

NINTENDO • SEGA • ATARI • 3DO • PHILIPS • SONY • SNK • ARCADES

Game Informer

MAGAZINE



JOHN BEAST AND HIS FELLOW MUTANTS IN
CAPCOM'S X-MEN
Pg. 30

January 1995
Vol. IV Issue 1 #21

Ristar

Sega's Newest Superstar!

Pitfall: The Mayan Adventure

Can Activision Recapture the Magic?



\$3.95 Canada \$4.95 UK £2.50
January 1995



0 74470 82824 2

2,
Phantasy Star IV, and
Bassin's Black Bass

GI Discovers
the Secrets of
DONKEY KONG ISLAND!

If you can read this, you know what it's like doing a few too many barrel rolls, head bounces and triple reverses on Uniracers... I think I'm gonna hurt... Omgawd...



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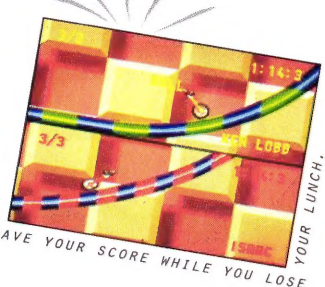
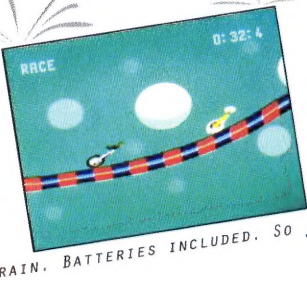
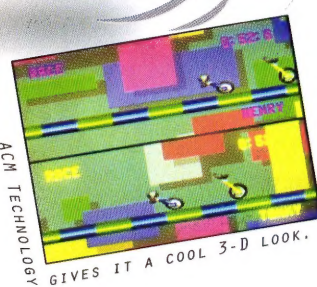
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Q: O.K., you're doing 150 out of the half-pipe when suddenly there's this patch of sticky goo in the road ahead...whataya do?

A: "Use caution?" BZZZZT-WRONG! You floor it and go for the triple Z flip...**DUH!**



This is **Uniracers™**! Where it's not whether you win or lose, it's how you thrash along the way. **Big stunts** mean big points. Because when this hot dog cooks, there's nothing like it.



OK, maybe if you ripped three wheels off your skateboard, twirled around about 100 times and climbed on a greasy speed ramp...yeah, I guess that's sorta like it. But with Uniracers you can **go head to head** with your homeys from the safety of a well-padded sofa. And if you try this kind of craziness on the street... **SCAB CITY.** Ooh... I think I'm gonna hurl again.

Only For
SUPER NINTENDO
ENTERTAINMENT SYSTEM



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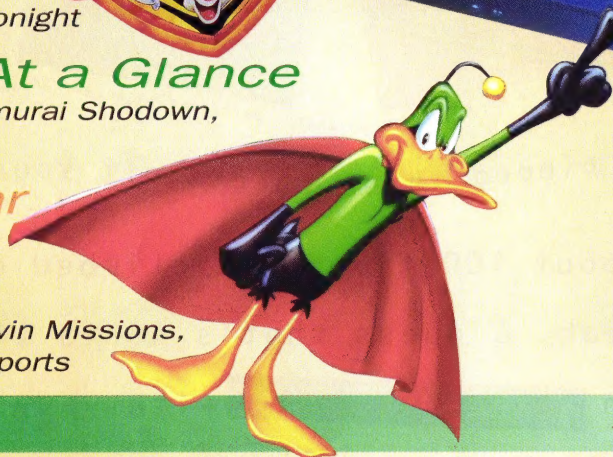
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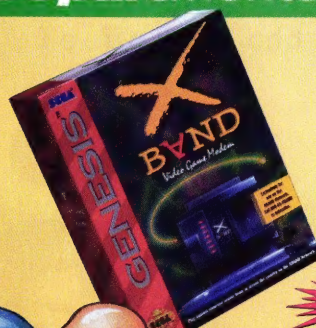
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Game Informer ■ January '95

**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 every bone-blasting thrill and chill.



"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
Michael Andretti

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

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



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



Game Informer

MAGAZINE

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Getting Eighty-Sixed by '95!

Recently, I played a full 84 game season over a couple of weekends. My record for the season was 79 wins, 2 losses, and 3 ties. When my total reached 140 points, the computer sent me down the standings into last place. Why?

Paul Assenmacher
Big Rapids, MI

Unfortunately Paul, the problem you're encountering with your NHL '95 cartridge is a bug that EA missed during their testing. Any time you score over 127 points, your score will "wrap" around the standings and put you at the bottom. Luckily, EA sent us a letter to relay an idea on how you could avoid falling to the bottom of the standings. Right after you score 127 points, simply end the season and head straight to the play-offs. You will be able to keep your record intact. EA Sports apologizes for any problems or inconvenience this bug may have caused. (GI: Do I hear rebate?)

Reader's Retaliate!

I love your magazine. It is way better than Nintendo Power. You have fair reviews, great codes, and I really like your Duel Reviews.

I have noticed lately that your magazine seems to love Sega. Why do you like Sega when the SNES kicks its butt? Super NES has better graphics - just look at NBA Jam, MKII, and Super SFII.

One more thing. Please print this because I would like to let Joe Gelet know something. Wake Up, SNES now has blood. SNES is putting blood in games, but that doesn't make a game good, and it's no reason to buy a 3DO.

Oh yeah, one more thing. I would like you to put this in your magazine. Chris Sims, you should LIGHTEN UP! The Jaguar will provide many new games soon. Primal Rage is sure to make people change their mind. By the way, Wolfenstein has been out for awhile. I saw it in a video game store in Mall of America. Trust me. It won't be like the Lynx. its only hurdle is the Ultra 64.

Nick Merchant
Eden Prairie, MN

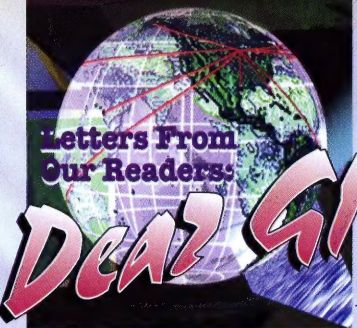
Love Sega? Well of course we do! We think all the systems are cool. WHO cares if you play SNES, Jag, 3DO, or Sega? Play what you've got to play, because vids are the way!

I want to return a message to the K.J. guy. I don't want more coverage, but I don't want to spend \$500 on a system just because it looks real. If I did, I could watch TV for \$20 a month. The future is always later. You 16, 32, and 64-bit bums take a chill pill!!!

P.S. Ron, I like NES, and I'm proud of it!!!!
"The Defender"
Benson Sanford
Algonquin, IL

Hey, watch-it! We like 64-bit gaming!

This letter is in reply to Ron (KJ) McRae in Keansburg, NJ, who so thoroughly trashed regular NES in his brief but memorable letter in your September/October issue. Young man, you may believe yourself an authority



on gaming and gaming systems, but you have quite a lot to learn. I believe it is you who needs to wake up, not us. There are children younger than you, for whom an 8-bit system is perfect for learning to play games. Once they understand how games and systems work, then they are ready for your newer, souped-up, cutting-edge games. (May your parents go broke trying to keep up with your demands!)

Listen, I was playing games on Telstar and Atari before you were a twinkle in your mother's eye, and you'd be wise to remember how your newer games started. If it weren't for those "ancient" 8-bit systems, you wouldn't have all these new games you so proudly spout off about in your letter.

I have a 5 year old daughter who enjoys 16-bit games; and by the time you mature to my age, she will most likely be repeating your memorable remarks about 32- and possibly even 64-bit systems. So if I were you, I'd think twice about whom and what you so wantonly trash.

Hey, anyone out there who wishes to get rid of their 8-bit and 16-bit games let me know. I'm due to have another baby soon, and I know he or she will be starting out on games within a year or two. I'd love to expand our game library for the baby. Yes Ron, we will take your useless, outdated games off your hands for you-and gladly! They will make great educational tools for our children. We'd love to hear from you!

Angela Brown
Wenatche, WA

Congratulations on the newest vid-head in the family!

I have a complaint about your letter section. My friends and I almost burned your magazine when we read your September/October issue, all because of Ben Bynum's letter. He had no right to say such nasty and untrue things about the Sega Genesis. They have nearly the same graphics. There are a few exceptions, but usually the games are the same. I happen to believe that the Genesis makes RPG games far superior to SNES's, but other than that both systems are a tie. One more thing. SNES doesn't kick Genesis' butt!!!!

Joseph Campbell
South Amboy, NJ

It seems our reader's comments on the various systems upset a lot of people. However, I'm sure that there are some people out there with different opinions about the subject, like our friends Chris, Ben, and KJ. We, of course, want to hear everybody's opinion! How should Game Informer handle the older systems that have discontinued making new titles? Would you be interested in expanding

Classic's Attic to cover more games, or should we let the systems slide off the cutting edge into oblivion? Should Game Informer start focusing on the newer machines and let the 16-bit market begin to slide? We still play some NES here at GI, but it's nowhere near the massive numbers of games we play on the newer systems. Drop us a line and tell us what you think! Or even better... fill out the Readers Survey on page 53 and you may even win some cool stuff from Sega!!

Ultra 64 or 3DO?

I subscribe to your magazine, and your What's Hot section is full of information, but I want some facts and intense details about two systems. The systems I'd like to know about are: Nintendo's Ultra 64 and the 3DO. I am thinking about getting one of the two, and I'd like to know more about them.

A concerned gamer,
Randy Strom
Ramsey, MN

Wow! That's quite a list of information to give out here in the Dear GI, so I'm not really going to answer your question, but I will give you some quick advice. We could tell you which system we think is going to do better, but I'd rather hear what you think. Plus, we wouldn't want you to make any buying decisions until you've played them both. So don't even look at the numbers or the hoopla. Just play them both and pick the one that you enjoy the most. Of course, the 3DO is available now and the Ultra 64 will not be available until the second half of '95. If you're in a big hurry to decide, there is one way to check them both out. Go down to your local vid-shop and play the 3DO (a shop in your town should have a unit you can play), and then head to your local arcade and check out the Ultra 64's Cruisin' USA or Killer Instinct. One bit of warning though, this decision will have to be made with some presumptions about both companies. Rumor has it that the 3DO will have a 64-bit adapter next year for around \$150 (which may or may not be true). Next, Nintendo promises that the Ultra 64 will be \$250. This promise is made for a unit that has never been seen, or had a determination on its final chip set.

If I were you, I'd wait!

You Owe Me Some Strategy Guides?

What's up? First off, I'd like to say your mag is cool with all the updated stuff, cool codes, and great reviews. I don't mean to be rude, but in your November mag I ran into some problems. Number 1, I've been a subscriber for about a year and a half now and I think you should have a few strategy guides. Number 2, sorry "VidMan" but your new codes for BattleTech for Genesis didn't work, and that kinda ticks me off because I was kinda hoping to really beat the \$%#! out of the game. The codes just don't seem to work. I even tried them backwards, but other than that I can't find anything else wrong with your magazine.

David D.
Joliet, IL

First off, now that we're monthly, we've got enough staff to put the time and money into creating in-depth strategy guides. So

your strategy guide needs have been answered. Check out our new strategy section on page 48 called "Play to Perfection: A GameMongers Strategy Guide". Write us back and let us know what you think about the new section! We're sorry that the BattleTech codes didn't work. They were the ones we got when we reviewed the game, and it seems Absolute changed them before they actually manufactured the game.

Super 32X, 32X, or Saturn?

I have a couple of questions to ask you:

1) In the "What's Hot!" section of your May/June 1994 issue, you said Sega was going to make an upgrade/add-on for the Genesis called the 32X Super (I own a Genesis and am very interested in upgrading it). Another magazine (which is exclusively Sega but still not as good as yours) identified the same thing as the Genesis 32X. Are these (the 32X and 32X Super) the same thing? Will they use the same technology, play the same games, etc.? Or is the 32X Super just a nickname for the 32X? Could you PLEASE clear that up?

2) I don't know why Sega is going to make two 32-bit machines. If they are making one that will give Genesis owners (like me) a 32-bit machine, then why are they going to spend a lot of money on a separate machine with similar technology? I don't get it.

Well Joseph, you seemed to answer most of your own questions, but let me give them a whirl. Yes, the 32X and the Super 32X are the same thing. At first, Sega was uncertain about the name they wanted to use, but finally decided on the 32X. Concerning the two 32-bit machines, I assume you're referring to the Saturn and the 32X. Sega has unofficially said that the Saturn will be coming to the states, but that they wanted to clear up some compatibility problems between the 32X and Saturn so you could use 32X carts on the Saturn. Otherwise the machines are completely different. The Saturn will be Sega's high-end CD-ROM and cartridge machine, while the 32X with just the cartridge port will let gamers without the high-buck budgets continue to stay on the cutting edge.

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

The Great Video Game War of 1995!

That's right, this is the year! 1995 is the year when video game companies from across the globe will all converge upon the largest video game market of them all - the United States - and wage war. The spoils...your money!

What's the cause of this war? Since the demise of the Nintendo dynasty, manufacturers and third-party licenses have found many options in the video game realm. Companies from Hollywood to Tokyo are moving in and moving in fast. Many of the contenders have some incredible pasts, and none of these companies really seem that dangerous until you look at what they can do.

This year we will see a split between CD-ROM and cartridge gaming. CD-ROM, even though it is still dealing with many of the programming problems of infancy, has got a plan of attack. Multi-media is still a "buzzword" in the industry, and companies are going to continue to use it, attacking advertising markets on TV and in print. But perhaps their best form of attack is price! We have seen the cost of CD-ROM gaming drop, not in the hardware, but in the software. Games like Quarantine for 3DO will come out at a whopping low price-point of \$49.99 (and will more than likely hit the shelves at \$39.99). CD-ROM gaming is going after us where we live... in our pocketbooks. But what prices will we pay in gameplay and imagination?...Will we be held hostage by full-motion-video? Or, perhaps the most important question, will the play level of CD-ROM games drop below or exceed that of cartridges?

Cartridge, unfortunately, will not have the same price luxury. Cartridge gaming will have to rely on the same tried and true efforts, solid interactive gameplay with on-the-fly graphics processing. However, high-end cartridges will continue to be burdened with the ever-rising cost of integrated circuits. Will the consumer be willing to pay the increased costs for better software, or will the low price of CD-ROM lure people away from their precious cartridge?

I am uncertain of what will happen in the upcoming war, but I do have a number of thoughts on the subject. First of all, anything that has a motor as an essential part of the unit will be prone to break-down and have a limited life span. (I don't know about you, but I can still play my Atari 2600 and I had to buy a new CD player last year). Second, at the rate computer components increase in capability, the longevity of the CD-ROM is questionable.

So how do you survive the war? Be patient. Before you run out and buy anything, check out the system and make sure you like it. Remember, anything can happen this year. The only things that are constant in video games are the people who play the games, not they play. ■

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.



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Meet The Reviewers



Andy The Game Hombré

"Another issue bites the dust, and we're still here! Although things have been a little hectic around here, we're starting to get things together. There are some really cool games this issue including *Bassin's X2*, *X-Men*, *Jag Doom*, and *FIFA '95*. I hope everybody got the games they wanted for the holidays, because I got mine - A brand new *Saturn* and *PlayStation*. Ahhh... video gamedom is the life!"



Ross The Rebel Gamer

"This issue brings with it the Winter CES, where a great time was had by all. It felt good to get out of this cold climate for a while. 1994 came and passed, and I feel pretty good about how it went, but the new year looks like it could be a lot of fun. Best games of the issue are *Bassin's Black Bass*, *X-Men*, *Doom* on *Jag*, *FIFA '95*, and *Virtua Racing Deluxe* for 32x."



Rick The Video Ranger

"I'm a big Genesis fan, but in 1994 the SNES really kicked butt. The 3 best games I saw were *Final Fantasy 3*, *Donkey Kong Country* and *Mortal Kombat 2*(SNES). Hey Sega, 'Wake up!' Your players are dying for some good new RPG's. 1995 will see the introduction of Sega's *Saturn*, Nintendo's *Ultra 64*, and Sony's *Playstation*. I can't wait!"



Paul The Pro Player

"1994 was a banner year for games, and '95 is shaping up to be even better with all the new systems on the horizon. I'm sure you're all eager, as am I, to see all these systems in action. If you want to be on the cutting edge of video games this year, you're gonna' have to spend wisely or go broke in the process. I, myself, am gonna' kick back with my 16-bit beauties and ride this one out. They've treated me very well over the last few years and they're not dead yet! Keep playin'. See ya' next month."



Evil lurks afoot...



...a world begins to crumble...



...a call for help is made...



...a star is born.

RISTAR

Sega Introduces a Star!



Hey, mole. Eat star dust.



Thumbs up for Ristar.



Must..hold...on!

- **Cart Size:** 16 Meg
- **Style:** 1-Player Action/Platform
- **Special Features:** Hidden Bonus Levels, Password Feature, and 5 Continues
- **Levels:** 14
- **Created by:** Sega of America
- **Available:** February for Genesis

► **THE BOTTOM LINE** **8.25**

Welcome to the wonderful, yet peculiarly mysterious, Home solar system. The planets contained in the Home system are full of integrity and peace. The creatures live in harmony. What could go wrong? Rumors have been spread throughout the planets of an evil space pirate heading dangerously close to Home. But why worry yourself over a rumor? The inhabitants of the planet Flora slowly lose touch with the surrounding planets. Out of nowhere, a purple mist coats the heavenly night, and the evil pirate, Greedy, begins to turn Flora's atmosphere into a dark haze. The leaders of the planet are corrupted, the population enslaved, and the planet's hero begins to succumb to Greedy's will, but not before sending out one last distress signal to his son, Ristar.



RISTAR



One of the many bonus levels.



Frosty, is it really you?



Star's and ice don't mix.



It's the star in the water. Sing it!



Use the star handle to reach unreachable places.



Beam me up Captain.



Introducing, Ristar!



Waking from what seemed like an eternal sleep, Ristar answers the cry for help and makes his way to Flora. You'll get to control the adventures of Ristar in hopes of ridding the Home system of Greedy's tyranny. Ristar looks like a bowling ball with a big starfish soldered to his face. He's got some wacky arms that allow you to swing from trees, climb buildings, crush foes, and swim like a beaver. How could anyone fall in love with a starfish bowling ball? It's easy. Sega animated Ristar to perfection. For those of you who crave cute characters, Ristar will fit you to a 'T'. And those of you who giggle over the kill'em up games, Ristar has the aggression to make a hedgehog roll over in his sleep.

The game has some unique characteristics. On one level Ristar actually can rip through the background, and on another you have to find a metronome and deliver it to a singing bird in order to pass a certain point in the game. While, Ristar may not have the holiday hype that the gorillas and worms have, the game radiates quality. ★



Think your tough now, how about no water, heh, heh, heh!



Extra Life



Chest



Life Star



Yellow Diamond



Restore Star

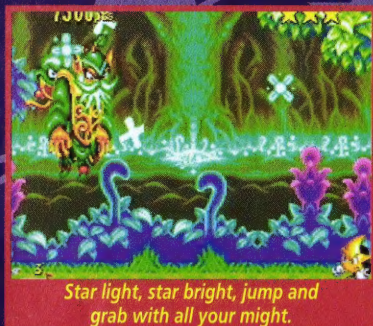


Statue



Special Item

ITEMS



Star light, star bright, jump and grab with all your might.



When the sky turns black, hit the bulb plant and light the night.



Don't touch this guy. He'll seriously slow ya' down.

ANDY, THE GAME HONORÉ

Concept: 7.75 "Although this game has many childish overtones, the game itself offers challenging and unique gameplay. One thing the game does suffer from is a very slow start, which leaves you wanting a run command. However, once you get a couple of levels in, the challenge of the game makes up for the slow play. If you're looking for a graphically appealing action/adventure cart that's a little off the beaten path, Ristar is the game for you."

Graphics: 8.5

Sound: 8.25

Playability: 8.75

Entertainment: 8.5

OVERALL: 8.25

ROSS, THE REBEL GAMER

Concept: 8.75 "At first glance, I'm not sure what to think of it. Is it a kids game? Nope, this game has the look of a kids game and the gameplay of some of the harder games I've played. I really like the 3D effects that are throughout the entire game. I have to compare this game to Earthworm Jim."

Graphics: 8

Sound: 7.25

Playability: 9

Entertainment: 8.75

OVERALL: 8.25

PAUL, THE PRO PLAYER

Concept: 8 "Ristar is like Dynamite Headdy with long arms. It's a well constructed game with excellent controls and challenging levels. It's a nice change from the action/platform norm. The play style may be somewhat difficult for those accustomed to Sonic, but that's what makes Ristar fun. It's not a blockbuster hit, but it offers some unique play features that are a great change of pace."

Graphics: 8

Sound: 8

Playability: 9.25

Entertainment: 9.25

OVERALL: 8.5

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?



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Nintendo

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STAR TREK[®]
STARFLEET ACADEMY[™]
Starship Bridge Simulator[™]

STEALTH INFILTRATION OF AN UNSTABLE FOREIGN REGIME

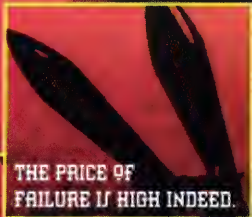
RED ZONE

- **Cart Size:** 16 Meg
- **Style:** 1-Player Action/Adventure
- **Special Features:** Arcade Helicopter Simulator/Overhead Commando Missions and Password Continue
- **Levels:** 10 Missions
- **Created by:** Zyninx for Time-Warner Interactive
- **Available:** Now for Genesis

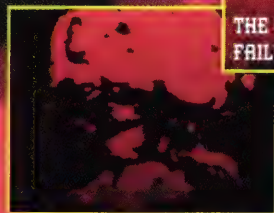
► **THE BOTTOM LINE** **7.25**

The Cold War is over, but the stockpiled weapons of an unprecedented military buildup still wait for use in the remnants of the Soviet Union. An evil dictator has seized power in Zyristan by way of a hostile military coup. The evil Ivan Retovitz, a former colonel in the Zyristan army, has already annexed two countries and threatens to use nuclear weapons against the superpowers if they do not succumb to his demands. In a last ditch effort to wrest power from this maniac, the United States is sending a team of three top notch commandos on a do or die mission. Armed with only a modified 3-Seater Apache 648 Attack Helicopter, an assortment of hand held weapons, and their wits, you must use stealth to guide this team through Zyristan under enemy fire. Your objective: remove the nuclear threat and unseat the ruthless and malevolent death bringer from his seat of power. The mission is code named "Operation Red Zone." You have 24 hours.

This new cart from the makers of Sub-Terrania is a challenging and entertaining mix of helicopter combat and hand to hand infiltration. After clearing a path with your FFARs, Hellfires, Stingers, and the ever popular Chain Gun, you will leave your chopper and assault Command Bunkers and Computer Centers on foot. Each of your commandos (Shades, Rocco, and Mirage) has different weapons and you will have to decide which one is best for each particular mission. So pack your bags and say good-bye to your loved ones as you're going into hostile territory and it will take all of your skills and training to come back alive. ■



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SECONDARY WEAPON AMMO



HEALTH



EXPLOSIVES



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HELICOPTER RECHARGE ITEMS

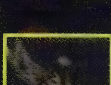


AMMO

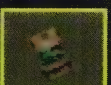
GROUND TARGETS - LEAST TO MOST DANGEROUS!



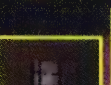
SMALL RADAR



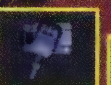
BIG RADAR



JEEP



ROCKET PAD



M10 BATTLE TANK



SUPER BATTLE TANK



MISSILE PAD

ANDY, THE GAME NERD

Concept: 7 "Although Red Zone is a rip-off of Urban Strike and Sub-Terrania, I couldn't help but enjoy the game. The graphics are incredibly detailed, with cool missions and excellent variation in gameplay. However, the control of the characters and their vehicles is less than spectacular. This is a fun game that has its own audience, so if your interested make sure you rent it first."

Graphics: 9

Sound: 8

Playability: 7.75

Entertainment: 7

OVERALL: **7.75**

RICK, THE VIDEO RANGER

Concept: 6 "Red Zone has your typical power-mongering dictator seeking world dominance theme and you become the secret agent sent in to infiltrate his forces and stop him before it's too late. I'm sooo excited. The game plays like a harder version of Jungle Strike but has less variety and is not as strong in the graphics department. Red Zone is an adequate game in this style and is a definite workout for skilled players looking for a challenge."

Graphics: 7

Sound: 7

Playability: 7

Entertainment: 6

OVERALL: **6.5**

ROB, THE REBEL GAMER

Concept: 8.5 "This game is really hard in both modes of the game. For instance, when you get hit in the helicopter, you usually receive damage to the tail. This makes controlling the chopper extremely difficult. Then, when inside the buildings, you must walk close enough to the enemy to get shot before you can shoot them. If it wasn't for someone else getting the passwords, I wouldn't have played past level three out of pure frustration."

Graphics: 8

Sound: 6.75

Playability: 6

Entertainment: 6.25

OVERALL: **7.25**



MISSION BRIEFING



THE COMMANDO TEAM - SHADES, ROCCO AND MIRAGE



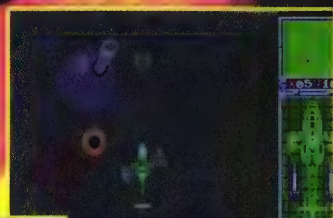
A VIRUS PROGRAM LETS YOU ACCESS THE ENEMY COMPUTER TERMINALS.



KNOCK OUT THE POWER REACTOR...



PROTECT THE ESCAPE VEHICLE AT ALL COSTS...



WOW, THAT IS ONE BIG GUN!

...TO DEACTIVATE THE PROTECTOR GUN



...IT CARRIES THE PRESIDENT OF THE UNITED STATES!

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ANY LEVEL
ANY TIME

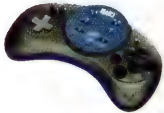
The only instrument that lets you stop in mid-game, then restart, even days later, at the same point! Marks your restart spot, even if game is turned off for days. Play at half speed with no sound or picture distortion. Eliminates need to replay lower skill levels.



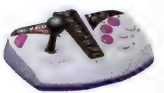
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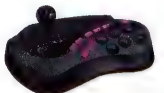
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Pro Control 6



Pro Player



Pro Fighter 6



Turbo Touch 360



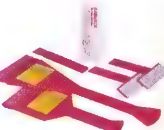
4-way RF Switch



Sound Jammers



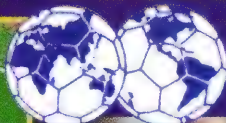
Master Pouch



Universal Cleaning Kits

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FIFA SOCCER '95



Electronic Arts is Kickin' It Again With FIFA International Soccer '95!

Try to kick the ball deep with your goalie to get into scoring position.

Whoa! He couldn't stop that rocket shot.

That's the way to use your head.

Check out all of the new animations after a goal.

Don't get caught playing too rough, or you'll get a yellow card.

Line up your corner kicks for good scoring opportunities.

- **Cart Size:** 16 Meg
- **Style:** 1 to 4-Player Soccer
- **Special Features:** Battery Saves After Each Season Game, New Player Animations and Moves, and Improved Artificial Intelligence (A.I.)
- **Created by:** Electronic Arts
- **Available:** Now for Genesis

▶ THE BOTTOM LINE **9**

The follow up to *Game Informer's* top sports game pick of last year is here. Electronic Arts knew that they had scored a "late in the game" goal with the first version of *FIFA Soccer*, and they decided to do it again. This time 20 new improvements have been added to give you an even more realistic soccer game for your Genesis.

