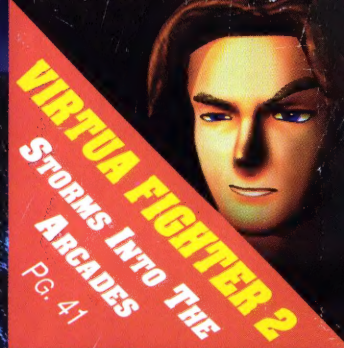


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VIRTUA FIGHTER 2
STORMS INTO THE
ARCADES
Pg. 41

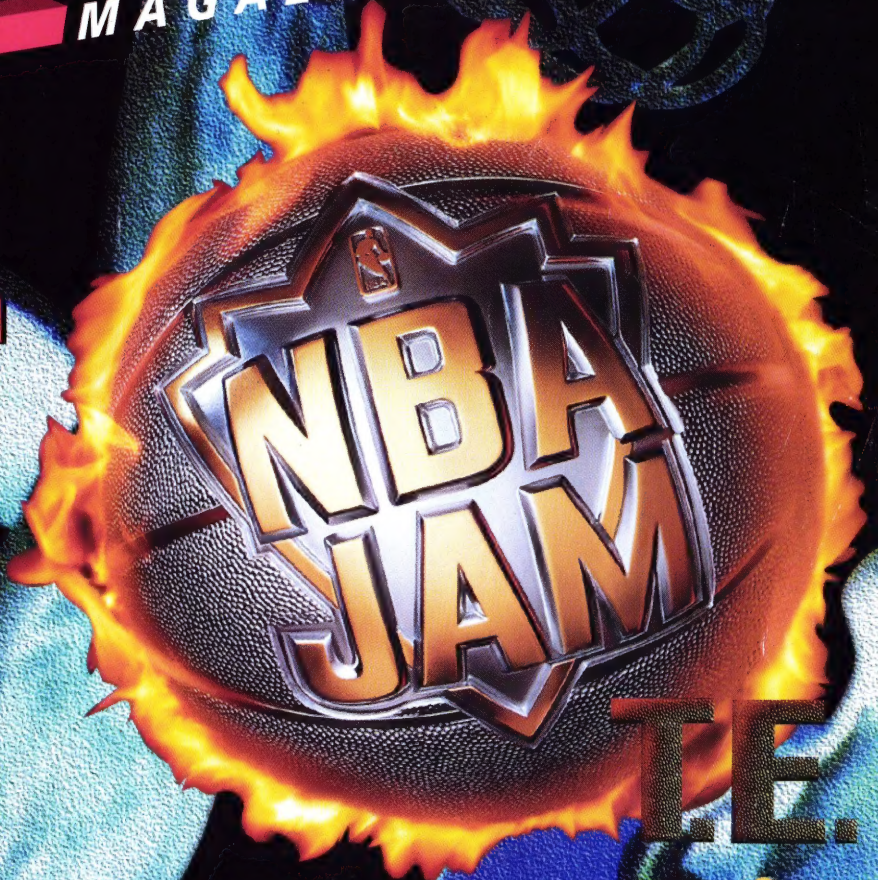
March 1995
Vol. V • Issue 3 • #23

Game Informer™ MAGAZINE

NBA JAM
Tournament Edition
All the Secret Codes and
Characters Revealed!

X-Men 2
Clone Wars
GI Reviews Sega's
Newest Mutant Monster

Plus:
Beyond Oasis, Popful Mail,
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The Winter CES



T.E.

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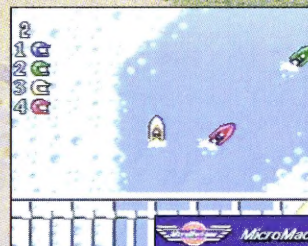


Through the watermelon seed straight-away like a rocket, you clear the corn flake overpass, tear around the milk spill...and capture the checkered flag!

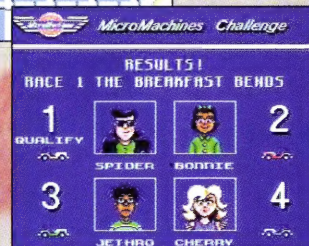


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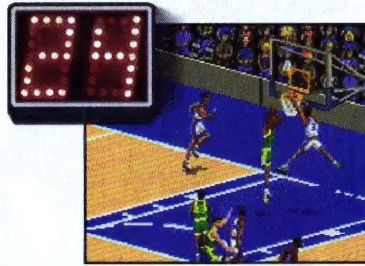
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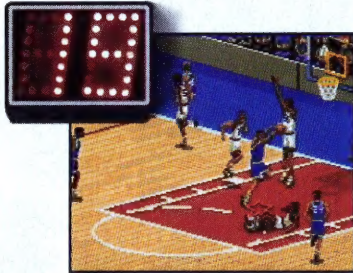


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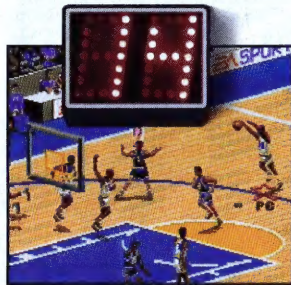
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24 SECONDS
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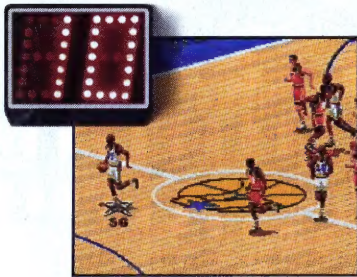
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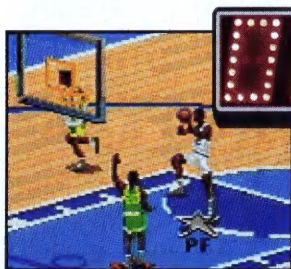
IT'S PASSIN'. BEHIND-THE-BACK. THAT'S FAST. ON THE RUN. THAT'S FASTER. DUNKS.



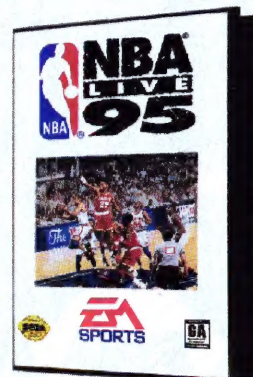
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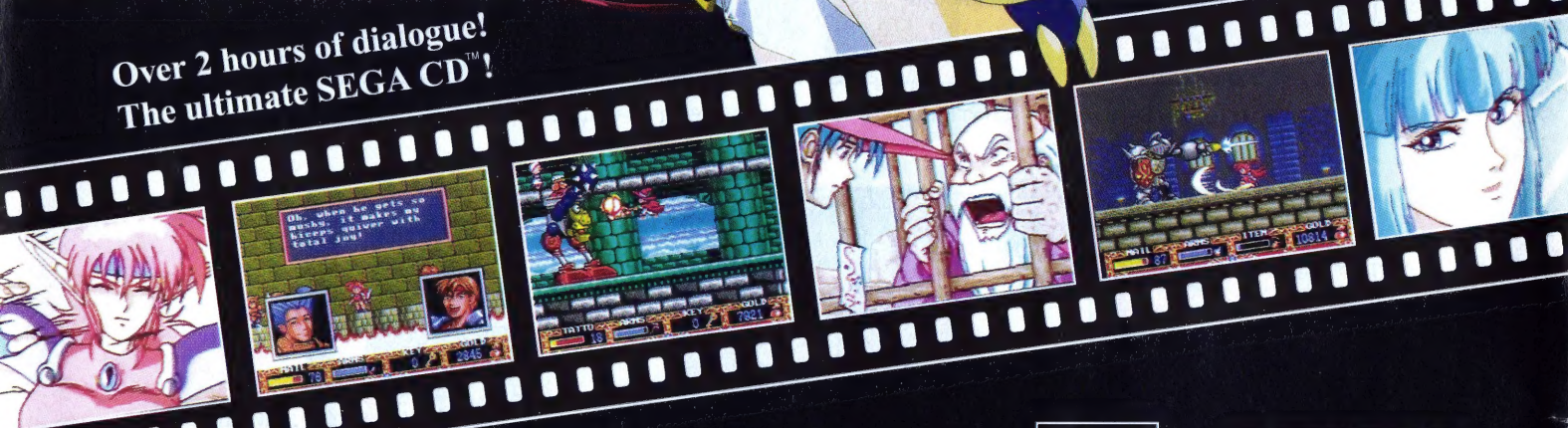
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Game Informer

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Dear Nintendo

This letter is for the insiders at Nintendo of America in regards to their advertisement in the November '94 issue of Game Informer comparing DKC to the 32X, 3DO, and Jaguar.

Very clever. I knew top-level programming was your forte, but now game warfare propaganda? Even though I agree with most of what your article/advertisement has to say about gameplay, Donkey Kong Country, if available on 3DO (for example), would still have the playability of the SNES, plus the graphics would look closer to the "awesome" original graphic models than the "fuzzier" 16-bit version released. Don't get me wrong, DKC is the next level, and kudos to you for introducing Advanced Computer Modeling (ACM) to home video games. For the future, stick to your strengths and give us more 'ACM' games, but please leave the hardware reviews to the unbiased professionals at 'Game Informer'.

Slightly Irritated Game
Retailer/Enthusiast
Wayne, NJ

Thank you for your insightful observation of Nintendo's advertising campaign, but I'm sure you know as well as most in the industry that "Play it Loud!" has started a change in Nintendo's image that has moved them closer to the adult market. While it may be slightly offensive to people in the industry (and Sega fans) that Nintendo would sink so low as to rip on its competition, I don't think anything we say will change their minds. But hey! We can write as many nasty letters as we want!

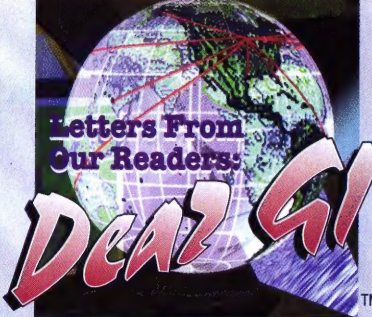
More 3DO

I've been reading your mag for quite some time now, and I just want to say that you guys rule! The improvements in the mag over the last year are very impressive. Going monthly is definitely what I wanted to see happen (it's about time!!!) The reason why I'm writing to you is there is one thing that I would like to see more than ever. I want more coverage on the 3DO. I saw the review on Road Rash in the December issue (definitely a game to get for those that have a 3DO), but that was it. One page (bogus).

The January issue was a little better. It had a couple secret codes, which is cool, but I'm sure you could do a little bit more. Let's see some 3DO in your At a Glance segment, and some more previews as to what's coming out. Keep us informed. That's why they call it Game Informer!!!!!!

Grant Kausel
Brooklyn Center, MN

Sorry Grant for not keeping you as tuned in to the world of 3DO as we should have. But, as always in the video game industry, we have an excuse. We felt that the 3DO was pretty lame there for a while, but things have changed and we would have to agree with you now. The 3DO is really taking gaming seriously and their games are showing it. This issue marks the first of many issues with improved coverage of the 3DO, Jaguar, and 32X, including more reviews, previews, and each system's very own At a Glance. How long will it last? That will depend on how many good games we get for each system, but we don't think that will be a problem.



The Final Word!

I have been reading your magazine for two, going on three years now, and I think every part of it is perfect except Dear GI. Every month more than half the section seems to be dedicated to people arguing about which system leaves the others in the dust. This question doesn't have an answer. The graphics, sound, and processing power of a system only show the potential of a system. It is what the programmers do with what they have that shows how good a system or successful a company is. Look how far Nintendo has come from Super Mario World to Donkey Kong Country, from Gradius III to Super R-Type. These advances were not made because they made the system better, but because the programmers became more experienced with their material. It's not the clay that makes the sculpture, it's the artist. Sega has added two peripherals to the Genesis. Good. Now their "artists" (programmers) have new and improved "clay" to work with. If they back it up with good games, then they would truly have a system that beats the pants off Super NES.

Also, Benson Sanford is going a bit to extremes, but he's right. People don't play 8-bit games for nostalgia; it has its classics. Moving on to high-end systems, Jaguar has some great hardware, but until Alien Vs. Predator it didn't have the software to back it up. 3DO has great specs and sweet games, but it's so cool and advanced that only people with more money than sense can afford it. The cost plummet since its release proves this. Ultra 64 promises kick-butt hardware, lots of licenses for games, and an affordable price, but will it follow through? As it is, video gaming systems are running neck-in-neck. Unless Ultra 64 lives up to the hype, and only time will tell, no system is superior to another. Everybody needs to chill out, because they're fighting a battle that can't be won.

Curtis Hurt
Duncanville, Texas

Curtis, you are the man. We would have to agree with you 100% on this one. There isn't a better or worse system out there. You just gotta play what you want to play. So, Game Informer will no longer continue our longwinded and unanswerable dispute on system prowess.

P.S. Sorry you think Dear GI stinks, we'll try to do a better job in the future.

Quick Advice

When the Sega Saturn comes out are they going to still make games for the Genesis? Will you be able to play the Sega Saturn games on the 32X? Which one would you get... the 32X or the Saturn?

Lucas Knox
Kasson, MN

Hey, don't worry the Genesis is a long way away from becoming obsolete. Sega will continue to support the Genesis well into '97. However, one day in the future an upgrade will become necessary if you wish to stay on the leading edge of video gamedom. Purchasing a 32X will not enable you to play Saturn games at a future date. The 32X is an upgrade available for your Genesis, which will allow you to play 32-bit games without investing in a high cost system. But if you have the means, I highly advise skipping the whole 32X thing and waiting for the next wave of machines coming from Sega, Sony, and Nintendo.

I have some questions about Nintendo's two new systems coming out, the Ultra 64 and VR32 or Virtual Boy (VB).

I am interested in getting one of these in the future. When I first heard that Ultra 64 played Cruis'n USA and Killer Instinct, I wanted to get it. I thought the wait until September of '95 would be worth the system. However, lately I have been hearing of a portable 32-bit machine which (supposedly) has virtual reality. In two separate issues of Game Informer (Dec '94 and Jan '95) you said that the VB would have virtual reality, but I still have trouble believing it. In your Jan '95 issue in the Tech Talk section, you had an article that the Jag would be coming out with the first virtual reality (VR) mask by next Christmas. In the article on the right, however, it said Virtual Boy had virtual reality.

So will the Virtual Boy have VR and most importantly, which system should I buy? Tell me which you feel is better and which you think will do better. Please don't say I should decide myself and both systems are equal. I need an opinion.

Greg Himmelbrand
Bayside, NY

VR or not VR, that has always been the question. It's a ponderous question that is extremely difficult for us to answer, not just because we have only seen the Virtual Boy (nobody's seen the Jag unit), but because it all depends upon your definition of virtual reality. A single helmet, no matter what, can not really be considered virtual reality. It's a good start but in no way is it near true virtual reality. The Virtual Boy, which we have seen, is not what we would call virtual reality. However, the Virtual Boy is kinda cool. We got a chance to play it at this year's WCES and it was fun. Basically what the Virtual Boy is about is a technology based on a Light Emitting Diode that, through the use of mirrors, fools your mind into a very realistic 3D environment. It may be all in red images, but it is definitely 3D.

So if you're looking for a new experience, other than virtual reality, the Virtual Boy could very well be your answer. But more than likely that should be a purchase you make after the Ultra 64 (unless you've got the cash for both), because, over the years, the premiere (and popular) Nintendo titles will show up on the Ultra 64.

A Word On 32X and Video Games!

First off, I'd like to say that I love your magazine. The Secret Access section is a real help with some of

those tough games. Speaking of which, can you put an APB on Cosmic Carnage for the 32X? I'm having a hell of a time trying to beat it!

Now to get down to business. I have two questions and a viewpoint.

1) I recently received a 32X as a Holiday gift. I enjoy it very much but I do need some answers. When I looked at the box, there was a sticker on the outside that said "Compatible with all Genesis systems except CDX." Why is this? Why shouldn't the 32X work with the CDX?

2) As I found out after reading the instructions, hooking up the 32X to the old model of the Genesis is not as easy as hooking it up to a new one. You can't use the old RF switch and you have to put this cartridge into the expansion slot. Why do you have to do all of that just to hook it up?

And now on to my viewpoint. It seems to me that the cost of gaming is continually rising. I used to be a avid computer gamer until I found that trying to keep up in that scene costs big bucks. It seemed that as soon as I would buy something new to upgrade my computer, some company would come out with some chip or something that would be "bigger, better, and faster". I thought going into the cartridge-based video game world would lessen the financial load. Well, it did at first but now I see the video game world doing the same thing that the computer world is doing. I can tell you right now that selling a game for \$75 and up is a total rip-off.

Matthew Thompson
Warren, NJ

Well, the 32X is quite an x-pierence. First off, the reason the box says the 32X isn't compatible with the CDX is because the FCC wouldn't allow them to put an expansion unit on a hand-held unit. However, it does work. Sega just can't endorse it. Concerning the Genesis/32X combination, this is a serious mess. If you have a Genesis 1 and you do your gaming through the RF box, rather than the video cables, you've got to find a Genesis 2 RF switch (which, of course, are always in stock?!).

Now to the viewpoint, we would have to say that you're right and you're wrong. We would have to agree that cartridges and CD's are getting fairly outrageous, but I think you have to take a serious look at how much more production goes into creating a game now, compared to the classic NES. The games are just bigger. Much of the next wave of computer units and software are unbelievable. They're just huge. Don't worry Matthew, computers kind of surpassed video games for a while, but we're on the way back. Just you wait, there are going to be some games that will blow you away this year.

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

Electronic Evolution

A couple of months ago, Game Informer traveled to the far off land known as WCES. This place, found somewhere in the hills of Nevada, was once an exciting place to go and discover the amazing future of video gaming. Unfortunately, this year was the most boring CES I've ever been to in my life.

It was a catastrophe. Completely unbelievable. Every company that was there basically said the same thing, "we'll have more to show at E3". I, of course, wasn't going to let that stop me from seeing the future of electronic gaming.

In the last couple of months we have searched high and low to find some of the most exciting video games in the world, and the only place we could find it at this moment was Japan. So last month, we started "Only In Japan", which featured the up and coming PlayStation and the Sega Saturn systems and their games. Although these systems are only in Japan at the moment, it is a great place to get a glimpse of our future and set the table for things to come.

What's to come? Well, the world of video games is going to go into an amazing spin that will shoot us farther into pop culture than we have ever been. The first step in this evolution will be the introduction of the PlayStation, Saturn, and Ultra 64 this fall. They'll be expensive compared to today's standards, but their prices will come down after the 16-bit takes a nice little dip in price. As the 16-bit prices fall, gamers will enjoy some of the best 16-bit gaming ever, and also see some of the best pricing on the greatest video game equipment since the NES. So everyone will be playing in the 16-bit market, but a wave of momentous proportions will be growing and gaining speed as the 16-bit enjoys its greatest market penetration. The name of this wave: 64-bit. The Sony PlayStation, with Sony's unique distribution and knack for mass marketing, will bring in older players who have never played video games or gamers who have migrated to the computer scene. Ultra 64 will create games through their exclusive deals with Williams and SGI to bring Nintendo games back to the forefront of video game consoles. Sega, of course, will use their widespread attack methodology and brand name recognition to bring gamers with any need to their knees with Sega's massive array of hardware and software.

So why talk about these games now when they're still seven months away? Well they're in our office now, and the level of gaming is unmatched. Gamers all across America will be amazed by the graphics, sound, and advanced gameplay that will keep gamers like you and me sleepless and hopeless as we set out to conquer any game we can get our hands on. I can't wait. I love electronic evolution. ■

Attention!

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Meet The Reviewers



Andy The Game Hombre

"March Madness is upon us, and once again we have been buried in a sea of basketball carts. *NBA Jam TE* is pretty exciting, but go with *Coach K* if you're a college fan. Otherwise, I've been up to no good, playing lots of gigs with the band and working on new songs. Of course, we just got back from Vegas, where for the first time in years I lost some big cash, but Paul more than made up for it by finally breaking even after all these years."



Ross The Rebel Gamer

"March is here and with it comes 'March Madness'. What that means is that I will be spending most of my spare time in front of the TV watching college hoops and possibly earning some extra cash, if you know what I mean. This issue's most sizzling games are as follows: *Return Fire* for 3DO, *Beyond Oasis* for Genesis, and *Secret of Evermore* for SNES."



Rick The Video Ranger

"The winter CES confirmed my suspicion that the 16-bit era is ending fast. There just weren't many innovative 16-bit games to be seen. We at GI will give you all the updates so when the time comes you can make an informed decision on what to buy. In the meantime you can look forward to *Beyond Oasis*, *Secret of Evermore*, and *StarFox 2*."



Paul The Pro Player

"First off, this issue went down to the wire because of the multitudes of info we accumulated at the WCES. A big THANKS goes out to the guys in production who put up with our constant changes and really put in some long hours on this one. Now for the games. *Virtua Fighter 2* is a sure bet at the arcades. *NBA Jam T.E.* with 38 hidden characters? Gotta find 'em! Other than that, take a gander at my scores to see my picks. As always, if you think my review sucks, let me know."

NBA JAM

TE

Bigger, Badder, and Better Than Ever!

- **Cart Size:** 24 Meg
- **Style:** 1 to 4-Player Basketball
- **Special Features:** Secret Characters, Hot Spots, Power-Ups, Juice Mode with Four Intense Speeds, Five Real NBA Players Per Team, a Rookie Team, an All-Star Team, and All 27 NBA Teams
- **Created by:** Iguana Software for Acclaim
- **Available:** February 23rd, 1995 for Super NES and Genesis

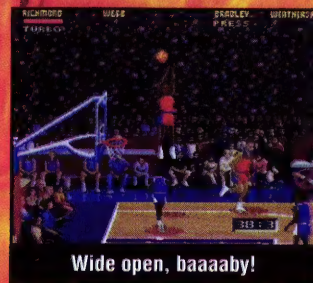
Last year gamers across America went crazy over NBA Jam because of its addictive gameplay and hidden codes. Well, now it's '95 and on February 23rd NBA Jam Tournament Edition (TE) will hit the shelves. Just like the arcade, TE offers little improvement in the graphics department, but gameplay and options tweaks abound, including a ton of new codes, play modes, and secret players.

The first change you'll notice is that each team now has three players with new stats including Clutch, Power, Block, Steal, and Passing. But the stat that will have the greatest influence over your game is Injuries. Every time a player is knocked down, his shooting percentage and speed are reduced. During the game you'll be able to exchange injured players for fresh players, but you'll soon find that there is a strategy in which players you use so that your star players are on the floor in key quarters.

Of course, what would NBA Jam be without hidden characters and power-ups? NBA Jam TE offers a ton of hidden characters and power-up codes plus some (Larry Bird) you won't find in the



Wide open, baaaaby!



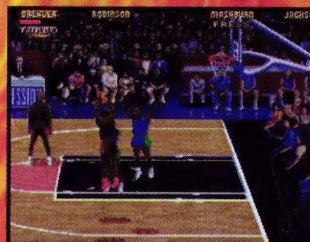
When you get swarmed, dish it!



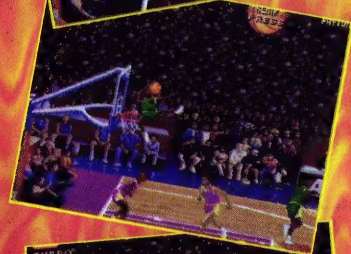
Cheaters will prosper in this cart.



Trap them in the corner, then smack em. Look what happened.

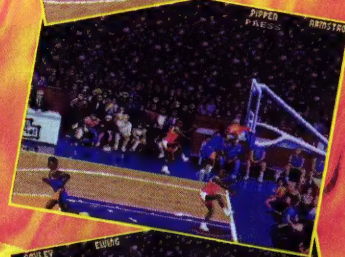


Sometimes three pointers with the big men are a for sure hit.

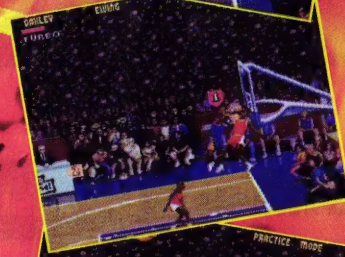




A dunk from 3 is only worthy of 2.



Burning up the court.



Golly Jim, you're just too tall.



Prayers are easily answered in NBA JAM.

arcade version. If the standard secret power-ups and characters aren't enough to convince you to upgrade your Jam, then maybe this will. NBA Jam TE offers a unique option where you can turn on shooting Hot Spots that allow you to score up to seven points from the highlighted portion of the court. Of course, if that's still not enough Acclaim put in one final option. You can turn on Power-Up Icons that randomly appear on the court and allow you to (3) increase your three-point shot, (D) monster dunk from anywhere on the court, (S) increase your speed, (P) improve your power, (T) super-charge your turbo, (F) instantly go on fire, and (B) bomb everybody else on the court.

NBA Jam Tournament Edition may be a slight let down to some because the game has almost no changes graphically, but for the hard core arcade-style B-Ball player NBA TE gives a whole new meaning to Boom-Shaka-Laka.



