

# Game Informer

NINTENDO • SEGA • TIPS • STRATEGIES

MAGAZINE™

Check-Out This  
Not So Ordinary  
Worm  
Pg. 38

November 1994  
Vol. III Issue 6



**Sonic & Knuckles:**  
The First Backward Compatible Cart!

**Final Fantasy III:**  
Could It Be The Perfect RPG?



PREPARE FOR  
KONG!

\$3.95 Canada \$4.95 UK £2.50  
November 1994



**Plus:**  
Contra: Hard Corps,  
Zero Tolerance, and NHL '95

>>C-OME(IN(XXX D-OOYOUOREA-D...TULLY!...IS THAT YOUX?))DO YOU R.EAD-ME...TU-LLY?...I'M(GONNA )))FRY.  
YOUR AS\*S...)) THIS IZ X. ROCKET.))SCI-ENCE...GAME.1...LOAD-STAR.))DO(((U READ. )E... THIS I() ROCK

345 | 54 | 2 | 34 | 3 | 2400574781 | 1 | 23 | 0 | 88?21 | 4

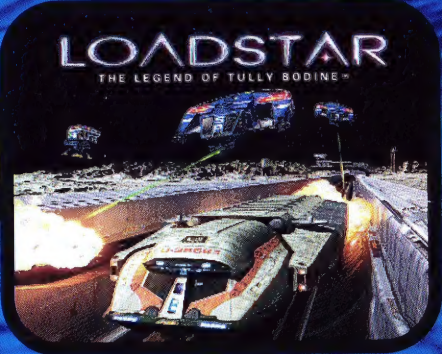


©1998 ROCKET SCIENCE GAMES, INC. ALL RIGHTS RESERVED. THE ROCKET SCIENCE LOGO AND LOADSTAR, THE LEGEND OF TULLY BODINE, AND CADILLAC AND DINOSAURS ARE TRADEMARKS OF GENERAL ELECTRIC CORPORATION. ALL OTHER TRADEMARKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.



GAME 1. ■■■LOAD/STAR■■■. <<THE LE-GEN-D, ≠OF-TULLY(!! BODINE™, AN(\*INST., AN■>CULT., .CLASSIC■■I STARRI ■■■NG NED BEATTY)WRITTE XBY--RON COBB.))

THESE ■■■R((NOT MOVIES)). ■■■THESE< ARE>>>ANEW BREAKK./THRU.IN\*\*VIDEOG.AMESS.■■■. MOVIE-LIKE XXPERIENCES ■■■WITHMORE( REALIZM,MORE EFX,MORE ■■■. THRILLS



GAME 2>> CADT.LLACS<<AND± DINOSAURS™. YOU RE ■■■AD TH.COMIC BOOK,■■INOW.))U,CAN(GET)INSIDE<< COMIC...BOOKREA-LITY, BASEDD ON ■■■ITHA GRA/PHIC..NOVELZ■■OF((MARK SCHULTZ))



HOLLY.WO-O>>■■ MEETZ<<SIL.ICON\*VAL--LEV.■■■■■■) ,.THE CREA>>>TORS R.■■■ SOME± OF ■■■TH. PEOP-PL E ■■■BEE-HIN.■■■D (■■■ALTI ENS,))-THE ABYSS... A-ND >>>TER ■■■ ■■■MI.NATOR-II



GAMES AVAILABLE ON SEGA-CD AND PC CD-ROM

### MAKE-CONTACT

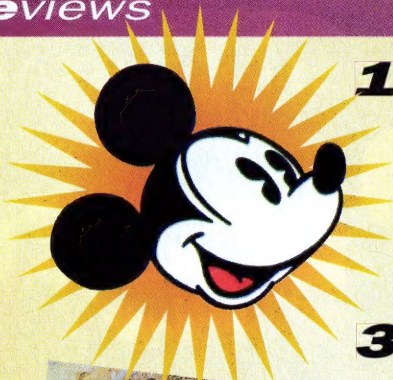
CALL: 1-800-98-ROCKET EXT 45

OR GO ONLINE [www.rocketsci.com](http://www.rocketsci.com)

TO ORDER YOUR GAME OR DEMO VIDEO

**THIS IS ROCKET SCIENCE**

Reviews

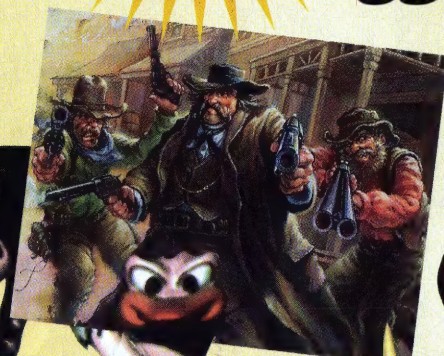
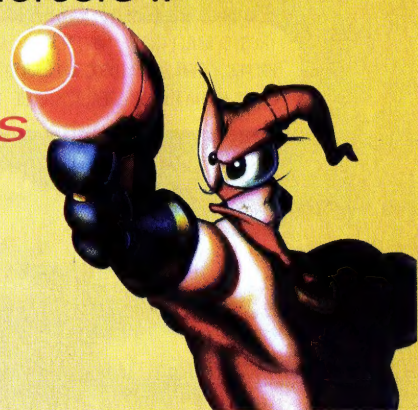


**10 Genesis**

Sonic & Knuckles, Dynamite Headdy, Taz in Escape From Mars, Zero Tolerance, Mickey Mania, Contra: Hard Corps, NHL '95, Lethal Enforcers II

**38 SNES & SG**

*Dual Reviews*  
Earthworm Jim



**42 SNES**

Donkey Kong Country, Vortex, Final Fantasy III, NBA Live '95, Stunt Race FX

**56 Game Gear**

Dynamite Headdy, Shining Force II

**58 Game Boy**

Blues Brothers, Mega Man V



Departments



**6 Dear Game Informer**

**7 Letter from the Editor**

**54 Arcade Brigade**  
Dark Stalkers:  
The Night Breed

**60 What's Hot!**  
Mortal Komics and  
Digital Pictures

**62 Secret Access**  
Tips From Our Readers

**68 Tech Talk**  
Check out the Specs on  
Sega's New 32X

**70 Game Genie/Swap Shop**  
Includes Exclusive Codes  
From Galoob

Game Informer Magazine (ISSN 1057-6392) is published monthly at a subscription price of \$19.98 per year, or five trial issues for \$9.98 by Sunrise Publications, 10120 West 76th Street, Eden Prairie, MN 55344. (612) 946-7245 or FAX (612) 946-8155. Second-class postage paid at Hopkins, MN, and additional mailing offices. SUBSCRIBERS/POSTMASTER: Send address changes to Game Informer Magazine, 10120 West 76th Street, Eden Prairie, MN 55344-3728. Foreign or Canadian orders must be prepaid in U.S. dollars and must include \$20/year additional postage.

Entire contents copyright 1994. Game Informer Magazine. All rights reserved; reproduction in whole or in part without permission is prohibited. Game Informer is a trademark of FUNCO, Inc.

Products named in these pages are trade names, or trademarks, of their respective companies.

NICKELODEON  
**GUTS™**



# IF IT'S JUST A VIDEO GAME, WHY ARE YOU SO OUT OF BREATH?



Leap ceiling-high in  
**ELASTIC SPORTS.**



Race against time in  
**ACTION SPORTS.**



Climb to the top of the Extreme  
**Arena in BASIC TRAINING.**



Face the ultimate challenge—  
**the awesome AGGRO CRAG.**

Tighten your helmet. Because realistic animation, based on actual rotoscoped competitors, lets you feel every twist, splash and tumble of Nickelodeon's ultimate sports show. With seven extreme events, Nickelodeon GUTS will leave you breathless.

**Nickelodeon GUTS—  
 DO YOU HAVE IT?™**

**SUPER NINTENDO**  
 ENTERTAINMENT SYSTEM

LICENSED BY  
**Nintendo**



**For 1 or 2 players**

**VIACOM®**  
 newmedia™

# Captain, you're wanted on the Bridge!



It's the moment you've been training for. As a cadet of Starfleet Academy™ your next move is crucial to the safety of your crew, not to mention your reputation at the academy.

So prepare to beam aboard the bridge of a Federation™ battle cruiser or one of four other vessels including the Romulan Bird-of-Prey™, or the Klingon™ battle cruiser, and take command.

With over 15 intense missions to test your skills at Starfleet Academy, you'll find out just how exciting a simulator can be. Isn't it time to enroll?



LICENSED BY

**Nintendo**

Software ©1994 Interplay Productions. All rights reserved. © & ©1994 Paramount Pictures. All rights reserved. STAR TREK is a Registered Trademark of Paramount Pictures. Interplay Productions Authorized User. Starfleet Academy is a trademark of Interplay Productions.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. NINTENDO AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA.





*Interplay*<sup>TM</sup>

Or don't play at all.<sup>TM</sup>



**STAR TREK<sup>®</sup>**  
**STARFLEET ACADEMY<sup>™</sup>**  
Starship Bridge Simulator<sup>™</sup>

# Game Informer

NINTENDO • SEGA • TIPS • STRATEGIES  
MAGAZINE

November Issue 1994  
Volume III, Number 6

Richard A. Cihak  
Publisher

Andrew McNamara  
Editor

Ross VanDerSchaegen  
Editorial Coordinator

Paul Anderson  
Publishing Coordinator

Paul Anderson  
Rick Petzold  
Andy McNamara  
Ross VanDerSchaegen  
Video Game Consultants

Thomas Blustin  
Timothy J. Laurie  
Art Direction  
Graphic Design

Ryan MacDonald  
West Coast Consultant

Craig Larson  
Jeremy Halls  
Copy Editors

## Advertising Sales

Kimberly Thompson-Benike  
National Ad Sales Director  
(612) 946-8159  
Fax (612) 946-8155

Tony Sureau & Associates  
West Coast Sales Representative  
11531 197th Southeast  
Snohomish, WA 98290  
(206) 668-7978

Manufactured and printed in  
the United States of America

**Game Informer Magazine** (ISSN 1057-6392) is published monthly at a subscription price of \$19.98 per year, or five trial issues for \$9.98 by Sunrise Publications, 10120 West 76th Street, Eden Prairie, MN 55344. (612) 946-7245 or FAX (612) 946-8155. Second-class postage paid at Hopkins, MN, and additional mailing offices. **SUBSCRIBERS/POSTMASTER:** Send address changes to *Game Informer Magazine*, 10120 West 76th Street, Eden Prairie, MN 55344-3728. Foreign or Canadian orders must be prepaid in U.S. dollars and must include \$20/year additional postage.

Entire contents copyright 1994. *Game Informer Magazine*. All rights reserved; reproduction in whole or in part without permission is prohibited. *Game Informer* is a trademark of FUNCO, Inc.

Products named in these pages are trade names, or trademarks, of their respective companies.

The Editor welcomes company product information for all video games. Such materials should be addressed to: Editor, *Game Informer Magazine*, 10120 W. 76th Street, Eden Prairie, MN 55344. Editorial phone and FAX numbers are noted above. Unsolicited manuscripts cannot be returned or acknowledged.

For a subscription to *Game Informer Magazine*, please call our Circulation Department at (612) 946-8883.

For subscription inquiries please write to our Customer Service Department:

10120 W. 76th St.  
Eden Prairie, MN 55344  
attn: CUSTOMER SERVICE

Member **BPA**  
INTERNATIONAL

## GI Monthly!

Your July/August 1994 Issue has got to be your best issue yet. I am very pleased with the layout, design, and I must say your reviews are the best anywhere. You've got more tips and codes than anybody else. Your magazine has really come a long way since my first issue (Nov/Dec '92). All this leads to one question. When are you going to increase the size of your mag and become a monthly publication? Just imagine the possibilities. More tips, codes, reviews, editorials, and you could even start to have strategy guides for the hottest games (Mega Man, Super Metroid, etc.). I love those games and when I get stuck, I really need help. Why don't you have RPG, Sports, and Fighting game sections? Or have a combo guide for MK II and Super SF II? Just think about it. You really have the potential to be a top contender. Keep up the good work, and who knows? Just take advantage of your power.

**P.S. Your reviews are the best because you don't kiss up when a game stinks.**

Joe Carlin

The possibilities, eh! All right then, we'll do it. We shall take over the world! Ha! Ha! Ha!

## Second Thoughts?

I'd like to ask a few questions that we Jaguar owners are all wondering about.

First, Atari claims to have over 35 licenses for the Jaguar. For months I've read about these games that Atari has, and the ones their 3rd parties are working on. The Jaguar has been out for quite some time now, and there hasn't been a single new game since *Tempest 2000*, *Allen Vs. Predator*, *Redline Racer*, and *Wolfenstein* should have been out a long, long, long time ago. What's the deal, where are the \*\$! games? When will anything new be available?

Second, is Atari having some kind of financial troubles? There are only 3 stores I know of that carry the Jaguar.

Do you have any pics. of new games that are planned for Jaguar? What about *Mortal Kombat II*? Is Williams Entertainment bringing this fighter to the 64-bit console? Will the Jaguar suffer the same fate as the *TurboGrafx-16*?

**P.S. I should have learned my lesson after my disappointment with the Lynx.**

Chris (Arcade-A-Holic) Sims  
Milwaukee, WI

Okay, by now *Wolfenstein* and *Brutal Sports Football* are out (oh yeah!), and the others should be on their way. I would have to agree though. They told us that all these games would be here and they're not. It's pretty disappointing, because we believe the Jaguar can do well. It definitely has its niche in the video game industry, but if their performance continues to be less than satisfactory, owners like you and me will quickly run to another system

## Letters From Our Readers:



**Dear GI!**  
and leave poor Atari in the dust. So when will the carts come? I know this is going to sound bad, but I don't think even Atari knows. Atari has come to a serious crossroads in their business. Companies are interested in carrying and supporting the Jaguar. They think it has an excellent price point and a lot fans, but one thing that retailers and gamers demand, is games. Of course, you can't get games until you get units out there so it's kind of a catch-22. I don't know, but I hope they make it. It would be a shame for games like *Iron Soldier*, *Battlezone 2000*, and *Blue Lightning* to never make it to the market because Atari can't get their act together.

## What's Up with Sonic?

In your July/August 1994 Issue it says that there is a code for *Sonic 3* to access a level select (Up, Up, Down, Down, Up, Up, Up). I've tried it a thousand times and it doesn't work. I would like to know what's wrong.

Mike Vittorio  
Glendale Heights, IL

I wish I could tell you it was wrong, but it's not. We received a number of calls and letters concerning the difficulty of this code so here's a couple of possible solutions. Sometimes it's because your controller is worn out and you can't get a true Up or Down input. Other times, it's because you just didn't do it right (I know, unbelievable), or you just didn't do it fast enough. Try it again, faster, and it just may work.

## I Think This Cart is Broken?

First of all, let me say that your magazine is the best of its kind that I've ever read. I used to get *Nintendo Power*, but your kills it! I got my first copy at a local store and I can't wait for my first issue via my new subscription to your magazine. I do have a couple of quick questions though.

1.) I noticed the other day that my older SNES cartridges have different case designs than my newer ones, particularly in the center towards the bottom. Why is this?

2.) While browsing through the instruction manual of my new game *Ken Griffey Jr. Baseball*, I saw a warning about making illegal back-up copies of the cartridges. How is that possible?

Larry Benson  
Holbrook, NY

Originally when they made the SNES unit it was designed to lock-in your cartridges. At a later date, Nintendo decided to remove this feature, so they redesigned the cartridge casing to correct the problem. However, this change didn't fix one prob-

lem - game pirating or as it is seldomly called "game back-up". Game pirating can be done with a number of grey market "game back-up" units. Of course, game pirating is highly illegal, and I would not want to be the guy that Sega or Nintendo found with their game. They don't have a lot of sympathy for people who copy their games.

## Don't Go Back to Happyville!

I have a Super NES and have just recently purchased a Real 3DO. I bought it because I was so disappointed with Super NES's games! I thought the *Marlo's* were great games, but come on! I'm tired of being a plumber stomping on mushrooms in *Happyville!* I love blood and guts, especially in games like *Doom*. Are there any games coming out (for any system) where you are the bad guy trying to create evil rather than stopping it? If one comes out, you can be sure I'll buy it. So review it!

**P.S. Should have more 3DO reviews.**  
Joe Gelet  
Boca Raton, FL

But the key word is thought! Games that are based in *Happyville* are actually a lot of fun. They are especially fun if you don't like ultra-violent games like a large number of people. I would like to remind you of one rule of thumb. Just because games have blood in them doesn't necessarily make them good. Remember *Time Killers!* *Doom* is good, not particularly because of the blood and violence, but because the gameplay is excellent. Oh yeah... get to be the bad guy. That sounds like a sweet game.

## Frustrated!

I would like your opinions on something. What is the hardest fighting game for the Genesis or Super Nintendo? I need a tough game, because I beat *MK I*, in a half-hour (on the "Very Hard" setting), the first day I got it. I have already beat *Super Street Fighter 2* on the hardest level and *Streets of Rage 3* on the 2nd hardest level. I'm not bragging, just frustrated. Please help me.

Jeff Lowich  
Bridgewater, NJ

Well, almost every game has got some quirk you can exploit or code you can use, so unless you're a playing a human opponent, a player of your caliber may not get much competition. We can say that *Eternal Champions* is tough, and that's not on your list of accomplishments.

## Vidlots of the World Unite and Take Over!

I'm 23 years old and I'm nuts about video games. I love your magazine. The hints, tips, and overall game rating is simply top of the line. I own a Nintendo and Sega Genesis. I don't really play Nintendo that much anymore, but Sega keeps me on my toes with new games and excellent graphics.

I look forward to future G.I. issues and all the gaming knowledge one person can withstand.

Raymond Foster  
University Park, IL



Thanks, but let's hope nobody's brain explodes!

### Nice Shot!

What a great job you guys are doing. Nintendo Power is not up to date on the newest games and codes. Plus, it advertises the terrible Nintendo games as great ones! As for Game Pro, if I wanted a pile of ads, I'd keep all the coupon booklets I get in my trash mail!

Your mag is smokin'! You get the tips and codes before anyone. Your mag sure has improved since when I started subscribing. Just one question. How do you get such perfect screen shots for your reviews? The whole screen shows and it is a perfect square! How? Do you have an expert photographer?

Evan Bailyn  
Oceanside, N.Y.

Thanks Evan, your letter is quite humorous! "Your mag is smokin'" has been the saying around here lately. As far as the screen shots are concerned, we don't use a photographer. We take those screen shots with a computer. We play all our games on our computer monitors through video cards, so when we see something that we want to put in the book, we just press a button and it's done. The tricky part is getting through the game!

### Super Bomb Launcher?

I have a question about Sega of America and Nintendo of America. They're mostly made in Japan, maybe some in America, but still the system is put out by companies in Japan. Not only that, but they try to be so deceiving. Like when Nintendo calls the Super Scope 6 a scope? It looks more like a bomb launcher. Why not call it one? It could be the Super Bomb Launcher. That's what it's used for, or a gun.

Bret Klapper

### Accolades

Recently my friend showed me a copy of Game Informer mag. I was amazed as I read through it! The pictures in your mag are the best I've seen yet. In all your 65 pages (I only noticed a couple of ads) you had tons of reviews and five full pages of codes and tips. I also read a letter by Andrew McNamara, and every word of that was true. Other mags rate games high because they get paid, but not GI. You're #1.

Zac Jenks

#### GI reviewers rate games in six categories:

- Concept
- Playability
- Graphics
- Entertainment
- Sound
- 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

### Drum Roll Please!

For once this letter should be fairly easy to write, because the subject is something I have been wanting to write about for quite some time. *Game Informer Magazine*, as some of you might have already figured out, is now a monthly publication. And no, we won't be changing our name to *Game Informer Monthly* or anything silly like that. However, what we will do is keep bringing you our honest opinion on video games and the electronic games industry, only twice as often.

Now, why make such an obvious statement? Doesn't every magazine do that? It's an easy question with a not so easy answer. Our work just doubled, and the easy way is to do it would be to work just like every other magazine; read the press release, play the first level, and then "blow the doors off" some game we never played. Now, believe it or not, this thought actually crossed my mind and the mind of my bosses. Luckily, we all came to our senses and realized that gameplay and dedication make *GI* different...and better.

I know you probably didn't know this, but one of the unique things we do here at *GI* is play every game that we preview or review in the magazine. Any game that we run in this mag we have either seen and played extensively at a CES, or actually have on the premises. Now, why does that make us unusual? Well, we don't or won't always have the "first pics" of the hot new game, but you can rest assured, when we run the game we'll have the real story (not some fable that some editor dreamed up). Nothing will ever get a cover or page from us just because we have the pictures and we think we can write some information on it that will be somewhat close to the real thing when it comes out.

Not from us, because we are the real thing. And now, thanks to you, we're monthly. The best part is that during the next year, *GI* is going to kick some serious butt in the video game biz, and man-oh-man is it going to be fun! ■

#### Note from the Publisher:

Dear Subscribers,

Now that *Game Informer Magazine* is monthly, your current subscription of six issues will be fulfilled with the upcoming monthly issues. To see which issue you are currently holding, check the issue number on the mailing label. To guarantee that you won't miss an issue, please fill in the enclosed subscription card right away, or call (612) 946-8883. For any questions concerning your subscription please call customer service at (612) 946-7854. Thanks and sorry for any inconvenience.

#### Attention!

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

#### Subscription Notice

Want to stay on top on what's new in the video game world? Keep the *Game Informer* coming to your home. Subscribe now for only \$9.98 for five trial issues or \$19.98 and receive twelve action-packed issues; one every month. Save \$27.42 off the cover price.

Look for the subscription card in the issue and sign up today!

#### On-Line Mailbox:

*Game Informer* is now on-line! If you want to drop us a line please E-Mail us at the following address for each service:

American On-Line: GmInfrmr  
CompuServe: 74431,1611

## Meet The Reviewers



Andy The Game Hombré

"The snow is back and I can finally start snow boarding again with Tim. Unfortunately, that's about the only good thing I can say about winter. Of course, there are a number of cool games to play. *Donkey Kong* and *Sonic & Knuckles* have also eaten up a good bit of my time, but nothing can compare to *Earthworm Jim* in the action/platform category. *FF 3*, *MKII*, and *Road Rash* (yes, a good game for 3DO) are the only other games I've played that I truly enjoy and go back to again and again. Also, I just went to the AMOA to play *Ultra 64*. Ahhh, this is the life!"



Ross The Rebel Gamer

"Well, the snow has fallen again and we all know what that means, hockey season is here! Although the winters here come fast, what with us so close to the "Great White North" and all, the fresh white blanket is welcomed by me. Looking back, my favorite games will have to be *Earthworm Jim*, *Donkey Kong Country*, *NHL '95*, *NBA Live '95* (what can I say? I'm a sports nut) *Return of the Jedi*, and *Road Rash*."



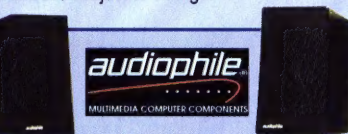
Rick The Video Ranger

"Well it's Winter once again so I will be staying inside with my favorite vids. These include *Final Fantasy 3* and *Road Rash 3DO*. The 32X is coming very soon. Here's hoping the system delivers the goods and there will be lots of great games ready for it's release. I am totally psyched up for being a monthly publication. So until December adios."



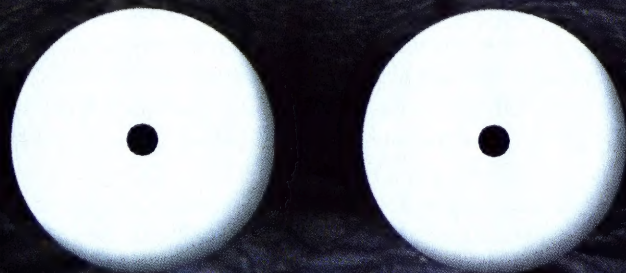
Paul The Pro Player

"The opportunity to rule the interactive realm has, again, slipped through my fingers. Now I'll have to practice over the cold months to rehone my gaming prowess. Enough about me and my delusions of virtual superiority. Games are about to flood your world, and I hope you're ready for the onslaught. This issue is packed with some of the best games of this year. So check out my scores. If you agree or disagree with my review, let me know why by mail or e-mail. You'll read plenty from me, let's see what you think."



*Audiophile*, an official sponsor of *Game Informer Magazine*, makes its *Multi-Media Speaker Systems* available to the gaming public. The 10A satellite speaker system (amplifier included), adds a whole new dimension to your interactive games. For more information on Audiophile's Satellite speakers and sub-woofers please write to: David Hersik; Audiophile; 7416 Washington Avenue; Eden Prairie, MN 55344 Dealer Inquiries welcome!

**Donkey Kong Country.  
You won't believe it either.**



Hold on to your banana. This is gonna put hair on your chest...and maybe even your back.

It's **Donkey Kong Country**®.

The first home video game entirely created on the supercomputers of SGI (the same ones used for that Jurassic Park™ flick.)

This **32 MEG monster** is gonna have you scratching yourself all over. A juiced-up jungle packed with over 100 chest-pounding levels.

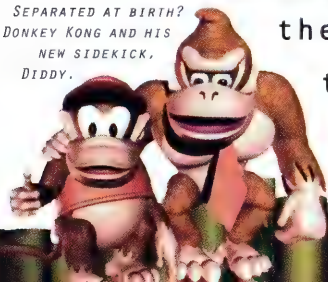


A 16-BIT GAME THAT LOOKS LIKE 32-BIT? SURE, WHEN MONKEYS SWIM...

Blinding snowstorms, exploding barrels, crazy monkeys riding on the backs of fish ... it's all here in Nintendo's biggest game ever.