Experienced *FIFA* players will be happy to know that the goalies were probably one of the first things to be improved, making it more difficult to score. Then, 200 new teams were added so that you can play your favorite team, even if they were not World Cup qualifiers. Rounding this game out is the upgraded and faster gameplay, featuring new and improved player control and even better shooting and passing.

Could this be another award winning sports game for Electronic Arts? With their past history, it just might very well be. Either way, the world's most played sport tears up the computer generated fields one more time. ●

Use the Scouting Reports to pick the best team for your play-style.



Turn off the penalties and start smacking the opponent to the turf.

When you make an incredible shot, go back and check it out on the replay.

If a player gets injured bad enough, you will see the stretcher by his name and he will become a lot slower.

ANDY, THE GAME HOMER

Concept: 8.25 "Take the best sports game of 1994, add a ton of teams, tighten the control, improve the goalies, increase the animation and you've got FIFA '95. Although the overall look and feel of the game is the same, the shooting and passing have been upgraded to make them more realistic. If you're a sports fan this game is a definite must have."

Graphics: 8.75

Sound: 9

Playability: 9.5

Entertainment: 9

OVERALL:
9

BOSS, THE RENTAL GAMER

Concept: 8 "A follow up to one of my top favorite sports games, FIFA '95 gives me all of the greatest features of the first plus even more. Along with the new sounds after the goals are scored, the new animations are probably the coolest new additions. I also like the new A.I. that was added to make scoring tougher, plus the new leagues are cool. FIFA could possibly be my choice for sports game of the year once again."

Graphics: 8.75

Sound: 8

Playability: 9

Entertainment: 9.25

OVERALL:
8.75

PAUL, THE PRO PLAYER

Concept: 8 "It looks like EA will start bringing FIFA out every year just like all their other sports games. FIFA '95 looks just about the same as the first installment with a few new animations. Where '95 surpasses the first version is with a load of new teams and improved computer intelligence. The old scoring tricks do not work, and the computer defense is tougher and more patient. FIFA '95 is clearly the best soccer cart. There's no other game that comes close."

Graphics: 9.25

Sound: 9.5

Playability: 10

Entertainment: 9

OVERALL:
9.25



If you don't like the city you're in, use your rocket launcher to level it.



The best thing about the 3D cityscapes and texture-mapped skyscrapers is watching a grenade blow them up.



It's an enemy mech on patrol. If you don't look out, he'll recycle a few of your body parts.



The scenery may change, but your objective won't. Destroy the enemy.

WAR IS HELL unless you're in a 40-ft. robot with a rocket launcher (then it's kinda cool)



Riddle the Gauntlet helicopters with a couple hundred rounds from your 75mm assault rifle.



No wonder people hate war. You spend days stuck in a trench with nothing more than a wimpy rifle and a bad haircut. Luckily, when you play Iron Soldier on the 64-bit Atari Jaguar, you're not the average grunt. You're the most awesome combat machine ever assembled. Your mission: help the resistance annihilate the evil Iron Fist Enterprises and their army of mechanical soldiers. Your battlefield: 16 different cityscapes. Your arsenal: a stolen 40-ft. robot with enough artillery to wipe out New York City. Use a chainsaw to slice through bridges, a rocket launcher to blow away tanks, and a cruise missile to level entire city blocks. Forget about giving peace a chance. Climb into an Iron Soldier and let the property damage begin.



When you weigh 40 tons, one foot stomp can turn a Brassard Tank into scrap metal.

JAGUAR DO-THE-MATH
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PHANTASY STAR IV

After a bitter civil war in the Algon Solar system two centuries ago, a new technologically advanced civilization emerged. Putting its fate and control of the solar system in the hands of a super computer named "Mother Brain", the civilization flourished until the computer inexplicably exploded, destroying the planet Parma in the process. With many of the controlling systems destroyed, the rest of the support systems started to malfunction, releasing horrible creatures upon the planets and destroying the very balance they were made to keep.

You begin the game as an apprentice hunter named Chaz. Working hard to learn how to fight and protect the small towns of Motavia, you finally get your chance to go out and use your skills to earn some money as a mercenary. You soon learn that getting rid of a few irritating monsters is not all you are destined to do...

Phantasy Star IV is the long awaited sequel to the classic role-play series that started on the Master System. Pulling together many of the storylines from the prior three games, *PS IV*'s main success is in employing highly sophisticated battle commands that can be used through a unique "macro" feature to program a series of devastating attacks. With many different techniques, skills, and weapons to choose from, a variety of combat tactics can be employed. If a series of attacks are done in the correct sequence, a "combo" attack is executed (where two or more characters combine their attacks for a very strong offensive attack that wipes out most enemies).

Overall, the game may not have the fancy graphic effects or look of some of the more recent titles, but fans of the series will appreciate the storyline's dedication to the prior games. Anyone who likes a good, high-action role-play with a variety of items will love the Genesis' latest adventure.



THE BOTTOM LINE 7.25

- **Cart Size:** 24 Meg
- **Style:** 1-Player role playing game
- **Special Features:** Attack Macros
- **Created by:** Sega of America
- **Available:** February 1995 for Sega Genesis

ROSS, THE REBEL GAMER

Concept: 8

Graphics: 9.25 "I sat and played this game for about six hours, continually hoping that it would get better. The sorry part is that it never did. Unlike its preceding games, this game goes way too fast."

Sound: 5 "If the sound in this game doesn't push you away, the playability will. To tell the truth I will probably play *Phantasy Star III* and, quite possibly, *Shining Force II* more than *PS IV*."

Playability: 5.5

Entertainment: 6.5

OVERALL: 6

ANDY, THE GAME HOMBRE

Concept: 8 "Although this game may slightly (only slightly) disappoint fans of the series, Genesis owners should rejoice that another RPG is available on the Sega. *PS IV* offers a number of innovative techniques like the combo attacks (anyone remember the twins from *FFII*), and should set new standards for RPGs. However, the graphics are still mediocre and the control on the overhead view is sloppy. Overall, *Phantasy Star IV* is a good RPG that should pacify its fans."

Graphics: 7.5

Sound: 7.5

Playability: 8.5

Entertainment: 8

OVERALL: 8

RICK, THE VIDEO RANGER

Concept: 7 "I am probably the biggest *Phantasy Star* Phan in the world. After waiting over 3 years for #4, I expected something that would knock my socks off. The graphics are good (but nothing special), and the still pictures during the intermissions are cool. I like the way they tied the story together with 1&2, but perhaps the best addition is the attack Macros. I'm not saying that *PS4* is a bad game because it's actually quite good. The problem with this game is that it didn't meet my expectations. Simply being good is not enough for *Phantasy Star 4*."

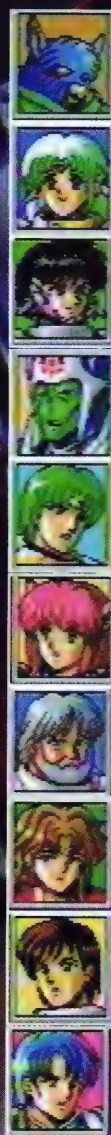
Graphics: 8

Sound: 6

Playability: 8

Entertainment: 7.5

OVERALL: 7.5



The one, the only...Dark Force!!!!



Find this line for one of the ultimate weapons!!!



This bad boy will put you to sleep for good with his nightmares!!!



Use the attack "macro" attack system to create awesome combo attacks!!!



Feel the wrath of Chaz's Earth technique!!!

NFL QUARTERBACK CLUB

**REAL FOOTBALL
FOR REAL PLAYERS!**

**24
MEG**
FOR
SUPER NINTENDO
& GENESIS



CUNNINGHAM



AIKMAN



ELWAY



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KELLY



HOSTETLER



MARINO



MOON



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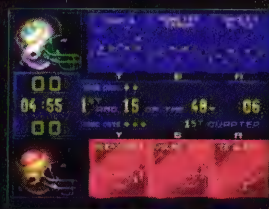
PLAYERS MOVE AND REACT
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At a Glance™

GENESIS

RATING SCALE:

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

Overall: 5.75

Cart Size:
16 Meg with

Style:
1 or 2-Player
sports

Created by:
Sony ImageSoft

Available:
Now

ESPN Hockey – Sony ImageSoft

With no REAL hockey on the television, only video hockey can fill the void. Up until now, EA's NHL series was the only place for true and blue (or should I say black and blue) hockey fans to find relief. Welcome to the world of competition, Sony Imagesoft has introduced a game to rival *NHL '95*. *ESPN Hockey Night* gives you all the action of real hockey, 28 teams and logos, and a few neat perks not found in *NHL*. One of these is a Challenge feature that lets you find out who's the fastest skater and who's the best shooter. With all this and two different views of the rink, look for *Hockey Night* to give hockey fans an alternative to bad TV and cheesy reruns.

Overall: 6

Cart Size:
16 Meg with

Style:
1 or 2 player
simultaneous first-
person perspec-
tive action

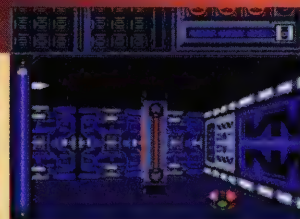
Created by:
DoMark

Available:
Now



Battle Frenzy – DoMark

Wolfenstein 3-D and *Doom* aren't the only first-person perspective games on the market. DoMark has taken that gameplay style and given you *Battle Frenzy*, a 2-Player game loaded with 12 levels of intricate mazes and quick



reacting, well armed robot enemies. Search the game for weapon power-ups, or in times of trouble you can always rely on your Battle Frenzy chip to blow the cyber-freaks to oblivion.

Overall: 6

Cart Size:
16 Meg with

Style:
1-Player
Action/Adventure

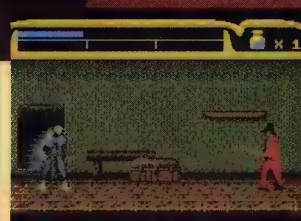
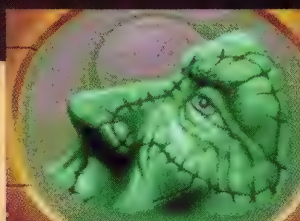
Created by:
Sony ImageSoft

Available:
Now



Frankenstein – Sony ImageSoft

With all of the hype surrounding the release of the hit movie of the same title, Sony hopes the Frankenstein craze will continue with the release of this game. *Mary Shelley's Frankenstein* puts you behind the eyes of this classic monster



as he battles his way through the community surrounding Frankenstein Castle. Fight villagers and pick up all the items you find. They will come in handy for the big reincarnation. Will classic horror get new life from Sony in this new cart? Time will tell...

Overall: 7

Cart Size:
16 Meg with

Style:
1 or-Player
Shooter

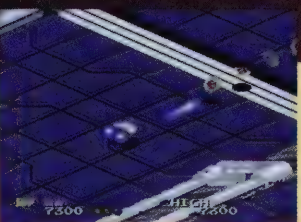
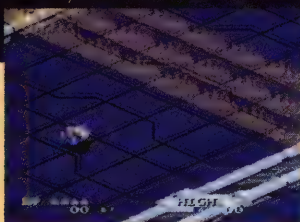
Created by:
American Sammy

Available:
Now



Viewpoint – American

The once popular arcade and Neo-Geo game is now available for your Genesis thanks to the folks at American Sammy. This shooter offers a "Zaxxon"-like 3/4 view for an interesting 3-D

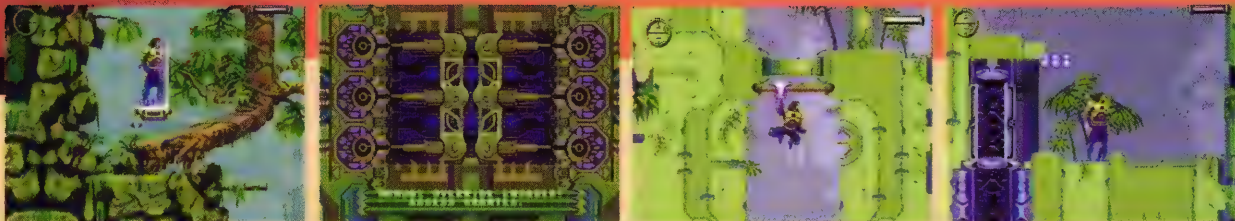


effect. This game is slightly lacking in the plot category. Basically, you jump into your ship, collect power-ups, and blast the enemy. Anybody interested in a shooter?

Overall: 8.5

Cart Size:
16 Meg with
Style:
1-Player
Strategy/Adv.

Created by:
Pacific Softscope
for Time Warner
Interactive
Available:
Now



Generations Lost – Pacific Softscope

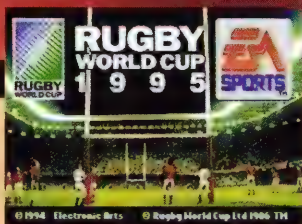
One of the most interesting plots ever developed for the Genesis can only be found in one game, *Generations Lost*. Join the mystical adventures of Monobe, learn to utilize his powers and magic as you seek out a new world. This game's

graphics will rival *Flashback*, and the weapons and items you can collect give this cart an almost RPG quality. Be careful, or this game could engulf you entirely and change your view of gaming.

Overall: 7.75

Cart Size:
16 Meg with
Style:
1-to 4-Player
sports Simulator

Created by:
EA Sports
Available:
Now



Rugby World Cup – EA Sports

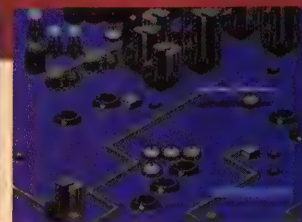
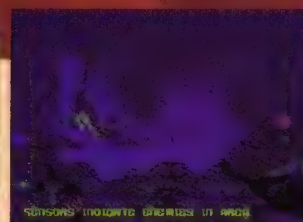
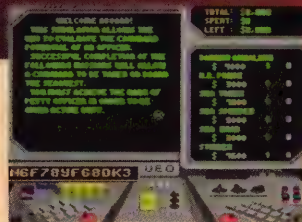
The development team that created *FIFA Soccer* has taken on one of the world's most played and watched sports in EA's *Rugby '95*. They created a league of 30 of the world's top teams and gave them over 2,000 frames of animation, including more

than 100 player animations. Let the enthusiastic chants of the crowd inspire you to slam unprotected bodies against each other as you learn to play rugby with the big boys of the World Cup.

Overall: Preview

Cart Size:
16 Meg with
Style:
1-Player
Submarine

Created by:
Black Pearl for
THQ
Available:
Now



SeaQuest – Black Pearl

In the wake of *seaQuest*'s television popularity, *Black Pearl* has developed a supplement to this popular show. Enlist yourself in the UEO (United Earth Oceans) and join the *seaQuest*. Pilot the DSV through 31 grueling assignments to

defeat the renegade pirates and save the UEO from utter destruction. 3D vehicles set in highly detailed underwater scenes make it hard not to hold your breath as you fight for truth, justice, and the undersea way.

Overall: 7.5

Cart Size:
16 Meg with
Style:
1-Player
Action/Strategy

Created by:
Bullfrog
Productions, Ltd.
for EA.
Available:
Now

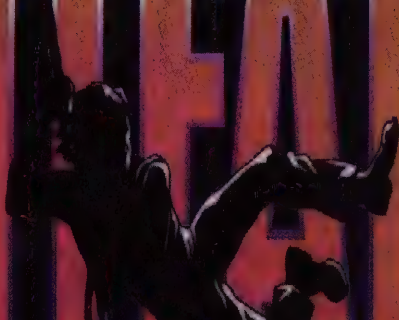


Syndicate – Bullfrog Productions, Ltd.

One of the most unique games for the PC has been translated onto your Genesis. In this simulated view of the sinister future, you play the part of a Syndicate boss, sending agents on missions to acquire territories and eventually take over the world. As your territories

increase, you can set the level of taxation. Strive to make them high enough to pay for new weapons and cybernetic research, but not so high they incite a rebellion. It will take all your corporate and tactical powers to conquer all 50 territories and become the new world's leader.

PITFALL



SNES

- Cart Size: 16 Meg
- Style: 1-Player Action/Adventure
- Special Features: Hidden Atari 2600 Pitfall!
- Levels: 11+ Levels, Only 2 Continues
- Created by: Redline Games for Activision
- Available: Now for Super Nintendo

▶ THE BOTTOM LINE

SG
SNES

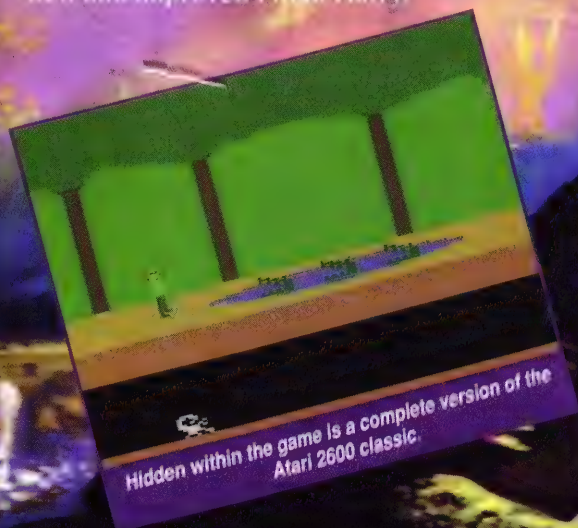
THE MAYAN ADVENTURE

Pitfall: The Mayan Adventure resurrects the classic game that had its debut on the Atari 2600 way back in 1982. Pitfall!, created by David Crane, was a blockbuster hit for the 2600 and sold millions of copies worldwide. The original game's success put Activision on the map and now Activision brings you a whole new adventure on 16-bit.

Pitfall Harry Jr. is the star of the all new *Mayan Adventure*. While exploring the jungles of Central America with his father (While Pitfall Harry Sr. is exploring) something goes terribly wrong. Pitfall Harry Sr. is taken captive by the dreaded warrior spirit Zakelua, Lord of Evil. Harry Jr. must explore the Mayan landscape to locate and rescue his father.

Pitfall: The Mayan Adventure has more than 11 levels of play that take Harry Jr. through dense jungles and dark underground caverns. Armed only with a sling and some boomerangs that can be picked up along the way, Harry Jr. will encounter venom spitting snakes, sucking lizards, the dreaded Pitfall crocodiles, and many other nasty foes. And if you have enough skills you may locate the classic Atari 2600 version hidden in the game.

Pitfall! entertained millions over a decade ago, and *Pitfall: The Mayan Adventure* will hopefully bring that same enthusiasm with the new and improved Pitfall Harry.



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

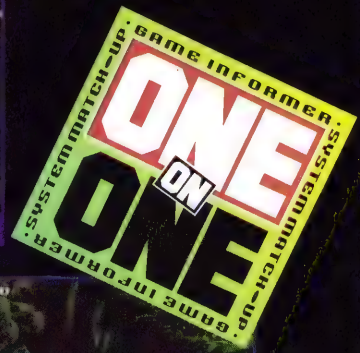
Genesis

- Cart Size: 16 Meg
- Style: 1-Player Action/Adventure
- Special Features: Hidden Atari 2600 Pitfall!
- Levels: 11+ Levels, Only 2 Continues
- Created by: Activision
- Available: Now for Genesis



Genesis

SNES



Genesis

SNES



Genesis

SNES



Pitfall is superbly animated. Here's just some of Harry's moves.

PAUL, THE PRO PLAYER

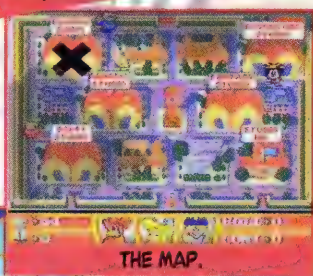
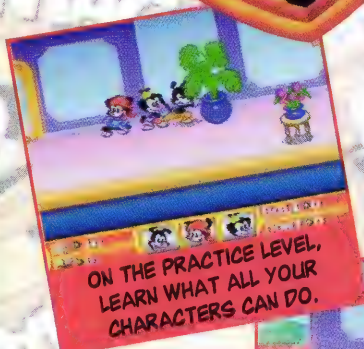
	SG	SNES	
Concept:	8	8	<p>"Pitfall Harry has been a good man for video games. In the days of the 2600, everyone knew of Pitfall!. I don't think the NES version is anything but average, but the new 16-bit Pitfall Harry Jr. is an excellent addition to the family. Both versions have superb animation and a great overall look. The games are pretty much identical to each other. I am, however, a bit disappointed that there is not anything new or creative in Pitfall: MA. I think the hidden game excited me more than the new game. So if you can't remember Pitfall! from the 2600 days, this game is a rental."</p>
Graphics:	8	9	
Sound:	8	8.5	
Playability:	8	7	
Entertainment:	6	8	
Overall:	7.75	8	

ROSS, THE REBEL GAMER

	SG	SNES	
Concept:	7	7	<p>"After all these years, someone has decided to remake Pitfall, that old Atari game that kept everyone playing. The changes in this game are a little drastic compared to the old game. In fact, the levels have that Aladdin look and the game control is about the same. One reason that the original game did so well was because it was unique and not a duplicate of other games."</p>
Graphics:	7.25	7.5	
Sound:	6	8.5	
Playability:	7	7	
Entertainment:	7	7	
Overall:	6.75	7	

RICK, THE VIDEO RANGER

	SG	SNES	
Concept:	7	7	<p>"Pitfall is a solid action adventure game that will be competing for attention with Donkey Kong Country on the SNES and Earthworm Jim on both platforms. Good luck. This is too bad because Pitfall has something to offer for both systems. What I find enjoyable about Pitfall is that the setting resembles something out of Indiana Jones. The nonstop action and challenge are also strong points, especially on the Genesis version. There are just a couple of differences between the two versions. The Genesis definitely has better control and the SNES version is more forgiving of mistakes. If you have time and money left over after Donkey Kong and Earthworm Jim, give this one a try."</p>
Graphics:	7.5	7.5	
Sound:	7	7	
Playability:	7	5.8	
Entertainment:	7	8.5	
Overall:	7	6.75	



- **Cart Size:** 16 Meg
- **Style:** 1-Player Action/Adventure
- **Special Features:** Password Continues, Zany Character Animations, and a Special Stage to Retrieve Lost Players
- **Levels:** 6 Normal Stages and 1 Practice Stage
- **Created by:** Konami
- **Available:** Now for Super Nintendo



THEY ARE THE ANIMANIACS, A.K.A. THE WARNER BROTHERS (AND SISTER), AND THEY ARE TAKING OVER YOUR SNES. KONAMI BRINGS YET ANOTHER OF FOX'S HIT AFTERNOON CARTOON SHOWS TO THE INTERACTIVE WORLD. IN THIS EPISODE THE TRIO MUST RECAPTURE A STOLEN SCRIPT (WHICH WAS WRITTEN FOR THEM) FROM PINKY AND THE BRAIN. PINKY RIPPED THE SCRIPT INTO 24 PIECES AND DROPPED THEM SOMEWHERE ON THE WARNER STUDIO LOT. NOW ALL YAKKO, WAKKO, AND DOT (THE WARNER BROS. AND SISTER) HAVE TO DO IS ENTER THE FIVE BUILDINGS ON THE LOT AND FIND THEM.

THIS IS A BASIC SIDE-SCROLLING GAME THAT HAS A FEW TWISTS PUT IN. ONE OF THESE NEW TWISTS IS THAT IT IS A ONE-PLAYER GAME THAT ALLOWS YOU TO CONTROL ONE OF THREE CHARACTERS. ALL OF THE CHARACTERS ARE ON THE SCREEN AT ONE TIME, AND YOU CAN SWITCH WHICH ONE YOU'RE CONTROLLING WITH A SIMPLE PUSH OF A BUTTON. THEN, WHEN YOU LOSE A CHARACTER, HE OR SHE IS PUT IN THE WATER TOWER IN THE MIDDLE OF THE STUDIO LOT. ALL YOU HAVE TO DO TO GET THEM BACK IS CLIMB THE WATER TOWER AND RESCUE HIM OR HER. THIS GAME TAKES SOME OF THE GREATEST ALL-TIME MOVIES, ADDS SOME SERIOUS COMEDY, AND PUTS THEM INTO THE LEVELS.

COLLECT THE COINS AND PICK UP THE MISSING PIECES OF THE SCRIPT BEFORE THE BRAIN AND PINKY CAN TAKE OVER THE WORLD IN THE NEXT FOX CARTOON TO VIDEO GAME CONVERSION, ANIMANIACS.

► **THE BOTTOM LINE** **7**

ANDY, THE GAME HOMBRE

Concept: 8.5 "Konami does it again. They take a totally weird license and make it into a unique and entertaining action game. Although Animaniacs is definitely for fans of the cartoon, the game is an excellent representation of the show. If you're looking for a wacky and humorous action game that borders on the insane, Animaniacs is definitely for you."

Graphics: 7.5

Sound: 7.25

Playability: 7.5

Entertainment: 7

OVERALL: **7.5**

RICK, THE VIDEO RANGER

Concept: 7 "The Animaniacs cartoon never really has much of a plot. Konami therefore had to create one for the game to keep it interesting. I think they did a fine job of it, too. I get chills playing this game because of the super animations and realistic graphics. If you enjoy the show, this game is the way to go."

Graphics: 7.75

Sound: 7

Playability: 8

Entertainment: 8

OVERALL: **7.5**

PAUL, THE PRO PLAYER

Concept: 6 "The Animaniacs cartoon, if you've never seen it, is a great show. The SNES game, however, is a disappointment. Although some of the levels are challenging, the overall concept is familiar to any action fan. I suppose that big fans of Animaniacs will enjoy seeing and controlling the characters, but other than that it's a rental cart by all means. By the way, the SG version is much better."

Graphics: 6

Sound: 5

Playability: 8

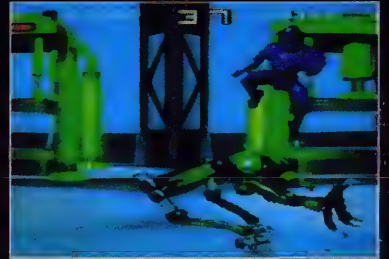
Entertainment: 5

OVERALL: **6**



"GROUND BREAKING" C & VG

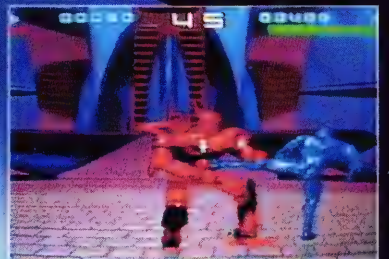
RISE OF THE ROBOTS™



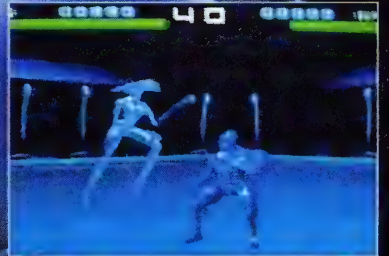
Crush the CRUSHER with a turbo head smash!



EN GARDE!



Real computer generated 3-D graphics!