► THE BOTTOM LINE **8.25**

SNES

ANDY, THE GAME HOMBRÉ

Concept: 8 "NBA Jam has improved play control, better power-ups, and cooler play modes. However, I am slightly disappointed that the game really wasn't that much different than the original (other than the new codes), so this one's a tough choice."
Graphics: 8
Sound: 8
Playability: 9.75
Entertainment: 9
OVERALL: **8.5**
 Although it's closer to the arcade unit than the original NBA Jam, it doesn't offer that much over the first product. If you're a big sports fan and play a lot of 4-on-4, then this is a must-have, but I wish this game had more to offer than harder computer opponents and more players."

RICK, THE VIDEO RANGER

Concept: 5 "One year ago NBA Jam revolutionized SNES basketball with its outrageous play and spectacular dunks. The question now is, what have you done for us lately? The Tournament Edition offers two obvious improvements on the original. There are now more players to choose from and make substitutions with, and the voices are also dramatically improved. Is this enough to make me go out and buy the game? No way! This game is not much better than the original and a lot of star players have been taken out. I think I prefer the original."
Graphics: 8
Sound: 7.5
Playability: 7
Entertainment: 7
OVERALL: **7**

PAUL, THE PRO PLAYER

Concept: 9 "One of the hottest games of '94 just got better. Or did it? The overall look of the game hasn't really changed very much. Sure there are more dunks, larger rosters, and some different options, but the overall play control hasn't changed. Yee-ha. Even so, I still found myself getting pumped-up from playing it. All of the secrets are really what make it fun. Any game you can play as the Beastie Boys gets my vote. NBA Jam TE is solid, but it might disappoint many fans who expect more in a sequel."
Graphics: 9.25
Sound: 8.75
Playability: 10
Entertainment: 9
OVERALL: **9.25**



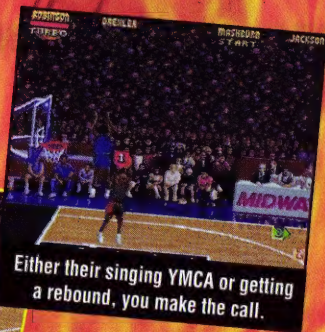
Clearing the lane!



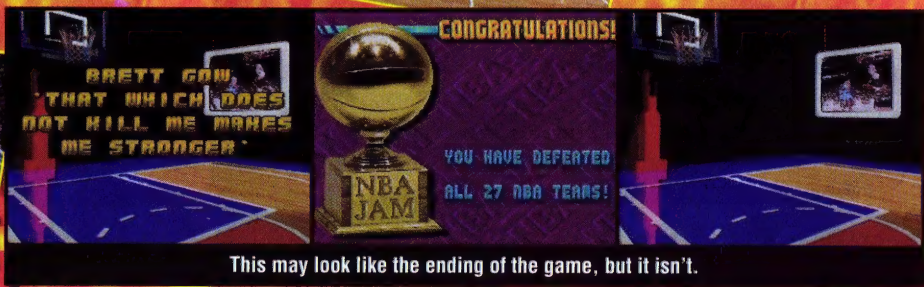
EARTHQUAKE!



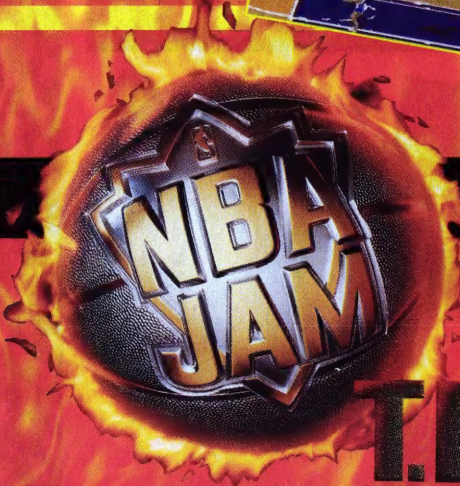
PRACTICE MODE



Either their singing YMCA or getting a rebound, you make the call.

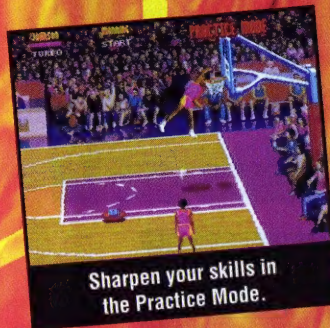


This may look like the ending of the game, but it isn't.



Genesis • Genesis • Genesis • Genesis • Genesis

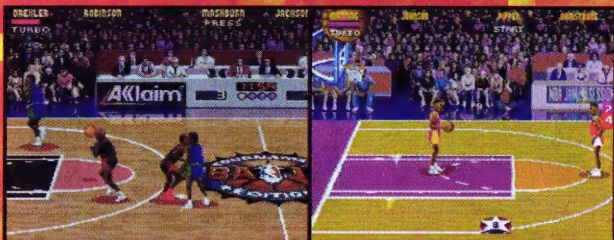
TE.



Sharpen your skills in the Practice Mode.



Just like the Chariots of Fire.



As you can see the SNES has superior graphics when compared to the Genesis.



► THE BOTTOM LINE 8

Genesis

ANDY, THE GAME HONBRÉ

Concept: 7 "NBA Jam TE in one sentence: It looks the same, plays better, and has a ton of tricks. So if you're looking for another high-speed, high-scoring basketball game, NBA Jam is definitely the cream of the crop. On the other hand, if you want real basketball, give NBA Live '95 a whirl."

Graphics: 8

Sound: 7.75

Playability: 8

Entertainment: 8.5

OVERALL:
8

RICK, THE VIDEO RANGER

Concept: 5 "A disturbing trend in the video game world is that, as soon as a hit game comes out, the manufacturers start working on a sequel. NBA Jam Tournament Edition gives us more players to choose from, but lacks the star power of the original. I didn't find any significant improvements in this version and I don't see any reason why this game was made."

Graphics: 8

Sound: 7

Playability: 7

Entertainment: 7

OVERALL:
6.75

PAUL, THE PRO PLAYER

Concept: 9 "As far as overall looks, I think the graphics have a much cleaner appearance than its predecessor. However, the shoe colors are still not individualized. It's a small thing, but it makes a multiple-player game a little annoying. Other than that, it is another solid NBA Jam game and a true jam-fest, but overall it's not much of an improvement over the previous version."

Graphics: 8.5

Sound: 9

Playability: 9

Entertainment: 9

OVERALL:
9

It's Sabotage!



Acclaim and Iguana team up once again, and as always the sparks are flying. What's inside this cart? Is there something in this game that wasn't in the arcade? As the consumers, we know how these two companies like to taunt and tease us by throwing unbelievable stuff into a cart. This time they've out done themselves. Imagine this, you're at the big game, it's between the Sonics and the Wolves. However, here's the catch. The Sonics never make it to the stadium, their plane crashes and they all die. So who will play in their spot? Well, there's no one else around. So how about we have the band that kicked it all night at the club across the street play in the Sonics place. Let's get the Beastie Boys!

Roll out the red carpet and kiss their feet, the Beastie Boys are in NBA Jam: Tournament Edition (TE), and you'll have total control of them. That is if you can find them. Sorry, to spoil the joyous mood of excitement, but just like the first game, the players are hidden behind a secret code. But the Boys aren't alone, Acclaim has announced that there are 38 hidden characters inside TE. Many of these hidden characters are programmers and creators of the series, however 38 is a large number to fill and lots of other hidden characters await. GI managed to find ALL of these secret players, some of which are pictured on the right. For the full scoop on the hidden characters and power-ups for SNES, Genesis and Game Gear, turn to the Secret Access section and get the low-down.



Air Dog



Brutah



Carlton



Di Vita



Facime



Goskie



Kabuki



Liptak



Rivett



Snake



Turmell



Weasel

ADROCK



MCA



Mike D.



Team Beastie

The Rookies



Montross



Hill



Robinson



Mobley



Williams



Person



Kidd



Dumas



Jones



Marshall



Thompson



Mckie



Rose



Curley



Reeves



Dare



Wright

Original Roster

Expanded* Roster

New York



Ewing
Oakley
Starks



Harper
Mason

Chicago

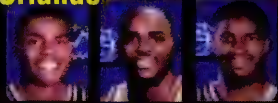


Pippen
Armstrong
Kukoc



Longley

Orlando



Hardaway
Grant
Anderson



Scott

Cleveland



Price
Daugherty
Wilkins

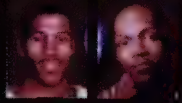


Williams

Philadelphia



Bradley
Weatherspoon
Malone



Bradley
Wright

Detroit

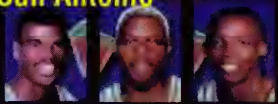


Dumars
Mills
Miller



Hill
Curley

San Antonio



Robinson
Rodman
Elliott



Person
Cummings

Portland

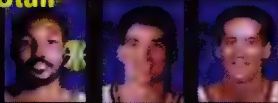


Drexler
Robinson
Porter



Strickland
McKie

Utah



Malone
Stockton
Hornacek



Benoit

Seattle

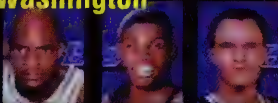


Kemp
Payton
Schrempf



Gill

Washington



Webber
Cheaney
Skiles



Chapman

Indiana



Miller
Smits
McKey



Davis

Milwaukee



Baker
Day
Murdock



Mobley
Robinson

Boston



Wilkins
Brown
Radja



McDaniel
Montross

Sacramento



Richmond
Webb
Simmons



Hurley

Dallas



Mashburn
Jackson
Davis



Kidd
Dumas

Golden State



Gugliotta
Sprewell
Seikaly



Hardaway
Mullin

Denver



Mutombo
Abdul-Rauf
Ellis



Pack
Rose

LA Clippers



Richardson
Roberts
Sealy



Vaught

Houston



Olajuwon
Thorpe
Horry



Maxwell
Cassell

LA Lakers



Divac
Peeler
Van Exel



Worthy
Jones

Miami



Smith
Rice
Miner

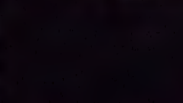


Owens
Reeves

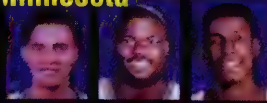
Atlanta



Blaylock
Willis
Augmon



Minnesota



Laettner
Rider
West



Marshall
Rooks

Phoenix



Manning
Johnson
Majerle



Tisdale
Green

New Jersey

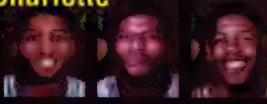


Coleman
Anderson
Edwards



Gilliam
Dare

Charlotte

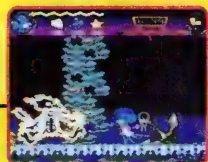


Mourning
Johnson
Bogues



Curry
Hawkins

Kitty Litter!



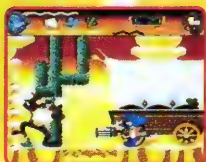
WHAT A SHOCK!



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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ACME PRESENTS

DESERT DEMOLITION

Road Runner

(Speedicus Birdicus)



Avoid



1-Up



Turbo



Health



Add Time



Stamps



Beep, Beep! Zip..Tang! There goes the Road Runner burning up the sand dunes, rocks and rooftops of the scorching desert. Closely behind, here comes that hungry Wile E. Coyote chasing what may prove to be a delectable feast for his empty stomach. Will that cunning predator catch the speedy meal on wheels? Let's take a look.

Desert Demolition puts you in control of either the Road Runner or Wile E. Coyote. Therefore, all of you who have always wanted to see the scamp Wile E. catch that quick little bird, here is your chance. *Desert Demolition* is a basic platform game where the ultimate goal is to become ACME President or ACME'S number one customer. To become the President or number one customer, you must collect Acme stamps that are spread over the six levels of mayhem found in the desert, on a train, on mine rails, and in the mine caverns.

Whether you choose to play as Wile E. with his wondrous Acme gadgets, or as the Road Runner, with his mind-boggling speed, *Desert Demolition* promises to get a chuckle out of nearly everyone in the family.

- **Cart Size:** 8 Men
- **Style:** 1-Player Action Platform
- **Special Features:** Control Elimn Wile E. On The Road Runner and Three Difficulty Settings
- **Created by:** Blue Sky Software For Sega
- **Available:** Now for Genesis



HIT THE TURBO AND GAIN SOME SERIOUS FOOT SPEED!



JUMPING ON THIS ROCKET IS THE ONLY WAY TO EXIT THIS LEVEL.



I DON'T THINK WILE E. MEANT TO GRAB ON TO THOSE PRICKLY PEARS.



EAT THE BIRDSEED TO INCREASE ROAD RUNNER'S HEALTH.



UH, OH! IF HE CATCHES YOU, YOU'RE THROUGH.



I DON'T KNOW, THIS COULD BE A TRAP.

Wile E. Coyote

▶ THE BOTTOM LINE **6.75**

(Canis Ravenous)



Power-Up



1-Up



Turbo



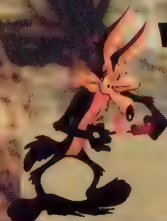
Health



Add Time



Stamps



ROSS, THE REBEL GAMER

Concept: 9 "Alright! Finally I get a chance to play that poor little Coyote and get my paws on that laws-of-physics breaking, scrawny-necked, hyper-speed-traveling little freak! That's truly the best part of this game. The character animation and playability follow a close second, but musically this game needs more cartoon sounds!!! The timer is a great addition to this game. It helps to keep the game moving, unlike Sylvester and Tweety or the latest Bugs Bunny game. I will definitely need to add this one to my collection."

OVERALL:
8.25

RICK, THE VIDEO RANGER

Concept: 5 "Desert Demolition is cute for about the first ten minutes that you play it, but then you realize that you are at the final stage of the game. This game is way too easy! There is not much more to say about Desert Demolition."

Graphics: 6.5

Sound: 8

Playability: 8 "Beginners or young children might want to try this one to build up their confidence. For veteran gamers, this is a one night rental only."

Entertainment: 2

OVERALL:
5

PAUL, THE PRO PLAYER

Concept: 5 "The Roadrunner has to be one of my all-time favorite cartoons and Desert Demolition really does him justice. The animation is excellent. As far as gameplay, DD offers an easy trip as the Roadrunner. All you have to do is run straight to the end. Roadrunner's nemesis offers more gameplay because things are always tough on him. I had some fun with this title, and most of you should too. However, this game is a rental in my book. It only offers a couple days of excitement."

Graphics: 9

Sound: 7

Playability: 6

Entertainment: 4.75

OVERALL:
6.75

NAKITEK™

Power to Perform

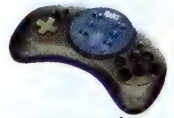
SAVE ANY GAME **Game Saver+ for Super Nintendo®**
ANY LEVEL The only instrument that lets you stop in mid-game, then
ANY TIME restart, even days later, at the same point! Marks your restart spot,
even if game is turned off for days. Play at half speed with no sound or
picture distortion. Eliminates need to replay lower skill levels.



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Racks to Pro Players, NAKITEK's red-hot,
high-performance accessories
blow away the competition. Packed with
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Get NAKITEK.

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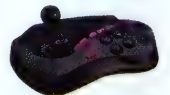
*Super Nintendo is a registered trademark of
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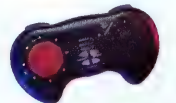
Pro Control 6



Pro Player



Pro Fighter 6



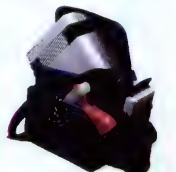
Turbo Touch 360



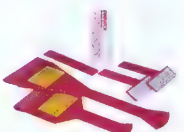
4-way RF Switch



Sound Jammers

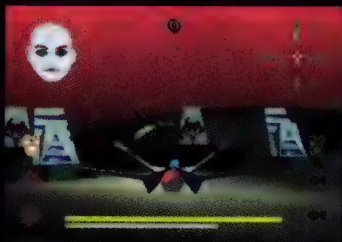


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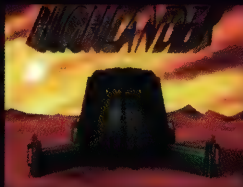
BATTLEMORPH™ This much-anticipated 3-D sequel to Cybermorph has a killer new twist. You can seek out new worlds underwater and underground. Available 1st quarter.



BRETT HULL HOCKEY™ With awesome digitized graphics and a real-time 3-D rink, you'll feel every slapshot, save and humiliating slam into the boards. Available 2nd quarter.



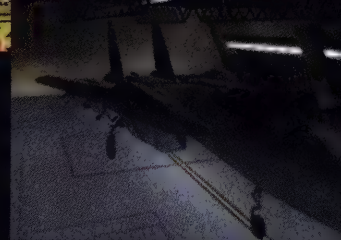
DRAGON'S LAIR® Dirk's back, only this time he'll be fighting dragons in your home. It'll take the Jaguar's raw 64-bit power to the max. Available 1st quarter.



HIGHLANDER™ Based on the hit movies and TV series, Highlander will take your swordsmanship to the 64-bit level. Available 1st quarter.



ROBINSON'S REQUIEM™ Imprisoned on an alien planet, you either escape or die. You'll cover 3 miles of 3-D terrain as you fight off starvation, predators and insanity. Available 2nd quarter.



BLUE LIGHTNING™ You're in an F-18 battling a renegade general. Can you handle precision flying and stomach-wrenching dogfights or do you need your mother? Available 1st quarter.



CREATURE SHOCK™ You're on a mission to find the remains of a lost ship on the near-dead Planet Earth. 3-D graphics and eerie special effects add to the chills. Available 2nd quarter.



How can we possibly make the 64-bit Jaguar more powerful? Attach an Atari double-speed CD player. It's a lot like attaching an atom bomb to an F-14. We're talking explosive power that no other CD-ROM combination can match. Just piggyback this 790-megabyte monster onto your Jaguar and watch your TV come alive with insane true color, movie-like images and CD-quality stereo sound.

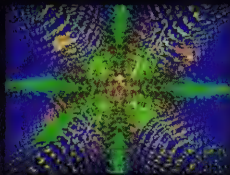


DEMOLITION MAN™ Get ready for an interactive adventure with live action footage of Stallone and Snipes. Now your sappy dreams of movie stardom can be a reality. Available 1st quarter.

The most powerful game system in the world just got a 790 Meg TUNE-UP.

VIRTUAL LIGHT MACHINE™

Watch the beats of your CD's come to life in a pulsating collage of 65,000 mind-blowing colors. Or create your own cosmic light show at the touch of a button.



If our Interactive CD games don't rearrange your brain cells, the built-in Virtual Light Machine will. Throw on your favorite CD, and watch the music morph, contort, and pulsate in a psychedelic light show your ex-hippie parents may even appreciate. So check out the new CD player for the Jaguar. It'll crank the torque up to nuclear proportions.

\$149

JAGUAR 64-BIT
MULTIMEDIA PLAYER **CD** DO+THE MATH

If that guy doesn't look evil, I don't know what does.



A young prince, wise and able but with a streak of curiosity, frequently leaves his land to explore the ruins which surround his kingdom. One day he opens an aging chest to discover a stunningly crafted piece of jewelry; a shining Golden Armlet. Slipping it onto his forearm, Prince Ali is granted a vision, a vision which flows from the Armlet. The Golden Armlet informs Ali that he is the ancient tool of the benevolent Sorcerer Reharl who could control the four spirits. The Golden Armlet was used to battle the chaotic and destructive Agito, who had created a Silver Armlet to wreak havoc upon the world. The Silver Armlet has been found and someone is being controlled by its evil power. With Golden Armlet in hand (in arm?), Ali sets out to find the four spirits and stop the ambitions of the Silver Armlet bearer.



This handy map helps you figure out where to go.



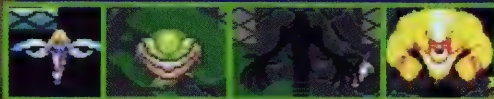
This guy is all brawn and no brains.

Smack the snake in the snake before you get gobbled.

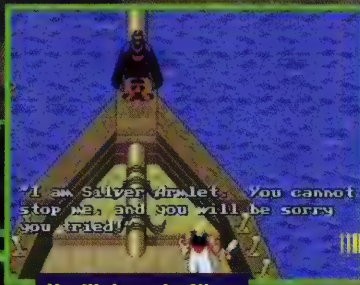


You'll start off the game under attack by this big goon.

THE SPIRITS THAT FOLLOW THE GOLDEN ARMLET



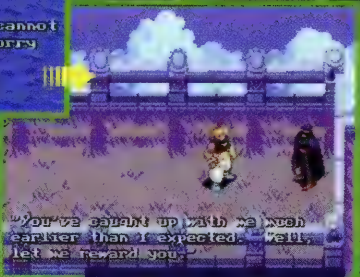
BYTTO - FROM WATER
BOW - FROM THE LIVING EARTH
SHADE - FROM THE REFLECTED WORLD
EFREEET - FROM FIRE



You'll chase the Silver Armlet across the sea...



Ahh...Home Sweet Home!



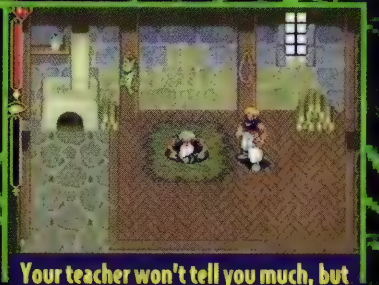
He jumps and he's sharp. LOOK OUT!



What game would be complete without a big red dragon?



All right Bow, chomp away!





This doesn't look good for poor Ali.



Some switches will open hidden passages.



He found Efreet, a spirit of fire who had been sleeping in the

Efreet is a flame packing, power punching, fiery maniac.

You can light fires with bombs, but watch out for the effects.



Floor switches can be held down with cleverly rolled rocks.

Somebody dropped a steak.



As the quest unfolds, you'll find that Ali is a skilled warrior, able to wield his dagger with destructive force. He can jump and kick, crouch, and spin to keep the baddies off of his back. His true power, however, will come from the Golden Armet. As spirits are awakened from the shrines, they will come to Ali's summons. To summon a spirit, merely direct the power of the Armet at the appropriate item. Dytto, the water spirit, is summoned from water, steam, and even small drops of moisture. The Fire Spirit Efreet is awakened from flame. Shade, a shadow spirit, will appear from mirrors or other reflective items. Finally, Bow will appear from living plants. Each spirit will aid you in a different way, and you will have to utilize all their powers in order to defeat the evil that haunts the land.

Ancient and Sega have brought a delightful Zelda-like game to the Genesis platform. It will transport you to a different land with minimal talk and maximum action. ■

- **Cart Size:** 16 Meg
- **Style:** 1-Player Action/Adventure
- **Special Features:** 4 Schools of Magic, Multiple Weapon Selection, Battery Save, Music by Yuzo Koshiro
- **Created by:** Ancient for Sega
- **Available:** March 1995 for Genesis

▶ **THE BOTTOM LINE** **8.75**



"I am Dytto, a water spirit. Water has the power to purify and can wash away evil."

You must travel to the water shrine to learn the power of magic.



Venture behind the waterfall with Dytto.

Andy, The Game Nerd

Concept: 9 "Amazing! Truly amazing! Beyond Oasis is the best adventure game I've played in a long while. The **Graphics:** 9 graphics and animation just blew me away, but once I got into the game **Sound:** 9 the variety of special moves and attacks left me dumbfounded. This **Playability:** 9 game has got it all. Although the adventure is a tad short, the journey is definitely exciting and the surprise **Entertainment:** 9.25 ending will leave you wanting a sequel. Now!"

OVERALL:
9

Ross, The Rebel Gamer

Concept: 8 "Beyond Oasis is the kind of action/ **Graphics:** 8 adventure game that I love to play. It compares graphically to Secret of **Sound:** 8 Mana and LandStalker, and it plays like them too. The sound needs to **Playability:** 8 be worked on, especially the water fairy, but other than that I can't find **Entertainment:** 8 anything else wrong with it. Wait, I take that back. I can think of two key **OVERALL:** 8.75 features that are missing: multi-player control and a better mapping system. If this is the way that Sega is going with adventure games, then I'm all for it."

Paul, The Pro Player

Concept: 8 "First and foremost, this is a very nice **Graphics:** 9.25 rip-off of Zelda III, but Beyond Oasis has some unique features that make it fun to play. I like the various attack **Sound:** 8 methods and also the spirit buddies that help you out in a jam. Although **Playability:** 8.75 this game doesn't have the playing time of Zelda, it offers a lot of good **Entertainment:** 9.5 action that leaves me anxiously awaiting a sequel. If you want a good **OVERALL:** 8.75 action/adventure, Beyond Oasis will give you about 20 hours of straight playing time."