And with **ACM\* technology**, the action is totally realistic

SEPARATED AT BIRTH?  
DONKEY KONG AND HIS  
NEW SIDEKICK,  
DIDDY.



and fully rendered. Meaning, it looks really cool. Heck, it even sounds 3-D!

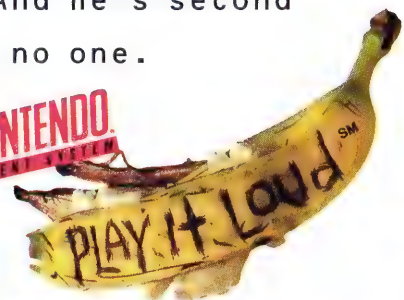
But the best part is you get all this on a Super NES. And you don't have to go out and blow your wad on some

extra piece of hardware to get it — unlike some other systems we know. (Hint:

rhymes with "Schmega".)

So grab a vine and start yelling "**OOH OOH!**" The beast is back. And he's second banana to no one.

Only For  
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



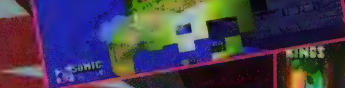
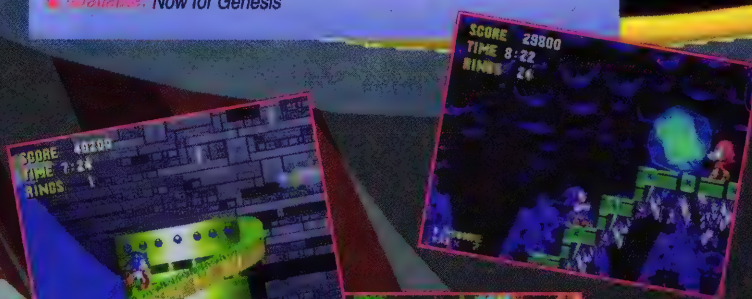
GI Finds Knuckles In The First Backward Compatible Cart.

# SONIC & KNUCKLES

- **Cart Size:** 16-Meg
- **Style:** 1 or 2-Player Competitive Action/Platform
- **Special Features:** "HYPER" Characters, "Lock-On" Technology Allowing Certain Cartridges To Attach, Different Paths For Sonic and Knuckles
- **Levels:** 7 Levels + 1 Hidden Zone For Sonic, 5 Levels For Knuckles
- **Created by:** Sega of America
- **Available:** Now for Genesis

As previewed in the September/October issue of GI, here is the blowout of one of the hottest Sega carts on the market. Sonic & Knuckles gives you just what the name says; the feisty hedgehog and brutish echidna on the prowl with all new tricks and contraptions to delight your eyes and please the thumbs. The basics of Sonic & Knuckles are just the same as the other Sonics. You must collect all the Chaos Emeralds and defeat the evil Dr. Robotnik. Sonic & Knuckles is an excellent game cart in its own right, but Sega's new "Lock-On" technology is what really makes S&K truly innovative. The "Lock-On" technology allows you to attach other Sonic games to the S&K cartridge, much like a video game enhancer, and create new adventures on your older carts.

Of course, in the Sonic & Knuckles adventure you may play as the lovable Sonic or Knuckles, the echidna. Until you "Lock-On" Sonic 2 or 3, you won't be able to see what the Sonic & Knuckles cartridge can accomplish. Knuckles, along with Sonic and "Tails", will be playable when you "Lock-On" Sonic 2. And when Sonic 3 is clamped on, the Sonic and Knuckles cartridge really shows what the backward compatibility can accomplish. Connecting Sonic 3 to Sonic and Knuckles combines the levels of the two games into a 14 level "mega" game. It not only brings the Sonic and Knuckles levels a save feature, the union of these two cartridges offer some other "never seen before" Sonic tricks.



Sonic and Dr. Robotnik in the classic battle.



The transporters move Sonic & Knuckles from level to level.



Echidna with attitude.



Knuckles in chase.



"OOOOOW!"

## PAUL, THE PRO PLAYER

**Concept:** 10 "The Sonic & Knuckles cart is a great game in and of itself. It has more of a plot than the other three combined.

**Graphics:** 8.5 The new toys and cool 3D effects make it the best looking Sonic yet.

**Sound:** 7 Plus, what this can do for the other

**Playability:** 9.5 Sonic games makes S&K tower over the previous versions. It doesn't seem to do a whole lot for Sonic 2 besides add Knuckles. But it really makes Sonic 3 fun to play again.

**Entertainment:** 9.5 What a great way to dust off those "oldies" and do some reminiscing with a twist.

**OVERALL:** 9

## ANDY, THE GAME HOMBRE

**Concept:** 9 "Sonic & Knuckles takes video game-dom in a totally new direction - backwards compatibility. It adds a whole new twist to some of your older games, especially when you hook it up to Sonic 3 (which makes for a serious Sonic marathon). But, my excitement for Sonic games has gone down lately. It seems that every 9 months there's a new Sonic game.

**Graphics:** 8.25 Of course, all of them, including Sonic & Knuckles, are spectacular games.

**Sound:** 8.25 If you dig Sonic, you'll groove on Knuckles."

**Playability:** 9

**Entertainment:** 8.5

**OVERALL:** 8.75

## ROSS, THE REBEL GAMER

**Concept:** 6.25 "Sega is making another Sonic game, and I for one would have never guessed that there would be another one (Sarcasm folks). I do have to say that the graphics on the first two games were greatly improved when used with the new cart. I also like that you can play as Knuckles on the other carts too. Unless you're totally psyched for another Sonic, I would rent this one."

**Graphics:** 8

**Sound:** 7

**Playability:** 7

**Entertainment:** 6.75

**OVERALL:** 7



Charge up in a ball to escape the traps.



Hang on Knuckles!!!

Pull down, repeatedly to jock Sonic up to the next tier.



Knuckles looks a bit cold in the water.

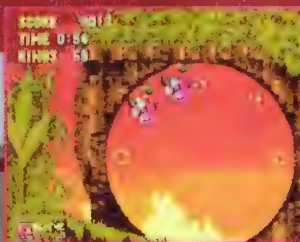


With Sonic 3 attached you can play Tails in S&K.



Can you find Tails?

▶ **THE BOTTOM LINE** 8.25



By collecting all 12 Chaos Emeralds you'll make the characters "HYPER".



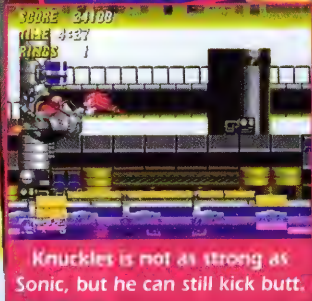
Remember the barrier in Sonic 3? It's no problem for Knuckles.



First off, Miles "Tails" Prower, who is not playable for one player in S&K, is playable on the Sonic & Knuckles levels in the "mega" configuration. Second, the #3 and S&K link combine the bonus levels of both, so you'll never know what bonus stage you'll see next. Finally, by collecting all the Chaos Emeralds (a total of 12) you can become "HYPER". This is similar to the "SUPER" Sonic found in Sonic 2 or 3 by collecting all 6 Chaos Emeralds. The "HYPER" mode will allow the characters to be invincible and access hidden levels within the game.

Confused? Well, it is confusing because the Sonic & Knuckles cartridge can do so many great things for Sonic 2 and 3. Plus, with S&K you can access secrets in Sonic 1 and Sonic Spinball via hidden button combinations that will be released soon.

Only you may unearth the complexities of the Sonic & Knuckles mystery. Stay informed and look to GI for further info.



Knuckles is not as strong as Sonic, but he can still kick butt.



You won't see Knuckles like this, without Sonic 2.

## You think you want to be King?

Get real. You're starting life as Simba, the cub. To survive and grow into a powerful adult lion, you must perfect your savage pounce, reckless roar and master fighting with all four paws. If you survive the challenge, you'll grow into a strong, ferocious adult lion.

So prepare to scrap with hyenas. Blast through an elephant graveyard. Battle an in-your-face stampede of trampling wildebeests. And you'd better quit hanging with slackers like Timon and Pumbaa, unless you want to be scarfing bugs the rest of your life!

Are you sure you want to be King? Then it's time to cut loose in the deadliest one-on-one brawl ever. Defeat your evil Uncle Scar. Recapture the Pridelands. And reclaim your rightful place in the Circle of Life.

- 🐾 A radical variety of gameplay that follows the adventures of the hit movie *The Lion King* through 10 levels of action, puzzles and combat.
- 🐾 Fast, super smooth, movie-like animation, hand-drawn by top Disney animators and packed with the latest Digicel™ technology in a 24-meg cartridge.
- 🐾 All 9 music selections from the movie, including "The Circle of Life," "Just Can't Wait to Be King" and "Can You Feel the Love Tonight?," composed by Elton John and Tim Rice.
- 🐾 Able to control four characters: young Simba, adult Simba, Timon and Pumbaa.

See  
**THE LION KING**  
this holiday season  
at a theatre  
near you.

Virgin

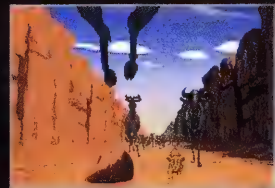
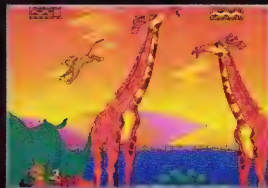
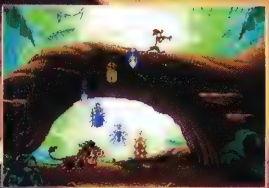
Disney  
SOFTWARE



# THE LION KING



24 meg. Sega™ Genesis™ and Super NES®



# DYNAMITE® HEADDY

*"That Dude Has A Serious Melon"*

**M**et Dynamite Headdy, Sega's newest star for the Genesis. What the heck is Headdy? Headdy, from our best interpretation, is some kind of mix between a bird, Pac-Man, and a robot. Headdy has the unique skill of detaching his head from his body and using it as a weapon or tool to get past obstacles along his journey. One of Headdy's friends, HeadCase, will supply over 15 power-up heads that increase Headdy's abilities. But watch out, there are even a couple of heads that will do more damage than good. Grab, push, pull, fire, fly, bomb, and much more with Headdy's arsenal of craniums.

Dynamite Headdy offers a wide array of game styles from puzzle solving to shooter. The player can play in nine levels which are divided into different scenes or acts. The scenes are a mix of side and vertical scrolling levels. Headdy must slam his way through these treacherous levels in his quest to defeat the Keymasters, Trouble Bruin and the all-powerful sorcerer, Dark Demon.



Headdy encounters many sub-bosses throughout the game.



Miniature Headdy accesses small passages.



TWIN HEADS



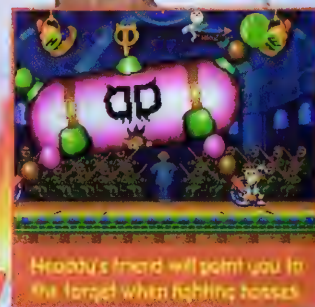
What do you have for a spitting headache?



Headdy, if you couldn't tell, is completely whacked.



Headdy uses the plane head to fly to the stratosphere.



Headdy's friend will point you to the target when fighting bosses.



**ADDY, THE SAME HEADDY**

**Concept:** 7 "Dynamite Headdy is an action/platform game that you can tell somebody spent a lot of time on.  
**Graphics:** 9 Everything is perfectly placed, and  
**Sound:** 6.5 from level to level the action gets better and better. You can really see  
**Playability:** 9 the detail in the 3-D graphics and the  
**Entertainment:** 8 amazing animation. Although it isn't anything new in the category, it does do it very well, and that makes it worth its weight. I will warn you though, it's more difficult than any Sonic, so you better have some patience."  
**OVERALL:**  
**8**

**RODY, THE REBEL GAMER**

**Concept:** 6 "When I first saw this game, I didn't think much of it. Now that I can see past the cover, I think a lot about it. This game fits into the same category as Decap Attack, only the levels and heads are much better. It's graphically sound and tough enough to make you utterly frustrated. The bosses are really difficult until you figure out where to hit 'em and the patterns that they use. In closing, I would like to remind gamers everywhere that you can't judge a book by its cover."  
**Graphics:** 8.5  
**Sound:** 8  
**Playability:** 8.75  
**Entertainment:** 9  
**OVERALL:**  
**8**

**PAUL, THE PRO PLAYER**

**Concept:** 8 "I first thought that Dynamite Headdy would be a walk in the park. The first intros and practice levels fool you. This is a very original action platform that shows some cool levels. The tower stage has been done before, but the boss stage after that is really amazing. If you're tired of picking up coins or rings, like most games of this style, Dynamite Headdy is sure relief from the same ol' platform."  
**Graphics:** 8  
**Sound:** 8  
**Playability:** 9  
**Entertainment:** 9  
**OVERALL:**  
**8.25**

- **Cart Size:** 16 Meg
- **Style:** 1-Player Action/ Platform
- **Special Features:** Practice Screens, 15 Dynamically Different Heads To Choose From.
- **Levels:** 9 Levels With Multiple Scenes
- **Created by:** Treasure for Sega of America
- **Available:** Now for Genesis

The many craniums of Dynamite Headdy



**▶ THE BOTTOM LINE 8**

Robert Akers  
All Monitor/Law Society  
Hit by the Masked Muscle.



Vanessa Hill  
Fencing, Yearbook Staff  
Bell rung by Piston Hurricane.



Young Advertisers  
Knocked out in First Round.



Dan Baldino  
Varsity Basketball, Student Council  
Knocked silly in Super Punch-Out.

Kim Bandusky  
JV Basketball, Health Officer Helper  
Face rearranged in Super Punch-Out.

Joe Bardetti  
Varsity Football, German Club  
Looked at Nick Bruiser the wrong way.



Cheryl Berman  
Young Scholars of America, Junior Hawkette  
Lasted 4 rounds in Super Punch-Out.

Robert Carney  
Physics Club, Tomorrow's Farmers Society  
Took on the Narcis Prince.

Don Coyner  
Varsity Wrestling, Junior Librarian  
Pummelled by Mr. Sandman.

# Introducing the Super Punch-Out Graduating Class of '94.

Now get in lots of fights after school without getting suspended.

It's Super Punch-Out.<sup>®</sup> The biggest Punch-Out ever, featuring some of the biggest lowlifes ever.

They may look dumb. But these guys are big and in-your-face (no sissy side-view



LOW BLOWS, KICKS AND STICKS TO THE HEAD ARE LEGAL. NOW LET'S HAVE A GOOD CLEAN FIGHT.

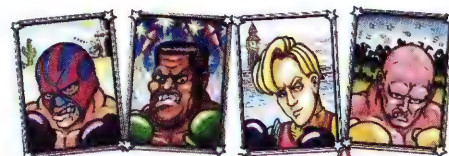
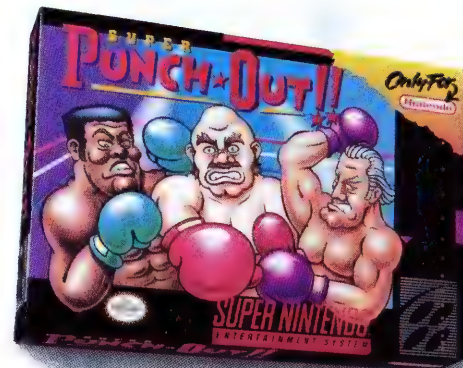
perspectives.)

Even worse, they've each got their own dirty style you've gotta figure out before you can kick their butts.

But before you even step in the ring, you gotta have a Super NES. And then it's DING! DING! — 16 bouts of smacks, hits, jabs and of course, lots of nasty shots below the belt.

Sound like fun? You bet your last few remaining teeth. Cuz you know, there's nothing like beating the snot out of a big ol' ugly guy.

Although a knee to the groin is pretty cool too.



JUST 4 OF THE NEANDERTHALS YOU'LL FACE. AND THEY JUST CALLED YOU A LITTLE MAGGOT.

Only For  
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



# The Timeless

## Adventures

## of Mickey

## Mouse

# WICKED WANTIA



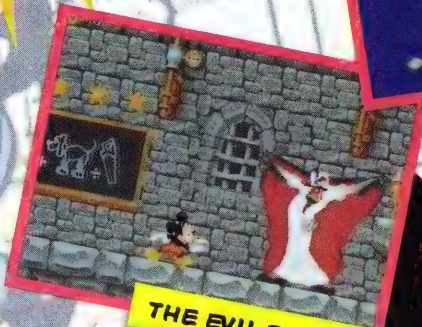
WELCOME TO THE GARDEN.



HEY! 3-D VASES!



THE BONUS STAGE.



THE EVIL DOCTOR.



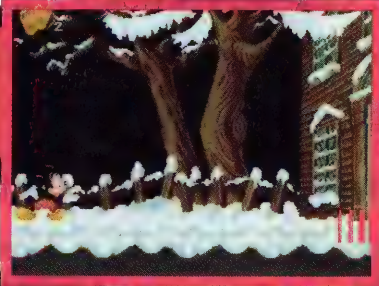
**T**HE LEGEND OF MICKEY MOUSE HAS LIVED IN THE HEARTS AND MINDS OF CHILDREN FOR OVER 60 YEARS. NOW, SONY IMAGESOFT AND DISNEY SOFTWARE BRING YOU *MICKEY MANIA*, THE NEXT STEP IN THE EVOLUTION OF MICKEY MOUSE VIDEO GAMES.

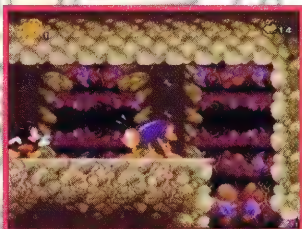
MICKEY MANIA TAKES THE PLAYER THROUGH CLASSIC ANIMATED FEATURES FROM MICKEY'S LONG CAREER. FROM HIS FIRST APPEARANCE IN STEAMBOAT WILLY IN 1928, TO THE PRINCE AND THE PAUPER IN LATE 1990, *MICKEY MANIA* DOESN'T LEAVE OUT ANY OF THIS MOUSE'S HISTORIC ADVENTURES. THERE ARE SIX FEATURES, A BONUS LEVEL, AND A SPECIAL APPEARANCE BY YOUR OLD FRIEND, PLUTO.

MICKEY, ARMED ONLY WITH HIS BAG OF MARBLES, MUST SWING, JUMP, AND OUTSMART 24 LEVELS OF CLASSIC DISNEY ADVENTURE. FILLED WITH ACTUAL ANIMATION CELLS FROM THE ORIGINAL MOVIES, *MICKEY MANIA* HAS THE FLAIR OF DISNEY MAGIC THAT WILL APPEAL TO DISNEY AND VIDEO GAME FANS EVERYWHERE. 🐭

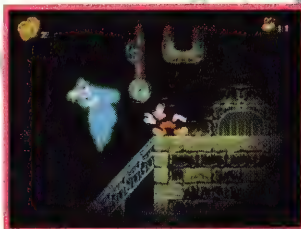
▶ THE BOTTOM LINE **8.25**

▶ CHECK OUT THE 3-D RENDERED BUILDING.





Hey, those guys look like "Cooties"!



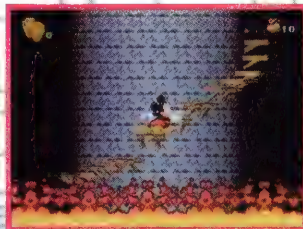
Beware of the stairs, they're loaded with that old trick.



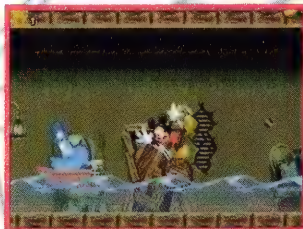
In *Moose Hunters* you'll encounter a unique "coming at you" perspective.



Watch out for the Skeletons; they're dangerous even after they're dead!



Mickey Mania takes the pillar stage from *SkyBlazer* and takes it to a whole new level.



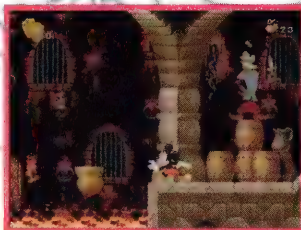
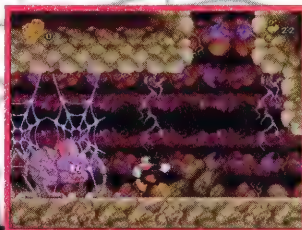
Mickey has quite an arsenal of animations and wacky cinemas.



To make it to the stairs you must swing from chandelier to chandelier.



The weasel guys will crack you up!



**ANDY, THE GAME HONORÉ**

**Concept:** 7 "This game is fantastic! This is the first Mickey cart that has kept me glued to the screen throughout the entire adventure since *Castle of Illusion*. While it's no *Sonic*, it does have all the right ingredients for a great Action/Platform game-  
**Graphics:** 8.75  
**Sound:** 8  
**Playability:** 9  
**Entertainment:** 8.5 Animation, excellent play control, and a good difficulty level (for a Disney game). If you like Mickey don't miss this cart."  
**OVERALL:**  
**8.25**

**RICK, THE VIDEO RANGER**

**Concept:** 8 "The idea of taking old Mickey Mouse movies and making each one into its own mini video game sounded good to me. There is a growing feeling of accomplishment as you defeat the  
**Graphics:** 9  
**Sound:** 8  
**Playability:** 7  
**Entertainment:** 7.5 easy early levels and take on the more challenging ones. I wish the game had a way of tying all the parts together at the end, but it doesn't. The graphics are great but the play is pretty ordinary. *Mickey Mania* is a good game but not a classic."  
**OVERALL:**  
**7.75**

**PAUL, THE PRO PLAYER**

**Concept:** 7 "I'm no Mickey Maniac, but I did enjoy the other Mickey titles for the SG. *Mickey Mania* is, for a couple reasons, the best yet. First, I like the way it ties in the different cartoons starring Mickey. The black and white portion of the game is ingenious. The sound is also memorable and hilarious. Second, *Mickey Mania* has enough challenge and variation in play to keep me interested. Not just jump, jump, jump,.....Get the picture? This is more challenging than *Castle & World of Illusion*, but not impossible like *Fantasia*."  
**Graphics:** 9.25  
**Sound:** 9  
**Playability:** 8.5  
**Entertainment:** 9  
**OVERALL:**  
**8.5**



**I**N THE STEAMBOAT WILLY PORTION OF THE GAME, THE GRAPHICS ARE A MIX BETWEEN BLACK & WHITE, 3-D OBJECTS, AND COLOR! THE FINAL OUTPUT IS AMAZING!

- **Cart Size:** 16 Meg
- **Style:** 1-Player Action Platform
- **Special Features:** Mickey Mouse Adventures From Over the Last 60 Years, 3-D Rendered Objects, and Interactive Backgrounds
- **Created by:** Travellers Tales for Sony Imagesoft
- **Available:** November '94



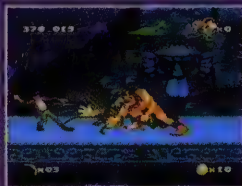


**JUST A REMINDER:  
NOT EVERYONE WINS.**

# PITFALL™



## THE MAYAN ADVENTURE



Explore haunted  
Mayan ruins.

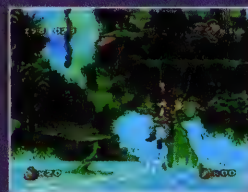
Panic is a human reaction. It's natural to panic when you're swinging from a vine above a crocodile pit. Crocodiles feed on panic. They can smell it.

So you tell yourself not to panic. But it's too late. By then it's over. • Pitfall is the vine-swinging adventure that pits you against the evil of the Mayan jungle. Jaguars.

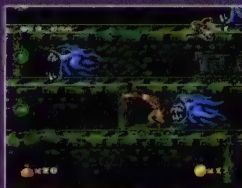
Snakes. Rats. Hawks. Quicksand. Evil Mayan spirits. What's your

arsenal? A slingshot. A boomerang.

Exploding stones. And, the head on your shoulders. • It's the legendary Pitfall, back with eye-popping graphics and a pulse-pounding, jungle soundtrack. Run, swing, skate and bungee through



2000 frames of  
awesome animation.



Take a ride on an  
abandoned mine car.

incredible, nerve-wracking worlds in the jungle adventure that started

it all. Pitfall: The Mayan Adventure.

No, winning isn't everything. But losing bites!



To order, call 1-800-477-3650 or see your local retailer. Pitfall and Activision are registered trademarks of Activision, Inc. Pitfall: The Mayan Adventure is a trademark of Activision, Inc. All rights reserved. © 1994 Activision, Inc. Nintendo, Super Nintendo Entertainment System and the official seal are registered trademarks of Nintendo of America, Inc. Sega, Sega CD and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved.

# ACTIVISION®

Come In With Your Guns-a-Blazin'

# ZERO TOLERANCE

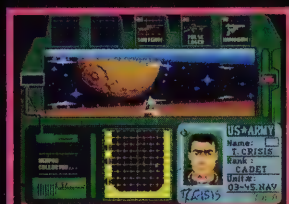
- **Cart Size:** 16 Meg
- **Style:** 1-Player Action Fighting
- **Special Features:** 1st-Person Perspective, Five Characters, 2-Player with Packed-In Link To Connect 2 Segas, 13 Weapons & Items, 5 Unique Characters, and Hidden Rooms
- **Levels:** 3 Worlds with 15 Levels Each
- **Created by:** Technopop for Accolade
- **Available:** Now for Genesis

## THE BOTTOM LINE 8

### EQUIPMENT



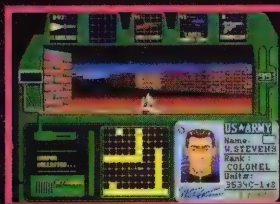
### STRIKE TEAM



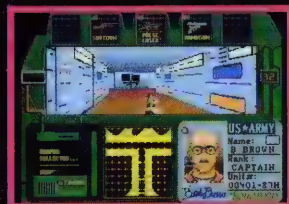
Check out the Planet in the background. Awesome.