Debug the morphing Supervisor

"Animation you could die for" *Super Gamer Magazine*

"Speed and feel that make you want to play again and again" *Gamesworld*

"Graphically outstanding fast action beat 'em up" *Edge*

"More than just another brawler" *Game Players*

"Excellent graphics and great animation" *Videogames*

**32 MEG
POWER**

MIRAGE



**SUPER NINTENDO
ENTERTAINMENT SYSTEM**

**Acclaim™
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INDIANA JONES' Greatest Adventures

- **Cart Size:** 16 Meg
- **Style:** 1-Player Action/Adventure
- **Special Features:** Adjustable Difficulty Level, Mode-7 Graphics, Password Feature
- **Levels:** 28
- **Created by:** Lucas Arts and Factor 5 for JVC
- **Available:** Now for Super Nintendo

JVC has again teamed with Lucas Arts to bring the silver screen to your SNES. You don't get just one of the Indiana Jones scenarios in this cart, the whole film trilogy is loaded into one pak. Escape from the giant boulder in *Raiders of the Lost Ark*, battle the mad Witch Doctor in *Temple of Doom*, and rescue Indy's father in *The Last Crusade*. Indy's adventures are basic side-scrolling action, but along the way brilliant Mode 7 effects are incorporated to give the action some needed variety. Hey, if it happened in the movies, it probably happens in the game.

During the game, you can arm Indy with his famous whip to snap enemies or swing out of harm's way. Indy can also be equipped with his trusty side arm and grenades that are used like smart bombs. And when all else fails, nothing will help Indy more than his own two fists. You'll need all the help you can get because the grueling 28 levels will take longer than watching all three movies back to back. This is a true adventure by any standards.



The Last Crusade



Oooh, Mode 7.



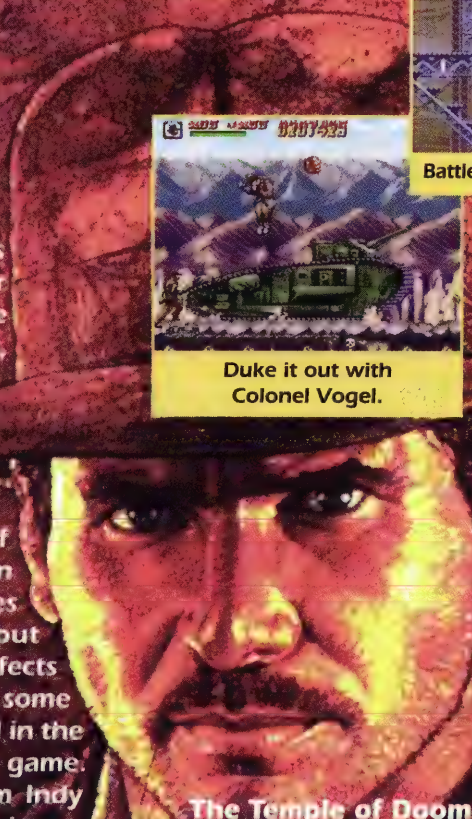
Battle in the German zppelin.



Duke it out with Colonel Vogel.



I know that Grail is here somewhere.



The Temple of Doom



Scramble through the nightclub and avoid the crossfire.



The Ark of the Covenant.



Raiders of the Lost Ark



Oooh, more Mode 7. Where's Indy's buddies?



Look familiar?



Oooh, even more Mode 7.

PAUL, THE PRO PLAYER

Concept: 9 Lucas knows how to do movie-to-game translations. Indy is chock-full of action from a cool trilogy. The animations and artwork are excellent, as are the controls. **Graphics:** 8 Raiders is in depth, as far as sticking to the story, but the other two segments in the trilogy seem to breeze by too quickly and don't follow as closely as the first. **Sound:** 8 Plenty of the levels seem to repeat the same by jumping, swing, whip. It's not a bad game, but they should have upped the Meg and done it out.

OVERALL: 7

ROSS, THE REBEL GAMER

Concept: 6 'Whips, Guns, Grenades and Glory, what else can be said about Indy? **Graphics:** 8 The game is very similar to all of the Star Wars games for the SNES. **Sound:** 7 Same ol', Same ol'. Although the graphics and sound are good, the playability is the most outstanding feature. **Playability:** 8 Man this game is hard.

OVERALL: 7.5

RICK, THE VIDEO RANGER

Concept: 9.5 "It's about time! The Indiana Jones movies are great material for video games and this version of the Temple of Doom couldn't have been done much better. This is a challenging action adventure with excellent graphics. I enjoy the variety in the gameplay that takes advantage of the various segments of the movies, like flying a plane or riding an inflatable raft down a mountain. A little Caspervania experience comes in handy when it comes to using the whip. Just like the movie, this game is a real minute ride."

OVERALL: 8.5

► THE BOTTOM LINE 7.75

CAUTION: FORK IN THE ROAD.



You slip out of the banana peel curve at a blistering 190 mph...



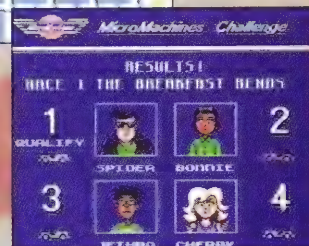
Through the watermelon seed straight-away like a rocket, you clear the corn flake overpass, tear around the milk spill...and capture the checkered flag!

It's amazing what you can run into while racing a Formula 1 on the kitchen counter. Or cruising a speedboat in the bathtub. Or flying a chopper over the neighbor's rose garden.

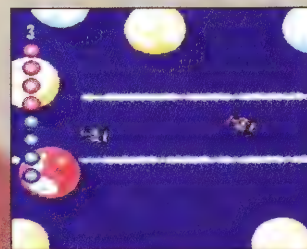
Micro Machines™. Big fun... on a small scale.



Command eight different **Micro Machines:** tanks, speedboats, 4x4s, even souped-up choppers!



Go solo or team up with a partner and compete against four other Micro-maniacs.



Race through the bathtub, over the rose garden, in the bedroom, even across your buddy's pool table.



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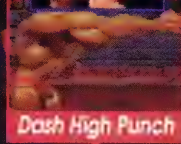
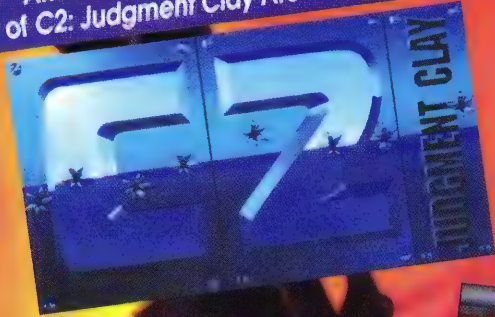


Ocean of America, Inc.
1870 Little Orchard Street
San Jose, CA 95125

- **Cast Size:** 24 Meg
- **Style:** 1 to 4-Player (Alternating) Tournament Fighting
- **Special Features:** 8 Clay Animated Characters, Special End Characters, New Backgrounds
- **Created by:** Interplay
- **Available Now for:** Super Nintendo

▶ **THE BOTTOM LINE 7.25**

Arnold is Tough, But the Combatants of C2: Judgment Clay Are Even Tougher



The meteor of clay that rocked Mudville has been activated again. This time a mad scientist named Dr. Kiln brought it to life right before he claimed to be the supreme leader of Mudville. Little does he know that when the meteor was reactivated nine Clayfighters were born, all of them wanting to rule Mudville as well. The Dr. is about to experience the worst clay of his life; Judgment Clay.

Interplay's follow up to the popular *Clayfighters*, *C2: Judgment Clay*, features new characters and some new and improved backgrounds. They have also included some Special End Characters resembling each of the Clayfighters. This game also features three modes of play: Tournament, Versus Mode, and a Storyline type of game. The Tournament mode lets you choose from a one to eight player bracket to fight in a Single Elimination, Double Elimination, or Sudden Death tournament. The storyline mode puts you against the computer and makes you fight all of the characters. Then, once you defeat all the main characters, you move on to a Special End Character. Your ultimate goal is to defeat the End Character.

You will never look at that modeling clay in the art room the same way thanks to *C2: Judgment Clay*, from the folks at Interplay.



KNOX, THE BAMI HAWAII

Concept: 8 "The follow up to Interplay's *Clayfighter* is a total improvement.
Graphics: 7.5 This fighter gave me a whole new look at the way I see fighters. The clay animation helps bring a
Sound: 7 more realistic look to the game. The characters are humorous and the special moves are unique. This game would have been much better if they left in the *Clayalities*.
Playability: 8
Entertainment: 7.5
OVERALL: 7.75

RICK, THE VIDEO HUNGER

Concept: 8 "Clayfighter 2 is a new and improved version of the original. The claymation graphics and strange characters
Graphics: 8 make this game a riot to play. The game play is not as smooth as the
Sound: 7.5 *Street Fighter* games, but it's not bad. If you're a fighting games fan
Playability: 7 with a sense of humor, you have to get one of the *Clayfighter* games."
Entertainment: 8
OVERALL: 7.75

PAUL, THE PRO PLAYER

Concept: 8 "The original *Clayfighter* is great.
Graphics: 8 *C2* has better looking backgrounds and character animations, and
Sound: 7 the fighting technique has been improved. The new characters,
Playability: 5 however, aren't as creative as *C1*. A kangaroo and a banana? What
Entertainment: 5 happened to *Blue Suede Goo*? Plus there aren't many moves per character. *C2* is a good change from the basic fighters on the market, but as a sequel it disappoints me."
OVERALL: 6.5

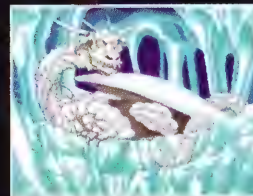
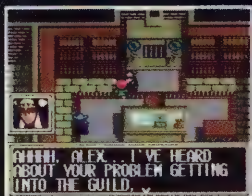
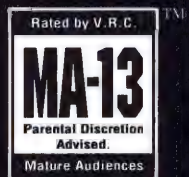
LUNAR™

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Only a year after Mega Man's last adventure, he is back once again to save the world and bring peace to the future. This time a new and mysterious evil force has stolen Maverick Reploids from the control center and moved them to an abandoned production factory. To contain this new treat, an elite task force (headed by well-known scientist Dr. Cain) has been created. However, only one member of this specialized task force was able to penetrate the highly-fortified production facility - the infamous replican, Mega Man X.

As Mega Man X you must destroy the renegade Mavericks and find the sinister leader of this new uprising. Along the way, Mega Man will discover new powers and hidden power-ups that will help him in his journey. A unique twist that X2 offers is that there are not only hidden items, but hidden bosses as well. So to find all that Mega Man X2 offers, you will have to play the game at least twice.

Although Mega Man X2 isn't a giant leap forward for the Mega Man series, it offers exciting gameplay and new techniques that will surely please fans of the series.

MEGA MAN X2

The X Is Back!



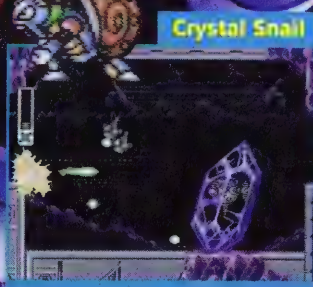
Morph Moth
Use a Super Blast to knock the shield out of their hands.



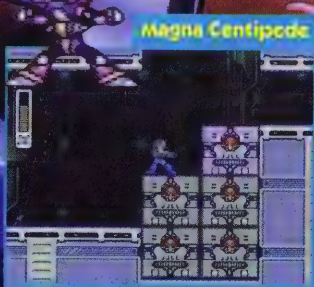
Bubble Crab
Almost every level features a mid-boss or a large mini-boss.

- **Cart Size:** 12 Meg
- **Style:** 1-Player Action/Adventure
- **Special Features:** 8 New Bosses, New Hidden Powers, and a New Enhancement Chip Called the C4 Chip, Which Adds 3D Style Graphics and Object Collision
- **Created by:** Capcom
- **Available:** Now for Super NES

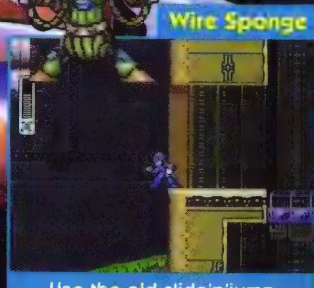
THE BOTTOM LINE 7.75



Crystal Snail
Zap! Mega man takes one in the kisser.



Magna Centipede
You can destroy the purple blocks to find energy and ammo.



Wire Sponge
Use the old slide'n'jump to get to hidden items.



Overdrive Ostrich
The C4 chip offers unique changing weather and trembling environment.



Flame Stag
Use various obstacles to help you reach hidden areas.



Wheel Gator
Welcome to the realm of the Wheel Gator.

ANDY, THE GAME HOMBRE

Concept: 6 "As always, I enjoyed playing yet another Mega Man. The new bosses are cool, and the power-ups from Dr. Cain are better than X. However, the levels are still a little too short and you've got to be a hard-core Mega Man fan to really enjoy this game, because it's basically the same game with new bosses. Don't get me wrong, it's a great game, but it needs major revamps before Mega Man will ever impress me again."

Graphics: 8

Sound: 8.75

Playability: 8

Entertainment: 8.75

OVERALL: 8.25

RICK, THE VIDEO RANGER

Concept: 5 "Mega Man X came to the SNES and breathed life back into the classic NES title. The graphics were unbelievable and a more complex story was added to the typical plot. Now we have X2, a worthy sequel to X. The graphics are X'cellent and the play is fast paced and X'citing. The storyline is full of hidden plots in which the enemy hopes to bring about the demise of Mega Man and the world as we know it. I'm not a sequel fan, but X-2 is good enough that I just might tolerate an X-3 (but that's it)."

Graphics: 8.5

Sound: 5

Playability: 8

Entertainment: 7.5

OVERALL: 7.5

PAUL, THE PRO PLAYER

Concept: 8 "Mega Man, Mega Man, Mega Man! I know there are many people who really dig the whole Mega Man thing. But after ump-teen games, I'm becoming a little tired of him. Of course, I consider X2 the best Mega Man of the whole bunch, but I just can't get into the same thing (basically) again. You Mega Man fans, go nuts. I'm sitting this one out."

Graphics: 8

Sound: 7

Playability: 8

Entertainment: 6

OVERALL: 7.5



- **Cart Size:** 8 Meg
- **Style:** 1 to 2-Player Space Combat Simulator
- **Special Features:** Password Save, Multiple Starships, 2-Player vs. Mode
- **Levels:** 20 Academy Simulations + 4 Historical Combat Missions
- **Created by:** Interplay
- **Available:** Now for Super NES

▶ THE BOTTOM LINE **7**



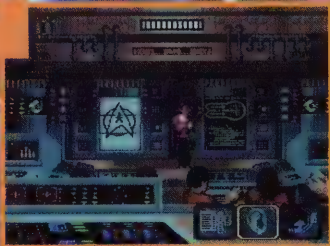
Higher missions let you control more powerful space vessels.



Star Fleet Academy - what a beautiful campus.



The Computer is what Star Fleet Academy is all about.



You can teach your friends during the lecture. You might miss some important educational advice.

ANDY, THE GAME HOMBRE

Concept: 7.75 This game is well suited for its title as it allows you to blow down and destroy play centers. However, with its slow moving play to determine for the simulation (at least). Luckily, the simulations done very so your journey through the Star Fleet ranks will be an enjoyable one. But if you don't like Star Trek, don't get this game because you won't like it.

Graphics: 7.75

Sound: 7

Playability: 8

Entertainment: 7.25

OVERALL:
7.5



Relax in the lounge with a cool beverage and some conversation.

Have you ever wondered where Picard and Kirk started their illustrious careers? Ever wanted to live the academy life of Wesley Crusher? Well, your application has finally been accepted to Star Fleet Academy, whose firm discipline and rigorous training schedules will hone your skills as a Starship Captain and shape you into the Starfleet Officer you are destined to become.

You begin your life at Starfleet Academy as a spirited young Freshmen (or Freshwoman, depending on the gender you select for yourself), ready

to command a crew of other recruits through simulator missions which vary from diplomacy to scientific research to full fledged combat. While your first missions may seem basic, you must utilize the skills you learn from them in order to pass the more challenging missions you will encounter in your Junior and Senior years. Here you will have encounters with hostile races, including the Gorn and Venturi, as well as the fearsome Klingons and the enigmatic Romulans. It will take all your courage and wits to pass the infamous Nobayashi Maru simulation, a simulation which only Admiral James T. Kirk has conquered.

So pack your bags and grab the closest shuttle to Starfleet Academy. See if you've got what it takes to earn yourself a command position on a United Federation of Planets Starship. Make it so!

RICK, THE VIDEO RANGER

Concept: 6 These will surprise you to be a Star Fleet Commander will have to check out the game. True in its name, this is just what I needed the Star Fleet Academy to be. The cards get up each day, puzzles, and take on a new challenge in the simulator. After each scene, you are given a score. Does this remind you of anything? I'm not saying that this game doesn't have its good points, but just like school, SFA is too much work and not enough fun!

Graphics: 6

Sound: 6

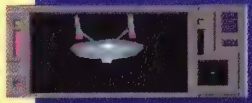
Playability: 5

Entertainment: 6

OVERALL:
6.25



Federation Miranda



Federation Constitution



Federation Oberth



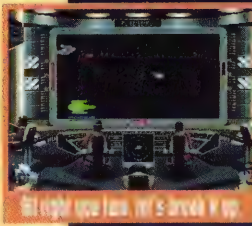
Romulan Bird of Prey



Romulan O-7R



Klingon Bird of Prey



At night you can let's break it up.



As Captain, you have ultimate control over the fate of your ship.



Starbase 5 - Home Sweet Home!

PAUL, THE PRO PLAYER

Concept: 8 I think you've got to be a Trekker. I mean Trekker. To enjoy SFA. The battle scenes are surprisingly good. The smooth animation of the polygon generated ships is pretty cool, and there's not even a FX chip. Many of the other Star Trek games loved some good ship-to-ship action, but you get a lot out in SFA. Unfortunately, you don't get much action with away teams or any planetary exploration. So if your favorite part of Star Trek is being in the bridge, SFA is your game.

Graphics: 8

Sound: 6

Playability: 7

Entertainment: 7

OVERALL:
7.25

BASSIN'S Black Bass

with Hank Parker

Oil Up The Reel And Catch Some Hogs!

- **Cart Size:** 16 Meg With Battery Back-Up
- **Style:** 1-Player Fishin' Simulation
- **Special Features:** Varying Weather Conditions, Top Fish Records And Compete Against Fishing Legend Hank Parker
- **Created by:** Starfish, Inc. for Hot-B
- **Available:** Now for Super Nintendo



Don't reel when the fish comes out of the water.



That's a nice set of lures ya' got there!



Be careful. Don't let the bass spit out that lure.



Come to Papa!



Place in the Top 3 to go to the Bassin' World Cup.



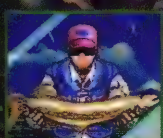
This looks like a good spot for a bass.



Catfish



Shiner



Pike



Walleye



Crappie

The Black Bass



Largemouth



Smallmouth



Spotted

▶ THE BOTTOM LINE 9

If you're an angler and just can't get enough fishin' in during the season, Hot-B is about the only video game company you can turn to. Hot-B is the maker of the classic Black Bass for NES and Super Black Bass for SNES. These games were, hands down, the best fishin' simulations available until now. Again, Hot-B has produced a killer fishin' cart to cure those dreadful days when the only thing that's bitin' on the lake are the mosquitoes.

Bassin's Black Bass (BBB) with Hank Parker puts you on the ultimate fishin' quest to become the best bass angler in the world. BBB consists of four competitions on different lakes. You start at a local bass tournament and your objective is, as it is on all four lakes, to catch the biggest bunch of bass you can. The top three hauls go on to compete in the next competition which culminates at the Bassin' World Championship. Yeee-doggy!

If you've been a fan of Hot-B's previous Black Bass games you'll notice improvements in the overall play and graphics. Castin' has been modified to give you dead-on accuracy, and the "Mark" feature has been improved to allow you to scan and mark where the lunkers are hiding. Your tackle box, filled with up to 16 lures, will also help you entice the most stubborn of fish. Plus, the new overhead view and fish animations will make you think that big hog is gonna jump right into your lap.

Video fishin' doesn't get any better than Bassin's Black Bass.

ANDY, THE GAME HOMBRE

Concept: 9 "Hot-B does it again with another fun fishin' video game. Bassin's Black Bass takes Super Black Bass to the next level, with refined options, better fishin', and a much needed save mode. All the improvements really make the game easier to play once you learn the new techniques, but I'm sorry to say they removed the awesome boat-drivin' music. Overall, Bassin's Black Bass is an entertaining game that deserves a look if you like fishin' or not."

OVERALL:
8.75

ROSS, THE REBEL GAMER

Concept: 9 "There is not much that can compare to climbin' into a boat and kickin' back on a lake. Bassin' is the closest thing to real fishin' that I have seen in a video game. At one point, I felt like that 12 pound Largemouth should be put on a plaque and hung on the wall. This game is perfect for all those people who have rarely gone fishin', simply because it will get you hooked on fishin' and give you the incentive to go out and do it for real."

OVERALL:
9

PAUL, THE PRO PLAYER

Concept: 9 "I've been a big fan of Black Bass since the NES. There's nothin' like hookin' on a crankbait and heavin' it into a mess of lilipads. When it comes to fishin' games, the only ones to chose are the Black Bass games. The auto-save feature and record keepin' are great additions. This and the improved animation and graphics make BBB a great sequel. This game is a load of fun and you don't even need a flotation device."

OVERALL:
9

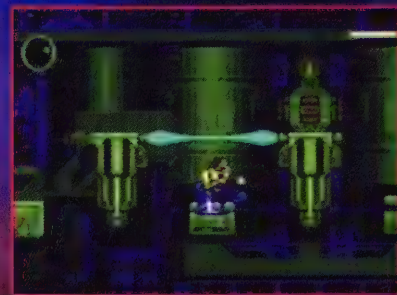
What Would You Give To Know Who You Are?

A quest through a ravaged, perilous world.
A strategy adventure enfolded in a riddle.
And at its heart, a truth that changes everything.

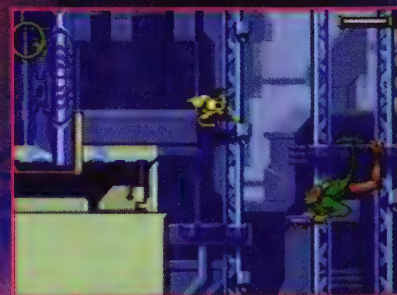
- Strategy... combat... adventure... and a search for the truth.
- Multiple intricate levels, spread across 6 sectors of a perilous, mysterious world.
- Incredible moves and powers, including the powerful Energy Radiator, or E-Rad.
- Mysterious sci-fi storyline, with a final twist that will blow your mind.
- Atmospheric, New Age soundtrack.
- 3 levels of difficulty.
- Created by members of the team that developed Sega's comics-based hit X-Men.



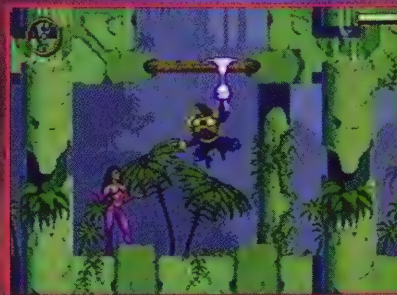
Moves and powers you've never had before—only with experience will you truly master them.



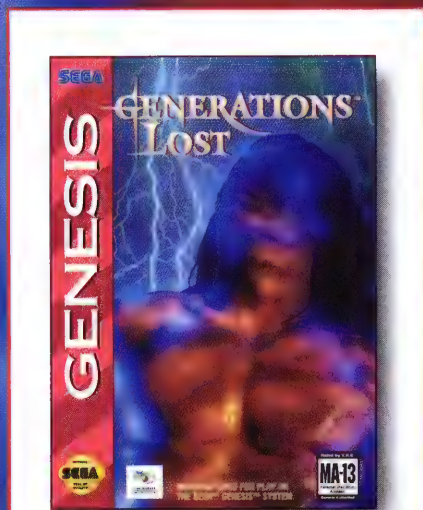
Generations Lost challenges your wits and your heart, as well as your reflexes.



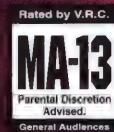
The more you learn, the more dangerous you become to those who want to stop you.



Your exploring will take you through many intricate levels, strung across the six sectors of a troubled world.



Time Warner Interactive, Inc.
675 Sycamore Drive
Milpitas, California 95035

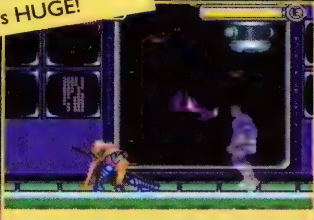


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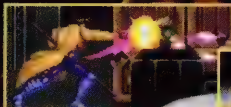


Look at that Sentinel. Man, that's HUGE!

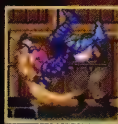


Gambit must fight holo-projections of his fellow X-Men!

Gambit



Triple Card Attack



Double Kick



High Card

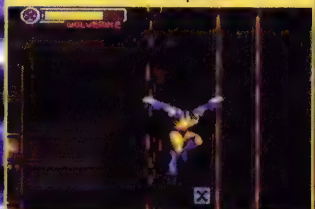


All of your X-men can fight Magneto, and you're going to need them.

Tricky X-Plate



Climb the Spine...



...Fall to the right...



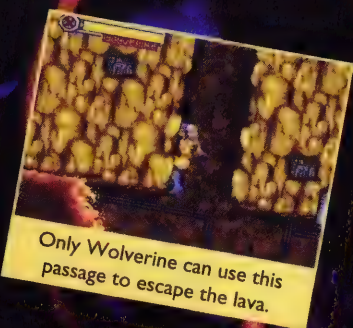
...quickly do a Flying Berserker to the left and claw the wall.

Xavier's Mutants Battle for Peace

X-MEN

Mutant Apocalypse

- **Cart Size:** 16 Meg
- **Style:** 1-Player Action/Platform
- **Special Features:** Password Saves, SFII Style Special Moves, 5 X-Men Heroes
- **Levels:** 8 (Some require all 5 X-Men to pass a stage)
- **Created by:** CAPCOM
- **Available:** Now for SNES

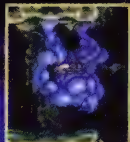


Only Wolverine can use this passage to escape the lava.

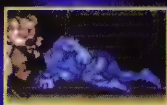
Beast



You'd be better off using Gambit against the Queen Brood.



Ceiling Hang



Beast Charge



Head Stomp

Wolverine



Berserker



Running Claw



Flying Berserker





▶ THE BOTTOM LINE **8.75**

In the tiny island nation of Genosha, there has been a rise in anti-mutant activity. Using Cerebro to scan the island, Xavier has discovered that the evil Apocalypse has hatched another fiendish scheme. The Genoshan government has contracted Apocalypse to rid the nation of their mutant population, and he is going to use the captured mutants for his own personal benefit. Professor X has called you, the X-Men, to rid the world of this threat. You must free the enslaved mutants, defeat Apocalypse, and find out if any other sinister plots hide in this disturbing situation.