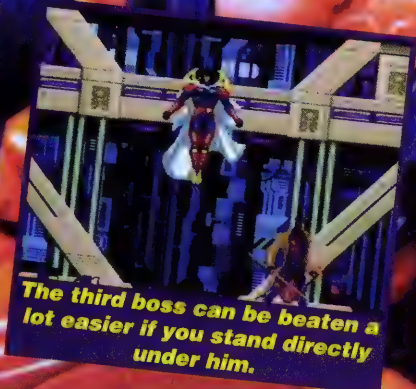
X-MEN 2

CLONE WARS

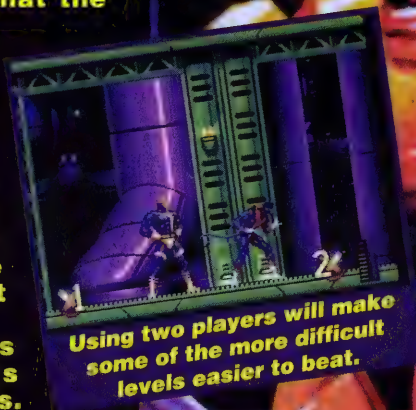
The entire population of Earth is being threatened by an alien clan called the Phalanx. These aliens have the ability to instantly enslave and clone any Earthling. Earth's only hope is the X-Men. Due to their mutant genes, the X-Men thought they couldn't be cloned as easily as a mere Earthling, so Professor X, through the Cerebro, sent the X-Men to eradicate the Phalanx. Soon after battling the X-Men, the Phalanx learn that the X-Men can be assimilated if they can capture the mutants' DNA strands. Eventually, the Phalanx clone the X-Men and send the clones to destroy the X-Men's arch-enemy Magneto. Magneto then discovers the Phalanx plans and is faced with a tough decision, join the X-Men or be assimilated. There is only one choice that he can make, he must help the X-Men!

X-Men 2: Clone Wars is Sega's second installment of Marvel's greatest heroes on the Genesis. Much like the first *X-Men*, this is a straight forward action game that can be played with two-players simultaneously. The object of the game is to destroy the Phalanx aliens on each of the

Beast



The third boss can be beaten a lot easier if you stand directly under him.



Using two players will make some of the more difficult levels easier to beat.



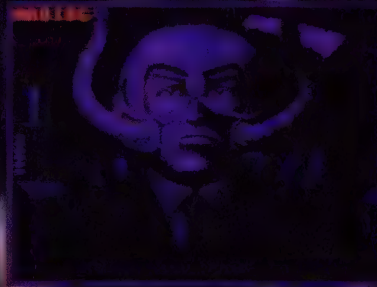
Caution: When you throw this switch the floor drops out.

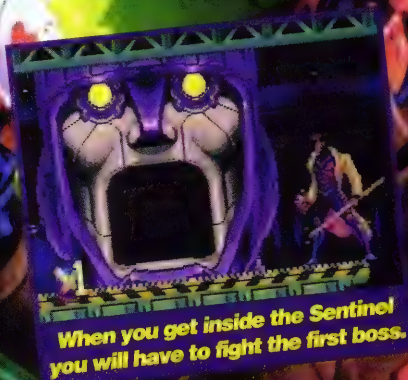
Nightcrawler



► THE BOTTOM LINE 8

Psylocke





When you get inside the Sentinel you will have to fight the first boss.



Watch out for that guy in the background because if he hits you twice, you're dead



Gambit



Collect the DNA strands to increase your health meter.



Pull that trigger big man, and you're gonna get mowed. I guarantee it!

Wolverine



Cyclops



- **Cart Size:** 16 Meg
- **Style:** 1 or 2-Player Action
- **Special Features:** Your Choice of 7 X-Men Characters and Two-Player Simultaneous
- **Created by:** Head Games
- **Available:** Now for Genesis

six levels and avoid letting them clone your characters. You will be able to choose either Beast, Cyclops, Gambit, Nightcrawler, Psylocke or Wolverine to fight against the Phalanx troops. After a few levels, Magneto will be added to your list of playable characters. One feature that X-Men video game fans will enjoy is that unlike the first one, *X-Men 2* gives you unlimited super powers that you can use at any time.

The Phalanx is threatening the entire Earth, and there is only one force that is powerful enough to stop them - The X-Men. Can you control the X-Men's mutant powers and destroy the Phalanx? No one knows, but you must try and you must succeed!

```

WIDESCREEN PHALANX INFILTRATION
DETECTED IN MAGNETO'S ASTEROID.
AVALAR.

WHAT IS HAPPENING?
NO ACOLYTES ARE PRESENT AND
THERE ARE NO SIGNS OF BATTLE.
94% CERTAINTY THAT MAGNETO IS
UNWARE OF THEIR PRESENCE.

RELAY MESSAGE TO MAGNETO:
"ERIC, YOU ARE IN DANGER! YOU
MUST LEAVE AVALAR IMMEDIATELY!
I WILL SEND THE X-MEN!"
    
```

Pay attention to Professor X when he gives you info through the Cerebro.

RICK, THE VIDEO RANGER

Concept: 7.5 "X-Men 2 succeeds where so many X-Men games have failed. This version handles like a Porsche. X-Men 2 is fun and challenging as you work your way through the maze-like levels. There is lots of creativity displayed in this game and I was surprised more often than I would like to admit. The characters are all well drawn and animated. X-Men 2 is not quite great but it is very good."

Graphics: 7.5

Sound: 7

Playability: 8

Entertainment: 8

OVERALL: **8**

ROSS, THE REBEL GAMER

Concept: 6.75 "The fact that Sega is making another X-Men game for the Genesis is not totally surprising to me, but the fact that you can play as Magneto is. I really like that you can play this game with two-players simultaneously and that you can choose a different character for each level. The difficulty level in this game is frustrating and will cause many gamers some trouble."

Graphics: 8

Sound: 7.5

Playability: 8

Entertainment: 7.5

OVERALL: **7.5**

PAUL, THE PRO PLAYER

Concept: 8.5 "It seems as though Sega listened to the gripes about the first X-Men game and modified the gameplay accordingly. Like the first game, X-Men 2 is pretty tough and will take plenty of time to complete. Graphically, this game pops off the screen when compared to the drab look of the first. All the characters are well animated and respond well to the control. The X-Men are all over the place these days, and one place you should check them out is on your Genesis."

Graphics: 9

Sound: 7

Playability: 8.75

Entertainment: 9

OVERALL: **8.5**

They're Back, and Ready to

Hit the Ice in...

NHL ALL-STAR HOCKEY

95



How's your team doing in the standings?



Let the playoffs commence!

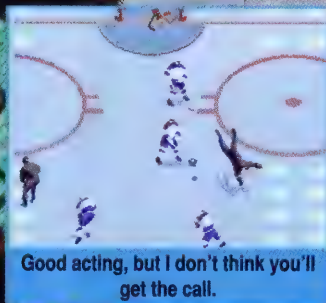
▶ THE BOTTOM LINE 5.5



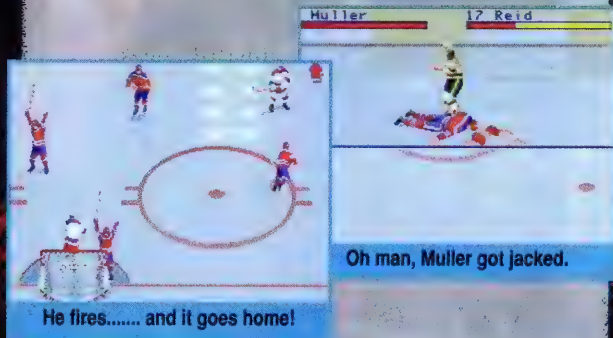
Ooooooh, that's gonna hurt tomorrow!



By looking at the Scouting Report, I think the Leafs have a huge advantage.



Good acting, but I don't think you'll get the call.



He fires..... and it goes home!

Oh man, Muller got jacked.

The NHL decided to play a forty-eight game season this year. So to keep hockey fans from going nuts, Sega Sports releases their first hockey game for the Genesis: *NHL All-Star Hockey '95*.

This game gives you all 26 teams with the entire roster of players (and no, they won't ruin the season by asking for more money) in the NHL and an entire 84 game season leading into the Stanley Cup playoffs. Or, if you don't want to try the whole season, play an exhibition game or skip right to the playoffs. Whichever you choose, be sure to check out your favorite player's or team's stats to see how well they are doing in between periods or at the final buzzer. If you don't know which player or team is your favorite, use the Team Cards option to find one.

Many of the features found in the leading hockey games, like NHL '95 from EA, can be found in this cart. Some of the more important ones are the one-timers, body crushing checks, line editing, and a slow-mo replay. Probably the most exciting feature is the fighting. Many hockey fans have missed the fighting in hockey since the leaders of the NHL decided to make it a taboo, therefore outlawing it from video games sanctioned by the NHL. This isn't the case anymore thanks to Sega Sports.

- **Cart Size:** 16 Meg
- **Style:** 1 or 2-Player Hockey
- **Special Features:** Fighting, Team Player Cards, A Full 84 Game Season, And A Best of Seven Stanley Cup Playoffs
- **Created by:** Sega Midwest Studio
- **Available:** Now for Genesis

PAUL, THE PRO PLAYER

Concept: 7 "This game is poorly executed. The control, animation, and overall look are horrid. C'mon, there are shots in hockey besides the slapshot. These guys wind-up on every shot. The sound is pretty decent in addition to the fighting (which has been absent from other games). Sega Sports is up against tough competition when it comes to hockey carts. NHL All-Star ranks third behind NHL '95(EA) and ESPN (Sony)."

OVERALL:
6

ANDY, THE GAME HOMBRE

Concept: 7 "Wow, the animation is horrible and the play is even worse. Hey but there is a reason to check out this game - it has fighting and the real players."

Graphics: 5

Sound: 4 (How did they pull that one off EA?) Of course, that's the only reason you would want to play this game. Go rent it and check and it out if you like Blades of Steel, otherwise I can't say too many good things about this game."

OVERALL:
4.5

ROSS, THE REBEL GAMER

Concept: 8 "Let's start off by saying that I am really glad to see that someone is putting the fighting back into video hockey, but its depressing that the game itself bites. Scoring in Sega's NHL is based more on luck than the skill of the person playing it, and when you are playing against the computer it scores on just about anything it shoots. Yes, the season, real players, and player cards are cool, but it's too bad that gameplay has to be sacrificed to have them."

OVERALL:
6

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MORE SECRET PLAYERS
MORE SUPER JAMS**



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GENESIS™ GAME GEAR™ SEGA® CD™ JAGUAR PC CD-ROM

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ENTRIES MUST BE RECEIVED BY MAY 15, 1995* SEE BELOW FOR DETAILS



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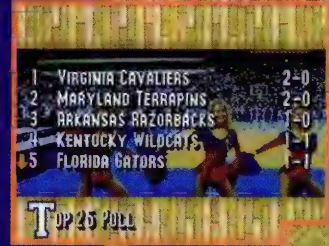
With the last name Krzyzewski (Sha-Shef-Ski), there's no doubt why EA condensed the title to just Coach K. Mike has some serious coaching abilities, and he is deserving of a game of this caliber. Coach K has taken his team, the Duke Blue Devils, to the NCAA semifinals seven out of nine times. Now it's up to you. Can you be as effective as Coach K, or are you just a bench warmer?

Have you ever dreamed of having the perfect basketball simulation at your disposal? Well, the EA Sports team released a nearly flawless NBA cart last year with NBA Live '95. Sure it's a great game, but what about the fans of college basketball? Will EA do us some justice? Here it is; the closest thing to college basketball since NCAA Basketball for the SNES. All the right ingredients are added to spice up the b-ball fever in you. Play strict defense in a 3-2 Zone, or stick to the competition in man-to-man. Most of the classic defenses are incorporated here. However, don't stick to one sole defense, because the offense has the ability to break zones and go in for the easy score. Besides zone breakers, the offensive arsenal ranges from run-and-guns to last minute prayers. Even with some new additions like the behind view free-throws and an array of new dunks, the game still plays almost identical to the NBA Live series.

Pick from 32 top college teams or go for the classic game and pick from 8 all-time championship teams. Statisticians will be overwhelmed with the statistical ability this game possesses. Hook up with your college pals and sing along with your school's chant. Remember, the next game you play could be against Coach K. ■

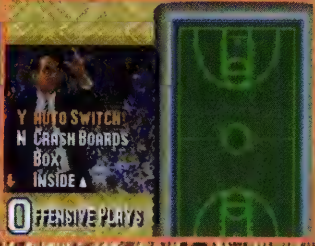
**Travel
to the
Final Four
With
Coach K**

- **Cart Size:** 16 Meg
 - **Style:** 1 to 4-Player Basketball Simulation
 - **Special Features:** Battery Backup, Complete Season and NCAA Tournament, Championship Teams
 - **Created by:** EA Sports
 - **Available:** Now for Sega Genesis
- **THE BOTTOM LINE** **8**



Track your team through the Top 25.

Check out the offensive and defensive stances.



Ross, The Game Master

Concept: 8 "Like NBA Live '95, Coach K is a magnificently produced basketball cart. Although it isn't a huge leap forward from NBA Live '95, the play mechanics have been improved and the graphics are just a little bit crisper. If you're looking for a good college hoops game to get you through March Madness, then this has got to be the one. Easily the best 5-on-5 basketball cart available."

Graphics: 8.5

Sound: 8

Playability: 9

Entertainment: 9

OVERALL: **8.5**

Nick, The Video Ranger

Concept: 7 "Sorry Dickie V, but Coach K basketball is the best thing to happen to college b-ball on the Genesis. I like how you can call your plays on the go. Fast breaks and up-tempo games really work here. The season records and Top 25 poll are kept."

Graphics: 8

Sound: 7.5

Playability: 7.5

Entertainment: 8

OVERALL: **7.5**

Paul, The Pro Player

Concept: 9 "I found the Coach K license very amusing because Duke is a team I love to hate. Basically, this game is for the serious college b-ball fan. It really isn't much different than NBA Live, but it's cool to have the huge playbook that NBA Live didn't have. I think it's an excellent hoops game, but might not be worth the money if you already picked up the NBA version."

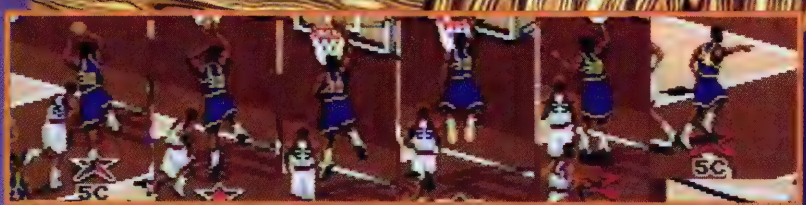
Graphics: 9

Sound: 7.75

Playability: 8.5

Entertainment: 8.5

OVERALL: **8.5**



Injuries could be a lot more serious than this.



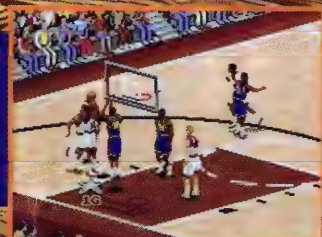
New behind the player view of free-throws.



Hey, it's Dave, Paul, Andy and my dorm roommate Ross.



Here it is, the NCAA Tournament.



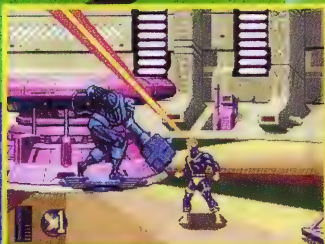
Look at those crazy boys mom. They're in a zone defense!

Play Magneto. Only on SEGA!

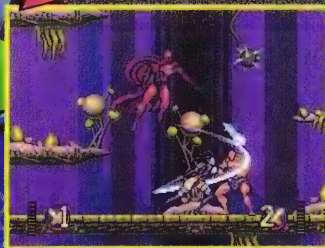


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X-MEN 2 CLONE WARS



Extreme style! The real Marvel® comic characters swing into action to stop an evil DNA disaster. But the Cloning Factory is no match for Cyclops' awesome optical powers—especially when he gives 'em the eye!



Magneto-mania! Only SEGA™ lets you live the adventure with the highest number of playable characters ever—including Magneto! Has this villain finally turned hero?



Draw your claws! Play as Wolverine—or any of seven different X-Men® and watch your mutant powers come alive! The only thing sharper than your adamantium claws is your pure animal instinct!



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The smell of fresh cut grass fills the air. The roar of a fully packed stadium drowns out the doubts you have about today's game. You run out onto the field with the rest of your team, proudly wearing your colors. The coin is flipped and the first game of the International Cup Tournament is thrown into motion. Can you win the cup in *International Superstar Soccer* from Konami?

This soccer simulation features a choice of five different games that you can play. They are an Open Game, an International Cup Tournament, a multi-season World Series, a Training session, a first-person perspective Penalty Kick Game and nine different Scenarios for you to solve. In most of these modes, weather conditions (like snow, rain, and fair weather) can affect the way the game is played. In fact, with the Open Game mode you can select one of the three conditions in which to play. Other features that you can find in this game will add to the way it plays and feels. In fact there are adjustable half lengths, three difficulty settings, Automatic and Manual control goalies and adjustable uniform colors.

Now that you know all of your "options", you can sit down and challenge a friend to a game, or pick one of the 26 International teams and play through the International Cup tournament. *International Superstar Soccer*, could be Konami's best sports game since *Blades of Steel*, and its all yours. ■

Relive Memories of the World Cup With...

INTERNATIONAL SUPERSTAR SOCCER



The ball could become pretty slippery for the goalies in the rain.



Why are those guys holding their hands down there?



After a goal is scored, you can watch it on the automatic replay.



The Scenarios put you in situations where you must perform various tasks to proceed.



Before you choose your team's tactics, check out the animations and find the best one for your style of play.



Substitute fresh players when your starters grow weak.

PAUL, THE PRO PLAYER

Concept: 9 "With the soccer craze in '94 this one seems a tad late for the American market. Plus, this game is going against the king, FIFA by EA. Well, I've got to admit Konami did an outstanding job. The characters are well animated and the play control is solid. In addition, I like all of the additional options that this has over FIFA. The scenario option and shoot-outs are excellent. If you're a huge soccer fan this may be your game."

Graphics: 9

Sound: 9

Playability: 8.25

Entertainment: 8.25

OVERALL:
8.75

RICK, THE VIDEO RANGER

Concept: 7 "Konami brings an exciting new soccer game that challenges for the cup. This game features excellent graphics and animation plus challenging gameplay. Defensive purists will love this one as it is almost impossible to score. The computer opponent is tough on normal and a nightmare on hard. The field seems to play just a little bit short which creates for more scoring chances but the goalies are unbelievable. A tough game that will challenge the best players."

Graphics: 8.5

Sound: 8

Playability: 7.5

Entertainment: 7.5

OVERALL:
7.75

ROSS, THE REBEL GAMER

Concept: 8 "Konami's new soccer game, Intl. Superstar Soccer, is comparable to FIFA as far as entertainment and playability go, but sound and graphics pale in comparison. I really like the shoot-out if the game ends with a tie. The larger players look cool and the animations are cool as well, but scoring against the computer is way hard unless you're on easy. Other things that stand out in my mind are the tactics, which allow you to see how you should play the game. To sum up, FIFA is still on top, but Intl. Superstar Soccer is holding a strong second."

Graphics: 8.25

Sound: 7.5

Playability: 8

Entertainment: 7.75

OVERALL:
8

The snow is flying on the Germans' home field, making play tough for your players.

He shoots a diving header over the goalie and into the open net.

Check out the exciting animations the players do when they score.

- **Cart Size:** 16 Meg
- **Style:** 1 or 2-Player Soccer
- **Special Features:** Realistic Playing Conditions, Scenarios, A Penalty Kick Game, and An Extensive Training Mode
- **Created by:** Konami
- **Available:** Now for Super NES

► **THE BOTTOM LINE** **8.25**

Pac's Back And He's On The Attack!

NAMCO BRINGS EVERYBODY'S FAVORITE PEBBLE MUNCHER BACK TO THE SNES. LIKE DONKEY KONG AND SOME OF THE OTHER RIVALS FROM THE PAST, PAC IS UPGRADED AND READY TO BLAST THROUGH THE 90'S. PAC-IN-TIME IS A STRAIGHT FORWARD SEQUEL TO PAC-MAN 2: THE NEW ADVENTURES. HOWEVER, IT HAS A TOTALLY DIFFERENT STYLE OF PLAY. PAC-IN-TIME IS MORE OF A PLATFORM GAME, MIXED WITH SOME STRATEGY AND A TWIST OF PAC. THE MAIN OBJECTIVE IS TO COLLECT ALL THE PELLETS ON A LEVEL IN ORDER TO PROCEED TO THE NEXT. AND LIKE ALL THE OTHER GAMES, THOSE NASTY GHOSTS ARE BACK.

Look, he's so happy!



If this bridge broke, I would probably die.

PAC-IN-TIME

That ghost looks just like a blueberry pie, ahhh.



Ahh, nothing like a nice shower in the morning.



ANDY, THE GAME ROMANT

Concept: 8.5 "This game was a serious surprise. At first I thought, 'oh, great another Pac-Man game - yee-ha!' But after playing this game for a while my mind had gone 180°. This game is inventive, with fun play mechanics that makes it addictive and entertaining. If you're looking for a fun little game, Pac-In-Time is one that just may surprise you."

OVERALL:
8

ROSS, THE REBEL GAMER

Concept: 8.75 "Namco did something that I didn't expect by making a third Pac-Man game, and none of them are similar. Pac-In-Time has some great new character animations for the ball with a mouth, and it has incredibly large levels so that Pac can use those five weapons of his continually. Although the sound features some music and sound effects from its predecessor, I liked it! I truly believe that Sonic and Mario have some new competition, namely Pac-Man, but EWJ and Kong are still safe for now."

OVERALL:
8.5

PAUL, THE PRO PLAYER

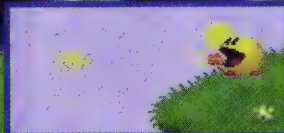
Concept: 7.5 "Now this is what I call a sequel to Pac-Man. Pac-Man 2 wasn't all that great, but this is more what I'm looking for. A fairly basic concept, but with the weapons' tools and excellent play control this game is killer. And you even get to eat power-pellets and chomp on ghosts. Pac-Man needed more than just shootin' a sling shot. This game is worth a look."

OVERALL:
8

Hsh, heh. Just like Robin Hood.



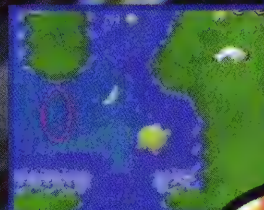
Breathing fire like a real dragon.



The club won't do much against the ghosts. Try finding a Pac-pellet.



Swimmin' like a real fish.



THE EVIL GHOST WITCH HAS SENT PAC BACK IN THE PAST, BACK TO THE HAUNTING STAGES OF CHILDHOOD. OH NO, PAC'S A CHILD AGAIN! HELP PAC RETURN TO HIS REAL TIMELINE AND TREK TOWARD THE FUTURE IN OVER 50 LEVELS OF GHOST CHOMPIN' MAYHEM. TO GIVE THE GAME A LITTLE FLAVOR, NAMCO GAVE PAC SOME NEW TOOLS AND WEAPONS TO CONTROL. HOW ABOUT A TRUSTY SWINGING ROPE FOR THOSE HARD TO REACH PLACES, AN UNDERWATER SNORKEL TO MAKE BUBBLES, AND A HUGE CLUB TO SMASH YOUR FOES INTO A WORLD OF DIRT AND WORMS? BESIDES EATING HIS FOES, PAC CAN ALSO BREATHE FIRE. FLAME ON! MAYBE PAC SHOULD CONSULT WITH MICHAEL J. FOX OR CHRISTOPHER LLOYD BEFORE HE GOES ON THESE WILD GOOSE CHASES INTO THE PAST. . . .

- **Cart Size:** 8 Meg
- **Style:** 1 or 2-Player Action/Strategy
- **Special Features:** 3 Continues, Password Feature
- **Levels:** 50+
- **Created by:** Namco
- **Available:** Now for Super NES

▶ THE BOTTOM LINE **8**

Val d'Isère

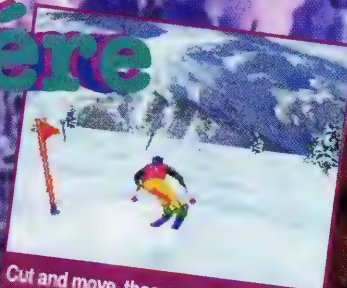
Gold



Silver



Bronze



Cut and move, those gates come quick!



The lovely slopes of the French Alps.

SKIING AND SNOWBOARDING

PAUL, THE PRO PLAYER





- Concept: 5
- Graphics: 5
- Sound: 5
- Playability: 5
- Entertainment: 5.5

OVERALL:
5.75

"Hey, it's Tommy Moe Skiing for the Jag. A skiing game? Sure, there's not many skiing carts available, but I can think of other games that should appear before this one. You've got to be a serious ski bum for this game. And even if you are, there aren't enough tricks and jumps to satisfy any player. We have come a long way from Slalom, but as far as the concept of the game it is just the same. A very unimpressive cart for the Jag.

- **Cart Size:** 16 Meg
- **Style:** 1 or 2-Player Ski Racing
- **Special Features:** Training, Competing, and Free Ride Mode; Automatic Save; Slalom, Giant Slalom, and Downhill Style Racing.
- **Created by:** Virtual Studio for Atari
- **Available:** Now for Jaguar

Free Ride Power-Ups

	Shield		Extra Time
	Speed Up		Jump

Dig in the edges for a hard left turn.

RICK, THE VIDEO RANGER

- Concept: 7
- Graphics: 8
- Sound: 7
- Playability: 6.5
- Entertainment: 7

OVERALL:
7

"This game is all about speed! I don't ski race but I can't imagine that the real thing moves any faster or requires any quicker reflexes than this game. I am very impressed with how flawlessly the Jaguar creates the blindingly fast action on the screen and still keeps the graphics so clean and detailed. I would like Val d'Isère better if it had a little more variety. The snowboarding and skiing are virtually identical. This is a showcase game for the Jag's capabilities."