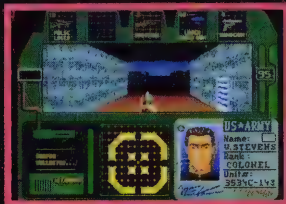
If you look closely after you waste one of the alien horde you can see his remains running down the wall.



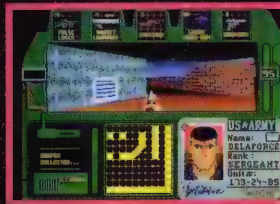
Beware of snipers on other buildings when you're on the roof of the skyscraper!



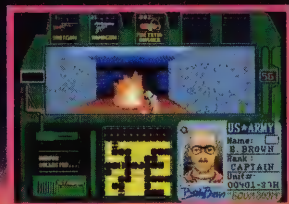
Coming up on a "T" in the road, be careful!



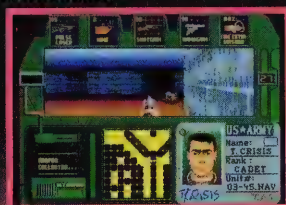
Save your Shotgun ammo for large group attacks, and use your pistol for one-on-one encounters.



When coming around corners, hold the A button to move sideways.



Fire! You've got to find an extinguisher and put it out.



Zero Tolerance can manipulate any number of on-screen enemies, and believe us, they use it.



Night vision.

...Europa-1, the Planet Defense Orbital Space Station has been overcome by hostile alien lifeforces. The entire crew is now dead, and during the assault some small arms fire has caused the reactor core to overheat. Your five man assault team must infiltrate the space station and stop the reactor core from breaching...

...Proceed with extreme caution. Alien forces are still on-board and should be treated with Zero Tolerance. Take no hostages...

Zero Tolerance is the first Genesis cart to feature a 360° first-person perspective view similar to the PC hits *Wolfenstein 3-D* and *Doom*. Stare down the barrel of up to eight different weapons as you blast your way, commando style, through 3 worlds with 15 intense levels in each. Lose your weapon and take on the alien forces in hand to hand combat, or use any of the 6 different items you can find to help you on your quest. No time to lose. Grab your weapons and keep an easy trigger finger, but have zero tolerance for the alien horde.

### PAUL, THE PRO PLAYER

**Concept:** 6 "This is a great effort to duplicate the feeling of *Doom*. The scrolling and resolution of the graphics top those of *Wolfenstein 3D* for SNES. I can't believe they fit so many levels onto this cart. And with the two-player link capabilities, *Zero Tolerance* is a whole other game. The weapons and items are cool and the play puts you on the edge of your seat. You don't get much complexity in level structure, but *Zero Tolerance* has addictive play style."

**Graphics:** 9

**Sound:** 7

**Playability:** 9

**Entertainment:** 9

**OVERALL:** 8

### ANDY, THE GAME HORNER

**Concept:** 8 "This is the best Accolade game yet! I never would have thought that any 16-bit machine would be able to do a good 1st-person game, but Technopop proved me wrong. The best part is that you get the cable with the game so you can play 2-player on different Segas. Very Cool! If you own a Sega and want to go front line and blast some alien hosers, then *Zero Tolerance* is your game. I got into it. I think you will, too."

**Graphics:** 7.75

**Sound:** 6

**Playability:** 9

**Entertainment:** 9

**OVERALL:** 8.25

### ROSS, THE REBEL GAMER

**Concept:** 8 "Ever since I played the PC game, *Doom*, I have been waiting for the game that would come close to it for the home systems. The wait is over! *Zero Tolerance* puts together the action, adventure, and shooter game in one cart, and does it well. Superb weaponry and intricate levels are found throughout the game. I did find this game to be a little difficult considering that the enemies fire off rounds like machine gun spray, and when you pick up their weapon you only get a handgun. If you look on a quality to put above all the others, I would positively be the sword."

**Graphics:** 7.5

**Sound:** 9

**Playability:** 7

**Entertainment:** 7.25

**OVERALL:** 7.75



POWER. JUSTICE. DARKNESS. LIGHT.

Two halves of an ancient puzzle  
are the only hope.



IMPERIAL ENTERTAINMENT & SCANBOX PRESENT A SHAH PRODUCTION "DOUBLE DRAGON" ROBERT PATRICK  
 MARK DACASCOS SCOTT WOLF JULIA NICKSON AND ALYSSA MILANO MUSIC SUPERVISOR JELLYBEAN BENITEZ MUSIC BY JAY FERGUSON ASSOCIATE PRODUCER TOM KARNOWSKI  
 PRODUCTION DESIGNER MAYNE BERKE DIRECTOR OF PHOTOGRAPHY GARY B. KIBBE EXECUTIVE PRODUCERS SUNDIP R. SHAH AND ANDERS P. JENSEN WRITTEN BY MICHAEL DAVIS & PETER GOULD AND  
 MARK BRAZILL PRODUCED BY SUNIL R. SHAH, ASH R. SHAH & ALAN SCHECHTER AND JANE HAMSHER & DON MURPHY  
 DIRECTED BY JAMES YUKICH  
 PACIFIC DATA IMAGES, INC. AND ILLUSION ARTS  
 © 1994 UNIVERSAL CITY STUDIOS, INC. A CRAMERCY PICTURES RELEASE

Coming Soon to a Theatre Near You



Cleaning Gear. Works better than your mother.



Car Adaptor. Roadtrip.



AC Adaptor. Plug it in.



Gear-to-Gear. Two Players. Same Game.



Game Gear. Get one?

IT'S NOT  
STUFF  
YOU LOSE

SEGA™ Game Gear™ - Extras.



SEGA Seal. Look for it.



Super WideGear™ Don't Squint. Magnify.



Halster Case. Carry your gear.



PowerBack. Rechargeable. Pop it on.

**F**ive years have passed since the Alien Wars, and the world is only just beginning to recover. With the fall of civilization came an increase in crime and genetic engineering was used to create the most fearsome crooks this planet has ever seen.

To counteract this threat to society, the government set up a team of elite troops known as the "Hard Corps" to protect and defend the planet from all hostile forces. But nothing prepared them for the horror that has gripped the city. Someone has infiltrated the city's computer defense system and unleashed its unmanned defense forces on the free population. The "Hard Corps" troops headed out to stop the devastation, but little did they know

it was only the beginning of what would be the war of wars against a crime syndicate more powerful than anyone could have imagined. In *Contra: Hard Corps* you and a friend can play as any one of the four different "Hard Corps" soldiers, each with their own powers and skills. *Contra: Hard Corps* will also give you different options as the drama unfolds, so you can create your own story and endings by the choices you make.

Hamami pulled out all the stops for this first installment of *Contra* for the Sega Genesis, creating a *Contra* game that rivals all the power and gameplay of its predecessors. That is, if you think you can be a part of the "Hard Corps." 🎮

# CONTRA

## HARD CORPS



Fang takes to the air as he tries to get to the reserve building that is under attack.



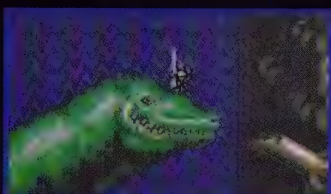
These guys are seriously hard core. They duke it out while they soar across the countryside atop armed missiles.



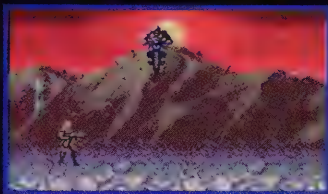
These three guys mix and match together to create three different bosses.



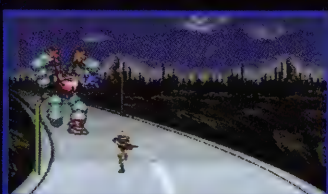
Between levels, HQ gives you the low-down on your upcoming mission.



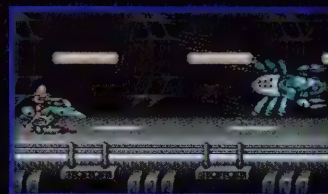
Even *Contra* couldn't miss out on the dinosaur craze.



Check out the bikers riding in from the background. Cool!



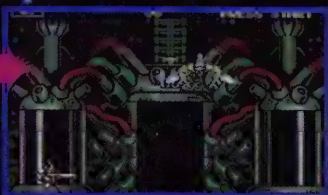
Now here's a direction you haven't played *Contra*.



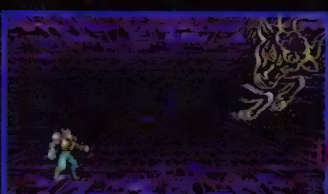
*Contra: HC* uses cool 3-D effects!



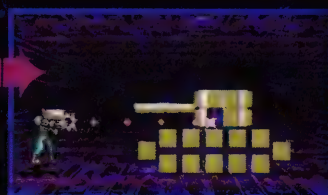
Check this out: The mad Doctor puts two different animals in the gene blender and voila!



Groovy monsters!



The boss at the end of stage 3 turns into various constellations and then into a tank and a helicopter. Tough!



■ **Cart Size:** 16 Meg  
 ■ **Style:** 1 or 2-Player Action/Shooter

■ **Special Features:** Multiple Routes, 4 New Characters, Multiple Weapons, and Five Continues

■ **Levels:** 8+  
 ■ **Created by:** Konami  
 ■ **Available:** Now for Genesis

▶ **THE BOTTOM LINE** **8.25**



Each character has the ability to use Super Grenades to clear the screen of enemies.



This boss is cool. As you fight him, he grabs the bridge and you get to go for a ride.

**ATTACHES**

ROSWY, FOX, BEN, SHEEN

Rapid Fire

Rapid Fire

Rapid Fire

**ANDY, THE GAME HOMBRE**

**Concept:** 8 "Genesis has needed a Contra game for quite some time now, and Hard Corps does not disappoint. The graphics, though they break up at times, are spectacular. I really dig the fact that you can choose your route and the action is very intense. The only problem (if you consider this a problem) I could find with this game is that there aren't that many henchmen, but a lot of bosses. Big, mean, and tricky bosses."

**Graphics:** 8.25

**Sound:** 8

**Playability:** 8.5

**Entertainment:** 8

**OVERALL:** **8**

**RICK, THE VIDEO RANGER**

**Concept:** 8 "Contra: Hard Corps is the first Genesis game to carry this famous name and deservedly so. Contra has always been known for nonstop action and great bosses and Hard Corps delivers. The bosses are gigantic enough to rival the ones in Shinobi 3. The challenge is intense enough to make veterans of the Alien Wars tremble. Maybe we can come up with a code to help you out, otherwise good luck. The graphics are mind-blowing as explosions rock the screen."

**Graphics:** 8.5

**Sound:** 8

**Playability:** 7

**Entertainment:** 8.5

**OVERALL:** **8**

**PAUL, THE PRO PLAYER**

**Concept:** 8 "Finally, Contra has come to the SG. For all out 2-player action/shooter it doesn't get any better than the Hard Corps. Ton-o-weapons is a Contra trademark and this game has it. I enjoyed the variety of levels. Some of them are new and some are a derivative of the SNES version. Knowing Konami, there will probably be some good life-up codes and such. The long wait is over and y'all should check this one out."

**Graphics:** 8

**Sound:** 8

**Playability:** 8

**Entertainment:** 9

**OVERALL:** **8.5**

**Plug in. Lock on. Break out.  
Only SEGA's got it!**



**The only game  
too big to fit in a  
single cartridge!**



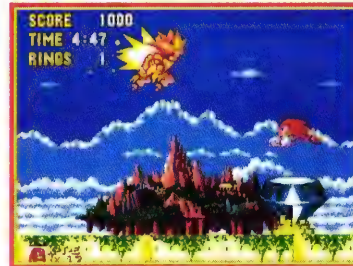
Choose to play either Sonic or Knuckles - each with his own signature moves - in their biggest confrontation ever!

**AND HERE'S MORE BREAKTHROUGH NEWS!**

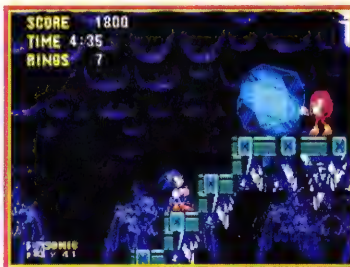
With revolutionary new Lock-On™ technology, *Sonic & Knuckles* is the first video game in history that interacts with your other Sonic games! And it's only on Sega Genesis! So plug in, and get ready to break out!



**Play as Sonic  
and let loose on Robotnik  
with amazing new powers!**



**Play as Knuckles, tackle Robotnik  
and Metal Sonic with bare-fisted  
attacks and high-speed glides!**



**Friend or Foe?  
Will Sonic be forced  
to Knuckle under?**



**Gear Up! Hit the mark  
and watch this edgy Echidna  
stir up some real trouble!**

**Play Sonic & Knuckles by itself or Lock-On with other Sonic Games!**



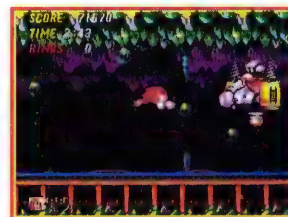
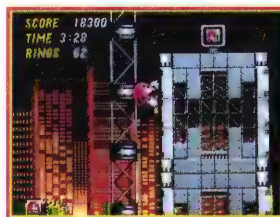
**Lock-On Sonic 3!**

Transform Floating Island into a huge 34 meg Sonic-epic, complete with new characters and multiple surprise endings! Then keep it all active with Game Save!



**Lock-On Sonic 2!**

Now you can play as Knuckles, and take advantage of all his sneaky signature moves! Climb...glide...play like never before!



**SAVE \$10 BY MAIL  
LIFESAVERS**

Collect 10 wrappers of participating LifeSavers Company products and get a \$10 mail-in rebate on purchase of participating Sonic games with official rebate form, Sonic receipt and Sonic proof of purchase.

See LifeSavers displays at participating stores for details. All rebates must be received by JANUARY 31, 1995.



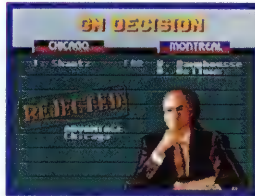
## Lace Up Your Skates and Get Ready to Play With the Big Boys of the NHL



Cross Checking gets you two minutes in the Penalty Box.



With the multi game injuries, you can put a player out of the entire playoffs and give yourself a definite edge.



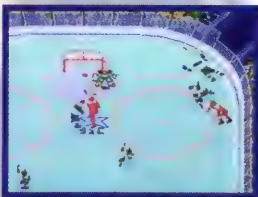
While making player trades, the GM takes all things into account and can either approve or reject a trade proposition.



Listen to John Shrader for each games scouting reports on who's hot and who's not.



In the Season Mode, you can see who plays on any given day.



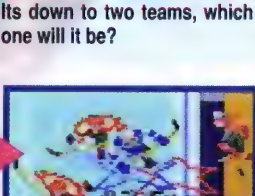
The goalie doesn't have a chance of saving that one.



Now that's what I call a celebration after a goal.



With a hard enough check, you can put your opponent into the Penalty Box even if they don't get a penalty.



Its down to two teams, which one will it be?



New character animations allow the defense men to hit the ice and block a shot.



Check out the new angle shot for the face-offs.

Just about the time the NHL season is about to start, EA Sports releases their newest edition of NHL Hockey, boasting over 20 new features which bring the game closer to the real thing than ever before. The most noticeable changes are the views of the rink and face-offs that have been altered to make the game look and play more realistically.

One of the more important features added to the new NHL includes a full 84 game season with a playoffs for the Stanley Cup at the end. Therefore you can choose your favorite one of the 26 teams and play every game on their schedule and, if you're good enough, go all the way to the Cup. Another key feature is the option to create players, trade players, or sign free agents to any team in the league and make all

of your favorite players play for one team. All new character actions and animations such as fake shots, checking, and goalie moves make the game play and look more like the actual pros. Even though the game has been dramatically altered, some of the features of '94 still remain like the player pictures, hot and cold players, and player injuries.

So as the days grow colder, and the nights grow longer, and you can't find enough people to get a pick-up game started at your local rinks, grab your controller and play hockey the professional way. There's only one way you can do it, and that's with NHL '95 from EA Sports. ■

### AND THE AWARD GOES TO...



**James Norris Trophy**  
(Best Defenseman)



**Lester B. Pearson Award** (NHLPA Most Valuable Player)



**William Jennings Trophy** (Goalie with Fewest Goals Against)



**Presidents Trophy** (Team With Best Regular Season Record)



**Hart Memorial Trophy** (Most Valuable Player)



**Art Ross Trophy** (Most Points)



**Conn Smythe Award** (Most Valuable Player In Playoffs)



**Frank Selke Award** (Best Defensive Forward)



**Vezina Trophy** (Best Goalkeeper)

- **Cart Size:** 16 Meg With Battery Backup
- **Style:** 1 to 4-Player Sports Action
- **Special Features:** Full 84 Game Season, Fake Slap Shots, Create and Trade Players, and New Leaderboard Categories
- **Created by:** High Score Productions for EA Sports
- **Available:** Now for Genesis

### ▶ THE BOTTOM LINE 8.5

#### ANDY, THE GAME HOMBRE

- Concept:** 8 "Don't let my scores fool you, I love this game. I would hate to think about a new hockey season coming around and me not getting a new NHL
- Graphics:** 8 a new hockey season coming around and me not getting a new NHL
- Sound:** 8.5 Hockey. Some people are really bothered by the fact that they keep
- Playability:** 8 revamping the same basic cart year after year, but for a lot of fans that's
- Entertainment:** 8 what you do all winter and you just don't care. You want the new stats and those couple of new options. So if you're a big fan, NHL '95 will not disappoint. If you aren't, then maybe you should try out EA's new Tennis."
- OVERALL:** 7.75

#### ROSS, THE REBEL GAMER

- Concept:** 8 "Hockey, Hockey, Hockey, Hockey, I just can't get enough of it. The NHL's just seem to get better and better.
- Graphics:** 8.5
- Sound:** 8 It looks to me like this game has taken all the options of the first few and redid the rest to make it even better than its predecessors. I don't think that any hockey fan, fair-weather or not, will want to miss this one. Nuff said."
- Playability:** 10
- Entertainment:** 9.5
- OVERALL:** 9.5

#### PAUL, THE PRO PLAYER

- Concept:** 7 "Here we go again. The true NHL fans should scoop this up right when it hits the streets. The new look and animations are top notch. The
- Graphics:** 8 season, trades and player generator are also just what this game needed to take the next step. I think a strategy option, like FIFA, should be added however. When it comes to hockey, it doesn't get any better than any of the NHL Hockey versions. But if you're not into hockey and are looking to pick up a hockey cart, you might be better off picking up a discounted '94 version."
- Sound:** 8
- Playability:** 9
- Entertainment:** 9
- OVERALL:** 8.5





*(Average Bear)*

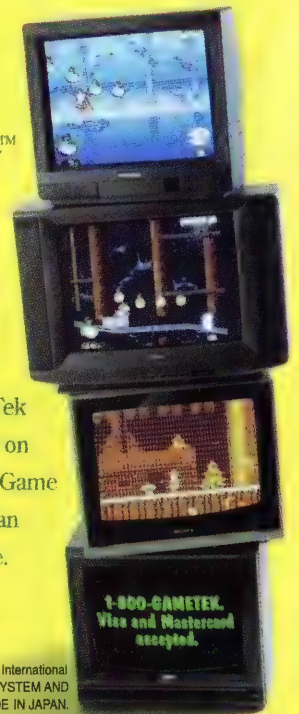


Smarter than  
the average bear.

*(Yogi™ Bear)*

# Accept no substitutes.

Hey Boo-Boo™  
don't settle for  
some bogus Yogi™.  
Help America's  
favorite cartoon  
bear save  
Jellystone Park™  
from a grizzly  
end. Report to  
your local GameTek  
retailer for Yogi™ on  
Super NES® and Game  
Boy®...smarter than  
the average game.



Yogi Bear™ and all character names, likenesses and related indicia are trademarks of Hanna-Barbera Productions, Inc. © 1994 Hanna-Barbera Productions, Inc. All Rights Reserved. © 1994 Entertainment International (UK) Ltd. © 1994 GameTek, Inc. GameTek is a registered trademark of I.J.E., Inc. 2999 N.E. 191st Street, Suite 500, Aventura, FL 33180. GAME BOY, NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1991 NINTENDO OF AMERICA INC. © 1994 Cybersoft Inc. is a subsidiary of I.J.E., Inc. All Rights Reserved. MADE IN JAPAN.

# LETHAL ENFORCERS Gun Fighters II

GET READY FOR THE SHOWDOWN OF YOUR LIFE

Imagine that you're back in the wild west. All you have is a holster supporting two guns, and your horse, Carl. Life is good until you venture upon a small town. Things are weird here. There are no people, not even a horse. Your mind begins to wonder on the endless possibilities of forgotten treasure and refried beans. But, a crackle of broken wood startles you. Worried, confused and anxious you meet a sole individual. The sound seems to have come from the town's bank. You eagerly approach the bank. However, before you come within one hundred paces of the building, two armed thugs open fire on you and Carl. Finding shelter, you hide behind an empty trough, and arm yourself for the battle ahead.

Rather than making Lethal Enforcers II another modern shoot'em up, Konami brings their expertise to the wild, wild west. The game features some hair raising levels ranging from bank robberies and damsels in distress, to runaway wagons. Hidden within the stages and sometimes dropped by deceased enemies are different weapons that will be at your disposal! You may find the classic pistol or even a cannon. Lethal Enforcers II may just be the under dog to watch this holiday season.

- **Cart Size:** 16 Meg
- **Style:** 1 or 2-Player Simultaneous 1st Person Shooter
- **Special Features:** Multiple Weapons, Justifier Compatible
- **Created by:** Konami
- **Available:** Now for Genesis and SNES



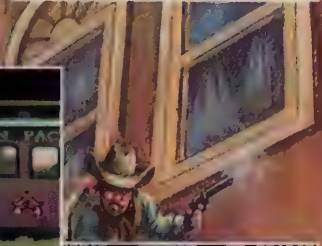
Hey guys, do you think this is a fair fight?



Take your time on this clown, and take out the cannonballs first.



Keep your eyes peeled, innocents are afoot.



You're not alone in this one. The sheriff and townspeople are here to help you out.



Shoot out lights, vases, and signs to gain valuable items.



Just like the movies... a bar fight!



Fear not fair lady, I'll save you!



Runaway wagon, runaway wagon!

► **THE BOTTOM LINE** **6.5**

**ANDY, THE GAME HOMBRE**

**Concept:** 6 "Hey, it's a gun game. They're fun if you really dig'em, but for me, it's just not that exciting. The graphics and sound are nice, but if you're looking for something that's going to last you more than an afternoon, there are better games."

**Graphics:** 7.75

**Sound:** 7.5

**Playability:** 7

**Entertainment:** 4

**OVERALL:**  
**6.25**

**RICK, THE VIDEO RANGER**

**Concept:** 7 "Lethal Enforcers CD is one of my all time favorite video games, but I am a bit disappointed with #2 on the cartridge. First, the bosses take forever to kill. I didn't count, but I would guess it takes about 500 shots to kill the first boss alone. Then, the repetitive tinny voices drive me right up a wall. There are a couple of positives. I like the variety of characters that can take from one to four shots to destroy. I will probably continue to play this game, but only until the next good gun game comes out."

**Graphics:** 7

**Sound:** 5

**Playability:** 6

**Entertainment:** 7

**OVERALL:**  
**6.5**

**PAUL, THE PRO PLAYER**

**Concept:** 5 "Lethal Enforcers II isn't as lethal as the first Enforcer. It's more of a rip-off of Mad Dog McCree. The Western theme is not to exciting considering that there have been tons of video games with that theme. The sound often repeats itself and the graphics are out of scale quite often. Yet, if you already have the "Justifier" and want to put it to a new use, Lethal Enforcers II is your only choice."

**Graphics:** 7

**Sound:** 6

**Playability:** 8

**Entertainment:** 6

**OVERALL:**  
**6.5**



It appeared in the defense  
 # before  
 # a new target  
 #



top-secret, kill-you-if-we-told-you technology and what squirted out  
 the other end is something that's going to jump out and kick today's  
 video games right in their saggy little butts. It's the Interactor. Strap it on.  
 Crank it up. Your games will thank you. And you'll thank your  
 soggy undies for world peace.

The Cold War's over, and we've  
 got some time to kill. So we got our scientists  
 going on a good sugar high, threw them  
 in a lab filled with



**AURA™**  
**INTERACTOR™**

Aura and Interactor are logos and trademarks of Aura Systems, Inc.

Taz Tornadoes His Way Into a Sequel For the Genesis

# Escape From Mars: Starring Taz

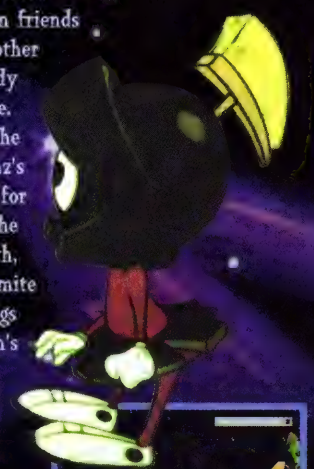
- **Cart Size:** 8 Meg
- **Style:** 1-Player Action/Adventure
- **Special Features:** Parallax Scrolling, Bigger Levels, and More Items
- **Created by:** Headgames, Inc. for Sega
- **Available:** Now for Genesis

THE BOTTOM LINE **7.5**



**A**s Taz celebrates his fortieth birthday, Sega releases the much requested sequel *Escape From Mars: Starring Taz*. Many of Taz's longtime cartoon friends join Taz as he attempts his escape from Marvin the Martian and many other enemies. You will see cameo appearances from Yosemite Sam, Speedy Gonzalez, Witch Hazel, (everybody's favorite) Wile E. Coyote, and many more. Six levels of action await Taz as he attempts his escape from Mars. The first level is, of course, Marvin the Martian's Mars Zoo. Next, Taz's adventure takes him to the unknown world of the Mole People for a battle with the little inhabitants. Then it's on to Planet X, the water planet, and we all know "Taz hate bath!". Making it back to Earth, Taz ends up in Mexico to fight it out with the ever popular no-gooder Yosemite Sam. Then it's off to a Haunted Castle that's scary enough to frighten even Bugs himself. Lastly, Taz finds himself mysteriously transported into Marvin the Martian's trash compactor for a final battle and escape from Mars!

