

Game Informer

SEGA UNLEASHES THE
ETERNAL
CHAMPIONS
FOR SEGA CD
Pg. 36

February 1995
Vol. V Issue 2 #22

Killer Instinct

Five Pages of
Tips and Tactics

Only In Japan

First Look at
the Sega Saturn
and Sony PlayStation

Plus:

Iron Soldier, Super
SFII Turbo and the
1994 Games
of the Year



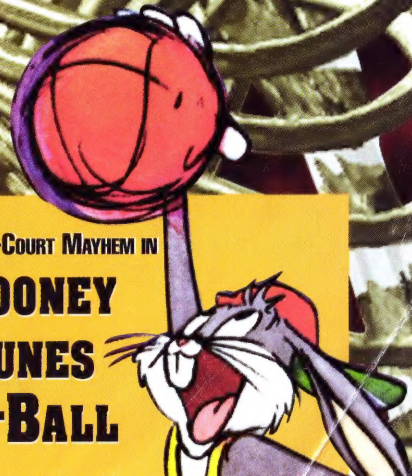
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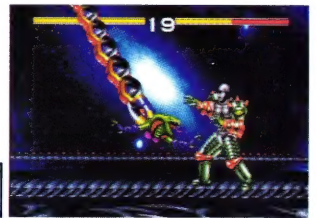
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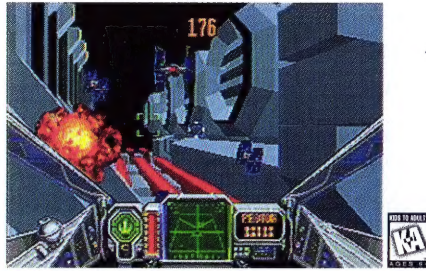
GENESIS 32X

What did you think we were talking about, you little degenerate!

F a s t



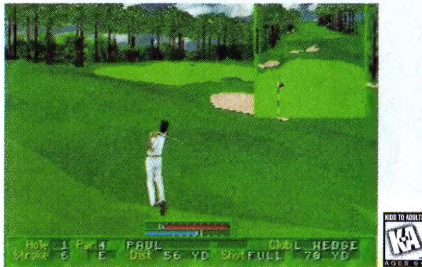
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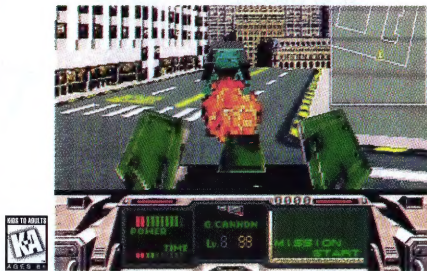
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(Except that, you animal!)



er!

oh baby,
oh baby...

SEGA™

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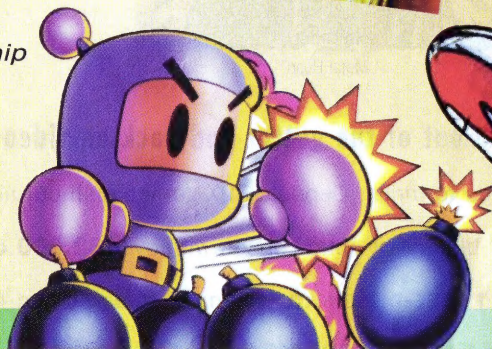
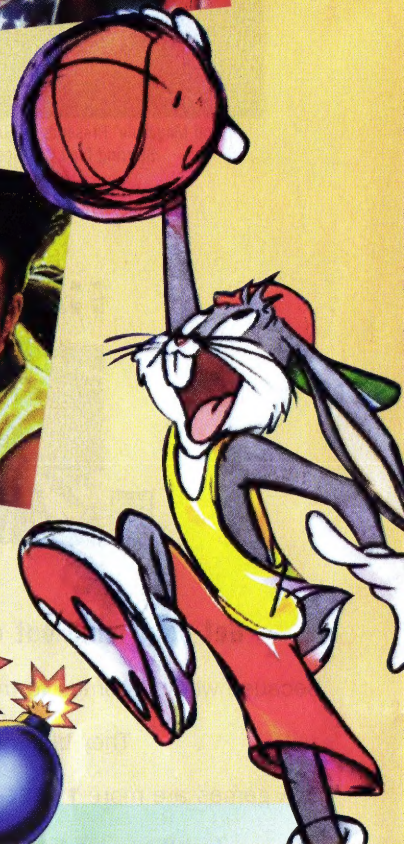
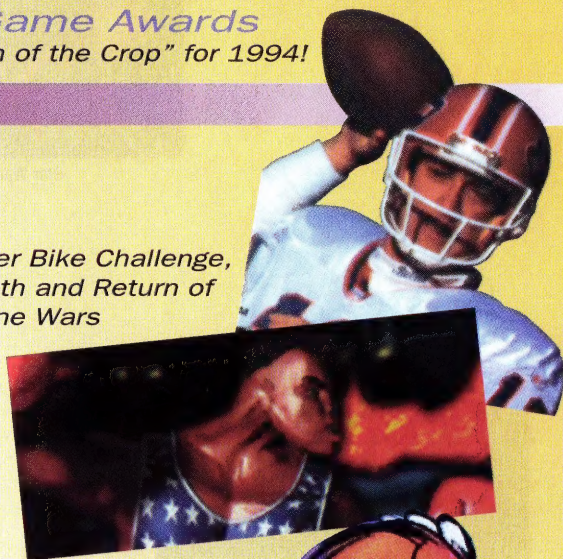
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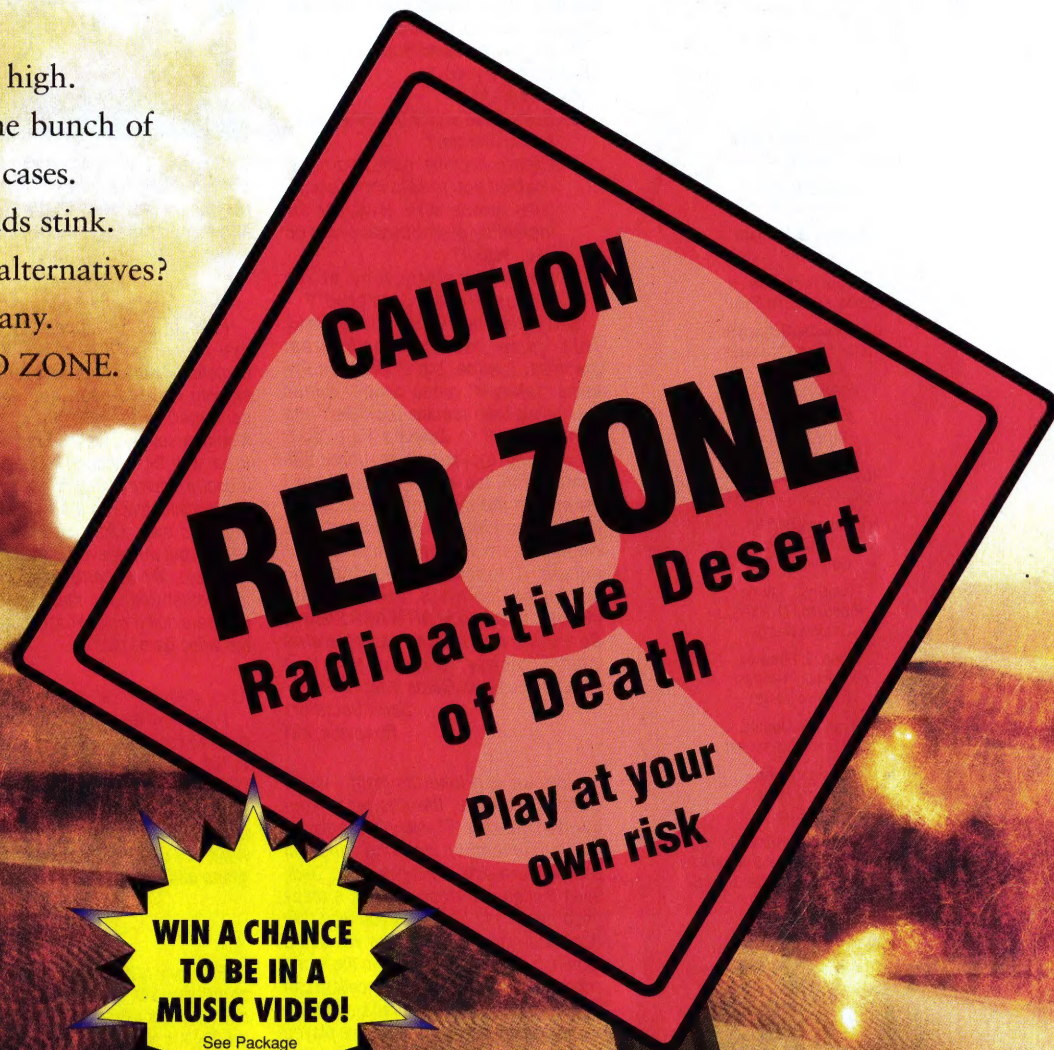
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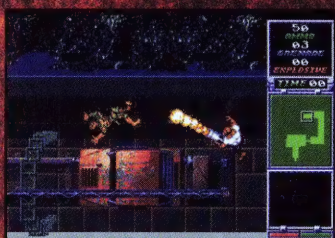
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The stakes are high.
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16 megs of rugged adventure and non-stop action with smooth animation and full-screen movie sequences.






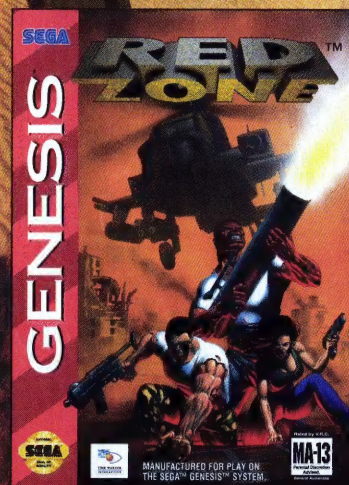
Body count: in the radicals' maze-like bunkers, it's muzzle-to-muzzle.



Your Apache's got it all: radar, auto night tracking and the devil's own firepower.



-  A chopper assault through a storm of fire and an underground blast-fest.
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Hello?

I would like to direct this letter to Andy, Rick, and Paul. First of all I hope you guys can take a little constructive criticism, blunt constructive criticism, because I have a question:

When you reviewed Super Return of the Jedi, were you:

- A. Sleeping?
- B. Being paid under the table by a Lucas film rep?
- C. Entering some new code that enabled you to skip the "Super lame speeder bike" level, and the incredibly easy bosses (even on Jedi mode)?
- D. Not particularly fond of the saying: "2 out of 3 isn't bad"?

Sorry fellas but it just had to be said. This game has the same great graphics, I agree, but it also has the same "leftover" game control quirks and rehashed scenes (compare the Cantina level to Jabba's Palace). It seems to me they may have rushed this game a tad too much, know what I mean? I'm the last person that wants to, or takes pleasure in dissing Lucas because I am a prop-replica builder myself (I reproduce lightsabers, costumes, helmets, armor, guns, etc... from the STAR WARS trilogy). So I think my opinion is somewhat valid. Either way, I think you guys do a superb job. Keep Game Informin' us!

Scott Saunders
Roseville, MN

Hey, we can take criticism - we're critics! Of course, the answer to your question would be "E" - None of the above. I don't remember sleeping, and I'm positive LucasArts didn't pay us off. Jedi, even though you disagree, was a pretty good game and let us tell you why. We don't know how many games you see a month, but we see a lot. And in the grand scheme of things, Jedi is an excellent cart in a sea of mediocrity. We realize that the game is kinda quirky, but we have played the Star Wars games all the way through. Every time they're fun, but if you don't like it then that's too bad. Everybody has different opinions about different games, and now you've added yours.

I was recently reading the December issue of Game Informer, and I thought you rated Madden much higher than it really deserved. I have played both of the new '95 football carts. You rated the sound on Montana as horrible and excellent on Madden, which I think you made a mistake on. When I was playing both of them, Montana had a distinct advantage in sound over Madden. You could here the grunts and moans on Montana, and I really didn't hear anything on Madden. You also rated the graphics on Montana poor and on Madden excellent. I had the two games side-by-side on two screens and the Montana graphics were as good if not better than the Madden graphics. I felt Montana had many more options than the Madden cart (trades, free agency, ability ratings, and stadiums, not including league leaders and other options Madden had). Sure Montana may slip in a few other categories, but I feel they weren't as important. The options are what kids are looking for

Letters From Our Readers:



today, not the traditional setup that comes with the game - like players staying on one team. That's the way it is and there's nothing you can do about it.

John AOL

First of all, we apparently don't see eye-to-eye on this issue. We spent numerous hours, if not days, on each cart playing head-to-head and against the computer. In the end, the graphics on Montana seemed washed out and not up to par with '94. Although the new field view is cool, it didn't make up for the fact that you can consistently run the Fullback Screen over and over. Okay, so Madden wasn't perfect, but we believe it is the best football available. We're certain that people will think otherwise, and that's why Montana sales are doing well. What can we say? It's the video game biz.

Do I buy a 32X?

I am going absolutely crazy! I received a Sega Genesis for Christmas in '92. Then Sega came out with Sega CD, which I invested in. Now they have come out with the 32x. All [these machines are] costing a pretty penny. What do I do? What happens next year? When will it stop?

Sean McArthur
Manhattan, IL

You may not remember but I wrote in about the 32X a while back. Well, I've changed my mind and now I'm hooked on Sega's 32X. However, I have some more questions for you. First: I read in your November issue (by far your best yet) that you guys praised Donkey Kong Country for SNES. Well, that gets me to thinking, "can Sega make games like that for the 16-bit Genesis?" Or will we have to get the 32X to get that type of entertainment? Second: When I saw the SNES section in your mag (pages 36-37), I got angry because they're getting on Sega for making the 32X. Now all they have is DKC! The 32X has six games out already, with more on the way. SNES might be able to make more games like DKC, but the 32X can make games constantly. Please answer my questions because I want to know if I should spend \$160 on the 32X when I don't really need to. P.S. Don't say "It's up to you if you want to get it."

Steve Eagle
Manchester, CT

What to do...what to do? We really wish we could tell you, but we can't predict the future. Right now, we're pretty disappointed with the carts on the 32X. So far, they haven't been very inventive or outstanding in the graphics category. But once again, we can't predict the future. Sega has a great marketing department and a strong development team that could

turn it around any time. Sega plans to spend \$25 million on research for new games for the 32X, and that could convert into a lot of very cool games. However, that's later and this is now. If you're a Sega buff, go ahead, do it. Sega will take care of you (unlike you Menacer owners out there). Just remember that 32X is going through its growing pains, and your games will show this.

Concerning DKC, Sega can do anything they want. If they wanted to make a game similar to DKC they could spend the money (and they probably will). New games like Ecco 2 CD and Eternal Champions CD will feature SGI 3D graphics and we're sure they'll have a cartridge game coming soon.

P.S. That wasn't our SNES section, that was an ad from Nintendo!

Long Distance Dedication!

I just want to say how much I like your mag. I just about fainted when I heard your magazine was monthly. Your magazine was above the rest before you went monthly - now you blow them away! I want to thank you for your great decision. I am living in Europe (Switzerland), but I am an American. Before we moved, I bought a subscription to GI magazine. Now I have been a GI reader for 2 years. I have a question: Will the new Nintendo 64-bit system be compatible with the SNES? I just want to say one more thing, I love your magazine, and keep up the good work.

Tony "Yodeler" Abate
Chicago, IL

Hey, thanks a lot and we hope things are going well for you in Europe. But we're sorry to say that, No, the Ultra 64 will not be compatible with the Super NES. Of course, if you want to keep playing the SNES after the Ultra 64 comes out you can "daisy-chain" your inputs or buy a splitter. Thanks and yodel once for us!

Snuckled?!

I used your Sonic & Knuckles code on page 64 in your December issue. First, the code works on several different games besides the ones you mentioned. Second, when I use the code I can only play one special stage. How do I put in the codes you printed? I have tried many things, like pushing different buttons at the screen that says "Congratulations" when I beat the first stage. I keep going back to the screen that says "GET BLUE SPHERES" and the numbers: 043495513. Please help me, or I might go insane trying to put in the codes!

Kath AOL

You're right! Sonic and Knuckles does work on other games, but you can only enter passwords in with Sonic 1 "Locked-On". To enter the codes simply press all three buttons after you've entered the access code, then press down. Good Luck!

I Need Some Quick Advice

I read Game Informer about ten times a day. Well let's get to the point. How good is NFL '95 for Game Gear, and is there a Madden '95 for Game Gear?

The Jon Man AOL

NFL '95 is a pretty good football game, but its only offers 8-on-8 and a lot of offense. So if you're looking for high scoring football, then NFL '95 may just be the game for you. However, Madden may be worth looking at too. We don't have copy of that game so I can't tell you what its like, but I can tell you that's coming from EA.

If you're looking for other sports titles for your Game Gear, you might want to check out PGA TOUR III and PGA European Tour for Game Gear from THQ.

Nintendized!

I love your magazine. I think it's the best in the world. I have two questions.

1.) I see no reason for Sega to make a 32x. It's stupid and has horrible graphics. I own a SNES, and a Genesis. The SNES can make games with better graphics (For instance; Donkey Kong Country) for the SNES which is a 16-Bit system. The 32x stinks and I think the Saturn might too. The 32x is a waste of time and money for Sega, as I said, and the graphics stink. The SNES has better ones than the 32x.

2.) I am thinking of buying an Ultra 64 (probably will) and I like your coverage on it. Are there any new developments on it, and will it have a cartridge base and a CD ROM? I think it should. Nintendo will rule the video game systems with its Ultra 64!

Simon Crasa
Westfield, NJ

We're sure Nintendo will back you up on those comments, but we're also sure that there are millions of people out there who would disagree. The 32X is a stepping stone for Sega, and actually makes a lot of sense if it's executed well. They have nearly 19 million Genesis units out there and if you can upgrade your system for roughly \$200, it's not a bad idea. The 32X just needs some games and fast. Otherwise, people will wait for the Saturn or the Ultra 64 like you're doing.

The Ultra 64 will be a cartridge based machine with an expansion port for a CD-ROM drive if Nintendo feels it is necessary. However, at this point Nintendo believes the cartridge is the way to go.

Correction:

In last issue's Tech Talk we were misinformed by Atari concerning the price of the upcoming Jag-CD. The actual retail price will be \$149.95 not \$99.99

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

Video Games Are What We Play!

It's interesting to watch the attitude changes that the industry has undergone in the last few years. I've seen the word "Multi-media" slung under one end of the console market to the far reaches of home computer entertainment. (Now I think we all know that someday "Multi-media" will be a reality - it's just a long way off.) Unfortunately, no one has decided the ultimate fate of "Multi-media", but... surely it's the next step in gaming evolution!

Before the release of the 3DO, the video game industry was "on the watch" for the next step in the evolution of gaming. People were certain that a single unit could change your channel, play your movies, control your stereo, and play your video games. Hence... the inception of the 3DO. Video games could become a standard. A single licensed platform would rule the market that everybody could run games on, as well as upgrade to keep with the times. They can add television control, they can add movies....They can bring "Multi-media" to your home.

One year later, 3DO is a reality.

Of course, it's two years later now. The 3DO hasn't taken over my home or my television. It hasn't caught America's "Multi-media" craze. Maybe this is because there wasn't ever a craze.

However, 3DO realized that. The once great "Multi-media" machine is now claiming to be a lowly video game system. Yeah, it can do all that other stuff too, but take a look at the video games it can play. Take a look at the video games!

That's right, all that time thinking about "Multi-media" and where do they end up? Right back where they started - video games. And you know what? 3DO is doing a lot better with a \$399 game machine, rather than a \$799 "Multi-media" machine. They're also charging a lot more for companies to be a 3DO licensee. This means things are getting better - all because of one simple fact. "video games are what we play!"

Once again the smell of change is in the air. Can you smell it?... It has a strong scent. Computer companies are claiming an all-time high in the gaming market (duh, I wonder if Doom had anything to do with it?!). Video game companies are watching consumers sit and be cautious, and video game magazine editors are getting lots of questions about what system will be the next "thing!" I don't know if it will be a CD-ROM machine or a cartridge machine, because they both are doing extremely well. What I do know is that whatever "System" is the next "Thing", it will have to be a video game unit and not some "Multi-media" console that plays a bunch of standards nobody cares about. We play games! ■

Attention!

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Meet The Reviewers



Andy The Game Hombré

"It looks like the 3DO and Jaguar are finally starting to get some good titles. *Super SFII* and *Demolition Man* are very cool on the 3DO, and *Iron Soldier* and *Flashback* are great on the Jag. However, both of them have their share of complete junk, so be careful. This last month I've spent most of my time playing the Saturn and the PlayStation (both very cool!). One last note - make sure you check out *Looney Tunes B-Ball* - it's awesome!"



Ross The Rebel Gamer

"For everyone looking to find the games to check out in this issue, dig in and find the *Killer Instinct* strategy, *Virtua Fighter* for the Saturn, *Uniracers*, *Iron Soldier*, and *Generations Lost*. There, I think I hit one for each system, right? Right. We'll see you next month folks."



Rick The Video Ranger

"The 3DO fighting games *Samurai Shodown* and *Super SF2* are almost as good as the arcades. I was just done being amazed by these games when I saw *Virtua Fighters* on the Saturn and was blown away. There are getting to be fewer and fewer differences between arcade and home gaming, but these systems aren't cheap. If you're not lucky enough to work for a game magazine you will probably only be able to have one of these systems at best."



Paul The Pro Player

"This issue has a couple of real gems. *Iron Soldier* is another solid game for the Jag and *Uniracers* has also consumed a good chunk of my time. It's not bad to have the import Saturn and PlayStation around either. I'd also like to wish our Macintosh guru and Production Director, Tim Laurie, a special congrats on his recent marriage. Good luck, Timmy! Until next month....viva Las Vegas!"

ARCADE BRIGADE

Random Select Character - ↑ and Start

Greater than 5 Hit Combos Disabled - ↓ and Start (Both Controllers)

Select Character Color - Before hitting the button to select your character, moving the joystick up and down will give you a choice of colors.

Legend

P = Any High Attack

K = Any Low Attack

→ = Towards your opponent

← = Away from your opponent

1 = High Quick 2 = High Medium 3 = High Fierce

4 = Low Quick 5 = Low Medium 6 = Low Fierce

HCT = Half Circle Towards (←, ↙, ↓, ↘, →)

QCT = Quarter Circle Towards (↓, ↘, →)

HCA = Half Circle Away (→, ↘, ↓, ↙, ←)

QCA = Quarter Circle Away (↓, ↙, ←)

Moves that are ←, → and attack mean Charge Away, Towards + Attack

Words in parentheses after death moves refer to distance from opponent.

KILLER INSTINCT

If you thought you'd mastered every fighting game on the market, think again. Nintendo and Midway have teamed up to bring you a masterful game of combat and combos. Killer Instinct takes advantage of 64-bit technology and delivers 10 warriors, completely rendered and completely devastating. Combine killer graphics with killer sound from a DCS Sound System and you've got the hottest arcade fighting game ever released.

One of the most noticeable features that separates Killer Instinct from the masses of other fighting games is the combos. Doing a certain series of moves will produce combos which are unblockable once started, and which range anywhere from three to forty hits each. It's hard to describe the awesome power displayed as one character kicks, punches, and stabs the other player 36 times in a row. Fortunately, the makers of the

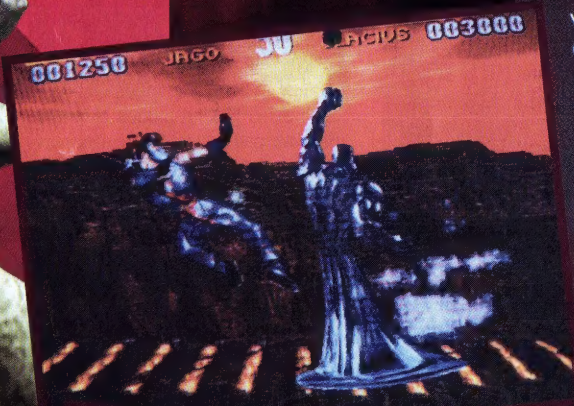
game have incorporated a "Combo Breaker" move into each character that can break you out of a damaging series of attacks. In addition, both characters can choose to disable any combo which hits more than five times, making more single attacks necessary for victory. Also excluded from the game are throws. Throws in a fighting game seem fun at first, but as time goes on they only

serve to frustrate the player and give certain characters too much of an advantage.

On the technical side, Killer Instinct is one of the few games in the arcade which runs off of a built in hard drive, allowing

incredible graphics to be brought on screen with little access time. Killer Instinct is also slated to be available for Nintendo's Ultra 64 home system, which will be available later this year. Interestingly enough, the Ultra 64 will use a Graphics Processor Unit (GPU) which is not present in the arcade. This GPU chip will eliminate the need for a hard drive, and will (reportedly) bring faster, clearer graphics and better gameplay to the home version.

Bringing Out The Killer In All Of Us





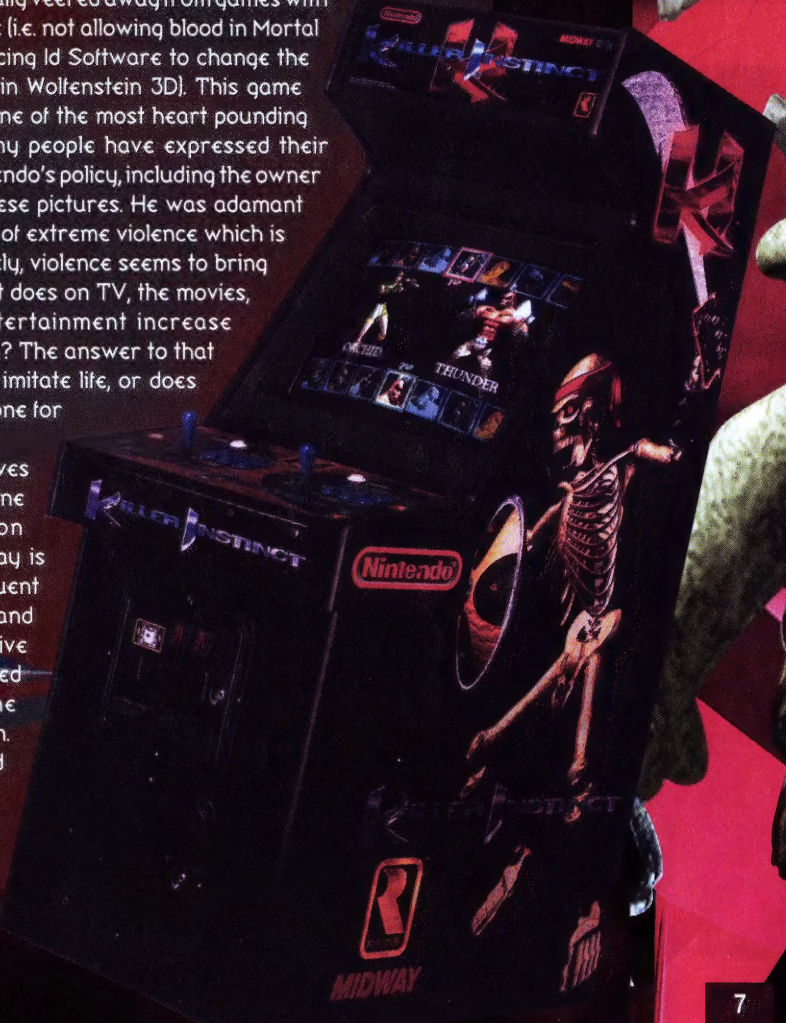
Stage Select - Do After Selecting Character

- | | |
|-------------------------------|---|
| Mountain Temple - ↑ and 1 | Wooden Bridge - ↓ and 1 |
| Infinite Caves - ↑ and 2 | Blood Bath - ↓ and 2 |
| Mountain Shrine - ↑ and 3 | Lava Bridge - ↓ and 3 |
| Castle Rooftop - ↑ and 4 | Gym - ↓ and 4 |
| Building Rooftop - ↑ and 5 | Castle Interior - ↓ and 5 |
| Tiger Shrine - ↑ and 6 | Factory - ↓ and 6 |
| Desert Roof Top - ↓ and Start | Air Box - ↓ and 5 (on both controllers) |



This game may change the image of Nintendo, which has generally veered away from games with extreme violence (i.e. not allowing blood in Mortal Kombat I, and forcing Id Software to change the dogs into giant rats in Wolfenstein 3D). This game puts no limits on violence, and is one of the most heart pounding gore-filled games we've ever seen. Many people have expressed their disappointment in this radical shift in Nintendo's policy, including the owner of the arcade where we took most of these pictures. He was adamant that we mention the high, high, high level of extreme violence which is clearly present in this game. Unfortunately, violence seems to bring in the big money at the arcade, just like it does on TV, the movies, and books. Does this violence in entertainment increase aggression in our already violent society? The answer to that question is as answerable as, "Does art imitate life, or does life imitate art?" We'll have to leave that one for the philosophers.