ANDY, THE GAME HOMBRE

- Concept: 3
- Graphics: 3
- Sound: 3
- Playability: 3
- Entertainment: 3

OVERALL:
3.5

"What's up with no tricks?! You get two tricks and no halfpipe. Yee-ha! This game is nothing but a driving game with a skier or boarder sprite. Whoopee?! Skip it!"

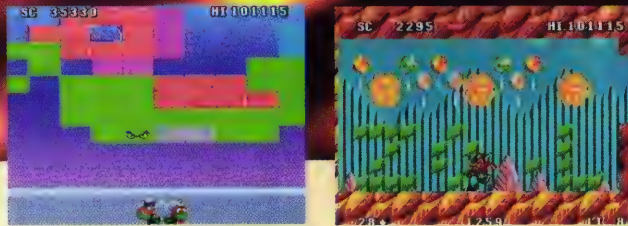
France: land of love, fine wine, and the world famous Val d'Isère Ski Resort. Miles of powder and the challenging back bowls make this one of the favorite stops on the skiing tour. Some of the top skiers on the circuit (including Oliver, Vincent, and Philippe) will be competing for top prizes in the Slalom, Giant Slalom, and Downhill races. Make the cut and you'll win a cup; ski too slow and you'll get nothing but a face full of tree. Tired of competing? Take advantage of the location and dodge ski schools, sno-cats, and poorly groomed trails as you take a free ride down the mountainside.

Val d'Isère gives you the option of controlling a skier OR a snowboarder, both of which travel with roughly the same speed and maneuverability. The snowboarder, however, looks a bit more hip in his shorts. When jumping, your player will perform a trick (the snowboarder will grab his board and the skier will do a small spread eagle), and if you jump off of a large lip you'll launch into a flip or a twist with a rousing yell of "Yeah!" Not all the slopes on the free ride are immediately accessible, and you'll have to beat the clock (without missing the checkpoints) if you're going to open up all your skiing options.

Overall, Val D'Isère has smooth flowing graphics and addicting gameplay. One has to wonder why they didn't include a split-screen racing option, so you could compete directly against a friend. Also absent is the halfpipe where boarders can strut their stuff and rack up on the hot dogging.

Skiers and boarders unite, you've got a common cause in Val d'Isère, so hit those slopes and GO GO GO!!!

▶ THE BOTTOM LINE **5.5**



Overall: 5

Cart Size:
16 Meg

Style:
1 or 2-Player
Action/Platform

Created by:
Gremlin Graphics
for Atari

Available:
Now

Zool – Gremlin Graphics

The Jaguar is one of the few systems that isn't overwhelmed by mediocre action/platform games, which is quite refreshing to see. With all the new licenses producing carts however, we're sure to see plenty of this overused and only mildly interesting style of game all over the Jag. Zool II is one of the first, and it is difficult and graphically impressive, but otherwise unworthy of notice.

At a Glance™

JAGUAR

RATING SCALE:

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

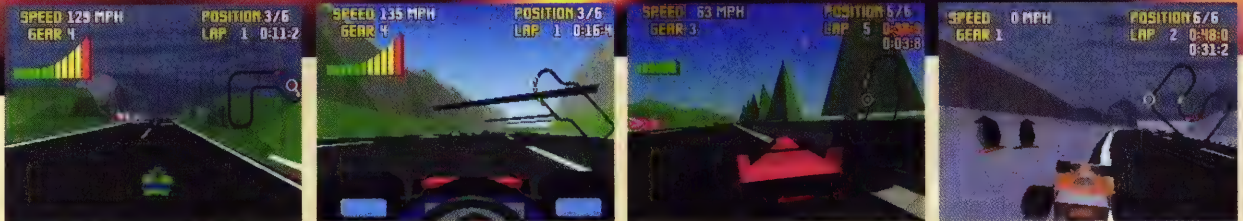
Overall: 4

Cart Size:
16 Meg

Style:
1-Player Driving

Created by:
Atari

Available:
Now



Checkered Flag – Atari

Racing games can be the most spectacular and interesting games available for a system. Accurate play control can put you right into the driver's seat and make you feel like you're on the track. Unfortunately,

Checkered Flag has some of the worst driving control ever put into a game cart. The tracks are uninteresting, and successful cornering requires the player to ignore all natural laws of physics. Stick with Mario Kart.

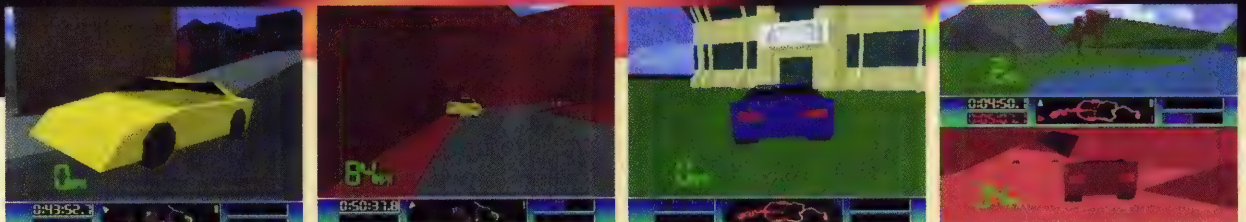
Overall: 6

Cart Size:
16 Meg

Style:
1 or 2-Player
Driving

Created by:
Atari

Available:
Now



Club Drive – Atari

In this driving game, you'll be driving a smaller car than you're probably used to. In fact, your car is about half the size of an ordinary house cat. This game offers four different areas to drive in, where you can either race (against the clock or a human opponent), try to collect powerballs, or play

a fast paced driving version of tag against your friend. Don't expect realistic driving from this cart, it is more like driving a remote control car, and the different camera angles reinforce this feeling. This game will provide entertainment, particularly in the two-player split-screen mode.

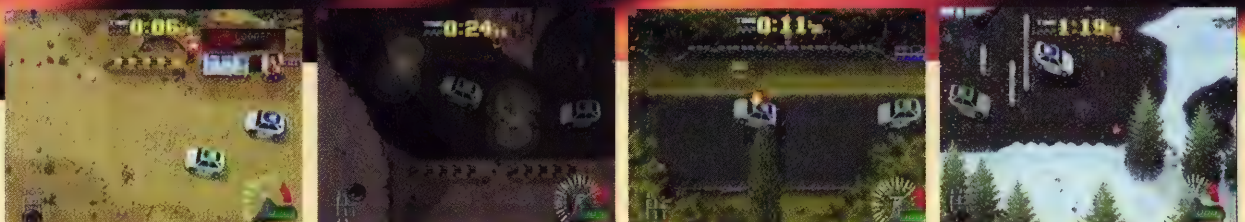
Preview

Cart Size:
16 Meg

Style:
1-Player Driving

Created by:
Time-Warner
Interactive

Available:
May '95



Power Drive Rally – Time-Warner Interactive

This overhead view style racing game from Time Warner was one of the most noticeable games displayed for the Jag at the Winter CES. Over 50 tracks and variable terrain will force you to be wise as you upgrade

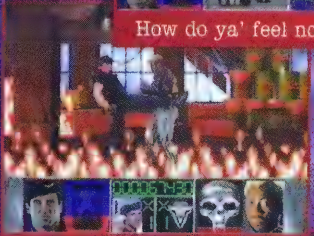
your vehicle and climb to the top of the international ratings. Fortunately, during the race your co-pilot will tell you to "Turn right!" or take a "Hard left!" Go baby go, and don't stop until you're past the checkered flag.

STALLONE SNIPES DEMOLITION MAN

Send A Maniac
To Catch A Maniac



How do ya' feel now punk?



A little more to the left.



I feel like a mouse in a lab experiment.



Pretty good balance Spartan.



Must...stay...focused.

- **Cart Size:** CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Gun and Mouse Compatible, Four Modes of Play, Password Feature
- **Created by:** Virgin Interactive
- **Available:** Now for 3DO

▶ **THE BOTTOM LINE** **7.75**

In the year 1996, crime and violence lurk around every corner. The LAPD's authority over the city has spun out of control, and a well known yellow haired freak, named Simon Phoenix, has arisen to take the underground by storm. However, Phoenix's plans have been plagued by Sergeant John Spartan. Spartan is a do or die kind of cop, and he has been assigned to take Phoenix down once and for all.

The game is split into four different modes of play, and will be randomly slotted throughout the game. The first style you'll encounter is a standard gun game. One of the unique features is that once you've killed an enemy they stay down and won't appear again and again. After going through a few shooting stages, Spartan will come face to face with Phoenix himself. Fighting this madman will be one of the toughest segments of the game. Keep your guard up and go for the kill. When you use your blocks and Phoenix hits you, the computer will automatically retaliate and do some serious damage to your foe. Once you've defeated Phoenix you've completed your objective. However, your personal feud with Phoenix resulted in 30 innocent bystanders dying in an unexpected explosion. You're going to jail Spartan.

Both men have been sentenced to 36 years in the Cryo-Penitentiary. Nevertheless, Phoenix has gotten loose and is raising havoc in this peaceful future. The SAPD is not trained to take down killers, and their only hope is to release you from cryo-stasis. Once again it's Spartan vs. Phoenix. In the future you'll encounter two more modes of play. One is a tunnel run which looks a lot like Doom. The last mode is a car chase in which you ride on top of your car in hopes of catching up to Phoenix's speeding vehicle.

Stop Phoenix before he releases more prisoners from the cryo-stasis and turns this peaceful community of San Angeles into a world of hatred and destruction. So what are you waiting for, give Phoenix a run for his money!

ANDY, THE GAME HONORÉ

Concept: 8 "Neat idea! Take a movie and make you the main character. Of course, some control over this character that is tight and consistent would have been nice. The gun levels are cool, but driving and fighting levels are extremely mediocre. I kinda like this game and found it somewhat entertaining, but overall I found it less than exciting and absolutely lame if you don't have the light gun."

Graphics: 8.5

Sound: 8.5

Playability: 4

Entertainment: 3

OVERALL:
6.5

ROSS, THE REBEL GAMER

Concept: 9 "Stalone and Snipes, who could ask for anything more? Demo Man has some great 3D graphics and FMV of these two superstars. I like the way Virgin put in 4 modes of gameplay, so if you are a wiz at fighting games, you will get challenged in the other modes. That alone is enough to make for some serious replay value. Another key aspect to this game was the spectacular soundtrack and FX samples. They're incredible. Anyone who has ever liked Sly, you have gotta check this game out."

Graphics: 9.25

Sound: 9.25

Playability: 8

Entertainment: 9.5

OVERALL:
9.25

PAUL, THE PRO PLAYER

Concept: 8 "Demo Man does a great job of incorporating plot and actual footage of the film. Although this game includes a variety of gameplay styles, it is a gun game first and foremost. You'll definitely need a gun to get anywhere on the "normal" or "hard" modes. I, personally, can only take so much trigger pulling and the other gameplay doesn't really add to the excitement. Demolition Man has a great concept but it shorts itself in many departments."

Graphics: 8

Sound: 8

Playability: 6

Entertainment: 5

OVERALL:
7.25

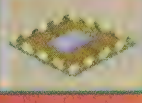
RETURN FIRE



Destroy the
Flag Tower...



...Grab the flag...



...and return it to
the bunker.


Your mission is to sneak into enemy territory, grab the flag, and cruise on back to base before you are captured. Sounds like a simple, friendly, camp inspired game of capture the flag, right? Think again, chump. In *Return Fire* you'll be sneaking into enemy territory in an attack helicopter. Once you've located the flag, you'll have to clear a path with your tank or armored support vehicle. Finally, you must take your lightly armored (but fast moving) jeep to snag the flag and race it back to your underground bunker.

Along the way, you'll encounter resistance in the form of gun towers and enemy helicopters. Playing against a human opponent, you'll have to deal with whichever vehicle he is controlling. Also, watch out for mines that the computer has placed, or mines that your opponent's armored support vehicle has cleverly situated around his flag tower.

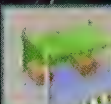
The classical music adds an amazing feel to this game, playing on your emotions in the true spirit of Verdi, Wagner, and Handel. Imagine flying your helicopter to the digitally recorded "Ride of the Valkyries", or hot footing the flag back to base while the "William Tell Overture" drives you faster and faster. Capture the flag and your home city will throw you the biggest ticker tape parade you've ever seen.

Return Fire oozes production quality. It is a strong mix of good graphics and great sound, with enough gunpowder and death to earn it the endorsement of the United States Army.

- **Cart Size:** CD-ROM
- **Style:** 1 or 2-Player Armored Combat Simulator
- **Special Features:** Classical Music Soundtrack by Angel/EMI Classics, Four Different Vehicles, Password and RAM Save, Split Screen Simultaneous 2-Player Action
- **Created by:** Prolific/Silent Software
- **Available:** Now for 3DO




Use depots to
refuel...



...and ammo
caches to
rearm.

▶ **THE BOTTOM LINE 8.5**




Kudos to you, Brown Team
Leader, kudos to you.



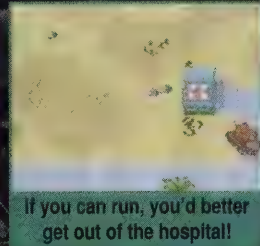
Looks like we've located the
enemy flag.



One heavily armed helicopter
ready for takeoff.



Brown Team resupplies while
Green goes out on patrol.



If you can run, you'd better
get out of the hospital!

ROSS, THE REBEL GAMER

Concept: 8.75 "Although this game is similar to the old 2600 game *Combat*, it has much improved graphics and four vehicles rather than just a tank. I absolutely like the two-player mode better than the one-player. It makes winning that much better when you can rub it in a little. The background music makes this game even better, because it adds so much to the intensity of the game."

OVERALL:
9

RICK, THE VIDEO RANGER

Concept: 7.5 "Return Fire is an excellent war strategy sim that is the equivalent of playing capture the flag with tanks and jeeps. I like the challenge aspect of this game in head-to-head combat. As a one-player game, it's not bad but it's mostly a practice mode for the two-player game. Return Fire has some great sound effects and some humorous video footage. I recommend this one to any 3DO player who likes two-player competitive games."

OVERALL:
7.5

PAUL, THE PRO PLAYER

Concept: 9 "Return Fire is a fantastic action/war/simulator. The way the screen scales and rotates during play is phenomenal. Plus, the details, like the army men running scared, add to the realism of the play. I found that the one-player mode wasn't nearly as fun as competing against a friend. With numerous playfields, endless strategy and fantastic sound, Return Fire has to be one of the top five titles for 3DO."

OVERALL:
8.75

At a Glance™

3DO

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

Cart Size:
CD-ROM
Style:
1-Player Shooter
Levels: 18
Created by:
Psygnosis
Available:
Now

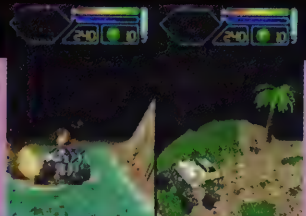
Novastorm – Psygnosis

There's full-motion video everywhere! Before the game, in between scenes and during the game. Yipee! People who adore video footage have been waiting for a game like Novastorm. You pilot a test fighter, the Scavenger 4. Your mission is to destroy the computer network, Data Grid, which has opened war with the Federation. Fly over a computer created full-motion terrain. Swerve left, right, and launch a greasy laser at the infamous enemy. You can pick up different weapons on your path through 18 levels. Hey, do you think there's full-motion video at the end?



Overall: 6.75

Cart Size:
CD-ROM
Style:
1 or 2-Player
Competitive
Racing
Levels: 6
Created by:
Crystal Dynamics
Available:
Now



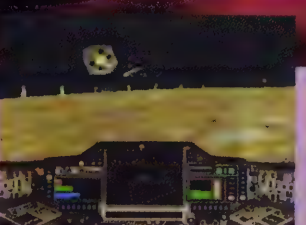
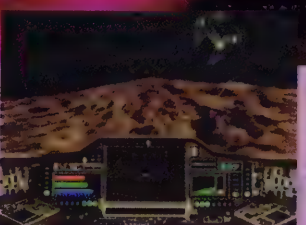
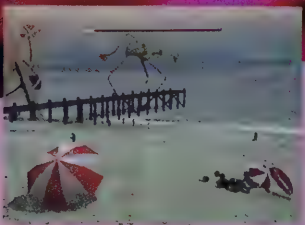
Off World Interceptor – Crystal Dynamics

Take a ride on the wild side with Crystal Dynamics' newest racing installment for the 3DO. You're a ruthless bounty hunter who has gone over the edge. An ambition to kill will take you to six different alien planets. Steer your steed through the rugged terrain and annihilate any alien in your path. What could be better than chasing aliens? How

about the option to upgrade your vehicle to become a monster on the terrain? Or maybe the chance to buy a new 4x4? Pick wisely – there's six to choose from, and all have unique special abilities. In between levels, check out some serious full-motion video skits and laugh until you're purple in the face. Sound fun?

Overall: 7

Cart Size:
CD-ROM
Style:
1-Player Shooter
Levels: 5
Created by:
Electronic Arts
Available:
Now



Shockwave: Operation Jumpgate – Electronic Arts

Before you think of buying this addition to Shockwave, you'd better own the first installment of the game or be planning to buy it. In order to play Jumpgate you must have at least one level from the first game beat and saved on your ROM. This addition is, in a way, a sequel. However, it does only have five levels and

the difficulty level picks up at the same pace as the last level on Shockwave. For fans who have beat the original, this is a great game. New enemies and cinemas will bring back some fond memories of the days of living in the cockpit. Chase the aliens to their home world, and try to bring the invasion to an end.

Overall: 6

Cart Size:
CD-ROM
Style:
1-Player
Created by:
Lucas Arts
Available:
Now



Star Wars: Rebel Assault – Lucas Arts

Have you ever dreamed of flying an X-Wing through an asteroid field? For 3DO owners, this is as close as you will get. Lucas Arts created this game a few years back, and they've finally made it for the 3DO format. Play as a rookie fighter for the rebel alliance, go through training, and then finally make your way up to an elite

fighter pilot. Hard-core Star Wars fans should enjoy the adjacent storyline to the movies, as well as the clever use of interaction between characters. The game plays identical to the Sega CD version, and the graphics haven't been improved that much. If you've already owned this game before, it's not worth a second effort.

ADVERTISEMENT

DONKEY KONG
LAND



KEYKONG
LAND



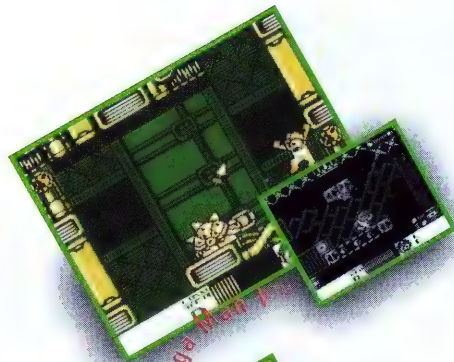
When Systems Collide



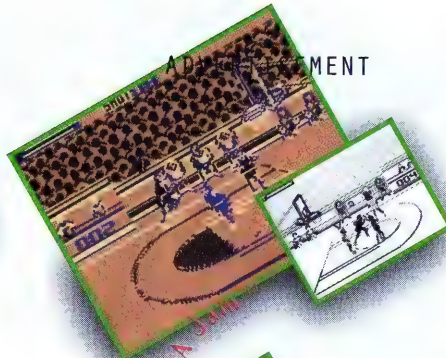
What's the result when Game Boy® and Super NES® have a head-on collision? Super Game Boy®. This high-impact unit transforms your favorite portable games into full-screen, multi-colored masterpieces! Super Game Boy packs a lot of technology into a tiny Pak, but you don't have to be a brain surgeon to figure out how to use it. It's a simple piggy-back job. Just slide the Super Game Boy into your Super NES, as you would any other Super NES game, then pop any Game Boy game into the Super

Game Boy. Instant color conversion! And it's not just for new Game Boy games. ANY Game Boy game can take advantage of Super Game Boy's powers of color transformation. That's a lot of games, too—well over 350 titles! And once you're all set up, you'll play your Game Boy games using Super NES controllers. You'll hear the stereo Game Boy music through TV or stereo speakers. You'll play it in living color on your TV screen. Get the big picture?

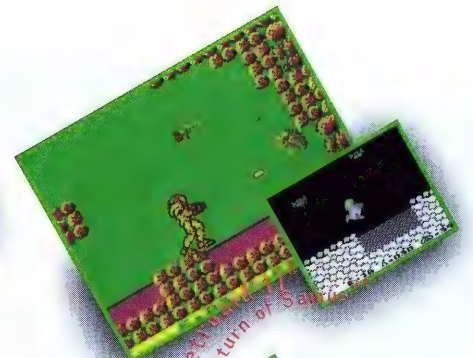
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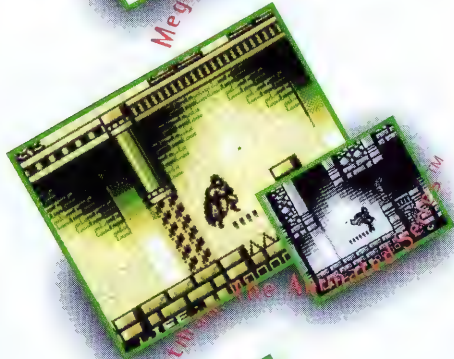
Mega Man 4



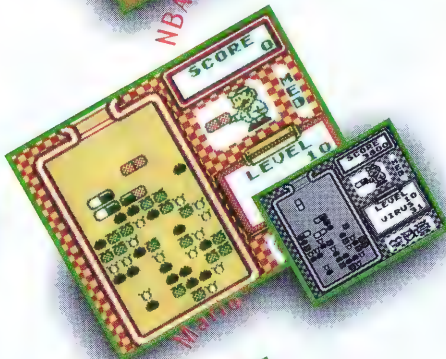
NBA Jam



Metroid Return of Samus



Bathyspheres



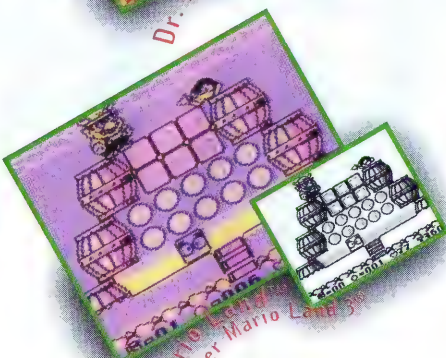
Dr. Maimon



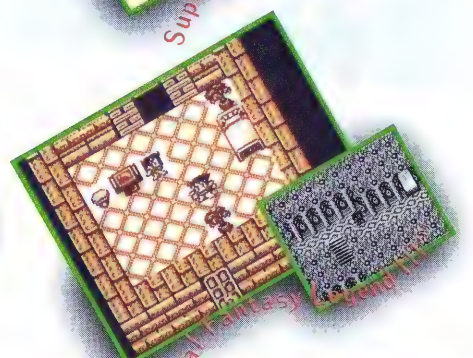
Super Pac-Man



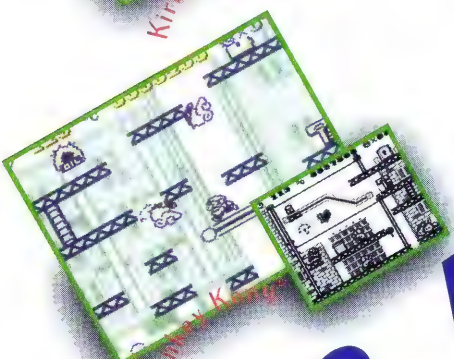
Kirby's Dream Land



Wario Land 3



Final Fantasy Adventure

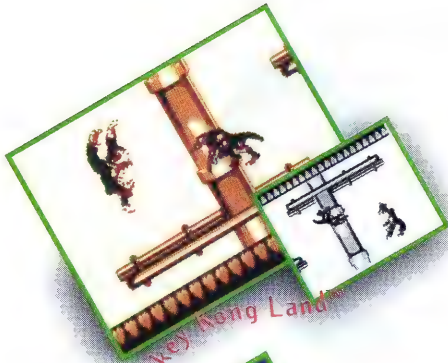


Duke Gears

TRADING GO

With Game Boy, you have the ability to "take it with you," but Super Game Boy lets you show off your favorite Game Boy games in an all-new way. Your Game Boy games will look better, play easier and take on a whole new level of graphic detail. In this case, bigger is definitely better. Instantly mutate Metroids to 10 times their original size! If a picture is worth a thousand words, the "before and after" shots here are saying a lot of good things about Super Game Boy!

ADVERTISEMENT



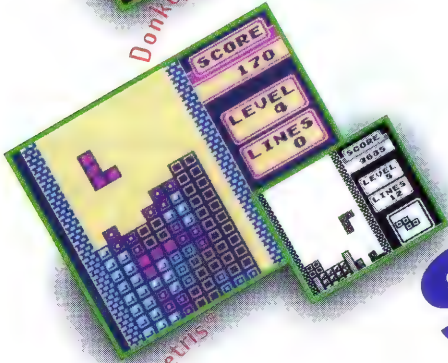
Donkey Kong Land



Mortal Kombat II



Super Mario 64



Tetris

FOR SHOW



Donkey Kong Land



METROID
RETURN OF SAMUS



THE LEGEND OF ZELDA
LINK'S AWAKENING



Super Mario Land



Donkey Kong



TOP RANK TENNIS



Super Mario Land



KIRBY'S DREAM LAND



Super Mario Bros.