The X-Men make their second appearance on the SNES in this graphically impressive cart. Cyclops, Wolverine, Gambit, Psylocke, and Beast have been translated into video heroes for you to control. While this may seem like a typical Action/Platform punch 'em up game, Capcom has incorporated SFII style commands which enable your X-Men to execute special moves and mutant powers. For instance, to get Cyclops to shoot his Optic Blast, push Down, Down-Towards, Towards and the Y button. The incorporation of this feature makes the game engrossing and enjoyable for the serious game player. On some of the stages, each X-Man will have to complete a different mission which is specifically designed to utilize and challenge their individual skills. On other levels, you will have to decide which X-Man is best suited to complete it.

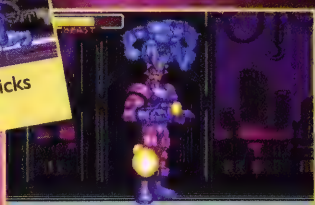
Another boring one button side scroller? Think again. X-Men provides crisp graphics, smooth animations, and player control that can be learned and developed as the game is played. X-Men fans will not be disappointed.

Power Up Items

-  Small Health Canister
-  Large Health Canister
-  X-Plate (3=Xtra Life)
-  Xtra Life (Wolverine)



Apocalypse has a few tricks up his sleeve.



Beast's Head Stomp works VERY well against these Sentinels.



Use Wolverine vs. Omega Red...



...and Gambit to take out Juggernaut.

Cyclops



High Optic Blast

Low Slide Kick



Cyclops' third X-plate is left of the Train Boss.

Psylocke



Flip Kick

Flying Knee

Psychic knife



Even Psylocke has to deal with those pesky Sentinels.

ANDY, THE GAME HOMBRÉ

Concept: 9.5 *"This game is the next step in the evolution of side-scrolling fighters.*

Graphics: 8.5 *The graphics and sound are fairly standard issue, but the gameplay is*

Sound: 8.5 *unbelievable and needs to be played to be appreciated. It's a bummer that*

Playability: 9.5 *it is only one-player, but don't let that stop you from getting this cart. On*

Entertainment: 9.25 *each level you get to beat the tar out of characters, combo-after-combo, guy-after-guy. This game is war, but you're armed to the teeth. X-men is easily the best side-scrolling fighter of 1994."*

OVERALL:
9.25

ROSS, THE REBEL GAMER

Concept: 8.5 *"This is the first X-Men game that has been made that actually*

Graphics: 8 *compliments the Marvel super-heroes. The large characters make*

Sound: 7 *the game graphically accurate, and the player control helps make the*

Playability: 8 *game even better. I enjoy playing this game, which I was worried I wouldn't, and will probably play it all*

Entertainment: 8.25 *the way through shortly."*

OVERALL:
8

PAUL, THE PRO PLAYER

Concept: 9.5 *"Capcom's X-Men came out of nowhere. Although there are only*

Graphics: 9 *five characters, the ones that are included are large and well animated.*

Sound: 8 *The X-Men have never looked so good on the SNES. The two modes*

Playability: 9.5 *of play will make it easy for anyone to play. The Street Fighter style*

Entertainment: 9.25 *special moves really elevate this game over other action games of this type. X-Men is a challenging and well designed game that should provide some exciting hours of play."*

OVERALL:
9



Cleaning Gear. Works better than your mother.



Ear Adaptor, Readrip.



AC Adaptor. Plug it in.



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



Game Gear. Get one?

IT IS NOT
SUGAR
YOU LOSE

SEGA™ Game Gear™ - Extras.



SEGA Seal. Look for it.

Super WideGear™ Don't Squint. Magnify.

Holster Case. Carry your gear.

PowerBack™ Rechargeable. Pop it on.



At a Glance™

SUPER NES

RATING SCALE:

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

Overall: 7

Cart Size:
8 Meg

Style:
1-Player
Action/Platform

Created by:
Cybersoft/
Game Tek

Available:
Now



Yogi Bear – Cybersoft/GameTek

Yogi is a basic action game because all you seem to do is jump. However, it does get deeper than that. The controls are tight and the graphics are above average. Also, there is no continue feature, so you have to be careful to make it all the way through. This game is challenging, although it looks like it was designed for a younger audience. With an environmental theme (Yogi must stop a chemical plant from being built in Jellystone Park) this game is hipper than Yogi Bear ever was. Perhaps it won't get the attention it deserves.

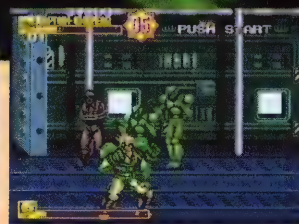
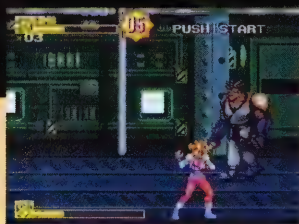
Overall: 5

Cart Size:
12 Meg

Style:
1 or 2-Player
Side Scrolling
Fighting

Created by:
Taito

Available:
Now



Sonic BlastMan II – Taito

Remember *Streets of Rage 1, 2, and 3*? Remember *Double Dragon 1, 2, and beyond*? This game is very similar. One or two players choose from three characters with powerful punches and kicks. Beat up a whole bunch of guys on a level and you'll

face a boss. Beat it, and you'll go on to another level with new backgrounds and more guys to pummel. You have a limited amount of continues, so try not to get hit too much. Welcome to another game of saving the world by beating people up.

Overall: 7

Cart Size:
8 Meg

Style:
1 or 2-Player
Driving

Created by:
Genki for
Bullet Proof

Available:
Now



Michael Andretti's Indy Car Challenge – Bullet-Proof Software

Now here's a driving cart with some action. It has progressively harder tracks, customized cars, password save, and driving advice from Michael Andretti himself. You'll be racing an Indy World Circuit car with some of the fastest cruisers on the track,

so make sure your mirrors are adjusted and your seat belt is fastened. You can play against a slew of other racers, or take on your friend in split screen head-to-head two player action. This racing game is better than some, worse than others.

Overall: 5

Cart Size:
12 Meg with

Style:
1 or 2-Player
First Person
Shooter

Created by:
Taito

Available:
Now



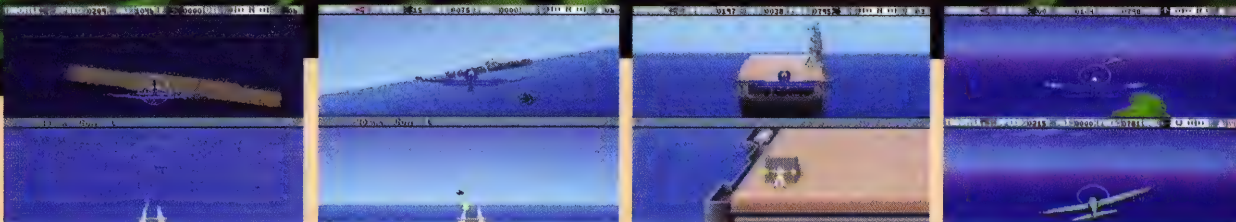
Operation Thunderbolt – Taito

This is an arcade translation of an older coin-op machine. In the arcade version, both players had compact UZI Machineguns to fire at the screen, but on the SNES, you need to use the joypad, mouse, or Super Scope. However, you can't get two player mode with the Super Scope because of the hardware design. Using the joypad

takes away from your ability to aim quickly and destroys the realism offered in the arcade. Each level is similar to the others and the animation can be described as choppy at best. The two player mode does give this game some worth, but without a gun this game misses the target.

Overall: Preview

Cart Size:
16 Meg
Style:
1 or 2-Player
W.W.II Fighter
Plane Simulator
Created by:
CyberSoft/
GameTek
Available:
Now



Carrier Aces – CyberSoft/GameTek

Ever wonder what it was like to pilot those rickety old fighter planes of World War II? Now you have a chance to play both sides of this epic battle, as either American or Japanese flight squadrons in *Carrier Aces* by CyberSoft. Dogfight with enemy planes, strafe enemy carriers, and go on dive bomb or torpedo run missions in the battle for the Pacific. This game is multifaceted and engrossing, demanding high levels of skill and

precision as you go head-to-head against a simulated opponent or even your best friend. Split screen views let you see both sides of each particular mission. With different planes and different armaments to choose from, you create a squadron to fit each mission profile. So fire up those props and hit the sky. You must protect your country from attack, regardless of whether that country is Japan or the United States. Good luck!

Overall: 5

Cart Size:
8 Meg
Style:
1-Player
Action/Platform
Created by:
Beam Software
for Activision
Available:
Now



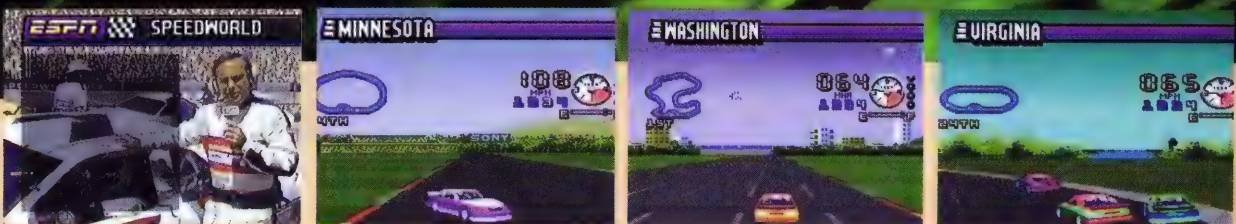
Radical Rex – Activision

Radical Rex jumps, kicks, and breathes fire as he tries to collect enough eggs on each level to reach the bonus world. So what makes this Rex so Radical? He rides a skateboard down the smooth slopes of pre-historic Earth. If the style of this game seems somewhat familiar, it's only because this game is

a re-hash of thousands of games that have been around since *Super Mario Brothers*. Everybody knows that the T-Rex didn't breathe fire, and by the look of the game they'd have been better off with a different dinosaur than the mightiest carnivore of all time. Maybe they should have spoken to Barney...

Overall: 4

Cart Size:
16 Meg
Style:
1-Player
Driving Simulation
Created by:
Sony Imagesoft
Available:
Now



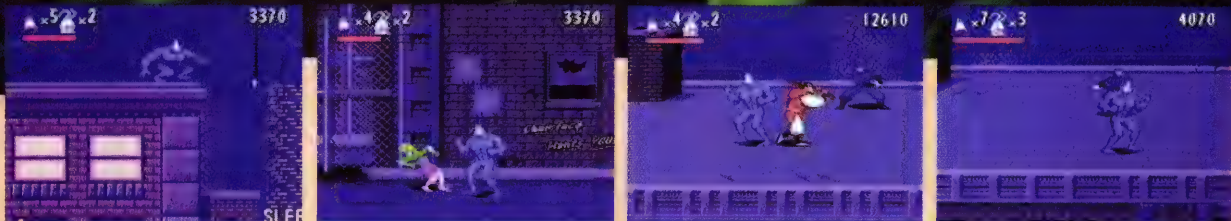
ESPN Speedworld – Sony Imagesoft

ESPN Speedworld provides all the driving excitement of rollerskating on carpet. The impressive graphics in the introduction scenes and the voice samples must have burned

up most of the space on this cart, leaving little or no room for the actual driving part of the game. Stick with *Mario Kart*.

Overall: 5

Cart Size:
16 Meg
Style:
1-Player
Action
Created by:
Fox Interactive
Available:
Now



The Tick – Fox Interactive

He's big, he's blue, and he's slightly effeminate. This long stockinged defender of justice is leaping his way across video screens everywhere. He punches, kicks, and in times of trouble he can call on his winged friend Arthur to clear the screen of bad guys. In some scenes, he teams up with one of his buddies in a back-to-back attack mode. This game is your

standard punch and kick with the same enemies over and over again. There are 25 levels, but no passwords or any way to save your progress. Some *Tick* fans I know were looking forward to playing this game, but couldn't play it for very long. I don't know, somebody might think this game is cool.

DOOM

Is This A PC?



id

Software's Doom continues to invade the video game world with an eagerly anticipated version for the Atari Jaguar. The Jaguar version features 23 levels of supreme action. The levels must be played in order, but once they are cleared, a level select will allow you to choose any of the levels you've already completed. A bonus for hard-core Doom fans is a never-seen-before level designed exclusively for the Jaguar.

Atari has tried to stick close to the PC version by offering a two-player capability. Atari plans on releasing a modem link that will allow Jag Doom players to play cooperatively or in a head-to-head mode. Though the hardware to make this possible is nowhere in sight, any PC Doom player can attest to the intensity of playing multi-player. So hopefully Jaguar owners will see the modem come in the near future.

The Jaguar version of Doom is the closest you can get to Doom without investing \$3000 on a PC. The Jag offers the speed, clarity, and awesome gameplay that has made Doom a phenomenal hit for the PC. For you players who conquered Wolf 3D for the Jag, this is a giant leap forward that will glue your hand to the controller and your eyes to the screen.

- **Cart Size:** 24 Meg
- **Style:** 1-Player First Person Action/ Adventure
- **Special Features:** First Person Perspective, Multi-Player Capabilities, 5 difficulty levels, Specially Designed Level Exclusively For Jaguar
- **Levels:** 23
- **Created by:** id Software and Atari
- **Available:** Now for Jaguar

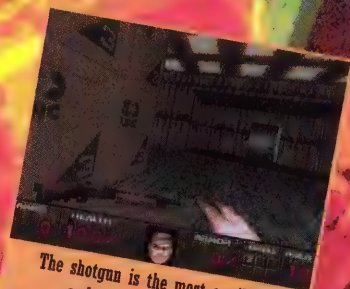
PAUL, THE PRO PLAYER

- Concept:** 9 "Like Wolfenstein, Atari and id translated an awesome PC game to the Jaguar. Doom for the Jag has the speed and intensity that I crave. The levels that are included from the PC have the size and action that is second to none. Now, if they can get the two-player linking worked out, we'll have some serious action. But for now, it is just a tad better than AVP and Wolfenstein. A sure bet for Jag owners."
- Graphics:** 9.5
- Sound:** 9.5
- Playability:** 9
- Entertainment:** 9

OVERALL:
9.25



The all-powerful BFG-9000!



The shotgun is the most available and trustworthy weapon.

Our Hero



Do you have what it takes to go up against these brutes?

ROSE, THE REGULAR GAMER

- Concept:** 9 "Yeah!!! Doom is awesome. This game is so intense and close to the computer game that I actually watched Andy jump when a beast popped around the corner. Everything about this game is cool."
- Graphics:** 9
- Sound:** 9
- Playability:** 9 from the first level all the way to the extra levels made only for the Jag. It seems that the Jag is really coming alive. Let's just hope it continues to stay that way. Only time will tell."
- Entertainment:** 9.5

OVERALL:
9.25



Check the map for areas you haven't explored.

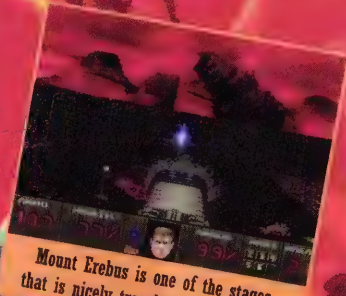


Doom is not for the squeamish.

ANDY, THE GAME NERD

- Concept:** 9 "Doom on the Jaguar is by far the best home translation of the PC hit. It moves along at a solid pace with all the eerie graphics and spine-tingling gameplay. The extra levels are really cool, and when the head-to-head modern comes out I don't think I'll go outside all winter. If you've got a Jag you have no choice but to buy this game, because you can play it over... and over... and over and..."
- Graphics:** 9
- Sound:** 8.75
- Playability:** 9.25
- Entertainment:** 9.5

OVERALL:
9.25

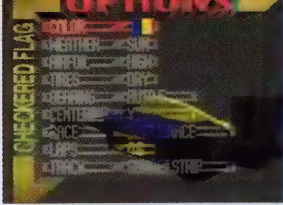


Mount Erebus is one of the stages that is nicely translated from the PC.



Bang, Bang, You're dead!

▶ **THE BOTTOM LINE 9.25**



With all these options, you not only play the game, you help design it.

any racing game will give you **SOUPED-UP CARS.** HOW MANY THROW IN

PENGUINS AND A BLIMP?



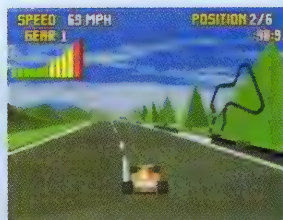
Normally, when you see sparks coming from your TV, you need a new one.



With speeds up to 200 m.p.h., it won't take long to burn through this tunnel.



You would think the crisp 3D graphics would help you make better turns. Rookie.



Don't be fooled by the pretty scenery. One wrong turn and you'll be part of it.



And ten tracks. And six driving views. And your choice of weather conditions. The options are endless when you're playing the first and only 64-bit racing game on the Atari Jaguar.

Take your customized formula race car through a penguin-filled arctic tundra, burn rubber (or your clutch) on a desert road, or take a 200 mph island hop through the tropics. Checkered Flag is a game of skill that could have you in the winner's circle or wrapped around a guard rail.

So make sure your couch is nailed to the floor, bust out the flame retardant suit, and get ready for the ultimate 64-bit joy ride.



Game tips and hints: 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. ATARI, the Atari logo, Jaguar, the Jaguar logo, Checkered Flag and the Checkered Flag logo are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.

VIRTUA RACING DELUXE

Luxury Motors



Formula

Stock

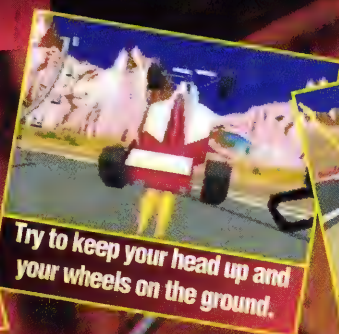
Prototype

- **Cart Size:** 24 Meg
- **Style:** 1 or 2-Player Simultaneous Racing
- **Special Features:** Three Vehicles, Four Perspectives, and Five Race Tracks
- **Created by:** Sega
- **Available:** Now on 32X

There's no doubt that this game is better than its predecessor on the Genesis. That's not to say the Genesis version is archaic when compared to the 32X version. 32X *Virtua Racing Deluxe* simply brings the game into better context. Will this cart successfully capture the thrill of arcade racing and bring it home to your 32X?

For starters, Sega boldly made the addition of two new vehicles to accompany the Formula car. The Stock car will give a racer better strength and performance, but it really lacks any kind of handling. The Prototype car, which looks like something from the latest *Star Wars* flick, adds all the power necessary to make your opponents succumb to your natural driving ability. The game will still feature the same three courses found in the previous versions, plus 2 previously unseen tracks. Having the same degree of difficulty as the expert track on the Genesis version, these new tracks suit any speed junkie.

The 32X version takes hold of the capabilities found within the SVP chip, which improves the texture mapping on the polygon graphics and gets rid of those really neat square tires found within the Genesis version. Fear not! Some of the same traits found in the previous version still lurk afoot. Sega's new racing monster looks like it's ready to burn up the tracks. "To race or not to race, that is the question."



New Exotic Locations

COURSE SELECT



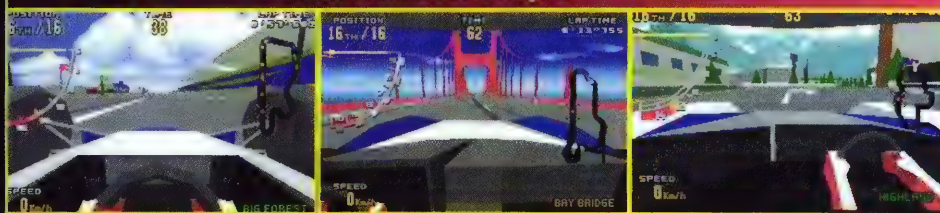
Sand Park

COURSE SELECT



Highland

Each car has a Unique interior



Formula

Stock

Prototype

► THE BOTTOM LINE **8.25**

ANDY, THE GAME HOMBRE

Concept: 8 "The graphics and control of *Virtua Racing Deluxe* blow away the Genesis SVP cart. Plus, the addition of the extra tracks and vehicles gives you all new challenges to conquer. However, if you've already invested in the SVP version, I don't see any reason to get *Deluxe*, unless you're a huge *Virtua Racing* fan. We've got the game, now all we need is the Recaro seat, the moving chassis, and the steering wheel."

Graphics: 8.5

Sound: 8

Playability: 8.25

Entertainment: 8

OVERALL:
8.25

ROSS, THE REBEL GAMER

Concept: 6

Graphics: 9 "Sega made another *Virtua Racing*? I didn't see that coming. I will say that the graphics and the gameplay are much closer to the arcade. I like the choice of two new tracks and the prototype car is incredibly fast. Now this is what I was expecting from the 32X."

Sound: 8

Playability: 8.5

Entertainment: 8

OVERALL:
8

PAUL, THE PRO PLAYER

Concept: 9 "Now this is racing. VRD is a fantastic translation of the arcade game. Plus throw in the new cars and new tracks and I may never go back to the VR arcade again. The multi-views and overall look are great. The racing technique and speed of the game are just like the arcade. Plus the sound roars. Out of the first wave of 32X carts, this is the most impressive, but you may have to be a racing fan to enjoy it."

Graphics: 9

Sound: 9

Playability: 8

Entertainment: 8

OVERALL:
8.75

ESPN

NATIONAL HOCKEY NIGHT™

Sony Takes A Shot Right On Net!



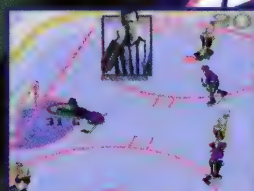
Splitting the defense.



Center it and go in for the attack.



I take it you're not a figure skater?



Hey! Nice glove!



A fast glove and aggressive feet are the key to your D.



Shoot for the net and good things happen.

- **Cart Size:** CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** Two Different Views, Full-Motion Video, Challenge Mode
- **Created by:** Sony Imagesoft
- **Available:** Now for Sega CD

▶ **THE BOTTOM LINE**



THE CHALLENGE

Fastest Skater



The Shootout

THE MIGHTY SLAPSHOT!



ROSS, THE REBEL GAMER

Concept: 8 "Even though I'm a huge hockey fan and am possibly a little biased, I still like EA's version better. I do like the unexpected challenge feature in and the two views to choose from. The play control when you don't have the puck really needs some work, and the goalies are not that good. I can't tell you that I will play this one more than two or three times."

Graphics: 6

Sound: 7

Playability: 5

Entertainment: 7

OVERALL:
6.75

RICK, THE VIDEO RANGER

Concept: 5 "Let me be gentle in my analysis of this game. ESPN NHL bites. We have a great hockey game for the CD in the EA version, and this one doesn't come close to it in any way. The graphics are weak and the full motion video segments are terrible. The players move as if they have a hockey stick up their butt. The voices in the video segments are way too quiet compared to the sound effects during play. I did like the choice of views, but that's about it. Don't waste your money."

Graphics: 5

Sound: 5

Playability: 3

Entertainment: 4

OVERALL:
4.5

PAUL, THE PRO PLAYER

Concept: 7 "Sony is trying to go head-to-head with EA's hockey. Hockey Night has some good features like the different views and the skills competition."

Graphics: 7

Sound: 8.5

Playability: 6

Entertainment: 6

OVERALL:
7

Since it's a CD game, there are plenty of video clips, but this game falls short in graphics. Granted the players are huge, the animation however, looks unrealistic and choppy. Plus, the control is not up to par because the passing is weak and you really never know where your other players are going. Although Hockey Night is no NHL '95, it is a solid second."

Well, hockey fans, the NHL season is still on hold, but that doesn't mean you have to hang up your skates. *ESPN National Hockey Night* is here to entertain hockey fans. Sony ImageSoft knew what they were doing when approaching the difficult game of hockey and pulled out all the stops.

Sony wisely acquired the NHL license, so you can choose from all your favorite teams. How about the Dallas Stars or the San Jose Sharks? It's your choice. Plus, all the players are here, each with their own unique skills and abilities. This feature brings every player in the game to life from the mighty slap shot of Chris Chelios to the fast glove of Patrick Roy. And for an extra bonus, *Hockey Night* has two different views, so you can take out your opponent from either the vertical or horizontal pose.

Sony also uses the unique process of full-motion video to bring some of the classic moments of NHL Hockey to the Sega CD, from the grueling checks, to the high speed fast breaks the mayhem that occurs on the ice is packed into this exciting disc. Maybe the NHL will not have a season this year, but you will have the chance to make a season of your own. I love this game!

At a Glance™

SEGA CD

RATING SCALE:

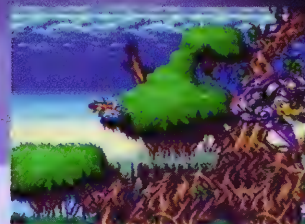
10 = A Classic!	5 = Average
9 = Excellent	4 = Weak
8 = Very Good	3 = Yawner
7 = Good	2 = Avoid
6 = Fair	1 = Terminal

Overall: 7

Cart Size:
CD-ROM
Style:
Space Shooter
Created by:
Big Fun Games
Available:
Now

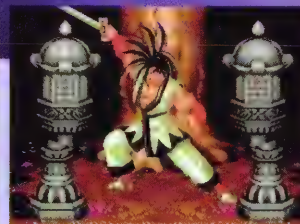
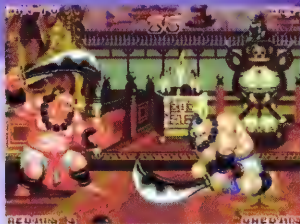
Android Assault – Sega

An evil force, known around the galaxy as the Zias, has forged a stronghold on a Saturn moon. The base is set for an attack on Earth. The Zias have struck the Earth United Nations (EUN) colony on Jupiter and decimated everything that the EUN could call their own. Earth's last hope lies in the hands of a cyber-attack vehicle, Bari-Arm. Bari-Arm has the capabilities to morph from a helpless fighter to an indestructible cyborg, giving it the power to destroy any scum that lies in its path. Help Bari-Arm and the EUN stop the evil Zias, or die a pathetic human.



Preview

Cart Size:
CD-ROM
Style:
Fighting
Created by:
JVC
Available:
February



Samurai Shodown – JVC

Finally, one of the arcade's best fighting games makes its debut on the Sega CD. The entire cast is back in this heart throbbing translation (except for Earthquake, who has been forgotten). Take control of your favorite character and utilize all the great moves this disk has to offer. The CD version does have

some differences. The characters are bigger than in the arcade, but the screen doesn't zoom in and out like the previous versions. The game we laid our paws on was only about 50% done, so the play control was still a little loose, but only time will tell if the game lives up to its name.

Overall: 8

Cart Size:
CD-ROM
Style:
Action/Adventure
Created by:
Travellers Tales
for Sony
Imagesoft
Available:
Now



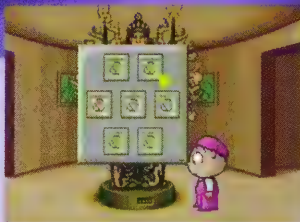
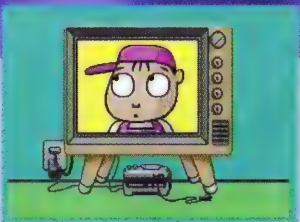
Mickey Mania – Sony

The mouse that's charmed the hearts of adults and children alike for the last 60 years finally hits the CD era. This boxer-clad mouse has seen the black and white days and the change to full fledged color, but all of this was spread through six decades of TV mayhem. Sony brings the entire package onto one CD. Mickey's

debut on the Sega CD is nothing but the best. The game has all the classic moments in Mickey's life, from the adventure of Steamboat Willy to the wild mouse chase. With the sound capabilities of CD and the animation of Disney, what better way to recap the life of Mickey.

