent down

CB17-8FAD + DC17-84DD
Every hit is a "hard hit" (Codes 14 & 15 don't work for the computer player)

CB79-EF61 + D579-EFA1
Players jump higher

CB79-EF61 + D879-EFA1
Players jump lower

"The Game Professor"



Ken Griffey Jr. Presents Major League Baseball - SNES

DFC3-170F
1 ball for a walk

D4C3-170F
2 balls for a walk

CBB3-1D2D
Can't walk player

C2BE-179D
Can't strike out

C28A-3FA7 + CBB0-4797 + C283-34D7
Computer can't score

"The VidMan"

Dune: The Battle for Arrakis - Genesis

(Codes 1 through 8, if you change families you will start on level 1)

AK0T-DA2C
Start on Scenario 2

AP0T-DA2C
Start on Scenario 3

AV0T-DA2C
Start on Scenario 4

AZ0T-DA2C
Start on Scenario 5

A30T-DA2C
Start on Scenario 6

A70T-DA2C
Start on Scenario 7

BB0T-DA2C
Start on Scenario 8

BF0T-DA2C
Start on Scenario 9

A5BA-AA6G
Construction done faster and cheaper than normal

ADAA-ACGR
Buildings fixed faster and cheaper than normal

ADAA-AAGR
Buildings cannot be fixed

"The Video Vigilante"

Shadowrun - Genesis

VXJA - AA26
Don't have to go to the Hotel for Karma

Keith Lewis
& Brian Kendall
Troy, MI

Sonic 2 - Genesis

VEJY - Z942 + SBJA - HAWJ
Only need half the number of rings in special stage

Allen M. VanMeter
White Hall, IL

Virtua Racing - Genesis

C5NA - EA4E
Backwards Tracks Code

"The Egghead"

Exclusive Codes from Galoob

Star Trek: The Next Generation - SNES

C26C - 3FFD
Forward torpedoes aren't used up

C267 - 342D
Aft torpedoes aren't used up

DA64 - 1D24
Torpedoes do double damage

Knights of the Round - SNES

DAC9 - 1DDB
Arthur can jump higher

1D6B - 47AF
Slower Timer

DADD - 17BF
Maximum energy from most food

Virtua Racing - Genesis

NR6A - FA0C
Start with 99 sec. on normal level

D4SA - FA54
30 sec. added for check points on Beginner and medium courses

OCLT - EAGT
Accelerate and decelerate faster

R.B.I. '94 - Genesis

BKTV - TAGE
Player 1 begins with 10 points

BKTV - TAGN
Player 2 begins with 10 points

A9CV - WAF4
8 strikes for an out

Ms. Pac-Man - Game Boy

C92 - D1A - C45
After power pill runs out the ghosts go mad

00C - F29 - 19E
Infinite lives

014 - DF9 - E66
Start with 1 life

Ninja Taro - Game Boy

FOA - EOC - 6E9
Infinite energy

094 - 7AE - E6E
Set sword and power values to 9

034 - 72E - E6E
Start with more energy

Terminator 2 - Game Boy

C95 - 00E - 4C1
Almost infinite energy

001 - 03B - 19E
Infinite time in reprogram ming stage

0A8 - 54B - 4CA
End of level 1 boss takes 10 shots to kill

The Lawnmower Man - SNES

40BE - 1DAD
Infinite Lives

ECB6 - 4FD7
Super Jump

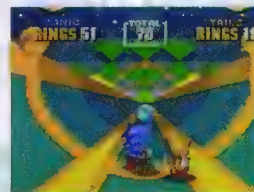
DD5 - CDAD
Keep weapon power-ups once gained