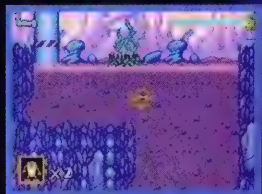
Taz's infamous temper grows worse as he spins, gobbles, and battles his way out of the grasp of that pesky Marvin the Martian in Sega's new Taz cart. ■



Use Taz's spin attack to destroy your enemies.



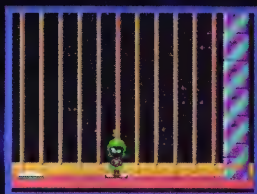
When Taz gets mad he sees 'red'!



Taz can spin his way into the soil and dig his way to some needed power ups or passageways.



Instant Martians are everywhere, and they take two hits to destroy.



Marvin is up to his old tricks again.

## ITEMS



Box O' Rocks



Magic Shrinking Potion



Gas Can



When fighting the first boss, don't attack until you can see the whites of his eyes.



'Taz huge!' Yeah, really huge!!



The continue points will come in handy if you lose all of your health.



The only way you can exit a level is by eating the lightning.



### ROSS, THE REBEL GAMER

**Concept:** 9 "With the celebration of Taz's fortieth birthday, the sequel to the hit game featuring the tornado with teeth was bound to happen. *Escape From Mars* really took me by surprise. The boards are huge and the cameo appearances of all of Warner Brothers' other characters are pretty cool. All of you cartoon freaks are going to love this one, and the not-so-cartoon freaks will probably love it too."

**OVERALL:**  
**8.5**

### RICK, THE VIDEO RANGER

**Concept:** 7 "This is a very ordinary action platform game that I'm sure will appeal to many of Taz's legion of fans. I don't find much to like or dislike about *Escape From Mars*. Everything looked like the new Toons stuff you see on TV. The spin attacks are good but this game lacks much variety. If you're a Taz fan give this one a try. If you're not, there is no reason to add *Escape From Mars* to your collection."

**OVERALL:**  
**7**

### PAUL, THE PRO PLAYER

**Concept:** 6 "The first Taz game is not bad. This edition looks almost identical but the control is much tighter. Taz is much easier to control when he is in the air. Someone in development took notes after the first one was released. I think that most people who played the other SG version will enjoy this edition. I especially like the addition of more Warner Bros. cartoon guys and the increased use of the Taz Spin."

**OVERALL:**  
**7.25**

# What Are YOU Doing After School?

## THE ADVENTURES OF MIGHTY MAX

### Hook Up With Your Favorite Cartoon Hero on a Wild Ride Through Time!

Some kids just hang out after school. Others play sports. But the really cool ones travel through time...

Are you one of these few chosen ones?

With Felix, Bea, Virgil and Norman at your side, take off on a radical scavenger hunt through 50 cities in far-away lands. But this is no tourist trip. You need to track down the missing pieces of a weapon that could destroy the time-portal system forever. And if you hurry, you just might make it home in time for dinner.

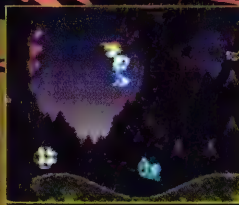
Check out Mighty Max today for your Super NES or Sega Genesis—and find out what can happen when you take adventure gaming to the Max!



Ocean of America, Inc.  
1870 Little Orchard Street  
San Jose, CA 95125

GENESIS

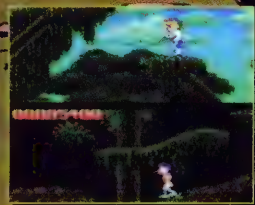
SUPER NINTENDO



Your favorite TV show comes to life with awesome cartoon-quality graphics and music.



The Skull Master and his army of henchmen deliver plenty of action for any Mighty Max fan.



Split-screen gaming lets you and a buddy play together—as a team or against each other.

Mighty Max © 1993 Bluebird (UK), Film Roman, Inc., Canada + D.A. Under license from Bluebird (UK). All rights reserved. Ocean Software is an authorized user. Ocean is a registered trademark of Ocean Software Ltd. Super Nintendo and the Official Seal are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved.

Brought to you by the insiders at Nintendo of America.

# IN SEARCH OF THE NEXT LEVEL

*The next level of video games is here, but it's not what you might think.*



## 16-Bits Is Enough

Nintendo built a new kind of game in Donkey Kong Country—a game that looks so much better than anything yet available on the high-end platforms that people can't believe you play it on the Super NES. Believe it. At last summer's CES show in Chicago, showgoers insisted that there must be some sort of trick, like they expected to see a guy behind a curtain pulling levers.



## New Hardware Not Necessary



For years you've been promised the next level of video games. Some companies like 3DO and Atari claim that their game systems are at the next level. Sega has claimed for years that Genesis is the next level. They also have said that the Sega CD and 32X will be the next level, at least until the Saturn comes along. Why don't they level with you? Because the next level isn't necessarily a matter of high-priced new gear that will be obsolete almost before it leaves the package. Nintendo looked at it the other way around. Instead of engineering a new system every six months, why not improve today's games through new software development techniques? The result is Donkey Kong Country—the next level of video game sophistication, programming wizardry and total fun. And you can plug it into your Super NES Control Deck this fall. No gadgets. No gimmicks.





You won't need a special adaptor or a Swiss bank account to play Donkey Kong Country. (All you need is fast feet to get you to the store before the stampede.)

They kept asking what "chip" it used. The beauty of DK Country is that it doesn't use any special hardware, just awesome programming, and it doesn't need an expensive booster like Sega's 32X for the Genesis because the Super NES already has the basic equipment that can deliver incredible graphics and sound. No one thought that it was possible to put fully rendered computer animation on a 16-bit video game, but then Nintendo did it. Now the industry is rushing to catch up to the new standard that Donkey Kong Country has set.



# Beyond The Hype

Most game companies thought that the next level of games would use digitized graphics on a CD-ROM drive. That's the hype behind multimedia systems promising new interactive experiences. But as anyone who has played most multimedia CD-ROM games can tell you, the experience doesn't live up to the hype. What's wrong with multimedia? CD-ROM is inherently slow and digitized animation is very limiting because real subjects are expensive to film and limited in what they can do. What's more, even with more than 500 megabytes of memory, you are limited to a frustratingly small amount of video animation. For true game creativity, you need to take a step beyond digitization to fully rendered computer animations. What that means is that you can create any character imaginable in three dimensions and the computer can move it any way you want, turn it at any angle and place it on any background. The technique is called Advanced Computer Modeling (ACM) and the result is a far more lifelike game experience. That's how Donkey Kong Country was made and it promises to be the future of video games.

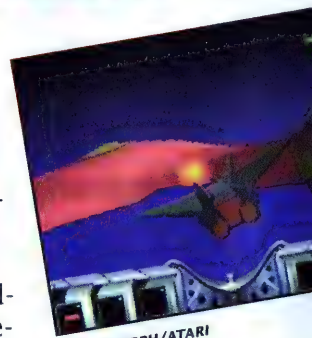
Manipulations of Donkey Kong Country—like Diddy Kong—existed in 3D perspectives for the game developers at Rare Ltd. to manipulate.



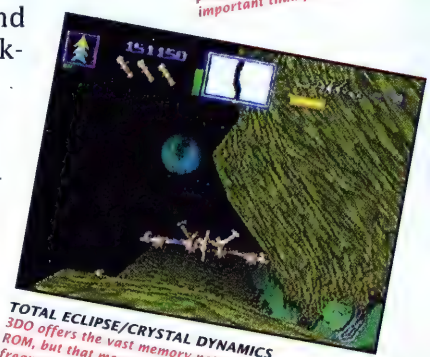
## Talking The Big Numbers

Both 3DO and Atari aspired to create the ultimate high-end video game system. Not only did each of the two new systems promise an evolutionary step up to the next level of gaming, the hardware featured some big numbers. Both systems claimed fast processing and enhanced graphics. But raw processing power doesn't make a great game. In fact, the most impressive numbers are the high end retail price tags of the systems—\$250 for the Jag and a whopping \$400 for the 3DO. So far there haven't been many games released for these new systems because the platforms haven't sold well. It seems that game players aren't convinced

that 3DO and Jaguar represent the next level any more than the slow-selling Sega CD. As for Sega's 32X adapter, how many games do you suppose will be made for a tacked-on system with a life-expectancy of maybe a year? It's simple. The Super NES still has the best games in the world and it won't bankrupt you. Sometimes the grass (not to mention your wallet) is greener where you're at right now.



CYBERMORPH/ATARI Jaguar may have more processing speed, but DK Country on the Super NES graphically outperforms Jag games released so far. Why? Because programming is more important than power.



TOTAL ECLIPSE/CRYSTAL DYNAMICS 3DO offers the vast memory potential of CD-ROM, but that means video games are subject to frequent, awkward access pauses. For the price of the system you'd expect to be able to buy games as good as DK Country. Think again.



JIM SPENDS HIS DAYS THE SAME AS ANY OTHER WORM - DODGING VICIOUS CROWS AND STAYING ALIVE. HOWEVER, ONE DAY A MYSTERIOUS SUIT FALLS FROM THE SKY AND, BY SHEER COINCIDENCE, JOINS WITH THIS AVERAGE WORM TO CREATE THE ULTIMATE SUPER HERO, EARTHWORM JIM. EARTHWORM JIM (EWJ) SOON DISCOVERS THAT THIS SUIT GIVES HIM SUPER POWERS, AND HAS THIS STRANGE HANDLE WITH A TRIGGER THAT LOOKS LIKE - BOOM! - A PLASMA GUN. EARTHWORM JIM, NOW PREPARED TO TAKE ON ANY CHALLENGE, LOOKS AROUND AND DISCOVERS A STRANGE VISITOR, THE PSY-CROW.

LISTENING IN WITH HIS HEIGHTENED WORM HEARING, EWJ DISCOVERS THAT PSY-CROW WAS SENT TO GET BACK THE SUPER-SUIT FOR THE EVIL QUEEN PULSATING, BLOATED, FESTERING, SWEATY, PUS-FILLED, MAL-FORMED, SLUG FOR A BUTT. SHE WANTS THE SUIT BECAUSE SHE THINKS IT WILL MAKE HER MORE ATTRACTIVE THAN HER TWIN SISTER, "PRINCESS WHAT'S HER-NAME." EARTHWORM JIM DECIDES HE WILL GO MEET THIS PRINCESS BEFORE PSY-CROW CAN FIND HIM AND THE SUIT.

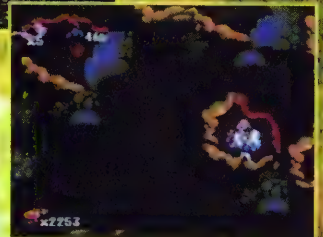
EARTHWORM JIM REDEFINES THE ACTION/PLATFORM CATEGORY WITH EACH AND EVERY LEVEL. YOU MUST MASTER EVERY MOVE, FIND EVERY HIDDEN PASSAGE, AND HOPEFULLY, GET LUCKY EVERY ONCE IN A WHILE. PLAIN AND SIMPLE, THAT'S THE ONLY WAY TO MAKE IT. SO, IF YOU THINK YOU'VE GOT THE RIGHT STUFF, EARTHWORM JIM WILL DEFINITELY PUT YOU TO THE TASK.



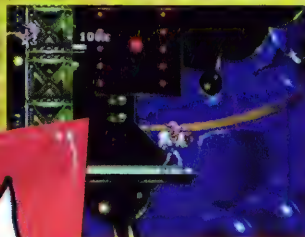
FOR PETE'S SAKE IS PROBABLY THE MOST FRUSTRATING LEVEL IN THE ENTIRE GAME.



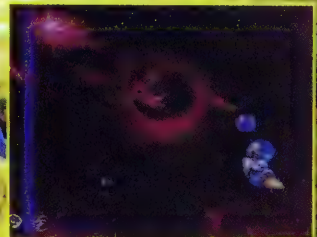
INTESTINAL DISGUST; A RATHER COOL LEVEL, IS COMPLETELY MISSING FROM THE SNES.



LEVEL 5, BIG RED DOT, SURROUNDED BY DARKNESS. HMMMMM?



ANDY'S ASTEROIDS IS AN ALL OUT RACE TO THE FINISH. FAIL AND FACE THE PSY-CROW.



# EARTHWORM JIM™

- **Cart Size:** 24 Meg
- **Style:** 1-Player Action/Platform
- **Special Features:** 3 Skill Levels, Bonus Levels, Interactive Backgrounds, and Cow Launching
- **Levels:** 10 Genesis 9 SNES
- **Created by:** Shiny Entertainment for Playmates
- **Available:** Now for Genesis and Super Nintendo



THE SNES HAS SUPERIOR BACKGROUNDS AND BRIGHTER COLORS.



WHOA! WATCH OUT, THESE GUYS WILL CUT YOU RIGHT IN HALF!

## JIM'S MOVES

SWING



SUPER WEAPON



HELI-HEAD



WHIP



HANG



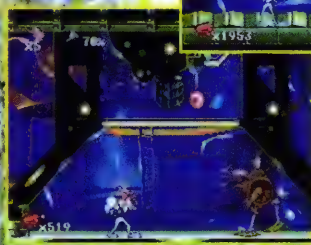
BUTT-PULL





SYSTEMMATCH-UP  
**ONE ON ONE**  
 GAME INFORMER

THERE WILL BE TIMES WHEN YOU WILL BE SEPARATED FROM YOUR SUIT AND MUST BATTLE AS AN DEFENSELESS WORM.



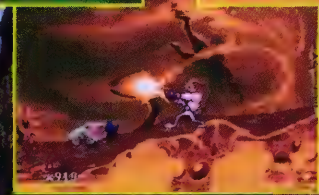
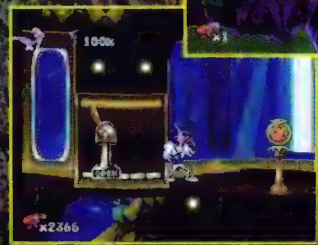
WHAT'S UP WITH THE CHICKEN?

CAGED LIKE A LAB WORM!

FIND THE HIDDEN TOILET ON LEVEL 1 TO WARP TO THE END OF THE LEVEL AND GET SOME KILLER POWER-UPS.



ON LEVEL 2 YOU'LL HAVE TO MASTER THE GREEN BALL.



DON'T LET THE GOLDFISH FOOL YOU, HE'S ONE MEAN...

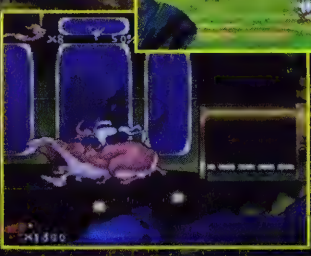
BWARE OF THE BUSINESS MAN, HE'S A DANGEROUS MAN WITH A BRIEFCASE.

ON LEVEL 3 THERE ARE THREE DIFFERENT SUB EXCURSIONS TO TEST YOUR NAVIGATION SKILLS.

BUNGIE AGAINST MAJOR MUCUS.



THIS LEVEL IS NOT ONLY HIDDEN, YOU CAN'T EVEN SEE IT!



WHOOOOOO! NELLIE.

**PAUL, THE PRO PLAYER**

	SG	SNES
Concept:	10	10
Graphics:	9	9.25
Sound:	9	9
Playability:	9.75	8.75
Entertainment:	9.75	9.75
Overall:	8.8	9.25

"Whoa Nellie, Earthworm Jim rocks!! This game brilliantly incorporates an enormous amount of ingenuity and creativity into a platform game. Shiny seems to have more experience developing on the Genesis. The "Down the Tubes" levels is a good comparison between the two versions. Granted, the SNES version has superior graphics but it's missing a level. The SNES's control is lacking the tightness of the Genesis. Overall, both versions are excellent and even though there are differences, Earthworm Jim is a game that will keep you playing for a long time."

**ANDY, THE GAME HOMBRE**

	SG	SNES
Concept:	10	10
Graphics:	9.5	9
Sound:	9.25	9
Playability:	9.5	9
Entertainment:	9.5	9
Overall:	8.8	9.25

"This game is unbelievable. Earthworm Jim is the most innovative action/platform game I've ever played. The levels are long, the gameplay is involved, the artwork is awesome, and the music is kick-butt. Every level must be mastered, and every nook and cranny must be memorized. Plain and simple, this is the game of the year! If you have to choose, the Sega version is better than SNES, with an extra level, better explosions, and more intense gameplay. Play EJW, or die!"

**ROSS, THE REBEL GAMER**

	SG	SNES
Concept:	9	9
Graphics:	9.25	9
Sound:	8	8.5
Playability:	9	8
Entertainment:	9	8.25
Overall:	8.75	8.5

"Some of the people around here think that this is quite possibly the best game of 1994, and as much as I hate to do this I may end up having to agree with them. I do seem to like the Genesis version better than the SNES. (Shut up Andy!) This game is like no other game in its class. It's better. The graphics soar above most that I have ever seen, and the gameplay is unrivaled. To wrap up the way I feel about this game, I like it better than most I've seen this year despite the weird scores!"

▶ THE BOTTOM LINE  
 SG **9.25**  
 SNES **8.5**

# You Guys Finally Made It To Sega. What Do You Say?

It's about time... so chill!

Sounds like a sweet deal!

Sounds great! ...How 'bout a hug?



The mayhem continues as this carnival-gone-bonkers takes their hugely successful show to your SEGA™ GENESIS™ System. They'll be kicking and screaming all the way as Bad Mister Frosty and the malleable mob smack it out in Clay Fighter™, the hilarious head-to-head action fighting game. Let the clay fly as huge clay animated characters come to life in this major 16-Meg cart.



The SEGA logo is a registered trademark and the wordmark SEGA is a trademark of Sega Enterprises, Ltd. The Genesis and Genesis logo are trademarks of Sega Enterprises, Ltd. All rights reserved.

Clay and Frosty are trademarks of Sega Enterprises, Ltd. All rights reserved.

# ClayFighter™

Thank you very much!

No crybabies allowed!



Staggering graphics, amazing digitized sound and voices, and mind-boggling hidden moves and combos will knock your socks off! And the Tournament Mode will let you work all the kids on the block.

So, invite Bad Mister Frosty, Lckybod Clay, Helga and the rest of the gang over for a thrashin' bashin', non-stop brawl on your SEGA™ GENESIS™ system.

*Interplay*

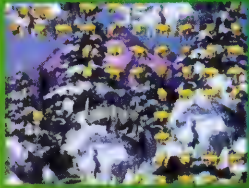
Interplay Productions, Inc.  
17922 Finch Avenue  
 Irvine, CA 92714  
(714) 553-0570



© 1994 Interplay Productions, Inc. All Rights Reserved. Visual Concepts, Inc. is a registered trademark of Interplay Productions, Inc. ClayFighter is a trademark of Interplay Productions, Inc.



NYR  
NOT YET RATED



There are many hidden bonus rounds, but the ones where you get to be one of DK's animal friends are the most fun.



Donkey Kong's Banana horde has been emptied out by the evil Kommander K. Rool and his evil band of Kremlings.



The trickiest part of the game are the barrel cannons.



Mine Mole will drive you crazy!



On many of the levels the weather changes while you play.

Created using the latest in 3-Dimensional hardware and software, *Donkey Kong Country*, Nintendo's latest creation, comes screaming to your Super NES with over 32 Megs of video game power. This high-profile Super NES title features the unlikely heroes Donkey Kong (DK) and his monkey pal, Diddy.

On Donkey Kong Island nobody had a bigger banana stockpile than Donkey Kong. He keeps a constant guard on his stockpile, until one evening when he asks Diddy to keep the night watch. That night, the Kremlings, a reptilian race led by Kommander K. Rool, raid Donkey Kong's banana horde leaving nothing behind but a trail of Bananas. Immediately Donkey Kong and Diddy head out to recover DK's banana supply.

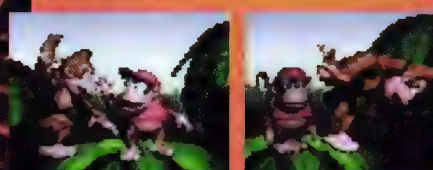
Along the way, Donkey Kong and Diddy will get some help from their animal friends on the island, including Cranky Kong (the original Donkey Kong who is now in retirement on Donkey Kong Island), Engarde, Rambli, Expresso, Winky, Funky Kong, and Candy Kong.

During your quest to retrieve DK's banana stockpile, you can play as either Diddy or Donkey Kong. Both characters have their own particular skills and abilities that will make it possible to pass certain tricky areas of the game. No matter which character you choose, you're going to need a quick finger and a sharp brain to make it, because *Donkey Kong Country* features a ton of hidden rooms and bonus games. So don't be a big ape, get *Donkey Kong Country* and see what all the talk is really about! ■

# DONKEY KONG COUNTRY

THE BIG APE WARPS INTO 3-D!

## CHECK OUT THESE ANIMATIONS!



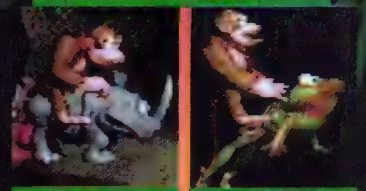
- **Cart Size:** 32 Meg
- **Style:** 1 or 2-Player Alternating Competitive or Cooperative Action/Platform
- **Special Features:** Computer Generated 3-D Graphics, 4 Slide-kicks, Multiple Bonus Levels, Hidden Levels, and 3 Save Slots
- **Levels:** 33 Levels, 67 Bonus Levels & 7 Bosses
- **Created by:** Rare for Nintendo
- **Available:** November 21st, 1994

▶ THE BOTTOM LINE **\$9.5**

## CHECK OUT THESE BOSSES!



## CHARACTERS



RAMBLI

WINKY



EXPRESSO

ENGARDE



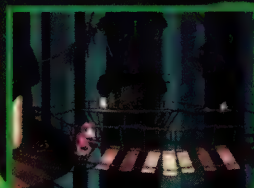
DK slaps the ground in disgust!



On this level you must turn the Step/Go switch to make it past the Mudman.



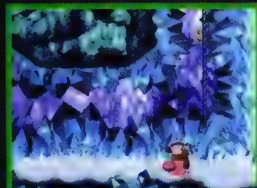
Now I see a wheel you call a Hamster wheel!



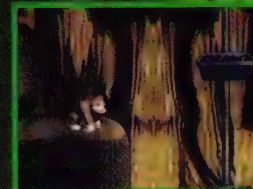
Anybody see any Ewoks?



There isn't any place that DK and Diddy won't go to get back the Bananna horse.



DKC is full of really cool backgrounds.



Look...elevators! Anybody remember the arcade!



Every character in this game has superb animations and colorful graphics.



On this level the lights turn off and on as you travel through.



Here's another tricky level. You must ride this platform that requires fuel. Of course, the fuel goes fast and refills aren't exactly easy to get. In other words, bring lots of extra guys!

**CANDY KONG**

Visit Candy to save your progress.

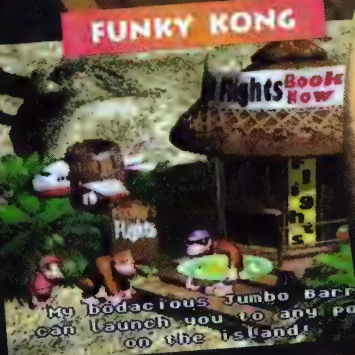


**CRANKY KONG**



Cranky will give you hints throughout the game.

**FUNKY KONG**



Funky Kong can take you anywhere in his high tech Barrel-plane.

**PAUL, THE PRO PLAYER**

**Concept:** 9 How Nintendo kept this game under wraps for so long. I'll never know.  
**Graphics:** 10 DKC is the ultimate in action/platform games. Its elements of play are familiar, yet the incredible graphics and animation blow me into a different world. No one will look at 16-bit gaming the same way ever again.  
**Sound:** 8  
**Playability:** 8.5 This is real! The principle of play and graphics on the SNES. DKC gives the challenge of Mario World with graphics that may make Sega owners chuck their machines into the East River. Can it get any better?  
**Entertainment:** 9.5  
**OVERALL:** 9.5

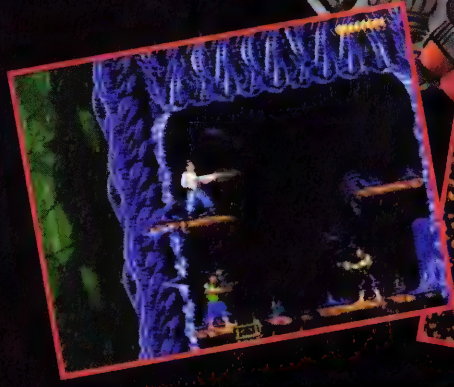
**ROSS, THE REBEL GAMER**

**Concept:** 8.25 What! Now that's what I call a truly awesome action platform game. The  
**Graphics:** 10 3D-rendered graphics are eye-poppingly impressive. To say the  
**Sound:** 8 least, it makes it extremely hard to believe that this is for a 16-bit  
**Playability:** 8.5 system. Just about everything in this game takes a step above any other  
**Entertainment:** 8.5 home-system game you have ever played. The play control is super-smooth and the sound helps you to get totally involved in the game. DKC is the game to put Nintendo back on the throne of the 16-bit jungle.  
**OVERALL:** 9.5

**ANDY, THE GAME GURMUR**

**Concept:** 8 (Unbelievable!) Simply unbelievable! DKC is almost too good to be true.  
**Graphics:** 10 The graphics are sharp with tons of animation and vivid colors. The  
**Sound:** 10 sound, which I thought would be standard issue, is thunderous with  
**Playability:** 8 cool tones and excellent sound effects. The gameplay reminds of a  
**Entertainment:** 8.5 Mario game and is spectacular. With huge backgrounds and large, well-animated sprites it's like playing Super Mario 3 on a parhese scale. If you own a SNES, buy DKC. If you don't, find a friend who does, because you just have to see this game.  
**OVERALL:** 9.5

# BLACK THORNE



You are Kyle Blackthorne, mercenary and long lost Prince of the war-torn planet Tuul and one mean machine. Mysteriously you are summoned back from Earth to liberate your people from Sarlac and his foul forces of evil.