Overall: 2

Cart Size:
CD-ROM
Style:
Puzzle
Created by:
Data East
Available:
Now

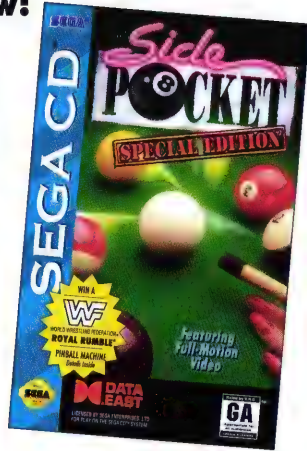


Panic – Data East

Welcome to the wacked out world of *Panic*, Data East's newest Sega CD release. *Panic*'s main characteristic is centered around its style of play. The game doesn't really use any type of strategy. Instead, it is more of a pick and hope concept. In this witty CD you control the adventures and mishaps of a boy

lost in a world of chaos, whose hope lies within the hands of this mere child. With the world out of whack you must pick the right button or switch to turn the chaos into order. *Panic* is sure to turn some heads this year. Data East's first Sega CD game is looking like a unique multimedia experience.

Available Now!



In Your Face DATA EAST CD Contest

We're hyped about our first 2 SEGA CD Games so we're giving away stuff, like **OVER 200 prizes!**



Look for contest stickers on CD packages and contest information inside!

Grand Prize

WF PinBall in Your Face

Win this Slammin' WWF Royal Rumble® Pinball Machine!

and

Your Face in the AD

The Grand Prize winner will also get their photo in our full-page ad this Spring!



2 First Prizes:



6 Second Prizes:
Any 2 DATA EAST
Game Titles
Available

200 Third Prizes:
Sports Bottle

Rules & Stuff:

OFFICIAL CONTEST RULES. No purchase necessary to enter or claim a prize. Not sponsored by Sega.
HOW TO ENTER: Fill out the entry form or a plain 3 1/2" x 5" card with your name, address and telephone number (please print) and mail it to DATA EAST USA, INC., 1850 Little Orchard Street, San Jose, CA 95125. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail. Only one entry per person. Entries must be received and postmarked no later than March 31, 1995.
HOW TO WIN: On or about April 14, 1995, winners will be randomly drawn from all eligible entries. All prizes will be awarded. Odds of winning depend upon the number of entries received. Only one prize per person, family, organization, or household.
NOTIFICATION: Grand prize winner will be announced in EGM and SEGA Visions! All winners will be notified by mail by April 30, 1995. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Data East without other compensation.
PRIZES: (1) Grand Prize: WWF Royal Rumble® arcade style pinball game. Estimated value of the Grand Prize is \$4,500.00. (2) First Prizes: Sega 32X System. (3) Second Prizes: Your choice of 2 Data East titles available. (200) Third Prizes: Sports water bottle.
GENERAL CONDITIONS: Winners accepting prizes agree that all prizes are awarded on the condition that DATA EAST and their agents, representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession or use of the prizes. Winners further acknowledge that said parties have neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to, its quality, mechanical condition or fitness. All taxes are the sole responsibility of the winners. Prizes are not transferable.
ELIGIBILITY: Sweepstakes open to all persons who are residents of the United States. Employees and their immediate family members of DATA EAST, its divisions, subsidiaries, affiliates, advertising and promotion agencies and any other persons or agencies involved with this promotion are not eligible. Void in Puerto Rico and where prohibited by law and subject to applicable federal, state and local taxes and regulations.
WINNERS LIST: For the names of the winners, available April 30, 1995, send a request envelope to "Pinball Sweepstakes" c/o Data East USA, Inc., 1850 Little Orchard Street, San Jose, CA 95125.
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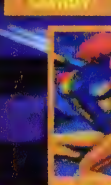
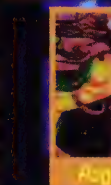
Entry Stuff:

Name: _____ Age: _____
 Address: _____
 City: _____ State: _____ Zip: _____
 Phone: _____

Send entries to: Data East In Your Face CD Contest,
1850 Little Orchard Street, San Jose, CA 95125



Rescue these X-Men and they'll join your team!



- **Cart Size:** 4 Meg
- **Style:** 1-Player Action/Platform
- **Special Features:** 7 X-Men With Different Mutant Powers
- **Levels:** 8
- **Created by:** Sega
- **Available:** Now for Game Gear

Andy, The Game Hombre
 "X-Men is your basic jump and punch game where you have to memorize the levels to complete them. Easy to follow, but very basic."
Ross, The Rebel Gamer
 "X-Men on the Game Gear is a decent hand-held game with more than just boring concepts and choppy graphics. The characters in this game look pretty cool and the art of the level intros are great. I think the game should move along much faster than it does though."

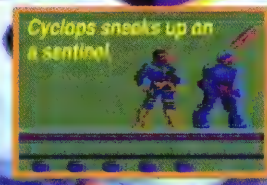
Rick, The Video Ranger
 "I'm an X-Men fan, but this game has weak graphics and is boring to play. The X-Men deserve better than this. I hope they try again."
Paul, The Pro Player
 "I think the X-Men are pretty cool. But the Game Gear cart stinks. Choppy animation, poor control, and small little characters. Not a fan."

GAMESMASTER'S LEGACY
X-MEN

Marvel Comics' Team of Mutants Return to Game Gear

ONCE AGAIN, THE TEAM OF X-MEN FACE PERIL AND TREACHERY. BELIEVING AN OFFER MADE BY THE GAMESMASTER, FIVE OF THE X-MEN TRAVELED TO DIFFERENT PARTS OF THE GLOBE TO RETRIEVE THE CURE TO THE LEGACY VIRUS. THEY WERE BETRAYED AND CAPTURED HOWEVER, AND NOW IT IS UP TO STORM AND CYCLOPS TO RESCUE THEIR FRIENDS, RELINTE THE X-MEN TEAM, AND FACE BODILY HARM IN ORDER TO SAVE THE WORLD.

THIS GAME IS CHALLENGING, MUCH LIKE THE X-MEN CART FOR GENESIS, BUT WITH A LITTLE PRACTICE THE GAME BECOMES MANAGEABLE. YOU START THE GAME WITH ONLY STORM AND CYCLOPS, AND AFTER EACH LEVEL IS COMPLETED YOU ADD ANOTHER RESCUED MUTANT. EVENTUALLY BUILDING YOUR TEAM TO SEVEN, THEN YOU MUST FACE APOCALYPSE, MR. SINISTER, AND FINALLY STRYFE. WITH NO CONTINUE FEATURE, MAKING IT THROUGH ALL 8 LEVELS WILL PUT EVEN THE MOST SERIOUS PORTABLE GAMER TO THE TEST. GATHER YOUR MUTANT COURAGE AND FACE YOUR DESTINY, FOR YOU ARE THE X-MEN!



Cyclops sneaks up on a sentinel

	Andy	Paul	Rick	Ross
Concept:	7	7	5	7.5
Graphics:	8.25	4	5	8
Sound:	7.5	4	5	6
Playability:	8	4	6	7
Entertainment:	7.75	3	5	6
Overall:	7.75	4.5	5.25	7

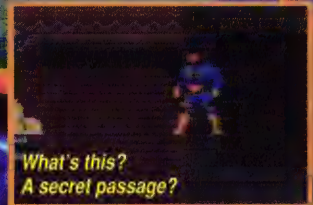
► **THE BOTTOM LINE 6.25**



Storm stands atop the Parthenon



Wanted to see the return of my favorite Mutant!



What's this? A secret passage?

RBI
BASEBALL '94

- **Cart Size:** 4 Meg
- **Style:** 1-Player Baseball Simulation
- **Special Features:** 58 MLB Teams Past & Present ('93), Password, Instant Replay
- **Created by:** Tengen/Time-Warner Interactive
- **Available:** Now for Game Gear

Any video game sports fan knows about **RBI Baseball**, and Game Gear owners with a fancy for baseball should be pleased with **RBI '94** by Time-Warner Interactive.

RBI '94 not only has all 28 MLB teams and players from the '93 season, it also has all the division winning teams since 1986. Throw in two All-Star teams and it gives **RBI '94** a whopping 58 teams! That's more teams than most 16-bit cartridges. Large character sprites and smooth animations round out a great baseball cart for Game Gear.

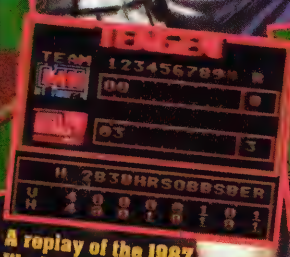
Andy, The Game Hombre
 "Baseball has unfortunately lost its luster, but RBI is one of the best games the Gear has to offer. The pitching is ok, and the batting is great. If you're really looking for a Baseball game check out RBI."
Paul, The Pro Player
 "This game is neck-and-neck with World Series for best Game Gear baseball cart. If you're a big baseball fan and want lots of teams, this is the one."
Rick, The Video Ranger
 "RBI '94 is a good baseball title with strong graphics and uncomplicated gameplay. Simply fun to play."
Ross, The Rebel Gamer
 "Oh yeah another baseball game! If memory serves me right, Baseball was one of the first games for the Game Gear. R.B.I. may be pro baseball players and stats, but I really don't care to see or hear about them after the players strike. To sum this game up; Same ol' Same ol'."

	Andy	Paul	Rick	Ross
Concept:	5	7	8	4
Graphics:	8	7	7.5	5
Sound:	8	8	7	6
Playability:	7	8	8	5
Entertainment:	7	8	7.5	5
Overall:	7	7.25	7	5

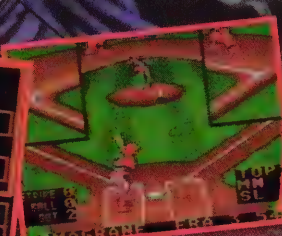
► **THE BOTTOM LINE 6.5**



RBI '94 has a cool instant replay feature.



A replay of the 1987 World Series.



Two-on and two-out.



Well, if that one, RBI will put the tape on these fingers.

THE HOTTEST SPORTS GAMES - NOW ON GAME GEAR!

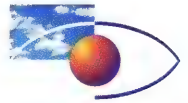
Just because you're on the move doesn't mean you've got to stop

playing your favorite Genesis™ sports games. Time Warner Interactive's latest Game Gear titles make sure the action follows you wherever you go: RBI™ Baseball '94 lets you play baseball with the pros. Tee up and swing into a round of pressure-cooking golf with PGA TOUR® Golf II. Or get into some serious bashing and crashing with Road Rash™ II!

PGA TOUR® Golf II improves on the original hit with enhanced graphics, more realistic ball action and six courses. Take on the 3 Pros who come with the game or tee off against your buddies for prize money and prestige!

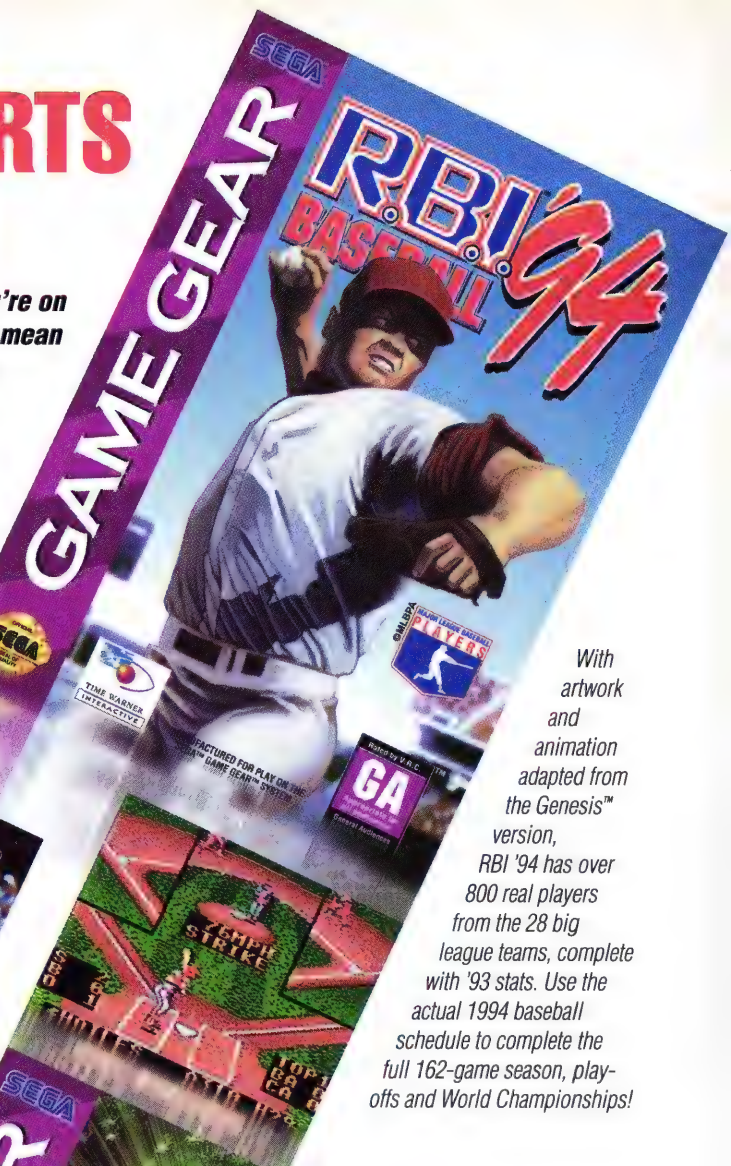
With artwork and animation adapted from the Genesis™ version, RBI '94 has over 800 real players from the 28 big league teams, complete with '93 stats. Use the actual 1994 baseball schedule to complete the full 162-game season, playoffs and World Championships!

Join the Speed and Bleed circuit with Road Rash II, the ultimate motorcycle racing game. Scream around five tracks that become increasingly more difficult. Face opponents who get nastier as the race goes on. Challenge a buddy head-to-head with the Gear-to-Gear™ link, then add a pack of Rashers to make it really vicious. Upgrade to 15 different bikes to improve your ride. The only rule on this road is survival of the meanest!



675 Sycamore Drive
Milpitas, CA 95035
408.473.9400

TIME WARNER
INTERACTIVE



SEGA
SEAL OF QUALITY

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Daffy Duck

THE MARVIN MISSIONS



If you've been staying up late at night wondering where you can get another jump and shoot game for your GameBoy, wonder no more. *Daffy Duck: The Marvin Missions* has what you are looking for with four levels filled with jumping, shooting, and landing on enemies' heads to destroy them.

You play the part of Daffy Duck, AKA Duck Dodgers, on a mission to save the Earth from destruction. Armed with a gun, jet pack, and a strange looking costume, you must defeat Marvin and all of his henchmen in order to disable the P38 space modulator, which he has armed and aimed at our beautiful blue planet. A feature that makes this game unique is your ability to trade in points for different weapons or health. Be frugal, however, as your weapon power-up will only last for the screen that you are on. Shooting alarm clocks will open doors which may be in front or behind you. Tapping the jump button will allow you to jump much higher if you can time it right.

Daffy Duck is another Game Boy action platform game. If that's your thing, feel free to check out this cart.

Andy, The Game Hombre

"This game has cool graphics and some cool stages, but I hate the control. The jumping needs some serious help."

Rick, The Video Ranger

"This game is a good example of why I usually don't like Game Boy games. The side scrolling two button control is boring and provides very little challenge. I would like to see something a little more creative."

Ross The Rebel Gamer

"Is that Duck Dogers? It is. Cool! One of the coolest Warner Brothers characters is on my Game Boy. Not only is it cool he's here, but he's well animated too. The only disappointing part of this game is the play control and the overall entertainment. Boring!!"

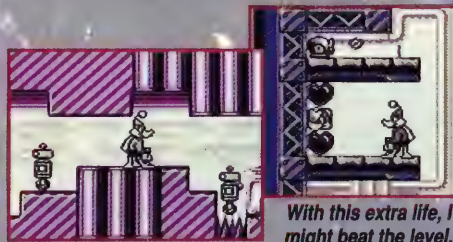
Paul, The Pro Player

"Daffy Duck is not my cup of tea, but it is better than those Bugs Bunny games."

The Adventures of Duck Dodgers in the 24 & One-Half Century

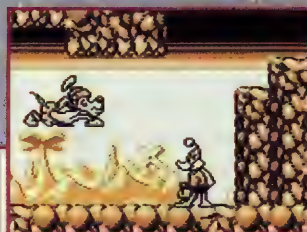
	Andy	Paul	Rick	Ross
Concept:	7	6	5	9
Graphics:	8	7	8	8
Sound:	6	5	8	8
Playability:	3	6	7	8.5
Entertainment:	5	6	6	6
Overall:	6.7	6	6	7

▶ THE BOTTOM LINE 6



This is TOO crazy for me!

With this extra life, I might beat the level.



Marvin's dog is the first mini-boss.



Battle Marvin to save the world.

- **Cart Size:** 2 Meg
- **Style:** 1-Player Action/Platform
- **Special Features:** Password Save, Multiple Weapons
- **Levels:** 4
- **Created by:** Sunsoft
- **Available:** Now for Game Boy

WACKY SPORTS CHALLENGE

They're tiny, they're tooney, and they're in a new cart for GameBoy. Those loveable Tiny Toon characters have gone portable with their latest adventure, *Wacky Sports*. This Game Boy cart features six different sporting events including Baseball, Football, Tennis, Soccer, Basketball and Mini-Golf. If you get frustrated trying to pass one of those, you can always head over to the carnival and take out some aggression at the Water Squinting Challenge, or test your skill with the Water Panic Game. This game's diversity makes it a unique cart for the GameBoy, and it will challenge as well as entertain.

Andy, The Game Hombre

"I know Konami could have done a better job than they did at this game. The events are amazingly boring and extremely basic."

Rick, The Video Ranger

"This game is fun to play right at first, but the fun deson't last for very long. This might be a good title for young children, but it's way too simple and repetitive."

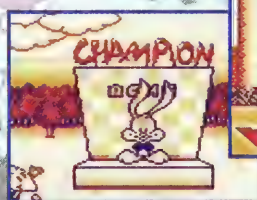
Ross The Rebel Gamer

"This is a totally unique game that has just about all of your favorite sports in it. Buster and Babs do their best to get the gold medal, but fall just short. Not too bad for a Game Boy game."

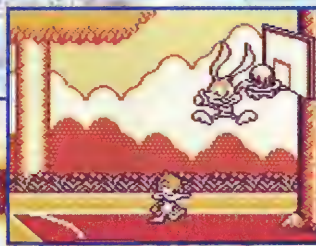
Paul, The Pro Player

"Wacky sports isn't all that wacky. It has a good mix of silly games that are frustrating and fun. But don't expect to get authentic sports games."

- **Cart Size:** 4 Meg
- **Style:** 1 or 2 Player Sports Challenge
- **Special Features:** Multiple Activities, 3 Difficulty Levels
- **Levels:** 6 Sports Events + 2 Carnival Games
- **Created by:** Konami
- **Available:** Now for Game Boy



Do you have what it takes to be the Acme sports champion?



Buster takes it to the hole.



He's at the 10 the 20...



This game has everything!

	Andy	Paul	Rick	Ross
Concept:	5	8	8	9
Graphics:	7	8	7	7
Sound:	7	5	8	8
Playability:	5	7	6	7
Entertainment:	5	5	5.5	8.75
Overall:	6.75	6.25	6	7.25

▶ THE BOTTOM LINE 6.25



SAMURAI SHODOWN II

By Ryan MacDonald



The long awaited sequel to one of the most beloved fighting games of all time has finally arrived. *Samurai Shodown* is back and better than ever. Although the graphics look basically the same, SNK added a number of cool new moves, 4 new characters, and some special extras.

Some of the major improvements are in the defensive and offensive play controls. On defense, you now have the ability to roll backwards or forwards, and lay on the ground to avoid attacks. On offense, there are new power moves that can cause a ton of damage. You can only do these moves when your rage gauge is full, but it's easy to recognize because your character will yell to alert you of your new-found strength.

Samurai Shodown II looks and feels the same as the previous version. It runs at about the same speed, and most of the old moves are the same. It does add new moves for the older characters and there are four new characters to master. Kibagami Genjuro is a samurai warrior with moves and controls that are very similar to Haohmaru. Cham Cham is a wild woman who throws a boomerang and has a pet monkey. Her pet monkey looks like Tam Tam (the one character from the original that does not appear in this installment) and it can do most of his special moves. Caffeine Nicotine is a little guy with a staff who has a vast arsenal of moves, and Neinhalt Sieger has a giant arm that inflicts serious damage. All these new characters are really sweet and Cham Cham in particular can really tear it up.

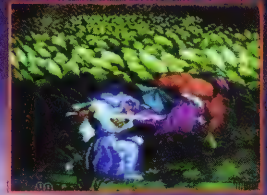
Overall, *Samurai Shodown II* is awesome. The graphics and sound are similar to the first version, although there seems to be quite a bit more speech in *Samurai Shodown II*. The one problem with *Shodown II*, if you can call it a problem, is the limited amount of new characters (although mastering the four new ones should prove an adequate challenge). It is delightful to see yet another outstanding game from SNK.



ARCADE BRIGADE

TRAINING CARD

Check out Game Informer's Training Card for a list of *Samurai Shodown II*'s moves!



Ukyo throws Ukyo (10/9)



Genjuro gives Haohmaru a serious samurai slash.



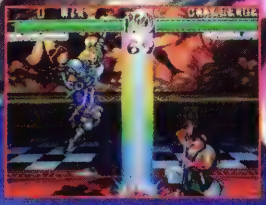
Blade versus Blade... Blade wins.



Genji: Master of Illusion.



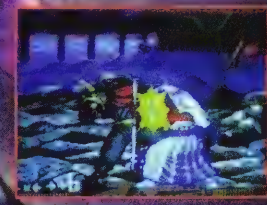
The new power moves cause lots-o-damage.



Spud spin... and spin!



Check out the new background!



Many of the new moves have original still life.

WHAT'S HOT!

News & Rumors From the Video Game Industry



Francois Petit plays Sub Zero.



A team of evil Ninja assassins.



Trevor Goddard plays Kano.



Sonya Blade (Bridgette Wilson), Johnny Cage (Linden Ashby) and Liu Kang (Robin Shou).

Mortal Kombat - The Movie

Production has begun on New Line Cinema's upcoming release of *Mortal Kombat*. An impressive cast of actors and production team have been formed to bring the kombat to the big screen.

The film will follow Liu Kang, Johnny Cage, and Sonya Blade as they defend the Earth from the reign of the Outworld. Guided by Rayden and with help from their secret weapon, Princess Kitana, the three will attempt to defeat the evil Sorcerer Shang Tsung and Shokan Prince Goro. Goro has won the Mortal Kombat for the last nine generations. If he triumphs a tenth time, the portals between Earth and the Outworld will open. The Outworld will then reap havoc over the Earth. "The three mortals learn to overcome their inner fears and discover that there is much more at stake than their personal quests - and that ultimately *Mortal Kombat* is a tournament not about death, but about life." (It gets you all choked up. That's Hollywood for ya.)

Check out this preliminary list of cast and crew members. With a group like this, the film is shaping up to be the best video game-to-film adaptation yet.

Liu Kang	Robin Shou
Johnny Cage	Linden Ashby (<i>Wyatt Earp</i> , <i>Eight Seconds</i>)
Sonya Blade	Bridgette Wilson (<i>The Last Action Hero</i>)
Rayden	Christopher Lambert (<i>Highlander</i> , <i>Greystoke: The Legend of Tarzan</i>)
Kitana	Talisa Soto (<i>The Doors</i> , <i>License To Kill</i>)
Kano	Trevor Goddard (upcoming <i>Men at War & The Break</i>)
Shang Tsung	Cary Hiroyuki-Tagawa (<i>Rising Sun</i> , <i>License To Kill</i>)
Sub Zero	Francois Petit

Mortal Kombat will be rated PG-13 and will be released sometime this spring.

Producer	Larry Kasanoff (<i>T2: Judgment Day</i> , <i>True Lies</i>)
Line Producer	Bob Engelman (<i>The Mask</i>)
Director	Paul Anderson (No, he's not The Pro Player)
Visual Effects	Alison Savitch (<i>T2</i> , <i>Dracula</i> , <i>The Shadow</i>)
Computer Effects	R. Greenberg Associates (<i>Death Becomes Her</i> , <i>In The Line of Fire</i>)
Creature Animatronics	Tom Woodruff & Alec Gillis (<i>Alien</i> , <i>Wolf</i>)

Sega & Atari Settle Dispute

Sega and Atari announced a recent settlement or affiliation that, through a number of agreements, will set up a working relationship between the two companies. The agreements resolve legal proceedings by Atari against Sega for patent infringements.

Under the terms of the agreement, Atari will dismiss its legal actions against Sega, and Sega will receive worldwide, non-exclusive rights to Atari's extensive library of patents. Atari will receive a total of approximately \$50 million covering the remaining years of certain patents. Both companies will enter licensing agreements for a number of games that would be made available on each company's present and future platforms. Plus, Sega will purchase about 4.7 million shares of Atari stock for a cool \$40 million.

So Atari gets a bunch of cash and Sega gets some patents. What's does it do for the player? Well, that may not be really clear at this time. But we can say that the agreement, specifically the money, will help Atari put more Jaguars and games on the street, as well as give all of us some cool games on both systems. (Note: We may have already witnessed some of the changes with the price drop on the new Jaguar CD. See this month's Tech Talk.)

Capcom & Bandai Create Mega Man Action-Figure

If you can't get enough of the Mega Man video games and the new cartoon series, there's something that may cure that "Megamania": you may be suffering from. Capcom, with help from Bandai, has introduced a line of Mega Man action figures.

Mega Man and his trusty cyberdog, Rush, along with some crazy enemies like Cutman and Bombman have left the world of video and television. Now they, along with other familiar Mega Man stars, can do battle on that baron cyber-tundra you call a living room floor, or they can proudly pose on top of your Super Nintendo. The Mega Man action figures are available now at a toy store near you.



Good-bye CES Interactive, Hello E3

As reported in **What's Hot!** Sept/Oct '94, the **Electronic Industries Association (EIA)** planned to produce a trade show highlighting multimedia and electronic gaming called the **CES Interactive (CES-I)**. The show was scheduled to take place in Philadelphia from May 11-13. But a new trade show has forced the cancellation of the **CES-I**.

The **Electronic Entertainment Expo (E3)** is being produced by Infotainment World and Knowledge Industry Publications and will be held from May 11-13 in Los Angeles, California. The **E3** folks have used heavy marketing (we seem to get faxes almost daily), show site location, and, obviously, the date of the expo to attract the exhibitors away from the **CES-I**. **E3** has had the backing of Sega and other key manufacturers from the get go. The Southern California location of **E3** is in close proximity to the heaviest concentration video game companies. This, along with the date of the show, was sure to send **CES-I** to an early grave.

The **E3** has over 115 exhibitors signed at this time. Sega and other key companies like **Nintendo**, **3DO**, **Sony**, **Electronic Arts**, **Acclaim**, and **Atari**, will be showing their latest and greatest. **Game Informer** will also be there and eagerly awaits the US debuts of the **Sony PlayStation** and **Nintendo Ultra 64** that are scheduled to make their first appearances at the **E3**. Plus, there's sure to be other secrets and info that **GI** will be able to uncover.