We have tried to include as many moves in this strategy guide as we could find. One warning, however, is that the version available right now is version 1.4. Midway is notorious for changing moves on subsequent versions in order to keep up interest and make it hard for a magazine staff to give away all the secrets. Don't be surprised when some moves which work on one machine don't work on an updated version. However, the moves we've provided should allow you to bypass the incredible amount of experimentation which was once necessary just to survive. ■





Roll Punch

Neck Breaker



Tiger Knee

Winding Uppercut



Screen Slam

Uppercut

Moves:

- Backhand: ←, →, 1
- Roll-Punch: ←, →, 2
- Charge Punch: ←, →, 3
- Straight Knee: ←, →, 4
- High Tiger Knee: ←, →, 5
- Straight Up Knee: ←, →, (1 and 5)
- Flat Tiger Knee: ←, →, (4 and 6)
- Punching Bag: 1, 1, 1, 1, (repeatedly)
- Winding Uppercut: Hold 3, ←, ↓, Release 3 then Punch
- 8-Hit Combo: Jump, 6, ↓, 2, 2, →, 2, 6, 6
- Combo Breaker: ←, →, 5

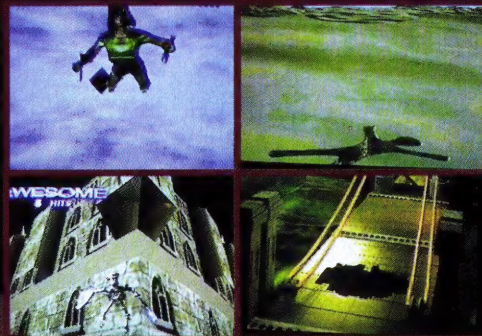
Death Moves:

- Neck Breaker: ←, →, →, 2 (Close)
- Screen Slam: HCT, 6 (Close)
- Humiliation: ↓, ↓, ↓, 1

T. J. COMBO

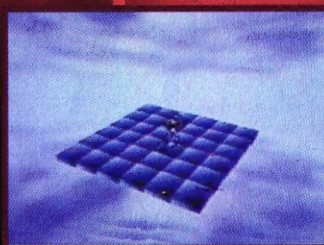
Height: 6' 1" Weight: 220 Age: 25

T.J. Combo was the most amazing boxer ever to surface. Undisputed, he retained the Heavyweight Boxing Championship belt for five straight years. Retained until the boxing committee found out he was punching with cybernetically enhanced arms. Broke and stripped of his title, T.J. is fighting for money and self respect.



Level Deaths

Using a combo to finish off your enemy on certain levels will cause background specific death sequences.



Air Box

When both players hit ↓ and start at the character selection, you'll fight in the Air Box. Watch out for the edges, there are no walls!



Head Attack

Hatchet Uppercut



Raindance



Knee

Tomahawk Throw

Height: 6' 2" Weight: 280 Age: 42

Chief Thunder is a mystical defender of Native Americans. He has entered the contest hoping to use his vicious tomahawks to uncover the mystery of his brothers disappearance.



CHIEF THUNDER

Moves:

- Head Attack: HCA, 3
- Reverse Head Attack: HCT, 3 (If you miss with above, do in air)
- Tomahawk Throw: HCT, K
- Spinning Chop: ←, →, P
- 9-Hit: Jump, ←, 6, 3, →, 3, ←, 3, ↓, →, 6
- Big Hit Combo: ←, →, 3, ←, →, 1
- Combo Breaker: →, ↓, →, 2

Death Moves:

- Rain Dance: HCT, 3 (1/2 Screen)
- Hatchet Uppercut: HCA, 6 (Close)
- 24 Hit Ultra Combo: Charge ←, → + 3, Hold ← + 6, → + 1



Slash

Super Slash



Absorption Shield

Flaming Skull



Death Grab



SPINAL

Height: 5' 5" Weight: 110 Age: 2650

Spinal is the ultimate achievement in cell regeneration. He is the resurrected skeleton of an ancient warrior. His memory is as empty as his soul, and competes in the tournament only to kill.



Teleport

Spike Shield

Moves:

Fireball: QCT, P
 Flying Kick: HCA, K
 Uppercut: →, ↓, →, P
 Blade Swipe: QCA, 3
 7-Hit Combo: Jump, 6, →, 2, 2, 2, ↓, →, 2
 Combo Breaker: →, ↓, →, 2

Death moves:

Slasher: →, →, →, 1 (Close)
 Car Drop: →, ←, →, →, 2 (Full Screen)
 Humiliation: HCA, 5
 22 Hit Ultra Combo: Charge
 →, →, →, ↓, →, 6, 5, →, →, ↓, →, 4



Punch

Blade Swipe

Fireball



Uppercut

Slasher

Car Smash

Height: 5' 6"
 Weight: 190 Age: 21

Jago is a Tibetan Monk, as well as a viscous warrior faithful to the Spirit of the Tiger. He is master of the hand and sword. The Tiger Spirit has shown him that entering the contest is the only way to overcome the evil within, and hence fulfill his destiny.

JAGO

Moves:

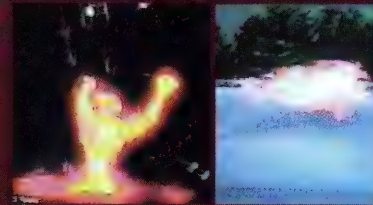
Human Fireball: →, →, P
 Flame Throw: →, →, K
 Flip Kick: →, ↓, →, K
 Flaming Palm: →, →, T
 Outline: HCA, 1
 Invisible: HCA, 3
 7-Hit: Jump, 6, →, →, ↓, →, 1
 →, 3, 6, →, 6
 Corribo Breaker: →, ↓, →, 5

Death Moves:

Lava Pool: →, →, →, 2 (1/2 Screen)
 Fire Stream: HCT, 4 (1/2 Screen)
 Humiliation: →, ←, →, →, 6
 22 Hit Ultra Combo: In middle of a combo, do →, →, →, 3

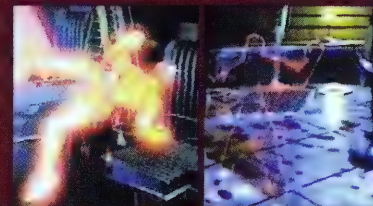


Flaming Palm



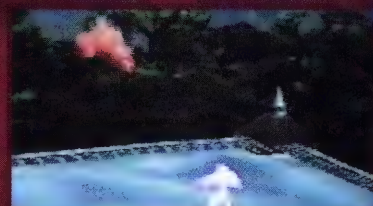
Lava Pool

Human Fireball



Flip Kick

Outline



22 Hit Combo

CINDER

Height: 6' 2"
 Weight: 195 Age: 31

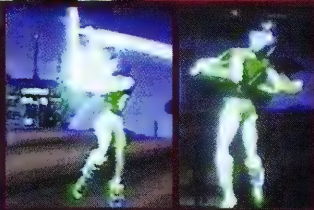
Once an ordinary human convict, Cinder is the result of a failed experiment which has left him in the form of a living ball of flame. He enters the contest fighting for survival and the promise of freedom.

Moves:

Backflip Kick: ←, 6
 Tiger Attack: →, →, P
 Helicopter Kick: →, →, 5
 Charge Block: ←
 Boomerang Laser: QCT, 2
 Spinning Slash: HCA, 6
 Helicopter Blade: HCA, 3
 7-Hit: Jump, →, →, ↓, 6, 6, →, 6
 Big Hit Combo: →, →, 6, →, →, 6
 Combo Breaker: →, →, 6

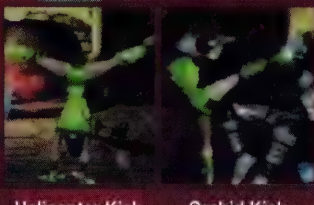
Death Moves:

Peek-a-Boo: →, →, →, 1 (Close)
 Humiliation: HCA, 6
 36 Hit Ultra Combo: Charge →, →, →, 6
 Hold ←, 1, 1, 1, →, →, 6. Hold ←, 1, 1, 1, →, →, 6. Hold ←, 1, 1, 1, →, →, 2.



Laser Boomerang

Peek-a-Boo



Helicopter Kick

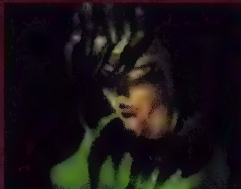
Orchid Kick



Tiger Attack

Height: 5' 6" Weight: 125 Age: 23

This boxom secret agent has been sent to investigate some mysterious disappearances associated with the tournament. Fiercely protective of her secrecy, the enigmatic Orchid's true identity and abilities are unknown.



ORCHID

He's got feet like a goat, two heads, and four eyes. Looking for you to an early grave.



EYEDOL



When your opponent's life bar starts to flash in the second round, certain series of moves will launch you into a death bringing Ultra Combo.

CIRCUS

Special Thanks
 Sergio Chaves - Manager of Circus Arcade in HAWAII and who so graciously allowed us to take pictures of the game.
 Nathan Hoemke - Compiler of moves and general information.
 Brian McNeill - Killer Instinct expert and all around good guy.
 Jonathan Winkler - The man with all the right moves.



4

THE ODDS ARE AGAINST YOU.



LEAPING LIZARDS! SPIDEY'S CLEANING UP THE SEWER.



FLAME ON! THE HUMAN TORCH™ HEATS UP THE BEETLE™!



SPIDEY GETS THE "JUMP KICK" ON VENOM™



FEATURING THE FANTASTIC FOUR™



SHOCKER™ MYSTERO™ SPIDERSLAYER™ OWL™ VULTURE™ RHINO™ BEETLE™ JACK O' LANTERN™



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ATP Tour Championship Tennis

Ever wanted to take the world of tennis by storm? Or beat Pete Sampras in straight sets? Well now is your chance with ATP Tour Championship Tennis from Sega! In ATP you can create your own character and compete in the ATP Tour against 32 of the world's top-ranked tennis pros.

To climb the ranks of the ATP (Association of Tennis Professionals), you'll need to battle it out at 11 different tournaments around the world. So choose your characteristics wisely when you are assembling your character. You can increase his serve power to overtake your opponents with pure strength, or you can give him improved ball control and footwork speed to take them out on the open court. As you win tournaments and move up the ranks, you will receive ability points (depending on your rank) to improve your character for a final showdown at the ATP Championship Tournament.

If you don't think you're ready for the big leagues, you can practice in the Exhibition Mode as a pro or against any of the pros. And if that's too much for you, you can play the Seniors Tour against some of the greatest names in tennis history.

The designers at Sega Sports have redefined the sport of video tennis with ATP Tour Championship Tennis. Now you can join in and play against your favorite players and see what it's like to have a tennis ball hurling at you at speeds over 100 mph!

- **Cart Size:** 16 Meg
- **Style:** 1 to 4-Player Tennis
- **Special Features:** Four Modes of Play, Bakery Serve, Eight All-Time Players, Player Creator, Programmable Game Speed, and Instant Replay
- **Created by:** Sega Sports
- **Available:** Now for Genesis



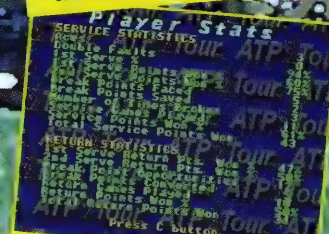
I don't think he has a chance at returning that passing shot.



With a four-player adapter, you can get three of your friends together and play some doubles.



I didn't know that Sega had started making tennis balls.



After each match, you can check your performance stats and see where you need to improve.

ANDY, THE GAME HOMBRÉ

Concept: 7.5
Graphics: 8
Sound: 9
Playability: 8.5
Entertainment: 8.5

OVERALL:
8.25

"Sega has had a number of good tennis games over the years, but ATP Tennis is a cut above the rest. Like Davis Cup, ATP has solid gameplay and great graphics. But what puts ATP over the top is superb animation, lots of real players, and excellent sound effects. You can't put as much spin on the ball as I would like, but it is realistic and very good. If you're looking for a new tennis game to fill your days, ATP should be one of the top seeds."

ROSS, THE REBEL GAMER

Concept: 7.75
Graphics: 7
Sound: 6.59
Playability: 8
Entertainment: 7.75

OVERALL:
7.5

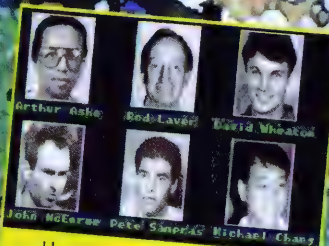
"I am glad to see that there is a tennis game for the Genesis that can rival Super Tennis on SNES. I like ATP's portraits of the real-life players and the special option mode where you can play the old timers. Gameplay ranks up among the top with the adjustable attributes and the ability to design your own character. The only part of the game that I didn't like is the part where you can complain about a call, but never get it overturned."

PAUL, THE PRO PLAYER

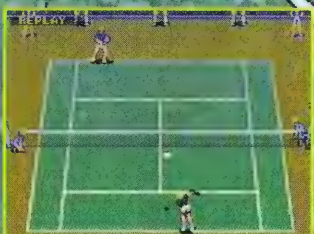
Concept: 9
Graphics: 7
Sound: 8
Playability: 9
Entertainment: 8

OVERALL:
8.5

"Until now, the only tennis game I even considered fun was Super Tennis for SNES. ATP's player creator and individual strength ratings, with all their variables and options, are fantastic. The player animations aren't the greatest, but small things (like the rotation of the ball as it's lobbed in the air) make for a great overall look. Plus, the sound isn't too bad either. You can even whine about bad calls. Overall, any tennis fan should at least take a look."



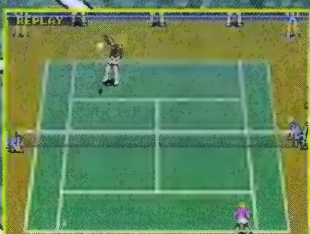
Here are a few big name players of both yesteryear and the present.



One good way of assuring victory is to pump up your player's serving power and control first.



You can pick and choose which of the 11 tournaments you are going to enter.



When playing against the computer you will get a lot of these overhead smashes.

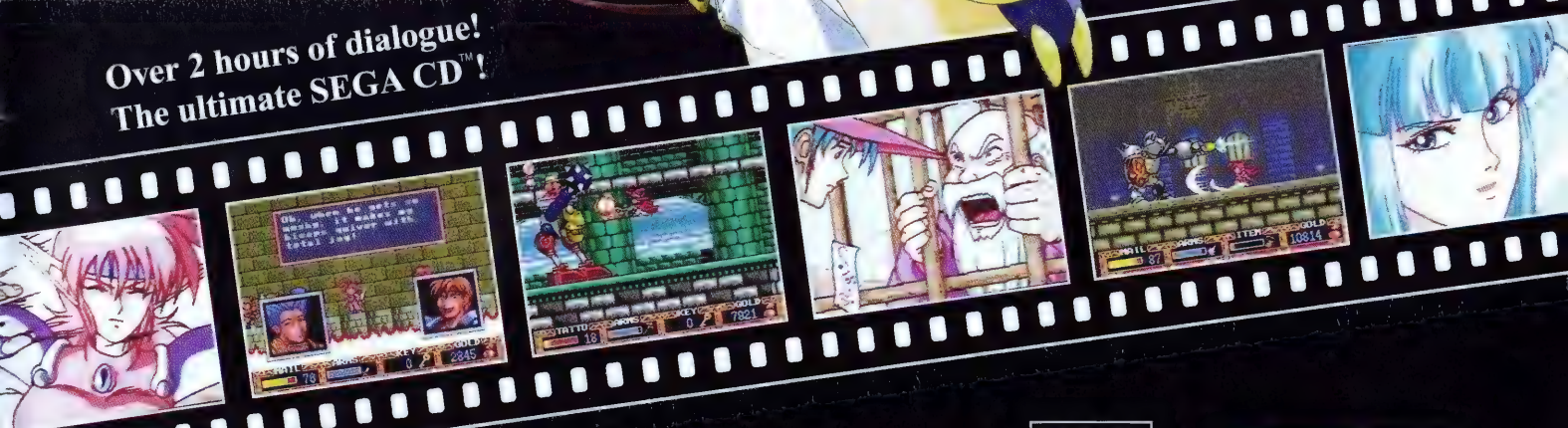
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GENERATIONS LOST

- **Part Size:** 16 Meg
- **Style:** 1-Player Strategy/Adventure
- **Special Features:** Password Continues, 3 Levels of Difficulty, and Created by Members of the team That Brought You the X-Men Game for the Genesis
- **Levels:** 6 Sectors with Multiple Levels
- **Created by:** Pacific Softscape for Time-Warner
- **Available:** Now for Genesis

► THE BOTTOM LINE 7

RICK, THE VIDEO RANGER

Concept: 7 Generations Lost has a number of unique ideas that work about half of the time. The game got my attention with the eyeballs staring out of the darkness in the opening sequence. Next thing I know, my mentor is some guy named

Graphics: 7.5

Sound: 6

Playability: 8.5

Entertainment: 7.5

OVERALL: 7.25

Geezer and my ancestors are the Jani-tors. The graphics are a cross between Flashback and X-Men and so is the gameplay. Generations Lost is technically good but lacks the developed story that makes games like Blackthorne and Flashback so great. A good game but not great.



ROSS, THE REBEL GAMER

Concept: 8 "At first glance, this game reminds me of a cross between X-Men and Flashback. As I play it more and more, the game takes on its own identity. Although I think that this game needs some good voice-overs to help it out, the 'New Age' soundtrack is good. I can't see how anyone that played and liked Flashback could not like this game."

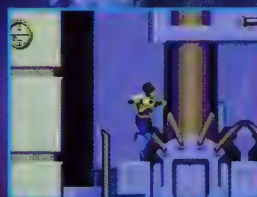
Graphics: 8.25

Sound: 6.25

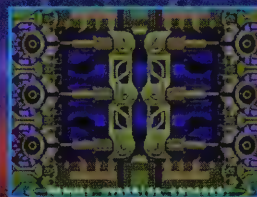
Playability: 8

Entertainment: 8.25

OVERALL: 8



Use the propulsion jets to maneuver through the air.



Some doors will require that you solve the puzzle to override the security lock.

PAUL, THE PRO PLAYER

Concept: 7 "Generations Lost can easily be compared to Flashback in design and overall concept. The overall look is not nearly as polished, however. The animation and backgrounds are dull at best. The play control is quirky and far too touchy. I know I'm whining, but this is Generations Lost's downfall. The fine line between a crouching roll and crouching turn spells disaster far too often. In addition, if I wanted to jump on moving platforms and avoid spikes coming out of the floor, I'd play Sonic."

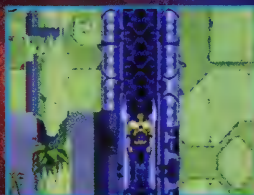
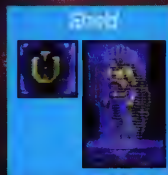
Graphics: 6

Sound: 8

Playability: 4.5

Entertainment: 5

OVERALL: 6



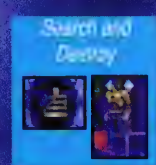
Going Up?



You must move the cat onto the correct release lever to exit the Cat Dungeon.



Ahh! There's nothing like a nice energy recharge for your suit.



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Power to Perform

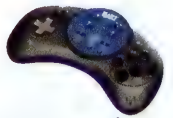
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Pro Control 6



Pro Player



Pro Fighter 6



Turbo Touch 360



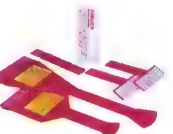
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At a Glance™

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

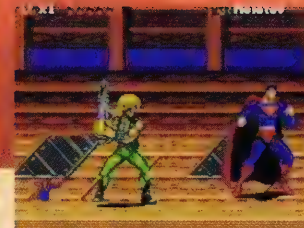
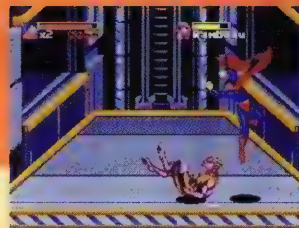
Overall: 8

Cart Size:
16 Meg

Style:
1-Player
Action/Adventure

Created by:
Blizzard for
Sunsoft

Available:
Now



The Death and Return of Superman – Sunsoft

An unknown foe slowly makes his way to Metropolis. The Justice League of America has already fallen to this mighty adversary, but not before sending out one distress signal in hopes of contacting Superman. Supes answers the call, and faces the madman eye-to-eye. A fearsome battle takes shape, and both opponents fall to their deaths in the closing moments of the battle. Four new Supermen take up the mantle of the Kryptonian wonder. Is one of these characters the real Superman? The story will unfold before your eyes in ten levels of super action. Play as Superman and the four mystery men, and use different special attacks to take down your foes. Who is the real Superman? Find out what all the hype is about surrounding this DC Comic series.

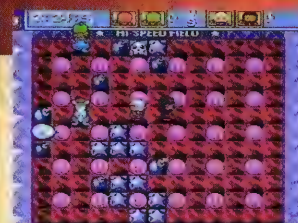
Preview

Cart Size:
8 Meg

Style:
1 to 4-Player
Puzzle/Strategy

Created by:
Hudson Soft for
Sega

Available:
Now



Mega Bomberman – Hudson Soft

An out of control comet has gotten dangerously close to Earth and destroyed a sacred relic which harnesses the unity of the world. The only way to save the planet is to find the fragments of the relic and rebuild it. So, pack up a bag of bombs and blast your way to

intervention. You're the world's only hope. Bomberman is back, but he's not alone. In the Battle Mode you'll be able to control not only just the one character, but a hoard of others too. Play against your friends or play the computer. Either way you'll become a bombaholic.

Overall: 3

Cart Size:
8 Meg

Style:
1 or 2-Player
Hockey

Created by:
Accolade

Available:
Now



Brett Hull Hockey 95 – Accolade

Hey look! Another NHL title. The second installment to the Brett Hull series recaptures all that the first cart has to offer. Sequels are supposed to be better, right? Maybe so, but this one isn't. Brett Hull Hockey 95 fails miserably to make this cart any more enjoyable than

the first one. Sure the game has a season and all the players, but who hasn't done that before? And as a special bonus, broadcasting by Al Michaels. Get real. Al seems to be lurking around all the Accolade Sport titles these days. This might have been a fun game a decade ago.

Preview

Cart Size:
16 Meg

Style:
1 or 2-Player
Racing

Created by:
Time-Warner
Interactive

Available:
Now



Kawasaki Super Bike Challenge – Time-Warner Interactive

Hey, here's something new. Cycle racing in a 1st-person perspective. Hmm, not a bad idea. Time-Warner takes the thrill of going 200 Mph and plants it right in front of your face. The view makes you feel as one with your bike, and sometimes, even the

pavement. Play in a 2-Player split-screen mode or go for broke and enter the tournament. Add 15 tracks and the option to customize your cycle for the demanding weather, and this may be one of the most realistic cycling games to date.

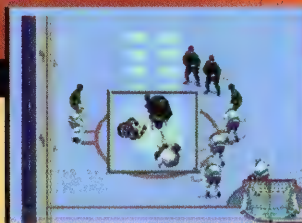
Preview

Cart Size:
16 Meg
Style:
1-Player

Strategy/Hockey

Created by:
Sega

Available:
February



NHL All-Star Hockey '95 – Sega

Sega introduces their first hockey game for the Sega Sports line. This game has all 26 teams and the entire NHL roster. And for the first time in years, there is a hockey game that has fighting! Take your opposition down with checking, tripping and a fist in the face. This is hockey action the way it's supposed to be.

There may not be a hockey season in '95, but you can have your own on the living room TV. Play an 84 game season, then proceed to the Stanley Cup. Maybe video game hockey will take over professional hockey, and the world will watch kids play vids on TV. That would be really neat.

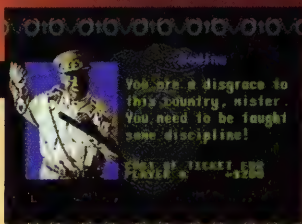
Preview

Cart Size:
16 Meg
Style:
1 or 2-Player

Racing

Created by:
Electronic Arts

Available:
Now



Road Rash 3 – Electronic Arts

An aroma of burnt tires permeates the morning air. The local police are nowhere to be seen. Mixing these two thoughts together, the ultimate fear arises. The games have started again. Road Rash is back, and this time it's global! Travel to the far reaches of Kenya and say "hi" to the Rhinos, or go to Italy and see how

wine is made. All of the character animations have been redone, and additional weapons have been added. New bike upgrades and different playing scenarios are also included. Play as a Repo Man for a nearby bike shop or as a snitch for the cops. *Road Rash 3* is sure to send tingles up your spine.

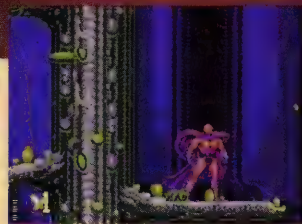
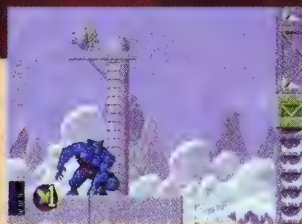
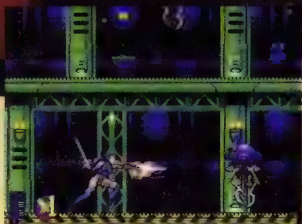
Preview

Cart Size:
16 Meg
Style:
1 or 2-Player

Cooperative
Action/Adventure

Created by:
Sega

Available:
February



X-Men: The Clone Wars – Sega

The X-Men have gone through a lot in the recent Marvel Comic Series. A mysterious villain, Legion, went back in the past and killed Professor X. Once this happened, the world as we know it changed. In this new reality, the X-Men don't exist like they did before. Will this be the last *X-Men* game with the

original cast? *X-Men: The Clone Wars* is the second installment for the X-Men on the Sega. Once again you'll have control of the team, however this time there are twice as many characters, one of which is Magneto. The original villain from the first cart is also here to help the X-Men stop The Clone Wars.

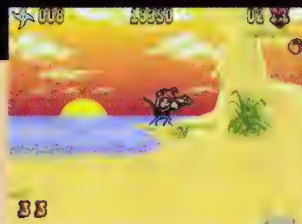
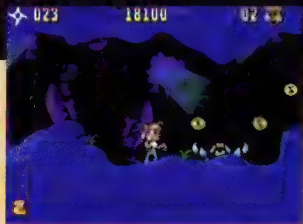
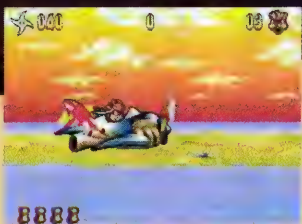
Overall: 7.5

Cart Size:
16 Meg
Style:
1 Player

Action/Platform

Created by:
Iguana
Entertainment for
Sunsoft

Available:
Now



Zero The Kamikaze Squirrel – Sunsoft

Zero first made his video game debut in *Aero-the Acro-Bat*, and some of you may remember him as the dive-bombing killer. Now, he's starring in his own cart. Zero must stop the mighty axe of Jacques LeSheets before he destroys all the trees in the forest. Help Zero stop

the evil threat that the lumberjack forces possess. Jump and dive your way through 7 different scenarios, and pick up helpful shirikens, which allow you to annihilate your foes from a distance. Remember, a hairball in the throat is no reason to quit playing.

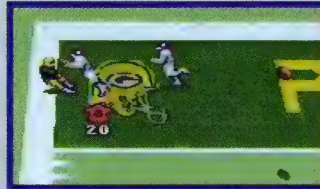


Target practice.

The greatest QB of all time!

Go go go!!!

Interference?!? He didn't touch him!



He's gonna block it!

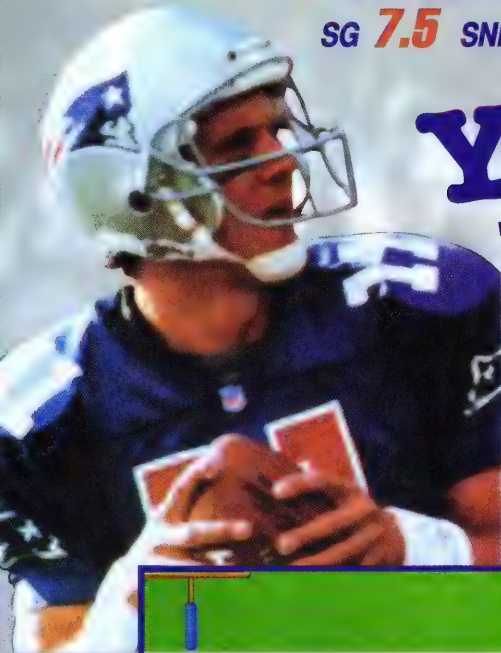
- Cart Size: 24 Meg
- Style: 1-5 Player Sports Simulation
- Special Features: Full Season, Current Teams, Customized Quarterbacks, QB Signature Plays
- Created by: Iguana Entertainment for Acclaim
- Available: Now for Super Nintendo and Genesis

▶ **THE BOTTOM LINE**
SG 7.5 SNES 7.75

This guy gives riveting commentary.



Blindsided!



You've beaten Madden, you've defeated NFL, and now you're looking for a new football challenge. It's time to lace up your shoes, memorize that playbook and lead your team to victory as you join the NFL Quarterback Club from Acclaim. Both versions of this game play very similarly, though there are a few differences. This first thing you'll notice is the presence of more colors in the SNES version. Of course, this should come as no surprise. The joy in sports games, however, comes not from the graphical display but the playability. The SNES version utilizes all six buttons, whereas the Genesis version sticks with the classic three. This does give the player a little more control, but on the other hand it makes the game more complicated than some players enjoy.

NFL QUARTERBACK CLUB

Football Strikes Back!



He could... go... ALL...THE...WAY!!! But he doesn't.



He's open on the cross pattern!



A 3 point win. Everybody DANCE!



Receiver's should expect to get knocked around.



Naked bootleg from the 3 scores for 6.



Roughing the kicker!



Humphries stands strong in the pocket.

SNES



Laid out on the 20.



When I put you down, you STAY down!



#27 gets knocked on his bumper.

GENESIS



He's gonna need some muscle...

...to split through the D!

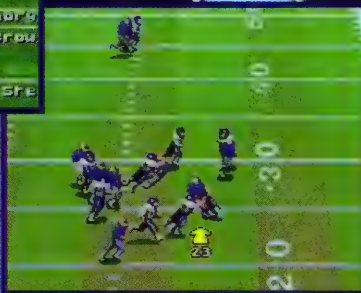


Jumping catch in the End Zone!



Players are judged on speed and accuracy.