TETRIS 2

If you have a Super NES but not a Game Boy, you can access a whole new world of games once you have a Super Game Boy. Exclusive Game Boy titles like Donkey Kong Land, Metroid II: Return of Samus and the entire Super Mario Land series can now be played on your Super NES! Paks like the Legend of Zelda®: Link's Awakening™ and the Final Fantasy Legend™ series take on a whole new level of excitement with Super Game Boy.

ADVERTISEMENT

When you plug a game into Super Game Boy—POW—instant color. Some color combinations look better than others, and some might be fitting for one game but not another. It all depends on what looks good to you. If the default color palette isn't to your liking, that's not a problem. Super Game Boy has lots of palettes to choose from, 32, to be exact.

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As you can see, games like Link's Awakening look great in almost any color palette. When customizing the game you're playing, you'll find that contrasting colors often work best.

Color Choices



BORDER OPTIONS

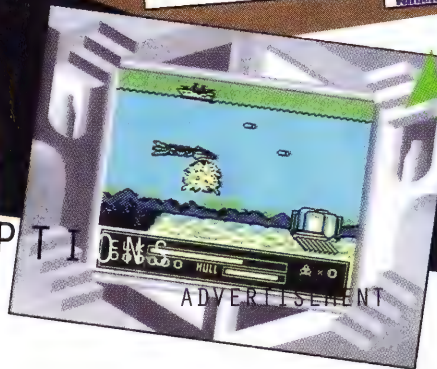
There is a secret about the border. If you pause your game and let it set long enough, the border image changes and/or sets itself in motion. It's like a Super NES screen saver. Try it!



BORDER OPTIONS



BORDER OPTI



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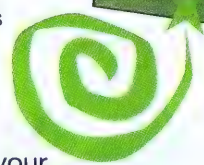
Make your own ADVERTISEMENT



Make your own

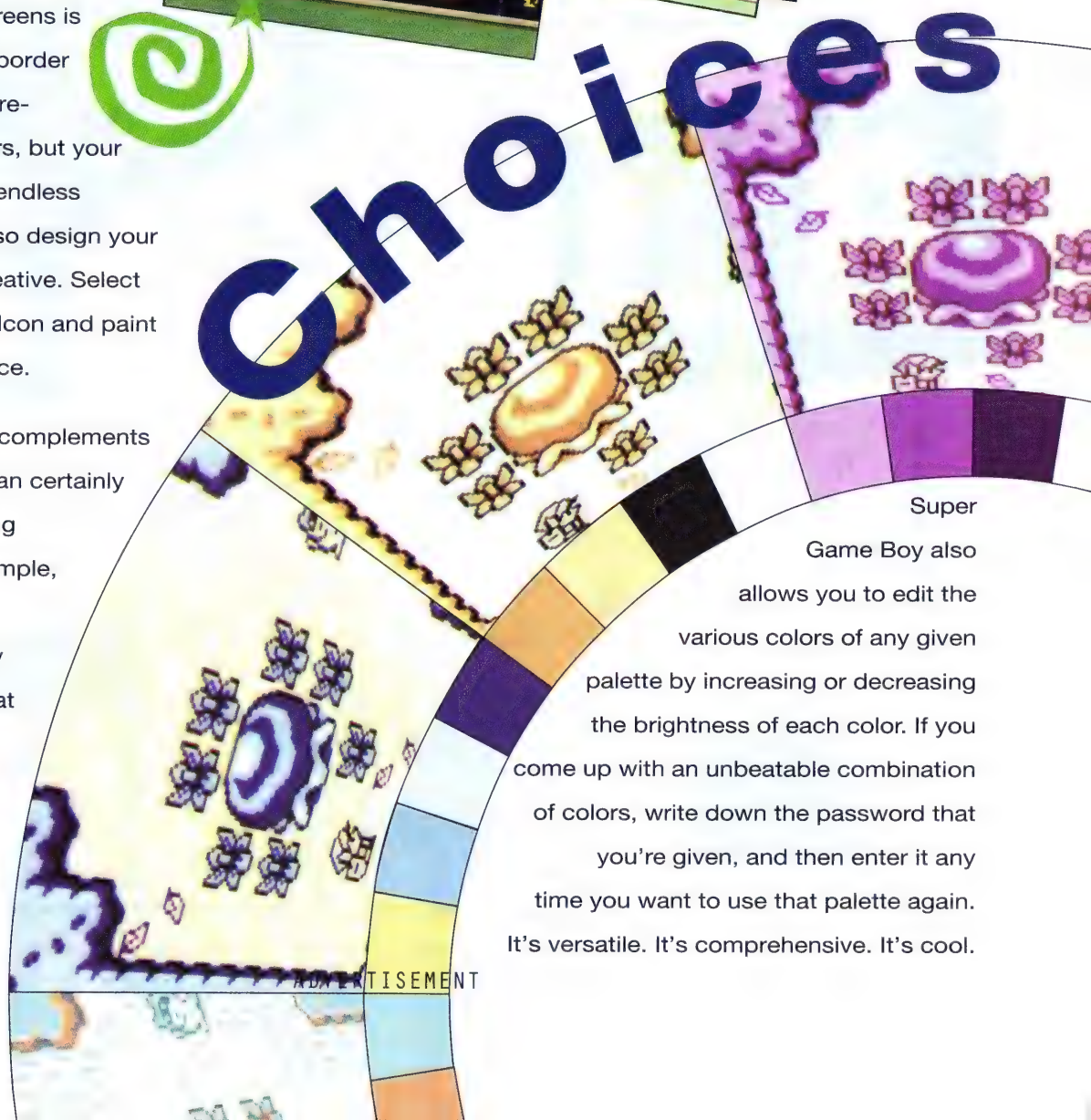
If you really want to go crazy with your borders, we suggest hooking up the Super NES Mouse to port II on your Super NES. It will work kind of like Mario Paint.[®] Just select a color from the color palette, click and hold the buttons, and paint away!

Another custom feature that will help you create stand-out screens is Super Game Boy's border option. It has nine pre-programmed borders, but your choices are almost endless because you can also design your own borders. Be creative. Select the Custom Border Icon and paint your own masterpiece.



Using a border that complements your game screen can certainly enhance your gaming experience. For example, set the scene for Link's Awakening by painting a border that features Koholint and Egg Mountain, or build an arena around your NBA Jam™ court.

Choices

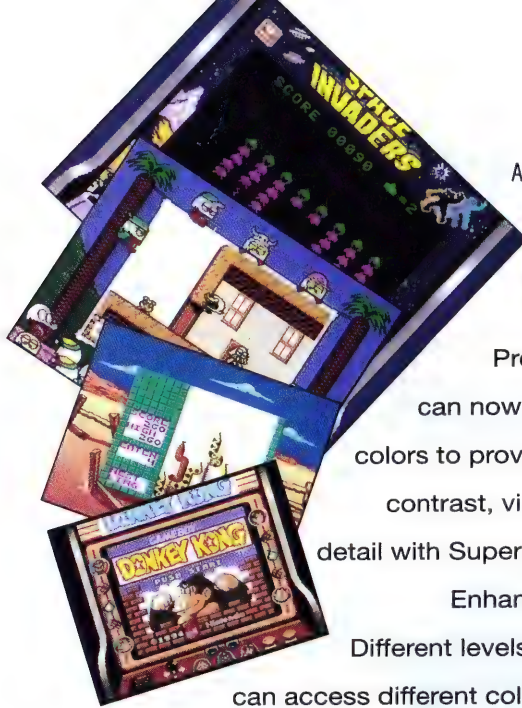


Super Game Boy also allows you to edit the various colors of any given palette by increasing or decreasing the brightness of each color. If you come up with an unbeatable combination of colors, write down the password that you're given, and then enter it any time you want to use that palette again. It's versatile. It's comprehensive. It's cool.

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ENHANCED



Programmers can now pre-assign colors to provide optimal contrast, vibrancy and detail with Super Game Boy Enhanced Mode.

Different levels of a game can access different color palettes, as well. And customized borders that surround the playfield can be built-in to create an exciting frame that complements the game. Check out games like Donkey Kong, Space Invaders,TM

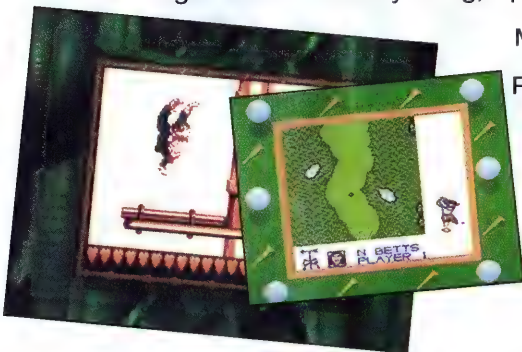
Mighty Morphin Power Rangers,TM

Wild Snake,TM
Bonk's Revenge,TM
Mega Man V, Donkey Kong Land and more! Keep an eye out for the happy face icon on the box. It lets you know that the Super Game Boy Enhanced Mode is ready to roll!

MODE



Select any Power Ranger and the Enhanced Mode outfits them in the right color.



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Manufacturer's Coupon Offer expires December 31, 1995

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SOULSTAR

Night and day become one universal darkness. Fear is what your life has become. The Myrkoids, a group of aliens older than the stars themselves, have devoured your home solar system and left it a lifeless commodity. Revenge is all that goes through your mind. You've lost everything, including respect for life itself. Oh yes, you will get some sweet revenge with your trusty steed, the Aggressor, a very lethal vehicle with the abilities to morph from a Sub-light Strike Craft into a Turbo Copter and a Combat Walker. Sure the Myrkoids have billions of troops, but they can't stop a crazed lunatic like yourself. Ha! Ha! Ha!

The Aggressor, though it is only a vehicle of destruction, is your best friend. When in Sub-light Strike Craft mode, the Aggressor can quickly and efficiently destroy any of your ground targets. For the 360° environments, you can transform the Aggressor into the Turbo Copter, a very maneuverable ship that also has sub-aquatic capabilities. And finally, there is your pride and joy - the Combat Walker. This biped has the ability to hover and has enough heavy armor to make this vehicle the best in ground-based 360° environments.

Like most space shooters, *Soulstar* does have the basic gun powerups and different levels of difficulty. However, some of the levels have totally interactive 360° environments, and the gameplay on these levels switches from the basic space shooter to more sophisticated simulated combat. Sure, if you took a quick glance at this game you would probably say *Soulstar* looks a lot like *StarFox* or *Total Eclipse*. A closer look would prove *Soulstar* has a more versatile role than that, and it can easily hold its own.

- **Cart Size:** CD-ROM
- **Style:** 1 or 2-Player Cooperative Space Combat
- **Special Features:** 3 Vehicles to Navigate, Real-Time Scrolling, Warp to 3 Different Difficulty Paths
- **Levels:** 6 Worlds
- **Created by:** Core Design
- **Available:** Now for Sega CD.



Civilization no more!



Try to take out the ground targets first.



Fly through the rings to get gun powerups.



Fly through the bowels of the Myrkoids sinister hideout.



Enemy fire everywhere.



Good luck getting past this level.



Sub-light Strike Craft

Combat Walker

Turbo Copter

► THE BOTTOM LINE **8**

RICK, THE VIDEO RANGER

Concept:	7	"I'm not much of a shooter fan, but <i>Soulstar</i> is the best CD shooter since <i>Silpheed</i> . The graphics are unique and have a psychedelic quality to them that will give you a headache if you play too long. The sound and music are very cool so, to borrow a line from Nintendo, play it loud. <i>Soulstar</i> is tough so be prepared for a challenge because only the best space jockeys will make it back alive. <i>StarFox</i> fans will appreciate the strategic elements and appearance of <i>Soulstar</i> . All that's missing are the barrel rolls. This is a must have for shooter fans who own the Sega CD."
Graphics:	7.5	
Sound:	8.5	
Playability:	6	
Entertainment:	6	
OVERALL:	7	

ANDY, THE GAME HOMBRE

Concept:	7	"In the world of live home shooter entertainment, <i>Soulstar</i> is a god! I mean that, this game is soooo hard. If you're looking for some serious challenge, as well as eye-popping graphics and sound for your Sega CD, then <i>Soulstar</i> is the game for you. The levels and control are a little bit loose at times, but the two-player option more than makes up for it. If you're looking for the shooter that <i>Silpheed</i> wasn't, then check out <i>Soulstar</i> ."
Graphics:	8	
Sound:	7.75	
Playability:	8	
Entertainment:	8.5	
OVERALL:	8	

PAGL, THE PRO PLAYER

Concept:	9	"If you have the skills to conquer this shooter, you'll be able to call yourself a master. <i>Soulstar</i> takes the concept of <i>Silpheed</i> to new levels. Although it takes some time to get into, <i>Soulstar</i> grabs hold of you and won't let go. I love the mission oriented levels and the different machines to control. The game looks great and is a fantastic shooter for the Sega CD. It takes some skill even to get into the difficulty selection so it may not be for everyone."
Graphics:	8.75	
Sound:	9	
Playability:	9	
Entertainment:	8	
OVERALL:	8.75	

MAGICAL POPFUL MAIL FANTASY ADVENTURE

- **Cart Size:** CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Three Unique Characters, 20-Plus Minutes of Animated Cinemas, Three Save Slots
- **Created by:** Falcom/Working Designs
- **Available:** Now for Sega CD

▶ **THE BOTTOM LINE** 7.75

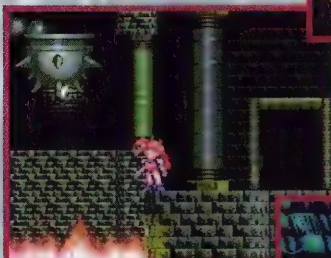
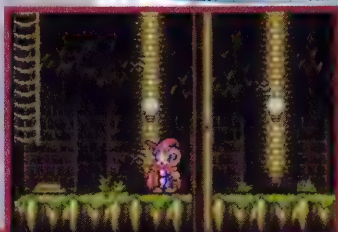
Trek Through a World of Wonder

A beautiful dawn slowly looms towards a sheltered spot on the meadow, which you call your humble home. Not long after dawn's first gleam, a speck of light maneuvers its way through a full grown oak tree and begins to gnaw at your slumbersome eyelids. Retaliating you turn and shelter yourself from the persistent light beam. You have won for now, but one of the great things about nature is that it never quits and never will. Soon, a circle of light consumes your abode. Your struggle with the sun is over. There is nothing left to do but awake and make your presence known.

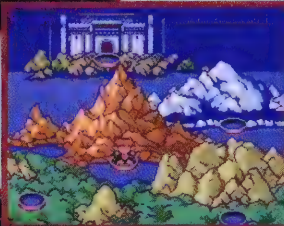
You are Mail, Popful Mail, an enthusiastic young female who was raised an arrogant tomboy-elf. Mail chose to become a bounty hunter. Is she good? Can she pull her weight? No but the arrogant side of her, as well as the addiction to money, has pulled Mail forward and kept her on her feet. Mail's hunt for an easy bounty is never ending, until today, when she feasted her eyes on a wanted poster with a bounty of 500,000 Gold on it! How hard could it be to catch Nuts Cracker and the Gingerbread Grifter Gang? And thus Mail's troublesome adventure awaits.

The opening cinema is of Mail duking it out with Mr. Nuts and his gang. This cartoon will lead you right to the start of the game. Along her travels Mail will run into a number of allies, two of which will join your group, and who can be under your complete control. One of which is Tatt, a mystical magician who is armed with only a simple staff. However, he'll be your biggest power house. And let's not forget Gaw, once a useless prisoner; now your fiery little dragon friend.

Popful Mail is an action/RPG game, just like the *Wanderer's From Y's* series. Fans of Nintendo's *Zelda* and *Metroid* series will easily adapt to the fast paced action and upgradable weapons and items. *Popful Mail* requires quick reactions and a fast sword. What do ya say, are you ready to go bounty hunting? ■



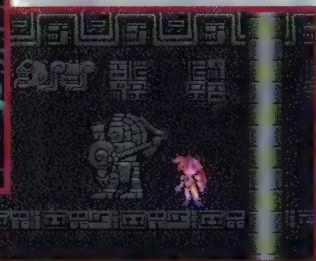
Tatt explores the terrain.



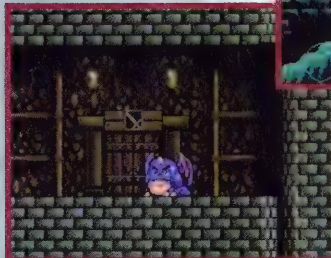
Miss this jump and you'll be in a world of hurt.



I better get out of here fast!



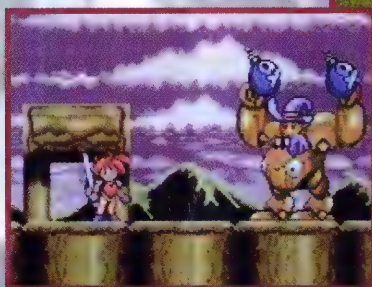
Believe it or not, I'm walking on air!



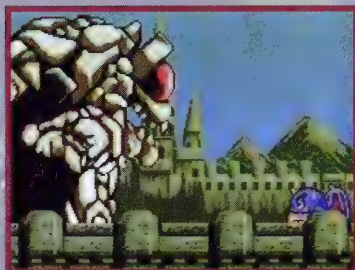
One of the many weapon shops.



Hide under this ledge and wait for your moment to attack.



I don't suppose you want to talk this through?



Don't hurt me.





ANDY, THE GAME HONORÉ

Concept: 8 "Working Designs has become known for their amazing translations of hit Japanese titles, and Popful Mail is no different. This exciting action/adventure game has all the right elements to keep you coming back again and again. The three characters are superbly animated as they chop down every ingeniously designed villain and they come to life (via 2 1/2 hours of dialogue) as you interact with the different townspeople. Although the game is a little weak in spots, it's not enough to detract from this premiere Sega CD title."

OVERALL:
8.75

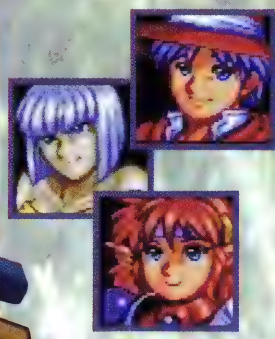


Throw your boomerangs at his head, and he won't bother you again.

RICK, THE VIDEO RANGER

Concept: 7.5 "This game has the same look as other Working Designs RPG's, but plays much more like Zelda. The use of voice and animated cinemas is the best I have seen so far. The title character is a sassy, hard to like bounty hunter who has a lot to learn about life. I did not enjoy this game as much as Lunar or Vay, because the story isn't as good, and because the gameplay focuses too much on action and too little on thinking. In other words, the game is fun to play but it didn't give me much satisfaction in beating it."

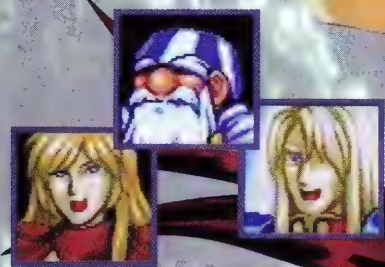
OVERALL:
7.5



PAUL, THE PRO PLAYER

Concept: 8 "In the sea of mediocrity surrounding games for the Sega CD, Working Designs usually creates superior products. Popful Mail is a fine example of incorporating solid cinematic animation and voice samples into an action/role-play. However, I really didn't get into the generic play and cartoony characters. I need some more variety and innovation to get me playing. I guess I was expecting a lot more. This game is great for those of you who enjoyed the Y's series, but I didn't enjoy it."

OVERALL:
7



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

Cart Size:
CD-ROM

Style:
1-Player
Full Motion
Video Shooter

Created by:
American
Laser Games

Available:
Now



Crime Patrol – American Laser Games

American Laser Games' newest shoot-'em-up begins as a young police officer embarks on his new career. Fresh out of the academy, you grab your controller, Gamegun, Menacer, or Mouse and become that rookie in training. There are four levels that you must conquer as you move up the ranks; Rookie, Undercover Detective, S.W.A.T. Team, and Delta Force. In each mission you will be subjected to an entourage of gun happy villains where the only rule is kill or be killed. You know who the enemies are, so go out and get 'em copper and don't be shootin' at any innocents, or you'll lose that shiny new badge.

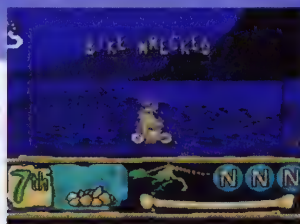
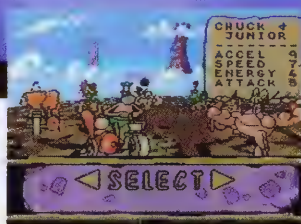
Overall: 4

Cart Size:
CD-ROM

Style:
1 or 2-Player
Racing

Created by:
Core Design

Available:
Now



B.C. Racers – Core Design

Back in the days of Fred and Barney, everyone went to the race track to watch the B.C. Racers cruise around the tracks with their nitro-powered boulderdash motorbikes. Thanks to Core Design, that history can be relived in B.C. Racers. Take control of one of the six prehistoric speed freaks and race around the eight tracks of this

ancient circuit. There are no rules in this time period that prohibit players from smashing into the other racers or punching them off their bikes. Therefore, use these two tactics to help avoid losing. The other members of the circuit are waiting for you, so get ready to burn some rubber! Oops, I mean granite.

Overall: 7.25

Cart Size:
CD-ROM

Style:
1 to 6-Player
Golf

Created by:
Access Software

Available:
Now



Links – Virgin

The setting at the Torrey Pines Golf Course in San Diego is a warm and sunny one as the golfers head out to the front nine. Join them as they begin their round in Links from Virgin. This game features all of the options found in most video golf games along with a few unique ones, such as the normal or reverse instant replay. Links gives the player the look and feel of real

golf. In fact, if you are fortunate enough to own the patented Tee-Vee Golf Club you can use it and really feel like you're golfing. Play a practice round, work on your swing, or grab five friends and start a tournament for real bragging rights. Then, once you've mastered Torrey Pines, get a new course and load it up for some new excitement.

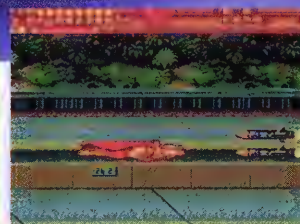
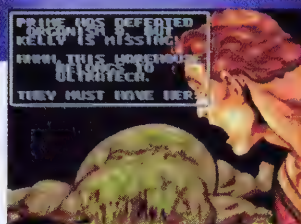
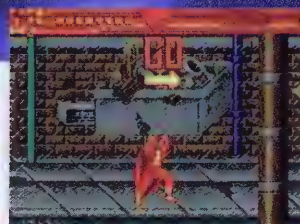
Overall: 7.5

Cart Size:
CD-ROM

Style:
1-Player
Action/Platform

Created by:
Sony Imagesoft

Available:
Now



Prime – Sony

While still a teenager, Kevin Green was a product of a successful genetic experiment. As a result, he can now become "PRIME" – a powerful super-hero. You play the part of Kevin as he begins the search for his girlfriend. Apparently, she disappeared from a recent trip to the mall. The search will take place throughout several levels, and you will be forced to fight against some of his mortal enemies, one of which is

his very own brother; Organizm 8. This action/platform guarantees PRIME comic book fans all the excitement that they can handle. Also, if you're not a PRIME comic book fan you can become one by entering the Read Comics mode where you can read most of the comics with PRIME in them. Can you believe it? Comic books built right into the game!

The 3D warriors that revolutionized fighting games a year ago have returned, and this time they intend on doing it again. In *Virtua Fighter 2*, the once roughly presented polygon fighters have been remodeled to look, move, and control more lifelike than ever. The animation frames have been upped to 60 frames-per-second to allow for truly seamless animation that complement the unique fighting styles of each character. Of course, they couldn't just leave the gameplay alone. The famed AM2 squad added a whole slew of new moves and sound effects to make sure *Virtua Fighter 2* is the premiere polygon fighter on the market today.

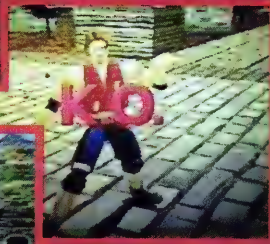
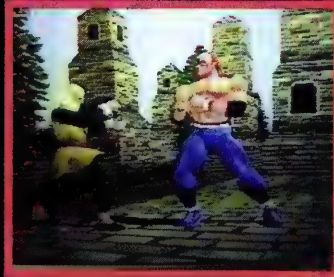
The basic gameplay and style of the original *Virtua Fighter* are still here, but now the movements are more fluid and the gameplay is even faster. Perhaps the biggest improvement to *Virtua Fighter 2* is the addition of two new players. The first new combatant is Shun Di, an old man in years, but wise in the ways of combat. He is a master of the lost martial art known as 'Drunken Monkey'. This cumbersome style gives Shun Di an almost stone drunk appearance that lures the opponent into a false sense of security, thus giving Shun Di his ultimate weapon, surprise. Last but not least is Lion Raphale, master of the martial art

known as 'Praying Mantis', a fluid and poetic fighting style that is as deadly as it is deceiving. His low center of gravity allows for quick attacks that pound at his opponents, leaving masters of the original weeping at Lion's feet. With these two new warriors present in the game, the only thing left to fix were the backgrounds (which were noticeably absent in the

original game). To remedy this problem, VF2 takes the once boring mat and brings it up to date with expansive, beautifully designed backgrounds that put the original's dull sky to shame.