Nintendo and Sega Embark On The Info-Super Highway

A personal computer and a modem are about all a person needs to enter the expanding world of on-line services and the Internet. In an almost simultaneous marketing release, **Nintendo** and **Sega** used their "Top Guns" to introduce themselves to the users of **CompuServe**, the 16 year old on-line service that offers forums on everything from pets to video game magazines.

Nintendo's on-line debut was a live conference hosted by **Nintendo of America (NOA)** executives: **Minoru Arakawa** (Mr. A), president; **Howard Lincoln**, chairman; and **Peter Main**, vice president marketing. The conference, titled "Three Men and A Modem", revealed some interesting facts about **Donkey Kong Country** and other things on the horizon for Nintendo.

According to Arakawa, Lincoln & Main...

...the new Advanced Computer Modeling (ACM) technology used to create **Donkey Kong Country** will be licensed to third parties to produce games.

...**Donkey Kong Country** is actually over 300 megs of raw data compressed to fit into 32 megs.

...the production of **Donkey Kong Country** consumed 12,000,000 16 meg chips within a 30 day period.

...12 games are under development using ACM technology, including a future **Mario** game.

...**Donkey Kong Country** took over 32 man years to develop.



(Left to right) **Minoru Arakawa**, **Howard Lincoln** and **Peter Main**

Sega, similarly, launched a forum on **CompuServe** and a "Home Page" on the **Internet's World Wide Web**. The whole thing kicked off featuring a live conference with **Sega's** CEO and President, **Tom Kalinske**. Mr. Kalinske fielded numerous question that concentrated mainly on **Sonic & Knuckles**, the **32X** system, and the upcoming Saturn system. Some interesting facts arose during this conference as well.

According to Tom Kalinske...

...**Sega** is currently working on a fighting game and some sports games that will utilize "Lock-On" technology like that used in **Sonic & Knuckles**.

...more than \$25 million has been spent in the development of over 30 **32X** titles.

...there should be 100 or more **32X** titles by next Christmas.

...there will be a stand alone **32X/Genesis** available [this] year for about \$199.99.

Tom Kalinske



Sega and **Nintendo** will continue the live conferencing on various subjects. The conferences offer gamers the inside track to a lot of good gaming news. Many times, prizes are given away at these events as an added bonus. In addition, there are other contests, screen shots of upcoming games, a tip section, and message boards. It's another way, besides reading **Game Informer**, to stay informed about the video game biz.

Acclaim Helps The Dark Knight

Warner Bros. Studios will use **Acclaim Entertainment's** motion capture technology for its hot new film, **Batman Forever**. Premiering this summer, the third of the **Batman** films, will star **Val Kilmer**, **Tommy Lee Jones**, **Jim Carrey**, **Nicole Kidman**, and **Chris O'Donnell**.

Acclaim's motion capture technology is developed by its **Advanced Technology Group (ATG)** and involves (basically) recording live actors to create 3D computer models. These models can then be texture mapped, say with a **Batman** suit, and incorporated into the film. "Sophisticated motion capture technology allows us to create special effects not previously seen in feature films," said **John Dykstra**, director of Special Effects for **Batman Forever**.

Acclaim and **Warner Bros.** will also be teaming up to bring a whole line of **Batman Forever** games for the arcade and home systems.



A wireframe model incorporates the captured motion.



Actor actions are recorded at Acclaim's motion capture studio.



A frame from the final animation.

Play to Perfection:

A GAME MONGER'S STRATEGY GUIDE

SUPER PUNCH-OUT!!

Nintendo jumps back into the ring with their first installment of the hit game *Punch-Out!!* on the Super Nintendo. Get into the ring with fighters from four different circuits; the Minor Circuit, the Major Circuit, the World Circuit, and the Special Circuit. Beat all four boxers in each circuit and win the title. However, to enter the Special Circuit you must win the other three circuits without losing a match. The titles are there for the taking, but do you have what it takes to K.O. the Bruiser brothers? I guess that we'll just have to wait and see.

★ Now Meet Your Opponents and Learn How to Beat Them All!

WVBA WORLD CIRCUIT



Hey let go, you're draining my stamina!



Block, Block, Block, Block, Dodge!

Heike Kagero



His long hair is not just a beauty feature. He has found a way to use it in the ring. Watch for him to flip his hair, then dodge left and then back. When he does his dance, wait, dodge quickly to avoid his first punch, and then return fire. Another attack you should watch for happens when he crouches. He will come at you with two body blows and a quick uppercut to the face. Block low on the first two and dodge on the third, leaving him wide open for a barrage of counter attacks.



Ever thought about cutting that stuff off?



Try to surprise Kagero by punching to the body during his wacky dance.

Mad Clown

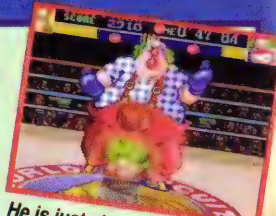


During his years at the circus, Mad Clown learned how to distract and awe his opponents with a little clown dance. When he does his hopping side to side dance and lifts both hands in the air, dodge backward and return the favor with a few punches of your own. If he juggles, he will throw six projectiles, two at a time. Watch the balls to see which way to dodge. After he throws the last set of balls, he will come spinning at you. Dodging back is the only way to avoid it.



Dodge to the right or you're going down!

Avoid the backhand by dodging the opposite direction of the attack, and stop the Showtime with high blocks.



He is just about to throw those balls at you, so get ready to dodge.

Aran Ryan



Hailing from Dublin, this Irishman shows no mercy. First, when he goes back and taunts you, he will come in and punch low, then high, then low, then high. You MUST block these attacks and then avoid the uppercut. Now punch him until his head goes back. Finally, begin blocking again, but this time high, then low. Another important point is to make sure you only use the Super Uppercuts when his energy is low, because if you don't knock him down he will steal some of your health meter. The only way to avoid this is with well-timed Super Rapid Punches, but it's best just to avoid the situation entirely.

Super Macho Man



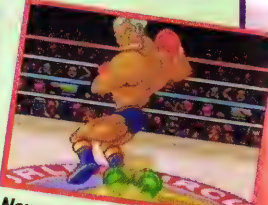
Super Macho Man calls himself a lean, mean, fighting machine. He uses pure power and his ferocious spinning punch to win his fights. To avoid his spinning punch, dodge back as soon as you can see his back, or he wiggles his left hand. If he wiggles his hand, he will only throw one punch. If he doesn't wiggle his hand, there will be an onslaught of punches coming, so keep dodging until he stops. His Exercise attacks are reported from his corner. The trick to survive Exercise A is to block high. The strategy for Exercise B is to block low, and for Exercise C dodge left and right consecutively until he stops.



Block up for Exercise A.



Block low for Exercise B



Now would be a good time to dodge back. Continue to do so until he stops spinning.



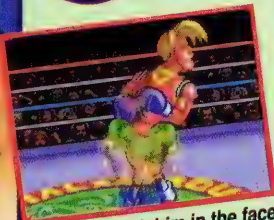
Dodge three times for Exercise C.

Narcis Prince



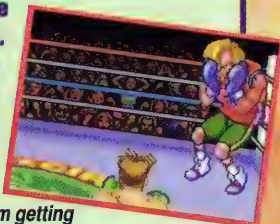
One thing that stands out the most about the Narcis Prince is that he does not like to be hit in the face, so dodge and throw body blows until he throws a big uppercut. Dodge and punch him in the face.

He will go ballistic and come at you with quick punches. Dodge these and continue to hit him in the face. Once he is knocked down, he will go back to blocking his face and it's time to start the procedure over. His only other



Smack him in the face after he throws an uppercut.

move is an attack of three quick punches to the head. He reveals himself by flashing before he throws them. Block high and this combo will not be a factor.



After he goes down from getting hit in the face, he will shake it off and return to normal.

Hoy Quarlow



Although he is 78 years old and only weighs 100 pounds, he has had many years in the ring and he knows the tricks of the trade. When he wiggles his cane with both hands, look for four quick shots to the head or body.

Block these and then he will go for four shots to the body, but if he starts with the head the order will be vice versa. He usually does this four times and follows with a powerful left to the head. Dodge and then punch. Next, he likes to jump back to either of the corners and swing his cane at you. Dodge either left or right when it comes. Eventually, there will be an opening for a shot to the face, but don't punch carelessly. If he blocks he'll push you to one side with his cane and give you a left to the head you'll always remember.



This old man likes to swing that cane of his from here.

Hoy's backhand punch is really quick and easy to forget about.



★ THE BRUISER BROTHERS! ★

Rick Bruiser



This powerhouse has only lost one fight in his life, and with good reason. Dodge his jabs and hooks, then follow with blows to the body. When he flashes, he's going into a triple combo and you have to **QUICKLY** dodge all three. Again, follow



Both Rick and Nick will try to break your hand with an elbow smash.

up with blows to the body. His next move is a jump with an uppercut, which requires you to dodge before he lands, so that you are stunned in the dodge position. Next, he'll do a low crouch followed by an uppercut and then a hammerfist. Again, two quick dodges and he's open for attack. Rick doesn't like to be hit out of pattern, and will turn around with a quick power jab if you do so. If you get a chance, use the Super Rapid Punch instead of a single hit, because he won't retaliate. Finally, if you hit his glove, he'll try to disable one of your fists for awhile. However, if you dodge the opposite way of the hand he's grabbing just before he attacks you will be able to get away (Hint: This also works for Nick).



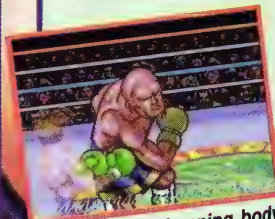
Rick's jumping uppercut will automatically knock you down if you don't dodge it correctly.

Nick Bruiser



Nick Bruiser can take you out without even breaking stride. His jabs and low hooks are quick and powerful. You must anticipate every blow to dodge it, then follow with alternating

hits to the body or head. One of his trademark moves is close to his brother's uppercut/hammerfist. It's a fast single or double uppercut that starts with a quick dance. Watch out for a flurry of punches that can be blocked with low, high, low, high, or dodging - which is more difficult but doesn't take any energy. His most devastating move is a leap from across the ring followed by two quick hooks to the face. You must dodge the first punch by going left or right and the two quick punches can be avoided by dodging back.



Nick has a jumping body blow followed up with two quick hooks to your head.

Play to Perfection:

A GAME MONGER'S STRATEGY GUIDE

DONKEY KONG COUNTRY

THINK YOU'RE PRETTY GOOD GETTING OVER 80%, OR KING OF THE JUNGLE WITH 100%. THINK AGAIN. DONKEY KONG COUNTRY HAS A WHOPPING 101%. THAT'S RIGHT 101%. NOW YOU ASK, HOW CAN I FIND THE ENTIRE BUNCH OF BANANAS. WELL, HERE IS THE ENTIRE BREAK DOWN OF DKC, BROUGHT TO YOU IN GI VISION.

KONGO JUNGLE



At the very beginning of "Kongo Jungle" there is a house standing atop a hill to the left. Enter and jump on the fire. Then grab the 1-up.

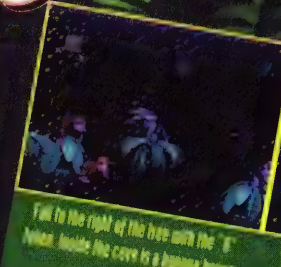


After you receive a small crown to the right and search the first wall in your path. A banana bonus and a 1-up are hidden here.



JUNGLE HIJINX

The second wall also contains a hidden Animal Bonus game. Use a barrel or a barrel to destroy the wall.



Fall to the right of the tree with the "1" token. Inside the cave is a banana bonus.



ROPEY RAMPAGE

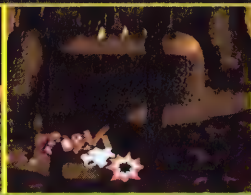
At the end of "Ropey Rampage" take a plunge off the last cliff. Doing this will bring you to a 1-up bonus game.



The first platform to the right contains a secret zone containing some bananas. This can be reached by throwing a barrel at the wall.



When you reach a DK barrel perched on a ledge, use the fire below to jump on the ledge. Then proceed left and leap for the floating barrel.

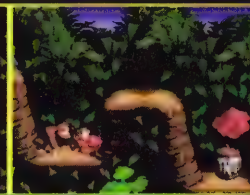


There should be a pit containing two snakes. Throw a barrel from the left ledge and take out the wall on the right. Inside there is a banana bonus.

REPTILE RUMBLE



When you are being shot from barrel to barrel there will be a huge wall with a single barrel moving vertically. Kiss the barrel and shoot into the wall. A banana bonus awaits.



After the half way point, there is a canyon with a barrel of TNT wedged in it. Go back to the cannon on the left and throw a barrel at the right-hand wall.

BARREL CANNON CANYON

MONKEY MINES

WINKY'S WALKWAY



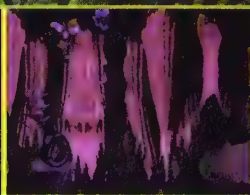
After the halfway point, there is a hidden barrel on the ledge to the right. A Kechy guards the barrel. Jump off the Kechy and enter the barrel.



Place the second fire found on this level over to the ledge on the left. Slide the ledge to the top and go to the right. Either fall off the ledge or bounce off the fire, but enter the crater section of the wall to find Winky!

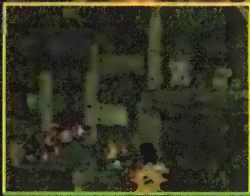


Look for a pit with two bees hovering over it. Grab a barrel and throw it at the right wall of the pit. Inside is a bonus game.



Roll the third fire into last ledge on the level, and jump up to the floating barrel and walk to a banana bonus.

BOUNCY BANANZA

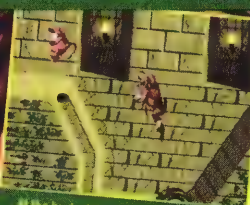


Right after the continue point take the first barrel to the right all the way past the two Rock Bros's and throw the barrel at the wall.



After the halfway point, run the first moving fire you encounter as far left as possible. Jump off the fire and walk to a banana bonus.

STOP AND GO STATION



At the beginning of the level jump on the fire and flip over to the ledge on the left. Jump up to the barrel for a banana bonus.



When you run across a spot on the ground that looks like it might contain something, jump off the ledge to the left and fall in the barrel. Roll the fire over to the hamster wheel with the barrel above it. Jump off the fire and land in the barrel for a 100% bonus game.

MILLSTONE MAYHEM

Right at the halfway marker go back and pick up any barrel, carry it over to the first hamster wheel, and throw it at the right wall. Inside there is a double 1-up.

HINTS:

- 1: THERE AREN'T ANY BONUS LEVELS IN THE WATER LEVELS.
- 2: WHEN YOU HAVE FOUND ALL THE HIDDEN ITEMS ON THE LEVEL, THE NAME OF THE LEVEL WILL HAVE AN EXCLAMATION POINT AFTER IT.
- 3: JUMP ON THE ENEMIES OF THE JUNGLE, AND FLING YOURSELF TO HIDDEN OBJECTS (1-UP, BANANA BONUS AND ANIMAL TOKENS).
- 4: EVERY ANIMAL BONUS STAGE HAS A DOUBLER THAT ENABLE YOU TO GET MORE FREE GUYS. FIND IT!



VULTURE CULTURE

Roll the fire with the vulture on it over to the right. There should be three bananas showing where to place it. Jump on the fire and jump off to a HONG game.



There is another spot on the ground right below a rock throwing Necky who sits high on his perch. Approach Necky from behind, jump off him onto the dirt spot. Carry the barrel to the upper ledge to the right of Necky's perch.



Right after you blast off two Neckys and a Mini-Necky, you should land on a dark spot on the ground. Get the barrel and throw it at the wall to the left. Inside is a bonus game.



TREE TOP TOWN

At the very start of the level, draw the hamster from the right all the way to the left. Jump on the hamster and land in the barrel for a bonus HONG game.

After the halfway point, when you reach the second set of blast barrels, there is a banana at the far right. Line the last barrel up with the banana and blast!



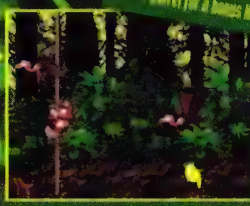
VINE VALLEY

TEMPLE TEMPEST

Carry the first DK barrel past the hamster wall, over the chasm, and then throw it at the first wall on the right.

In one of the vines there is a banana arrow pointing downward. Follow this and warp to a banana bonus.

FOREST FRENZY



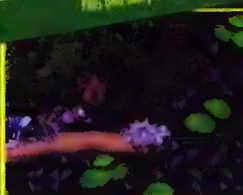
Look low when you reach a rock of Necky's flying from the left. The bonus barrel is below one of the low flying Neckys. Look carefully.



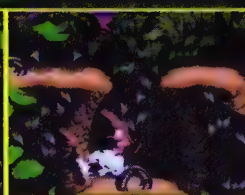
At the end of the level, jump on the odd spot, and receive a barrel. Take the barrel all the way over the hill, and throw it at the bottom wall.



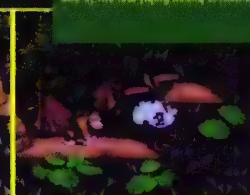
After you get Espresso, fly all the way back to the beginning (but go below the starting point), and you'll be awarded with a Winky, Kambi, Enguarde, and Espresso bonus game.



From the halfway point, destroy all the enemies until you reach a multi-layered plateau with three Hap Traps. Destroy all the Mappers, go back to get Espresso, then come back and take-off from the bottom platform. Fly low and you'll discover a tone barrel. Smash it against the wall on the right.



About two-thirds of the way through the level you will encounter two jumping Kremings. After you pass the Kremings, grab the barrel on the far side and then fall off the ledge. Go down once again and break the wall on the left side of the second fire for a banana bonus.

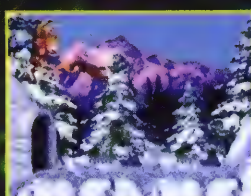


When you come back from the previous bonus stage you'll be back at the top. Go down, jump over the chasm, and break the lower right wall for another banana bonus.



At the end of the level there is an arrow sign on a ledge. Throw a barrel at the wall of the ledge. Inside the cave there is an Espresso and a 7-up.

ORANG-UTAN GANG



At the beginning of the level, jump on the igloo to the left. Wait here until a vulture is almost on top of you, bounce off of the vulture and fly to the left. A Winky bonus game awaits.



Half way through the level the screen will begin to get fluttered with snow. Go back to the left and there should be a Husho and a cliff. Jump off the cliff and land in the barrel for a banana bonus.

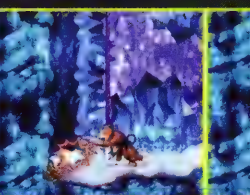


After the halfway point, you'll see a bee just below a spinning barrel. Shoot downward out of the barrel. Go to the right to find the bonus barrel.

GORILLA GLACIER



At the very beginning of the level, there is a blue rope hanging down. Draw one of the two Hutter's over to the rope. Jump off them and land on the rope. Throw the barrel at the left wall.

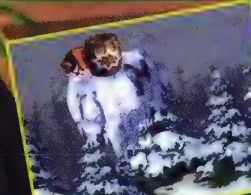


On the first vine going downward, there is an alcove with a barrel in it. Grab the barrel and jump off the ledge. Throw the barrel of the wall to the left. Inside is a NINTENDO bonus game.



After the halfway point, you'll encounter four blue ropes with Zingers on them. Climb to the fourth rope. Then go up the third rope once you're over the zinger.

SLIPSLIDE RIDE



There's a point on this stage where 2 Neckys are perched. Jump off both Neckys and fly over to a bonus barrel on a ledge to the right. Inside is a Banana bonus and Espresso.

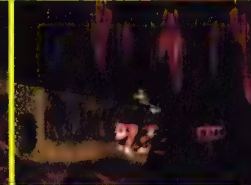


To get to the second Bonus level, you must go to the left of the beginning of the stage and get Espresso. Now ride Espresso through almost the entire level until you reach the letter H and the bonus stage high in the sky.

TORCHLIGHT TROUBLE



After a spot where you crawl through a small opening there is a barrel on a ledge. Take the barrel and throw it at the wall below the barrel. There is a Bonus game inside.



At the end of the level there is a barrel next to a spinning wheel. Take the barrel, jump over the wheel, and throw the barrel at the wall to the left.



Fall off the right side of the second cave to get the first Bonus level.



Toward the end of the level there is a set of moving fires. Right after you get on the second fire, jump up to get the pile of bananas that are right above you. There is a bonus barrel above them.

ROPE BRIDGE RUMBLE

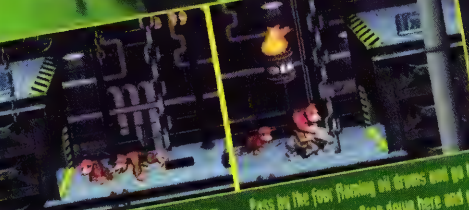
ICE AGE ALLEY

KREMKROC INDUSTRIES INC.

OIL DRUM ALLEY



At the very beginning of the level, there is a fire rope above you. Grab it, then drop down onto the dark square on the floor. Take the TNT barrel and destroy the first flaming oil drum. Drop down for a 1-Up Bonus game.



Take the second hidden TNT barrel from the floor and throw it at the wall to the left. To find the third bonus zone, get all stage bananas in the Bonus Game. Do not throw the barrel. Grab it and jump into the right wall.

Pass by the four flaming oil drums and go to the split in the floor. Drop down here and get Rambi. Take Rambi all the way to a falling fire wall with a floating oil drum on the left and sum it (or find a nearby barrel).



ELEVATOR ANTICS

Swing from the second rope from the left and make a desperate leap of faith for the first rope. Climb the rope and enter the cave.



When you reach three ropes with bees on them, climb all the way to the top of the rope on the far right. Jump to the right and warp for a banana bonus.



At the very end of the level, take the last elevator shaft all the way down and exit to your right. In the cave is a banana bonus.



TRICK TRACK TREK

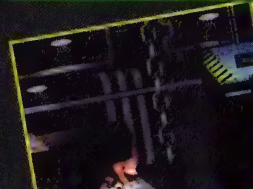
When the track comes to an end, do a roll, jump off the conveyor, and run towards the starred barrel.



After the halfway point, look for a ledge with two hamsters on it. Jump up on the ledge, and jump to the right for a hidden barrel. Inside there is a 1-Up opportunity.



Right before you leave the level, destroy the Monkey Kong and then fall to the left. You will discover a Winky icon and a 7-Up Bonus Round.

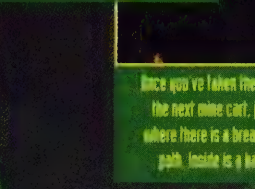


MINE CART MADNESS

So when you reach a set of four falling ledges, the last ledge has a banana under it. Fall with the ledge and a hidden barrel will warp you to a banana bonus.



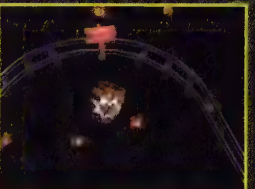
When you exit from the first bonus stage, you will bounce on a hidden barrel. Throw the barrel against the wall on the left side. Jump on the barrel and ride it until you reach the bonus game.



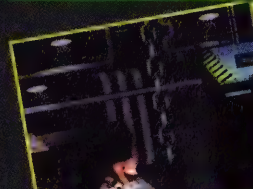
Once you've taken the rope upward to the next mine cart, jump at a spot where there is a break in the banana path. Inside is a banana bonus.



After the halfway marker, look for a fire in the sky. Jump from your cart and land on the fire. Fling yourself to the barrel to the right. Inside there is an animal token game.



Now look for a barrel beneath the tracks go past it, and jump out of your cart. Land on the fire and jump your way up.

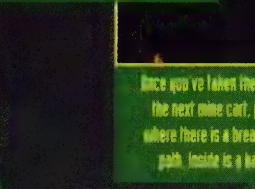


CHIMP CAVERNS

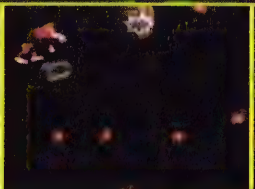
Go when you reach a set of four falling ledges. The last ledge has a banana under it. Fall with the ledge and a hidden barrel will warp you to a banana bonus.



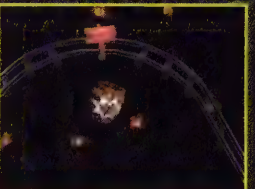
When you exit from the first bonus stage, you will bounce on a hidden barrel. Throw the barrel against the wall on the left side. Jump on the barrel and ride it until you reach the bonus game.



Once you've taken the rope upward to the next mine cart, jump at a spot where there is a break in the banana path. Inside is a banana bonus.



After the halfway marker, look for a fire in the sky. Jump from your cart and land on the fire. Fling yourself to the barrel to the right. Inside there is an animal token game.



Now look for a barrel beneath the tracks go past it, and jump out of your cart. Land on the fire and jump your way up.

BLACKOUT BALMINT

MANIAC MINCERS

There's a valley with a Krusha in it just past the halfway marker. Either use Rambi or a barrel to penetrate the right side of the valley. Inside the cave there is a banana bonus.

At the end of the level go through the cave and grab the TNT barrel or the Oil barrel. Go to the right and there will be a wall with a fire on top of it. Break it, and inside there is a 1-Up Bonus game.

LOOPY LIGHTS!

Just after the jumping fire you will find a TNT barrel. Go to the right until you find a right-hand wall, and throw it at the wall. Inside the cave is a hidden animal token game.

TANKED UP TROUBLE

At the beginning of the level, jump on the moving platform and ride it till it starts moving upward. When the platform moves to the right, jump straight up and fall back down the track.



After the halfway marker you'll encounter a long rope (you'll see the rope goes off the screen). Go to the bottom of the rope and find a hidden cave to the right.



Just after the jumping fire you will find a TNT barrel. Go to the right until you find a right-hand wall, and throw it at the wall. Inside the cave is a hidden animal token game.



MISTY MINES

Jump off the first cliff and take the barrel warp. Inside there is a banana bonus.

When you encounter a rock-throwing volcano, destroy him and then take the barrel. Jump over to the next ledge and break the wall to the right. Inside there is a banana bonus.

PLATFORM PERILS



At the beginning of the level, hop on the first platform. As it moves to the right, fall to the left. There is a hidden platform under the first platform.



At the very ending of the level, take the last platform down to the bottom and jump to the gray ledge on the right. Now jump in the barrel for the last bonus.

WARPS:

BARREL CANNON CANYON:

AT THE BEGINNING OF THE LEVEL, JUMP ON TOP OF THE CAVE TO THE LEFT. GO ALL THE WAY TO THE TOP AND JUMP IN THE BARREL. THE BARREL WILL TAKE YOU ACROSS A BANANA HIGHWAY.

STOP & GO STATION:

ONCE IN THE LEVEL, TURN TAIL AND EXIT. DOING THIS SHOULD WARP YOU TOWARD THE END.

SNOW BARREL BLAST:

ONCE YOU GET TO A SET OF SHOOTING BARRELS, ANGLE THE FIRST BARREL AT 2:00 AND FIRE. THEN HOLD LEFT AND FALL TO A SECRET BARREL.

SLIPSLIDE RIDE:

REPEAT THE FIRST SECRET FOR THIS ZONE, BUT DON'T GO THROUGH THE CAVE ENTRANCE. USE DONKEY KONG AND JUMP UP TO THE FROZEN BARREL ABOVE.