Looks like San Diego vs. Pittsburgh in the AFC Final!



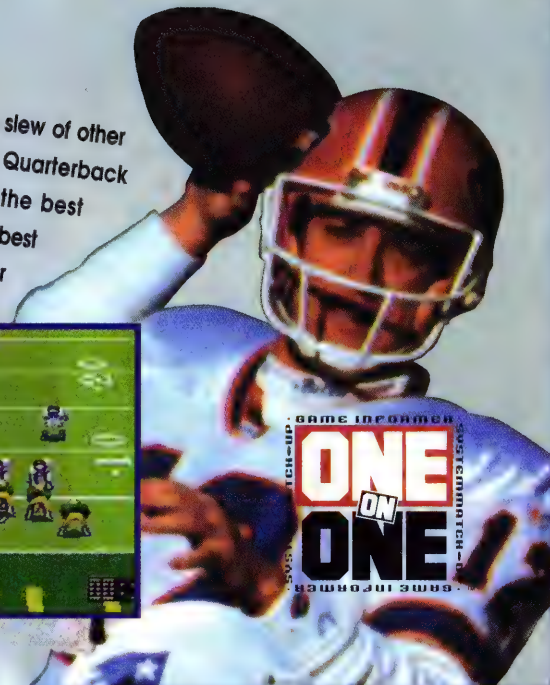
Ooooh! The dreaded Malacci Crunch!

How does this game distinguish itself from the slew of other football carts? The biggest new feature is the Quarterback challenge, where you go head to head with the best quarterbacks in the league to find out who has the best mobility, distance and accuracy. Choose your favorite real quarterback, or use this section to create a customized quarterback. The more you play your custom quarterback, the more his stats will improve. When you think he's tough enough, you can sub him into a real game and amaze your friends with your QB prowess. The custom quarterbacks (up to five) are saved using a new ROM chip technology that replaces the need for a battery. Using this new ASIC chip, your saved QB will stay alive indefinitely.

It's nice to see some more competition in the football cart market. Hopefully we will be seeing yearly installments of QB Club for both systems, with all the improvements and amenities you can pack into a game cart. ■



Green Bay, deep in their own territory.



ANDY, THE GAME HOMBRE

	SG	SNES
Concept:	8	8
Graphics:	8	8.25
Sound:	7	7
Playability:	8.25	8.25
Entertainment:	8.25	8.25
Overall:	8	8

This game has perhaps the best play interface of any of the available footballs. It is missing out on the anyone/anytime/anywhere substitutions that have now become commonplace for video footballs, but it does have QB substitutions. The graphics, though they seem a little small, are well animated and work well for the overall play. Luckily both versions are almost identical. The only difference I can see is in the intros and player pics. Game speed on both could be increased, but overall QB Club is my second favorite Football (just behind Madden)."

ROSS, THE REBEL GAMER

	SG	SNES
Concept:	8	8
Graphics:	7	7.5
Sound:	6	7
Playability:	6.75	8
Entertainment:	7.25	8
Overall:	7	7.75

Acclaim makes another step toward the top of the pile by adding a football game to the list of their greatest games. By adding the quarterback challenge to this game, the concept goes way up. The gameplay is reminiscent of the first Madden game, but graphically, the SNES soars above the Genesis version. The playability and sound on the SNES are slightly better as well. For some reason, the players are larger on the SNES. I think that all the football games out there have a new leader in Quarterback Club."

PAUL, THE PRO PLAYER

	SG	SNES
Concept:	7	7
Graphics:	7.5	8
Sound:	6	6
Playability:	8	8.25
Entertainment:	8	8.5
Overall:	7.25	7.5

What a surprise? I have to admit that I was skeptical that Acclaim would succeed with a football cart. Both versions, although they're not up to the caliber of Madden, have good play control and a number of good features. The custom QB's and QB challenge are cool. Plus, the unique plays in each team's playbook is a nice addition. If you're tired of the Madden series, this is the football game that you should pick."

LOONEY TUNES B-Ball

LOON
SHAKATAKA!

AFTER ANOTHER HARD DAY OF FILMING AN INSTANT CLASSIC, BUGS AND DAFY SET OUT FOR A LITTLE RELAXATION WITH A GAME OF HOOPS. LITTLE DID THEY KNOW THAT SOME OF THE OTHER CAST MEMBERS HAD THE SAME IDEA. THE EIGHT HOOPSTERS DECIDE TO TAKE THE CHALLENGE TO A NEARBY STUDIO LOT THAT HAS BEEN RENOVATED INTO A B-BALL COURT. NOW COMES THE TOUGH PART, DIVVING UP THE TEAMS. AS THE PLAYER, YOU'LL GET TO PICK YOUR CHARACTER AND A PARTNER. PICK WISELY BECAUSE EACH CHARACTER HAS THEIR OWN STRENGTHS AND WEAKNESSES. BESIDES BEING A GOOD SHOOTER OR A MONSTER ON DEFENSE, THE TUNES HAVE THEIR OWN SET OF SPECIAL MOVES AND DUNKS.

IF THE ZANYNESS OF THE GAME ISN'T YOUR CUP OF TEA, DON'T FEAR. SUNSOFT BUILT IN A WACKY METER, WHICH ALLOWS YOU TO TURN OFF THOSE WISE CRACKIN' ANTICS THAT THE LOONEY TUNES DO SO WELL. BLAMO! ONCE AN ODD BALL GAME, NOW A NORMAL GAME OF HOOPS (ONLY WITH A RABBIT AND A DUCK). SOME MIGHT ASK, WHAT'S A LOONEY TUNES GAME WITHOUT ACME PLASTERED ON IT SOMEWHERE? WELL, DURING THE GAME YOU CAN COLLECT GEMS THAT ALLOW YOU TO BUY SPECIAL ACME PLAYS. COLLECT MORE GEMS TO GET MORE PLAYS. HOWEVER, THESE PLAYS ARE ONLY HALF OF THE STORY.

MARVIN THE MARTIAN



SYLVESTER



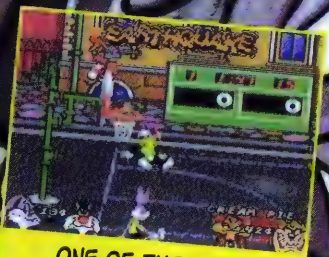
BUGS BLUNNY



WILE E. COYOTE



TAZ



ONE OF THE MANY HIDDEN MOVES.



VISIT EXOTIC LOCATIONS.

02 FINAL STATS		75	
POINTS	80	POINTS	80
REBOUNDS	10	REBOUNDS	10
ASSISTS	10	ASSISTS	10
STEALS	10	STEALS	10
BLOCKS	10	BLOCKS	10
ROBBERIES	10	ROBBERIES	10

STAT-O-RAMA.

- Cart Size: 16 Meg
- Style: 1 to 4-Player Arcade Style Basketball
- Created by: Sunsoft
- Special Features: Code Hunt, Special ACME Play, Tournament Play
- Available: Now for Super NES

YOSEMITE SAM



DAFFY DUCK



NICE TRY.



FLYING BLIND.

ELMER FUDD



▶ THE BOTTOM LINE 8

PAUL, THE PRO PLAYER

Concept: 8.25 "I think the whole NBA Jam thing may have lost its steam, considering Jam came out about a year ago. But Looney Tunes has a bunch of cool features that make it more than just NBA Jam with cartoon guys. The wacky gags and tricks add a bunch of variety to the game. In addition, the unprinted codes you can decipher in the "code finder" is sure to be something others will copy in future games. If you're not burned out on the Jam "thing", Looney Tunes is a fun game to decipher and play."

Graphics: 8

Sound: 8

Playability: 7.5

Entertainment: 8.5

OVERALL:
8.25

RICK, THE VIDEO RANGER

Concept: 8 "How about some hoops Daffy? In your face Bugs! With these immortal words, two-on-two basketball will never be the same. Looney Tunes basketball is basically similar to NBA Jam, but the dunks aren't quite as good. Yosemite Sam, the old West gunfighter, can really light 'em up from the 3-point line. For those who will take the game seriously, defense is nowhere in sight. My kids are going to love this one, and so do I!"

Graphics: 8

Sound: 8

Playability: 7

Entertainment: 7.75

OVERALL:
7.75

ROSS, THE REBEL GAMER

Concept: 7 "If you're wondering what this game is about, it is basically Bugs Bunny and pals meet NBA Jam. Unlike Jam though, this game allows you to use special moves for each player that come right out of some of the cartoons. I found that while playing the game, it was much easier for the computer to get their special moves off than you. This is something that basketball has needed for a long time."

Graphics: 7

Sound: 7.25

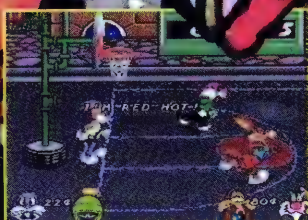
Playability: 7.25

Entertainment: 7.25

OVERALL:
7.5

OTHER MOVES ARE HIDDEN IN THE GAME. ENTERING THESE CODES IS COMPARABLE TO ACCESSING THE SPECIAL MOVES IN SFII. IN THE OPTIONS THERE IS A CODE HUNT SCREEN. INSIDE HERE YOU CAN PRACTICE THE HIDDEN MOVES OR TRY TO FIND MORE TO ADD TO YOUR LIST OF OFF THE WALL MOVES. WHILE PLAYING THE GAME, IF YOU USE A HIDDEN MOVE THE CPU WILL RECOGNIZE IT AND MAY RETALIATE USING THE SAME MOVE LATER IN THE GAME.

THIS MESSAGE GOES OUT TO ALL THE LOON-A-HOLICS IN THE WORLD. TAKE YOUR KNOWLEDGE OF THE LOONEY TUNE UNIVERSE AND ANNIHILATE THE OPPOSITION. TAKE IT TO 'EM WITH AN ATTITUDE. UNTIL NEXT TIME, "THAT'S ALL FOLKS".



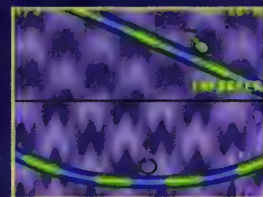
MAKE 3 BASKETS IN A ROW AND BECOME RED HOT.

The world of unicycling may never be the same. Nintendo's *Uniracers* is a combination of all-out racing and skateboarding. This game, using some of the same graphics technology as *Donkey Kong Country*, puts the player on over 40 winding and looping tracks with one sole purpose in mind, victory. Losing is never fun, so you'll need all your gaming skills to conquer *Uniracers*.

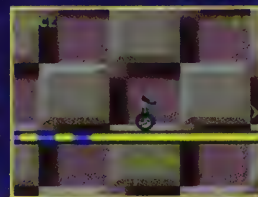
The competition consists of 8 "tours" with 5 courses on each tour. The courses on the tour are made up of 3 different types of tracks: "race", "circuit" and "stunt." The "race" and "circuit" tracks have the same basic rule of getting from start to finish as fast as possible. The only difference is that in a "circuit" you do laps and in the "race," you don't. There is one "stunt" track per tour and the objective is to score points by executing different tricks.

Tricks and stunts are really the name of the game. By doing various rolls, spins and twists during the competition, you'll build up more speed. So on the flats and jumps tricks are the key to fast times. You'll need those fast times to complete all 8 tours on the 3 skill levels. If you are successful in accomplishing that feat, you will be rewarded with some super secret tracks.

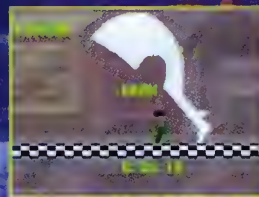
It all could sound easier than it may be in reality, but the only way to tell is to give it a try!



Play head-to-head on the split screen.



When the track turns yellow, JUMP!!

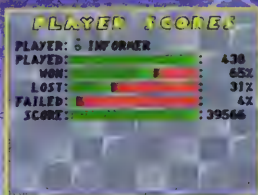


What? I beat 'em by a whole seat!!

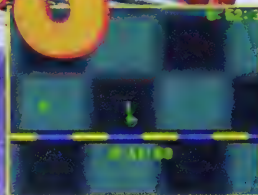
uniracers

- **Cart Size:** 16 Meg
- **Style:** 1 or 2-Player Unicycle Racing
- **Special Features:** 40 Normal Tracks, 3 Skill Levels, Secret Tracks, Battery Back-up For 16 Players, Player Stats And Records.
- **Created by:** DMA Design, Ltd. for Nintendo
- **Available:** Now for Super Nintendo

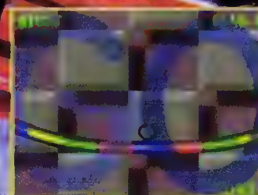
► **THE BOTTOM LINE** **8.5**



Uniracers keeps detailed stats on your performance.



When the track looks like this the finish line is near.



I think it would be a good idea to start now.



Don't get stuck in the purple sludge.



The medal ceremony is always an emotional moment.



There are 8 tours and a Secret Tour after you win all golds.



Name the racers whatever you'd like.

ANDY, THE GAME HOMBRE

Concept: 7 Okay, the graphics aren't that much to look at. And yeah, it's a stupid unicyclo. But, *Uniracers* is a blast to play. The multitudes of tracks and tricks keeps you coming back again and again. Of course, the lack of variation in backgrounds is a little lame, and they should have had some more tricks. But overall, *Uniracers* is a stand-out game that definitely deserves a look, even though it's kind of a Sonic rip-off without the adventures.

OVERALL: **8.5**

ROSS, THE REBEL GAMER

Concept: 8.5 I don't know where Nintendo came up with the idea to use a unicycle in a video game, but I commend them on their choice. From the initial track to the final race, the soundtrack and the graphic content leave you stunned. Although this game looks like it would be unbelievably easy, don't let that fool you. This game is tough. I really like the fact that you can pick up the controller, plug in the cart, and jump right into the races.

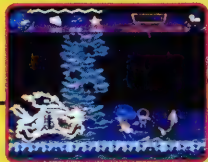
OVERALL: **8.75**

PAUL, THE PRO PLAYER

Concept: 8.25 Who would've think that a unicycle game could be this cool? The graphics aren't all that impressive with the semi-plain backgrounds, but that's a tiny trivial thing. The control and challenge is where this game is at. Like most Nintendo releases, *Uniracers* offers a lot of replay (as you could probably tell if you could see my thumbs). The mix of tricks and stunts will make any fans of skateboarding go crazy. This is a well designed game that is...worth at least a try.

OVERALL: **8.5**

Kitty Litter!



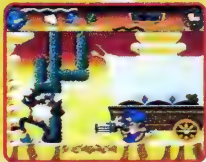
WHAT A SHOCK!



SPLIT PERSONALITY?!!



ONE SHISH KABOB, COMIN' UP!



IS THIS LOADED?



MATT GROENING

They fight, and bite, they fight and bite and fight!
 Get ready as Itchy & Scratchy slice, dice, crash and bash their way into your home. This cat's gonna need more than nine lives to survive bazookas, grenades, chain saws and flame throwers. There's more than one way to skin a cat...
 So, are you mouse enough!!!!???



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- **Cart Size:** 16 Meg
- **Style:** 1 or 2-Player Flight Simulator
- **Special Features:** 4 Types of Combat, Split-Screen Mode 7, Play as The Americans or the Japanese

JOIN THE AIR BATTLES OF WORLD WAR II

CARRIER ACES

- **Levels:** 7 Campaigns
- **Created by:** Synergistic Software for GameTek, Inc.
- **Available:** Now for Super Nintendo

▶ **THE BOTTOM LINE** 7.25

Late in the year of 1943, the American forces have become deeply involved in World War II. After the bombing of Pearl Harbor, the Americans engage in battle with the Japanese in the South Pacific. Join either side

of the battle in *Carrier Aces* from GameTek. No matter which side you choose to fight, American or Japanese, you will begin numerous battles for seven strategic island locations and air and water superiority.

Go into battle with your entire air force on an aircraft carrier and join the dogfights over the sea. You can also perform bombing runs on either land bases or seagoing vessels, drop torpedoes into the water to take out

enemy ships, or go in with guns ablaze in strafing missions against enemy strongholds. Before each mission, you will choose from 4 types of fighter planes, 2 types of bombers, or 2 types of torpedo carrying planes. Then take to the sky and try to shoot down the bogeys. If you lose all of your planes, you will need to defend your stronghold with 2 types of anti-aircraft guns and vice versa.

The islands are ripe for the plucking, but do you have the guts of a World War II ace? If you don't, the tide could turn to the other side and all could be lost. ☹

THE WARPLANES OF WWII



The American Warbirds

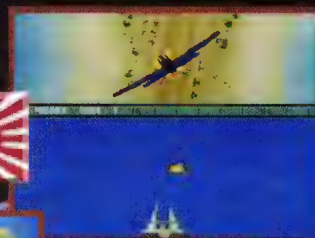


WILDCAT

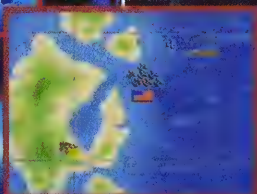
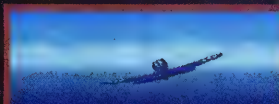


AGMS ZERO

The Japanese Warbirds



Nice shootin' flyboy!



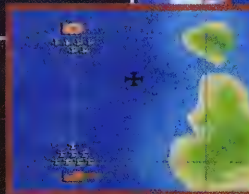
Mission complete, now let's head for home.



HELLCAT



AGMZ ZERO

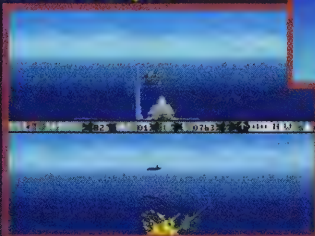


Six bogeys on intercept course, let's take 'em out!



I'm hit! I'm hit!

He's hit. Now track him down and finish the job.



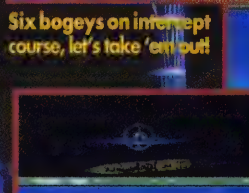
I'm gain' in. Torpedo away!



AVENGER

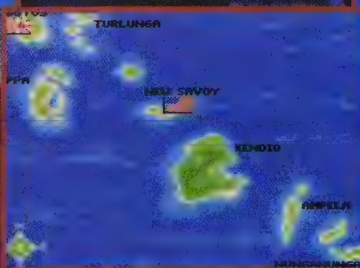


KATE



Fly in and drop your torpedo into the water.

When you are flying the Avenger or the Dauntless, you will have a tail-gunner to take out the bogeys shadowing you.



The enemy might have won Baguvas, but they didn't win the war.

Before you drop the bomb, be sure that you are going to hit the target.



After some missions you will need to land your remaining aircraft on the carrier.

ANDY, THE GAME HOWAR

Concept: 8 "Although this game is a little slim on strategy, it does have some good battle sequences. It seems a little repetitive (since each mission is a mix-and-match of the five different fighting scenes), but the idea is unique to cartridges and makes for a fun experience. This game could have used a couple more missions, but if you like the thrill of the hunt, this game definitely has the right mix for any fly-boy."

Graphics: 7.25

Sound: 7

Playability: 7.75

Entertainment: 7

OVERALL: 7.5

RICK, THE VIDEO RANGER

Concept: 7 "First of all, let me say that I'm not much of a flight sim fan. Those of you who are will find some things to like about *Carrier Aces*. Variety is the word. *Carrier Aces* has a great selection of planes and weapons to use. There are many missions to fly. Before you can beat this game, you will have to achieve skills in many aspects of actual combat. The play is complicated but realistic. There are a couple of flaws including some muffled voices and merely average graphics. The challenge and skills to master will keep flight sim aficionados coming back to *Carrier Aces*."

Graphics: 6.5

Sound: 6

Playability: 6

Entertainment: 6.5

OVERALL: 6.5

PAUL, THE PRO PLAYER

Concept: 7.5 "This game is a lot like *Top Gun II* for NES, except with better graphics and a wider array of missions. The two-player dog-fights are fun, but I wish the split screen wasn't always there in the one-player mode. If you're into military flying games, *Carrier Aces* ranks near the top. It's better than *Wings: Aces High*, but not quite as good (graphically) as *Turn & Burn*."

Graphics: 7.5

Sound: 8

Playability: 8

Entertainment: 8

OVERALL: 7.5

SUPER BOMBERMAN 2

- **Cart Size:** 8 Meg
- **Style:** 1 to 4-Player Puzzle/Strategy
- **Special Features:** Password Save and 4-Player Capability
- **Levels:** 5 Worlds With Seven Stages, Plus 10 Battle Mode Levels
- **Created by:** Hudson Soft
- **Available:** Now For Super NES

▶ THE BOTTOM LINE **7.75**

It's fun to blow things up, and in *Super Bomberman 2*, it's a matter of survival. A strange spacecraft is hovering above Earth, terrorizing the citizens, and creating an overall feeling of doom within the population. The only person who can remove this threat is the little guy with a massive stockpile of gunpowder. You'll have to be quick with the controller AND quick with your mind if you're going to negotiate your way through all the levels of this game. After you've conquered the computer, invite up to three of your friends over and bomb-battle it out on 10 new and interesting battlefields.

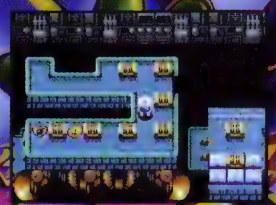
In both the normal game and the battle mode you'll be able to pick up items that will improve your chances of success. Some of the best include the detonator, which lets you hit a button when you want your bombs to explode, the floater, which allows you to step over barriers that you'd otherwise have to destroy, and the gauntlet, which lets you carry and throw your bombs where you please. In the battle mode, there is a skull icon which can be passed to your enemies by touching them (like tag). This has unpredictable effects, such as taking away your ability to drop bombs, slowing you down or speeding you up, and even making you drop bombs automatically (and unexpectedly). In addition, when you win a match in battle mode, you'll get to spin the roulette wheel, giving you a random power that will last throughout the next match.

The intricate levels and wide variety of power-ups make *Super Bomberman 2* a joy to play. It is no wonder that this powder packin' game won Best Puzzle/Strategy Game of 1994.

- Extra Bomb
- Increased Fire Power
- Speed Up
- Throw Bombs
- Kick Bombs
- Spiked Bombs
- Detonator
- Can Walk Over Obstacles
- Extra Hit Point
- Extra Life
- Bonus Points



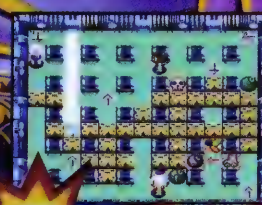
Springs can bounce you onto unreachable places.



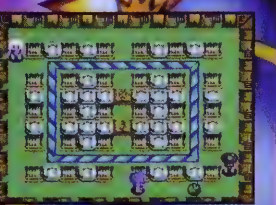
Grab the items and move to the next platform



Drop a bomb in the furnace and WATCH OUT!



The battlefields are varied and unique.



- Power Bomb
- Bouncy Bombs
- Full Flame Bombs
- Skull Icon

ANDY, THE GAME HOMBRE

Concept: 8 "The Bomberman series has been an instant classic since its inception on the Turbo. Although this game only takes a marginal step forward, the improved bosses and new items make this the perfect party game. If you've got the tap and feel the need to blow up your friends, Bomberman 2 is the medicine you've been looking for."

Graphics: 8

Sound: 8

Playability: 9

Entertainment: 9

OVERALL:
8.5

RICK, THE VIDEO RANGER

Concept: 8 "Excuse me, but if you have Super Bomberman you just don't need #2."

Graphics: 7 "The thing that makes Super Bomberman so great is the multi-player feature and the chance to kick butt on all your friends. This has not been improved upon in #2. Is this a better game than the original?"

Sound: 8

Playability: 7 "Maybe a little. The one-player story mode gives you something to do when there is no one around to play with. I personally would rather do something else. For me, Bomberman is multi-player or not at all."

Entertainment: 7

OVERALL:
6.5

PAUL, THE PRO PLAYER

Concept: 8 "The normal one-player game is a lot of fun. But SBM2 is at its finest when you're in the battle mode against the computer or your friends. It's a simple concept of blowing the #@! out of the other guy, and it's a blast (no pun intended). This game should appeal to a wide variety of gamers."

Graphics: 7

Sound: 8

Playability: 8

Entertainment: 9 "Bomberman has been around for a long time and hasn't changed a whole lot in his appearance. Although, his head is bigger."

OVERALL:
8

WOLVERINE



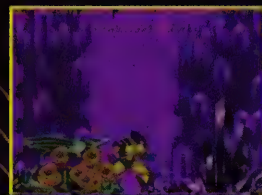
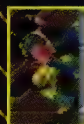
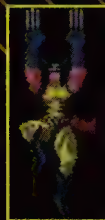
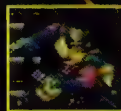
ADAMANTIUM RAGE

Marvel has seen another one of its more popular characters put into a video game, *Wolverine*. Logan (*Wolverine*), one of the *X-Men* mutants under the tutelage of Professor Xavier, has been structurally altered. His skeleton is now made of adamantium, with three retractable adamantium claws on each hand that can shoot out for use through a mental command. This, along with a self healing body, makes *Wolverine* nearly indestructible.

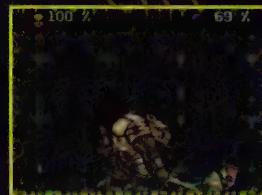
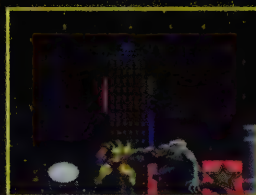
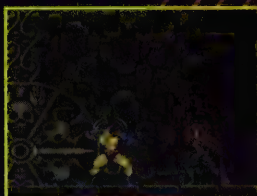
In this action packed cart, *Wolverine* must fight his way through 11 levels of mystery and mazes. Along his adventure, he must confront eight mortal enemies (including the likes of Tri-Fussion, Lady Deathstrike, Bloodscream, Cyber, and Fugue) as he tries to decipher the mysterious information he received on the computer back at the X-Men Mansion.

Join our hero as he attempts to unravel the mystery that lies before him. Logan possesses a brave soul and quick hands, but will they be enough to get him through the mission ahead? We will soon find out.

Our Hero



Attack his neck, and the dragon is no match for Wolverine.



Ngh. Can't.... stop..... the spinning..... in my..... head!

Man, you are the ugliest creature I have ever seen!

The final fight may put Wolverine on his butt if you're not careful.



You call those claws?



Fools! You're no match for me.

▶ THE BOTTOM LINE 5.5

- **Cart Size:** 16 Meg
- **Style:** 1-Player Action/Platform
- **Special Features:** Password Continues, Three Difficulty Levels, Five Unique Wolverine Attacks
- **Levels:** 11
- **Created by:** Bits Corporation For LJN, Ltd/Acclaim
- **Available:** Now for Super Nintendo

ANDY, THE GAME HOMER

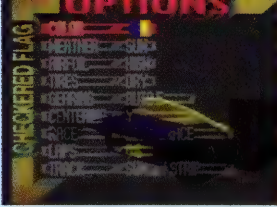
Concept: 7 "Acclaim avoided sending us this game, and I can tell you why. This game really stinks and there is no good reason why it should. The graphics and animation are very well executed. Wolverine moves well and has a ton of cool moves, but his interaction with the other objects and enemies is horrible. Absolutely horrible! Maybe rent this one if you like Wolverine, but otherwise I would try to avoid it like the plague."
OVERALL: 4.5

RUSS, THE NEEL GAMER

Concept: 7 "Although *Wolverine* hasn't hit the 16-bit market on his own, you can find him in a number of games with his teammates. This game plays like a tank, but is graphically pleasing. I am beginning to believe that Marvel's standards have dropped, and that they will allow someone to make a game with one of their characters without looking at it. Unless you are a huge, and I mean huge, fan of the *X-Men/Wolverine*, you might want to pass this one up."
OVERALL: 6.25

PAUL, THE PRO PLAYER

Concept: 6 "Acclaim doesn't have a good history with *X-Men* games. OK, *Spiderman / X-Men* is decent, but going way back to *X-Men* for NES, Acclaim's *X-Men* games have all basically stunk. *Wolverine* looks fantastic and the characters are large and well-animated, but there's something with the control and/or programming that makes the execution of the attacks difficult. It's a decent game, but not nearly as good as the *X-Men* by Capcom."
OVERALL: 6



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.

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

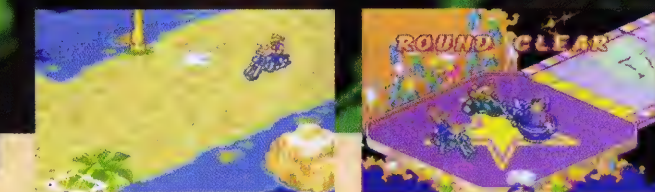
Overall: 7

Cart Size:
16 Meg

Style:
1 or 2-Player
Motorcycle Racing

Created by:
Konami

Available:
Now



Biker Mice from Mars – Konami

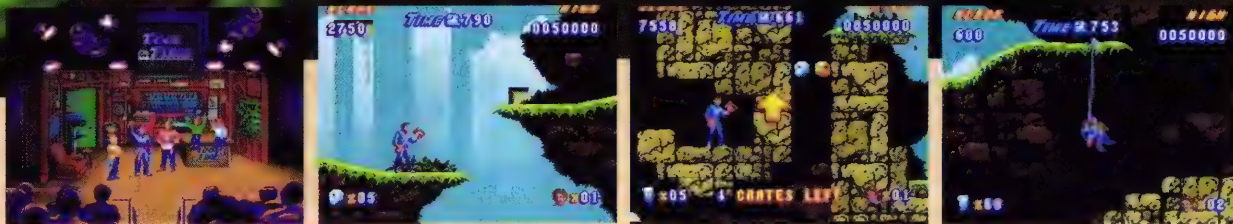
Those rodent stars of comics and cartoons hit the video game kingdom with what else? A racing game! Each of the six mice have different bikes, different special turns, and different weapons. As you race, you'll earn money which can be used to soup up your bike and smoke the competition. Multiple tracks, password saves, and a split-screen 2-player mode are a few of the features that make this game fun to play.