Armed with brute strength, animal cunning and a lead-spewing shotgun you'll face lethal Rock Beasts, perilous Eekers and other monstrosities. All blasting at you in full-motion cinematic animation and digitized sound - so real that you'll think you've lived it.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA, INC. © 1991 NINTENDO OF AMERICA, INC.





# He's Here To Take Out The Trash.

MY ENEMIES ARE MORE EVIL AND  
REPULSIVE THAN I EVER IMAGINED.  
THEY ARE BRUTAL, HIDEOUS CREATURES  
WHO DELIGHT IN BUTCHERING THE  
INNOCENT, THE UNARMED... MY PEOPLE  
I GROW IMPATIENT TO AVENGE THE  
VICTIMS IN THIS HELLISH PLACE. THERE  
HAD BEEN MUCH BLOODSHED, BUT THE  
NIGHT IS YOUNG. AND IT'S TIME THEY  
MET BLACKTHORNE.

Kyle

Win a limited Print of the  
Blackthorne Art Work  
signed by Jim Lee the artist!

JIM LEE

See your local retailer for details.

*Interplay*

Or don't play at all.



©1994 Interplay Productions, Inc.  
and Blizzard Entertainment.  
Blackthorne is a trademark of  
Interplay Productions, Inc.  
All rights reserved.

Interplay Productions, Inc.  
17922 Fitch Avenue  
Irvine, CA 92714



# NBA LIVE 95

## EA Sports A Brand-New Look In Basketball

- **Cart Size:** 12 Meg
- **Style:** 1 to 5-Player Basketball Simulation
- **Special Features:** Individual User Statistics, 3 Skill Levels, Season With Running Statistics, All New Perceptive & Animations
- **Created by:** EA Sports
- **Available:** Now for Super Nintendo

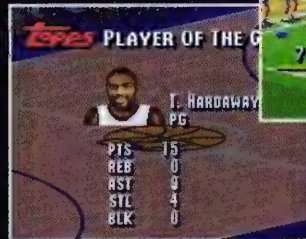


It's a battle for the basement!

**H**oops fans are in for a treat with an entirely new basketball cart by EA Sports. NBA '95 gives you a whole new look with a reangled perspective and spectacular character animations. Behind-the-back passes, 2-player alley-oops, tip-in slams, shoves and incredible slams are just some of what you'll find in NBA '95.

The control configurations have remained about the same with a pass, shoot and block button, but a turbo button has also been added to give you that burst of speed on the fast breaks or when driving to the hole. Over 4,500 Topps Skills Ratings are used to give all the NBA players realistic skills and rankings from the '93-'94 season. An array of options and rules can be adjusted to give you a true simulation or all out NBA hack fest. Either way, just grab the rock and drive the lane like you were Edward Bernard with EA Sports' NBA '95.

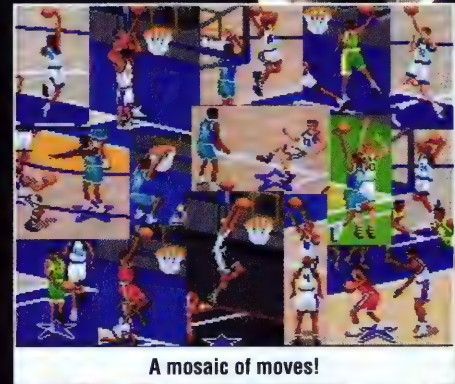
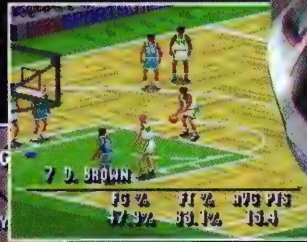
Play on the legendary parquet floor of the Boston Garden.



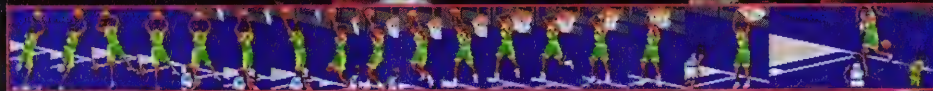
The player of the game is selected after every contest.



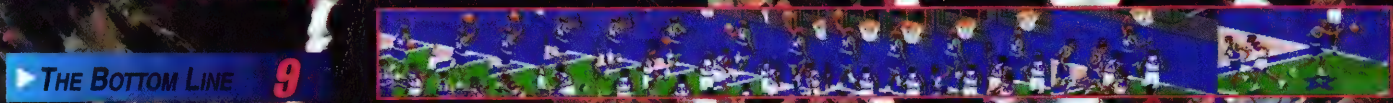
Puttin' up a prayer.



A mosaic of moves!



There are multitudes of animations.



### ▶ THE BOTTOM LINE **9**

**ANDY, THE GAME HOMBRE**

**Concept:** 9 "This is the best basketball simulation available on any system. NBA Live has all the aspects of a great video game: good control, intense game-play, unbelievable animations, and fast action. If you want high-paced, stat-filled basketball, then NBA Live is for you. If all you want to do is dunk then stick with Jam, but I gotta believe you want a little bit more out of a basketball game."

**Graphics:** 9.25

**Sound:** 8

**Playability:** 8.8

**Entertainment:** 9

**OVERALL: 8.75**

**RICK, THE VIDEO RANGER**

**Concept:** 8 "NBA Live slam dunks the competition (NBA Jam not included - the two are very different games). This game stands above the crowd of video b-ball games because it plays so much faster. I like the diagonal screens, passing on the run and turbo features that make fast breaks explode across the court. The defense can step into passing lanes so be careful where you pass the ball. The animations on dunks have to be seen to be believed."

**Graphics:** 9

**Sound:** 8

**Playability:** 9.5

**Entertainment:** 9.5

**OVERALL: 8.75**

**ROSS, THE REBEL GAMER**

**Concept:** 9 "Although basketball has never really been a huge success for EA, NBA Live is about to change that. This game has almost everything that I have ever wanted in a basketball game. The trading of players and the custom teams are some of the best aspects of this entire game. I mean, who wouldn't like to play as their favorite team with all of their favorite players? The signature dunks and real life stats also help make this the best true-to-life basketball game ever."

**Graphics:** 9.5

**Sound:** 9

**Playability:** 9.75

**Entertainment:** 9.5

**OVERALL: 9.5**



# Change the way you play.



*And you won't believe what  
it does to your Sega Genesis.*

**GENESIS 32X** is about to bring the pulse-racing, eye-popping, heart-pounding, brain-buzzing **32-BIT GAMING EXPERIENCE** home for Sega Genesis owners. Quick! Get the whole scoop by making one free phone call! Call today — before your friends do! **1-800-32X-SEGA.**

1-800-329-3342

**GENESIS 32X**

WELCOME TO THE NEXT LEVEL™

Sega, Genesis, Genesis 32X, and Welcome to The Next Level are trademarks of SEGA. © 1994 SEGA. All rights reserved.

**SEGA**



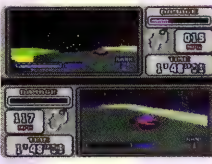
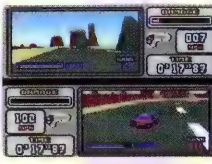
# Stunt Race

## FX

### Stunt Trax

 04 38	 02 32
<b>Ice Dance</b>	<b>Rock Field</b>
 00 38	 08 30
<b>Blue Lake</b>	<b>Up 'N Down</b>

### Battle Trax

<b>Marine Pipe</b>	<b>Cotton Farm</b>	<b>Port Arena</b>	<b>Toxic Desert</b>
			



► THE BOTTOM LINE **8**

- Cart Size: 8 Meg
- Style: 1 or 2-Player Racing
- Special Features: Nintendo FX Chip Technology  
Multiple Views, Five Different Vehicles
- Levels: 20+ Courses
- Created by: Nintendo
- Available: Now for Super Nintendo



### Speed Trax

<b>Novice</b>	<b>Expert</b>	<b>Master</b>
 1'05"93	 3'02"70	 2'23"48
<b>Easy Ride</b>	<b>King's Forrest</b>	<b>Lake Side</b>
 2'08"05	 1'55"00	 0'00"00
<b>Aqua Tunnel</b>	<b>Sea Breeze</b>	<b>Big Ravine</b>
 0'53"23	 0'58"58	 0'58"58
<b>Sunset Valley</b>	<b>White Land</b>	<b>Sky Ramp</b>
 2'45"88	 2'20"93	 1'05"53
<b>Night Owl</b>	<b>Night Cruise</b>	<b>Harbor City</b>

**A**fter last year's release of the first FX chip game, *StarFox*, Nintendo has been hard at work developing their newest game, *Stunt Race FX*. This game is the brainchild of the legendary Shigeru Miyamoto, the creator of the Mario and Zelda series. What Miyamoto and Nintendo did is create a whimsical yet intense racing cart that appeals to a wide variety of racing fans.

Racers can choose from an assortment of trax and cars that all have distinct looks and require different controller techniques. For example, the 4WD-truck has heavy suspension and chassis that will absorb all the tough terrain on the Stunt Trax. Or the F-Type car is built for destroying the opposition in the Speed Trax, not to mention leaving your friend in the dust on the head-to-head Battle Trax.

Any way you set it up, *Stunt Race FX* gives you so many options and choices that it's sure to get you leaning into the banked turns or screaming as your car plummets into the sea. The speed and realism of the next generation of FX chip games will leave you wanting more.

**ANDY, THE GAME HOMBRE**

**Concept:** 7 "This game is way too easy. It's wacky, it's zany, it's comical - what ever you want to call it. But it wears thin quick and the 2-player version really stinks. I would take Virtua Racing over this game any day of the week, at least it's full screen."

**Graphics:** 8

**Sound:** 8

**Playability:** 7

**Entertainment:** 4

**OVERALL:**  
**6.75**

**RICK, THE VIDEO RANGER**

**Concept:** 8 "When I first looked at *Stunt Race FX* I thought it was cute, but too weird for my taste. The more I played it the more I enjoyed the variety and complexity of the game. There is so much to learn and explore and the graphics are simply dazzling. I have always been a Virtua Racing fan, but for the home system *Stunt Race FX* has so much more replay value that if it comes down to one or the other, this has got to be the one."

**Graphics:** 9.5

**Sound:** 8

**Playability:** 8.5

**Entertainment:** 8.5

**OVERALL:**  
**8.75**

**PAUL, THE PRO PLAYER**

**Concept:** 7 "I've seen this evolve from FX Trax to its current form. I have to admit that I'm very pleased with the result. The scrolling and overall speed of this game are outstanding. The cars seem a bit ridiculous and cartoony."

**Graphics:** 9

**Sound:** 7

**Playability:** 8

**Entertainment:** 8

**OVERALL:**  
**8.25**

why I had the desire to arm the cars with weapons. All that aside, find the effects and variety of cars to play are like no other race cart. I just hope there are plenty of secrets and tricks, like *StarFox*."

# SONIC

THE HEDGEHOG

# TRIPLE TROUBLE



**Knock heads with Knuckles™!**  
 This nasty echidna wants the whole enchilada  
 - and he'll stop at nothing to get it!  
 Can your new Strike Dash stop him?



**Dive in!** The action goes aquatic  
 when you set sail with Tails™  
 in the underwater Sea-Fox!  
 At last, a cure for that sinking feeling!



**Jet jam!** Shred heavily on  
 Sonic's™ new jet skateboard,  
 perfect for both snow and water!  
 Now that's travelling!

**Triple the action, triple the thrills,  
 only on SEGA Game Gear!**



Sega, Game Gear, Triple Trouble, Sonic The Hedgehog, Knuckles, Dr. Robotnik, Mack The Messer and all other related characters and indicia are trademarks of SEGA. The Videogame Rating Council, its Rating System, symbols and indicia are trademarks of Sega of America, Inc. ©1994 SEGA. All rights reserved.



The Wait Is Over!

# FINAL FANTASY III

- **Cart Size:** 24 Meg
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 14 Different Characters, Mode-7 Graphics, 256 Colors, 80+ Hours of Gameplay, Battery Back-up for up to 3 Games
- **Created by:** SquareSoft, Inc.
- **Available:** Now for Super Nintendo

In a land before time, the world was ruled by beings of pure magic who kept the world under their command with magic power. Unfortunately, this method of control became their undoing in the greatest war in history, The War of Magi.

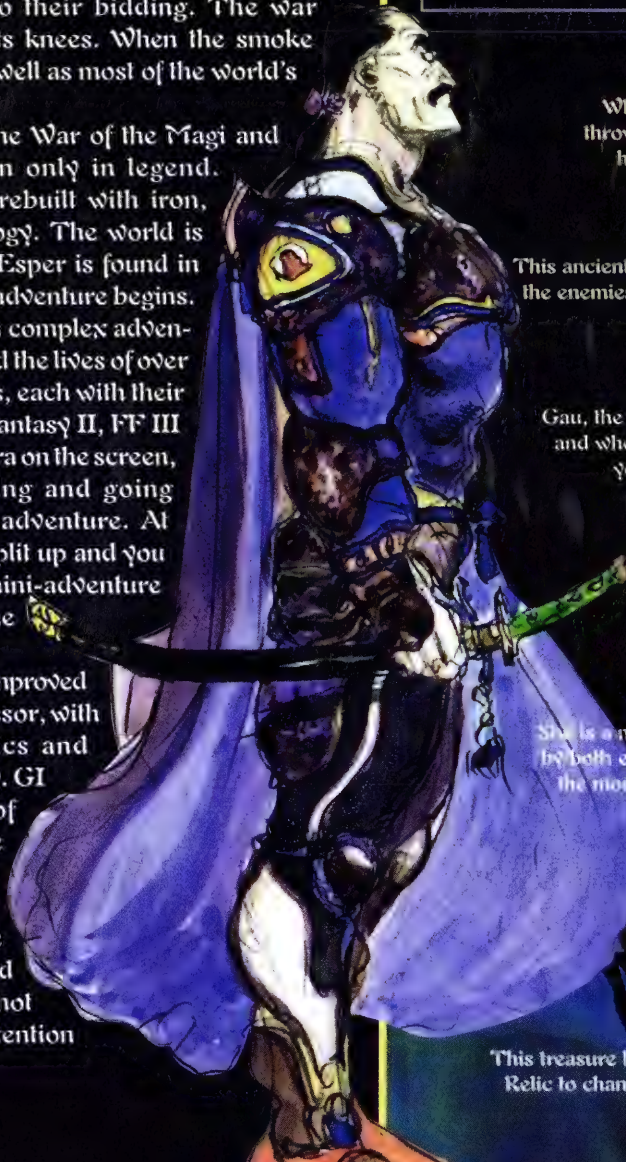
The battlefields were filled with beasts of doom, known as Espers, who were created and unleashed by their masters to do their bidding. The war brought the world to its knees. When the smoke cleared, the Espers, as well as most of the world's citizens, were gone.

Time passed, and the War of the Magi and the Espers are known only in legend. Civilization has been rebuilt with iron, machines, and technology. The world is in order, until a single Esper is found in the city of Narshe. The adventure begins.

Final Fantasy III is a complex adventure that revolves around the lives of over 14 different adventurers, each with their own story. Like Final Fantasy II, FF III unravels like a soap opera on the screen, with characters coming and going throughout the entire adventure. At times, your party gets split up and you must complete their mini-adventure before you can rejoin the main party.

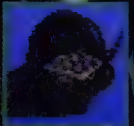
Overall, the game is improved greatly over its predecessor, with mind-blowing graphics and more intricate gameplay. GI spent a good chunk of time on this one, and we think you will too. Let's put it this way, we did two pages on this game and just as easily could have done ten and still not given this game the attention it deserves.

Sometimes during the adventure you split into 2 or 3 groups to attack approaching forces. At other times, your party gets separated and you must find the others, or go it alone.



## Shadow

**Special Power:** Throw  
When he's with the party he is able to throw objects with deadly accuracy and he attacks with his dog, Interceptor.



## Strago

**Special Power:** Lore  
This ancient blue mage can learn any spell that the enemies use on him, but he must be hit by it first.



## Gau

**Special Power:** Rage  
Gau, the "Dog Boy", is one with the animals and when he's on the field he can run with your attackers and learn their spells.



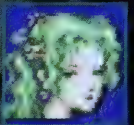
## Unaro

He doesn't have a special power, but this Yeli attacks at will.



## Terra

**Special Power:** Morph  
She is a mystery woman who is being pulled by both ends of the war, but she is probably the most powerful magic user in the party.



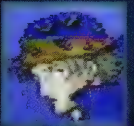
## Mog

**Special Power:** Dance  
Thisoogle can dance his opponents into the ground.



## Locke

**Special Power:** Steal  
This treasure hunter can equip the Thief's Glove Relic to change his special power into Capture.



Throughout the entire adventure your party will expand and shrink as you explore the ever-changing world of Final Fantasy III. One unique feature of this game is that you don't get magic-users or fighters. Everybody is on an even playing field. Any character can assimilate magic-power through different Espers that you collect during the game, so experience points aren't the only numbers you need to worry about. You'll need to equip each character with an Esper and with a Relic, which will enable them to develop and utilize different skills.

**Cyan**

Special Power: Sword Tech

This swordsman has up to eight different levels of attack-power.



**Sabin**

Special Power: Blitz

Sabin is the most unusual of the FF III characters. His attacks are entered through controller motions like a fighting game, so he adds an interesting and new idea to the RPG category.



**Edgar**

Special Power: Tools

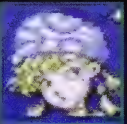
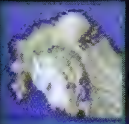
Edgar, the King of Figaro Castle, uses technology to attack his enemies.



**Celes**

Special Power: Rune

Celes uses her Rune power to funnel all magic attacks to her and revive her hit points.



**Relm**

Special Power: Sketch

With the Sketch attack, Relm draws a picture of her foe and then attacks the enemy with its mirror image.

**ANDY, THE GAME HOMBRE**

**Concept:** 9 "This is the best RPG ever made. It has got an epic plot with awesome graphics and a totally great storyline. Characters come and go throughout the entire game, which manages to keep you from getting bored. Then, every time you think you're getting close to the end, you discover there's a whole new adventure. SquareSoft is the king of the RPG. Whether you like RPG's or not, don't miss FF III."

**Graphics:** 9.25

**Sound:** 9

**Playability:** 9.5

**Entertainment:** 9

OVERALL:  
**9.25**

**RICK, THE VIDEO RANGER**

**Concept:** 10 "Final Fantasy 3 can be described in a word ... HUGE! The story has surprises everywhere and the characters change constantly. There are loads of items to use and more skills to master than any RPG I have played. Besides the great storyline and playability, Final Fantasy 3 has the most incredible buildings and backgrounds I have seen. In what has been a great year for SNES role plays, Final Fantasy 3 simply blows them all away!"

**Graphics:** 10

**Sound:** 8.5

**Playability:** 9.5

**Entertainment:** 9.5

OVERALL:  
**9.5**

**PAUL, THE PRO PLAYER**

**Concept:** 10 "Final Fantasy III is what RPG'ing is all about. The complex storyline with all its twists and turns, just yanks you into the game. The Street Fightersesque spell moves and the method of learning the spells are absolutely brilliant. The graphics are equally impressive with the Mode 7 airship and 256 colors on screen. This is the most challenging and exciting RPG I've touched, and I'm glad I finally ripped it out of Andy's hand to play it."

**Graphics:** 9.5

**Sound:** 9

**Playability:** 9.5

**Entertainment:** 10

OVERALL:  
**9.75**



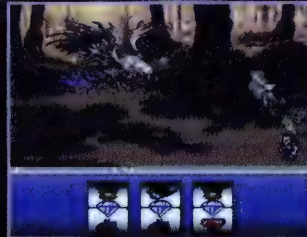
Travel by air, sea and land.

**▶ THE BOTTOM LINE 9.5**

**Setzer**

Special Power: Slot

This gambler man can get the Coin Toss Relic to change his special power.



**A**ki-Do forces have entered our system through the interdimensional Vortex and seized control of the capitol city, Tantor. Although this is only their first step in the conquest of our system, Tantor is a crucial site because it houses the powerful AI Core that protects the Deaberon World. Luckily, the Aki-Do were unable to crack the AI Core intelligence, and had no choice but to remove the housing and the four data banks and hide the pieces on their heavily defended wastelands. Your job is to travel through the Vortex to the Aki-Do wastelands and find the missing pieces of the AI Core. Your weapon is known only as the Morphing Battle System or MBS. The MBS is capable of transforming into 4 different forms: Sonic Jet, Landburner, Walker, or Hard Shell. Each form of the MBS has a specific function and usefulness throughout the game. Practice will be essential in each form before you head out to destroy the Aki-Do. There are three training scenarios and six missions which you will have to complete in order to restore the AI Core. There will be enemy resistance at almost every corner, but if you use the MBS wisely you'll surely stop the Aki-Do onslaught.

- **Cart Size:** 4 Meg
- **Style:** 1-Player Action/Shooter/Adventure
- **Special Features:** Utilizes Latest Version of Super FX Chip, 4 Battle Modes, Password Feature, Dolby Surround Sound, and 360° Battlefield
- **Levels:** 6 Hard Missions and 3 Training Areas
- **Created by:** Argonaut Software for Electro Brain
- **Available Now for:** Super Nintendo

▶ **THE BOTTOM LINE 7.5**



You must use the Sonic Jet to navigate the Vortex.



**Level 1**  
**Vortex 1**

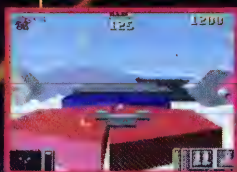


**Level 3**  
**Crystal**

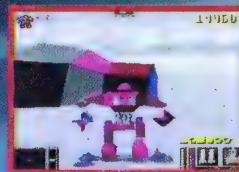
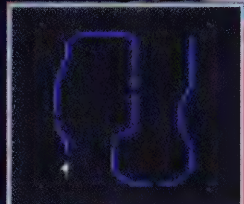
Numerous times you have to jump a large canyon and clear the moving rails.



Get ready for the race of your life on level 3.



If it's not shooting at you, it's falling apart under your feet.



**Level 2**  
**Voltair**

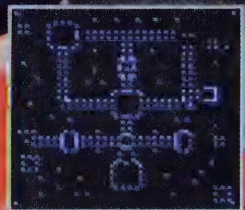
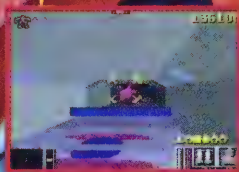
The defense droid will help you out in tight spots.



You must find the key to open the lock in order to access the underground passages.



Make a run underground in the first person perspective.



**Level 4**  
**Magma**

You must find and place the energy balls at the top of each mine shaft before you can enter.



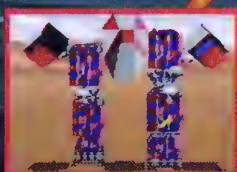
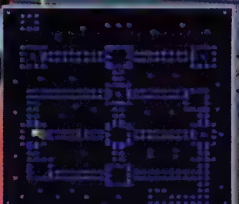
STARFOX COMES

THE FOX

Level 5  
THERMIS



To solve the flash locks you must play "Simon Says" with the TV in the background.



BOSS

Level 6  
VORTEX 2



Travel back through the Vortex to make your final run at Tantor.



BOSS

MSB  
VEHICLES



HARD SHELL



SONIC JET

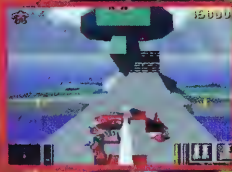


LAND BURNER

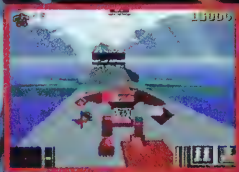
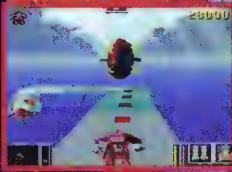
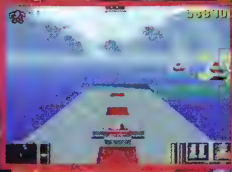


WALKER

Level 7  
TANTOR



The final showdown at Tantor will bring together all the skills you've learned throughout the game.



BOSS

Andy, The Game Hombre

**Concept:** 8 "These game got a solid 8 for a couple of reasons. One, it's really hard. So if you're not a serious trooper you're going to get frustrated and end up hating it. But if you're looking for a challenge, Vortex is going to leave you scratching at the screen for more. The graphics are very crisp, and the sound track came right out of the Star Wars movie. Unfortunately, Vortex is no StarFox. It beats StarFox in many areas, but as far as a game, I would want to play over and over, Vortex falls just a little short of that elusive 9."