1995 GAME INFORMER

READER SURVEY

Q: What happens when you cross Sega, Game Informer, and another Reader's Survey?

A: The best darn Reader's Survey Contest ever!

That's right! Another year is gone, and it's time once again to grab your pen and fill out another GI Reader's Survey. Of course, we wouldn't want you to do this just because we're cool. Instead, we convinced Sega to supply us with a ton of cool stuff to give away! All you need to do to qualify is completely fill out the 1995 Reader's Survey and mail it to us by March 27th, 1995!



Grand Prize (1):

- 1 Sega Genesis 32X Adapter
- 1 Sega Genesis Core System
- 1 Doom Genesis 32X Game Cartridge
- 1 Sonic & Knuckles Genesis Game Cartridge
- 1 Game Informer Official Secret Access T-Shirt
- 1 Year Subscription to Game Informer Magazine

Second Prize (10):

- 1 Sega Power Strip
- 1 Game Informer Official Secret Access T-Shirt
- 1 Year Subscription to Game Informer Magazine

First Prize (5):

- 1 NFL '95 Genesis Game Cartridge
- 1 Sega Team Player 2
- 2 6-Button Sega Genesis Controllers
- 1 Game Informer Official Secret Access T-Shirt
- 1 Year Subscription to Game Informer Magazine



1.) What is your age?

- 01 () 6 to 11 04 () 25 to 34
 02 () 12 to 17 05 () 35+

2.) You are:

- 01 () Male 02 () Female

3.) How long have you been playing video games?

- 01 () 0 to 1 year 04 () 3 to 4 years
 02 () 1 to 2 years 05 () 4 to 5 years
 03 () 2 to 3 years 06 () 5 years or more

4.) Which Video Game Systems do you own? (Please mark all that apply)

- 01 () Nintendo (8-bit) 10 () Jaguar
 02 () Master System 11 () 3DO
 03 () Super Nintendo 12 () Phillips CD-i
 04 () Genesis 13 () Game Boy
 05 () Sega CD 14 () Game Gear
 06 () TurboGrafx-16 15 () Lynx
 07 () Duo/TurboGrafx-CD 16 () Other
 08 () Neo Geo (Please Specify)
 09 () 32X

5.) Is there a Home Computer in your household?

- 01 () Yes 02 () No

6.) If "Yes", which one?

- 01 () IBM or Compatible
 02 () Macintosh
 03 () Other (Please Specify) _____

7.) Do you have a CD-ROM drive for your Computer?

- 01 () Yes 02 () No

8.) Which video game system do you plan to buy in the next year? (Please mark all that apply)

- 01 () Saturn 12 () Neo Geo
 02 () Ultra 64 13 () 32X
 03 () Sony PlayStation 14 () Jaguar
 04 () Nintendo's VR32 15 () 3DO
 05 () 64-bit 3DO 16 () Phillips CD-i
 06 () Nintendo (8-bit) 17 () Game Boy
 07 () Master System 18 () Game Gear
 08 () Super Nintendo 19 () Lynx
 09 () Genesis 20 () Other
 10 () Sega CD (Please Specify)
 11 () Duo

9.) Do you, or anyone else in your household plan on buying a Home Computer?

- 01 () Yes 02 () No

10.) If "Yes", which one?

- 01 () IBM or Compatible
 02 () Macintosh
 03 () Other (Please Specify) _____

11.) Which of the following new home systems are you most interested in?

- 01 () Sega's Saturn 04 () 3DO
 02 () Nintendo's Ultra 64 05 () CD-i
 03 () Sony's PlayStation

12.) How many games do you own?

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

13.) How many games did you buy last year?

- 01 () 1 04 () 6 to 8
 02 () 2 to 3 05 () More than 8
 03 () 4 to 5

(Continued on page 54)

14.) How many new games do you plan to buy in the next year?

- 01 () 1 04 () 6 to 8
02 () 2 to 3 05 () More than 8
03 () 4 to 5

15.) Do you purchase used games?

- 01 () Yes 02 () No

16.) How many used games did you buy last year?

- 01 () 1 04 () 6 to 8
02 () 2 to 3 05 () More than 8
03 () 4 to 5

17.) Do you rent video games?

- 01 () Yes 02 () No

18.) How many games do you rent each month?

- 01 () 1 04 () 6 to 8
02 () 2 to 3 05 () More than 8
03 () 4 to 5

19.) What influences your buying decisions most?

- 01 () TV Commercials 08 () Game Rentals
02 () Radio Commercials 09 () Arcades
03 () Newspaper Ads 10 () Friends
04 () Game Magazine Ads 11 () Direct Mail
05 () Magazine Ads 12 () Other
06 () Game Magazine (Please Specify)
Reviews
07 () Store Displays

20.) Where do you usually buy your video games? (Please mark all that apply)

- 01 () Best Buy 08 () Blockbuster
02 () FuncoLand 09 () Toys'R Us
03 () Sears 10 () Wal-Mart
04 () Target 11 () Mail Order
05 () Software Etc. 12 () Other
06 () Babbages (Please Specify)
07 () Kabbee Toys

21.) What type(s) of games do you enjoy playing most? (Please mark all that apply)

- 01 () Fighting Games 09 () Platform Games
02 () Role-Playing Games 10 () Racing Games
03 () Sports Games 11 () Shooter Games
04 () Educational Games 12 () Board Games
05 () Puzzle Games 13 () Other
06 () Simulation Games (Please Specify)
07 () War Games
08 () Adventure Games

22.) On average, how many hours a week do you play video games?

- 01 () Less than 1 hour 05 () 7-10 hours
02 () 1-2 hours 06 () 10-15 hours
03 () 2-4 hours 07 () 15 hours or more
04 () 4-6 hours

23.) On average, how often do you pick up and read each issue of Game Informer Magazine?

- 01 () 1 to 3 times 04 () 12 to 15 times
02 () 4 to 7 times 05 () 15 times or more
03 () 8 to 12 times

24.) On average, how many people, besides yourself, read your issue of Game Informer?

- 01 () None 05 () 4-5 other people
02 () 1 other person 06 () 6-8 other people
03 () 2 other people 07 () 9-12 other people
04 () 3 other people 08 () 12 or more other people

25.) Which Game Informer features do you enjoy? (Please mark all that apply)

- 01 () Advertisements 08 () Answers from the Top
02 () Dear Game Informer 09 () Tech Talk
03 () Editor's Letter 10 () What's Hot!
04 () Swap Shop 11 () Training Card
05 () Secret Access 12 () Game Reviews
06 () At a Glance 13 () Game Previews
07 () Arcade Brigade 14 () Play to Perfection

26.) Which Game Informer features do you dislike?

- 01 () Advertisements 08 () Answers from the Top
02 () Dear Game Informer 09 () Tech Talk
03 () Editor's Letter 10 () What's Hot!
04 () Swap Shop 11 () Training Card
05 () Secret Access 12 () Game Reviews
06 () At a Glance 13 () Game Previews
07 () Arcade Brigade 14 () Play to Perfection

27.) Which of the following game magazines do you read besides Game Informer? (Please mark all that apply)

- 01 () Nintendo Power
02 () GamePro
03 () Electronic Gaming Monthly
04 () Game Players
05 () Video Games
06 () Game Fan
07 () Sega Visions
08 () Other

28.) Do prefer cartridge or CD-ROM gaming?

- 01 () Cartridge 03 () No opinion
02 () CD-ROM

29.) What is your favorite system? (Only one answer, please)

- 01 () Saturn 13 () Neo Geo
02 () Ultra 64 14 () 32X
03 () Sony PlayStation 15 () Jaguar
04 () Nintendo's Virtual Boy 16 () 3DO
05 () 64-bit 3DO 17 () CD-i
06 () Nintendo (8-bit) 18 () Game Boy
07 () Master System 19 () Game Gear
08 () Super Nintendo 20 () Lynx
09 () Genesis 21 () Other
10 () Sega CD (Please Specify)
11 () TurbografX-16
12 () Duo/TurbografX-CD

30.) Which reviewer do you listen to most?

- 01 () Andy, The Game Hombre
02 () Paul, The Pro Player
03 () Ross, The Rebel Gamer
04 () Rick, The Video Ranger

Please put suggestions, gripes, and praises here!

Name: _____

Address: _____

Apt. # _____

City: _____

State: _____

Zip: _____

Phone: () _____

To enter all you have to do is completely fill-out the Reader's Survey and send it in. It's that easy. If you don't want to mutilate your magazine just photocopy these pages and mail them in.

Please send all entries to: Game Informer Magazine Attn: 1995 Reader's Survey 10120 West 76th Street Eden Prairie, MN 55344



All entries must be post-marked before March 27th, 1995 to qualify. The winners will be chosen in a random drawing of all completed surveys. Sega and Game Informer are not responsible for illegible or mutilated entries.

1. There is no purchase necessary to win. Only one entry per person. Winner does not need to be present to win. All entries that are duplicated will be voided. Sega of America, Game Informer and Funco, Inc. assume no responsibility for late, misdirected, incomplete, or illegible entries. 2. By entering this contest each contestant agrees to abide by the rules and regulations applicable to the state in which they win. 3. Offer is void where prohibited by law and subject to all federal, state, and local laws. Taxes on prizes are the responsibility of the prize winners. No substitutions. No cash alternative. The prize selection decision of the judges is final. 4. All entries must be postmarked no later than March 27, 1995. Winners will be determined in a random drawing of all completed surveys. 5. Grand Prize (1 prize with a retail value of \$4650.00): a Sega Genesis 32X Adapter, a Sega Genesis Core System, a Doom32X game cartridge, a Sonic & Knuckles Genesis game cartridge, an official Game Informer Secret Access t-shirt, and a one-year subscription to Game Informer Magazine. First Prize (5 prizes with a retail value of \$200.00 each): a NFL '95 Genesis game cartridge, a Sega Team Player 2, a pair of 6-Button Sega Genesis controllers, an official Game Informer Secret Access t-shirt, and a one-year subscription to Game Informer. Second Prize (10 prizes with a retail value of \$50.00 each): a Sega Power Strip, an official Game Informer Secret Access t-shirt, and a one-year subscription to Game Informer. & Alternative prizes may not be substituted, transferred, or exchanged. 7. Odds of winning are based on the number of entries received. Winners will be notified by phone and/or mail. Winner's entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of Sega of America, Game Informer, and/or Funco, Inc. without further compensation. 8. This promotion is operated by Sega of America, Game Informer and Funco, Inc., which are solely responsible for the conduct, completion and awarding of prizes. All decisions of Sega of America, Game Informer, and Funco, Inc. on all matters relating to this promotion are final. Sega of America, Game Informer and Funco, Inc., and participating sponsors assume no liabilities resulting from the use of this prize. 9. Employees of Sega of America, Game Informer and Funco, Inc., and all participating vendors, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible.



Batman Returns – Sega CD

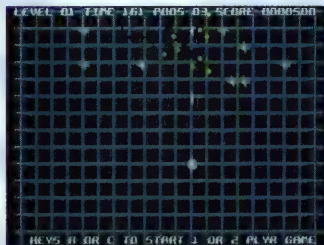
To access a level select in driving only, go to the options screen and change the game mode to driving only. Then hold left on the D-pad and press the B button. On the buttons to the right of your screen enter 1, 2, 3, 4, 5, 6, 7, 6, 5, 4, 3, 2, 1 and exit the option screen. Once in the game, pause and hit the C button to send the Batmobile ahead one level.

Daniel Schreiber
Brooklyn, NY

Super Pitfall – NES

If you're struggling with the fact that this game is darn nasty or if you just like killing frogs, this code should be a bonus. When you start the game get the gun that gives you a spread of fourty bullets. Continue to the first waterfall on the right, destroy the frog in your path to the second long ladder. Get the gun next to the ladder and continue to the right. There should be an opening in the floor. Plunge through this and go down the ladder. Now, go left, kill the frog, run back to the right and repeat this process. Once you've mutilated the seven frogs, a sound should ring, and you should have five extra lives. So for every seven frog lives taken you receive five lives. It doesn't seem fair but it works.

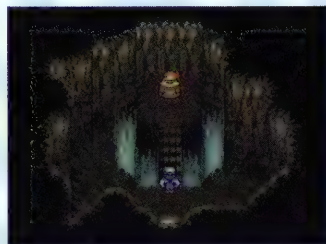
"The Eradicator"



Lotus II – Genesis

To access a hidden game, enter in the name "POD PLEASE" and hit the B button. Then go to start game, This should bring you to a vid in the format of Centipede.

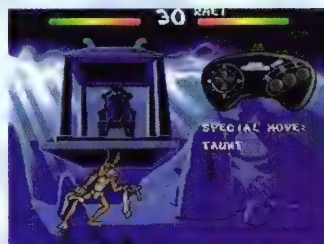
"The Rhino"



Final Fantasy 3 – SNES

To find GoGo, a well hidden character who has the ability to mimic other characters, make sure you have the Falcon (the second ship you find), and fly to a triagular shapped island found in the right hand corner of the map. Confront the beast "Zone Eater" and let it engulf every member in your party. Once you've been engulfed the party should arrive in a hidden cave. Solve the puzzles of the cave to reach GoGo.

David Mianowski
St. Charles, IL

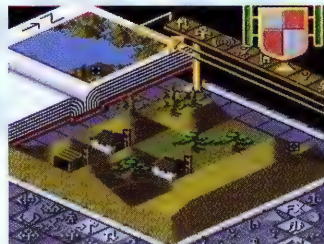


Brutal – Sega CD

Control the bosses! Control the bosses! The ultimate Brutal code unleashed. To access this feature simply wait until the title screen appears and use your D-pad to enter the commands below.

To play as Karate Croc enter:
Up, Down, A, B, C, C, B, A, Down, Up
To play as Dali Llama enter:
C, A, B, A, Left, A

"The Rhino"



Populous – SNES

Dust off that ancient relic and check out these level select codes.

Level 50-C1L34ND
Level 99-H3RT2N5LD
Level 149-K2LLS5DJ5B
Level 201-M2N2K42NG
Level 250-H1MM4H1M
Level 299-Q1ZL5PD5N
Level 349-D53YT5RY
Level 399-R2NG41L1S
Level 447-F3TMM4T
Level 499-M2M2NGM4
Level 547-H3RT2K45LD
Level 601-N2M5X2LL
Level 652-M5RM4L1S
Level 699-B3R45ND
Level 753-B3GK5PP4RT
Level 799-F3TH2PC5N
Level 850-C1L53TJ5B
Level 900-H5B4P1L
Level 951-SC5P4H1M

Tim Harrod
Chelsea, MI

Super Slap Shot – SNES

Here's an Inverted Hockey trick that won't help your game play, but is an amazing spectacle to see. All you have to do is go into the password option and enter ".SCH.R". Make sure that you add the space after the H.

"Egghead"

John Madden – 3DO

To access a small Referee in this premiere 3DO game pause the game anytime during gameplay and enter this code: Left, Down, Right, Up, Left, Down, Right.

"The Eradicator"



Shining Force 2 – Genesis

Masters of the abyss and lords of the under world take note and open the secrets of the configuration mode. To access this command wait until the "Sega" first makes contact with the screen, enter Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, and B. Doing this quickly is a necessity. If this command is done correctly a sound will occur. Now, hold down the "START" button through the opening sequences. The witch will ask you to pick a game. Pick one (still holding down "START"), and the witch should give you a list of configuration modes. For another trick, once you've completed the above code, pick the "complete game" option and reset. Begin a new game, and once you've entered the player's name go to the "End" at the far right, hold the "Start" button and hit A. Now you'll be able to name all of the characters in the game!

"The Vidman"

Pirates of Dark Water – Genesis

Level 3-NCOOKIE
Level 4-ALEXISK
Level 5-SOOBYD
Level 6-STOYODA
Level 7-ZEROTKS

Brandy Barnes
New Lenox, IL

Solar Jetman – NES

For those who still hold their NES Solar Jetman cart close to their hearts, here are some codes that will allow you to start on any planet.

Planet 2-KLB PBN BBM KGB
Planet 3-KBB DPL HBR XHB
Planet 4-KQB DGG DBX VHB
Planet 5-KHD ZLG DBG BHB
Planet 6-KLD GBB DBM KHB
Planet 7-KQD BQQ LBR VHB
Planet 8-KGD THN BBX WHB
Planet 9-HBG TMP LBG KHB
Planet 10-KDG NNN KBM QHB
Planet 11-KQG XPM KBM DHB
Planet 12-HHG LDG BBX WHB
Planet 13-KGH WGG BBG DHB

"Egghead"



Skitchin – Genesis

For those of you having trouble with the competition, here's a password that will enable you to start with \$13,956, a bat, chain and nunchucks. However this code starts you at Chicago, not at the beginning.

CBSL GSSL RTHT

*John Radcliff
Plano, TX*

Mighty Morphin Power Rangers – SNES

- Level 2 - 3847
- Level 3 - 5113
- Level 4 - 3904
- Level 5 - 1970
- Level 6 - 8624
- Level 7 - 2596

Special Fights

- Fight 1 - 0411
- Fight 2 - 1007
- Fight 3 - 1212

"The Warlord"

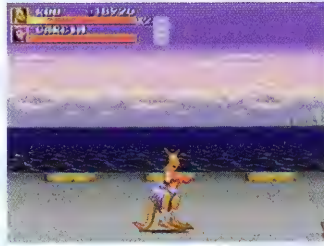


Sonic & Knuckles with Sonic 1 – Genesis

To access a secret Bonus Game hidden in Sonic 1 Lock-On the Sonic 1 cart and hit all three buttons. If you do it correctly you should be sent directly to over 200 secret sphere zones. Here are some of the codes to help old blue and his dreadlock friend too.

- Level 8-3009-6111-4047
- Level 9-3482-7286-3167
- Level 10-2809-6267-2575
- Level 11-3454-5429-0879
- Level 12-2765-3348-7551
- Level 13-3582-0497-5039
- Level 14-2898-2104-2623
- Level 15-3543-1266-0927
- Level 28-3119-6696-7740
- Level 32-3208-2533-7788

"The Rhino"



Streets of Rage 3 – Genesis

To play as Roo press and hold Up and B at title screen then press Start. To play as Boss Shiva, you'll first have to reach the end of stage one, beat Boss Shiva, and then quickly hold down the B button until the next stage begins. After you lose all your lives, continuing will allow you to choose Shiva as your character

"The Rhino"

Warrior of Rome 2 – Genesis

To access tug-of-war, press the START button on controller 1. Then, when the selection window appears go to the Load Data option and place the cursor to the far right. Grab controller two, press and hold the START button, and press and hold button A on controller one. If this is done correctly a nifty tug of war game will appear. Start the game and use the C button to control your men.

"The Rhino"



Zombies Ate My Neighbors – SNES

Here's some codes that might help you stop the invasion.

- XHRS-Level 5
- XBGD-Level 9
- LFCP-Level 13
- DKYR-Level 17
- FXBP-Level 21
- TYLP-Level 25
- BLZX-Level 29
- VJOB-Level 33
- FZVM-Level 37
- BRPK-Level 41
- BLHR-Level 45 + 10 Bazookas
- BCDF-Bonus Level

*Teresa Largent
Middletown, VA*

Pac Attack – SNES

If you're having trouble with everybody's favorite pebble muncher, here are a few codes to give you a hand:

- Level 24-NFL
- Level 30-WHT
- Level 40-RMN
- Level 50-WLC
- Level 61-MNS
- Level 70-WTM
- Level 80-BSK
- Level 90-BTF
- Level 91-NSM
- Level 92-QYZ
- Level 93-KTT
- Level 94-FGS
- Level 95-RRC
- Level 96-YLW
- Level 97-PNN
- Level 98-SPR
- Level 99-CHB
- Level 100-LST
- The Ending-JFK

*Navil Heredia
Brooklyn, NY*



Sylvester and Tweety – Genesis

For those of you starving for a yummy tweety bird, this code will advance you to the fifth level. Repeating it will give you extra lives. Simply start the game and pause, then press A, A, A, B, B, B, A, Start. Repeat and gain more lives. Cool, that bird's a goner!

"The Vidman"

Sonic & Knuckles (Lock-On Sonic 1) – Genesis

Think you've made it through a lot of those bonus levels? Try starting at level 235 with this code.

4163 1915 4099

"Virtua Gap Boy"

Bassins' Black Bass – SNES

There is a hidden lure in each of the four lakes. Here's the general location of each lure. It may take some additional searchin', so take a look at the screen shots to help you get the right area.



Green Valley Lake - Head for the trees in the northeast corner of the lake. The vibrating lure is just to the left of the point, deep in the trees.



Onyx River - Go to the rocks in the northeast corner of the map. The crayfish is to the right between a formation of three rocks.

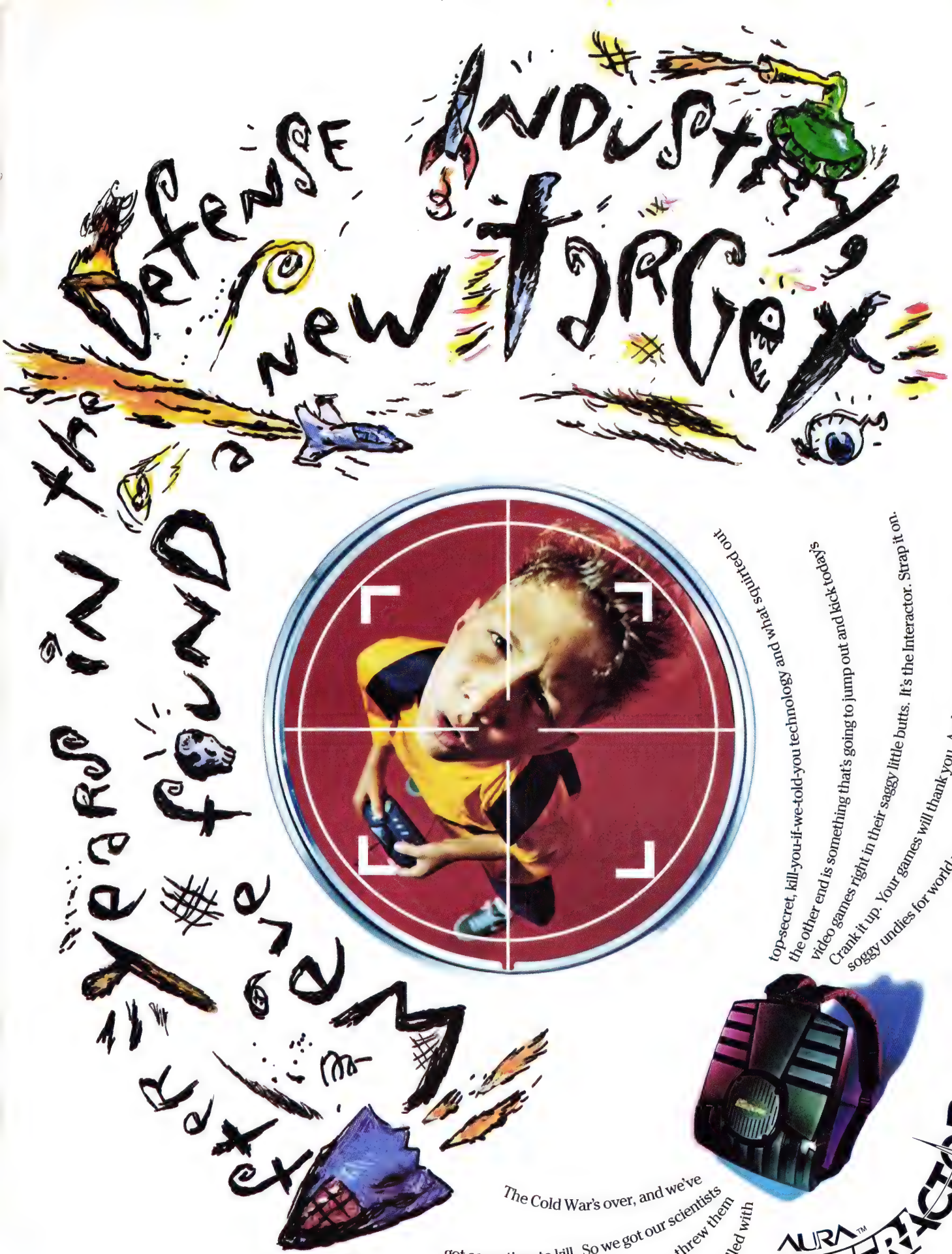


Bronze Lake - Take your rig to the timber in the southeast corner of the lake. The buzzbait is located between the the two trees at the top left of the group.



Bluestone Lake - Motor down to the southwest corner of the final lake. The backtail jig is in the trash on the left of the building.

"The Game Professor"



They appeared in the defense
 #one found a new target
 #one

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

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.



AURA™
INTERACTOR™

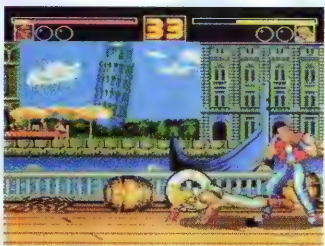
Aura and Interactor are logos and trademarks of Aura Systems, Inc.



Brutal – Sega CD

Who says furry animals can't fight! Here's a code for everybody's favorite Kung-Fu Bunny. How would you like to control a rabbit with the record of 100-10-1. To access this code simply go to the password screen and enter 1508ZW19WCMQFABCL8FE.

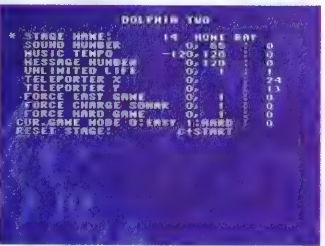
"Brutalosaurus"



Fatal Fury 2 – Genesis

To get some extra Continues for this intense Takara fighter press up, A, B and C simultaneously when the continue screen appears. If this is done correctly a continue will be added to your continue meter. To add more continues continue to hold the combination and hit C for every extra continue.

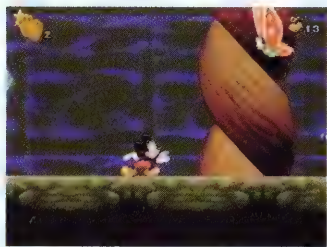
Rick Bruns
Sherburne, NY



Ecco 2: The Times of Tide – Genesis

Here's a hint for all those people who love Ecco the time traveling aqua-mammal, but don't have the nerve to make it through the game. Make Ecco face the screen and hit pause. Once the game is paused use your control buttons and enter A, B, C, B, C, A, C, A, B. This will bring up the debug option. However, some of the options do not work.

"Egghead"



Mickey Mania – Sega CD

To access a secret level skip, simply go to the sound option and hit start. Doing this should bring you to a short list of possible commands. Turn the Music command to "Continue", the FX to "Appear" and Speech to "Take That". Once the settings are in place go down to End, hold Left on your direction pad until chime rings. Exit and start the game. If all was done correctly, the option level select should appear.

"The Rhino"



Shockwave – 3DO

To access the secret codes listed below, first you have to enter the "Special Mode Access" password. Pause the game and use your A, B and C buttons to enter the code BACCAA. Once the code is entered hit the quit button (square). Now the following codes can be entered.