Overall: 5

Cart Size:
12 Meg
Style:
1-Player
Action/Platform

Created by:
Absolute

Available:
Now



Home Improvement – Absolute

The sometimes clumsy but always lovable Tim "The Tool Man" Taylor has been honored with a new line of Binford power tools named after him. Unfortunately, the tools have been broken into pieces and scattered around the studio lot where Tim tapes Tool Time. You'll have to help Tim use his arsenal of tools to

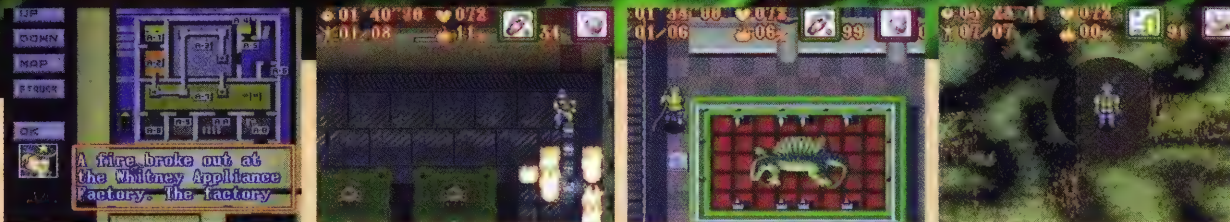
find off berserk props from the other sets and find the crates which contain the precious new tools. This game is challenging and frustrating, and will take a lot of practice if you're going to make it all the way to the end.

Overall: 7

Cart Size:
8 Meg
Style:
1-Player Fire -
Fighting Simulator

Created by:
Jaleco

Available:
Now



Ignition Factor – Jaleco

The alarm bell's ringing awakes you from a peaceful slumber. Grabbing your red helmet and yellow coat you rush through a quick briefing and then run into a burning building. It's just another day in your life when you play Ignition Factor from

Jaleco. Rescue hysterical civilians trapped by the encroaching flames. Save objects of importance and discover the causes of "questionable" fires. This is an interesting and unique game. Remember, you don't fight fire with fire, you fight it with your mind.

Overall: 8

Cart Size:
8 Meg
Style:
1-Player
Puzzle/Strategy

Created by:
DMA for
Psychosis

Available:
Now



Lemmings 2: The Tribes – Psychosis

If you were a fan of the first Lemmings, you'll flip your wig when you see this one. There are twelve "Tribes" of Lemmings and each has ten different levels you must negotiate. The "skills" vary from tribe to tribe, and there almost 50 different skills in all. Instead of just diggers and builders, you'll choose from sand pourers,

ropers, pole vaulters, kayakers, flame throwers, and the list goes on and on. A save feature eliminates needless repetition. This game promises to keep you fascinated for hours, and is a good sequel to one of the most addictive game concepts ever designed. However, I wouldn't play this one without a mouse.

Overall: 5

Cart Size:

8 Meg

Style:

1 to 4-Player

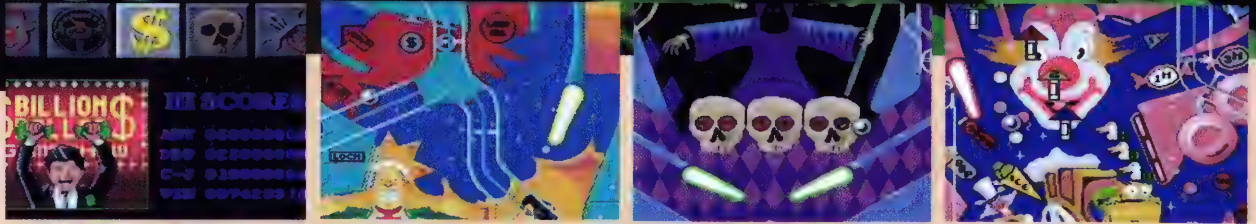
Video Pinball

Created by:

Spidersoft LTD for
GameTek

Available:

Now



Pinball Fantasies - GameTek

Four different tables are packed into this cart, each with different ramps and targets at which to shoot. There is also a feature which lets you lower the angle of the table in order to slow the game down a bit. Even so, it's hard to get excited about video pinball. The physics of pinball can only truly be enjoyed with a genuine

silverball. Also, the fact that the pinball tables are bigger than the screen eliminated the possibility of multiball, first made famous in *PinBot*. If video pinball is your thing, the multiple tables might interest you, otherwise head down to your local arcade and spend the quarters for the real thing.

Preview

Cart Size:

8 Meg

Style:

1 or 2-Player

Soccer

Created by:

Konami

Available:

Now



International Super Star Soccer - Konami

This soccer game may not have all the real players, but it does have plenty of teams to choose from, each modeled after the skill level of the countries' respective team. A training option, scenario mode, International Cup, and

World Series really spruce this game up. The game is well animated with good control. If you're looking for a soccer game and *FIFA* didn't do it for you, you might want to check this one out.

Overall: 6.5

Cart Size:

12 Meg

Style:

1-Player Fishing

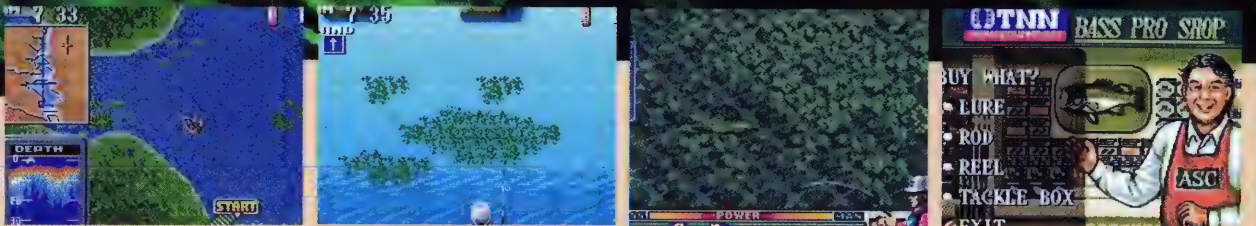
Simulator

Created by:

King Records/
Gaps Inc. for
American Softworks

Available:

Now



TNN Bass Tournament of Champions - American Softworks

Grab your gear, video fishin' gear that is, because there's another bass fishin' game on the market. This game seems to run on the same driver as *Super Black Bass*, and consequently looks very similar. The graphics, however, are not as smooth and clean. You do have the option of buying new gear in the

pro shop, which does give the game some merit. It also gets a little more in depth by allowing different riggings for certain types of lures and a variety of rods and reels. However, it seems that unless you're a big *TNN* fan, you're going to want to check out the competition first.

Overall: 6

Cart Size:

24 Meg

Style:

1 to 4-Player

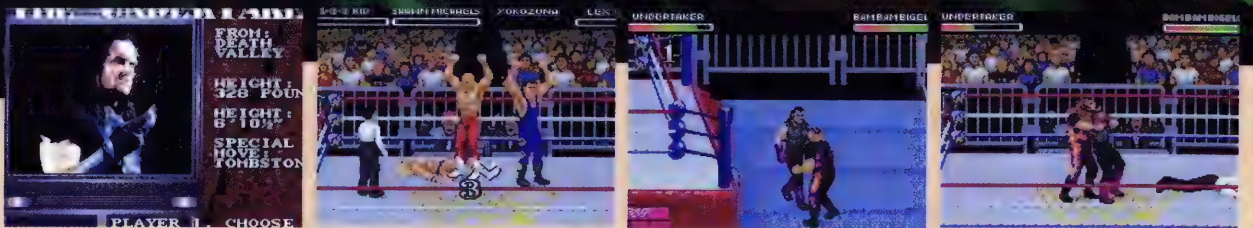
Wrestling

Created by:

Sculptured
Software for LJN

Available:

Now



WWF Raw - LJN

If wrestling games are your thing, *WWF* is going to give you what you need. Choose your wrestler and style of match, then jump in the ring and start hitting those buttons. Do it fast enough and you'll pull off one

of your wrestler's patented mega-moves. This game packs in all the excitement of the *WWF*, except in *WWF Raw*, there's a little more flexibility in the outcome of the matches.

FORTY-TWO FOOT ARMORED RESISTANCE FIGHTER

IRON SOLDIER

- **Cart Size:** 16 Meg
- **Style:** 1-Player First-Person Perspective Mech Combat Simulator
- **Special Features:** Save Feature, Customized Weapon Selection, Advanced Tarso Control Mode
- **Levels:** 16 Missions
- **Created by:** Eclipse for Atari
- **Available:** Now for Jaguar

THESE ITEMS WILL HELP YOU.

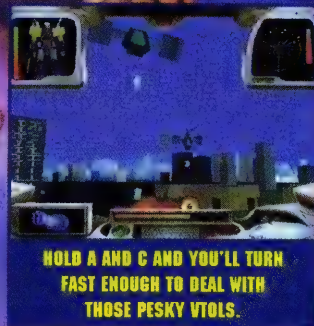


AMMUNITION EXPLOSIVES REPAIR NEW WEAPON

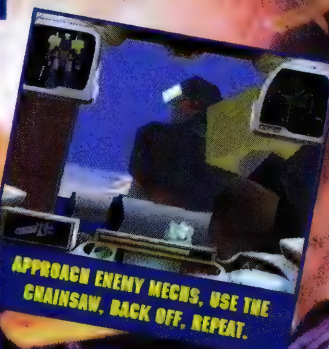
EVER FEEL LIKE THE MAN IS HOLDING YOU DOWN? IN THE FUTURE, THE MAN HAS A NAME: IRON FIST. THIS INDUSTRIAL TYRANNY HAS HELD THE CITIZENS OF EARTH IN CONTROL BY MANUFACTURING WEAPONS OF WAR... TANKS, HELICOPTERS, BOMBERS - YOU NAME IT, THEY BUILD IT. BUT THE STATE OF HUMANITY MAY MOVE FROM TWILIGHT TO NIGHTFALL IF IRON FIST CAN COMPLETE THE MOST MONSTROUS PROJECT YET PROPOSED: THE CREATION OF A 42-FOOT ROBOT WARRIOR NICKNAMED THE IRON SOLDIER. THE GENERAL POPULATION'S FINAL HOPE LIES IN A HANDFUL OF MEN AND WOMEN WHO STILL UNDERSTAND THAT FREEDOM IS WORTH FIGHTING FOR. THEY HAVE MANAGED TO STEAL AN EARLY PROTOTYPE OF THE IRON SOLDIER AND YOU, ALWAYS THE LUCKY ONE, HAVE BEEN CHOSEN TO PILOT IT. THE FATE OF THE WORLD LIES IN YOUR HANDS... DON'T SCREW IT UP.

THIS BATTLETECH STYLE COMBAT SIMULATOR IS ONE OF THE SMOOTHTEST AND MOST REALISTIC GAMES OF ITS KIND. THE POUNDING SOUND OF YOUR OWN MASSIVE FEET ECHOS AROUND YOU AS YOU SQUASH TANKS LIKE ANTS AND SHOOT DOWN HELICOPTERS WITHOUT BATting AN EYE. AS POWERFUL AS YOU ARE, YOU ARE FAR FROM INDESTRUCTIBLE AND IRON FIST IS GOING TO HUNT YOU DOWN WITH EVERYTHING THEY'VE GOT, INCLUDING A FEW MECHS OF THEIR OWN.

AS YOU BATTLE YOUR WAY THROUGH THE 16 MISSIONS, YOU CAN ACQUIRE UP TO 8 ARMAMENTS; INCLUDING A GATLING GUN, GRENADE LAUNCHER, CHAIN CUTTER, AND A GUIDED CRUISE MISSILE. WITH MILLIONS OF COLORS AND DIGITAL SOUND, THIS GAME PROVIDES A MECH SIMULATOR THAT ANY GAMER WILL APPRECIATE.



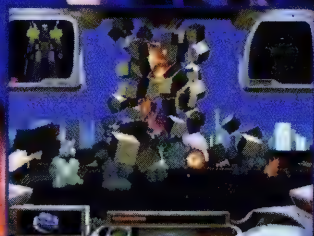
HOLD A AND C AND YOU'LL TURN FAST ENOUGH TO DEAL WITH THOSE PESKY VTOLS.



APPROACH ENEMY MECHS. USE THE CHAINSAW. BACK OFF. REPEAT.



THE CHAIN CUTTER IS A REQUIREMENT FOR HEAVY TANKS.



GRENADES DESTROY ENEMIES AND BUILDINGS ALIKE.



USE BUILDINGS AS COVER AND BLAST THE 'COPTERS WHEN THEY COME AROUND THE CORNER.



IT'S BETTER TO SHOOT OR AVOID MISSILES THAN ABSORB THEM.

► THE BOTTOM LINE **8.75**

Andy, The Game Hombre

Concept: 9 "Iron Soldier is the ultimate mech simulator. Although your mech moves a little slow, the play control works to perfection. You can crush your enemies under your gigantic feet or punch a hole through a building with your fist. And if that's not enough, the first-person perspective cruise missile is awesome. Graphically, Iron Soldier has everything you need to play the game, but unfortunately there aren't enough texture maps to make this game incredible. This is good enough, that if you own a Jag, you need this game."

Graphics: 8.5

Sound: 8.5

Playability: 8.75

Entertainment: 8.25

OVERALL: **8.75**

Paul, The Pro Player

Concept: 8.25 "This is one of the best mech simulations I've played on a cartridge-based system. It almost rivals Mechwarrior for the PC. Although much of the terrain and buildings lack definition, the enemy targets look fantastic as they buzz your head and feet. The ability to look down as you crush a house under your weight is one of the features that makes Iron Soldier fun to play. Add a variety of weapons and the challenge of three skill levels and there's no stopping this game. Brilliant."

Graphics: 8

Sound: 8.5

Playability: 9

Entertainment: 8.5

OVERALL: **9**

Ross, The Rebel Gamer

Concept: 8.5 "It is starting to get to the point where the Jag games that are coming out are getting better and better. Of course, there are only a few of them out there. Iron Soldier goes to the level of a BattleTech style game and beyond. With the use of the Jaguar's controller and its multiple buttons, gameplay gets way in-depth. If there was one war sim that I could have, this would be the one."

Graphics: 8.75

Sound: 8

Playability: 9

Entertainment: 9

OVERALL: **8.5**

KASUMI NINJA

On the mysterious Kasumi Island lies the legendary Dragon Cloud Temple. Here, the most feared ninjas in the world are trained by the Temple's three great elders: Hiei, Kaioh, and Gyaku. For decades the Dragon Cloud Temple existed in perfect balance between good and evil, until Gyaku (who embodies the darker side of human nature) eliminated the other two elders and destroyed the balance of power that had kept the Dragon Cloud Temple shrouded in secrecy, and the portal to the netherworld closed. When the portal opened, Gyaku became possessed by the most powerful demon in the netherworld. Now you must fulfill the prophecy bestowed upon you by the Celestials and close the portal.

To close the portal, you must engage in a tournament with seven of the world's greatest fighters. You can play as either of the two *Kasumi ninjas*, Senzo or Habaki, when the tournament begins. Then, after you defeat each opponent you can use them in any of the rounds that follow. Once you have defeated all of your enemies, the Celestials will give you the key to the gateway leading to Gyaku and the netherworld demon.

This game, like most fighting games, gives each character a number of standard attacks and special moves, plus one finishing move (is there more?). However, where *Kasumi* breaks from the fighting game mold is in the endings. They aren't based on which character you win with, but by which of the four difficulty settings you play on.

Parents will be happy to learn that *Kasumi Ninja* features a changeable Parental Lock-Out Code that they can enter which will lock out the Death Moves. Even though this code is changeable, parents will be glad to know that in order to change the code the players must know the original code that was entered before it can be changed.



- **Port Size:** 15 Meg
- **Players:** 1 or 2-Player Head-To-Head
- **Tournament Fighting**
- **Special Features:** Four Difficulty Settings, Adjustable Gore Settings, and a Parental Lock-Out Code
- **Created by:** Hand Made Software for Atari
- **Available:** Now for Jaguar



Ouch! This lady has some power.



Chugi's fireball is quick and deadly.



Fight Danja in the urban jungle, her home turf.



Habaki uses his ninja magic.



Get ready to fight the first battle with Gyaku!



Use Angus' Kilt of Fire for a long attack.



Death Move: Jungle Slice



Whoa!! You just made Gyaku explode into this!



► THE BOTTOM LINE 4.75

ROSS, THE REBEL GAMER

Concept: 8 "Let me start off by saying that the best feature in this game is the parental lock-out. The programmers really know what being P.C. is all about. As for the rest of the game, I will tell all of you Jag owners that are looking for a good fighting game - keep looking! The graphics in KN are good on the backgrounds but not on the characters themselves. Gameplay is also incredibly slow and mechanical, not to mention that the manual doesn't give you ANY of the characters special moves or death moves! Secrecy is one thing, but this is ridiculous."

Graphics: 6

Sound: 5.25

Playability: 4.75

Entertainment: 4

OVERALL: 4.75

ANDY, THE GAME HOMBRÉ

Concept: 6 "The second this game came into our office I ran to Jaguar and popped it in with all the excitement of a kid in a candy store. The opening screen came up and I chose my fighter...then it happened. The game stunk! This game has all the exciting features you've been looking for, like lame animation and bad play control. Sorry Atari, this game blows!"

Graphics: 4

Sound: 7

Playability: 2

Entertainment: 2

OVERALL: 4.25

PAUL, THE PRO PLAYER

Concept: 3 "It really seems that you don't have a decent game system if you don't have a decent fighting game for that system. Well, I'm sorry to say that

Graphics: 3.75

Sound: 7

Playability: 3

Entertainment: 2

OVERALL: 5.25

Kusumi Ninja is a poor effort. The best things about the game are the backgrounds, blood and the announcer (hilarious). Otherwise this is a poorly animated and horrible playing game. This game won't sit well with fighting fans and I'm utterly disappointed."



Angus MacGreggor shows Thundra there's more than one legendary monster in Scotland.



Danja didn't just leave her heart in San Francisco. Thanks to the nimble Thundra, she left a few pints of blood, too.



Apparently, the West was won with a charbroiling fireball. But wait till you see what Pakawa has up his sleeve.



So you may have to walk with a slight limp. And people might call you "Lefty" or "Stump." All things considered, though, you got off lucky.

It's just the way things go when you play Kasumi Ninja, the first 32-Meg fighting game for the 64-bit Atari Jaguar. Yeah, things get graphic, all right. There are death moves like scalping, kicks that puncture lungs, and enough blood to make a surgeon hurl.

But, unlike other fighting games, there's a point to all this carnage. Beating your opponent means you sharpen your fighting techniques and acquire secret items that will help you through a 3D labyrinth for your final battle with Gyaku, the possessed Ninja elder.

So after you maim Gyaku and butcher whatever else might come your way, you win. Isn't that worth a limb or two?

DIS



Game tips and hints: 1-990-737-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 hour a day. Atari, the Atari logo, Jaguar, the jaguar logo, Kasumi Ninja and the Kasumi Ninja logo are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.



It's a jungle in there. Good thing Danja has the street-brawling skills needed to fight her way out.



The brute strength of Pakawa allows him to bench press even the most ruthless of barbarians.



Senzo feels at home in his 3D texture-mapped shrine. And his morning routine consists of blood aerobics.

HELP, I'VE BEEN MEMBERED AND I CAN'T GET UP.



JAGUAR DO+THE MATH
G 4 - B I T
INTERACTIVE MULTIMEDIA SYSTEM

SAMURAI SHODOWN

- **Cart Size:** CD-ROM
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighting
- **Special Features:** 4 Difficulty Settings, Rage Gauge, Zoom/Scrolling Playfield, Character Weapons
- **Created by:** SNK and Crystal Dynamics
- **Available:** Now for 3DO

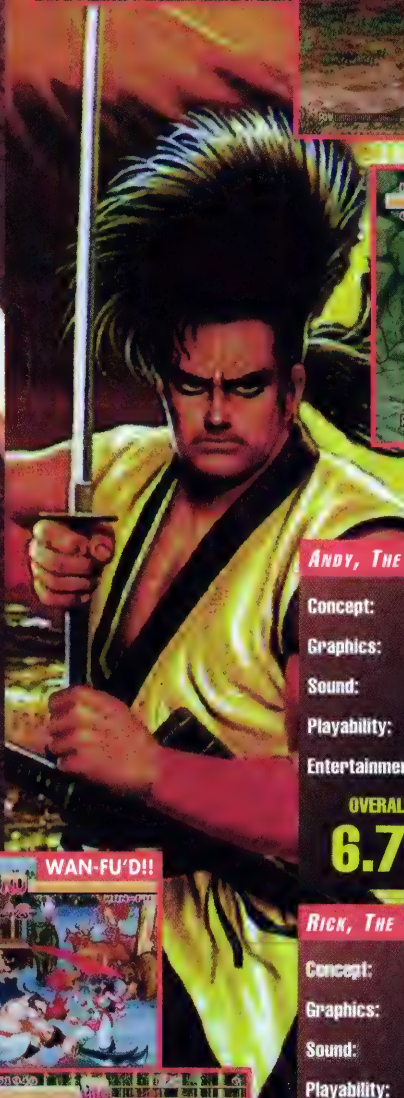
► **THE BOTTOM LINE** **7.75**

Forget about *Super Street Fighter II Turbo*. *Samurai Shodown*, arguably the finest arcade fighting game created, is now on the 3DO. Crystal Dynamics took out all the stops in an attempt to bring all the features and intensity that made this a Neo-Geo Arcade smash.

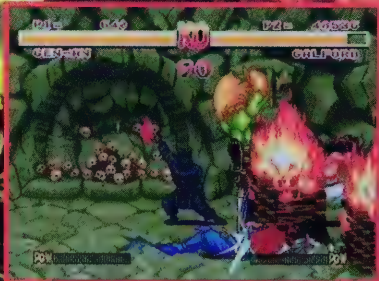
Samurai Shodown (SS) consists of twelve characters and one boss character all equipped with unique and deadly weapons. The weapons are one of the features that separate *SS* from the pack. This is because a weapon can be lost or broken during battle. As you will discover, if you lose your weapon your opponent can inflict serious damage as you scramble to pick up your sword. The "POW" bar or Rage Gauge, a trademark of SNK games, changes throughout the match as it measures each character's rage. The more rage, the more damage inflicted per attack.

The controls, originally in a four-button configuration for Neo-Geo, have been modified to a six button configuration on the 3DO. Weak, medium, or strong slashes are executed with the A, B, or C buttons respectively. Kicks are performed by holding the "R" button and using the three buttons. Not a bad control configuration, but for hard-core fans of the arcade it may take some getting used to.

All in all, *Samurai Shodown* is a fantastic translation of the SNK original. It is a sure fire bet for all those 3DO fighting fanatics. ■



The playfield "zooms" in and out during a fight.



Genan has one of the deadliest throws in the game.

ANDY, THE GAME HOMBRE

Concept: 7 "This game is much needed for the 3DO and it is an excellent one. However, this isn't an exact Neo-Geo translation. The animation is choppy and the sound samples are horrid."

Graphics: 7.25

Sound: 5

Playability: 7.25

Entertainment: 7

OVERALL:
6.75

RICK, THE VIDEO RANGER

Concept: 8 "The arrival of *Samurai Shodown* and *Super SF2 Turbo* marks the arrival of the 3DO in the minds of many fighting game fans. *SS* does not disappoint. The control is a notch below the standards of the arcade, but the graphics are virtually identical. People who appreciate good sound in their games will definitely enjoy this one. *Samurai Shodown* is a huge step forward for 3DO owners who were mostly disappointed with *Way of the Warrior* and the games don't cost \$200 each, like the ones on Neo-Geo."

Graphics: 9.5

Sound: 9

Playability: 8.5

Entertainment: 9

OVERALL:
8.75

PAUL, THE PRO PLAYER

Concept: 8 "*Samurai Shodown* is at the top of my list for arcade fighting games. Crystal Dynamics did a good job of translating the true arcade version, from the zooming screen to the character animations. However, the sound is not as good as I would've expected, and this game desperately needs a six-button controller. Holding down the "R" button for kicks is not that cool. Otherwise, this is a great fighter and can hold its own against *SSF II Turbo*."

Graphics: 8

Sound: 6

Playability: 7

Entertainment: 8.5

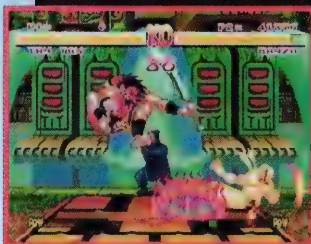
OVERALL:
7.5



WAN-FU'D!!



This version has all the blood, just like the arcade.



Tam-Tam unleashes his fury.



A frustrating screen, but loading is accomplished quickly.



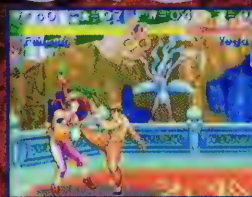
Tap the buttons quickly or you may lose your weapon.

STREET FIGHTER II TURBO

Street Fighter II has entertained the general audience for the last few years. Through the years Capcom has introduced a cast of intriguing characters, and each character has his or her own personality and feelings. Some of us relate to these characters and take on an instant liking to them. Maybe it is the fiery self-esteem of Chun Li or the aggression that Ken displays. Through the years, we all have made our choice and stood by our favorite. Now, *Super Street Fighter II Turbo* introduces even more traits and characteristics for each character, and even a peek at the mysterious Akuma.

For the first time in a *Street Fighter II* game, a character has been hidden, waiting to be discovered. Akuma is a shady character who uses the same fighting style as Ken and Ryu. The relationship between Akuma and the rest of the cast is still up in the air. Besides a new character, every cast member also has a series of new moves and a special Super Move. This new move acts as an independent feature and can only be used when the Super Move Gauge is full. And on a different note, if you were ever wondering what kind of combos you've accomplished, the 3DO version has a combo rating system to let you know just how many times you've hit your opponent in an attack sequence.

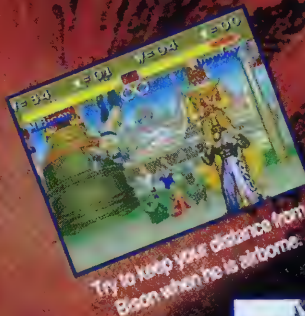
Street Fighter II is the game that started the entire fighting game craze. Yet, it hasn't succumbed to the gore and brutality that has been driving some of the other fighting games. Will the future *Street Fighter* games fold under the pressure to make a game coated in blood, or will they maintain the original brilliance of being just a darn good fighting game?



Take that pretty boy!



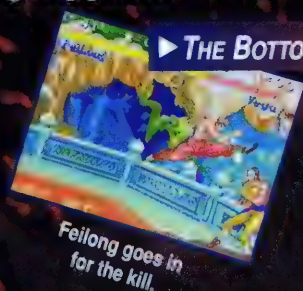
Cammy's deadly leg grip.



Try to keep your distance from Bison when he is airborne.

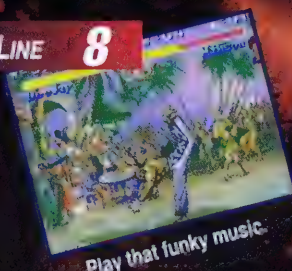


A new arsenal makes Blanka tougher than ever.

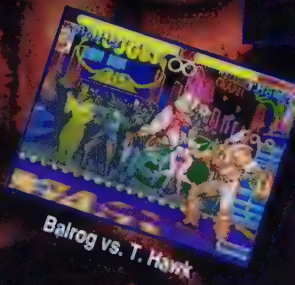


Fei Long goes in for the kill.

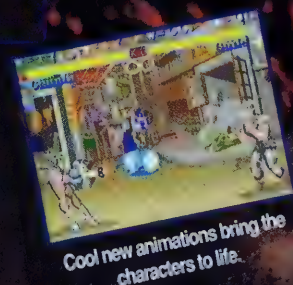
► THE BOTTOM LINE 8



Play that funky music.



Balrog vs. T. Hawk



Cool new animations bring the characters to life.

SPECIAL MOVES



- **Cart Size:** CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** New Animations, Akuma, Unlimited Continues
- **Created by:** Capcom for Panasonic
- **Available:** Now For 3DO

ANDY, THE GAME HOMBRE

Concept: 7 "This game is surprisingly good for the 3DO. The lag times are short and the animation and music are top notch. But as fantastic as this game is, it's too little, too late. If you have 3DO and you're a fighting freak, this a must-have game. But I wouldn't run out and buy a 3DO just to play this game. Overall, it's a perfect translation of the arcade, but how many versions of SFII must we sift through. Give me something new!"

OVERALL:
8.25

ROSS, THE REBEL GAMER

Concept: 5 "I think that there are quite enough SFII games out on the market now that it's on every system and all. Even though the 3DO version is a refresh of all its cousins, I was really surprised with all of the new moves and the Super Moves. Another thing that threw me for a loop was that I don't recall seeing any of the typical 3DO padding nonsense. This game is possibly one of the best fighting games yet on the CD-ROM platform."

OVERALL:
7.5

PAUL, THE PRO PLAYER

Concept: 7 "This is a great platform for SSF II Turbo. It is a superb fighting game in its own right and it should be on the top of the list for fighting games on the 3DO. But one thing to keep in mind is that this game sorely needs the use of the six-button controller. If you want to play this game to its full potential, you'll have to invest in a couple of six-buttons, none of this using the pause button stuff. Overall, this is a fantastic fighting game with the speed, technique and graphics that have made it successful in the arcades."

OVERALL:
8

ETERNAL CHAMPIONS

The Struggle Between Light and Darkness Continues...