**Graphics:** 8.25

**Sound:** 9

**Playability:** 7

**Entertainment:** 7

**OVERALL:** 8

Rick, The Video Ranger

**Concept:** 6 "Vortex is designed by the same people who brought us the groundbreaking StarFox game. Vortex offers a strong challenge to better players, with more button combinations and skills to master than any other game I know. While technically quite good (especially the morphing effects), this game suffers from a lack of personality. Would we have loved StarFox as much if it didn't have the cool characters? I don't think so! With a little more work on the graphics (like adding in all the empty polygons) and some story development, this could have been a great game."

**Graphics:** 7

**Sound:** 7

**Playability:** 7.5

**Entertainment:** 7

**OVERALL:** 7

Pete, The Pro Player

**Concept:** 8 "Vortex is a great mix of shooter, driving, and flying. I like how some levels are set up to allow you to go in multiple directions. Vortex doesn't track you into a predetermined path. The graphics aren't that impressive and could use some more detailing. Vortex doesn't have little graphic extras like StarFox or Stunt Race. Play control is solid, but some of the bridge levels, where jumping is necessary, have very sluggish controls. Vortex, like StarFox, is a long game and takes a considerable amount of time to conquer."

**Graphics:** 7

**Sound:** 8

**Playability:** 6

**Entertainment:** 8

**OVERALL:** 7.25

# Dark Stalkers: The Night Warriors

*Look Who Comes Out When  
The World Warriors Go To Bed*

The fighting game gurus at Capcom have delivered yet another arcade masterpiece to their ever-expanding list of hard-hitting fighting games with their latest creation, *Dark Stalkers*. Based on classic monster movies, *Dark Stalkers* relies on ten infamous monster characters, like Demetri the vampire and Jon Talbain the werewolf, to bring the eerie afterlife into your control. However, *Dark Stalkers* is not only full of mystical characters and magic, it also has solid playability, animation, and cool SFII like moves and combos.

*Dark Stalkers* primarily uses the standard SFII charges and motions. In each match you will be able to choose between 3 speeds (like SFII: Turbo), and during gameplay you will have the familiar Power Meter to pull off bigger and more powerful versions of your attacks. Each character and their special attacks are spectacularly animated against a backdrop of amazing artwork. The graphics and sound are top-notch, but the real strengths of the game are the smooth control and well-balanced characters. However, you haven't seen anything until you've seen this game's two most fascinating "stalkers" - the end bosses.

Huitzil, a robotic statue, was built long ago to defend against intruders, and when you finally reach this first boss he awakes in a terribly foul mood. Huitzil is a very difficult opponent. He has the ability to speed up as the match wears on and can dramatically counter any of his opponents' moves. Pyron, the final big baddie, is an alien who has come to lay down the law. Of course, our world's monsters can't have Pyron move in on their territory, so the monsters of our world must all band together to stop this evil alien (I'll let you find out on your own about this guy).

Overall, *Dark Stalkers* is the next big thing to hit the arcades. No detail was overlooked when Capcom designed this clever and innovative game. It's definitely one to look for in the arcades this fall.

By Ryan MacDonnell



Lord Raptor



Demetri



Bishamon



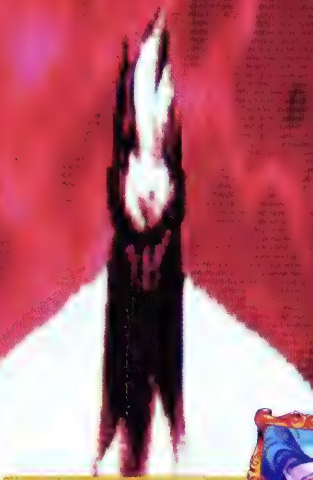
Anakaris



Sasquatch



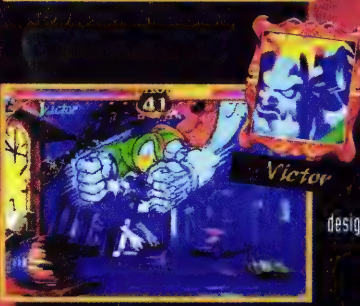
Morrigan



Felicia



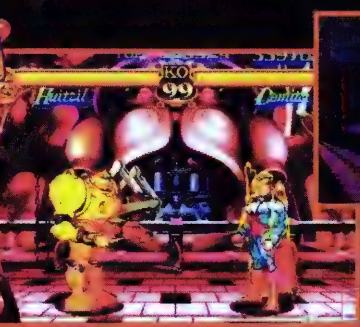
Rikuo



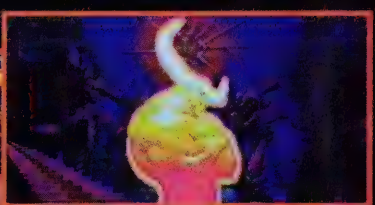
Victor



Jon Talbain



Huitzil



Pyron

**TRAINING CARD**  
Check out Game Informer's Training Card #6 for all Dark Stalker's moves!



# Got Panic?



Rated by V.R.C.  
**MA-17**  
Not appropriate for children  
Mature Audiences

Call the Data East Tipline for hints and tips on all Data East games!  
**1-900-454-SHELP**  
15 first minute / 75¢ each additional minute



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



Data East product information and support is available 24 hours per day on the CompuServe Information Service in the VIDEO GAME PUBLISHERS FORUM (type GO DATA-EAST).  
Data East USA, Inc. 1850 Little Orchard Street, San Jose, CA 95126  
Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved.  
Panic! © 1994 Sega Enterprises, Ltd.

# DYNAMITE HEADDY

## Sega's Newest Character's Got a Screw Loose!

- **Cart Size:** 4 Meg
- **Style:** 1-Player Action/Platform
- **Special Features:** 5 Different Heads, Huge Bosses, and Complex Gameplay
- **Created by:** Treasure for Sega
- **Available:** Now for Game Gear



**D**ynamite Headdy, Sega's newest All-Star, must head out to stop the dastardly Dark Demon who is trying to rule the world. Dark Demon and his crew of henchmen are converting the inhabitants of Headdy's world into dangerous robots and cartoonish automatons.

Luckily, Dynamite knows how to use his head. Literally. Dynamite Headdy has the ability to use his head to climb, swing, and skillfully attack his enemies. And if his head doesn't pack enough punch, Headdy can easily change into any one of his other five heads at a Headdy switch-box, which include: Vacuum Head, Sleepy Head, Slammer Head, War Head, and Super Head.

### Andy, The Game Hombre

"Dynamite Headdy looks fantastic on the Gear, and has a pretty solid soundtrack. It's a lot slower than the Genesis version, but you can't take the SG version on the go."

### Paul, The Pro Player

"This has much of the 16-bit feel with slight changes in level structure. It's a great game for the Genesis, but it's not my pick for a GG title."

### Rick, The Video Ranger

"The character just doesn't appeal to me. Throwing my head around and not much else is not my idea of an exciting game."

### Ross, The Rebel Gamer

"Dynamite Headdy is a decent game for the hand helds, but it may be a little too easy for an advanced gamer. The little headbanger still plays better than any other hand held game in its class."



	Andy	Paul	Rick	Ross
<b>Concept:</b>	7	8	3	8
<b>Graphics:</b>	8	8	6	7
<b>Sound:</b>	7.75	5	6	6.5
<b>Playability:</b>	7.5	7	5	8
<b>Entertainment:</b>	7.75	5	4	7
<b>Overall:</b>	7.5	6.5	7.5	7.25

## ▶ THE BOTTOM LINE 7

The Kingdoms of Gardiana and Cypress Join Up For Battle Against King Iom in

# SHINING FORCE Sword of Hajya

- **Cart Size:** 4 Meg With Battery Back-Up
- **Style:** 1-Player Role Playing
- **Special Features:** 18 Unique Characters, Loads of Items and Weapons
- **Created by:** Sega
- **Available:** Now for Game Gear



**T**he magical Sword of Hajya has been stolen. All evidence points to evil King Iom as being the mastermind behind its disappearance. Now the warriors of the light must reunite and stop the sword from being used for vile purposes. Adventure awaits in the newest game in the Shining Force series from Sega.

Eighteen characters make up the party of the Cypress warriors, including such races as Birdmen, Centaurs, Warriors and Wizards. Along the journey to recapture the sword, you will be able to camp and save at many different times as well as purchase weapons and items from the shopkeepers, raise levels, and even promote your characters to higher classes.

Convince new warriors to join the battle, travel far and explore everywhere, and be sure you retrieve the Sword of Hajya. Fair thee well noble warriors.

"Game Gear has needed a good RPG for quite some time. It may not be a Phantasy Star, but it's still pretty darn good."

"I'm not a fan of RPG's on hand helds, but this one wasn't too bad. I can actually distinguish the characters on screen. Good game, but be sure to buy plenty-o-batteries."

"This is the best hand held RPG I have played so far. I like the way the game moves along at a fast pace and the playability is great."

"As far as the Game Gear is concerned, Shining Force has got to be the best RPG ever. I like the new concept of going right from battle to battle without having to walk around from city to city searching. It doesn't get much better than this."

	Andy	Paul	Rick	Ross
<b>Concept:</b>	9	7	7.5	9
<b>Graphics:</b>	7	8	8	8.5
<b>Sound:</b>	7	5	7	8
<b>Playability:</b>	8	6	9	8
<b>Entertainment:</b>	9	6	8.5	9
<b>Overall:</b>	8	8.5	9	8.5

## ▶ THE BOTTOM LINE 7.75



Evil shines darkest before the dawn.

# SHINING FORCE II




Enough talking! Hand over that jewel. In return, I'll spare Sir Astrail!

AN INCREDIBLE NEW STORYLINE MEANS YOU'LL HAVE TO STAY ON YOUR GUARD AT ALL TIMES!



LIKE BOBBIE  
HP 28/28

KRAKEN HEAD  
HP 21/36

HUGE NEW BOSS CREATURES LIKE KRAKEN HEAD MAKE YOUR LIFE A LIVING NIGHTMARE!



PETER PHINX  
HP 48/48

DARK BISHOP  
HP 36/38

CHOOSE FROM OVER 20 DIFFERENT CHARACTERS. BUILD YOUR ARMY'S STRENGTH AS YOU GROW AND CHANGE.



CLINT HERO?  
HP 53/53

WYVERN  
HP 25/48

FULLY-ANIMATED CINEMATIC BATTLE SEQUENCES KEEP THE ADRENALINE PUMPING!



Available only on SEGA.

# SEGA

Shining Force II is available only on Genesis. Shining Force: The Sword of Hajya is available only on Game Gear.

SEGA, Genesis, Game Gear and Shining Force are trademarks of SEGA. Shining Force: The Sword of Hajya, Shining and Hajya are trademarks of Sega of America, Inc. ©1994 SEGA. All rights reserved.

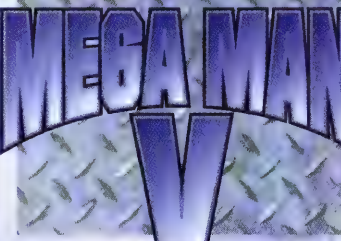


	Andy	Paul	Rick	Ross
<b>Concept:</b>	4	1	5	7
<b>Graphics:</b>	8	8	5	8
<b>Sound:</b>	5	5	8	5
<b>Playability:</b>	5	5	8	5
<b>Entertainment:</b>	4	4	4	6
<b>Overall:</b>	5	4.25	6	6

**▶ THE BOTTOM LINE 5**

Jake and Elwood are back, but this time they're not on a mission from God. Now they're on an adventure to get to their first concert. On the way there, they were trapped in a jukebox and now must find their way out. Getting out will take them through some weird places. Chicago is their final destination, and until they get there they will feel blue.

As one of the first games that can be played on the Game Boy as a 2-Player game, *Blues Brothers* is on the cutting edge. Choose either Jake or Elwood and get ready to sing the blues.



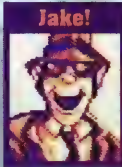
	Andy	Paul	Rick	Ross
<b>Concept:</b>	5	2	5	8
<b>Graphics:</b>	8	8	5	8
<b>Sound:</b>	5	5	5	8
<b>Playability:</b>	7	7	5	7
<b>Entertainment:</b>	6	5	5	8
<b>Overall:</b>	6.25	6.5	5	7

**▶ THE BOTTOM LINE 6**

Capcom continues their long line of the *Mega Man* series with *Mega Man V* for your Game Boy or Super Game Boy.

Mega Man is back and this time is fitted with a new Mega Arm. It's a good thing too because the eight intergalactic warriors (Mercury, Venus, Saturn, Neptune, Uranus, Mars, Pluto, and Jupiter) are coming to Earth to annihilate mankind. Mega Man is Earth's only hope for survival. Can you make him find their lairs in time?

As you travel through the 8 levels and destroy each of the bosses hidden in the levels, you will gain each of their weapons. Then take them to Dr. Light, a nutty professor, to have him equip you with them. If those powers aren't enough, Rush will jump in on command and unleash one of his powers to aid you. Good luck.



**Jake & Elwood Come Alive On Your Game Boy**

- **Cart Size:** 1 Meg
- **Style:** 1 or 2-Player Action/Adventure
- **Special Features:** Play As Either Jake or Elwood and 2-Player Alternating
- **Levels:** 17
- **Created by:** Titus
- **Available:** Now for Game Boy



**Andy, The Game Numbs**

"How exactly the Blues Brothers got a game I'm not exactly sure, but this game is what you would call average. Absolutely, nothing new."

**Paul, The Pro Player**

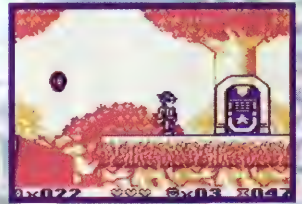
"John Belushi just rolled over in his grave. Where are the Illinois Nazis? This game hopes to sell on the name and nothing else."

**Rick, The Video Ranger**

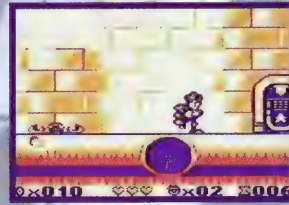
"This is your basic boring jump and shoot Game. If you're using the movie license give us something from the movie."

**Ross, The Rebel Gamer**

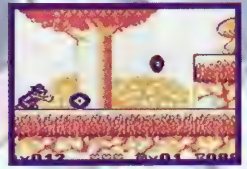
"The Blues Brothers is a classic movie, but the game is not quite up to that caliber. The concept is unique, but the gameplay is identical to what you will find in most Game Boy games."



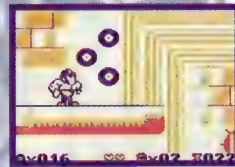
The jukebox is the end of the level, so you're safe for now.



Watch Elwood do his dance to the music.



Now that's the way to spin a disk.



Boy, is that Arnold or is that Elwood?



Be sure to collect all the items you come across.

**He's Back and More Powerful Than Ever Before!**

- **Cart Size:** 2 Meg
- **Style:** 1-Player Action/Adventure
- **Special Features:** Super Game Boy Compatible and Password Continues
- **Levels:** 8 Levels, 8 Bosses
- **Created by:** Capcom
- **Available:** Now for Game Boy

**Andy, The Game Numbs**

"We've all played enough Mega Man to make us puke. I'm tired of the same old same old. It's a good game, but not really that different from the good one before it."

**Paul, The Pro Player**

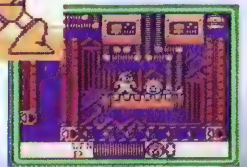
"Mega Man, what? If you've played through all the other four versions, then you'll have to try this."

**Rick, The Video Ranger**

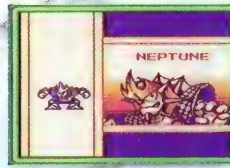
"By today's standards this is weak even for the Game Boy. Capcom, let Mega Man rest in peace."

**Ross, The Rebel Gamer**

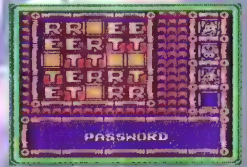
"So, a new Mega Man is here. Oh boy! Wait, this is pretty decent. Super Game Boy compatibility is a huge plus for the graphics. Any Mega Man is bound to be a top runner, and there is no exception here."



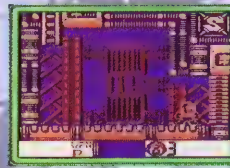
That free guy couldn't have come at a better time.



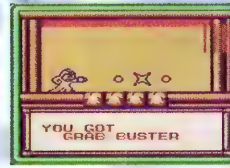
Whoa! Neptune looks nasty!



Be sure to write down your passwords for later.



Power up before you have to face a boss.



When he defeats a boss, Mega Man grows in strength.



# BEAVIS AND BUTT-HEAD™ the game

SUPER NINTENDO  
ENTERTAINMENT SYSTEM

GENESIS  
GAME GEAR



Hey Beavis.  
Anybody who plays  
this video game gets  
to act as stupid  
as you do.

Heh-heh.  
Hm, yeh, uh.  
Shut up, nimrod.

Introducing the game that actually lets you control  
the destinies of America's leading morons.



This official seal is your assurance that this production meets the highest quality standards of Super™, Boyz™ and accessories. It's the seal of being that they are compatible with the Sega™ Genesis™ and Sega™ Game Gear™ systems.



© 1994 Viacom International, Inc. All rights reserved. "Beavis and Butt-Head" and all related characters and trademarks are trademarks of Viacom International, Inc. Nintendo, Super Nintendo Entertainment System and the various seals and logos are trademarks of Nintendo of America, Inc. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Inc. All rights reserved. The Performance Game Gear logo, system, symbols and icons are trademarks of Sega of America, Inc. TM, ®

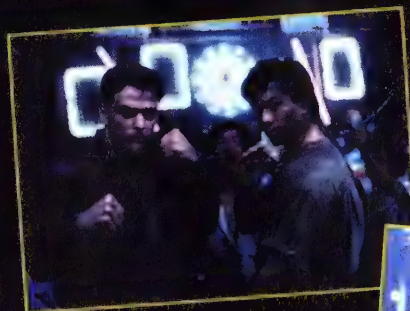
# WHAT'S HOT!

## News & Rumors From the Video Game Industry

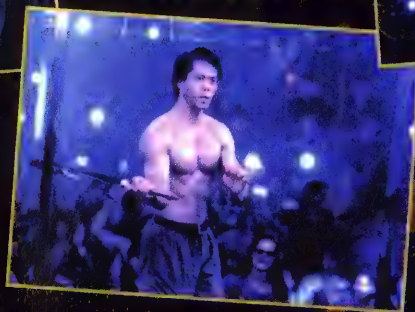
### FZ-1 REAL 3DO Slashes Price....Again!

Matsushita Consumer Electronics Company announced that the **Panasonic FZ-1 REAL 3DO** is now reduced in price by \$100. Now the 3DO has a manufacturer's suggested retail price of **\$399.95**.

That makes a total of \$400 in price reductions since the 3DO was introduced about a year ago. Maybe next year it will be FREE! Then again.....



**Street Fighter II: The Movie**



### Listen All Y'all It's a Sabotage!

After the release of their recent album, *Ill Communication* on the **Capitol/Grand Royale** label, the **Beastie Boys** follow it up with the **Beastie Boys screensaver**. Screensaver? Bands usually release videos after the album, don't they? Well in a move of marketing genius by some folks at **Capitol Records** and **Doug Textor Productions**, **The Beastie Boys Screen Saver** went on the **Information Super-Highway** this past July. The new computer screen saver is available free to subscribers of on-line services and the Internet.

The Boys screensaver was created for users of **America On-line**, **CompuServe** and **Internet**, who will be able to download 30 **Beastie Boys** animations free of charge, onto their PC or Macintosh.

### AT & T Drops Out

**AT&T** announced that it will not continue its development of the **Edge-16 Modem** for the **Sega Genesis** and **3DO**. The device was a voice and data link that allowed players to compete over the phone lines.

"We think [digital wireless telephones and other products] have a higher potential payoff for us than do video game players and peripherals," writes AT&T's Media Relations Manager, **Michael Jacobs**. Ouch! Sprint anyone?

### Mega Man: The Animated Series

That's right, the undisputed king of the video game sequel, **Mega Man**, will star in his very own animated series debuting on a channel near you. This will be **Capcom's** (**Mega Man's** creators) first venture in the world of animation.

**Capcom** has recruited **Ruby Spears**, one of the country's foremost producers of animation for children's television, who is working very closely with **Capcom** to create the series. Like the game, the TV series will feature most of **Mega Man's** friends and enemies. **Dr. Wiley** will be sure to give **Mega Man** the same troubles encountered in the video game series. This TV series is syndicated so it might not be in all areas. Check your local listings for **Mega Man TV**.

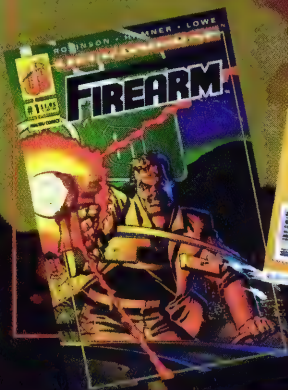


## Vids & Comics

Many of today's serious gamers not only have a passion for vids, but they also have a craze for comic books. Game publishers recognize the potential for character and game recognition that is created by putting video games into print and pictures. Conversely, game publishers create video games from recognizable and popular comic books. For us gamers, video game comic books are a chance to get more of a games' personality and story, which vids cannot always give us. Plus those comic books may give us insight on new characters or story plots that may be in upcoming video game sequels. Take a look at just a few of the comics we have in our collection and check your local comic shop for a multitude of video game comics.

**Sony Imagesoft** and **Malibu Comics Entertainment** recently signed a three-game deal to create games for the **Sega CD** using popular **UltraVerse** characters. The first two games in development are *Prime* and *Firearm*, with a third title that is un-named.

*Prime*, one of Malibu's first comics, should be ready this month and *Firearm* hopefully by next month. We're guessing the third title, which Sony has still not announced, will be *The Strangers*.



FIRST ISSUE COLLECTOR'S ITEM!



### Mortal Kombat: Blood & Thunder by Malibu Comics

**Acclaim** and **Malibu Comics Entertainment** recently brought the popular game *Mortal Kombat* into the comic era by releasing a six issue mini-series

"Blood and Thunder" which recaptures the events that took place in the tournament. Also, a three issue *Goro: Prince of Pain* mini-series brings you up close and personal with the four armed wonder. A culmination of both issues in the *Mortal Kombat Annual* will bring the series to a finale. The comics feature some new characters never before seen on the vid screen. Are these characters from the upcoming *Mortal Kombat 3*?

### Mortal Kombat II by Midway

Hot off the tracks of their first comic series, **Acclaim** and **Midway** bring a one shot lead into the *Mortal Kombat 2* tournament. This limited edition comic book gives you a slight glance at what happened after the first tournament and a first look at some of the new fighters and their thoughts which lead into the tournament.

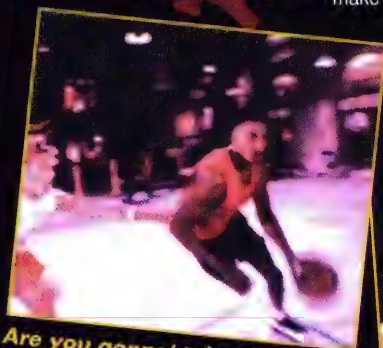
### The Tick by New England Comics Press

Originally in black and white, *The Tick* started as an underground comic. Now *The Tick* has been colorized and is now a Saturday morning cartoon and a soon-to-be released video game. **Fox Television** and **Fox Interactive** bring the "nigh-invulnerable" super-hero to life.

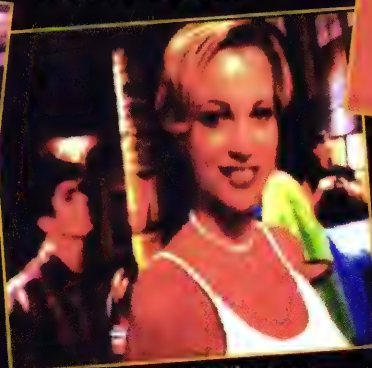
## Chicago Bulls Slammer Scottie Pippen Stars For Digital Pictures

**Digital Pictures**, the makers of *Prize Fighters* and *Night Trap*, will soon release *Slam City with Scottie Pippen* for the **Sega CD**. Like other DP titles, *Slam City* will incorporate extensive full-motion video footage of some serious on-the-court basketball action with the All-Star himself, Scottie Pippen.

Unlike other powerhouse basketball licenses, namely *Air Jordan*, *Sir Charles* and the *Shaq*, this *NBA Jam* meets Hollywood production will put Scottie Pippen's "interactive acting" to the test. Directed by Rob Stein, who directed DP's *Prize Fighter*, *Slam City* is no artist cell animation. Rather, it's pure live slammin' action with Scottie. With over two hours of fast street hoops action, *Slam City* may make Pippen the "first" basketball star of the interactive silver screen.



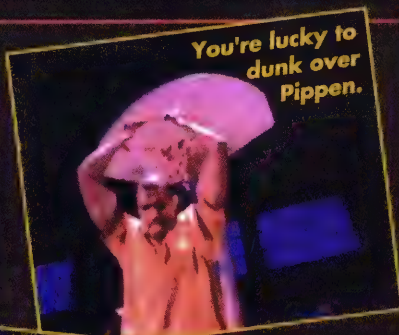
Are you gonna' take the charge against Scottie?



What's a nice girl like you, doin' in a game like this?



Give Scottie the ball, or he'll go sit on the bench.



You're lucky to dunk over Pippen.