Sega not only started the trend in 3D fighting games, but they now have upped the competition. At the WCES, no less than four look-alike/play-alike games were present, but none matched the power of VF2. Overall, the sound, graphics, and gameplay of *Virtua Fighter 2* are far superior to that of its predecessor. So do yourself a favor and go straight to the arcades and play *Virtua Fighter 2*. ■

Virtua Fighter 2



TRAINING CARD
 Check out Game Informer's Training Card #10 for all *Virtua Fighter 2*'s moves!



WHAT'S HOT!

News & Rumors From the Video Game Industry

Mortal Kombat III to Hit the Streets In April

On March 23rd in Reno, Nevada, *Mortal Kombat III* will make its world debut to the attendants of the **American Coin Machine Exposition**. Although still shrouded in mystery, the brains behind *Mortal Kombat*, Ed Boon and John Tobias, have been leaking various tid-bits of information to spark anticipation for what could be the biggest arcade game of 1995.

To make *Mortal Kombat III* an arcade-buster sequel to its predecessors, **Williams** is pulling out all the stops. The storyline still isn't final, but the basic plot is that Shao Khan won the tournament from *MKII*. In his moment of triumph, he opens the portal back to Earth, and slowly starts turning our world into the outworld, sucking the souls from the entire population in the process. Leaving behind the Kombatants for *MKIII*.

The list of returning characters isn't long but **Williams** assured us that there would be at least 14 playable characters with at least two fatalities, friendships, and, possibly, the much-rumored Animalities. There are seven returning characters from previous *MK*'s including the likes of Sonya, Jax, Kano, Kung Lao, Lui Kang, Shang Tsung, Shao Khan, and a Goro/Kintaro-like character. The new characters are still an ancient Chinese secret, but one character was referred to by Ed and John as Cyber-Ninja-Man, a high-tech Ninja with cybernetic tenacles that he can use to throw and strangle his opponents.

No other information is available at this time, but the game is almost finished and will begin testing in the Chicago area around the middle of February. So to give you an idea of what we can look forward to in *MKIII* we'll close with a quick quote from the John Tobias after we asked him if he was getting bored making *MK*'s. "We were playing *MKIII*... and it was so exciting. There is so much new stuff in it that it's far from over...and I played the hell out of the last two."



American Laser Hopes to Tap Into the Undiscovered Market

Everyone knows that boys play more video games than girls, and everyone knows that video games make a massive amount of money. It stands to reason that if a company could make video games that appeal to girls, they could bring in a pretty good haul. **American Laser Games** has decided to venture into this undiscovered country by launching a new game development division called **Games For Her**.

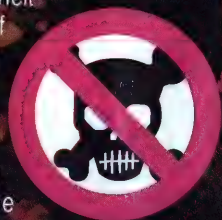
The first two titles will be released on CD-ROM and available for **3DO**, **PC**, **Mac**, and the **Sony PlayStation**. The first title will be dubbed *Madison High*, and is targeted for a summer 1995 release, with a full menu of titles available in 1996. Patricia Flanigan, new Marketing Director for **Games For Her** said, "We have an exciting line-up of four styles of interactive adventures planned, each with a unique appeal to girls age 9 to 14." We can only hope they succeed in revolutionizing this gender exclusive business we call gaming.

Nintendo Cracks Down on Counterfeiting Pirates

On January 18, 1995, **Nintendo of America Inc. (NOA)** filed suit in Seattle alleging that Korea-based **Samsung Electronics** is responsible for the counterfeit production of thousands of copies of *Donkey Kong Country* and other copyrighted **Nintendo** video games. The startling part of this story is that **Samsung** is one of the major producers of integrated circuits for **Nintendo**, and the two have maintained a business relationship for quite some time.

Nintendo spoke with **Samsung** on numerous occasions, but the counterfeiting didn't stop. When **Samsung** decided to allow pirating of *DKC*, Nintendo's most recent and precious "baby", they apparently went too far over the line. **NOA** hopes this lawsuit will result in the termination of illegal production, the seizure of all inventories, full information on the network and extent of illegal distribution, monitoring of future production, monetary damages, and other relief.

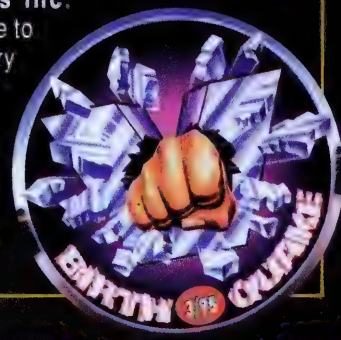
We can only hope that this lawsuit will put a dent in pirate and counterfeit distribution of video games, as the existence of these products only serves to drive up the price of legitimate products for the honest purchaser of video games. In other words, in the end the big victims are people like you and me.





Games Not Enough for Acclaim

With comic sales dropping, **Valiant Comics** needed a savior to salvage their universe. **Acclaim** is probably the best thing to happen to **Valiant**. Starting in March, **Valiant's** comic line will change and go under the title **Acclaim Comics Inc.** **Acclaim's** big debut in comics is sure to turn some heads in '95. The legendary **Bart Sears** will be doing the artwork for **X-O Manowar**, **Dan (Superman) Jurgens** will take the helm for **Solar: Man of the Atom**. There will also be a comic made after the hot card game **Magic: The Gathering**. **Acclaim** looks like it could be a serious competitor in '95.



Jaguar Gets New Packaging, New Price

The **Atari Jaguar** video game system will be available with a special mail-in offer from January 16th to May 3rd, 1995. All you need to do to receive the offer is purchase the standard **Jaguar** unit with the **Cybermorph** pack-in for the suggested retail price of \$249. Along with this,



buyers will receive a coupon to order either a **Wolfenstein 3D** or **Tempest 2000** cartridge and an extra controller at no extra cost. This offer will be available for a short time, so if you were thinking of buying a **Jaguar**, this might be a good time to exercise that option.

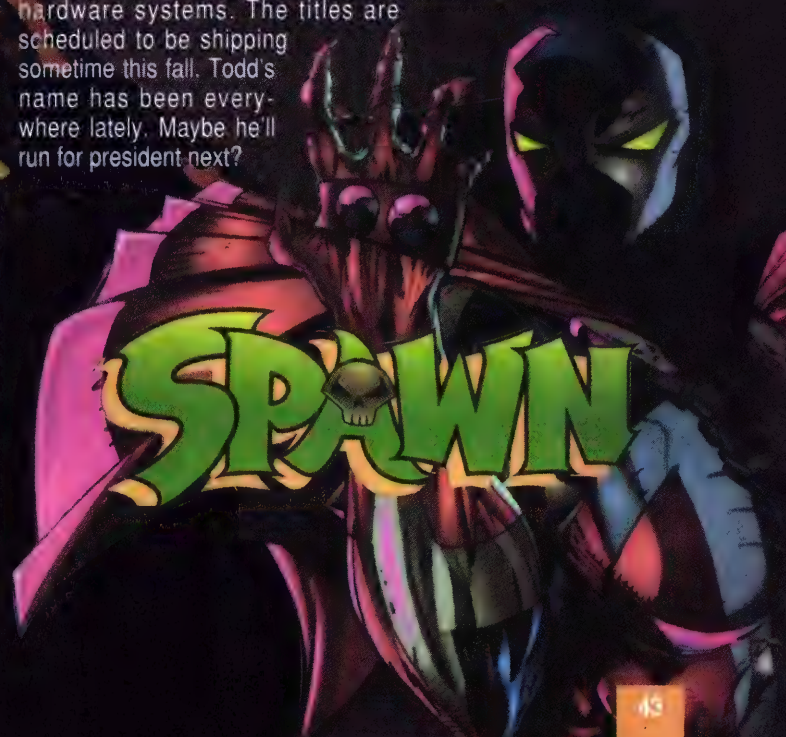
Time-Warner To Bring Out Primal Rage on Ten Systems

Monster arcade smash **Primal Rage** will be developed for ten home systems by the people at **Time-Warner Interactive**. The first release is scheduled for release on September 1, 1995 on the **SNES**, **Genesis**, **Game Gear**, **Game Boy**, and **PC CD-ROM**. Then on November 1, 1995, releases are slated for **32X**, **Saturn**, **Jaguar**, **Mac CD-ROM**, and **3DO**.

Time-Warner is also planning to release this game for another system, but they wouldn't divulge the name of it. Regardless, it appears as if late this year, the world is going to surrender to the rhythm of the rage. **Primal Rage**, that is.

Sony Digs Deep Into Hell and Grabs Spawn

Sony Imagesoft recently announced that they will be releasing video game and computer software titles based on **Todd McFarlane's** popular comic book, **Spawn**. **Todd** originally started **Spawn** as one of the founding comics for the **Image** universe. Total sales are reported to be in the \$25 million range. **Spawn** also has a toy line under the label of **Todd Toys**. The **Spawn** video game is slated to be on the **SNES**, **Genesis**, **PlayStation**, **Mac CD-ROM** and other upcoming hardware systems. The titles are scheduled to be shipping sometime this fall. **Todd's** name has been everywhere lately. Maybe he'll run for president next?



Video Game Guide for Parents Actually Makes Sense

Books written about video games don't make sense because adults don't understand them, right? Wrong. **David Sheff**, the author of **VIDEO GAMES A Guide for Savvy Parents**, had beaten the likes of **Zelda**, **Metroid**, and the **Mario** games before he even thought about writing a book. Consequently, the book has an insight into what's right and what's wrong with video games that is based on fact rather than far-fetched speculation.

Sheff does a good job of representing both sides of the video game issue, talking about the value of video games, their alleged harms on society, and some of the myths surrounding America's new favorite pastime. The back of the book is a reasonably up-to-date rating list of tons of games, including play value, content, and appropriate age level. While this list is not meant to replace the accurate and research intensive rating system of **Game Informer**, it might be helpful to parents. **Video Games** is published by **Random House** and has a list price of \$10.

VIDEO GAMES
A GUIDE FOR SAVVY
PARENTS

DAVID SHEFF

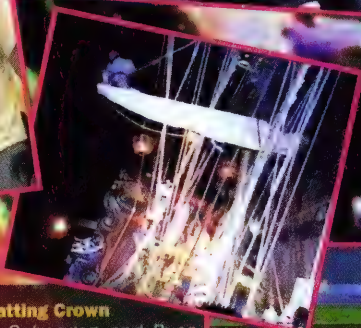
NEWS

1995 International Winter Consumer Electronics Show • Las Vegas, Nevada

(Or, We'll Have A Lot More To Show You In May at E3...)

The ever-changing world of interactive entertainment began 1995 with a wave of hype and hoopla at the 1995 Winter Consumer Electronics Show (WCES) in Las Vegas, Nevada. The WCES is not only a chance for video game companies to show off their new product, it also attracts manufacturers of TVs, VCRs, camcorders, cellular phones, computers, and some of the thumpenest car stereos you've ever heard. Basically, the WCES is setup for buyers from your favorite electronics stores. Let's say the guy with all the money at Best Buy, Circuit City, or the Good Guys is attending the WCES. He or she will be looking through all the exhibits to find what stereos, TVs, or video games to buy for all of their stores in the coming year. The WCES is also a chance for the press, like *Game Informer*, to check out the whole thing and report back to you what we saw and heard.

So, here we are. Back from the sea of people, exhibits, and fanfare to tell you what was and wasn't there. We'll also give you some previews of some hot things to come.



Game Informer Takes the Batting Crown

Game Informer's own Ross VanDerSchaeagen and Ryan MacDonald took top honors at Hudson Soft's 3rd Annual WCES Press Tournament. Ross and Ryan pounded the competition on Hudson's upcoming cartridge for the SNES, *The Sporting News Baseball*. Using the powerful and well-balanced Toronto Bluejays, the duo beat out the likes of *Game Players*, *Video Games*, and *Game Pro*. "No one could touch my slider," stated MacDonald. Congratulations guys!

If you're like many people, you have uncertainties about where the 16-bit market is headed or you are not sure what the next big home gaming system is going to be. The WCES was sure to make you just a wee-bit confused and uncertain about the future of video games and maybe even the WCES itself. After visiting many of the companies that produce and manufacture video games, one thing was for sure. A lot of these companies are as uncertain about the next big system as we all are. We heard the following phrase many times throughout the four days of the convention and it sums up the lackluster WCES of 1995. "We'll have much more to show you at the E3 show in May," chimed many public relations personnel from various companies. The GI Staff got the feeling that this show was not the WCES anymore but, in fact, the E3 warm-up show. Well, let's not focus on the E3 right now. Let's get straight to what was and wasn't there. The following pages will highlight some of the hot companies, games, and news that GI uncovered at the 1995 Winter Consumer Electronics Show.

Virtual Boy



Who said the Game Boy isn't color?

Nintendo

The video games area was again dominated by Nintendo's massive display area, 49,500 square feet to be exact. Heck, to our best estimates carpet for that space alone cost Nintendo \$130,000. Not to mention the lights, sound system, TV displays, signs, and conference rooms that made up the Nintendo area. We're talking big \$\$\$\$.

Within this floor space were a number of Nintendo's third-party licensees such as Capcom, SquareSoft, and Playmates all displaying their wares. Probably most of the attention in the Nintendo area was on the Virtual Boy system which was demoing by invitation only. The GI staff did have the chance to give the VBoy a try and had mixed feelings about the performance. Generally, we all thought the Reflection Technology used in the VB's display is excellent. However, the pinball and boxing games that we played weren't all that spectacular. More software is needed before we can give you the true low-down on the Virtual Boy and its worldwide release this summer.

And what about the Ultra 64? We were assured by some high ranking officials at Nintendo and Silicon Graphics, Inc. that the U64 is on schedule to make its release this fall. The production of chips is already underway so we should see a prototype system in the next couple of months. In addition, a few companies have also announced some titles to appear when the Ultra 64 launches, namely Top Gun by Spectrum-Holobyte, Turok: Dinosaur Hunter by Acclaim, and Doom: Ultra 64 by Williams.

WeaponLord



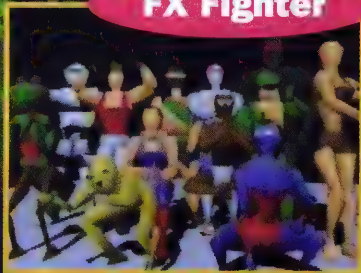
*Created by: Namco
Available: May 1995*

Kirby's Dream Course

Created by: Nintendo Available: Now



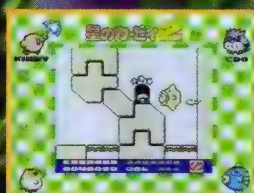
FX Fighter



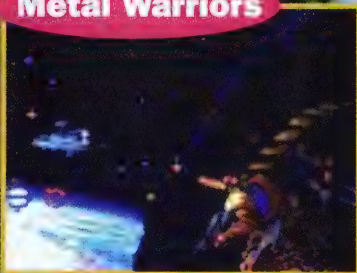
*Created by: GTE Interactive
Available: May 1995*

Kirby's Dream Land 2

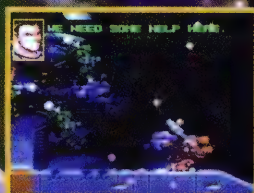
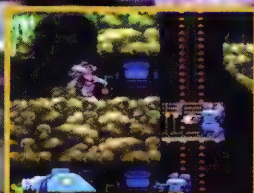
*Created by: Nintendo
Available: May 1995
for Game Boy*



Metal Warriors



*Created by: Konami
Available: April 1995*



Sega

Sega's area was dwarfed by Nintendo's adjacent booth. A total of 12,600 square feet was gobbled up by Sega, most of which was devoted to meeting rooms and an appointment-only section where the main draws were Virtua Fighter 2 and Daytona arcade machines; and low and behold one single Sega Saturn import machine playing Virtua Fighter.

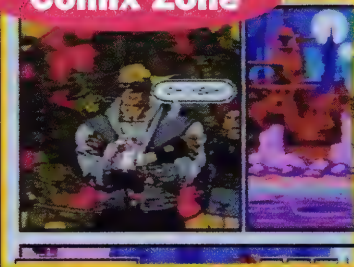
It would have been nice to see an additional controller on that unit. Games didn't seem to be the emphasis at Sega. Hardware was the talk. Of course, the 32X is becoming the focus at Sega. The Sega Genesis 32X will house both the Genesis and the 32X in one convenient box and will hit the streets this summer for below \$200. The Sega Saturn is still on schedule to appear in the US this fall, but word is that Sega's engineers are working furiously to make this machine, unlike the Japanese version, compatible with 32X titles. The only thing that would hold Sega back from completing this task is cost. They will only complete this project if it does not significantly increase the price tag of the Saturn. In other words, if Sega can keep the cost of 32X compatibility for the Saturn low, you'll get to play 32X on the Saturn.

Sega was one of the many companies promising a whole bunch of surprises at the E3 show in May. Some of these surprises may involve Sega Sports' new spokesman, "Neon" Deion Sanders. Expect a sort of "NFL Jam" style game bearing Sanders' name at the end of this year. Other surprises may be a 16-bit hand-held system that is rumored to be in the works.

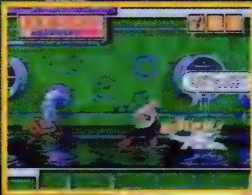
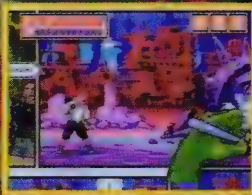
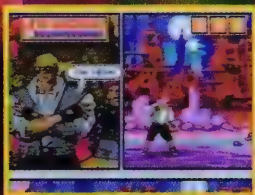


Sega Genesis 32X

Comix Zone



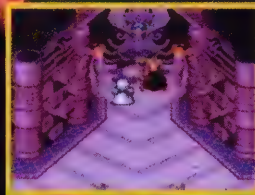
Created by: Sega Available: April 1995



Lunar: Eternal Blue



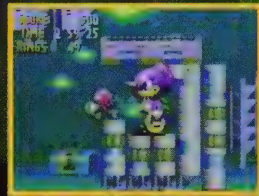
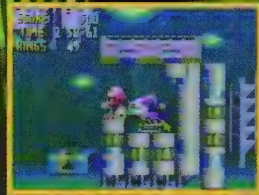
Created by: Working Designs Available: Winter 1995 for Sega CD



Chaotix



Created by: Sega Available: April 1995 for 32X



Metal Head



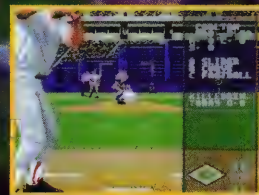
Created by: Sega Available: Now for 32X



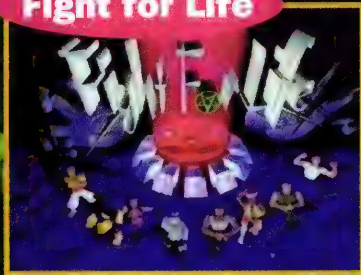
World Series Baseball '95



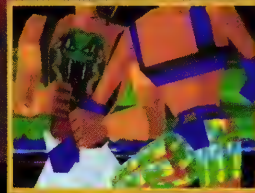
Created by: Sega Sports Available: March 1995



Fight for Life



Created by: Atari
Available: April 1995



Atari

Backed by some new cash (thanks to Sega), Atari was in full swing with their sharp-looking red and black display. Although the Atari area didn't have the bells and whistles (or size) of Nintendo or Sega, it did have a load of demo stations packed with a variety of games.

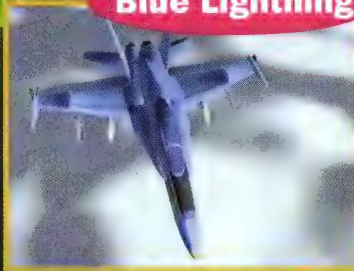
The Jaguar CD hardware is completed, but there were no games near completion so the CD player is on hold until games are available to go with it. The Jag Link should be hitting the streets soon, if not already, for \$29.95. The Jag Link will connect two Jaguar units together to allow you to play games like Doom head-to-head.

Things may be looking up for Atari as they *may* have scored a huge license with Electronic Arts, which will finally get Atari away from Accolade Sports. Atari also claims to be "close" to a possible agreement with Acclaim for a Jaguar version of MKII (which is still under Acclaim's control), but who knows how close "close" really is? The other big news from Atari was the price reduction for the Jag (What's Hot! Pg. 43). It will come in the form of a mail-in offer where you can get a bonus controller and a game.

Yes, things are looking good for Atari, but they still have that golden touch that enables them to create pure garbage. Some of the titles that were on the show floor weren't even worthy of the original 2600. Check out Sensible Soccer. It's so bad, it's hilarious!

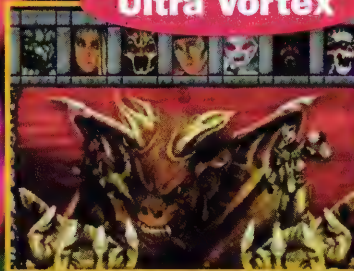
Luckily the show went well for Atari, they managed to get Jags on the shelves of over a thousand Wal-Mart stores and they wowed showgoers and the press with some impressive titles.

Blue Lightning

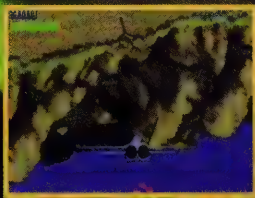


Created by: Atari
Available: With launch of Jaguar CD

Ultra Vortex



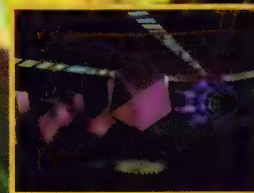
Created by: Beyond Games
Available: April 1995



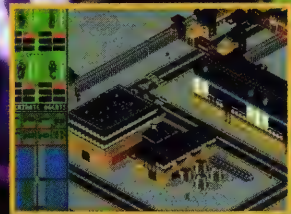
Battlemorph



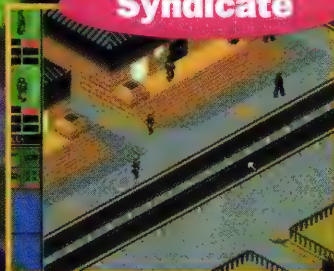
Created by: Atari
Available: With launch of Jaguar CD



Syndicate



Created by: Origin/Ocean
Available: March 1995



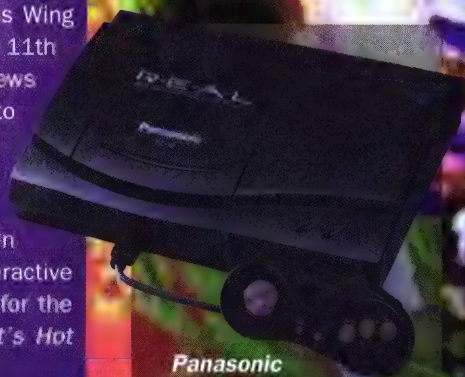
Jaguar CD

3DO

The 3DO Company again chose to separate themselves from the rest of the video game companies by locating their exhibit on the opposite side of the Las Vegas Convention Center. Amongst the computers and strange sounding MIDI keyboards, 3DO conducted their business and displayed such things as the MPEG adapter, the sleek FZ-10, and brand new 3DO accessories. Of course, there were a bunch of games to demo at the 3DO area.

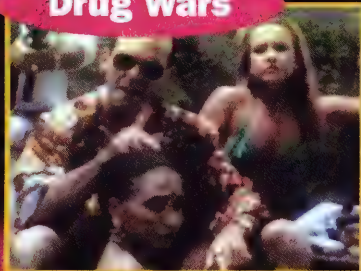
The GoldStar GPA511M 3DO MPEG module will play movies, music videos and other video CD's. If you want to get a hold of this module it should be in stores now for a MSRP of \$199.99 and comes bundled with one of Arnold's best, Total Recall. Additionally on the hardware side, Panasonic has given the 3DO console a new look. The Panasonic FZ-10 REAL 3DO has a top opening design and a built-in Memory Management system that makes saving games easier. The new FZ-10 also has redesigned control pads so that you don't have to loosen the back screw to get diagonal response.

As far as games go, 3DO was holding off many of their titles until the E3 Show. The area had a few games such as Wing Commander 3, Myst and 11th Hour. However, the big news was the games that were to come. 3DO will soon have the mega-hits Doom and Doom II: Hell on Earth in their library of software. In addition, Time-Warner Interactive will release Primal Rage for the 3DO this fall. (See *What's Hot* page 43).