- **Cart Size:** CD-ROM
- **Style:** 1 or 2 Player Head-To-Head Tournament Fighting
- **Special Features:** 4 New Characters, 9 Hidden Characters, 15 Tournament Moves, Vendettas, Sudden Deaths, and 3D Rendered CINEKILLS
- **Created by:** Deep Water
- **Available:** February for Sega CD



The Eternal's plan to restore balance to the world has gone awry. His tournament is stuck in a never-ending loop where each time a champion is chosen the battle must begin again. The contest has been corrupted by an outside force. The Dark Eternal, who has only recently made his presence known, has been the Eternal's chaotic counterpart since the creation of humanity. In an effort to thwart the Eternal's scheme, he had hidden four key champions and thus nullified any possible solution to the contest. Now, however, he has taken an active role in the struggle between Good and Evil, perverting a contest of honor and respect into a battle of blood and ego.

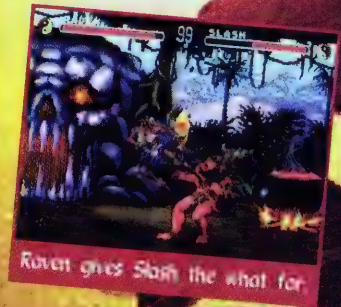
And so we pick up the second installment in the Eternal Champions trilogy. The creators have spiced up the fighting interaction by modeling specific martial arts styles for each character. (It's rumored that many of the programmers actually practice the martial arts the Champions emulate.) The original backgrounds have been improved and seven more have been added (in addition to three new hidden backgrounds). There are four ways to kill an opponent, including: 16 sudden death moves which are related to the background you are fighting in; 16 vendettas which are personal moves for each fighter;



Raven dons her victory garb.



Talk about a migraine.



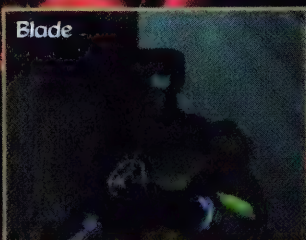
Raven gives Slash the what for.



It's a classic struggle between Good and Evil.



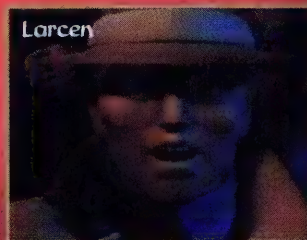
Larcen gives Blast a blast of his own.



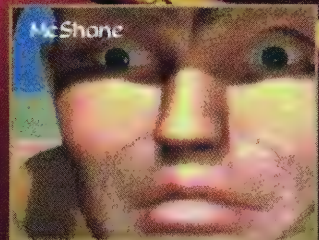
Blade



Jetta



Larcen



McShane



Riptide



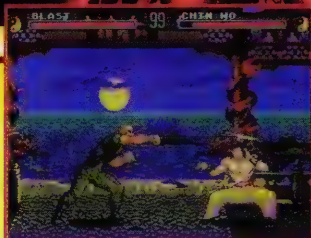
Shadow



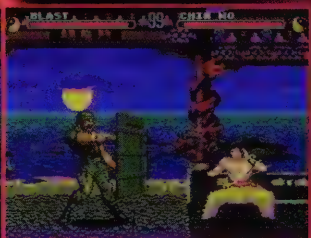
Slash



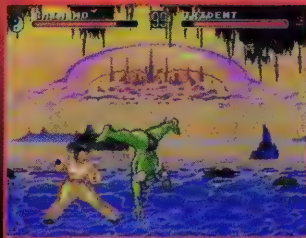
Trident



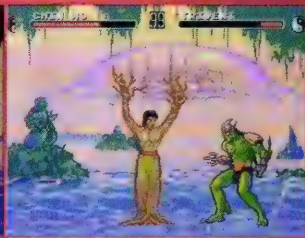
Blast can play offense...



...or defense.



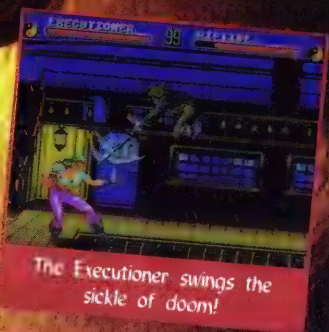
Trident's got a few new tricks...



...but Chin Wo takes root.



The Jackal Mask makes Ramses temporarily invulnerable.

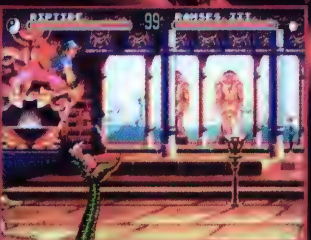
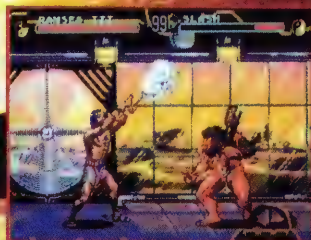


The Executioner swings the sickle of doom!

improved overkills including seven new overkills; and 13 Silicon Graphics 3D rendered CINEKILLS which are shockingly gory.

All of the original characters are back and souped-up with both revised versions of their old moves and new special and skill moves. Along with those champions are four totally new characters. Ramses III is an Egyptian Pharaoh who calls upon the power of the desert gods to assist him. Riptide is a female pirate who has some control over the power of the seas. Raven is a voodoo priestess who can hurt her enemies from a distance by poking pins into a voodoo doll. Finally, a Scottish gambler and western sheriff by the name of Dawson McShane is a rootin' tootin' shoot-'em-up brawler. Nine unique characters have been hidden throughout the game, so don't be surprised if you're suddenly engaged in some fisticuffs with a life-sized chicken.

Eternal Champions appears to be a worthy sequel to its predecessor, and it's a game Sega CD owners should take a look at. With all of the improvements that were packed into this game, it begs the question, "What does Eternal Champions II hold in store for us, and when can I get my hands on it?"



Ramses can call upon the power of light, flame, or the serpent.



Midnight



Ramses II



Raven



Rax

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: 6.5

Cart Size:
CD-ROM

Style:
1-Player
Full Motion
Video Shooter

Created by:
Digital Pictures

Available:
Now

Corpse Killer – Digital Pictures

You are the new Lieutenant in a Special Forces group assigned to drop into a beyond-the-grave war zone on the island of Cay Noir. Your mission is to begin cutting down the zombies that you encounter and bring in the renowned Necrobiologist, Dr. Hellman. Enlist the help of a local Rastafarian fortune hunter, Winston, and a female journalist, Julie, and get the information and weapons you'll need to get the mad Doctor. Listen to them carefully and don't go into any mission without the inside information they can provide. Good luck soldier, and remember Hellman must not continue making zombies out of all these corpses. If he does, the entire island and possibly the world may be in deep trouble.



Overall: 7

Cart Size:
CD-ROM (With
Bonus Disk; Bram
Stoker's Dracula)

Style:
1-Player
Action/Adventure
and Head-to-
Head Fighting

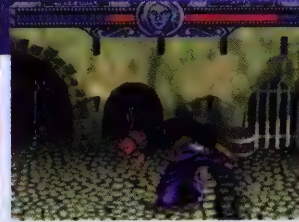
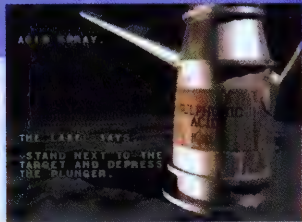
Created by:
Sony Imagesoft

Available:
Now

Mary Shelley's Frankenstein – Sony

Join Victor Frankenstein's greatest creation on a journey to find the reason he was created. As a superhuman and grotesque being, you are both shunned and feared by most living creatures. Your journey will take you into a realm of torture and hatred as you search your way through three different modes of gameplay. The first mode is a type of side-scrolling action/adventure where

picking up items and solving puzzles must be done. Second is a 3/4 view where a form of RPG style is used. Rounding these off is a head-to-head arcade style fighting game. Take a trip through a dense forest, city streets, and even the Arctic ice as you seek what many seek: the meaning of life.



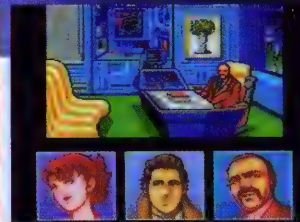
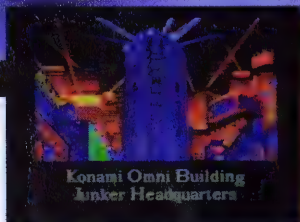
Overall: 8.5

Cart Size:
CD-ROM

Style:
1-Player
Strategy RPG

Created by:
Konami

Available:
Now



Snatcher – Konami

The year is 2047, and life on Earth has changed dramatically since the "Catastrophe" at Chernoton Research Center in 1996. You, Gillian Seed, are a "JUNKER" (Japanese Undercover Neuro-Kinetic Elimination Ranger) and are assigned to hunt down and destroy biooids, called Snatchers, that murder their victims and assume their

form. Armed with a specially designed JUNKER handgun, a personal robot, and a network based Jordan computer, you set off on the adventure of a lifetime. Solve the clues and ask the right questions to finally end the Snatcher's grip on society in Konami's first American game of this caliber.

Overall: 7.75

Cart Size:
CD-ROM

Style:
1 or 2-Player
Driving Shooter

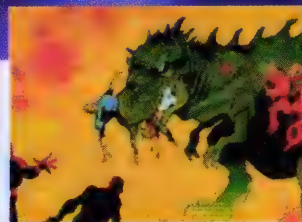
Created by:
Rocket Science

Available:
Now

Cadillacs and Dinosaurs: The Second Cataclysm – Rocket Science

Cadillacs and Dinosaurs? It would seem that those two would never mix, but Earth went through its first Cataclysm in 2020 AD and hundreds of years later time returned to a Xenozoic age. Your people remained buried beneath the surface until recently. Now, huge dinosaurs walk the planet with your people, and the Machinato Vitae

(the balance of nature) is in danger of tilting again. The entire world is about to begin a second and final Cataclysm unless you, Jack Tenrec, and your partner, Hannah Dundee, can drive your Cadillac fast enough to stop it. Time is of the essence Jack. You must return the balance to normal!



THE TIME-WARNER

DRAW DICK VITALE CONTEST

AWESOME BABY!!!!

(AND GAME INFORMER)



All you have to do to win is draw your best likeness of Dickie V. (artistic interpretation welcome) and mail it in by April 31st, 1995, along with your name, address, age, and phone number to:

Game Informer Magazine
 Attn: Draw Dickie V Contest
 10120 West 76th Street
 Eden Prairie, MN 55344

Winners will be chosen based on creativity, accurate likeness, and comedic value. The final judging will be performed by the Game Informer staff. The winning picture will be displayed proudly in the magazine staff room, and in a future issue of Game Informer. Entries portraying extreme violence or raunchy material will not be accepted. Time-Warner, Dick Vitale, and Game Informer are not responsible for illegible or mutilated entries. Artwork will not be returned.

★ WIN BIG PRIZES! ★

Grand Prize (1)

A Dick Vitale autographed prize package which includes:

- 1 Autographed Dick Vitale Basketball
- 1 Autographed version of Dick Vitale's "Awesome, Baby!" College Hoops Sega Genesis Game
- 1 Autographed "Awesome, Baby!" College Hoops Embroidered Hat
- 1 Autographed copy of Dick's new book "Dickie V's Top 40 All Everything Teams"
- 1 Authentic College Jacket
- 1 Authentic College Embroidered Hat
- 1 Authentic Basketball Practice Sweatshirt
- 1 Authentic Basketball Jersey (if available) or Replica Basketball Jersey (Items will bear the college colors and/or logo from a choice of teams listed below)
- 1 Year Subscription to Game Informer
- 1 Game Informer Secret Access T-Shirt

First Prize (5)

- 1 Dick Vitale Basketball
- 1 Dick Vitale "Awesome, Baby!" Embroidered Hat
- 1 Dick Vitale's "Awesome, Baby!" College Hoops Sega Genesis Game
- 1 Dick Vitale Mini Hoop Set
- 1 Dick Vitale T-Shirt
- 1 "Dickie V's Top 40 All Everything Team" Book
- 1 Game Informer Secret Access T-Shirt

Second Prize (10)

- 1 Dick Vitale Hat
- 1 Dick Vitale Mini Hoop Set
- 1 Game Informer Secret Access T-Shirt

Winner must choose a first and second choice of teams from the following list in case of lack of availability of any of the items from the manufacturers.

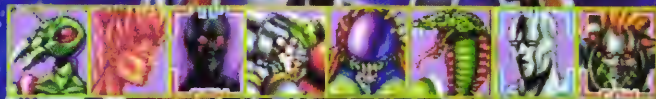
Team choices are: Alabama, Arkansas, Duke, Florida, Florida State, Georgetown, Indiana, Kentucky, Miami, Michigan, North Carolina, Notre Dame, Ohio State, Penn State, Syracuse, Texas A&M, UCLA.



1. There is no purchase necessary to win. Only one entry per person. Prizes are not cash and cannot be transferred. 2. By entering this contest, which contains prizes of value, you agree to abide by the rules and regulations of this contest. 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 on or before April 31, 1995. Winners will be announced by mail by May 31, 1995. 5. Grand Prize (1 prize with a purchase retail value): A Dick Vitale autographed prize package which includes: An autographed Dick Vitale Basketball, an autographed version of Dick Vitale's "Awesome, Baby!" College Hoops Sega Genesis Game, an autographed "Awesome, Baby!" College Hoops Embroidered Hat, an autographed copy of Dick's new book "Dickie V's Top 40 All Everything Teams", 1 Authentic College Jacket, 1 Authentic College Embroidered Hat, 1 Authentic Basketball Practice Sweatshirt, 1 Authentic Basketball Jersey (if available) or Replica Basketball Jersey (Items will bear the college colors and/or logo from a choice of teams listed below), 1 Year Subscription to Game Informer, 1 Game Informer Secret Access T-Shirt. First Prize (5 prizes with a retail value of \$140.00 each): 1 Dick Vitale Basketball, 1 Dick Vitale "Awesome, Baby!" Embroidered Hat, 1 Dick Vitale's "Awesome, Baby!" College Hoops Sega Genesis Game, 1 Dick Vitale Mini Hoop Set, 1 Dick Vitale T-Shirt. Second Prize (10 prizes with a retail value of \$30.00 each): 1 Dick Vitale Hat, 1 Dick Vitale Mini Hoop Set, 1 Game Informer Secret Access T-Shirt. 6. Alternative prizes may not be substituted for prizes of value. 7. Odds of winning are based on the number of entries received. Winners will be notified by phone and/or mail. The grand prize winner's name and photo may appear in a future issue of Game Informer magazine. Winner's entry and acceptance of prize constitutes permission to use their name, photograph, and likeness for advertising and promotion on behalf of Time Warner Interactive, Game Informer, and/or Funco, Inc. without further compensation. 8. This promotion is operated by Time Warner Interactive, Game Informer and Funco, Inc., which are solely responsible for its conduct, organization and awarding of prizes. The offices of Time Warner Interactive, Game Informer, and Funco, Inc., on all matters relating to this promotion are listed. Time Warner Interactive, Game Informer and Funco, Inc., and participating sponsors assume no liability resulting from the sale of the prizes. 9. Employees of Time Warner Interactive, Game Informer and Funco, Inc., and all participating vendors, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible.

COSMIC CARNAGE

BATHE IN THE BLOOD OF YOUR OPPONENTS



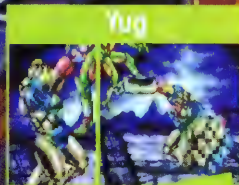
- **Cart Size:** 16 Meg
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighting
- **Special Features:** Special room, Infinite, Unlimited Continues
- **Created by:** Sega of America
- **Available:** Nov. 1994

In an uncharted area of the universe, a galactic prison barge slowly heads for its destination, a celestial mine. This mine will be the prisoner's final transfer, where they will mine until their bones break. However, the inmates of the barge have something else in mind. An unexpected jail break occurs as the crew succumbs to the evil plot of the inmates. The break seems like a successful one, except for the fact that most of the ship's controls were demolished in the fight. The prisoners' only hope of survival is to hijack another ship. Playing possum, they lure a nearby military cruiser. With a last gasp of hope, the barge smashes into the military cruiser and the fugitives make their move.

The collision's impact destroyed all but one escape pod, and left room for only one. Only eight survivors remain (four from each ship). However, all are plotting against one another in hopes of reaching the pod before the cruiser blows. You'll be able to control any one of the 8 characters, all with unique features. The 4 fighters from the cruiser have the luxury of wearing armor that is either light or heavy, or an, intermediate mixture of both. The special moves you get to control depend on the armor the character is wearing. The fugitives will not get the choice of wearing armor.

Cosmic Carnage has a very unique perspective to it. Some of the character's moves actually go into the back and foregrounds, giving the game a realistic trait. Also, when the characters get closer to and farther away from each other, the screen will zoom in and out. If you're into the gorefest that's taken the video game industry by storm, but haven't been able to perform any of the killing moves, *Cosmic Carnage* makes it as easy as possible to kill your foe. Once you've gotten your foe down to the point where it will take a hit or two to kill him, do a move with some impact behind it, and bam! Blood everywhere!

Now, the final question remains, can you get to the escape pod in time? Will you fight the fight and light up the night?



Yug



Zena-Lan



Taimac



Naja



Naruto



Deamon

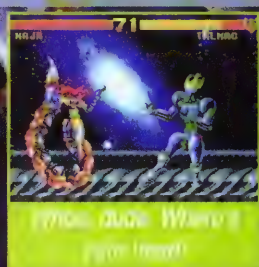


Cylic

▶ THE BOTTOM LINE 4.5



Zoom in, zoom out. That's what it's all about.



Ross, The Rebel Games

- Concept:** 2 "Who would have guessed that one of the first games for the 32x would be a fighting game? I mean it's not like everyone and their grandmothers are making fighters or anything. Not only is it just a fighting game, but it is a bad one as well. The one other thing that I can say about this game, and still have a chance of being printed, is that if you were thinking of buying *Cosmic Carnage*, DON'T."
- Graphics:** 4.5
- Sound:** 5
- Playability:** 4.75
- Entertainment:** 4.25
- OVERALL:** 4.25

Rick, The Video Ranger

- Concept:** 6 "Cosmic Carnage may not be the reason to rush out and buy a 32X, but it is a good reason to wait for Super SF2 Turbo or Mortal 3. I hate to write a negative review of the first fighting game for the system but this game plays so slow and the animation is so weak I have no choice. The only positive thing I find in this game is that they took advantage of the 32X's enhanced color selection. Any magazine can take still pictures of this game and make it look great, but try before you buy."
- Graphics:** 7.5
- Sound:** 7
- Playability:** 4
- Entertainment:** 5
- OVERALL:** 6.75

Park, The Pro Player

- Concept:** 6 "What the heck is this? I thought the 32X is supposed to be the "next level".
- Graphics:** 4 Cosmic Carnage is embarrassing. Yes, I'm embarrassed that Sega is putting this game on the market. It looks thrown together. The poorly done blood and character design are downright disgraceful. Throw in some bad control and even worse sound and you have \$70 worth of nothing. Stick with SSF II or MK II and leave Cosmic Carnage on the shelf."
- Sound:** 3
- Playability:** 4
- Entertainment:** 3
- OVERALL:** 3.5

MOTO CROSS CHAMPIONSHIP

Strap on your helmet and kick-start your bike. *Motocross Championship* for Sega's 32X brings you the thrills and spills of one of the most grueling sports on the planet. Hit the throttle and catch some air, because speed is the name of the game.

Motocross Championship consists of twelve tracks packed with whoop-dee-doos, triple jumps, and plenty-o-dirt. To survive in this world of motors and mud, you must finish each of the twelve races in the top three. It ain't over yet. Next, race the courses on the 250cc bike and then on the Super Bike. It sounds simple, right? Wrong. All of your competitors are gunning for first and will do anything necessary to get into the winners circles. All the racers, as well as you, can under-cut, kick, and punch the other racers into the dirt. It all adds up to a motocross slugfest that is a combination of *Road Rash* and *Quad Challenge*.

Mudslinger! ROW-ROW-POWER!



Go head-to-head in the two player mode!



The thrill of victory... and the agony of defeat.



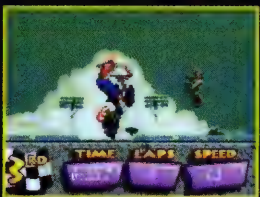
Airborne!



▶ THE BOTTOM LINE **6.75**



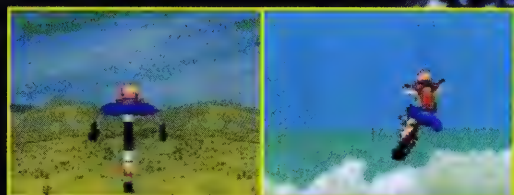
- **Cart Size:** 8 Meg
- **Style:** 1 or 2-Player Motocross Simulation
- **Special Features:** 12 Tracks, 3 Skill Levels, 2-Player Simultaneous, Season or Practice Mode, Password
- **Created by:** Sega of America
- **Available:** Now For 32X



I hope I can land this!



To save time, try to stay to the inside on the turns.



In the air, you can "tweak" the jumps to impress the crowd and earn extra cash.



At the start, hit the throttle and push up.



PAUL, THE PRO PLAYER

Concept: 7 "Many Genesis owners may remember *Quad Challenge*. *Motocross Championship* is about the 32X equivalent, except with more terrain.

Graphics: 7

Sound: 4 Initially, MC is pretty exciting, but after a couple hours, (like *Quad Challenge*), I got bored. It's cool to hit the big jumps and do tricks, but that's about it. Other than that, the whole *Road Rash* battling and fighting is poorly done. I don't even know why it was included. Overall, MC is not a very fun motocross game. Excitebike anyone?"

Playability: 7.5

Entertainment: 4

OVERALL: **6**

ROSS, THE REBEL GAMER

Concept: 9 "The 32X has a total number of titles that you can count on one hand, and two of them happen to be racing games. *Motocross Championship* is the game that I keep saying that someone needed to make. I do wish that the graphics had more 'crispness' to them. That way the tracks would be easier to see. I also think that there could be a few more tricks that your racer could do too. The 32X just got its best game for the system."

Graphics: 7.25

Sound: 7

Playability: 8

Entertainment: 8.25

OVERALL: **8**

ANDY, THE GAME HOMBRE

Concept: 7 "The idea behind this game is great. However, the final product is less than satisfactory for the 32X. There aren't enough animations, the sound is stale, and sprite collision is awful. Overall the game is like *Excitebike* 2000, so it is kinda fun. But *Motocross Champ* is nowhere near the "next level". I realize Sega is in a hurry to make product, but I'm sorry *Motocross Champ* had to be one of its casualties"

Graphics: 6

Sound: 6

Playability: 6

Entertainment: 7

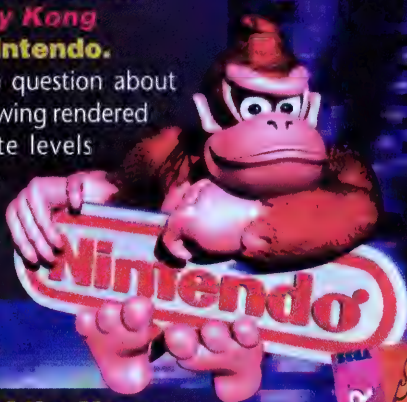
OVERALL: **6.5**

Video Game Awards

We, the staff at *Game Informer*, have been given the privilege of presenting awards in 25 categories to the 1994 games that blew us away. With all these new categories we were able to cover a wide variety of topics and give you a good idea of what was hot in 1994.

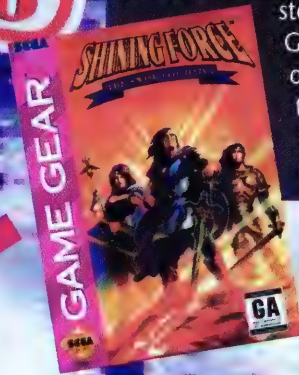
Super NES Game of the Year - *Donkey Kong Country* by Nintendo.

There was just no question about this one. Mind blowing rendered graphics, intricate levels and superb game-play put *DKC* well beyond the competition.



Game Gear Game of the Year - *Shining Force* by Sega.

A role playing game on a hand held? This concept gave *Shining Force* an edge on the other hand held games this year. Remaining true to the story originally seen on Genesis, this game offers more gameplay time than you'd ever thought you'd see on a hand held.



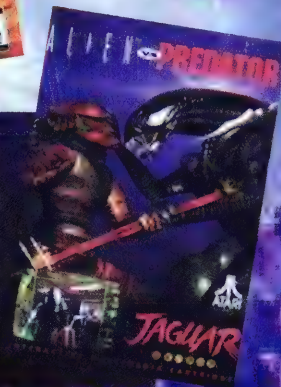
Genesis Game of the Year - *Earthworm Jim* by Playmates.

A hilariously unique character, fabulous sound, and gameplay that will provide a challenge to the seasoned gamer make *EWJ* this year's favorite Genesis game. If there was a category for best use of a cow in a video game, *EWJ* would win that award too.



Jaguar Game of the Year - *Alien vs. Predator* by Atari.

With *Doom*, *Tempest 2000*, and *Iron Soldier*, this category was a tight race. *AVP's* sharp graphics, haunting sound, and the combination of the three scenarios put this game slightly above the others, capturing the crown for Atari.



3DO Game of the Year - *Road Rash* by Electronic Arts.

What a soundtrack! Bands like Soundgarden and Hammerbox added to the amazing graphics and clean gameplay contained in this punch 'em up racing game. Fire up your bikes and hit the road (among other things) with this winner from EA.



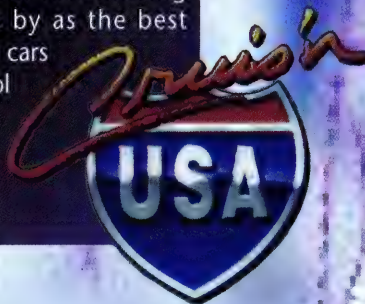
Game Boy Game of the Year - *Donkey Kong* by Nintendo.

A hero on the Super NES, *Donkey Kong* is back to his old tricks, holding Mario's girlfriend captive in this hand held salute to the Arcade game that captured the nation. With the original four levels plus tons you've never seen, Kong takes the Game Boy award back to the jungle.



Arcade Game of the Year - *Cruisin' USA* by Midway/Nintendo

Action packed and loaded with fast moving graphics, *Cruisin' USA* speeds by as the best arcade game of 1994. With seven cars to choose from (including a school bus) and a feature that lets you race again when you win, *Cruisin'* slides by some heavy competition in the Arcade market.



Best Concept in a Video Game
- **Sonic and Knuckles** by Sega

Here's a new game that adds value to your old games with brand new Lock-On technology. This unprecedented reverse compatibility is a fabulous innovation by the people at Sega.

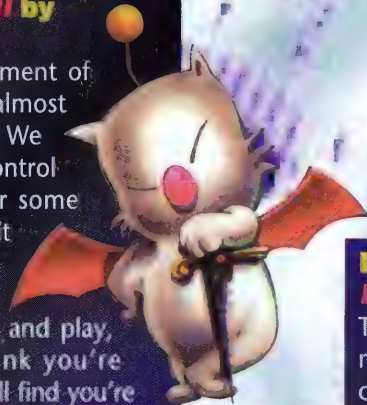


Best Graphics in a Video Game
- **Donkey Kong Country** by Nintendo

Eye popping, fully rendered 3D graphics are all you need to say about this category.

Best Role Playing Game
- **Final Fantasy III** by Squaresoft

The third US installment of the *Final Fantasies* almost ruined the magazine. We were fighting for control of this one, and for some reason whoever had it at home kept getting sick and skipping work. Play and play and play, and when you think you're almost finished, you'll find you're not even close. Pure genius went into this game.



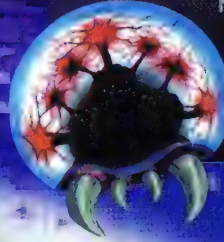
Best Sports Game
- **NBA Live '95** by Electronic Arts

Undoubtedly the best basketball game ever assembled, *NBA Live* is such an improvement over anything else it couldn't help but win this award. Will EA ever be beaten in the sports arena?



Best Action/Adventure
- **Super Metroid** by Nintendo

An amazing update to the incredible NES game, this cart is an action game that plays like an RPG. Multiple weapons to find and so many places to explore create a game with at least 20 hours of straight playtime. Wonderful, simply wonderful.



Best Sound in a Video Game
- **Tempest 2000** by Atari

Television is the retina of the mind's eye. An

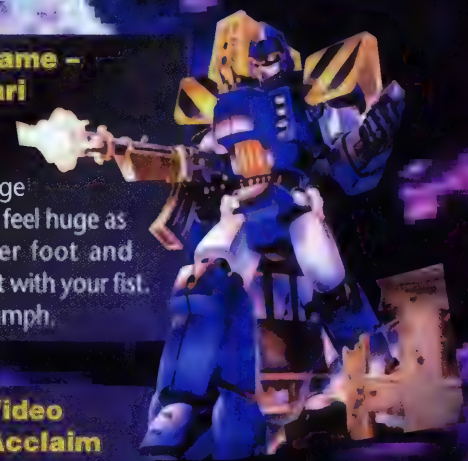
all-time classic gets new life with the sharpest, clearest, most appropriate techno music ever used in a video game. Warning: *Tempest 2000's* music may cause fatal heart palpitations.

Best Shooter Game
- **Tempest 2000** by Atari

Tempest. Two Thousand. The words fit together to bring you 100 levels of web-spinning, power-up, nostalgic action on today's technology.