### Aladdin - SNES

To access a stage select for this Disney adventure, enter this code on controller two while on the options screen: L Button, R Button, Start, Select, X, Y, A, and B. If you entered it correctly you should hear a short tone. Hold the L and R Buttons and press Up and Down to change areas, and Left and Right to change the level.  
"Egghead"

### Streets of Rage 3 - Genesis

To access more players for this Sega beat'em up go to the options screen and press and hold these buttons on controller two after you highlight the players menu: Up, A, B, and C. Then use Controller one to choose your number of players.  
"The Game Professor"

### FIFA International Soccer - Sega CD

To play with a bunch of power-ups, go to the option screen and enter these button combinations. You will only need to enter them one time when you turn on the Sega CD.

- Super Offense:** A, A, A, A, A, B, C
  - Super Defense:** B, B, B, B, B, C, B
  - Invisible Walls:** C, C, C, B, A, A, A, B
  - Super Goalie:** A, A, A, A, A, B, B, B, B, B
  - Curve Ball:** B, A, C, B, C, C
  - Crazy Ball:** C, A, B, C, C, B, A, C
  - Dream Team:** A, A, B, B, C, C, A, A
  - Super Power:** C, A, B, B, B, B, B, B, B, B
- Chad Womak  
Mesquite, TX

### Outrunners - Genesis

To access a Formula car enter this code at the Title screen: Left, Right, Left, Right, B, C, and A. If it worked you will hear a chime. Next, press Start and then choose the arcade mode with the C Button. Choose the Formula Car just to the left of the first car.  
"The VidMan"



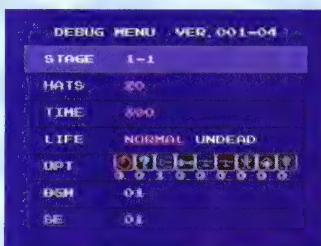
### Art of Fighting - SNES

To see the ending of this SNES fighter begin the game in the Story Mode and quickly enter this code after you have paused the game: Up, X, Left, Y, Down, B, Right, A, L Button, and Y. Then unpause and enjoy!  
"Virtua Gap Boy"

### BattleTech - Genesis

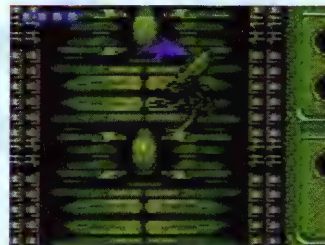
Here are all the level codes for this intense action game, plus an unlimited weapons and invincibility code that worked on the pre-production version (hope it still works)!

- Desert Planet:** ..... WLFCLN
  - Ice Planet:** ..... GHSTBR
  - Jungle Planet:** ..... SMKJGR
  - Swamp Planet:** ..... JDFLCN
  - Invincible:** ..... VVLCNJ
- "The VidMan"



### Inspector Gadget - SNES

To access a hidden debug menu enter this code at the title screen while holding the B, L, and R Buttons: Down, Down, Up, Left, Right, Down, Right, and Left. If you entered it correctly the screen should change colors.  
"Virtua Gap Boy"



### Ecco the Dolphin - Game Gear

- Medusa Bay** ..... QMBRB
- Under Caves** ..... WRRKC
- Ridge Water** ..... SRRGD
- Open Ocean** ..... CKRKE
- Cold Water** ..... OONYF
- Open Ocean** ..... GCJAG
- Deep Water** ..... YAHWW
- The City of Forever** ... CWVEI
- Origin Beach** ..... IOJKJ
- Dark Water** ..... KOFQK
- Dark Water** ..... KWFAL
- The City of Forever** ... IIMWO
- The Tube** ..... QKOOO
- The Machine** ..... YAPOW
- The Vortex** ..... SSKOQ

Video Game Rebel  
Shaun O'Dell  
DeSoto, TX

### Mortal Kombat II - SNES

To get a whole bunch of cool stuff, enter the following codes (quickly) on the joystick at the Character Select Screen.

#### 15 seconds to do a Fatality:

U, U, L, U, D, then Select

#### 4x your normal strength:

D, U, R, U, L, then Select

#### 30 Continues:

L, U, R, D, L, then Select

#### Start at Kintaro:

U, D, D, R, R, then Select

#### Start at Shao Khan:

R, U, J, R, L, then Select

#### Start at Smoke:

U, L, U, U, R, then Select

#### Start at Jade:

U, D, D, L, R then Select

#### Start at Noob Saibot:

L, U, D, D, R, then Select

"Warlord"



### The Horde - 3DO

To watch all the video footage in this cool 3DO game press and hold Up, A, B, and press Pause anytime during gameplay. When the game is paused press Right, A, Left, Left, A, Up, and B. After this code is entered, unpause the game and watch.  
"The Video Vigilante"



### Spike McFang - SNES

To control your companion Rudy with the second controller enter this code at the title screen: Down, B, Left, B, Up, Y, Right, and Y. You should hear a small sound if you did it correctly. If you are starting from the beginning you will have to play until you rescue Rudy.  
"The VidMan"

"The VidMan"

### AeroFighters - SNES

To Access two new characters, press and hold the R Button at the "Character Select" screen, then press Left, Down, Right, X, Y, A, B, Left, Down, Right, Down, X, Y, A, and B

To fight only the Bosses in a timed game, press and hold the R Button at the "Character Select" screen, then press A, Left, Y, Right, X, Down, B, and Up.

"The Egghead"  
State of Confusion, U.S.A.

### Raiden - Jaguar

To get unlimited lives enter this code at the end of the first level when you reach the boss: Hold down buttons 1, 4, 7, 3, 6, 9 and then Option. If you did it correctly you should hear a slight noise.  
"The VidMan"

"The VidMan"



# Xpect the UnXpected

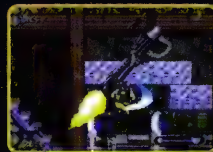
MARVEL  
COMICS  
**WOLVERINE**  
ADAMANTIUM™ RAGE



SHATTER CYBER'S™  
CRYSTAL DRAGON!



UNLEASH  
WOLVERINE'S™  
CLAWS!



UNSTOPPABLE  
ADAMANTIUM™  
RAGE!



BLOODSCREAM™  
AWAITS!

SUPER NINTENDO  
ENTERTAINMENT SYSTEM™

GENESIS

MARVEL  
SOFTWARE™

MARVEL COMICS™, MARVEL SOFTWARE™, WOLVERINE® and the distinctive likeness thereof TM & © 1994 Marvel Entertainment Group, Inc. All rights reserved. Nintendo, Super Nintendo Entertainment System™ and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Sega & Genesis are trademarks of Sega Enterprises Ltd. All rights reserved. Acclaim® is a registered trademark of Acclaim Entertainment, Inc. © 1994 Acclaim Entertainment, Inc. All rights reserved.

Acclaim  
entertainment inc.



### Super Street Fighter II - SNES

To be able to choose the same characters in Group Battle mode just press the L and R Buttons repeatedly until you hear Vega's scream.

"Egghead"

### Super Street Fighter II: Turbo - Arcade

To play as the elusive master of the martial arts, Akuma, you must follow this complex entry, but your reward will be to fight with the brother of Ken and Ryu's sensei.

- 1.) Make sure the machine is on the Free-Select Speed Setting.
- 2.) Choose your Speed
- 3.) Highlight Ryu and count to five
- 4.) Move to T. Hawk and count to five
- 5.) Move to Guile and count to five
- 6.) Move to Cammy and count to five
- 7.) Move back to Ryu, count to ten, then press all three Punch Buttons and Start at the same time. If the code worked correctly Akuma's face should replace Ryu's on the character select screen.

"The VidMan"

### Star Trek: The Next Generation - SNES

To access a level select wait for the Star Trek Logo to appear then enter this code: Y, Y, X, X, A, A, B, and B. When the game begins, press the Start button to pause the game, then press the Y Button to access the level select.

"The VidMan"



### Mortal Kombat II - SNES

To access a crazy Shao Khan intro, press and hold the Left and Right buttons as soon as you turn the machine on. If it worked, Shao Khan and Kintaro should come out and make a mess of the Acclaim logo.

"The VidMan"

## Mortal Kombat II - Genesis/SNES

### HIDDEN CHARACTERS:

**Smoke:** Press Down and Start at the Portal Level when Dan Forden says "Toasty".

**Jade:** At the Level before "?" use only low-kick, nothing else and win a round.

### Noob Saibot:

SNES: Win 50 Matches

Genesis: Win 25 Matches

### LEVEL TRICKS:

**The Mortal Tomb:** Right after you do your pit move and send your opponent upward, press down on both controllers to have your opponent slide off the spikes after he gets impaled.

**The Dead Pool:** To access Fatality on the Dead Pool, press and hold down LP, LK, then move close to your opponent and press Down and then HP. 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 "ohhh".

Here are the moves for this fighter, but remember to check the legend on page 66 to be sure how it works. Hint: Distances such as "Sweep" are in parentheses.

### BARAKA

**Spark Toss:** . . . . .D to B, HP  
**Blade Slice:** . . . . .B + HP  
**Shredder:** . . . . .B, B, B, LP  
**Pit:** . . . . .F, F, D, HK  
**Babality:** . . . . .F, F, F, HK  
**\*Friendship:** . . . . .U, F, F, HK  
**Impale:** . . . . .B, F, D, F, LP(Close)  
**\*Decapitate:** . . . . .B, B, B, HP(Close)

### JOHNNY CAGE

**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  
**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)

### MILEENA

**Sai Throw:** .Charge HP 2 Seconds  
**Teleport Kick:** . . . . .F, F, LK  
**Roll:** . . . . .B, B, D, HK  
**Pit:** . . . . .F, D, F, LK  
**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)

### JAX

**Overhead Hammer:** . . . . .F + HP  
**Gotcha Grab:** . . . . .F, F, LP, rapid LP  
**Multiple Throw:** . . . . .F + LP, rapid HP  
**Energy Bolt:** . . . . .F to D to B, HK  
**Ground Pound:** .Charge LK 3 sec.  
**Backbreaker:** . . . . .BL in air  
**\*Pit:** . . . . .U, U, D, LK  
**\*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)

### KITANA

**Fan Lift:** . . . . .B, B, B, HP  
**Fan Throw:** . . . . .F, F, HP + LP  
**Fan Slice:** . . . . .B + HP  
**Zip Punch:** . . . . .F to D to B, HP  
**Pit:** . . . . .F, D, F, HK  
**\*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)

### 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 (Far) (then aim the hat at their neck!)

### LIU KANG

**High Dragon Fire:** . . . . .F, F, HP  
**Low Dragon Fire:** . . . . .F, F, LP  
**Bicycle Kick:** Charge LK 4 seconds  
**Flying Kick:** . . . . .F, F, HK  
**Pit:** . . . . .B, F, F, LK  
**Babality:** . . . . .D, D, F, B, LK  
**Friendship:** . . . . .F, B, B, B, LK  
**\*Cartwheel:** Spin Away from Enemy (Anywhere)  
**Dragon Munch:** . . . . .D, F, B, B, HK (Close)

### RAIDEN

**Shocking Grasp:** Charge HP 3 sec.  
**Torpedo:** . . . . .B, B, F, LK  
**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, Then Rapid LK & BL (Close)  
**Super Uppercut:** . . . . .Charge HP 7 Seconds (Close)

### REPTILE

**Venom Spit:** . . . . .F, F, HP  
**Energy Orb:** . . . . .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 (Close) (Must be Invisible!!)

### SCORPION

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

### SUB-ZERO

**Deep Freeze:** . . . . .D to F, LP  
**Ground Freeze:** . . . . .D to B, LK  
**Slide:** . . . . .B + BL + LP + LK  
**Genesis:** B + LK + HK  
**Pit:** . . . . .D, F, F, BL  
**Babality:** . . . . .D, B, B, HK  
**Friendship:** . . . . .B, B, D, HK  
**\*Freeze Uppercut:** . . . . .F, F, D, HK (Sweep) When Frozen  
**Ice Grenade:** Hold LP + (B, B, D, F) Then Release LP (Far)

### SHANG TSUNG

**1 Flaming Skull:** . . . . .B, B, HP  
**2 Flaming Skulls:** . . . . .B, B, F, HP  
**3 Flaming Skulls:** . . . . .B, B, F, F, HP  
**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 Sec.  
**Baraka Morph:** . . . . .D, D, LK  
**Scorpion Morph:** .Hold BL + (U, U) Then Release

**Raiden Morph:** . . . . .D, B, F, LK  
**Pit:** . . . . .BL + (D, D, U), D  
**Babality:** . . . . .B, F, D, HK  
**\*Friendship:** . . . . .B, B, D, F, HK  
**\*Soul Stealer:** .U, D, U, LK (Close)  
**Death from Within:** . . . . .Charge HK 3 sec. (Sweep)  
**Kintaro Morph:** .Charge LP 25 sec. (Sweep)

How your Mom  
can save \$190  
on a game  
that costs  
\$85.



You may not realize it, but you probably spend more on batteries than you spent on your video game.

So it pays to switch to Rayovac Renewal – the only alkaline batteries created to be reusable, 25 times or more.

Sound like yesterday's rechargeables?

Forget it. Renewal batteries are totally different. They're alkalines, so you get more power – more play time – from each charge. And the Renewal Power Station™ makes charging hassle-free.

With the money Mom saves on batteries,\* maybe she'll spring for a new cartridge or two. **SMART MOVE**

**RAYOVAC**  
**RENEWAL**  
REUSABLE ALKALINE™

©1994 Rayovac Corporation

**Call 1 800-237-7000 for more information.**

\*Savings depend on your device and how you use it. Frequent charging maximizes savings.

MAIL IN REBATE EXPIRES JAN 31, 1995

**Save \$5 to start**

**RAYOVAC**  
**RENEWAL**  
REUSABLE ALKALINE.

Get \$5 back by mail on your purchase of any Renewal Power Station.

To receive your rebate, enclose dated cash register receipt with purchase price circled, and proof of purchase (UPC symbol and numbers).

Mail to: \_\_\_\_\_  
Name \_\_\_\_\_  
Renewal Rebate Offer \_\_\_\_\_  
Dept. GI-01 \_\_\_\_\_  
Address \_\_\_\_\_  
P.O. Box 7237 \_\_\_\_\_  
Osseo, MN 55569-7237 City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Only this official form and original UPC and original cash register receipt accepted, no facsimiles. Offer good only in U.S.A., void where prohibited, taxed or restricted by law. Mail-in offer only, not for store redemption. Offer is limited to one response per family, group, organization or mailing address. P.O. boxes without street addresses will not qualify as mailing addresses. Multiple submissions will not be acknowledged. Request must be postmarked by Jan 31, 1995. Limit: 1 rebate per mailing address.



## Mortal Kombat II – Game Boy

### LIU KANG

**High Fireball:** . . . . .F, F, P  
**Low Fireball:** . . . . .D, F, P  
**Flying Kick:** . . . . .F, F, K  
**Bicycle Kick:** Hold K For 3 Sec.  
**Finishing Move:** . . .D, F, B, B, K  
**Babality:** . . . . .D, D, F, B, K  
**Spikes:** . . . . .B, F, F, K

### KITANA

**Fan Toss:** . . . . .F, F, P + K  
**Fan Swipe:** . . . . .B + P  
**Fan Lift:** . . . . .B, B, B, P  
**Squarewave:** . . . . .D, B, P  
**Finishing Move:** . .BL, BL, BL, K  
**Babality:** . . . . .D, D, D, K  
**Spikes:** . . . . .F, D, F, K

### REPTILE

**Acid Spit:** . . . . .F, F, P  
**Force Ball:** . . . . .B, B, P + K  
**Power Slide:** . . . . .B + P + K  
**Invisibility:** . . .BL + U, U, D, P  
**Finishing Move:** . . .B, B, D, P  
**Babality:** . . . . .D, B, B, K  
**Spikes:** . . . . .D, F, F, BL

### SCORPION

**Spear:** . . . . .B, B, P  
**Decoy Punch:** . . . . .D, B, P  
**Air Throw:** . . . . .BL In Air  
**Finishing Move:** . . .BL + U, U, P  
**Babality:** . . . . .D, B, B, K  
**Spikes:** . . . . .D, F, F, BL

### MILEENA

**Teleport Kick:** . . . . .F, F, K  
**Roll Attack:** . . . . .B, B, D, K  
**Sai Throw:** . . . . .Hold P For 2 Sec.  
**Finishing Move:** Hold P For 3 Sec.  
**Babality:** . . . . .D, D, D, K  
**Spikes:** . . . . .F, D, F, P



### Mortal Kombat II – SNES

To play MK II in a 2-player tournament mode, press and hold the Left and Right buttons before you press the Start Button. Next, choose four fighters and prepare for battle.

"The VidMan"

### JAX

**Gotcha:** . . . . .F, F, P  
**Energy Wave:** . . . . .F, D, K  
**Ground Smash:** Hold P For 3 Sec.  
**Back breaker:** . . . . .BL in Air  
**Finishing Move:** Hold K + F, F, F then Release K  
**Babality:** . . . . .D, U, D, U, K  
**Spikes:** . . . . .BL + U, U, D, K

### SUB-ZERO

**Deep Freeze:** . . . . .D, F, P  
**Ground Freeze:** . . . . .D, B, K  
**Power Slide:** . . . . .B + P + K  
**Finishing Move:** F, F, D, K then F, D, F, F, P  
**Babality:** . . . . .D, B, B, K  
**Spikes:** . . . . .D, F, F, BL

### SHANG TSUNG

**1 Fireball:** . . . . .B, B, P  
**2 Fireballs:** . . . . .B, B, F, P  
**3 Fireballs:** . . . . .B, B, F, F, P  
**Liu Kang Morph:** . . .B, F, BL  
**Sub-Zero Morph:** . . .F, D, F, K  
**Kitana Morph:** . . . .BL, BL, BL  
**Reptile Morph:** . . .BL + U, D, U  
**Mileena Morph:** Hold P For 2 Sec.  
**Scorpion Morph:** . . .BL + U, U  
**Jax Morph:** . . . . .D, F, B, P  
**Finishing Move:** . . .BL + U, D, P  
**Babality:** . . . . .B, F, D, K  
**Spikes:** . . . . .BL + D, D, U, P

### MKII Legend for all systems

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

Moves marked with an "\*" are easier to do if you hold down block, but it is optional. Moves in parenthesis are done while the previous button is being held.

### Mortal Kombat II – Genesis

To access the Test mode, enter the "Options" and go down to "Done". With the arrow pointing at "Done", press L, D, L, R, D, R, L, L, R, and R. If done correctly, you will get a "Test Mode" option. Go into here and you can make either player invincible, kill with one hit, and a bunch of other cool stuff.

"Warlord"

## Mortal Kombat II – Game Gear

### LIU KANG

**High Fireball:** . . . . .F, F, P  
**Low Fireball:** . . . . .D, F, P  
**Flying Kick:** . . . . .F, F, K  
**Bicycle Kick:** Hold K For 3 Sec.  
**Finishing Move:** . . .D, F, B, B, K  
**Spikes:** . . . . .F, B, F, P

### KITANA

**Fan Toss:** . . . . .F, F, P + K  
**Fan Swipe:** . . . . .B + P  
**Fan Lift:** . . . . .B, B, B, P  
**Squarewave:** . . . . .F, B, P  
**Finishing Move:** . . . . .Hold BL + F, F, F, K  
**Spikes:** . . . . .F, B, F, P

### REPTILE

**Acid Spit:** . . . . .F, F, P  
**Force Ball:** . . . . .B, B, P + K  
**Power Slide:** . . . . .B + P + K  
**Invisibility:** . . . . .U, U, D, P  
**Finishing Move:** . . . . .B, B, D, P  
**Spikes:** . . . . .F, B, F, P

### SCORPION

**Spear:** . . . . .B, B, P  
**Scissor Takedown:** . . .D, B, K  
**Decoy Punch:** . . . . .D, B, P  
**Air Throw:** . . . . .BL In Air  
**Finishing Move:** . . .BL + U, U, P  
**Spikes:** . . . . .F, B, F, P

### MILEENA

**Teleport Kick:** . . . . .F, F, K  
**Roll Attack:** . . . . .B, B, D, K  
**Sai Throw:** . . . . .Hold P For 2 Sec.  
**Finishing Move:** . . . . .F, B, F, K  
**Spikes:** . . . . .F, B, F, P

### JAX

**Gotcha:** . . . . .F, F, P  
**Energy Wave:** . . . . .D, B, K  
**Overhead Smash:** . . . . .F, F, K  
**Ground Smash:** Hold K For 3 Sec.  
**Back breaker:** . . . . .BL in Air  
**Finishing Move:** F, F, P Until Explode  
**Spikes:** . . . . .F, B, F, P

### SUB-ZERO

**Deep Freeze:** . . . . .D, F, P  
**Ground Freeze:** . . . . .D, B, K  
**Power Slide:** . . . . .B + P + K  
**Finishing Move:** . . . . .F, F, D, K then F, D, F, P  
**Spikes:** . . . . .F, B, F, P

### SHANG TSUNG

**1 Fireball:** . . . . .B, B, P  
**2 Fireballs:** . . . . .B, B, F, P  
**3 Fireballs:** . . . . .B, B, F, F, P  
**Liu Kang Morph:** . . . . .Hold K For 2 Sec., B  
**Sub-Zero Morph:** . . . . .Hold K For 2 Sec., F  
**Kitana Morph:** . . . . .Hold K For 2 Sec., D  
**Reptile Morph:** . . . . .Hold K For 2 Sec., U + B  
**Mileena Morph:** . . . . .Hold K For 2 Secs, U  
**Scorpion Morph:** . . . . .Hold K For 2 Sec., D + B  
**Jax Morph:** . . . . .Hold K For 2 Sec., D + F  
**Finishing Move:** . . . . .Hold BL + U, D, U, P  
**Spikes:** . . . . .F, B, F, P

## 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.

Send To: Secret Access

Game Informer Magazine  
 10120 W. 76th Street  
 Eden Prairie, MN 55344



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

**STRAP IN.  
DRINK FUEL.  
EAT ASPHALT.  
BELCH FIRE.**

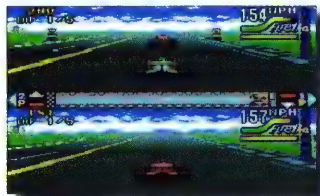
**WHO  
SAYS YOU  
HAVE TO SPEND  
THE REST OF YOUR  
LIFE DOING TIME IN THE  
FAMILY SEDAN?**

**MICHAEL ANDRETTI'S  
INDY CAR CHALLENGE**

Michael Andretti's *Indy Car Challenge* will turn you into hell on wheels, surrounded by a pack of fire-belching, supercharged Indy Car racers. You're right in the thick of things with **hot Mode-7 graphics** and **realistic play control**. It's the most awesome tire-smoking, door-blowing fun this side of slappin' on a helmet and strappin' into 2000 pounds of rolling thunder.



Hold on for the ride of your life in the one-player mode!



Challenge a friend for head-to-head racing in the split-screen two-player mode.



Custom replay option lets YOU set the camera angles.

**16 tracks** of hot Indy Car action, featuring actual Indy Car track shapes—high-speed ovals, demanding road courses and challenging street circuits. Pit-to-car contact with world-class driver **Michael Andretti's actual voice**. You even get a **customizable instant replay** so you can relive



"Whether you're driving solo or going head-to-head, this game has the action, speed and intensity to take you all the way to victory lane. It's white knuckle driving all the way."

Michael Andretti

every bone-blasting thrill and chill. Win the championship and you get to pit your skill against Andretti himself.

Speed down to your local retailer and get Michael Andretti's *Indy Car Challenge*. Just remember: the race begins after you get home.

**"A cylinder melting Indy Car masterpiece... one of the best video driving experiences ever!"**  
Nintendo Power, Sept. 1994



**Bullet-Proof Software**  
8337 154th Avenue N.E., Redmond, WA 98052



The Latest in Video Game

# TECH TALK

Hardware & Software



## Sega Is Now A Real Team Player

The Team Player 2 is **Sega's** new multi-player adapter. It is the only **Sega Genesis** adapter that is compatible with all multi-player games. **Sega** has listened to all of you (and members of the press), so now you don't have to shell out the cash for a bunch of 4-player adapters. As a result, there will be no more switching your favorite sports games and then having to switch to the appropriate control adapter.

The *New Team Player 2* is the only adapter compatible with **Sega**, **Electronic Arts** and all other multi-player games. It is also the only one that will let you play with 6-button controllers, *Mega Mouse* and the *Activator*. The *Team Player 2* is also billed as being able to allow 8 people to play simultaneously. Well, let's get some 8-player games before we get excited about that unimportant feature. The *Team Player 2* is available now with a MSRP of \$29.95.

## The Video Jukebox: MTV in a Box?

**ASG Technologies, Inc.** has developed a new peripheral for the **Sega Genesis/CD**, **Super Nintendo Entertainment System** and the **Atari Jaguar**. No, this new machine does not play your favorite **MTV** videos, the *Video Jukebox (VJ)* is a box that allows you to load up to six game cartridges on your favorite video game system.

As you can see from this picture of the *Genesis/CD* unit, the *VJ* has six cartridge ports and a master cartridge that plugs into the game system. You load up the *VJ* with carts and select one of the six buttons that coincides with the cartridges. The *Genesis/CD* unit also has a button that allows you to switch over to the **Sega CD**, if you have one. Plus, the *VJ* is network compatible so you can "daisy chain" multiple *VJ* units together to handle more carts.

The *VJ* is handy for those of you who organize cartridges by launching them onto the floor. It would also probably be cool for a local video store to demo games. And hey, it looks cool. The *Video Jukebox* by **ASG** is available now for the **SNES**, **Genesis** and **Jaguar** with a MSRP of \$49.99.