Panasonic REAL FZ-10

Drug Wars



**Created by: American Laser Games
Available: June 1995**



Quarantine



**Created by: Gametek
Available: Now**



Star Blade



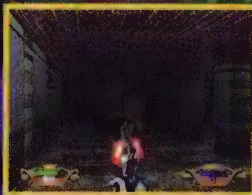
**Created by: Namco
Available: Now**



Killing Time



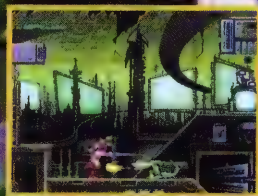
**Created by: Studio 3DO
Available: April 1995**



GEX



**Created by: Crystal Dynamics
Available: May 1995**



STARFOX 2

The Galactic Space Odyssey Continues!

- **Game Size:** 16 Meg
- **Style:** 1 or 2-Player Cooperative Space Simulator
- **Special Features:** 360° Environments, Morphing Abilities, Choice of Characters and Vehicles
- **Created by:** Nintendo
- **Available:** August 1995

Fox McCloud is back and this time he's backed by the power of Nintendo's new and improved FX² chip. What's an FX² chip? Well, it's a more powerful version of the previous FX chip (the one used for the original *StarFox* and *Stunt Race FX*) that packs more horsepower to make *StarFox 2* fly like never before. This new FX technology offers a variety of improvements including better texture mapping, smoother animation, and increased on-screen polygons (which keeps things nice and clean when blasting enemies in the 2-player split-screen mode).

StarFox 2 is a straightforward sequel to the original. However, it utilizes a different play mechanics engine that allows for 360° play. The basic story is that the evil Andross is back, but this time he doesn't attack one planet at a time, he bombards every planet in the system at once. Your goal is to remove the enemy forces from the infested planets in the system, intercept galactic missiles and enemy squadrons, and (most importantly) protect Corneria. Based just outside of the Corneria's atmosphere, Fox and his friends will be able to choose which emergency to deal with, instead of following a predetermined path.

One of the biggest surprises in *StarFox 2* is the ability to pick different characters and ships for this mission. You can be Fox McCloud, Falco Lombardi, Peppy Hare, Slippy Toad, and either of the two new cast members, Fay and Miyu. But perhaps the best feature of *StarFox 2* is that each character has their own unique ship with different attributes. Of course every ship has the newest StarFox addition, the ability to transform into a two-legged walker for better ground assaults (which comes in very handy).

StarFox was a groundbreaking game that took the gaming world by storm, and from what we've seen of *StarFox 2*, it's going to do it again. Almost every small complaint from *StarFox* has been confronted and overcome by Nintendo to make sure that when *StarFox 2* comes to us this August, everyone will want to hop in the pilot's seat and save the galaxy yet another time.



Morph into a walker to attack ground targets.



Find out your objective before you start the mission.



You better leave this planet and go protect Corneria.

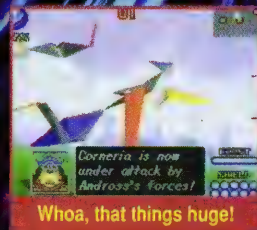


Choose your destination from this intergalactic map.

The Crew



360° combat!



Whoa, that things huge!



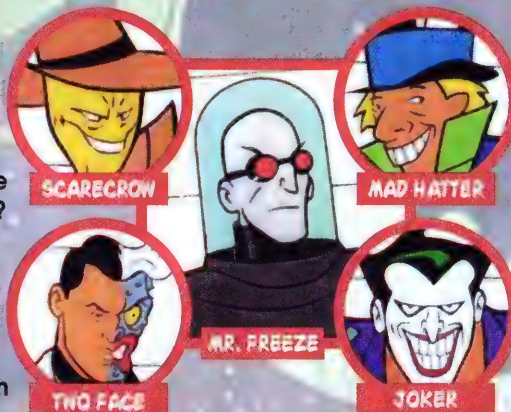
Hey, the target's the other way!

From the heavenly skies, a snowflake graciously takes hold of the night air and makes its way towards Wayne Manor. This structure has held many secrets, mostly those of Bruce Wayne. Bruce's life is tormented with memories of his past. Send your mind back to your youth. Recall all the fond memories of your loving parents. Now, imagine the thought of your parents being slain right in front of you. What would that do to a child's soul? Perhaps send them over the edge, or split their personality in two? Bruce sees life through two sets of eyes, those of an adult, and those of a bat. Luckily the bat is up tonight, and it awaits its prey. His eyes are focused on Gotham City. Something is not right, but what? Without a sound, a snowflake collides with Wayne's bedroom window. The flake quickly melts

Take Up the Mantle of the Bat In...

The Adventures of

BATMAN AND ROBIN



- **Cart Size:** 16 Meg
- **Style:** 1 or 2-Player Cooperative Action
- **Special Features:** 3D Scaling Sprites, Weapon Upgrades
- **Created by:** Sega of America
- **Available:** Spring for Genesis

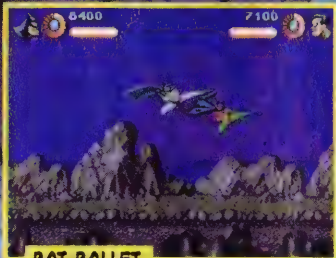
and runs down the glass as if it were a tear crying for relief. The bat knows that it usually doesn't snow in Gotham during the Spring, and he also knows that the game is afoot.

The Emmy award-winning cartoon, *The Adventures of Batman and Robin*, is set to take a big leap this Spring with the release of its first cart for the Genesis. Batman fans will be happy to hear that the game is drawn by the same animators who created the TV series. The Genesis is set to take another step towards the next generation by using 3D scaling sprites to capture a more realistic view on special effects and character animations.

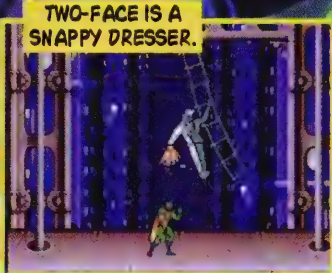
This cart plays a lot like *Contra: Hard Corps*, and has a simultaneous two-players option. Play as either Batman or Robin in your attempts to try and stop Mr. Freeze and his gang of goons – The Joker, Mad Hatter, Two-Face, and Scarecrow from turning Gotham City into a winter wonderland.



I REALLY HATE CLOWNS.



BAT-BALLET.



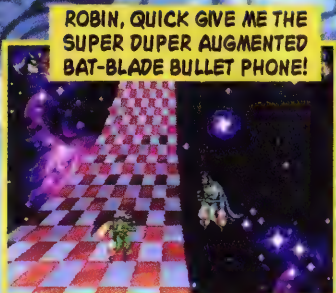
TWO-FACE IS A SNAPPY DRESSER.



WHOOA!



THIS COULD BE A BANK ROBBERY.



ROBIN, QUICK GIVE ME THE SUPER DUPER AUGMENTED BAT-BLADE BULLET PHONE!



LOOK UP IN THE SKY, IT'S A BIRD, A PLANE, IT'S SUPERMAN! ACTUALLY IT'S ONLY BATMAN.



MUST...RUN...FASTER!



THE MAD HATTER'S OBSESSION WITH RABBITS REALLY SCARES ME.

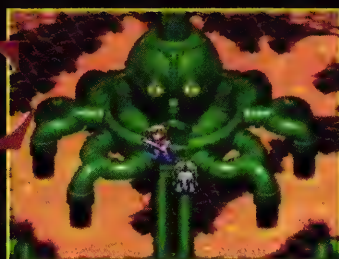
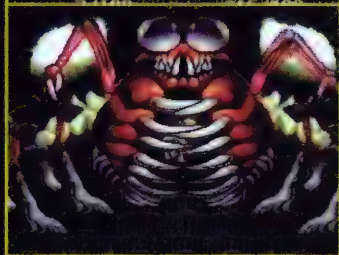
Secret of Evermore

What Was May Never Be Again!

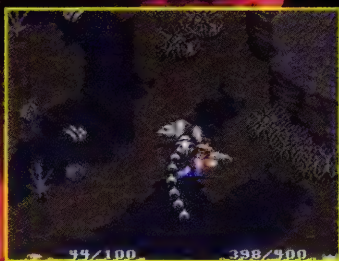
Something tells me we're not in Podunk anymore, Stan.

Some utopia this is.

Here's a boss in action.



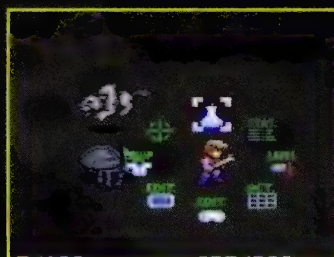
This thing doesn't look too nice.



Your dog will be one of your greatest allies!



Amazing graphics bring this cart to life.



Better use a spell before this beetle kills me.

- **Cart Size:** 24 Meg
- **Style:** 1-Player Action/RPG
- **Special Features:** Battery Back-Up, SGI-Rendered Characters, Ring Command Menus
- **Created by:** Squaresoft
- **Available:** Summer, 1995

After years of failed experiments, Dr. Sidney Ruffleburg has finally succeeded in creating a world of his own named Evermore. Evermore is the ultimate utopia, a place where people can exist in the peace of their own dreams. The only way into Evermore is through a dimensional catapult, and once you enter this land there is no way to return. The catapult still sits in the Doctor's lab waiting for its next guest. You are the next victim. Something has gone wrong. The once dreamed of utopia is no longer there. All that remains is a hostile environment full of beasts waiting to make you their next meal.

Squaresoft is hard at work on their newest Action/RPG title, *Secret of Evermore*. And no, this IS NOT a sequel to the Secret of Mana. However, *Secret of Evermore* is based on the same engine that made Mana such a hit. One unique thing about this game is that

this is the first title created by Squaresoft of America. The team at Squaresoft has been hard at work making sure that *Secret of Evermore* lives up to its name.

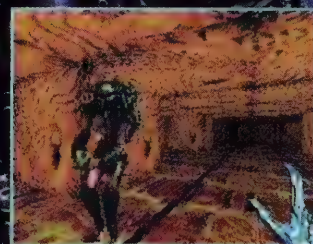
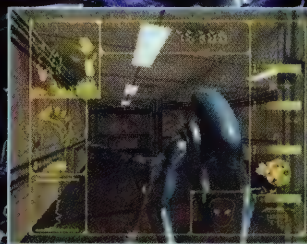
Originally scheduled to be a 12 Meg game, Squaresoft soon discovered that with the addition of SGI-rendered characters and backgrounds their 12 Meg dreams quickly changed faces and became a 24 Meg monster. As always, Squaresoft has filled *Secret of Evermore* with great music, sound effects, and a complex storyline. Your journey through Evermore won't be easy, but never fear, you'll travel the lands with your faithful and ferocious companion, a dog. The dog (which we don't know the name of) will help you out in combat and other parts of the game. Right now the game is scheduled to be a 1-player game. However the cart is only about 25% done and is more than likely to change.

Play to Perfection!

A GAME MONGER'S STRATEGY GUIDE

ALIENS VS. PREDATOR

If you're getting stuck in this immensely huge game, you're not alone. Finding all those cards can be tricky, and all those airducts can get really confusing. We at Game Informer have decided to save you some graph paper by providing complete maps, along with the location of security cards and weapons. With this "handbook" you should be able to complete your goals, whether you play as the Marine, Predator, or the very challenging Alien. ■



Map Explanation

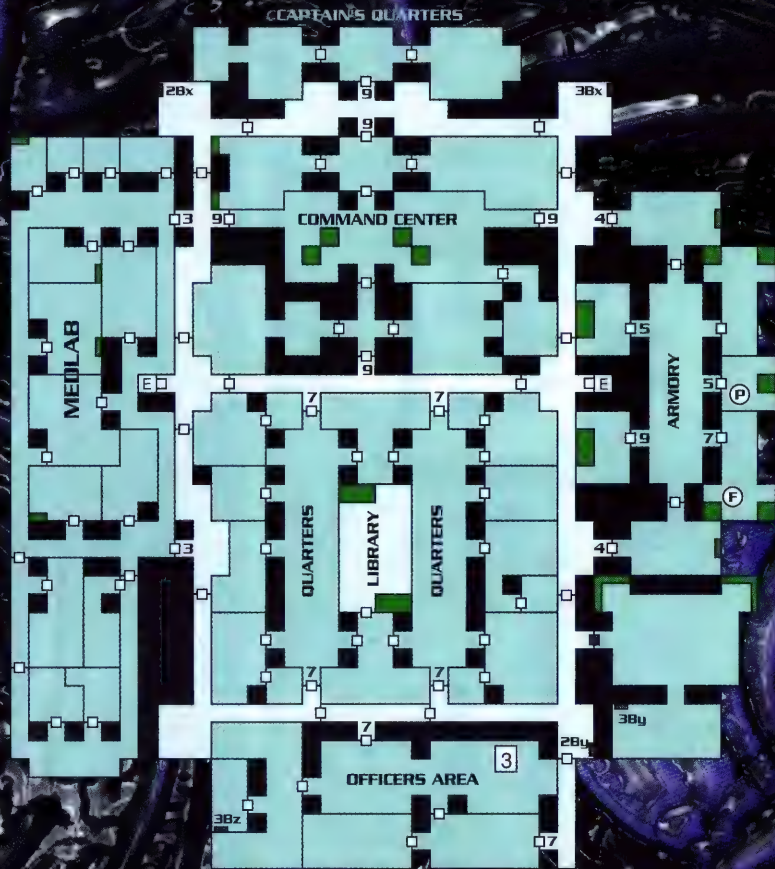
On the maps, we've indicated which airduct entrance is which with a lower case letter (usually x, y, or z). So when you enter an airduct marked 4Bx, look at airduct map 4B, and you should be at the point marked 4x.

Legend

- Airlock Door
- Airduct Door
- Computer Terminal
- Elevator
- Door
- Security Door
- Jammed Door
- Security Card
- Pulse Rifle
- Flame Thrower
- Motion Tracker
- Smart Gun
- Marine Starting Point



SUBLEVEL 2



Marine Hints:

The first thing you need is a pulse rifle. The best way to get one is to grab security card #1 off of the body which is lying near the entrance to the brig. Then go to the canteen, and back into the kitchen. There is an airduct in the side room. It has only two entrances. Follow it from the kitchen to the other duct, and you'll find the pulse rifle on a body in a nearby room.

The next thing you need is the motion tracker. Take the East elevator down to level 5. Take the passage to the right, then turn left and enter the first room on the right. "Run, but you can't hide." The motion tracker can also be used as a compass, with the arrow indicating which way is North. This will help you use the maps we've provided. ■

You'll generally want to pick up the security cards in order, and read all the computer terminal logs if you want to hear the story develop.

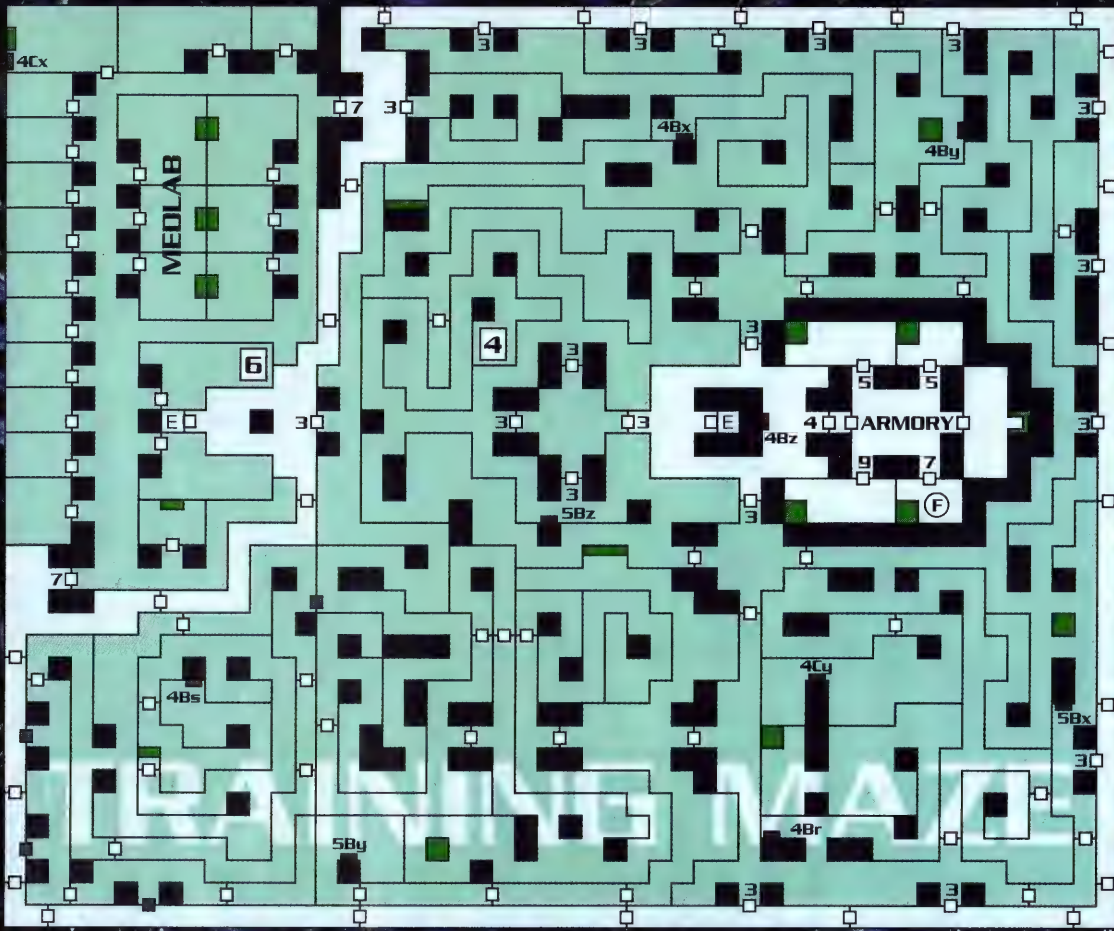
The West elevator will not travel between levels 3 and 4. If you want to get to the west side of level 5, you'll have to go around the outside of the training maze on level 4 to get from elevator to elevator.

When you restore a game, you'll start with all the weapons, ammo, and security cards you've collected. However, all Aliens and Predators will come back to life. Save in the elevator with a full load of ammo or you may find yourself in quite a pickle.

Make sure you've cleared a path to the escape pod before you set the self destruct sequence, because even with good "driving" skills, you'll only have about 5-10 seconds to spare. ■



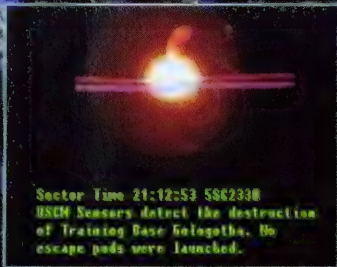
SUBLEVEL 3



SUBLEVEL 4

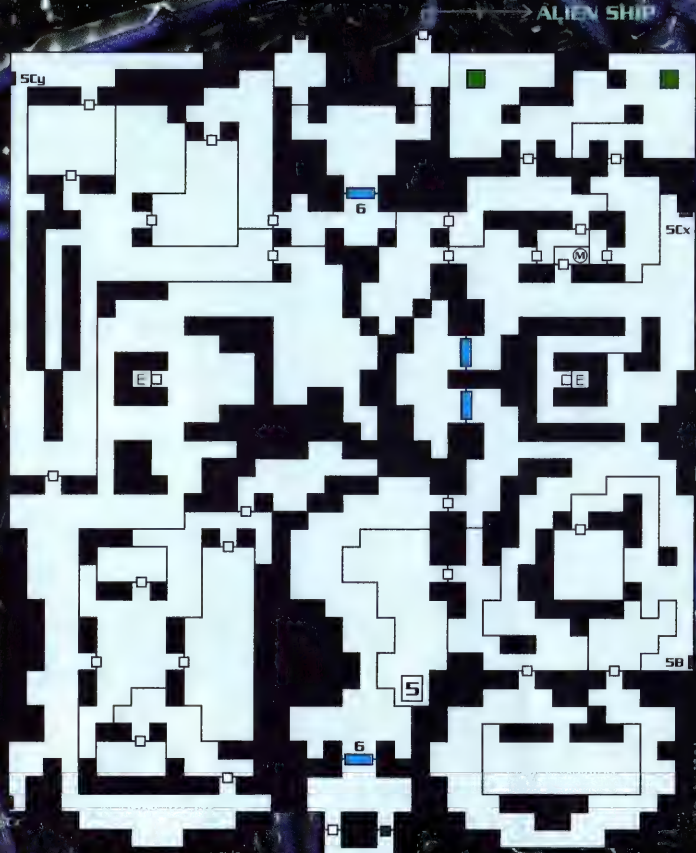


Get me out of here, man!



Sector Time 21:12:53 5862338
 UNSC Sensors detect the destruction
 of Training Base Galagatha. No
 escape pods were launched.

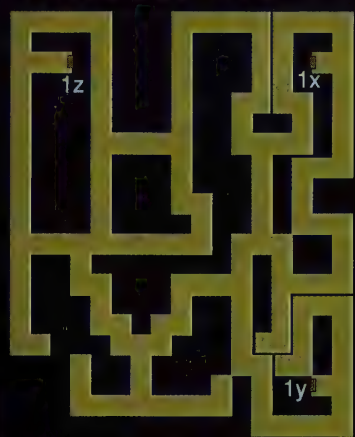
And he was never heard
 from again..."



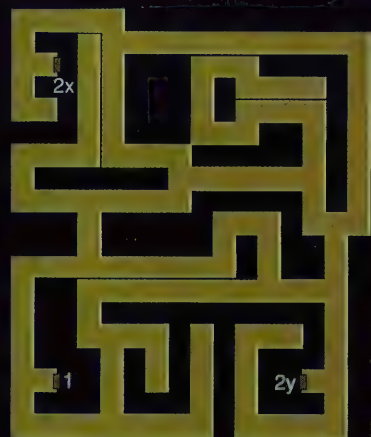
SUBLEVEL 5

ESCAPE POD

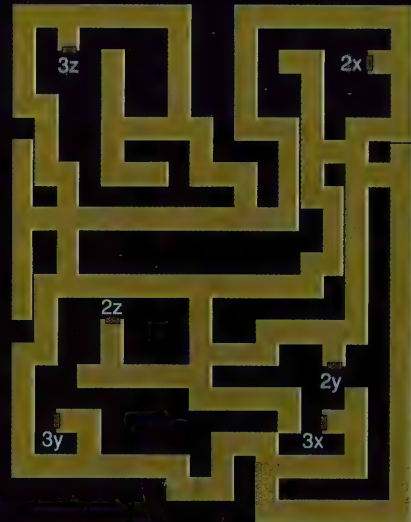
AIRDUCT #1B



AIRDUCT #2B



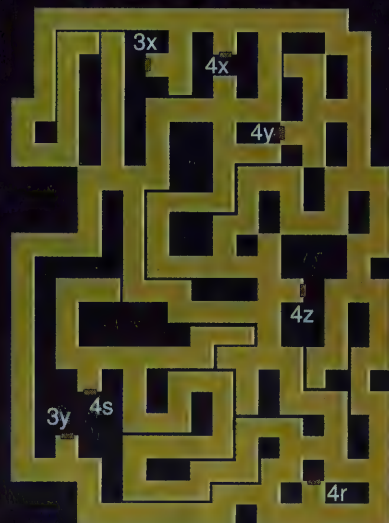
AIRDUCT #3B



AIRDUCT #3C



AIRDUCT #4B



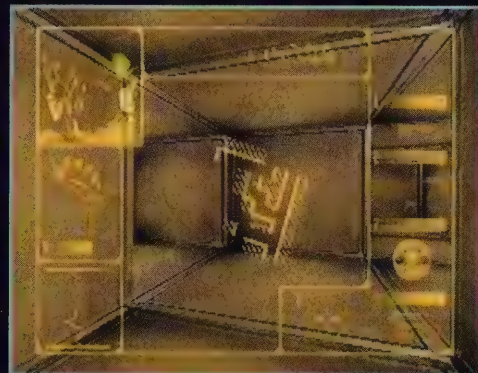
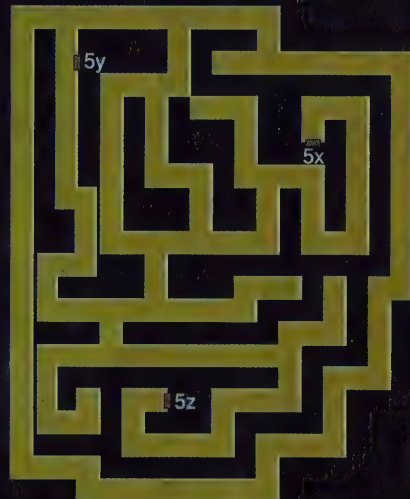
AIRDUCT #4C



AIRDUCT #5B



AIRDUCT #5C



Now how did a Predator get in the airducts?



Alien Ship

Predator Ship



Predator Hints:

When you want to save, make sure you do it in the elevators.

Build up points by killing marines with honor (uncloaked) until you get some distance weapons. Then you'll be better equipped to kill the Aliens.

The Aliens can see you even when you're cloaked, so there's no point walking around invisible when you're finally aboard their ship.

Use your stored health wisely (i.e. don't keep holding down 5 after you're fully charged). Otherwise, be honorable and kill, kill, kill. ■

Alien Hints:

The Alien is the most difficult character to win with since it has no distance weapons and cannot replenish health. You will have to cocoon enemies with a claw-tail-claw combo in order to survive. Remember, cocoons take a while to gestate, so let that first one grow to full size before you enter the fray.