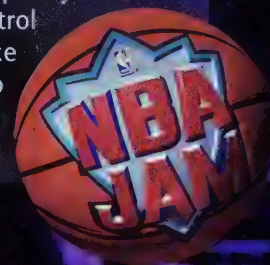
Best Simulation Game
- **Iron Soldier** by Atari

This is the most realistic mech simulator on a console unit. You are huge and the game makes you feel huge as you squash tanks under foot and pound skyscrapers to dust with your fist. *Iron Soldier* is an Atari triumph.



Best Playability in a Video Game
- **NBA Jam** by Acclaim

Four-player capability, plenty of speed, and superb control over your player make *NBA Jam* a pleasure to play again and again and again...





**Best Fighting Game -
Mortal Kombat II by Acclaim**

Lots-o-moves and lots-o-blood make this arcade translation the best fighting game available on the home unit for 1994. Cut off your best friend's head and then buy him a Coke. What could be more fun?

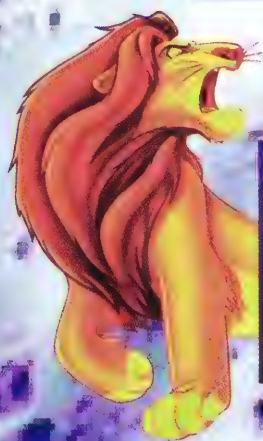
**Best Video Game Accessory -
X-Band Modem by Catapult**

What could add more life to a game than being able to play against a human opponent anytime you want? Nothing can compare to the X-Band modem from Catapult.



**Best Puzzle Game -
Bomberman 2 by Hudson Soft**

Drop your bombs but avoid the blast of this engrossing hit from Hudson Soft. Hours of entertainment give Bomberman the big boom in the puzzle category.



**Best Translation
from the "Big Screen" -
Lion King by Virgin**

The four-legged lion cub matures and grows as you work your way through this picture-perfect translation of the hit Disney movie. Roar!

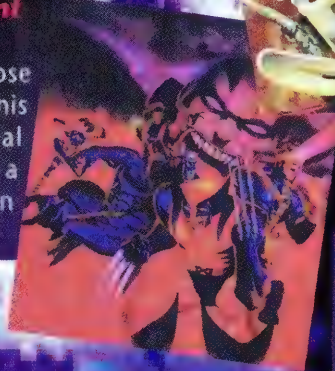
**Sega CD Game of
the Year - Vay by
Working Designs**

A classic RPG loaded with beautifully drawn cinematic animation and humorous storyline. Who could forget the seismic flatulence?



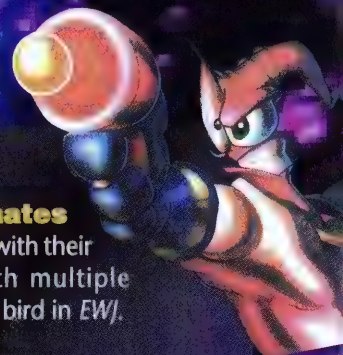
**Best Comic to Video Game
Translation - X-Men: Mutant
Apocalypse by Capcom**

It was the incorporation of those SFII style moves that separated this game from the rest. The special moves gave each character a unique personality with their own strengths and weaknesses. A+



**Best New Character
in a Video Game -
Earthworm Jim by Playmates**

How many worms can whip birds with their bodies? How many speak with multiple accents? The early worm gets the bird in EWJ.



**Best Third Party Developer -
Shiny Entertainment**

Earthworm Jim places these guys on the top of the list. An amazing game that the whole staff respects, this will hopefully be the first of many from the folks at Shiny.



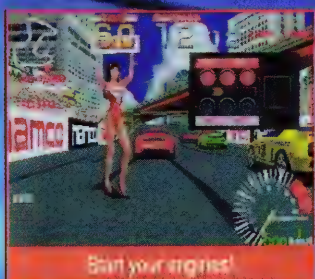
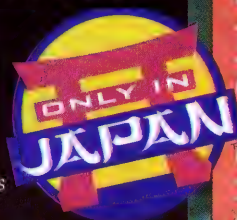
**32X Game of the
Year - Virtua Racing
Deluxe by Sega**

Two new cars, two new tracks and souped-up graphics make this game an improvement over the already impressive Virtua Racing. Virtua VROOOM!

RIDGE RACER

Namco's Arcade Hit
Comes to The PS-X

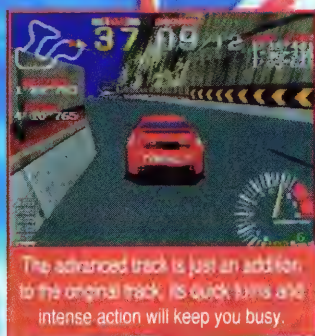
- **Cart Size:** CD-ROM
- **Style:** 1-Player Driving
- **Special Features:** 4 Play Modes Including Novice, Expert, Advanced, and Time Trial; 4 Vehicles; 2 Views; 3 Time Changes Including Morning, Daytime, and Dusk; Automatic Or Manual Transmissions; 4 Secret Backwards Tracks, and 6 CD Tracks
- **Created by:** Namco of Japan
- **Available:** Now for Japanese PlayStation



Start your engines!



Yeeee-hah!!



The advanced track is just an addition to the original track. Its quick turns and intense action will keep you busy.

Choose Your Vehicle



F/A Racing

RT Yellow Solvalou

RT Ryukyu

RT Blue Solvalou

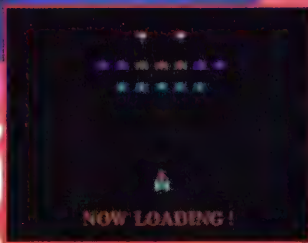
Start your engines and get ready to play the most impressive arcade translation of a driver since Super Monaco GP came out on the Sega. *Ridge Racer*, the game accompanying the Japanese PlayStation (PS-X), is a high speed seat-of-your-pants racer that takes precision driving and nerves of steel to beat its four play modes.

As you complete each of the different races, *Ridge Racer* gets progressively harder and faster. To even have a chance of making it to the finish line you must master the power slide, or countersteer. As you enter each turn you must throw the car sideways to get the front end to swing around the corner. Of course, the second the wheels break from the roadway you'll be out of control until you bring it back. Fail, and you'll be greeted by the barrier at 220 Km/H.

Ridge Racer PS-X wouldn't want you to get bored just playing the same track with the same cars, so it added four different vehicles, each with their own individual style. The F/A Racing car is a well-built vehicle, with a perfect balance of acceleration, handling, grip, and maximum speed. And if you like living on the edge, you can choose your own poison: the RT Ryukyu handles like a dream, the RT Yellow Solvalou takes off like a rocket, and the RT Blue Solvalou can almost break the speed of sound. No matter which car you pick, *Ridge Racer* will have you riding on the edge of your seat through its picturesque landscapes.

The graphics and animation on this game are almost identical to its arcade counterpart. From the helicopters and planes flying overhead to the cross traffic in the adjacent tunnel, you can't get much better than this. Of course, *Ridge Racer* doesn't only assault your eyes, it pounds out ear-splitting tunes and sound effects to drag you deeper into the driving experience.

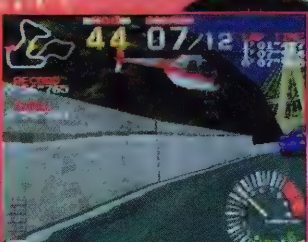
Ridge Racer is the perfect pack-in and really shows what the PS-X is capable of. Luckily, *Ridge Racer PS-X* successfully translated the power slide action that set it apart from the pack. So when the PS-X comes to the States this fall, let's all hope *Ridge Racer* is in the box.



Play a little Galaxian as the game loads.



Watch the traffic, because one big crash and it could be a long race.



The helicopter flies overhead and keeps a constant watch on the track.



Get close, but not too close.



Sliding is a skill that must be mastered.

Virtua Fighter

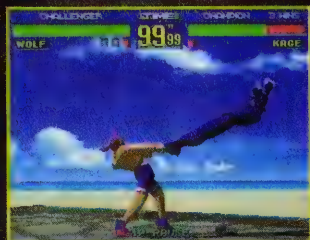
3-D Martial Arts

ONLY IN JAPAN

Wolf Hawkfield



Country: . . . Canada
 Age: 27
 Sex: Male
 Job: Wrestler
 Blood Type: O
 Hobby: . . . Karaoke



Lau Chan



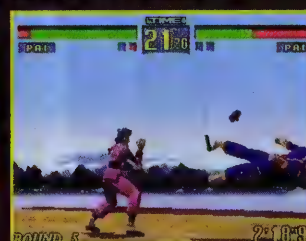
Country: . . . China
 Age: 53
 Sex: Male
 Job: Cook
 Blood Type: B
 Hobby: . . . Chinese Poem



Pai Chan



Country: . . . Hong Kong
 Age: 18
 Sex: Female
 Job: Action Star
 Blood Type: O
 Hobby: . . . Dance

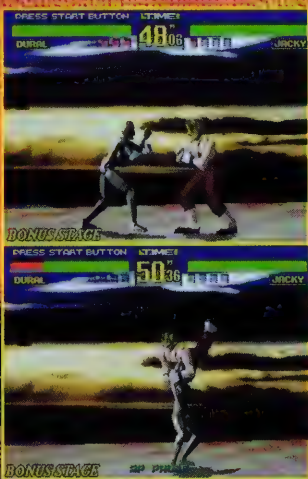


One year ago *Virtua Fighter* took the arcades by storm, changing everyone's thoughts on the fighting genre with a very simple premise - realistic 3D fighting. No blood, no fatalities, just pure martial arts. Now, one year later, *Virtua Fighter* is available for the home with the release of the Japanese Sega Saturn (see Tech Talk Pg. 52), and hopefully, will be the pack-in for the upcoming U.S. release sometime in '95.

Virtua Fighter, based on the same polygon technology as *Virtua Racing*, pits eight martial artists from around the globe in head-to-head fighting on a rotating mat. The object of each match is to either knock your opponent off the mat (no honor), or get the K.O. (honor) by reducing their lifebar. Each character has their own unique fighting style with numerous moves and throws, but don't let the three button configuration fool you. By utilizing numerous joystick and button combinations, *Virtua Fighter* is loaded with a large arsenal of special attacks and combos.

If you haven't seen the arcade version of *Virtua Fighter*, now would be a good time to do it. Although the Saturn version doesn't have as many on-screen polygons as the polygon-based arcade unit (nearly 2,000 on-screen polygons), its use of bit-maps and polygons creates an impressive conversion that should please Sega fans across America when it's released later this year.

The final challenge is against the cybernetic organism Dural.



Kagemaru

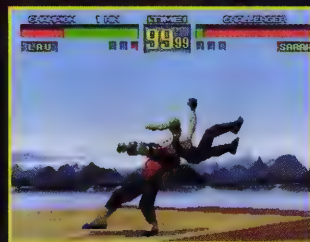
Country: Japan
 Age: 21
 Sex: Male
 Job: Ninja
 Blood Type: B
 Hobby: Mah-jongg



- **Cart Size:** CD-ROM
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighting
- **Special Features:** Manipulation of Over 1,000 On-Screen Polygons Per Second, Records for Vs. Battle (via Saturn's Built-In Battery Back-Up), 1 To 5 Win Match-Ups, 4 Difficulty Levels, Arcade and Vs. Mode, Instant Replay, A Secret Ranking Mode, and Unlimited Continues
- **Created by:** Sega of Japan
- **Available:** Now for Japanese Sega Saturn

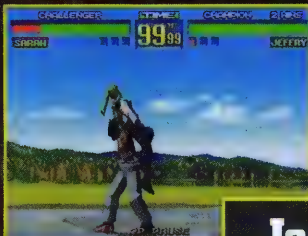
Sarah Bryant

Country: America
 Age: 20
 Sex: Female
 Job: College Student
 Blood Type: AB
 Hobby: Sky Diving



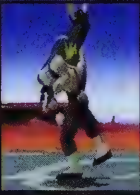
Jeffry Mcwild

Country: Australia
 Age: 36
 Sex: Male
 Job: Fisherman
 Blood Type: A
 Hobby: Reggae Music



Jacky Bryant

Country: America
 Age: 22
 Sex: Male
 Job: Indy Car Driver
 Blood Type: A
 Hobby: Training



AKIRA

Country: Japan
 Age: 25
 Sex: Male
 Job: Kung-Fu Teacher
 Blood Type: O
 Hobby: Kung-Fu



WHAT'S HOT!

News & Rumors From the Video Game Industry

Superman Wins Football Game

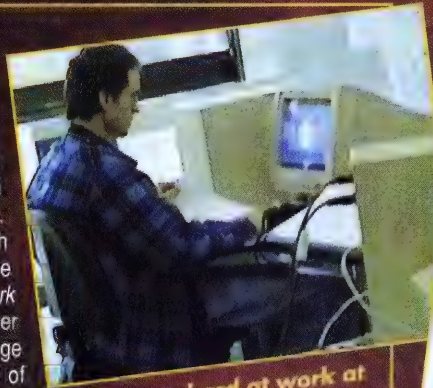
Actors Dean Cain, who plays Superman in ABC's *Lois and Clark*, and Justin Whalin, who plays Jimmy Olson, challenged New York Jets Marcus Turner and Bobby Houston to a friendly game of full contact football. Of course, actors wouldn't play football against professionals unless there was a country's worth of land between them. Luckily Cain and Whalin were in Los Angeles, and Turner and Houston were home in New York as they played *Madden '95* via the **XBAND Video Game Modem and Network**.

So how did REAL football players do on the video network? Well the Daily Planet staff cleaned up 41-12 and 44-18 when the gun was fired at the end of the fourth quarter. Which only goes to show you, just because you're a professional player doesn't mean you know much about football.

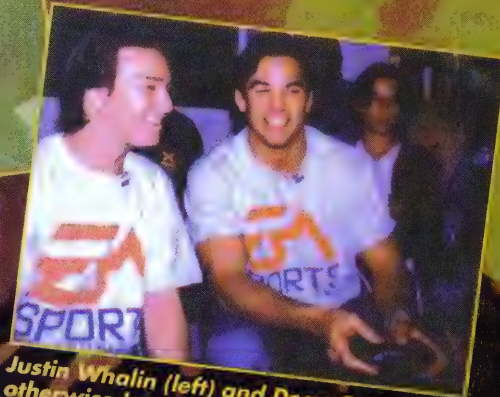
Prepare for the French Invasion

Recently *Game Informer* had the opportunity to visit the City of Lights, Paris, France, and to be one of the first witnesses to the French Invasion. **Infogrames**, a French based company which produces home computer games, has officially announced that it will be starting a U.S. based company, **I-Motion**, to produce games for home console units.

The company is best known for their smashing success with *Alone in the Dark* series. Their first project in the States will be to develop a new driver for the next trilogy of *Alone in the Dark* games, which will be produced for next year's slew of super systems. The new driver will allow players to control and change camera angles as they maneuver around in a 3D world of Lovecraftian horror. If the quality of games is equal to or greater than what was present in the *Alone* series, **I-Motion** will certainly set high standards in the gaming industry.



Infogrames hard at work at the animation station.



Justin Whalin (left) and Dean Cain, otherwise known as the Super Team.

New World Record Set in Minneapolis

On December 10, 1994 a new world record was set in conjunction with **Nintendo's** promotion of *Uniracers*. In the Mall of America, the biggest mall in the country and a great place to be, Minneapolis resident unicycle champion Constance Cotter rode a 16-foot unicycle across the floor of the mall without falling. This record breaking attempt was accompanied by a unicycle stunt and trick team performance to support this new **Nintendo** product. A good time was had by all and the lovable Super Mario was even on hand to shake some hands and spread some cheer.



Look ma, no hands.

Dragons Invade Local Theater

Possibly the most popular role playing game of all time, and certainly the game that began the RPG craze, **Dungeons and Dragons** will soon be a motion picture. Courtney Solomon and John Benitz of **Sweetpea Entertainment** have signed an exclusive and irrevocable licensee agreement from **TSR, Inc.** to produce the first ever live action "Dungeons and Dragons: The Movie."

Solomon, a long-time fan of fantasy and science fiction wanted "to show audiences a fantastic new place...but create characters and a world that would not be foreign to audiences."

Dungeons and Dragons is a game foreign to few, having been around since 1973 with a steady and loyal following ever since. Many people will be expecting a fantastic depiction of their childhood entertainment, and will settle for nothing less than the best.



Only on the Sega Channel

You won't be able to buy the newest compilation of the *Mega Man* series in the store. If you want to play *Mega Man: The Wily Wars*, you'll have to be a subscriber on the **Sega Channel**. **Capcom's** hero will be featured exclusively on the **Sega Channel** as part of this new interactive service's hot game library.

The **Sega Channel** is available now in a few areas of the country, and is priced in the range of most premium subscription cable services.

It's nice to see that decent games will be available through this service, though the exclusivity makes some nervous, as not all gamers will be in areas where the service is available. Remember, 'exclusive' often means that somebody is being excluded.



The Ultra 64 Paradigm

Nintendo announced that an exclusive development contract has been signed with **Paradigm Simulation, Inc.** to develop a three-dimensional game for the Ultra 64 using Paradigm's real-time software technology.

Paradigm Simulation will be working directly with a team headed by Shigeru Miyamoto, creator of the monumental *Donkey Kong* and *Super Mario Bros.* Howard Lincoln, chairman of **Nintendo of America**, was overheard saying, "[Paradigm Simulation is] recognized worldwide as a leader in 3D virtual reality software and consequently will be able to develop a game to maximize the capabilities of the Nintendo Ultra 64 system." The as of yet untitled game is scheduled for release in late 1995.

In other Nintendo News, it looks as though **Virtual Boy** will be the only video game unit which will utilize **Reflection Technology, Inc.**'s virtual display technology, as per an agreement with this company late last year. Reflection Technology was founded in 1987 by a team of MIT scientists to make good on a breakthrough in LED (light emitting diode) technology.

The **Virtual Boy** will combine two of these displays which, when positioned close to the eye, will produce 3D graphics that were previously available only in units costing thousands of dollars. The **Virtual Boy** unit will be available in April, for a price under \$200.



Legal Battle Over Fighting Games Averted by Settlement

Capcom Co., Ltd. of Japan has agreed to settle a copyright suit with **Data East** which dealt with *Street Fighter II* and *Fighter's History*. Capcom had strong evidence that Data East had set out to emulate important elements of *Street Fighter II* in their own game. However, because of the difficulties of enforcing copyright protection for video games under Japanese copyright law, and the fact that sales of *Fighter's History* had not made a significant dent in sales of *SFII*, **Capcom Co. of Japan** decided to avoid a drawn out suit and take the easy settlement. In conjunction with that decision, **Capcom USA** dismissed a suit pending against Data East in San Francisco.

Perhaps the best way to settle this case would have been to have the fighters in each companies' respective games battle it out in a massive brawl. This would have been more in the spirit of the video game way, don't you think?



What's Up With Shaq?

Collector's of **Classic 4 Sport** trading cards found an extra bonus in their packs. One of 25 *Shaq-Fu* trading cards was added to regular trading card packs. The cards featured tips about the game including: 12 "Awesome Character Tip Cards", 12 "Radical Move Cards", and 1 "Way Cool Tip Card." Collect them all and you'll know everything you ever wanted to know about *Shaq-Fu*.

This promotion provided a common bond between regular buyers of **Classic 4 Sport** trading cards and those who own the video masterpiece, *Shaq-Fu*. One should always remember, however, that the ancient art of Shaqido can only be learned through years of practice and meditation, not from a simple card.



Sega Sails into Deep Water

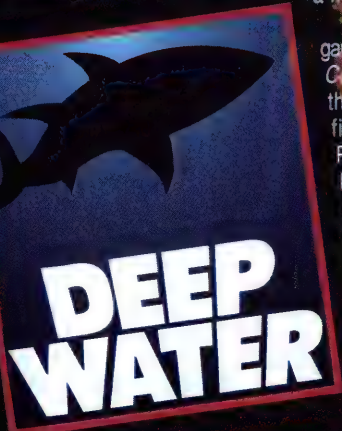
Sega of America has been known for producing quality games for all ages, such as *Sonic the Hedgehog*, *Ristar*, and *Dynomite Headdy*. Sega, however, would like to put out some more mature titles, and keep the Sega name synonymous with family entertainment. Much like Disney did with Touchstone Pictures, **Sega** announced they will begin putting out games under a different heading, *Deep Water*. *Deep Water* games will still have **Sega's** strict measure of quality, but will be geared towards a more mature audience.

The first of the *Deep Water* games, *Eternal Champions Sega CD*, has been previewed in this issue, and is loaded with fine **Sega** gamemanship. Remember, **Sega** titles are like 'G' rated movies, and *Deep Water* titles will be PG-13 to R to (maybe) XXX. Drool...

Silverball "Judgment Day"

Pinball wizards from all over the world are gathering together in New York City to find out who's got the killer wrist when the **Professional and Amateur Pinball Association** present the **PAPA 5 World Pinball Championships**. On February 3-5, 1995, over 1,000 players are competing in 9 divisions for over \$30,000 in cash and prizes.

Although the games used in competition are kept secret until the contest begins, appearances are expected by *Freddy: Nightmare on Elm Street* (**Premier Technology**), *Guns 'n' Roses* (**Sega Pinball**), and *World Cup Soccer* (**Williams Technology**). PAPA Czar Steve Epstein has extended invitations to over 18 countries, and expects a good turnout from the foreign pinballers. "With that much foreign talent in the field, and the strongest American slate ever assembled, PAPA 5 will be a war. I have no idea who'll be left standing; it'll be **Judgment Day**."



TECH TALK™

Hardware & Software

Lightweight Virtual I/O Personal Display System Hits the Streets

In an effort to completely immerse the gamer in a world of his own, **Virtual I/O, Inc.** will introduce a new line of headsets for home and industrial uses. The first unit, called **i-glasses!** will be released early in 1995 and will weigh in at 7 ounces. The glasses will accept inputs from cable television, standard broadcast TV, VCRs, laserdiscs and all the popular console game units. These full-color, LCD display units have stereo speakers built-in to create a world of sound as well as vision.

The **i-glasses!** unit will hit the market with a \$599 price tag, but another unit, the **Gamer!**, will be released later for \$399. These units will provide 3D graphical capability, real time head tracking, and will fit over prescription eyeglasses for those of us who need a little help in the vision department. In addition, the user will still be able to see peripherally and sense the "real" world through the glasses to eliminate feelings of vertigo and motion sickness, finally finding a cure to that nasty virtual vomit.

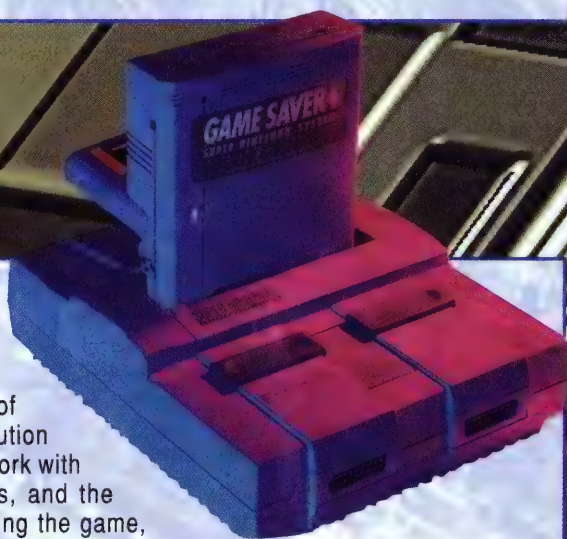


Naki Has a Knack for Useful Products

Game manufacturers are pretty good these days at incorporating battery backups and password saves into their games, but what happens when there is a particularly tricky boss waiting at the end of a monotonous and frustrating level? Well, **NakiTek** has come up with a solution with their new **GameSaver** and **GameSaver Plus**. These products, which work with **Sega** and **Super Nintendo**, plug into the top of these respective units, and the cartridges are plugged into the back of the **GameSaver**. At any point during the game, you can mark your spot in order to resume here if you die, run out of time, or whatever.

Also incorporated into the unit is a true slow-motion feature which goes beyond your standard repeated pause/unpause (which many of us realized wouldn't work with A LOT of games). This new slow-mo feature will allow the music and sound to stay true, giving slow motion gamers a more fulfilling experience.

The **GameSaver** and **GameSaver Plus** will save your position, but the **GameSaver Plus** has a power backup which will continue to save your game as long as the cartridge is plugged into the **GameSaver** unit. The **GameSaver** and **GameSaver Plus** will be released with MSRP's of \$49.99 and \$59.99 respectively.



LaserTrekking Across the USA

Remember **LaserTrek**? It was a great idea with weak equipment. It's the nineties now, and **Heads Up Technology** has developed a new version of this fascinating game, **LaserTrek**. Ideal for play in a theme park or a really big mall, **LaserTrek** can involve up to 24 players in a life or death struggle with harmless beams of light.

Each player wears a polycarbonate vest that has its own microprocessor which coordinates players movement through a central Radio Frequency network. In addition to being able to sense a hit, the vest will flash a strobe and thump the player with a small vibration depending upon where he is hit. In addition, speakers located on the shoulders of the vest will warn a player if he has been hit, or praise him for good shooting. Playing fields are adjustable to create different scenarios, so the action never grows old.

LaserTrek is currently a hit in Japan, boasting over 1500 participants a day at one location, and will be opening in spots across the U.S. shortly. If you're lucky, **LaserTrek** will be coming to a mall near you.



Putting PC Games on the Big Screen

Tired of looking at those incredible PC graphics on a lousy little 13 inch monitor while the big screen TV sits in the living room? Now you can pump up the size of your display without spending thousands of dollars on a high price computer monitor. Your first option comes from the **Dobbs-Stanford Corporation** and their **GRAND Vision Pro**. This unit will output up to 640 x 480 resolution and 16 million colors through a standard RGB or (ideally) S-Video input to your 40-inch television (or 27-inch, or 19, or whatever). This unit is marketed towards the business presenter and serious gamer, and carries a price of \$349 per unit.

For those of us with less money to spend and no need for the multiple video outs, simultaneous microphone audio input, or the ability to use the unit with a laptop computer, **Advanced Digital Systems** is offering the **Game Zapper** at the amazingly low price of \$59. The **Game Zapper** will put out 640 x 480 resolution and 256 colors to a composite or S-Video plug. In addition, **Game Zapper** is being bundled with the PC version of **Doom**, which should be even more devastating when coupled with a huge TV.

Truly, gamers with an inferiority complex about the size of their monitors need no longer feel shame.

New Products for 3DO

A couple of exciting things are happening in the 3DO market this year. The first is the release of the new **GoldStar 3DO Interactive Multiplayer System**. This unit will run software developed for the 3DO technology and provide a little competition to the other 3DO units out there. With a starting price of \$399.99, it should be fun to watch **Panasonic** and **GoldStar** battle it out to top of the 3DO market.

In another development which has a more direct effect on the 3DO gamer, **Panasonic** now has a six-button controller available. Fighting game fans should rejoice, as they will no longer have to use the L and R buttons or even (horrors) the Play/Pause button to punch or kick. The controllers sell for \$29.95 each. The fair way to play of course would be to order two, but if you buy only one you'll have a serious advantage in your home competitions.



Game Boy + Virtual Reality = Virtual Boy!

Feast your eyes on this new super-hot, exclusive, super-pic of the new **Virtual Boy** from **Nintendo**. (Just kidding!)

Just to refresh your memory, **Virtual Boy** is a stand alone, table top unit which will not connect to a TV or monitor. The eyepieces are two high resolution, mirror scanning LED displays run by a RISC-based 32-bit processor. The visual effect will be a 3D image which is red against a black background.

The system will have built-in headphones and a specially designed, double grip controller which will allow for multi-spacial movement.

If everything goes according to plan, **Virtual Boy** should be available here in April. We don't know the exact price of the unit, but as long as the dollar holds strong against the Japanese Yen, expect a unit price of roughly \$200 for the unit and \$50 to \$70 for the game cartridges.

welcome to the next level



In December of 1994, the Japanese game market was taken by storm by the newest **Sega** machine, the **Sega Saturn**. Based around two **Hitachi SH2 32Bit RISC Processors**, the **Saturn** takes **Sega** gaming to the "Next Level" with a double speed CD-ROM with an expansion/RAM cartridge port. The **Saturn** is only available in Japan at this moment, but the unofficial word from **Sega** is that the unit is undergoing modifications to the cartridge port, so that when the European and U.S. version comes out, you will be able to play **32X** cartridges on the **Saturn**.

The origins of the **Saturn** are rather unique. The system, which was finished some time last year, was going into the final planning stages when **Sony** announced their plans for the upcoming **PlayStation**. **Sega**, of course, went straight back to the drawing board to improve the **Saturn** and give it the horsepower it needed to take it to the top of both the Japanese and American markets.

The final product is a sturdy, well-built CD-ROM machine that should do well, even in a 64-bit market. The **Saturn** boasts outstanding effects from its custom built **Yamaha SH1** sound processor (which incorporates an incredible mix of CD audio and digital sound). Game information is stored in the **Saturn's** whopping 16 Megabits of internal RAM, which enables the **Saturn** to download almost entire levels, sound and all, without having to access during gameplay.

Of course, what's a powerful unit without good games? Luckily, **Sega's** got that covered too. The Japanese pack-in is a fantastic version of **Virtua Fighter**, and the upcoming titles include a great mix of new games and arcade conversions including **Clockwork Knight**, **Panzer Dragoon**, and **Daytona USA**.

Unfortunately, we're going to have to wait until sometime in the second half of this year to finally get our hands on the **Saturn** here in the States (unless you're willing to pay some outrageous price for a mail-order import). In the mean time, take a gander at these pictures and watch for future **Saturn** updates in **Game Informer**.

Clockwork Knight by Sega



Daytona USA by Sega



Panzer Dragoon by Sega



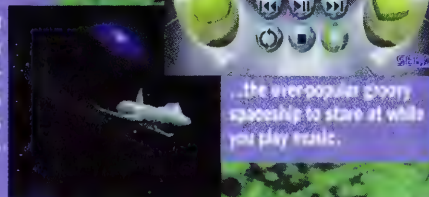
Gale Racer by Sega



Although the Loading Screen is here, it doesn't last long.