Pirates of the Dark Water - Genesis

ACEA - B68N
Infinite shield magic on pick-up

AHNT - NAEA
Use password IITBDIA and Ren starts with full sword

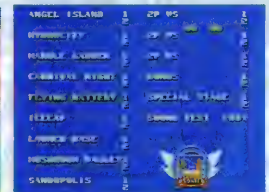
RHFT - J6VC
Infinite coins on pick-up



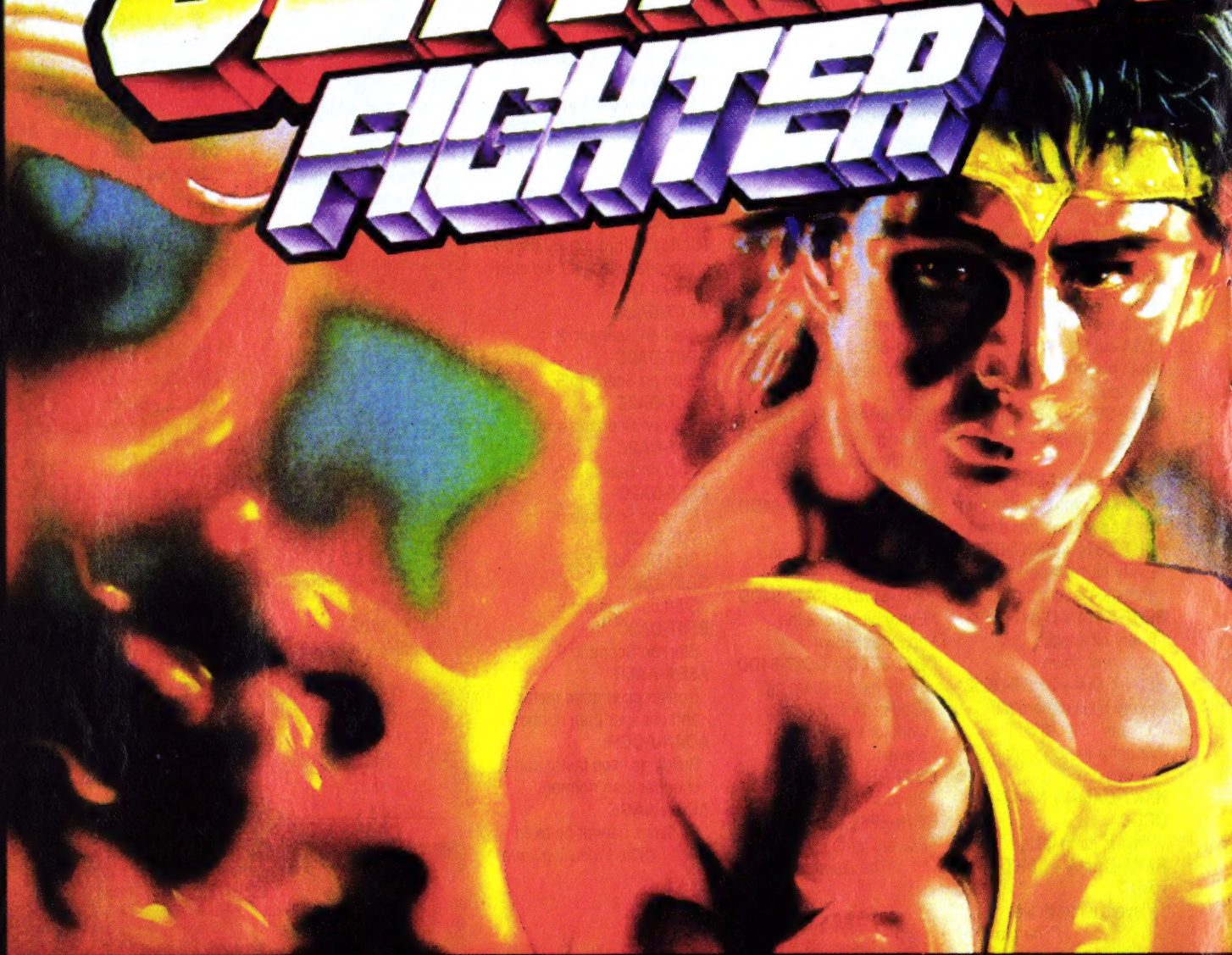
Sonic 3 - Genesis

AA6T - AAXC
Debug and Level Select

Bob Knowles
Chelsea, MA



ULTIMATE FIGHTER



SU
ENT

LICENSED BY

Nintendo[®]

TM

WITH **12 MEG**
OF POWER,
8 FIGHTING STYLES,
AND OVER 150
INDIVIDUAL
TECHNIQUES,
THIS IS THE
ULTIMATE
FIGHTING
GAME AROUND.



PER NINTENDO[®]
ENTERTAINMENT SYSTEM

PAIN THE TOWN RED!!



SPIDER-MAN® VENOM™

MAXIMUM CARNAGE™

SEPTEMBER 16

SUPER NES® GENESIS™

LIMITED EDITION RED CARTRIDGE while supplies last



ROOFTOP RUMBLE!



VENOM™ CLEANS UP CENTRAL PARK!



THE LONG ARMS OF THE LAW!



GIVE ME LIBERTY OR GIVE ME CARNAGE™!



EAT PUMPKIN, WEBSLINGER!



CAPTAIN AMERICA™ THROWS HIS MIGHTY SHIELD!



CARNAGE™ RULES???



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