## Nintendo's Ultra 64 Tries To Set A Speed Record

The 64-bit **Nintendo Ultra 64**, scheduled to hit homes in late '95, will incorporate a high-speed memory technology developed by **Rambus, Inc.** According to a **Nintendo** news release, "the 500 MHz speed of the **Rambus** technology is a major leap in performance in contrast to the speeds of 30 MHz to 66 MHz in most current personal computers." 500 MHz? *Ultra 64* will run at 500 MHz? Now either **Nintendo** is holding the best kept secret in the computer industry or there's a little more to this story.

**Rambus, Inc.** has not developed a faster CPU, but it has developed a huge "highway" for information to travel on. The technology **Rambus** developed utilizes 500 MHz processor-to-memory interface. In other words, they built a 24 lane expressway to handle about ten cars an hour. No, the *Ultra 64* will not run at 500 MHz. The memory speed will be at 500 MHz, even though memory speed is commonly measured in nanoseconds. The **Rambus** technology is, however, a breakthrough that will allow for lower costs, expandability and optimum performance for the *Ultra 64* and other applications.

## 3DO Will Get 64-bit Punch With PowerPC In '95

The **3DO Company** launched plans to release an *M2 Accelerator* that will be an add-on upgrade for the **3DO Multiplayer**. The *M2* will attach to the **3DO's** expansion port to give gamers true 64-bit power.

**3DO** will be working with **Motorola**, **IBM** and **Matsushita Electric** to develop a state-of-the-art 64-bit multi-processor that will include a **PowerPC** microprocessor and, in addition, multiple custom graphics and sound processors. **IBM** and **Motorola** will engineer and manufacture the **PowerPC** microprocessor for the **3DO**.

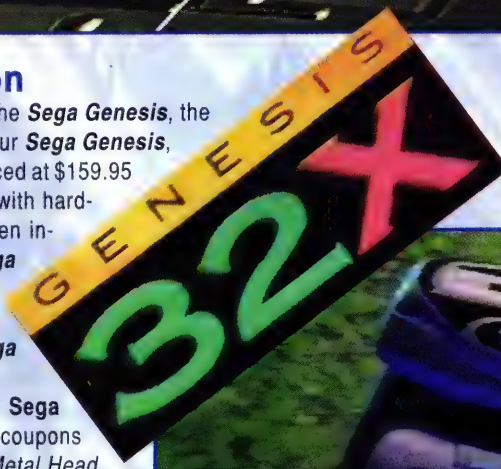
The new **3DO** 64-bit accelerator will initially be sold as an upgrade for current **3DO** owners in late 1995, with the possibility of an entirely new system some time in 1996.

## Take your Genesis into the X-Dimension

On November 11th **Sega** will unleash their newest peripheral for the **Sega Genesis**, the **32X**. This is a 32-bit RISC-based unit that attaches directly to your **Sega Genesis**, **Genesis2**, or **CDX** via some handy plastic adapters. The **32X**, priced at \$159.95 (not the \$149 that was originally quoted) will upgrade your **Genesis** with hardware scaling and rotation, texture mapping, 32,000 colors, and it even incorporates a through-port to allow you to play your current library of **Sega Genesis** titles. Of course, if you've already invested in a **Sega CD**, that won't go to waste either. The **32X** will upgrade the RAM available to the **Sega CD**, when playing **32X CD** games, and will enable the **Sega CD** to use all the new features offered by the **32x**.

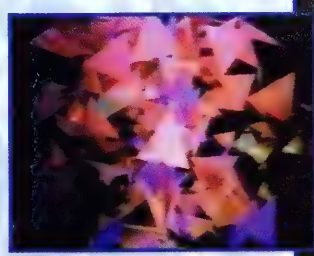
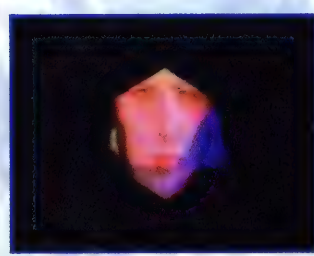
Unfortunately, the **32x** will not come packed with a cart. Instead **Sega** has opted for the less exciting coupons on six upcoming releases. The coupons will be good for 10 bucks off *Virtua Racing Deluxe*, *Stellar Assault*, *Metal Head*, *Star Wars Arcade*, *Doom*, and *36 Great Holes Starring Fred Couples*. While the coupon idea is kinda lame, the six games you get to choose from are pretty cool.

Here is a glance at what's on the way, and look to the December issue of *GI* to get your first full reviews. We recently played all the upcoming titles, and they look hot. Most of them were incomplete, but it looks like they definitely are headed in the right direction.



### 32X Specs

- CPU:** Two Hitachi 32-bit RISC processors running at 23MHz/40 MIPS
- Co-processing:** Genesis 68000 and a new VDP
- Graphics:** High-speed RISC processors and dual frame buffers allow rendering of 50,000 polygons per second; texture mapping; hardware scaling and rotation
- Colors:** 32,768 simultaneous colors
- Memory:** 4mbit RAM in addition to the Genesis and Sega CD
- Video:** Able to overlay a plane of graphics over the Genesis video
- Audio:** Stereo, digital audio with programmable sample rates; Audio mixing with Genesis sound



# GAME GENIE

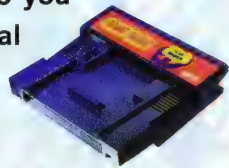
# SWAP SHOP

TM

TM

## Win A Game Genie of Your Choice!

**D**ig 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 you doorstep...well, mailbox. Original codes only. All pre-published codes will not be accepted.



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

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

#### SNES

- Actraiser
- Goof Troop
- WWF Royal Rumble
- Spiderman and X-Men
- Final Fantasy Mystic Quest
- Saturday Night Slam Masters
- Ken Griffey Jr. Baseball
- Donkey Kong Country
- Spider-Man & Venom: Maximum Carnage
- Mortal Kombat II
- Madden '94
- Superman

#### Genesis

- X-Men
- Incredible Hulk
- Earthworm Jim
- Eternal Champions
- Wonderboy in Monster World
- T2: The Arcade Game
- Phantasy Star II
- Phantasy Star III

#### NES

- Valis
- Dizzy
- Castlevania 3
- Adventure of Lolo 3
- Monster in My Pocket
- Treasure Master
- Ultima Exodus

#### Game Boy

- Final Fantasy Legend II

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

#### Mortal Kombat II - SNES

- C2C4-47AA Infinite continues
- DF8C-CDDA Start with 0 continues
- D78C-CDDA Start with 2 continues
- D58C-CDDA Start with 6 continues
- DB8C-CDDA Start with 8 continues
- C2B1-14F7 Player 1 is invincible
- C2B5-14F7 Player 2 or computer is invincible
- DDB1-1FF7 Player 1 is killed by one hit
- DDB5-1FF7 Player 2 or computer is killed by one hit
- 622B-C7AC Disable throws (2-player only)
- 6DC7-1DAA Infinite time

Ross Larson  
Brooklyn Park, MN

#### Daffy Duck: The Marvin Missions - SNES

- 7E1F-1002 Infinite lives
- 7E1F-4528 Infinite Fuel

Richard Hanks  
Ogema, MN

#### Titus The Fox - Game Boy

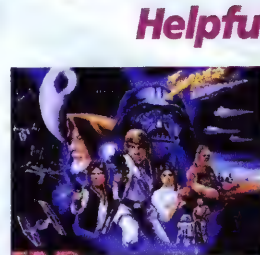
- 093-D5A-E66 Start with nine lives
- FA3-DCA-E6A Start with a 250 point bonus
- 003-BAF-5D4 Start on level 1, part 2

Chris Bradley  
Matawah, NJ

#### Donkey Kong - Game Boy

- 009-4DF-3BE + 00C-34F-E6E Infinite lives

Melvin Brown  
Somerset, NJ



#### Super Star Wars - SNES

- 9DCB-DDDD Psychedelic backgrounds
- E166-DDDD Eliminates all enemy ships except Darth Vader's in last level

Shaun Knee  
Monroe, MI

#### Alien vs. Predator - Game Boy

- AED-AED-AED Jump through walls, locked doors, and bricks

Steven Williams  
Reynolds, GA



#### Mick & Mack: Global Gladiators - Genesis

- AW3T-2A20 Don't lose energy when slimed
- RFVT-26ZN Infinite lives
- AL2T-2A6N 0 arches needed to complete a level
- ABNT-2A7E 0 arches needed to get to bonus round
- RG3T-2606 Infinite time

Joseph Nigro  
Milldale, CT



#### Lagoon - SNES

- EE22-040C Start on level 255 and walk slow

Adam Grinte  
New Hartford, CT

#### Super Mario Kart - SNES

- CD6E-CD6F Enemies, weapons, and obstacles are invisible
- CD6A-CD6F No roads
- CD64-CD6F No map
- 0286-4F6D Slow opponents

J.R. Lillard  
Lee's Summit, MO

#### Mega Man X - SNES

- 23BD-3F07 Start with all weapons and most enemy bosses defeated

Moses King Jr.  
East St. Louis, IL

#### Cool Spot - Game Gear

- C00-15F-AEE Makes some items including you invisible

Matthew Gates  
Shreveport, LA

#### Mortal Kombat - SNES

- 6DB8-3D67 Get two flawless and win the whole game
- 3945-D5BA Always fight Goro

Alexander Ferreira  
Spring Valley, NY



#### Tetris 2 - NES

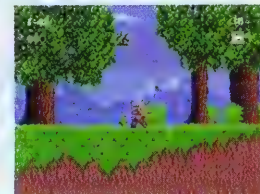
- AAUEUSS0 Speed doesn't increase
- VNUEUSS0 Speed increases much faster
- ZEKESPPT Max speed is 2

John Fox  
Romolos, MI

#### Strider - Genesis

- AK8T-AA5R + AKVT-AA94 Infinite energy
- AJFA-EA26 Infinite lives

Nathan Hahn  
Maplewood, MN



#### Kid Chameleon - Genesis

- SD9A-BAX0 Every diamond picked up gives you a free life

Kris Young  
Canton, MI

#### Zombies Ate My Neighbors - SNES

- FB66-4DD4 Start with 15 lives
- 736C-4DD4 Start with no special items
- B66B-4704 Start with no weapons

Teresa A. Largent  
Middletown, VA

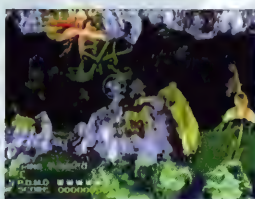


**Tiny Toon Adventures - NES**

**SZNOUNVK**  
Infinite lives  
**SZ00SVVK**  
Infinite energy after collecting one heart  
**YYIXXLU**  
Slow down timer  
*Foyht Fraise  
Fort Madison, IA*

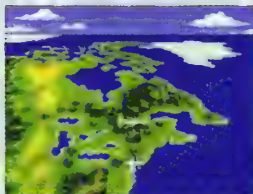
**NBA Showdown - SNES**

**C23B-44A8**  
No personal fouls (both teams)  
**DAE3-14AA + DAB7-37DA + DA3F-140F**  
12 sec. shot clock when ball is in bounded (1-Player)  
**DAE3-14AA + DA6E-47D8 + DA8A-CDD8**  
12 sec. shot clock when ball is in-bounded (computer)  
**C220-4FDF**  
Infinite shot clock (computer)  
**C224-4DA4**  
Infinite time  
**DFED-342C**  
1-min. quarters  
**D7E1-1D6A**  
3 time-outs  
**C239-1F6D**  
Infinite time-outs  
*The Vipeman  
Jericho, NY*



**Sub-Terrania - Genesis**

**AK3B-GAHY**  
Start on level 2  
**AP3B-GAHY**  
Start on level 3  
**AV3B-GAHY**  
Start on level 4  
**AZ3B-GAHY**  
Start on level 5  
**A33B-GAHY**  
Start on level 6  
**A73B-GAHY**  
Start on level 7  
**BB3B-GAHY**  
Start on level 8  
**BF3B-GAHY**  
Start on level 9  
*"The Vidman"*



**Aerobiz - SNES**

**D9A6-0DFD**  
In scenario 1, Tokyo starts with \$7,202,880,000  
**D9A6-0FFD**  
In scenario 1, Beijing starts with \$7,393,600,000  
**D9A6-04FD**  
In scenario 1, Hong Kong starts with \$7,453,600,000  
**D9A6-07FD**  
In scenario 1, Singapore starts with \$7,353,600,000  
**D9A8-0DFD**  
In scenario 1, Sydney starts with \$7,153,600,000  
**D9A8-0FFD**  
In scenario 1, Delhi starts with \$7,193,600,000  
**D9A8-04FD**  
In scenario 1, Tehran starts with \$7,033,600,000  
**D9A8-07FD**  
In scenario 1, Cairo starts with \$7,053,600,000  
**D9A9-0DFD**  
In scenario 1, Nairobi starts with \$6,953,600,000  
**D9A9-0FFD**  
In scenario 1, Lagos starts with \$7,013,600,000  
**D9A9-04FD**  
In scenario 1, Moscow starts with \$6,842,880,000  
**D9A9-07FD**  
In scenario 1, London starts with \$7,502,880,000  
**D9A8-0DFD**  
In scenario 1, Paris starts with \$6,842,880,000  
**D9A8-0FFD**  
In scenario 1, Rome starts with \$7,293,600,000  
**D9A8-04FD**  
In scenario 1, New York starts with \$6,742,880,000  
**D9A8-07FD**  
In scenario 1, Vancouver starts with \$7,073,600,000  
**D9AA-0DFD**  
In scenario 1, Los Angeles starts with \$7,202,880,000  
**D9AA-0FFD**  
In scenario 1, Honolulu starts with \$7,093,600,000  
**D9AA-04FD**  
In scenario 1, Mexico City starts with \$7,073,600,000  
**D9AA-07FD**  
In scenario 1, Lima starts with \$6,913,600,000

**D9A2-0DFD**

In scenario 1, Rio de Janeiro starts with \$7,193,600,000

**D9A2-0FFD**

In scenario 1, Buenos Aires starts with \$6,973,600,000

**D9A2-04FD**

In scenario 2, Tokyo starts with \$7,702,880,000

**D9A2-07FD**

In scenario 2, Beijing starts with \$7,553,600,000

**D9A3-0DFD**

In scenario 2, Hong Kong starts with \$7,853,600,000

**D9A3-0FFD**

In scenario 2, Singapore starts with \$7,653,600,000

**D9A3-04FD**

In scenario 2, Sydney starts with \$7,713,600,000

**D9A3-07FD**

In scenario 2, Delhi starts with \$7,593,600,000

**D9AE-0DFD**

In scenario 2, Tehran starts with \$7,153,600,000

**D9AE-0FFD**

In scenario 2, Cairo starts with \$7,333,600,000

**D9AE-04FD**

In scenario 2, Nairobi starts with \$7,053,600,000

**D9AE-07FD**

In scenario 2, Lagos starts with \$7,149,600,000

**D9AD-6DFD**

In scenario 2, Moscow starts with \$7,242,880,000

**D9AD-6FFD**

In scenario 2, London starts with \$6,592,160,000

**D9AD-64FD**

In scenario 2, Paris starts with \$7,462,880,000  
*"The Egghead"*

**Mortal Kombat II - Genesis**

**CVYA-BA7N**  
Timer is 2x as fast  
**LBYA-BA7N**  
Timer is 2x as slow  
**ABVT-BE64**  
Infinite time  
**RETT-A6Y6**  
Activate testing mode in options screen  
*Grant Kausel  
Brooklyn Park, MN*  
**Castlevania 4 - SNES**  
**E689-0FD7**  
Infinite shots for all weapons  
*"The Egghead"*

**Exclusive Codes from Galoob**

**Swamp Thing - Game Boy**

**FA1-40C-4C1**  
Infinite shots once collected  
**095-50F-E66**  
Start with 9 lives

1-pt. shots worth 5  
**A39A-AAFL**  
1-pt. shots worth 6  
**A79A-AAFL**  
1-pt. shots worth 7  
**BB9A-AAFL**  
1-pt. shots worth 8  
**P39A-BJOY**  
2-pt. shots worth 3  
**P39A-BNOY**  
2-pt. shots worth 4  
**P39A-BTOY**  
2-pt. shots worth 5  
**P39A-BYOY**  
2-pt. shots worth 6  
**P39A-B2OY**  
2-pt. shots worth 7  
**P39A-B6OY**  
2-pt. shots worth 8  
**P39A-BAOY**  
2-pt. shots worth 9  
**G79A-AAGT**  
2-pointers scored very close to goal  
**P39A-AAGT**  
2-pointers scored halfway between blue line and goal  
**YZ9A-AAGT**  
2-pointers scored a little closer  
**CV9A-ACGT**  
2-pointers scored a little farther away than the blue line

**Bo Jackson: 2 in 1 - Game Boy**

**BASEBALL:**  
**008-3C8-3BA + 008-268-3BA**  
No scoring while code is enabled  
**FOOTBALL:**  
**000-12A-3BE**  
Infinite time outs  
**F07-D0B-6E9**  
Always first down

**Beauty and the Beast - SNES**

**4AC8-47A8**  
No loss of light when the candle runs off the screen  
**C265-6407**  
Infinite flower time  
**3CC0-376A + 3CC0-37AA**  
Invincible-turn off to pick up rocks and spikes still do damage

**Beauty and the Beast - SNES**  
**4AC8-47A8**  
No loss of light when the candle runs off the screen  
**C265-6407**  
Infinite flower time  
**3CC0-376A + 3CC0-37AA**  
Invincible-turn off to pick up rocks and spikes still do damage

**Breath of Fire - SNES**

**EEBF-CFD9**  
Create a character with 255 max H.P.  
**EEBF-CF69**  
Create a character with 255 actual H.P.  
**46B4-CFD9**  
Create a character with 40 Fate points

**Double Dragon 5 - Genesis**

**AMDT-EA3E**  
Charging isn't necessary for special moves  
**A25T-JAA0**  
Start with 6 reserve points  
**AC0A-HA3N**  
Always fight Billy Lee

**Breath of Fire - SNES**  
**EEBF-CFD9**  
Create a character with 255 max H.P.  
**EEBF-CF69**  
Create a character with 255 actual H.P.  
**46B4-CFD9**  
Create a character with 40 Fate points

**Mutant League Hockey - Genesis**

**ATDA-AA6T**  
MASTER CODE - MUST BE ENTERED  
**AK9A-AAFL**  
1-pt. shots worth 2  
**AP9A-AAFL**  
1-pt. shots worth 3  
**AV9A-AAFL**  
1-pt. shots worth 4  
**AZ9A-AAFL**

**Double Dragon 5 - Genesis**

**AMDT-EA3E**  
Charging isn't necessary for special moves  
**A25T-JAA0**  
Start with 6 reserve points  
**AC0A-HA3N**  
Always fight Billy Lee

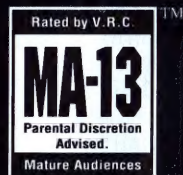
# LUNAR™

## THE SILVER STAR

A Boundless Love Story.  
An Epic Adventure.  
An Instant Classic.  
*Only on SEGA-CD™*



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.



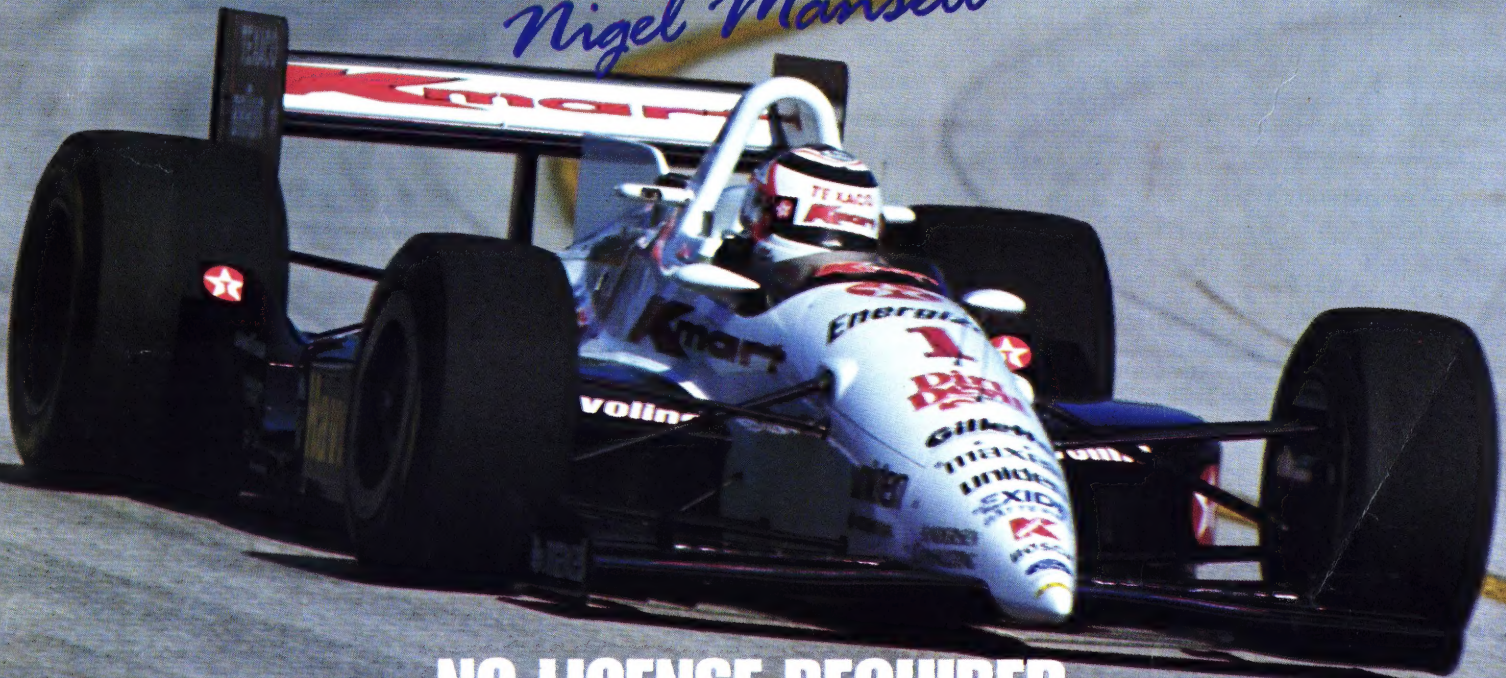
*Our games go to 11!™*

SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. GAME © 1992 GAME ARTS/Studio Alex. "LUNAR" is a trademark of GAME ARTS/Studio Alex. Licensed from GAME ARTS by WORKING DESIGNS, 18135 Clear Creek Road, Redding, CA 96001. English version © 1993/94 Working Designs. This game produced in 3B, eh? For a dealer near you, call (916) 243-3417 ext. 190. THE VIDEOGAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE TRADEMARKS OF SEGA OF AMERICA, INC. © 1993 SEGA.

NEWMAN HAAS  
**INDYCAR**<sup>TM</sup>

featuring

*Nigel Mansell*



**NO LICENSE REQUIRED.**

**TURBOCHARGED RACING**

DETROIT  
 AMERICAN

THE WORLDS  
 TOUGHEST TRACKS!

**GAS-AND-GO**

WITH NEWMAN HAAS  
 PIT CREW!

**BURN UP THE TRACK**

BEST LAP  
 00:32.80

CURRENT LAPS  
 48 / 100

POSITION  
 7

LAPS 48  
 POS 7

213

IN THE GROOVE  
 AND STRAIGHTAWAY!

**CUSTOMIZE YOUR INDYCAR<sup>TM</sup>**

ADJUST STAGGER, CAMBER,  
 WINGS AND MORE!

**HEAD-TO-HEAD COMPETITION**

LAP 7/8  
 POS 12

LAP 8/8  
 POS 12

TWO-PLAYER  
 SPLIT-SCREEN RACING!

**SUPER NINTENDO**  
 ENTERTAINMENT SYSTEM

**GENESIS<sup>TM</sup>**

The racing car and all depiction or likenesses thereof are the property of Newman Haas Racing. All Rights Reserved. IndyCar and the IndyCar Helmet Logo are registered trademarks of the Indianapolis Motor Speedway Corporation under exclusive license to Championship Auto Racing Teams, Inc. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Sega & Genesis are trademarks of Sega Enterprises Ltd. All rights reserved. Acclaim® is a registered trademark of Acclaim Entertainment, Inc. © 1994 Acclaim Entertainment, Inc. All rights reserved.

**Acclaim**  
 entertainment inc.

Fuzzy Blue Rats  
**CAN'T**  
Skateboard

Overgrown Housecats  
**CAN'T**  
Hang Glide

Dirty Worms  
**CAN'T**  
Whistle

Mere Mortals  
**CAN'T**  
Become Super Heroes

Big Hairy Apes  
**CAN'T**  
Think For Themselves

There's tons of killer stuff Pac-Man can do that others can't. He can thrash on his skateboard, shred clouds with his glider, even "SHAZAMM!" himself into Super Pac-Man.



"Hey, I've got places to go, people to see—I won't wait while you decide what button to press!"

Unlike one-ply characters, Pac-Man performs all his own stunts—this dude can freestyle with the best of them!



"When I'm this high up, the last thing I need is one more ghastly ghost."

But sometimes he needs a reality check. So it's your duty to hang with Pac-Man through all his adventures. After all, you wouldn't want Pac-Man to get crushed like some spandex-sportin' street thug.



"You can even play the game that made me the world's first video game super hero! (I don't have a big head, do I?)"

Get Pac-Man 2: Where every game is an adventure.

**PAC-MAN 2**  
**THE NEW ADVENTURES**™



GENESIS

**namco**  
The Game Creator

**SUPER NINTENDO**

Pac-Man 2: The New Adventures TM & © 1994 Namco Ltd. All Rights Reserved. Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America, Inc. © 1991 Nintendo of America Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. Namco HomeTek, Inc. 150 Charcot Ave., Suite A, San Jose, CA 95131-1102.

Made with love by

# RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at [retromags.com](http://retromags.com).

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!