The Saturn's CD Player has many innovations including Pitch Shift, Surround Sound, Random, and...



...the ever-popular floppy spacing to stare at while you play music.

peripherals



the sega saturn



EXTRA

specs

Saturn Pack-In

- 1 Saturn Unit
- 1 Virtua Fighter CD
- 1 3-Button Controller (Plus Start)
- 1 Stereo Audio/Video Cable
- 1 Power Cord

Saturn Specifications

- Central Processing Unit (CPU)
- 2 Hitachi SH2 32Bit RISC Processors @ 33 MHz
- Sound:**
- A 15-bit 6850000 @ 11.3 MHz Custom Yamaha SH1 Sound Processor FM, PCM 44.1 KHz Sampling Frequency With 32 voices TSP 1771 5444/24492

Memory:

- VRAM: 12 Megabits
- Main RAM: 16 Megabits
- Local RAM: 512 K
- CD-ROM Buffer: 512 K
- Boot Rom: 512 K
- Battery: 30K

Colors:

- 24Bit Color Pixels with over 16 million Colors and 32,000 On-Screen

Graphic Effects:

- File Shading, Glow Shading, Textures
- Mipmaps, Transparency
- Polygons/Sprites:**
- Customized by VOP 1 Chip coupled with a dual frame buffer, enables Scaling, Rotation, Deformation

Background Scrolling:

- Controlled by VOP 2 Chip, enables 5 layers, and 2 motion planes

Data Storage:

- Double speed CD-ROM with Cartridge Slot

Price:

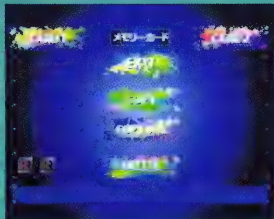
- ¥30,000 (Retail \$399)
- Import Price: Around 1800

sony's first video game machine packs some punch



The PS-X has a standard Issue CD Player with almost no assembly.

You can transfer data from memory card to memory card through this handy prompt.



In the not so distant past **Sony** announced an alliance with **Nintendo** to create a CD player for the **Super NES**. Well business is business, and the deal fell through. **Sony**, of course, was not going to let this stop them from entering the ever-growing (and highly lucrative) video game market. Now they're ready. The **PlayStation (PS-X)** has already been released in Japan, and will see the States sometime this year, maybe as soon as Fall.

The **PlayStation** is powered by a 32-bit RISC R3000 chip that was custom designed by **LSI Logic**. This super-computer-on-a-chip is comprised of three subsystems: the main 32-bit CPU, a 3D geometry engine (GTE), and a high-resolution decompression system (MDEC). The R3000 (with its three subsystems) coupled with an integrated graphics processor (GPU) makes it possible for the **PlayStation** to create high definition graphics at a rate of up to 60 frames per second, or the same frame rate as a standard television.

These integral parts of the **PlayStation** all add up to some amazing stats. The **PlayStation** can generate 1 Megabit, 3D images for up to 360,000 polygons per second, and can move up to 4,000 2D sprites in a single field. Although this may sound like a lot of mumbo jumbo, it's impressive. The **PS-X** version of *Ridge Racer* is outstanding. If not an exact copy of the game with title or no load time. The MDEC decompression system moves the information from the CD to the computer faster than it takes you to realize what's happening.

However, there is one thing that we know is happening. The **PlayStation** is coming to the States. It may take some time, but it's coming. If games like *Ridge Racer* are a shadow of games to come, then **Sony** has great things to look forward to in the video game realm.



specs

PlayStation Pack-In

- | PlayStation Unit
- | Ridge Racer CD
- | 2.5 Meter Controller
- | Play Start and Select
- | Standard Issue ICA Cable
- | Three Game

PlayStation Specifications

- Central Processing Unit (CPU)
- 32 bit RISC R3000 Custom by LSI
- @ 33.8 MHz

Sound:

- Sony Sound Processing Unit (GPU)
- 18, PCM 41.1 (stereo)
- Frequency: 16-24 (KHz)

Memory:

- VRAM: 1 Megabit
- Main RAM: 1.5 Megabit
- Sound RAM: 4 Megabit
- CD-ROM Buffer: 236k

Operating

- System ROM: 4 Megabits

Colors:

- 24-Bit Color with over 16 Million Colors On-Screen

Graphic Effects:

- Texture Mapping, Gouraud Shading

Polygons/Sprites:

- Controlled by Graphics Processing Unit (GPU) Chip coupled with a 3D Geometry Engine Subsystem of R3000 (GTE), that enables Sprite Rendering of 4,000 Polygons per 1/60 second with Rotation, Scaling, and Sprite Deformation

Video Playback Standard:

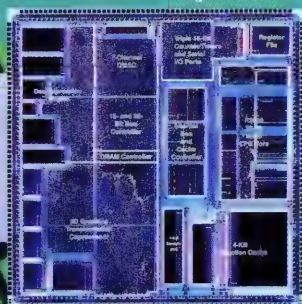
- JPEG

Data Storage:

- Double Speed CD-ROM Drive
- Memory Card (2 slots)

Price:

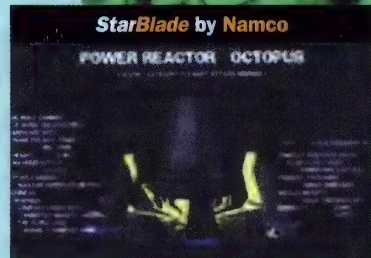
- ¥50,000 (Yen) or \$500
- (Import Price: Around \$900)



The R3000, created by LSI, is the heart of the Sony PlayStation.

the games

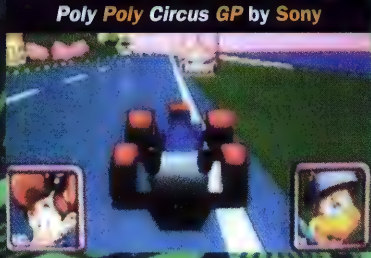
Besides the hundreds of Japanese and American licensees that have already joined the PS-X bandwagon, there are a number of big hitters that have joined the fray including Capcom, Konami, GameTek, Virgin, Taito, and Namco.



StarBlade by Namco



Cyber Sled by Namco

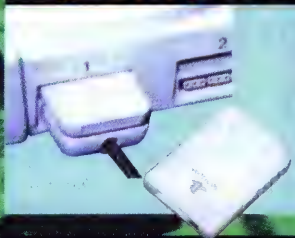


Poly Poly Circus GP by Sony



Bloodstorm (Arcade) by GameTek

peripherals



The PlayStation has two Memory Card Slots above each controller that will enable you to save game data (and take it on the go).

the sony playstation



Play to Perfection:

A GAME MONGER'S STRATEGY GUIDE

RISTAR

The star-faced bowling ball with legs is on a quest to save his world. However, even the mightiest heroes can use some help once in a while. *Game Informer* brings you a strategy guide which will lead you to all the bonus Star Handles and a bunch of extra lives. We've also included some hints on beating the nastiest of the nasty bosses. With all this to aid your journey, you and Ristar should have no trouble saving the solar system.

Level 2-1



- ★ After the world fills up with water, go to the left and jump up on the platform to find the bonus Star Handle.

Level 2: Planet Underbow

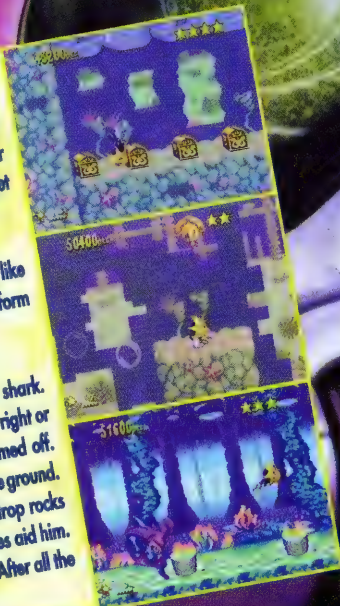
Level 2-2

- ★ Swim down and to the right until you are in a closed-off area with a blue face that releases killer sea horses. Destroy the blue face and swim back to the left. You will be in a room with four chests. Depending on the order you open them, you will get different prizes. Experiment.

- ★ Near the end of the level, when you see the bubbles rising like they did near the first 1-up, jump on them to get to a platform to the right where the secret Star Handle is hidden.

Level 2-Boss

- ★ You'll have to go head-to-head with a hammerhead shark. Watch him in the background. He will zoom off to the right or left and will come out on the same side that he zoomed off. Grab and smash him and he will knock a cork out of the ground. Sometimes he will bang his head on the pillars to drop rocks on you. Avoid them. A platoon of fish will sometimes aid him. Avoid these attacks until he charges at you alone. After all the water is gone, he will be easy pickin's.



Hints:

- ★ Grab and smack all the walls you can. There are often hidden items that will fall and give you life, points, or a 1-up.
- ★ In the bonus areas, if you get the treasure quickly enough you can earn an extra continue which is a great help.
- ★ If you are able to get enough bonus room treasures, you will receive passwords after you beat the game. Two of the four passwords allow you to access a round select and a boss fighting game.

Level 1-1

- ★ To get to the bonus world, defeat the first mini-boss (Snake-hole beast). Swing up the vines and grab the chest. Grab and climb the wall to the left and swing up to the roof. Go to the left, swing around the spiked tree and fall straight down.

Level 1-2

- ★ Go to the top of the tree which is right of the tree with handles that you knock over and use as a bridge. At the top of the tree, grab but don't kill the gray bird that drops bombs. Ride with the bird to the next platform. Another bird will appear from the right. Use the same method to ride to another platform to the right where you can find the bonus Star Handle.

Level 1-Boss

- ★ Simply jump, grab and smash this guy until the scrubbing bubble falls off his back (it takes three hits). Grab the thing that falls off and smash it. Do this three times and the level is yours. Note: Avoid anything the wizard throws at you.

Level 1: Planet Flora



Level 3: Planet Scorch

Level 3-1

- ★ Climb the first set of handholds, and instead of opening the chest, jump off of it to the left and grab and climb the wall above you to the right (this is tricky). At the end of the platform there is a chest with a 1-up.

- ★ You will encounter three pits with fire at the bottom. Use the Star Handle in the third one to fling yourself up and to the right to find the bonus Star Handle.

- ★ Near the end of the level, you will flip down on a few pipes next to a large pipe with spikes on the right side. At the bottom you will see a Star Handle to the right with fire underneath it. Use the Star Handle to fling yourself all the way to the right wall where a 1-up awaits.



Level 3-2

- ★ A short way into this level, you will see a Star Handle over four spots of fire. To the right of this Star Handle is a chest with a silver star. Use the Star Handle to shoot yourself to the ceiling. On a ledge to the right, and near the ceiling there is a chest with a 1-up. To the left is the secret Star Handle. Get the 1-up before you go to the bonus world, as it will appear again after you get back.

Level 3-Boss

- ★ This is the Mole Man. Don't stand in the middle of the screen because he will shoot out of the ground in parts. After this, he may jump down and try and hit you. If he does, try to grab and smack him. Otherwise, he will hover in the upper corner of the screen and throw his claws at you. If you're good, you can grab his claw as it floats back to his body and get close enough to give him a smack. After you hit him twice, the ground will disappear and you will fall. You must grab the mole man as he falls past you. Once you hit him you will land and have to repeat this process. After he loses his armor, give him one last smack to finish him off.



Level 4-1



- ★ When you are bringing the second metronome to the second bird, about halfway through, you will climb a set of whitish green platforms with handles on each side. Climb the first set of these, and on the second set jump off the last one far to the right and grab the handle. Voila, the secret Star Handle.

Level 4: Planet Sonata

Level 4-2

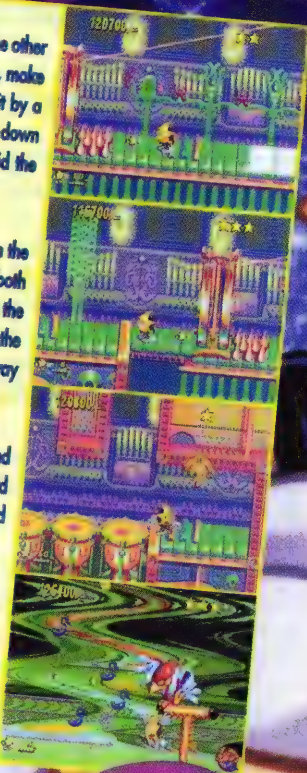
- ★ Ride the handlebars down the wire, but jump off right before it hits the post. Go to the other side and then smack the post. Sometimes a 1-up will appear. A little farther along, make the other handlebars fall down the wire, but jump off right away or you will get hit by a green guy. After the handlebars smack the post, the chest should contain a 1-up. Go down and around, smack the other side of the post, and you should get a 1-up. To avoid the guitars, jump and they will stop moving while you're in the air.

- ★ To get to the secret level, you need to be quick. In the area where you are bouncing on the drums between the spiked woodwinds, bounce over to the last one which has spikes on both sides and handholds on the ceiling above it. At the bottom, grab the flute and swing to the right. You need to make your way over to the right, but drums will bounce you up into the spikes on the ceiling. To avoid this, grab the wall on the way up and push towards the way you want to go.

- ★ A final 1-up can be found near the end of the level. A set of drums on the ground will send you smacking up into a ledge. Stand in the very middle of the three drums and it will send you between the ledges, though you will have to jimmy to the left and then right to go around the last ledge land on the top platform.

Level 4-Boss

- ★ This bird has a horrible voice that will send shivers through the screen. You must knock him off his perch and then smack him, all the while avoiding his sour notes and rubble from the ceiling. The safest way to knock his perch is to stand under it and grab upwards. Hit the perch three times and he will tumble away. Avoid his attacks and grab him. If you grab at the friendly owl when the big bird is off the perch, he will sometimes throw you a life star.



Level 5: Planet Freon

Level 5-1

- ★ At the beginning of this level, go to the top. Slide along to the right, staying on the top level. After a snow-covered platform with a chest, jump to the right and keep sliding. Eventually, you will get to a lip in the ice that will reverse your sliding. Jump this lip to land on the platform to the right with two chests on it. Both these chests contain 1-ups. WOW! (If you miss, you can go to the left on the bottom and get to a place where you can climb back up.) If you keep dying and repeating this method, you can really stack up on the guys.

- ★ To get to the bonus Star Handle, go to the top level after the part where the snow guy bangs the spikes up at you. Jump on the platforms across the things that look like piano keys and on the last one, grab the handle that is up and to the right.



Level 5-2

★ The bonus world is located near the end of this level at the point where you are being slid left and right on the ice platforms and have to jump successively higher and higher. On the small platform at the top and to the left, jump the lip to get to the left. There on the ice-man's forehead is the bonus Star Handle.

★ Before you get on the exit Star Handle, smack the wall to the left under the handholds. Extra guy.

Level 5-Boss

★ To melt this frozen meanie, simply (HAI) grab the soup from your friend and chuck it into the boss' mouth when it's open. If you hit him, he will begin to bounce. Stand immediately to the right of where he's going to land and run to the left as soon as he bounces. Jump when he throws at you. When he freezes you, hit the grab button repeatedly to break free. Keep grabbing left to keep from being sucked into his mouth. When you get the soup, quickly turn and throw it into his mouth. After three or four times he will be disabled, so just smack him in the stomach to send him flying.



Level 3: Planet Automation

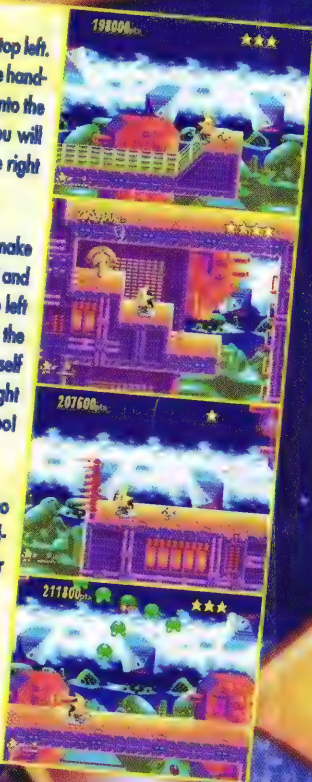
Level 6-1

★ Early in the level, climb the scaffolding to the top left. Some round things will bounce you up to some handholds. Take these to the right and fall down onto the slippery platform. Jump off the edge and you will land on another. When it flings you up on the right side, grab the chest which contains a 1-up.

★ To get to the secret world, grab the shoes that make you swim in the air. Follow the hallways around and down until you come to a 'T' where you can go left or right. Go right, then up and grab and climb the wall to the top. Use the green guy to fling yourself onto the platform, grab the handles to the right and climb up, jumping off to the left. Woo hool Secret Star Handle.

★ At the top of the red pipes with spikes on them, go to the left and bang the wall right above the handholds. Sometimes a 1-up will drop from here. Farther to the left is a chest which always contains a 1-up.

★ After you beat the mini-boss, go to the Star Handle that appears. Instead of leaving, fling yourself high and to the left. Grab and climb the wall until you hit the spot that drops a 1-up from the sky. FREE GUY!



Level 6-2

★ Right at the beginning of this level, grab and smash the wall to the left. Instant 1-up.

★ In the room with all the Star Handles spinning in a circle, fling yourself to the transporter at the top right. Through it lies a 1-up. Also, grab and climb the left wall for a silver star at the top.

★ Grab the Star Handle in a room with spikes to the right and a small passage above you. The top passage will take you to a transporter that leads to the secret Star Handle.

Level 6-Boss

★ On the approach, jump when you see him throwing at you in the TV screens. You've got to smack this guy until he goes down. Try to be hitting him constantly to avoid taking damage. When he does go down, try to get the crane thing to smack him in the back. When he gathers energy for a big blast, avoid it by grabbing and climbing the wall behind you. When he does his body slam, avoid him completely. Keep this up and you should get him and get him good.



Level 7: Final Showdown

Level 7-1

★ This level is basically a boss. Go up and through the door. That weird eye thing will merge with a big robot. Smack the eye until it sparks. When the evil dude gets out of the cockpit, SMACK HIM! Do this a few times and he's a goner.

Level 7-Boss

★ This guy can be a real bear. He'll start off with a five ball attack. The best way to beat these is to jump and grab towards where you think they're going to appear. If you hit one, grab at another one right away to stay in your invulnerable recoil. Next, he will flash across the screen. Jump and grab him. If you hit, he will drop two bad guys. Sometimes he will hover in the air, surrounded by balls which he flings at you. If you can grab these balls, they will turn into stars which will replenish your health. Keep trying to hit him. Eventually, he will do a vortex attack. Avoid this by grabbing at nothing or grab and hold the guys that fall down. After this, he will appear sporadically around the screen. Jump straight up and grab and you can sometimes hit his foot. When he appears in the middle of the top of the screen, try to hit him to stop his vortex attack. Every third appearance, he will come out of nowhere and cast a lighting bolt. The only way to stop it is to be grabbing up and to the right immediately before he appears. Instead of getting hit, you will hit him. This last method is the real key to beating this guy. Hit him a few times and you've conquered Ristar.



ULTRA



ARCADE BRIGADE

By Ryan MacDonald

Cruis'n USA is the first game to come out from the most powerful union in arcade games, Midway and Nintendo. In Cruis'n, a player can go all the way from San Francisco to Washington, D.C., with scenery that is amazingly true to the real thing. You can drive under the L-Train in Chicago or through the mighty Redwood forests of California.

There are seven vehicles to choose from, including a '63 Muscle Car, La Bomba, Italia P64, Devastator VI, Jeep, Police Car, and a School Bus. (To access the last three, hold down the view selector button when you choose your vehicle.) All of the cars are available in Automatic or four-on-the-floor Manual Transmission. During the race, three views let you see your car from behind, from close behind, and straight out the front window.

The sound will embrace you with squealing tires, a roaring engine, and the cheer of the crowd at the finish line. A button next to the steering wheel lets you change the music you

listen to during the race, so you can adjust the soundtrack depending on your mood.

Aside from the mind blowing graphics and sound, the feature that separates Cruis'n USA from the other driving games is that when you race from coast to coast you aren't confined to the limited area of the road. You are able to jump up on the sidewalks and if you build up enough speed you can even pass cars on the sides of canyon walls. Just like in a real driving situation, you will have to dodge the occasional road construction, telephone poles on the side of the road, and deer that get mesmerized by your headlights.

Cruis'n USA is just plain fun; the kind of game you can play forever. It will most likely be one of the premier games on the Ultra 64, and we can't wait to see it at home! You should definitely get to the arcade and check out the machine we dubbed 1994 Arcade Game of the Year.



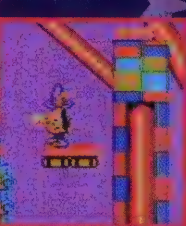
RISTAR

Sega's New Action "Star"!

- **Cart Size:** 4 Meg
- **Style:** 1-Player Action/Platform
- **Special Features:** Password Continues and Treasure Box Bonus Points
- **Levels:** 7
- **Created by:** Sega of America
- **Available:** Now for Game Gear



Grab the treasure boxes for hidden power-ups.



Ristar is about the only one I know with a lot of time on his hands.

In a distant galaxy, an evil pirate named Greedy is wreaking havoc on its planets. He has also captured the galaxy's hero. In a desperate attempt to save their planet, the people of Flora send a distress. Hearing the distress call, Ristar, the son of the hero, comes to aid them. Although young and inexperienced, Ristar is the solar system's only hope.

Join Ristar on his adventure to each of the seven planets in his solar system while he headbutts his enemies and uses his long arms to defeat all of Greedy's leaders. Collect the power-ups that Ristar can release from the treasure boxes, pick up items and body parts left behind by his enemies, and use them to help Ristar defeat the evil space pirate. ■



	Andy	Paul	Rick	Ross
Concept:	8	8	7.5	8
Graphics:	9	8	8	8.5
Sound:	8	6.75	7	7.25
Playability:	9.25	9	8	8.5
Entertainment:	9	8	7.5	8
Overall:	8.75	8	7.8	8

▶ **THE BOTTOM LINE** 8

Andy, The Game Hombre

"This is one of the best Game Gear games I have played in a long time. It's different from the Sega version, and in some ways better! Definitely the must have action/platform on Game Gear!"

Ross The Rebel Gamer

"I must say that this is a welcome surprise. Hit for the hand-held from Sega. There really isn't a whole lot of difference between this game and the Genesis cart in playability and concept. I think that the little blue guy may just have a new contender to deal with."

Paul, The Pro Player

"That star guy has some serious gravitational force. Ristar pulls in everything in his path. An excellent Game Gear cart. Give this one a try."

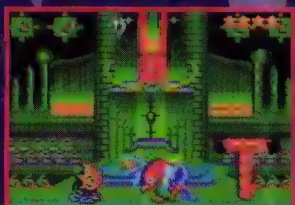
Rick, The Video Ranger

"Sega did a great job in this translation to the Game Gear. The play is almost as good as its big screen counterpart. Ristar is the next best thing to Sonic and a welcome change of pace."

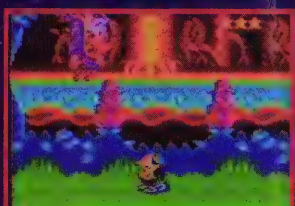


Pick up 100 stars and get a free guy.

Somebody stop the world please, I'd like to get off.



If you've played the Genesis version, you will remember this boss.



Hey snow dude! Come down here and fight.

RISE OF THE ROBOTS

Heavy Metal Fighting Action

- **Cart Size:** 4 Meg
- **Style:** 1-Player Head-to-Head Tournament Fighting
- **Special Features:** Up to 100 frames of Animation and an Artificial Intelligence (A.I.) That Learns Your Moves and Counteracts
- **Created by:** Mirage for Time-Warner Interactive
- **Available:** Now for Game Gear

Andy, The Game Hombre

"Rise of the Robots is an insult to fighting game fans. From the beginning, this game has been based on a cool looking character that is better to look at than to play."

Ross, The Rebel Gamer

"I can't believe that Time-Warner is even going to let this junk out on the market. I would rather slam my hand in a car door five or six times than have to play this game again."

Paul, The Pro Player

"I can't see anything in this game that would make it worth playing more than five minutes. If you want hand-held fighting, stick with MK or MK II."

Rick, The Video Ranger

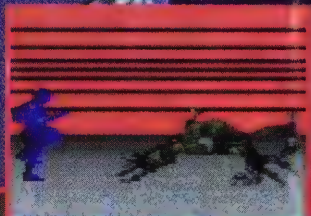
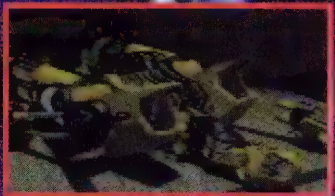
"Rise of the Robots has some impressive graphics. The between fights sequences amazed me. Unfortunately, the rest of the game didn't match. The gameplay is stiff and one-dimensional. I recommend this one only for the big screen."

In the world of Metropolis 4, a robot-run industry called Electrocorp has been taken over by its Supervisor robot. Apparently she has been infected by an Ego-Virus and is spreading the disease to the factory's robot workers. This must be stopped, and only one cyborg can do it. You!

The merger between a solid action platform and a good fighter results in this new game from Time-Warner Interactive. There are up to 100 frames of animation which allow the characters to move with more fluidity, and a highly advanced punch detection matrix makes playing more enjoyable. With these features and an Artificial Intelligence that learns how you play and reacts to it, Rise of the Robots hopes to rise to the cream of the crop. ■

	Andy	Paul	Rick	Ross
Concept:	3	5	7	5
Graphics:	7	1	8	5.5
Sound:	6	4	7	5
Playability:	3	1	3	4.25
Entertainment:	2	1	4	5
Overall:	4.25	2.5	5.5	6

▶ **THE BOTTOM LINE** 4.25



Attack and Retreat quickly, very quickly!



The battle is not going your way!



Enemy approaching, scan for details.

Select your opponent.





Earthworm Jim - SNES/Genesis

This code will bring you right to level 2A - pretty snazzy! However, once you've beaten the level, it repeats and goes back to 2A. To access these worm-breaking codes, pause the game at any time and enter the code.

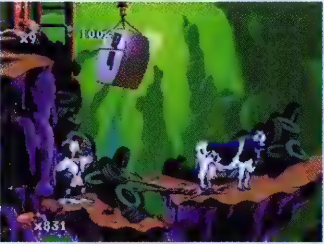
Level 2A - SNES

Y, X, Y, X, A, B, A, X.

Level 2A - Genesis

Left, Right, A, B, C, Left, Right, A.

"The Rhino"
Toledo, OH



Earthworm Jim - Genesis/SNES

To access some secret codes to help Jim get through the wondrous world of mayhem and mystery, pause and enter this code.

1-UP Genesis

B+Up, B, A, C, A, A, A, A

1-UP SNES

B+X, B, B, B, A, A, X, A

(Sorry about the mix-up in December, mistakes happen.)

"Virtua Gap Boy"
Minneapolis, MN

Doom - Jaguar

To access a level select for Doom, pause the game and go to the options screen. Now, hold pause and hit one of the buttons below for the level you desire.

Level 1 - Button 1 (with pause)

Level 2 - Button 2 (with pause)

Level 3 - Button 3 (with pause)

Level 4 - Button 4 (with pause)

Level 5 - Button 5 (with pause)

Level 6 - Button 6 (with pause)

Level 7 - Button 7 (with pause)

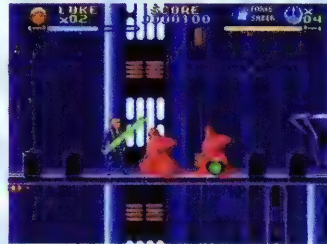
Level 8 - Button 8 (with pause)

Level 9 - Button 9 (with pause)

Level 10 - Button A (with pause)

Level 20 - Button B (with pause)

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



Super Return of the Jedi - SNES

Maybe the power of Luke's saber isn't enough, or maybe you lose your lunch whenever Jabba irritates the sensitive eye. However, either way you look at it, these passwords will be a big help.

Jabba's Dance HallZJLMRJ

Jabba's PalaceLZLKJF

Rancor PitVTYMZX

Attack on Sail BargeQZNFPP

Inside Sail BargeVKCDFD

Endor Speeder BikesZCTKFC

Ewok Village AQYXYHB

Ewok Village BLFWLTQ

EndorQDQGKH

FalconCPMRZV

Power GeneratorCDWLTY

Inside Death StarBPFFZQ

TowerRVKFKG

Tower Entrance (Vader)VQXDQJ

Emperor's ChamberHLQMVL

TunnelVQJGWF

Tunnel 2ZZSTXZ

"Evergeene"
Evergreen Park, IL



Extra Innings - SNES

Go to the edit team option and select pitcher option A, enter **WILD THANG**. Your pitcher should become a wild curveballer.

Jason Cotton
Compton, CA



Daffy Duck - Game Boy

Level 2-86300

Level 3-04070

"Egghead"
Minneapolis, MN

Star Fleet Academy - SNES

Star Fleet cadets transport these secret codes into your SNES and have a blast! These codes were taken from a pretty early version of the game. If they don't work, our deepest sympathy. Keep in mind that the codes below do not use any directional functions.