- CAABACA - Super laser
 - ACABAACAAA - Smart bomb (valid only once per mission)
 - CAABA - Fast loading nukes (valid once per mission)
 - ABACAABA - Invincibility (valid once per player)
 - BACACA - Funny message
 - BAB - Funny message
- "The Vidman"

Earthworm Jim – SNES/Genesis

Hey, new codes for everybody's favorite worm. Groovy! To get these codes to work, simply pause the game at any time.

Weapon cheat - SNES

Hold A + X, release and then B, A, B, X, X, X, X, X.

Weapon cheat - Genesis

Hold A + C, release then B, B, C, A + C (same time) release, then B, B, B.

"The Rhino"



Dragon's Lair – 3DO

Full-motion video gamers listen up. The ultimate Dragon's lair code unleashed. Infinite Dirk's, that's right infinite lives. To access this dragon slaying code wait till the title screen appears, and use your directional pad and enter Up, Down, Left, Right, Up, Down, Left, Right. If the code is entered properly Dirk's life meter will never fall below 5.

"The Vidman"

The Adventures of Indiana Jones – SNES

Having a little trouble getting Indy through the trilogy? Here are a few passwords that will ease your passage. (The codes are as they appear on screen, except Y stands for that greek letter that looks like a Y, and O stands for the greek letter that looks like an O with a vertical line through it.

- ΔΥΔΣ - Nepal (after rock)
 - ΣΔΣΥ - After fire
 - ΔΩΥΥ - After cavern, before Cairo
 - ΣΥΩ - Temple of Doom 1
 - ΣΟΔΩ - Temple of Doom 2
 - ΣΥΩΟ - Temple of Doom 3
 - ΟΔΥΣ - Last Crusade
 - ΟΥΔΩ - Father Salzburg
 - ΟΔΔΣ - Berlin
 - ΟΥΟΣ - Alexandretta
- Hope this helps...

"Virtua Gap Boy"

Wiz'N'Liz – Genesis

Need a harder challenge? How about Super Wizard. To access a secret difficulty level, wait until the Sega logo appears. Hold down A, B and C, then press the Start button twice. Now, pick either a one or two player game. Then, go to the level and change it to super wizard.

"Virtua Gap Boy"



Dynamite Headdy – Genesis

To access a secret level select code for Dynamite Headdy. Simply press start on the title screen. Doing this should bring up the Start game and Options. Now enter C, A, Left, Right, B. If you here a sound, press start and choose your stage.

"The Vidman"

Wild Guns – SNES

To access a level select code for Wild Guns. Go to the player select screen. Hold select and enter A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B, A sound should ring. Now you can choose your player and start the game.

"The Rhino"

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 a ASCIIWARE controller of your choice. All runners-up will receive a Game Informer Secret Access T-Shirt to compliment their wardrobe.

Send To: Secret Access
Game Informer Magazine
10120 W. 76th Street
Eden Prairie, MN 55344



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

WIN! The Ultimate Gaming Rig! OVER \$18,000⁰⁰ IN PRIZES!

PANDEMONIUM



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

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Super NES with Super Scope; Sega Genesis with CD-ROM and Menacer; Panasonic 3DO; and Atari Jaguar. Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, \$1,000 in games, cash, accessories and more!

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

130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away (literally!!!)

We're talkin' GAMING HEAVEN!

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

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

Mystery Word Grid

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

WORD LIST and LETTER CODE chart

POWERN PRESSK BLASTA WRECKP
 BREAKZ PUNCHS SPRAYE TURBOV
 STOMPT STANDH PRESSC DREAMI
 CRUSHO SCORER SLANTL CHASEP

MYSTERY WORD CLUE:

TO GRAB SOMEONE'S SKIN BETWEEN TWO FINGERS AND PRESS.

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

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

Name _____

Address _____

City _____

State _____

Zip _____



**SEND CASH, M.O., OR CHECK TO:
 PANDEMONIUM, P.O. BOX 26247
 MINNEAPOLIS, MN 55426-0247**

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY FEBRUARY 11, 1995 • ENTRY FEE MUST BE INCLUDED
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CLIP AND MAIL



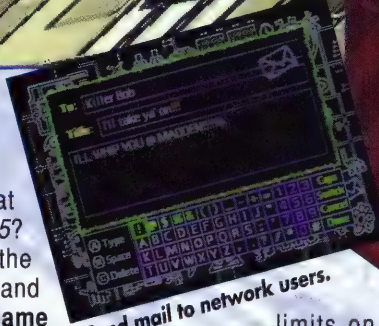
TECH TALK

Hardware & Software

Sega Owners Get Linked Up for Network Play

Grown tired of beating everyone in your town at *Mortal Kombat II*? Think you're the king of *NHL '95*? Sega owners now have the chance to blow off the local scene and compete on a national scale as T-HQ and Catapult Entertainment introduce the **X-BAND Video Game Network**, the first networked system for a console game unit.

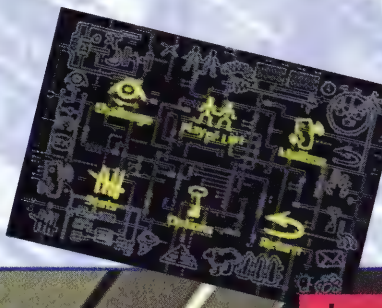
As of November 17th, the **X-BAND Modem and Video Game Network** was available in New York, Los Angeles, San Francisco, Dallas, and Atlanta. In these areas, purchasers of the modem (Suggested Retail Price: \$69.95) can call a local number to access the network (Subscriptions \$7.95 a month for service) and play some of the most popular **Sega** titles against friends and strangers across the country. The network can be accessed outside of those areas, but you will incur long distance charges if you play against people out of your area code. (Don't worry parents, you can disable LD dialing, and set time



Send mail to network users.

limits on use.) The **X-BAND Video Game Network** keeps track of a subscriber's personal stats, ranking, and gives information on competitions going on throughout the network. In addition to playing games, players will be able to send and receive messages and peruse the network's on-line newspaper to get up to date info on the vid scene.

Currently available games include *Mortal Kombat*, *MKII*, *NBA Jam*, *Madden '95*, and *NHL '94* and '95. New games will be added to the network on a regular basis. Local access will soon be available in more cities, and a modem and network will be released for **SNES** soon.



X-Band Network allows you to create a character "handle" and choose a character icon.



Atari Cuts The Jaguar's CD-ROM Price To \$99.99!

Atari has announced that their new **Jaguar CD-ROM** player will be sold for \$99.99 instead of \$199.99, which was the initial price quote from **Atari**. The **Jaguar CD** should be arriving in stores as you read this. So for now, check out the specs on the unit and look for it at a store near you.

Jaguar CD-ROM Specs

- Attaches to any Jaguar Console
- Double Speed CD-ROM mechanism
- Plays standard audio CDs
- 790 Megabyte storage capacity
- 352.8 Kbytes/second sustained data rate
- Cinipak™ technology allows full-screen, true-color, full motion video and audio at 24 frames per second.
- In-line cartridge slot allows simultaneous access to cartridge media
- Video CD full-length movies can be viewed with an optional MPEG full motion video cartridge.
- Built in Virtual Light Machine™ advanced technology multiple-band interactive light show.
- Size: 6 1/2 x 10 1/2 x 3 1/2
- Weight: 1 lb. 10 oz.
- Manufactured Suggested Retail Price: \$99.99

Naki's Turbo Control and Wireless 3DO Controllers

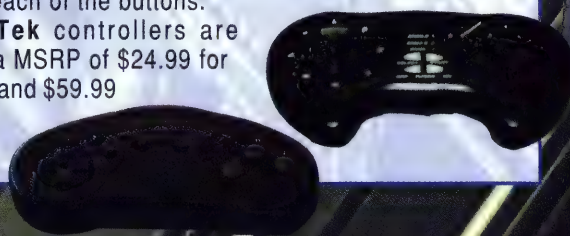
Naki Interactive Technologies, makers of numerous video game accessories, has had a busy holiday season. They've acquired Triax, makers of the **New Turbo Touch 360**, the first controller with a "touch sensitive" directional pad. Naki has also launched a whole new line of controllers, including a wireless **3DO** controller, under the **NakiTek** name.

The **Turbo Touch 360+** with Programmability has a newly designed button configuration to incorporate six-buttons and it is also compatible with some of the older three-button **Genesis** games. The **Turbo Touch** also has three programmable buttons (or slots) to enter in a sequence of moves. The program buttons also have turbo speed functions, so you can speed up the playback of the programmed moves. The controller also has a dual ended cord for use on either the **Genesis** or **SNES**.

The new **Turbo Control Pad with Programmability** also incorporates the dual ended cord, but does not have the "touch sensitive" directional pad. The other features of this controller are almost identical to the Turbo Touch and it is compatible with three or six-button **Genesis** games.

The **3DO Wireless Controller** is one of the first 3DO controller of this kind. The controllers are packaged in a set of two and have a maximum range of 40 feet. The **3DO Wireless Controller** also has a turbo feature for each of the buttons.

All these **NakiTek** controllers are available now with a MSRP of \$24.99 for the **Turbo Control**, and \$59.99 for the **3DO controllers**.



Super Adapter Lets you Link Game Boy Game Genie with Super Game Boy

You've finally got color on your **Game Boy** games with your **Super Game Boy**, but when you went to plug in all those sweet Swap Shop codes, you couldn't attach the **Genie!**?! What a predicament! **MicroSystems Development** has developed a little device that will solve this nasty problem.

This adapter plugs into the **Super Game Boy** and bridges the contacts with your **Game Boy Game Genie**. It makes quite a stack, with all those components

the game cart hovers a good twelve inches above the floor. With a price of \$12.95, this little component will be an easy addition for owners of the **Super Game Boy** and **Game Genie**. Contact **MicroSystems Development** at (408)296-4000 for ordering information.

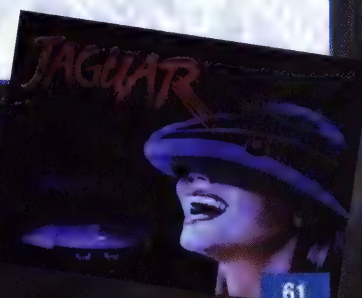


Could Atari be the one to Make Home VR a Reality?

In pleasant Sunnyvale, CA, a deal has been struck that may finally give console game players Virtual Reality experience. **Atari**, the first name in video games, has joined forces with **Virtuality Group plc**, the leader in virtual reality technology, to create the first immersive virtual reality games for the home market.

Virtuality will develop a headset for use with the **Atari Jaguar** which **Atari** will manufacture and market. "The **Atari Jaguar** platform is the only 64-bit system currently on the market and is ideally suited for immersive, virtual reality games," said Virtuality CEO Jon Waldern.

With a scheduled release date of Christmas 1995 and a target price of under \$200, every gamer's Christmas wish may come true this year. We've all heard promises from **Atari** in the past. It's clear that these companies talk the talk. We'll have to see how well they walk the walk.



Nintendo to Release Portable 32-Bit Virtual Reality Game System!

Nintendo announced that it will introduce the "Virtual Boy" at the Winter Consumer Electronics Show (WCES) on January 6 in Las Vegas, Nevada. The **Virtual Boy** is being billed as "the first virtual reality system developed and produced for the mass market." The **Virtual Boy** will be a Risc-based, 32-bit system that uses two high resolution, mirror scanning LED displays to produce a 3D effect that you can't get on a regular TV or LCD (like **Game Boy**) screens.

Virtual Boy is a stand alone, table top unit which does not connect to a TV or monitor. The design will immerse players in their own portable and private universe with high resolution red images against a black background. The 3D image technology is developed using exclusive technology created by a Massachusetts company called **Reflection Technology, Inc.**

This cartridge-based unit will have built in headphones and a specially-designed, double grip controller to navigate yourself in virtual worlds. **Virtual Boy** can run off six AA batteries or accessories which will include a rechargeable battery pack and an AC adapter.

Nintendo's Virtual Boy will be released in the Western Hemisphere, (that's here), in April with three titles offered at the release. No exact prices have been released for the games or unit, but the price will likely be around \$200 for the **Virtual Boy** and about \$50 to \$70 for the game cartridges.

GAME GENIE™ SWAP SHOP™

All Points ... Bulletin...

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

SNES

Claymates
Joe & Mac II
John Madden 95
Aero the Acrobat
Bram Stoker's Dracula
Death and Return of Superman
X-Men: The Mutant Apocalypse
Saturday Night Slam Masters

Donkey Kong Country
Ultima: False Prophet
Maximum Carnage
Super Mario Kart
Earthworm Jim

Genesis

Shaq-Fu
Chuck Rock II
Earthworm Jim
Gun-Star Heroes
Rocket Knight Adventure
Phantasy Star III
Shining Force II
Star Trek: NG
Clayfighters

NES

Arkanoid
Fester's Quest
Ultima: Quest of the Avatar
Ninja Gaiden III
Star Tropics II

Game Boy

Jetsons
Dynamite Headdy
Ultima: Runes of Virtue
Final Fantasy Legend III
Shining Force
Game Gear
Tetris II

Send your Game Genie code requests to:

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



T2: Judgment Day - Genesis

ATGT-CA80
Infinite ammo
BLZA-AAHC
Start on last level

David Crespo
Chicago, IL

Bram Stoker's Dracula - SNES

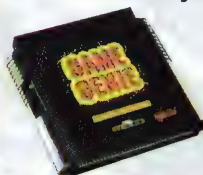
C263-0F2F
Infinite energy
3CC2-6F6D
Turbo walking
4AA8-64D4
Freeze ground enemies
6D68-DFFF
1 Hit kills enemies (not bosses)

George Distler
Floral Park, NY

Timeslip - SNES

CD24-67A7 + CD24-6467
Keep gun power-ups after dying
EE6B-770D
Start with 16 lives
C22E-04A7
Infinite lives
C2B7-6DD0
Infinite energy
DE2E-0F67
Start with 4 energy after first life
D52E-0F67
Start with 3 energy after first life
DE6C-6F0D
Start with 4 energy
D56C-6F0D
Start with 3 energy
3CC2-D769
Invincibility
6DB7-6460
Flash twice as long once hit
FDB7-6460
Slight flash when hit

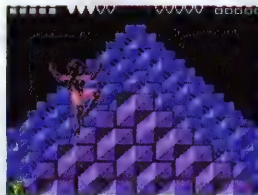
The Vipman
Jericho, NY



Send your Game Genie codes to:
(Don't forget to list your Game Genie of choice)
The Swap Shop • Game Informer Magazine
10120 W. 76th St. • Eden Prairie, MN 55344



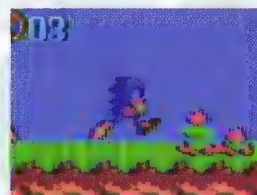
Helpful Codes From Our Readers:



Battletoads - NES

IAXAALAE
Start at Dark Queen

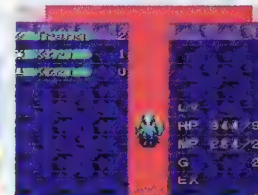
David Fass
Islip, NY



Sonic Chaos - Game Gear

DA2-1EC-E6E
Each ring worth 10
008-3BD-E6E
Infinite time
3A9-DCB-1A2
Never lose rings
22A-91D-2A2
Start with rings

Mike Sullivan
Philadelphia, PA



7th Saga - SNES

3030-8DAD
Human fighter power 238
E330-8D0D
Human fighter magic 254
3330-8DDD
Human fighter hp 944
3330-8F0D
Human fighter magic 238
3330-84AD
Human fighter exp. 238
3331-8F0D
Elf magic 238

3331-8DAD

Elf HP 238

3331-8FDD

Elf HP 942

3331-84DD

Elf guard and exp. 238

303B-870D

Human mage power 238

E33B-87AD

Human mage magic 254

333B-876D

Human mage guard 238

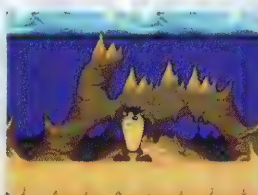
333B-846D

Human mage HP 943

333B-87DD

Human mage magic 938,
exp. 238

Kevin Boyce
Grand Rapids, MI



Taz Mania - Genesis

AJKT-JA24
Infinite lives
AKCT-GA7W
Infinite Continues
AJXA-GA22
Never lose health
AKAA-GA7G
Invincibility
LAJT-JABY + LAKT-EGAN
Start with 50 lives

Leonard Stovall
Dallas, TX

Goof Troop - SNES

D0C0-3FA8 + B3C9-3DD8
Life after 4 hearts
D4A8-4762
Cherry gives 2 hearts
D0A8-47A2
Banana gives 4 hearts
C96F-3F6C
Infinite lives
DBCD-146D
Start with 9 lives

Jonathan Sallone
Bronx, NY

Gargoyles Quest - Game boy

For all those who've just purchased the SNES cart Demon's Crest, but didn't have the nerve to beat Gargoyles Quest. Here's some codes to help out, in no particular order.

ZGBZ-ABYP - 4 Lives
ZFRZ-GBZQ - 7 Lives
EAGG-TN99 - 8 Lives
K8EE-5WBD - 10 Lives
HSD6-JHQQ - Level 3
NPAN-RRXY - Last level with maximum gold, lives and ammo.
WPXF-4BDQ
- Last level with 33 vials, and 9 tailsman.
"Virtua Gap Boy"

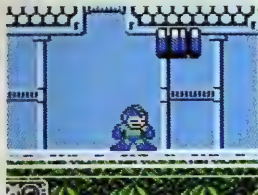
Final Fantasy 3 - SNES

A29D-54D8
Goofy fighting
AA94-E7D8 + AA94-EF08
Enemies give better power-ups

The Vipman
Jericho, NY

Double Dragon 5 - SNES

B3C8-CFBF + B3C6-CDBF + BAC9-3FBF
Opponent cannot perform special moves
DDBA-3DAE
Player 1 always victorious
D685-C407
Short lasting dizziness
"The Eradicator"



Mega Man 3 - NES

AEUKOTGA

Mega Man can't jump

YENKKAZA

7 Lives

YSNKKAZA

57 Lives

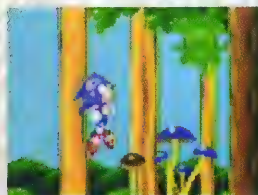
EENKKAZA

80 Lives

NENKKAZA

87 Lives

Teresa Largent
Middletown, VA



Sonic & Knuckles - Genesis

K2WA-CA4J

Infinite lives

AFKT-AAG0

1 extra life

(with the addition of Sonic 2)

SD5X-BAT2

Rings count as 8

JV1D-CA6W

Infinite lives

ABWD-C2DC

Mega Jump

(with the addition of Sonic 3)

AWXT-CA4C

Don't lose rings

HXRT-AA6A

Infinite time

96BA-CAG6

Keep shield when hit

AANA-C4A0

Sonic mega-jump

ABST-C2CR

Knuckles mega-jump

AENT-CAG6

Become Super Sonic after

1 emerald

NTNT-CAHL

Become Super Sonic after

100 rings

AANT-CAGY

Become Hyper Sonic, no

emeralds, must have

enough rings

ACCT-CA2R

No drowning

"The Rhino"



Star Trek: The Next Generation - Game Boy

FA4-27D-4C1

Infinite Shields

001-13D-3BA

Damage not repairable

001-15D-6E7

Damage not repairable

immediately

19E-169-7FB

Life support at 25%

32E-169-7FB

Life support at 50%

4BE-169-7FB

Life support at 75%

19E-1A9-7FB

Warp drive at 25%

32E-1A9-7FB

Warp drive at 50%

4BE-1A9-7FB

Warp drive at 75%

19E-1E9-7FB

Impulse drive at 25%

32E-1E9-7FB

Impulse drive at 50%

4BE-1E9-7FB

Impulse drive at 75%

19E-229-7FB

Shields at 25%

32E-229-7FB

Shields at 50%

4BE-229-7FB

Shields at 75%

19E-269-7FB

Phasers at 25%

32E-269-7FB

Phasers at 50%

4BE-269-7FB

Phasers at 75%

19E-2A9-7FB

Photon at 25%

32E-2A9-7FB

Photon at 50%

4BE-2A9-7FB

Photon at 75%

19E-2E9-7FB

Sensors at 25%

32E-2E9-7FB

Sensors at 50%

4BE-2E9-7FB

Sensors at 75%

19E-329-7FB

Transporter at 25%

32E-329-7FB

Transporter at 50%

4BE-329-7FB

Transporter at 75%

C9F-B9E-6EE

Warping causes no

increase in time

Dan Cacioppo
Port Jefferson, NY

Exclusive Codes from Galoob

T2: Judgment Day - Genesis

ZA7T-DPDE

Primary weapons at 75%

ZA7T-CJ5E

Primary weapons at 50%

ZA7T-DEME

Primary weapons at 25%

ZA7T-DJDE

Primary weapons at 10%

3C0T-HP0J

Secondary power supply at

100%

W40T-HP0J

Secondary power supply at

75%

GL0T-HP0J

Secondary power supply at

25%

AL0T-HP0J

Secondary power supply at

1%

BJ6T-CA4E

Protects against gunfire

AAKA-CABW

Extra ammo worth 0

rounds

GJKA-CABW

Extra ammo worth 50

rounds

9JKA-CABW

Extra ammo worth 250

rounds

8TKA-CCBW

Extra ammo worth 500

rounds

66KA-CGBW

Extra ammo worth 999

rounds

Final Fantasy 3 - SNES

F75C-78E5

Terra equipped with

Enhancer

F65C-78E5

Terra equipped with

Excalibur

108C-EF03 + 108C-E4A3

All items in shops are free

ED30-E944

Tonic gives 240 hit points

every time

Sonic & Knuckles - Genesis

ALNA-AACR

Special stage rings worth 2

AF6A-CACW

Only 1 chaos emerald to

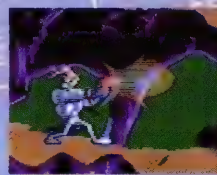
become Super Knuckles

Af6A-CADA

1 ring needed to become

Super Knuckles (after

chaos emerald)



Earthworm Jim - Genesis

GC3C-JA9W

Infinite health

HG3C-JAA6

9 Lives on normal level

G02W-JAH0

5000 plasma shots - 1 life

AZ5C-JAEE

5 continues of practice

level

DV5C-JADY

Start of Psy-crow level

Shaq-Fu - Genesis

R15C-86VT

Master code

(Master code must be en-

tered for the below codes)

AL8T-AA5W

Fury activated on every hit

AA0T-AAB6

No continues

ABBA-BA82

After first battle, fight Shaq

every time

Andre Agassi Tennis - Game Gear

017-3EC-E62

Only 1 fault allowed

006-40F-6E6

Computer points go to you

15C-58F-C4A

Agassi at 21 speed

Tecmo Bowl - Game Boy

494-D68-F74

Have 49 downs

054-D6B-F7A

Have 5 Downs

084-EFB-E6E

8:30 per quarter

014-EFB-E6E

1:30 per quarter

00D-C9A-3BE

Infinite time

Universal Soldier - Game Boy

00A-5AF-3BE

Infinite time

055-D1E-E66

Start with 5 lives

075-D1E-E66

Start with 7 lives

095-D1E-E66

Start with 9 Lives

C93-EEF-E69

Infinite lives

056-ACE-E66

Star with 5 power lines

076-ACE-E66

Start with 7 power lines

096-ACE-E66

Start with 9 power lines

008-7AC-3BE

Infinite energy

00C-50E-3BA + 00C-4BE-

3BE

Fewer enemies

Tale Spin - NES

AYVKZYLY

Start with 1 life

TYVKZYLY

Start with 7 lives

PYVKZYLN

Start with 10 lives

ANNGVLLY

1 life after continue

TNNGVLLY

7 lives after continue

PNNGVLLN

10 lives after continue

AAXEGPTA

Infinite energy

PYEGITLN

9 continues

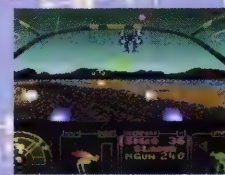
SXNKXLVG

Infinite continues

PYVGUAAY

Add \$1,000,000 to level

bonus



MechWarrior - SNES

DD38-146D

Any money received sets

to 32 million C-bills

102F-C7A4

100 ammo for short-

range missiles

1024-CD04

100 ammo for short-

range homing missiles

628C-4F20

Protection from most haz-

ards

3CCD-4404

Never run out of ammo

CBED-34F7 + 3CED-34B7

Mech isn't slowed down

as much by obstacles

CEZ

JUDGMENT CLAY

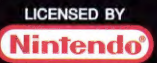
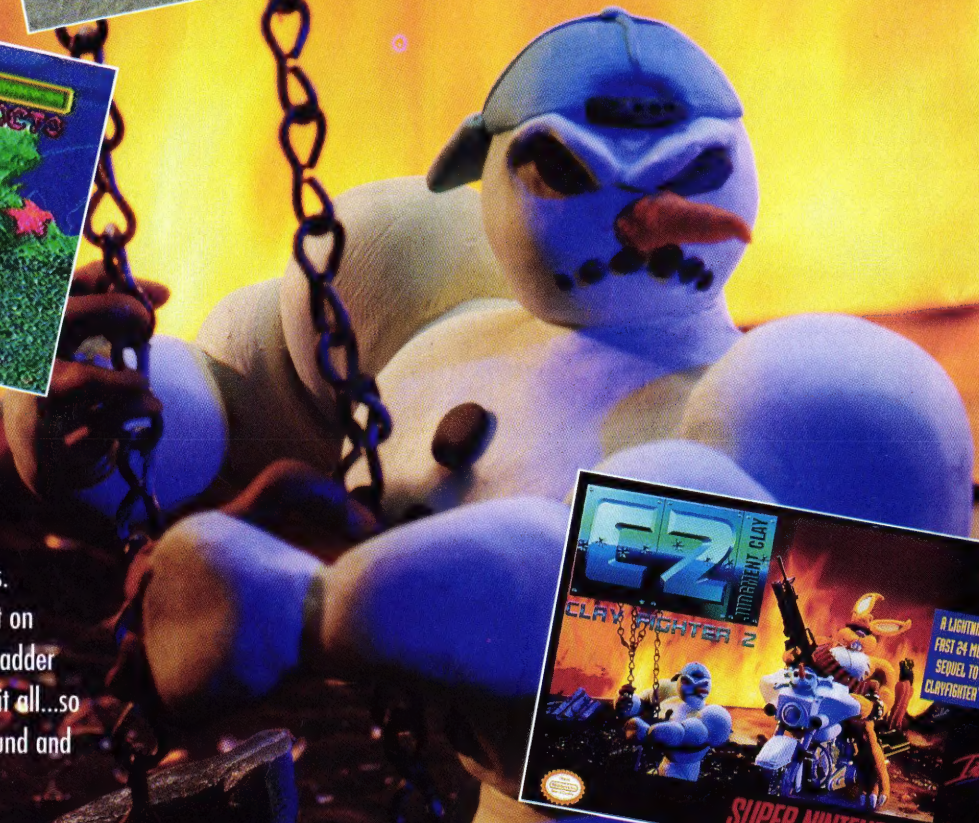
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CLAY FIGHTER 2



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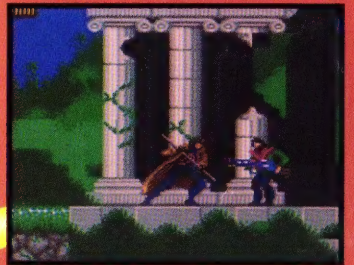
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