Mission 1

BXRRAXALXRYR

BXRRLYYAXRYL

BXRRYYAXXRYA

BXRRBAXLXRYX

BXRRRXRYXYYY

Mission 2

BXRLXXABXYXX

BXRLAYYYXYR

BXRLRYRRXYA

BXRLYAXBXYYY

BXRLBXYRYBXR

Mission 3

BXRLRXLYBXA

BXRBXYAYBXA

BXRBAYAXYBXX

BXRBAXLYBXL

BXRBXYRAXL

Mission 4

BXRBBXABARXA

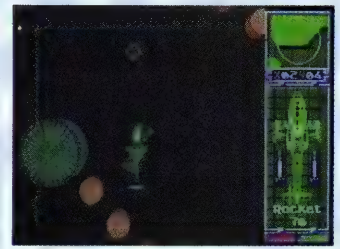
BXRBRYYYARXY

BXRAXYAXARXR

BXRAAXLARXB

BXRALARARXY

"The Eradicator"
Phoenix, AZ



Red Zone - Genesis

Spies around the world and dictators from small farms take heed and let these codes drive you to world domination.

Mission 2-ACBBCABBCCA

Mission 3-ACCCBCABBCCA

Mission 4-ABACBCBCACC

Mission 5-BAAABBBCCBB

Mission 6-ABBABCAABCA

Mission 7-BAAABBCAAAA

Mission 8-ABBABCAACAC

Asteroids-ABCACACBCAC

"The Rhino"
Toledo, OH

Aero the Acrobat II - Genesis

This game is better than its prequel, and here are the codes.

Level 2:

Zero, Aero, Aero, Batasha

Level 3:

Batasha, Batasha, Zero, Alter Aero

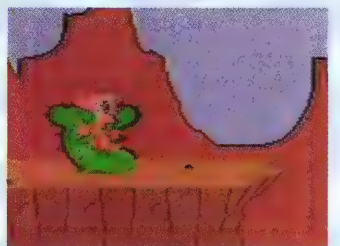
Level 5:

Dr. Dis, Ektor, Batasha, Aero

Level 6:

Ektor, Alter Aero, Dr. Dis, Zero

"The Rhino"
Toledo, OH



Ren and Stimpy Show: Quest for the Shaven Yak - Game Gear

Troubles finding the Shaven Yak? Do you keep stumbling across the bedazzled beaver and the malnourished moose, and still no sign of the Shaven Yak? Worry no longer, here are some of the level select codes.

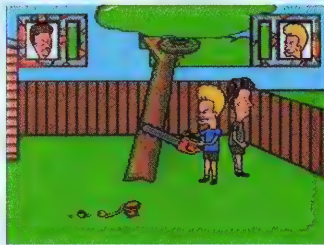
Level 1-AURGHH

Level 2-ZONNNK

Level 3-YYOWWW

Level 4-ZOWCHH

Ernest Sellers
Chicago, IL



Beavis and Butt-Head - Genesis

Having trouble collecting all of the ticket pieces? Or are you just curious to see what it's like to have the entire ticket? Either way check out these codes.

2 pieces of the ticket

5Wihg b5Dwf WlnTr

3 pieces of the ticket

Q+uGG j9s04 Ain2k

4 pieces of the ticket

rPmEF JxJ4E 31sRY

5 pieces of the ticket

hoM4b KXBKa +d5ct

6 pieces of the ticket

yl5Ui iH6JB Pp7Cd

7 pieces of the ticket

Rz+mt wQ5y+ umvQ9

8 pieces of the ticket

ef4Md kX6JD p0FMz

Entire ticket

2Q1TN YoXla HIoWP

"Egghead"
Minneapolis, MN

Beavis & Butt-Head - SNES

Want some codes to various sections of this crude, yet stimulating cart? Here they are.

Skip Highland High School

YAH WOA YAH YAH HAH

HUH YAH YAH

Skip the streets of Highland and high school

HEH YEA YAH HUH WOO

HEH HEH HEH

Skip streets, high school and hospital

HEH YEA YAH YAH HEH

HEH HEH HEH

Go straight to Gwar

WOA HAH YAH HUH

WOA WOA HEH WOA

Enjoy yourself, Beavis lovers...

"The VidMan"
Uptown, MN

Vortex - SNES

Need to jump start your space cruiser? No problem, enter the codes below into the password section of the game. Good luck, and may the FX be with you.

Cryston - YFGJW

Voltair - RWXVP

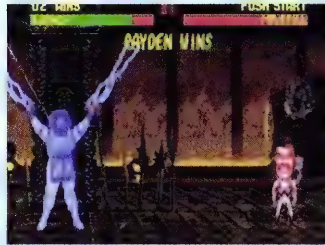
Thermis - DHLNC

Magmemo - BGVRG

Vortex 2 - JNBTK

Trantor - XLQMB

Roger Bladedsingh
Rosedale, NY



Mortal Kombat II - Genesis

Are you tired of all the Fatalities, Friendships, and Babalities. If so, the question is have you seen a Fergality? The first Fergality released is for Rayden. To get this special move you'll have to go through a number of steps, so read carefully. First, go into the Options and bring your cursor down to done. Now, press L, D, L, R, D, R, L, L, R, and R. If this is done correctly, Test Modes will be added to the Options list. Go into the Test Modes and set the game to Ooh, Nasty, then go to Backgrounds and set it at 6. Also at this time set any other options that you want to access. Exit the options and start the game. Now, pick Rayden, once you've beat your opponent hit ←, →, ← and Start. Doing this should access the Fergality. Keep looking for more Fergalities or other programmer-alaties.

Robert Culever
North Branch, MN



Pitfall: The Mayan Adventure - Genesis

Need some more weapons to total all foes who enter the range of your eyesight? At the title screen type A, B, Up, C, A, C, A.

"The Rhino"
Toledo, OH

Beavis & Butt-Head - Game Gear

From Burger World to Highland High School and now Game Gear, recapture the classic moments from this exciting cart with the codes below.

WTRBVGUX

TBODYYYSX

DDIJOXENZ

WHKHUSCPY

GNCCLNKUZ

"The Rhino"
Toledo, OH



Maximum Carnage - SNES

When you get the chance to control Venom, go to a pillar with the cash machine next to it. Stand by the pillar and hit B and Y. Doing this should warp you to a hidden bonus game. Collect all the free lives and exit.

Jason Pasch
Holt, MI



Pitfall: The Mayan Adventure - Genesis/SNES

Hey, there's no need to go digging through your closet to play the 2600 version of Pitfall. It's built right into your 16-bit carts. On the Genesis version enter this code on the title screen: press Down, hit "A" 26 times then down. For the SNES wait for the title screen: press Select, "A" 6 times, Start, then Select. Enjoy the classic that started it all.

"The Egghead"
Minneapolis, MN



Super Bomberman 2 - SNES

Are you at a dead end? Don't see any possible way of beating a level? Well, fear not, these codes will take you to the next level.

Level 1 - 4361

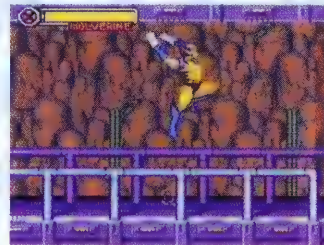
Level 2 - 6442

Level 3 - 3903

Level 4 - 9564

Level 5 - 7735

"The Eradicator"
Phoenix, AZ



X-Men - SNES

If Magneto's authentic magnetic grip is too much for the sensitive being in you, here are the level select codes. And remember the real X-Men wouldn't need these.

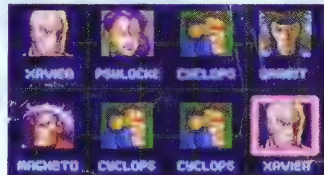
Genoshan Forest -



Genoshan Camp -



Apocalypse -



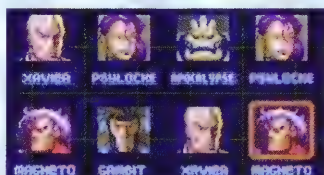
Danger Room -



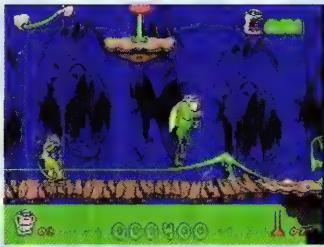
Juggernaut -



Avalon Space Station-



Sir Timothy
Ellsworth, WI



Boogerman - Genesis

These codes go out to the people of the world who don't mind using their sleeves or the back of their pants as Kleenex, and to those who think that a booger is part of the every day diet plan. Take these codes and conquer the world!

Hick Boy - FNFP

The Pits - PSFB

Revolta - TMNF

Boogerville - SFAB

Fly Boy - BPMS

Mucous Mountain - NSFT

Nasal Caverns - NPOS

Legend

Abdominal Sewer Man - A

Boogerman - B

Frrt Ghost - F

Miner Goblin - M

Nose Goblin - N

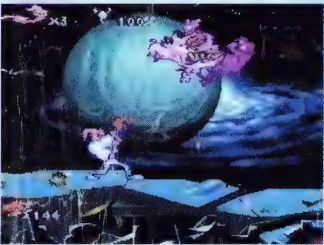
Ogre - O

Puss Creature - P

Scab Creature - S

Troll - T

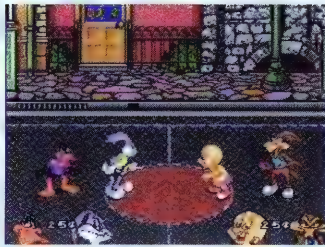
Ben Riley
West Islip, NY



Earthworm Jim - SNES

Worm activists take note. Earthworm Jim is in trouble and he needs your help. Saving Jim will give hope to all the little worms around the world. Take this code and release our hero from the evil clutches of Queen Slug for a Butt. Pause the game at any time and enter Left + A, B, X, A, A, B, X, A. Doing this correctly will give you a Cheat Mode, which gives you the option of being invincible. Start Level will let you pick the level you want to start on. Freezeability lets you pause the game without the screen turning black. Map View will give you the option of looking over the map of the level before you enter it. To turn off map mode hit A and B together.

Jason Larson
Chisago City, MN



Looney Tunes B-Ball - SNES

What's up, Docs? Is the competition getting you down? Access these codes and give your competitors a run for their money.

Moonball - Free

Up, Up, Up, Up, Down, Menu

Super Boost - 35¢

Turbo, Turbo, Turbo, Pass, Menu

Short Bomb Fuse - 05¢

Down, Down, Menu

Transform Marvin - 05¢

Left, Left, Right, Right, Menu

Transform Taz - 05¢

Left, Left, Left, Right, Turbo

"Wacky AI"
Cypress, CA

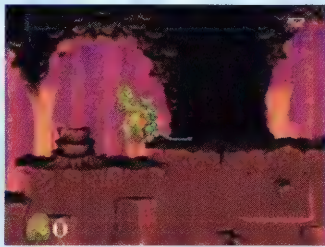


Cool Spot - Genesis

Hey, having some problems maneuvering Spot through the complex thing we call life? If so, pause the game and enter the code below. This will send you to the next level and make you partially invincible.

A, B, C, B, A, C, A, B, C, B, A, C.

Mr. Morgan
Floral Park, NY



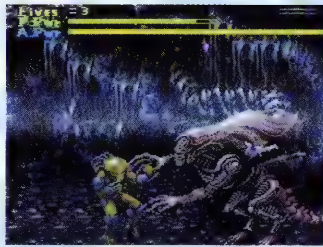
The Lion King - Genesis/SNES

Having trouble getting Simba through the process of maturing? Worry no longer. To access a level select and cheat mode for Lion King go into the options screen and enter the code designated for your system.

Genesis - Right, A, A, B and Start

SNES - B, A, R, R, Y

David Tagler
Darien, IL



Alien vs. Predator - SNES

Is the Alien colony too much for you. If so here's a stage select code that can bring you right up to the Alien hive. Hit Select at the title screen. This should bring up the Configure Mode. Press Start and an Option Menu will appear. Now, on controller 2, press and hold L button, R button, A and X. Then while still holding this combination hit Start on Controller 1.

"The Rhino"
Toledo, OH



Cybermorph - Jaguar

Cyber jockeys take note, these codes will warp you into the great unknown. Travel fast for the forces of evil will be on your heels. Enter these codes as passwords. Hurry young pupils.

Level 1: 1008

Level 2: 1328

Level 3: 9325

Level 4: 9226

Level 5: 3444

"Virtua Gap Boy"
Minneapolis, MN

Mig 29-Soviet Fighter - NES

Use the arcade controls. After the lift-off swing left then swing to the right. If this is done correctly, every weapon should be in your control.

John Gray
Watertown, CT



Goof Troop - SNES

No one truly knows what species Goofy really is. And periodically he does make us spin into an uncontrollable giggle. However, what happens to the Goofster in this game is no laughing matter. Now go, and use these passwords to help Goofy beat the evil Pete and his goons.

Level 1:

Banana, Red Diamond, Cherry,
Banana, Cherry

Level 2:

Cherry, Red Diamond, Blue
Diamond, Cherry, Banana

Level 3:

Red Diamond, Cherry,
Blue Diamond, Blue Diamond,
Red Diamond

Level 4:

Banana, Cherry, Blue Diamond,
Red Diamond, Banana

"The Vidman"
Uptown, MN

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 the 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

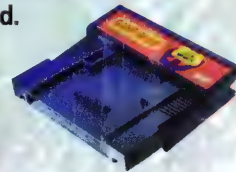


You can't win if you don't enter!

GAME GENIE SWAP SHOP

Win A Game Genie of Your Choice!

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



Send your Game Genie codes to:
(Don't forget to list your Game Genie of choice)
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Helpful Codes From Our Readers:

All Points ... Bulletin...

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

SNES

Lion King
Mech Warrior
Final Fantasy III
Out of This World
Beavis and Butt-Head
Pitfall: The Mayan Adventure
Alfred the Chicken
Stunt Race FX
Zelda III
Vortex

Genesis

Chakan
Battletech
Cliffhanger
Shadow of the Beast
Pitfall: The Mayan Adventure
Star Trek: The Next Generation
Eternal Champions
Incredible Hulk
Lion King

Game Gear

Crystal Warriors
Defenders of Oasis
Shining Force

Game Boy

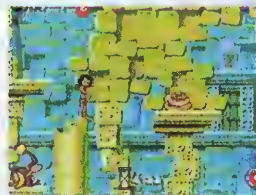
Final Fantasy Legend III

Nintendo

Star Wars
Kirby's Adventure
Golgo 13

Send your Game Genie code requests to:

All Points Bulletin
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The Jungle Book - Genesis

AM6V-0A86
Super options screen
HHGV-0ACC
Start with 9 lives

Ryan Tyson
Paterson, NJ



Mortal Kombat II - SNES

DDB9-17DT + DC6B-17D7
No blood (except on various moves)

Ernest Staton Jr.
Waterbury, CT

Mortal Kombat - Genesis

BBCA-AA26
Floating mortal midgets

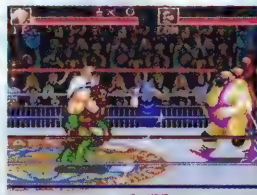
Jimmy Hirsch
Milwaukee, WI



John Madden 94 - SNES

DBAA-5D0F
Touchdown worth 9 points
D5AE-ED0F
Extra point worth 7 points
D5A8-8DAD
Safeties worth 7 points

Steven Rodriguez
Chicago, IL



Saturday Night Slam Masters - SNES

D6C1-CD6F
Biff becomes Jimbo
DF66-5DD1
Pin count at 1

"Sir Timothy"
Ellsworth, WI

X-Men - Genesis

A3YA-AA32
Protects from most enemies
BDBA-CA34
Protects from falling off screen (no loss on hit points)
ACJT-CAGA
Protection from spikes

AB1A-CAGJ + AB1T-CAHE
Gambit special moves use no mutant power

DKWA-CA4C + DVWA-CA6L
Nightcrawler special moves use no mutant power
ABET-CAAE + ABDT-CAG8
Wolverine special moves use no mutant power

ABPA-CAC6 + ABMA-CAC4
Cyclops special moves use no mutant power

ACKT-CJFT
Mutant power regenerates to full quickly
POKT-DAYW
Wolverine heals quickly

ALKA-CA86
Unlimited switch amount on X-Men

James Fleke
Streamwood, IL



Taz: Escape From Mars - Genesis

AMLB-RA4W
Keep power-ups after dying
ALJB-4A9R
Invincibility
AKLB-RA64
Infinite lives

"The Eradicator"
Phoenix, AZ



World League Soccer - SNES

D4AC-ADA3
Goal worth 2
DBAC-ADA3
Goal worth 9

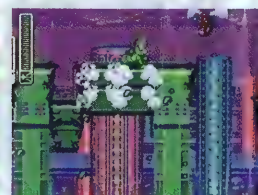
Dylan Jolliffe
Fort Brag, CA



Eye of the Beholder - SNES

8285-6D2C + 82DE-049B
Infinite hit points on lead character
CBAA-A726 + 3CA2-AD96
Kill with one hit

Alex Weisker
Wallingford, CT



Mega Man X - SNES

23BD-3F07
Start with all special weapons and most enemies destroyed

C9B3-4769
Infinite weapon energy

Chris Sanders
Britton, MI

The Lion King - Genesis

ABZB-WAG6
Invincible
AV6B-4A5G
Infinite lives
PVYV-4A4G
Infinite continues
A75B-4AB2 + A7ZV-4AA0
7 lives
BF5B-4AB2 + BFZV-4AA0
9 lives
EB5B-4AB
Roar meter at 2x normal

GB5B-4ABA
Roar meter at 3x normal
BB5B-4ABT
Health at 2x normal
BV5B-4ABT
Health at 3x normal
AP4B-4ACE
3 continues
AZ4B-4ACE

"The Rhino"
Toledo, OH

Cool Spot - Genesis

A1GT-2AFJ
5 health points
GDGT-3AMT
5 points needed for bonus round

Sean Thompson
Dallas, TX



Kid Chameleon - Genesis

AFWT-AAB6
Start timer at 1:00
H49A-AA7J
Infinite time
AEDA-AAE2
Start with 1 life
NNDA-AAE2
Start with 99 lives

*Antwan Beasley
Chicago, IL*



Super Punch Out - SNES

C2A4-DFD4
Infinite energy from most punches
C9E3-64DD
Infinite match time
DBB7-0704
8 rematches
C2B8-64A5
Infinite rematches
DFAB-AFDD
Opponents stay down for count
DB8A-D4A1 + D48A-D7D1 + 3C8A-D701
Start on World Circuit

*"The Rhino"
Toledo, OH*

Spider-Man + X-men - SNES

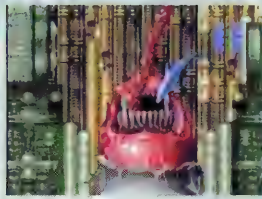
1768-646D
100 Lives
EE68-646D
Infinite lives

*Jeff R Perryman
Arlington, TX*

Road Rash - Game Gear

00A-C6C-E62
Don't lose speed on grass
213-054-910
Infinite life
00D-B5E-E 1E
Infinite time

*Jeffrey Shreve
Detroit, MI*



Ecco II: - Genesis

REAA-W6V0
Infinite health and air
A4KT-2A38
Always have 360 (sonar blast)
FZ0A-TAGY
Start at Vortex Queen
*Bradley C. Hofvander
Prospect Heights, IL*

Earthworm Jim - SNES

2235-EF4F
Infinite ammo
A23F-7464
Infinite energy
A26A-87A7
Infinite lives
7D33-8FDF
Start with 1 life
7033-8FDF
Start with 5 lives
*"The Eradicator"
Phoenix, AZ*



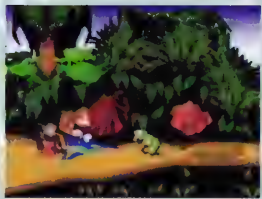
Final Fantasy Legend II - Game Boy

FF8-E68-E66
Start with 99 defense points
FF8-E58-F7E
Start with 99 agility points
FF8-E48-F72
Start with 99 strength points
*Paul L. Reid
Irving, TX*

Ultima: Exodus - NES

AEOAKVAA
No limit of stat points
KPVSUZOP
No loss on magic
GZUKOGST
No damage from most monsters

*Jason Archambault
Hazel Park, MI*



Donkey Kong Country - SNES

A081-1273
High jump for Donkey Kong
2D81-1273
Super jump for Donkey Kong
3D81-1273
Mega jump for Donkey Kong
8081-1E73
High jump for Diddy Kong
AD81-1E73
Super jump for Diddy Kong
2D81-1E73
Mega jump for Diddy Kong
*Carey Brown
Charlevoix, MI*

Indiana Jones Greatest Adventures - SNES

CB24-4D64
Infinite energy
DFC1-3707
Start with very little energy
D7C1-3707
Start with about 1/2x energy
DEC1-3701
Start with more energy- ignore energy meter
C2B6-440F
Hearts don't restore energy
C2B6-370F
Infinite grenades
D9C7-CF0F
Start with 5 grenades
DBC7-CF0F
Start with 9 grenades
DEC7-CF0F
Start with 15 grenades

Lagoon - SNES

E722-040C
Start on level 243
F022-040C
Start on level 20, walk fast
FF22-040C
Start on level 17
8E22-040C
Start on Level 191, walk slow
A422-040C
Start on level 194
B022-040C
Start on level 148, walk fast

*David Scott
Lake Forest, CA*

Exclusive Codes from Galoob

Illusion of Gaia - SNES

9D65-4D0D
Start with 80 strength
D9AA-1F0B + E8A5-14AB
Super run - left/right only
EAA7-1D6B + D0A3-446B
Super run - up/down only
F66B-47A3
Herbs 3 times as strong

The Lion King - Genesis

BF5B-4AB2 + BFZV-4AA0
Start with 9 lives
SHRT-ST04
Roar meter increases faster
DD6V-TAH2
Blue beetle adds 3x the normal amount
BF4V-5A8W
Start on level 9

Lufia - SNES

4DB4-D401
Move quicker
8236-0F34
Infinite hit points
823A-0FCA
Infinite magic in battles
DDB8-6FD9
No HP lost walking over swamps
DF30-A718
Bombs cost 1 gold
DF3C-0D18
Smokeballs cost 1 gold
FD34-0448
More agility points form speed potion
FD33-DDC8
Power potion gives higher max level

Donkey Kong Country - SNES

There are two versions of DKC. If the first code doesn't work, try the second one.
C2C9-4E2C / C2C1-4A9C
Infinite lives
D568-C34D / D568-C33D
Start with 8 lives
DC68-C34D / DC68-C33D
Start with 11 lives
DE68-C34D / DE68-C33D
Start with 16 lives
FB68-C34D / FB68-C33D
Start with 26 lives
7468-C34D / 7468-C33D
Start with 51 lives
0868-C34D / 0868-C33D
Start with 76 lives
1768-C34D / 1768-C33D
Start with 100 lives
EE65-C37E / EE66-C27E
When you die, the other Kong returns (must have both at some point on the level)
1DCC-CA74 / 1DCA-C2EA
Invincibility
DBC1-3D6D + DCC1-34AD / DBC9-340D + DCC1-3D6D
10 bananas needed for extra life
F6C1-3D6D + FBC1-34AD / F6C9-340D + FBC1-3D6D
25 bananas needed for extra life
7FC1-3D6D + 74C1-34AD / 7FC9-340D + 74C1-3D6D
50 bananas needed for extra life
0CC1-3D6D + 08C1-34AD / OCC9-340D + 08C1-3D6D
75 bananas needed for extra life
1D6B-3FDD + 196A-333D / 1D6B-3D6D + 196A-3ECD
Keep animals between stages

Maximum Carnage - SNES

C2BB-1D61
Infinite lives
DBA6-17F5
Super punch
7D80-3F61
Super jump
8820-47AB
Infinite hero icons (once they've been picked up)
BDCC-C460
Play with 3x energy

*Stephen Wasp
Yonkers, NY*

Mickey Mania - SNES

C2B8-CAC3
Infinite energy
DDAA-3869
1 hit point
D4AA-3869
Start with less energy
C2B3-C313
Infinite lives
DBA3-36A9
Start with 10 lives
CB8C-C27A
Each marble worth 99
C2A8-CA32
Infinite marbles

"Sean"



OK class, the answer is:

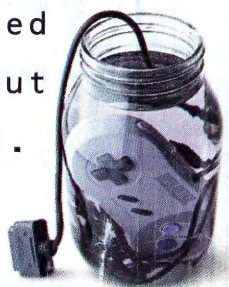
Dr. Mario® and Tetris® are together on one brain-frying cartridge.

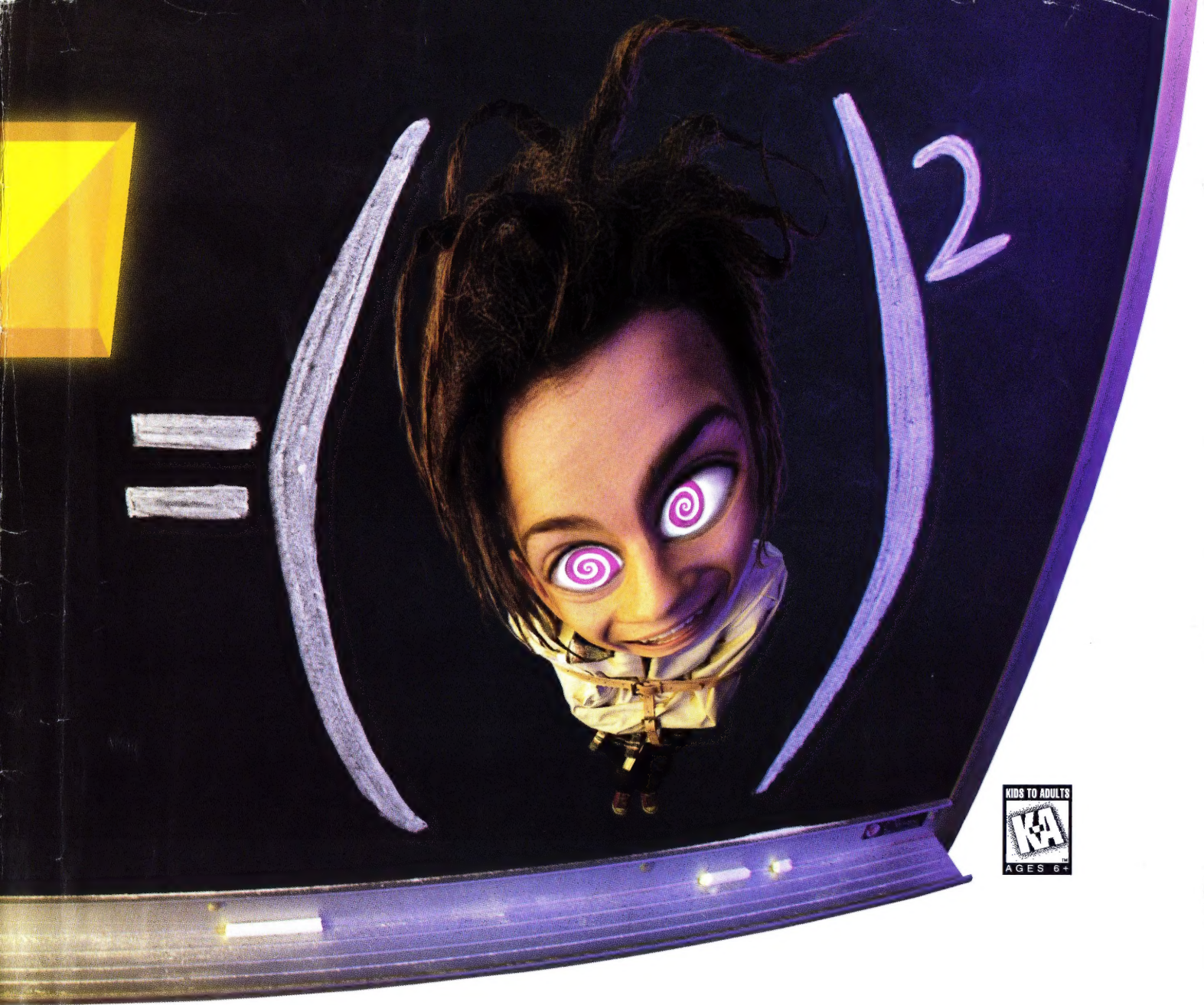


That is correct. All that pill-dropping, block-busting insanity is now on 16-bit for the first time. All you need is a Super NES® (and a brain, but hey, you've gotta supply that).

Is that **√Coolsville** or what?

So you and your bud could go head-to-head on Tetris or Dr. Mario. Or you



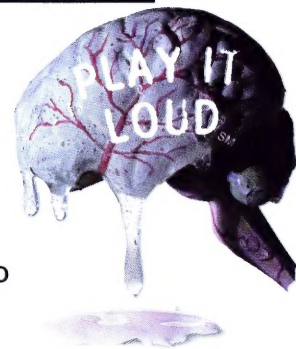


could play both in **Mixed Match**. Like you could play Tetris while he plays Dr. Mario. Or you could play Dr. Mario while he plays Tetris. Or he could play Dr. Mario while you yell **"SHUT UP"** since



TWO ALL-TIME PUZZLE GREATS. ONE CARTRIDGE. MAJOR BRAIN SAUTÉ.

this is getting really annoying. Anyway, to sum it up: there are six new ways to play your two favorites—that's more than you can count on one hand (unless you grew up next to a nuclear power plant).



Only For
SUPER NINTENDO
 ENTERTAINMENT SYSTEM

PREPARE FOR THE FINAL BATTLE!



PHANTASY STAR IV™

LEGEON

Rune	Chaz	Wren	Rika	Raja
HP: 143	MP: 225	HP: 342	MP: 239	MP: 37
TP: 312	TP: 142	TP: 0	TP: 133	TP: 295



CHECK IT OUT! Comb the cities for clues to your next confrontation!



MOVE ON! Finally get inside the Land Rover and throw the battle into higher gear!

COHD
HAGR
RUN

Rune	Chaz	Wren	Rika	Kyra
HP: 191	MP: 299	MP: 329	MP: 291	MP: 246
TP: 195	TP: 149	TP: 0	TP: 138	TP: 99

STAY ON YOUR TOES! Battle the many new forms of the Dark Force in the ultimate struggle for Motavia!



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