You can't use elevators as an Alien, so using airduct maps (ours, or your own if you're really into cartography) is essential.

Make sure you've got at least one free cocoon slot before you go on to another level. Otherwise, you'll go through killing things, but when you eventually die (you always do) you'll start way back on the level below.

If you come back to a restored game and die, your next cocoon may end up in a big room full of enemies. Be cautious where you cocoon and when you save.

There are no marines to cocoon on the Predator ship, so you'll have to leave a stockpile outside. Good luck rescuing that Queen, you're going to need it. ■

Still Stuck?

If you're still having trouble beating the game, check out the cheat codes in Secret Access. It may not be honorable, but you'll be able to reach the end of the game with much less difficulty.

Special thanks to Atari and James Purple Hampton. ■



FIFA Soccer - 3DO

Have you ever dreamed of playing soccer with a beach ball, or watching robots take over the game? Well, save your dreams for something more exotic. Here they are the answers you've been looking for. Soccer will never be the same. Pause the game at any time and enter the codes below (no directional use is needed).

Cyborg Players

B, A, R, C, L, B, A, B, B, A.

Invisible Walls Surround Field

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

Hot Potato Mode

C, R, A, B, B, R, L, A, B, A, B, R.

Beefcake Mode

R, A, L, B, A, C, L, A, B, A.

Big Ball Mode

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

Giant Player Mode

B, A, B, A, R, B, A, B, A, R.

Laser Ball

L, A, C, R, B, A, L, L.

"Virtua Gap Boy"
Minneapolis, MN

Batman: Return of the Joker - Genesis

Robin: "Batman. Hey Bruce, wake up!"
Batman: "Ohh, Tim it's you. The Joker (pant) must have used a sleeping (ugh) potion on me..."

Robin: "Batmaaan! Quick, take this super bat-antidote!"

Batman: "(Gulp) Uhh... wow! This stuff really works! I feel like a new man! I feel like I could take on the entire world!"

Robin: "Great scott! Batman's back and he needs your help in taking down the sinister Joker. Battle your way through seven levels of intense bat-action. I'd help Batman but I have a curfew, sorry."

Level 1-2: 7820

Level 2-1: 8766

Level 2-2: 8756

Level 3-1: 6061

Level 3-2: 1047

Level 4-1: 1880

Level 4-2: 5278

Level 5-1: 1168

Level 5-2: 7608

Level 6-1: 0021

Level 6-2: 7511

Level 7-1: 1004

"The Rhino"
Toledo, OH



VR Stalker - 3DO

Man wasn't meant to fly, and maybe that applies to you too. This is a difficult game to maneuver through. Do you feel frustrated, like the world is against you? If so, take these codes and show the world who you really are. Enter the code for the destination first. Then, enter LQG-77K. Use this tactic on every code.

Arizona - 5KK

Texas - MS7

Gulf of Mexico - 1AD

Colorado - 150

Nevada - 5U1

Tennessee - 1QO

Arkansas - CCT

Virginia - CC7

Indiana - EW3

California - ESO

Pacific Ocean - EAT

Washington DC - SAH

Florida Keys - CUD

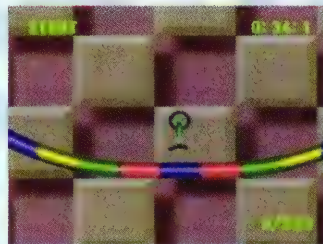
"Kid Yahtzee"
San Antonio, TX



Sonic & Knuckles - Genesis

Plug in the Sonic 1 cartridge and hit all three buttons. When the bonus screen comes up hit down. Enter 5092-6073-6399. Doing this will send Sonic and Knuckles up to level 1000. How many levels are there?

Eric Chermack
St. Louis Park, MN



Uniracers - SNES

Racing a uni with no driver is one of the most difficult things in the world. So here's a way to get some quick points on the stunt tracks. To do the Head Bounce, just press jump, then while your uni is in the air press and hold the X-button. It's best to do the trick when you're not moving. So quickly pull off three at the beginning of the stunt track and you'll receive 56 points.

"Virtua Gap Boy"
Minneapolis, MN

Final Fight - SNES

On the title screen press and hold the Left and Right Buttons, then press Start. The screen should turn to a haze of blue. Now, you will be able to pick how many lives you want. This code also will give you a sound test and a difficulty setting to mess with.

"Sir Timothy"
Ellsworth, WI

Taz-Mania - SNES

Taz has been around for quite some time and his bones are getting a little old. Maybe to old to go through level after level of chasing and catching his dinner. Give Taz a hand and send him ahead a few levels. At the options screen enter the codes below.

10 continues

B, A, Y, A, X, A

20 Continues

Y, X, B, X, A, X, L, R, B, A, Y, A, X, A

Stage Select

A, Y, A, Y, X, Y, B, A, R, L

Corey Patterson
St. Ansgar, IA



Earthworm Jim - SNES

Man, another set of codes for EWJ! This game is a hacker's best friend. Pause the game and enter in Y, A, B, B, A, Y, A, B, B, A. Doing this should bring up a group photo of the guys at Shiny. They will tell you this is a bogus code. Another code will automatically send you to the next level once it's entered. Pause the game and enter A, B, X, A, A+X, B+X, B+X, X+A. If this is done right you'll find yourself on the next level.

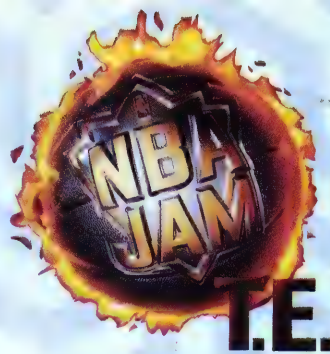
"The VidMan"
Uptown, MN



Alien Vs. Predator - Jaguar

Don't spend all of your time searching for gun powerups and security cards. Start the game with everything you need. That makes sense, doesn't it? Why would you travel into Alien infested grounds with only one gun? First, hold Pause and Option then press the 1, and 3 keys simultaneously. Now, hold 2, 5, 7, and 9 together. A Predator will laugh at you if this is done correctly. To raise the security level, press Option and 6, to lower it press Option 9. Press Option 8 to toggle the motion tracker on and off. Option 1-4 will display different guns. To recharge weapons hold Option, 1, 2, 3, and 4. To access a super cheat mode, Press Pause, press Option, press 6, press 1 + 3. Then, enter the following sequence: B, A, 9, A, 9, A, *, Option, 6, #, *, *, Option, 2, Option. The Predator will laugh. Option + 5 turns on the cheat mode, which will replenish ammo automatically, and you won't die when your health bar is gone. Option + A raises you up a level, and Option + B lowers you a level. Supercharge!!!

"The VidMan"
Uptown, MN



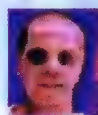
Secret Characters for SNES and Genesis

Enter these codes where you put in your initials. Highlight the letter and enter it with the button combination listed. To get Chow-Chow, for example, move the cursor over the 'A' and hit any button. Then move it over the 'M', and hit A and Start at the same time. Finally, move it over the 'X' and hit Y and start at the same time (C for Genesis). If entered correctly, the screen will say "Secret Player" where the records are normally displayed.



Chow-Chow

Enter A, press any button
Enter M, press A and Start
Enter X, press Y and Start (C for Genesis)



Weasel

Enter R, press B and Start
Enter A, press A and Start
Enter Y, press any button



Brutah

Enter L, press A and Start
Enter G, press B and Start
Enter N, press any button



Kabuki

Enter D, press any button
Enter A, press B and Start
Enter N, press A and Start



Facime

Enter X, press B and Start
Enter Y, press B and Start
Enter Z, press A and Start



Air Dog

Enter A, press Y and Start (C for Genesis)
Enter I, press any button
Enter R, press B and Start



Kid Silk

Enter K, press any button
Enter S, press B and Start
Enter K, press Y and start (C for Genesis)



Scooter Pie

Enter H, press A and Start
Enter T, press any button
Enter P, press Y and Start



Moosekat

Enter M, press B and Start
Enter P, press Y and Start (C for Genesis)
Enter F, press any button



Moon

Enter J, press any button
Enter A, press A and Start
Enter Y, press B and Start



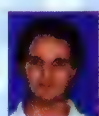
Kirby

Enter C, press B and start
Enter K, press any button
Enter Space, press Y and Start (C for Genesis)



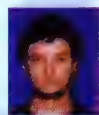
Snake

Enter G, press A and Start
Enter O, press Y and Start (C for Genesis)
Enter F, press B and Start



Falcus

Enter J, press A and Start
Enter F, press any button
Enter Space, press Y and Start (C for Genesis)



Muskett

Enter M, press B and Start
Enter C, press B and Start
Enter M, press Y and Start (C for Genesis)



Hill

Enter N, press A and Start
Enter D, press B and Start
Enter H, press A and Start



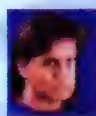
Turmell

Enter M, press A and Start
Enter J, press any button
Enter T, press A and Start



Rivett

Enter R, press any button
Enter J, press A and Start
Enter R, Press Y and Start (C for Genesis)



Divita

Enter S, press A and Start
Enter A, press Y and Start (C for Genesis)
Enter L, press any button



Liptak

Enter S, press any button
Enter L, press B and Start
Enter Space, press B and Start



Goskie

Enter T, press B and Start
Enter W, press any button
Enter G, press A and Start



Carlton

Enter J, press Y and Start (C for Genesis)
Enter M, press Y and Start (C for Genesis)
Enter C, press B and Start



Bird

Enter B, Press A and Start
Enter R, Press Y and Start (C for Genesis)
Enter D, press A and Start



Blaze

Enter B, press Y and Start (C for Genesis)
Enter L, press any button
Enter Z, press Y and Start (C for Genesis)



Benny

Enter B, press B and Start
Enter N, press any button
Enter Y, press Y and Start (C for Genesis)



Hugo

Enter H, press any button
Enter G, press Y and Start (C for Genesis)
Enter O, press A and Start



Crunch

Enter C, press A and Start
Enter R, press B and Start
Enter N, press any button



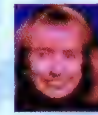
Sun's Gorilla

Enter G, press any button
Enter O, press B and Start
Enter R, press B and Start



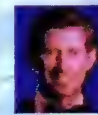
Bill Clinton

Enter C, Press A and Start
Enter I, press any button
Enter C, press B and Start



Hilary Clinton

Enter H, press any button
Enter C, press B and Start
Enter Space, press any button



Prince Charles

Enter R, press B and Start
Enter O, press A and Start
Enter Y, press any button



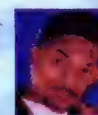
Heavy D

Enter H, press A and Start
Enter V, press any button
Enter Y, press B and Start



DJ Jazzy Jeff

Enter J, press Y and Start (C for Genesis)
Enter A, press A and Start
Enter Z, press A and Start



Fresh Prince

Enter W, press Y and Start (C for Genesis)
Enter I, press B and Start
Enter L, press any button



Frank Thomas

Enter S, press B and Start
Enter O, press any button
Enter X, press A and Start



Randall Cunningham

Enter P, press any button
Enter H, press A and Start
Enter I, press Y and Start (C for Genesis)



Mike D.

Enter M, press Y and Start (C for Genesis)
Enter K, press any button
Enter D, press Y and Start (C for Genesis)



ADROCK

Enter A, press any button
Enter D, press Y and Start (C for Genesis)
Enter R, press B and Start



MCA

Enter M, press B and Start
Enter C, press B and Start
Enter A, press any button

Code of the Month!



John Madden '95 - Genesis

Make the NFL roster a little bigger and add the two new expansion teams, the Jacksonville Jaguars and the Carolina Panthers. At the Game Setup screen hit A, C, A, C, B, A, C, A, C. If you do this correctly the music should stop, and the teams should be added to the list.

Anthony Bouwie
Philadelphia, Pa

NBA Jam - Cheat Modes

(Enter During "Tonight's Match Up", more than one code can be entered for each character)

Shot Percentage Display

SNES & Genesis - U, U, D, D, B
GG - U, U, D, D, 2

Quick Hands

SNES & Genesis - L, L, L, L, A, R
GG - L, L, L, L, 1, R

Max Power

SNES & Genesis - R, R, L, R, B, B, R
GG - R, R, L, R, 2, 2, R

Powerup Goal Tending

SNES & Genesis - R, U, D, R, D, U
GG - R, U, D, R, D, U

Powerup Fire

SNES & Genesis - D, R, R, B, A, L
GG - D, R, R, 2, 1, L

Powerup Turbo

SNES & Genesis - B, B, B, A, D, D, U, L
GG - 2, 2, 2, 1, D, D, U, L

Powerup Offense

SNES & Genesis - A, B, U, A, B, U, D
GG - 1, 2, U, 1, 2, U, D

Powerup 3-Pointers

SNES & Genesis - U, D, L, R, L, D, U
GG - U, D, L, R, L, D, U

Powerup Dunks

SNES & Genesis - L, R, A, B, B, A
GG - L, R, 1, 2, 2, 1

Power Block

SNES & Genesis - D, R, A, B, A, R, D
GG - D, R, 1, 2, 1, R, D

Block 1 Opponent and Both Fall

SNES & Genesis - U, U, U, U, L, L, L, A, A
GG - U, U, U, U, L, L, L, 1, 1

Block 1 Opponent and Only 1 Falls

SNES & Genesis - U, U, U, U, L, L, L, A, B
GG - U, U, U, U, L, L, L, 1, 2

Teleport Pass

SNES & Genesis - U, R, R, L, A, D, L, L, R, B
GG - U, R, R, L, 1, D, L, L, R, 2

High Shots

SNES & Genesis - U, D, U, D, R, U, A, A, A, A, D
GG - U, D, U, D, R, U, 1, 1, 1, 1, D

Speed Up

SNES & Genesis - U, U, U, U, L, L, L, B, A
GG - U, U, U, U, L, L, L, 2, 1

Slippery Court (Affects all players)

SNES & Genesis - A, A, A, A, R, R, R, R, R
GG - 1, 1, 1, 1, 1, R, R, R, R, R

Secret Characters For Game Gear

Bill Clinton

Enter C, press button 2
Enter I, press button 1
Enter C, press button 1

Hilary Clinton

Enter H, press button 1
Enter C, press button 1
Enter Space, press Start Button

Heavy D

Enter H, press Start Button
Enter V, press button 2
Enter Y, press button 2

DJ Jazzy Jeff

Enter J, press button 1
Enter A, press Start Button
Enter Z, press Start Button

Fresh Prince

Enter W, press Start Button
Enter I, press button 1
Enter L, press button 2

Frank Thomas

Enter S, press button 1
Enter O, press Start Button
Enter X, press Start Button

Randall Cunningham

Enter P, press button 2
Enter H, press Start Button
Enter I, press button 1

Bird

Enter B, press Start Button
Enter R, press Start Button
Enter D, press button 1

Mike D.

Enter M, press button 1
Enter K, press button 2
Enter D, press Start Button

AD Rock

Enter A, press Start Button
Enter D, press button 1
Enter R, press button 2

MCA

Enter M, press Start Button
Enter C, press button 2
Enter A, press button 1

Gorilla

Enter G, press button 1
Enter O, press Start Button
Enter R, press button 1

Crunch

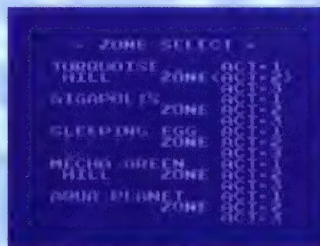
Enter C, press Start Button
Enter R, press Start Button
Enter N, press button 2



Shadowrun - Genesis

One of the most unique RPG games of all time finally gets some airplay in Secret Access. At the title screen enter A, B, B, A, C, A, B, then start. Start the game and take out your trusty Pocket Secretary. Go down past Save/Load to an invisible option. This option will give you 250,000 Nuyen, 10 Karma, and faster walking speed. Whenever you start a game the code must be entered again.

Kyle Nelson
Coon Rapids, MN



Sonic Chaos - Game Gear

Sonic's been tearing up Secret Access with all the Sonic & Knuckles codes lately, but don't fear Game Gear owners we didn't forget you. Here's a level select code for your Sonic game. At the title screen enter Up, Up, Down, Down, Right, Left, Right, Left, and Start.

Zac Stanyek
Staten Island, NY

ACCESS & ALLIES

Operation: Code Hunt

Hey GI readers, how would you like to become our ally? Send in your codes for the games listed below and help out a fellow reader in a scrape, or if you're stuck on a game, send us a letter requesting codes and we will help you access the secrets right here in Secret Access.

- SNES Actraiser 2
Donkey Kong Country
Radical Rex
Star Trek: Next Generation
Super Return of the Jedi
Taz-Mania
Vortex
- Genesis Alien 3
Contra: Hard Corps
Sonic & Knuckles
- 32X After Burner
Doom
Star Wars
- 3DO Gex
Star Control 2
- Jaguar Kasumi Ninja
Iron Soldier
- Game Boy Super Mario 2
Yoshi
- Game Gear Ax Battler
Sonic: Triple Trouble
- Arcade Killer Instinct

Send To:

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

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!

TECH TALK

Hardware & Software



Formerly Unaffordable Neo-Geo May Make It In Home Market

While back, when the only two names in the home video game business were **Nintendo** and **Sega**, a new challenger attempted to join the fray. **SNK** gave us the **Neo-Geo**, a home arcade unit with massive games that were nearly identical to their arcade counterparts. Unfortunately, games with over 100 meg memory carried an appropriate price tag of \$150-\$200. Couple this with a system cost of about \$700 and you've got a price way out of reach for your average gamer. This was unfortunate because games like *Samurai Shodown*, *Nam '75*, and *Sengoku* had fans of the technology dying to play them at home. It's now 1995, and the wonders of lasers and inexpensive CD-ROM technology are bringing an answer to our prayers. **Neo-Geo CD** is available currently in Japan and across Europe and should be released in the US with a souped-up double-speed CD-ROM drive sometime this year. The real bonus is that it will have a system price competitive with the new systems and a game price of \$60-\$70 a disc. Finally, **SNK** products have become accessible to the common man (or common woman, of course). Look for hot new titles like *Samurai Shodown II* and *King of Fighters '94*, or pick up some old classics you might have missed like *Burning Fight*, *Ninja Combat*, or *Baseball Stars*. While you're waiting for the system to come in, whet your appetite with these specs.

Neo Geo Specs

- Memory/56 M-Bit D-RAM, 512 K-Bit V-RAM, 64 K-Bit S-RAM
- 65,536 CD-ROM Drive
- Dimensions (in millimeters): 285x285x95
- Suggested Operating Environment: 0°C - 50°C (32°F-122°F)
- 2 Controllers Included (At last somebody packages the extra controller you always need)
- The system will also have outputs to RGB, AV, RF, and S-Video Terminals.

Hyper 5-hit, Master 7-hit, ULTRA 64 HIT COMBO!

The new age of video gaming is approaching rapidly. We've had glimpses of the **Sega Saturn**, the **Sony Playstation** (*Game Informer*, Feb. 1995), but haven't seen much of anything from the third contender, **Nintendo**. Many people are curious as to what the **Ultra 64** will offer. You can be sure that it will differ from the other "Super Systems" in a variety of ways. Whether or not these differences will make it better or worse than the others will become apparent after all the systems hit the market. In the meantime, we'd like to relay to you some of the things **Nintendo** told us about this enigmatic system when they spoke at the Winter Consumer Electronic Show.

It is commonly known that **Nintendo** will stick with the cartridge format as opposed to CD-ROM. Some may wonder why. The answer lies in some of the new technology **Nintendo** plans to use to overwhelm the video game player. The technologies, developed by **Silicon Graphics Incorporated (SGI)**, will transform clearly manufactured environments into something that will fool our senses into believing that what we see is real.

The first development will attempt to eliminate something called object popping. Sometimes during a game, say when you are flying over an environment, objects suddenly appear in your field of view. This is due to the processor being so overloaded that it just can't handle all the graphics, so some objects get lost. The **Ultra 64** chip

set is said to incorporate something called **Load Management**, which will aid the processor in making objects appear on the screen where and when they are supposed to.

Secondly, have you ever noticed in games like flight simulators how objects in the distance will shimmer, as if alternating between two slightly different images? The shimmer is caused by the results of mathematical computations which produce the small parts of graphical

images. These computations, when producing a distance image, can be varied enough between the pixels to cause irregularities and the shimmering. In a process known as **Anti-Aliasing**, the computations for every pixel are rounded off in order to make a smooth graphical image appear as you zoom in or get closer to an object.

The last technology is something that is at this point completely exclusive to **Nintendo**, and is in reference to how objects on the screen are created. Most often these days, objects are drawn with point sampling.

Prepare for lift off with the Ultra 64!

This method works well when objects are in the distance, but as you approach an object, the points become huge square dots, making it almost unrecognizable. **SGI's** answer is (get ready) **Tri-Linear MipMap Interpolation (TLMMI)**. TLMMI uses a series of images of various sizes stored in the unit. It then computes an image which

Point sampling breaks down at close range.



GAMEGUN



Guns Are Not Toys, But This One Is

Tired of moving a cursor around the screen to simulate hard cold steel in your hand? Does clicking a button not give you the same feeling as pulling a trigger and blowing away a video scumbag? **American Laser Games** may have the answer for you since they introduced the **GameGun** for both the **3DO** and **PC** platforms. This bright orange gun-shaped controller may not have the heft of the real thing, but hold it in your hands and you suddenly feel like a big gun-toting cowboy. The controller works on the same technology as most light guns in the consumer market, but is the first one available for the 3DO. This gun should greatly increase the playability of games like *Mad Dog McCree*, *Who Shot Johnny Rock*, and even *Demolition Man*.

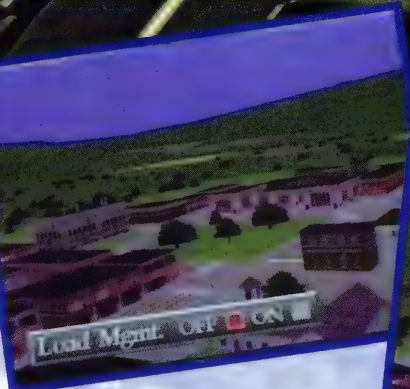
is between the two surrounding sizes based on how large the object is supposed to appear. Possibly a mind-boggling mathematical concept, the result is an object which looks the same regardless of how far away or close it appears on the screen. **Nintendo** claimed that **TLMMI** could never be performed from a CD-ROM drive due to the speed of data transfer. When we told this tidbit of information to **Sony**,

they just laughed. Even so, the name itself makes this technology sound impressive.

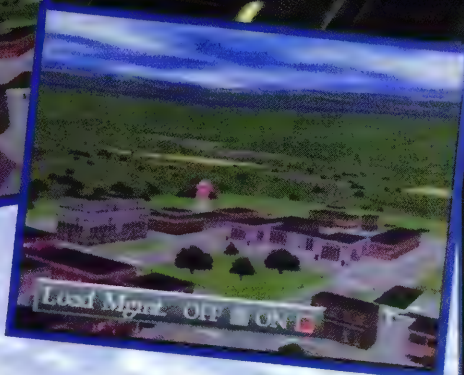
Ok, ok, that all sounds great, but what about software? In addition to *Killer Instinct* and *Cruis'n USA* (on display at an arcade near you), **Williams Entertainment** is planning a remake of *Doom*, with new features and all new levels.

Spectrum Holobyte will be putting out *Top Gun*

(soon available for PC) which appears to be an impressive, if not awesome, arcade type air combat game. Rumor has it the legendary Shigeru Miyamoto is working with **Paradigm Simulation** on an **Ultra 64** version of *Pilot Wings II*. Coming from the man who created *Donkey Kong* and *Super Mario Brothers*, this game has the potential for greatness. **Nintendo** hasn't given word as to whether or not a pack in will be included, but Sally



Notice the second level of the building and the water tower in back.



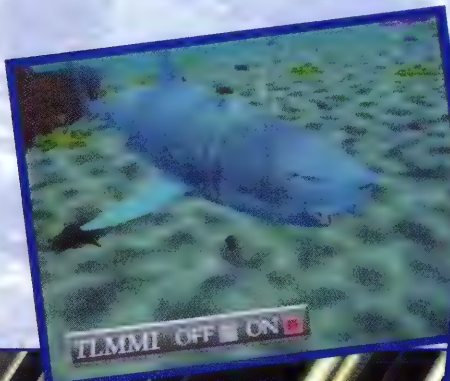
Reavis of **Nintendo of America** said, "There's always a *Mario* in the works."

Speaking of works, **SGI** claims to have over 70 people working exclusively on **Nintendo's Ultra 64** CPU alone, and over 105 people in all working on the project. **Nintendo** also plans to pump close to \$20 million into marketing (that's right, a 2 followed by two seven zeroes) and hope that the **Ultra 64** will bring in at least 13% of their overall sales in 1995.

What does this make the bottom line? Howard Lincoln, CEO of **Nintendo of America** confirmed that the **Ultra 64** unit will hit the market at its target price of around \$250. The price of cartridges is as of yet unconfirmed. **Nintendo** is hoping for prices between \$60-\$80, though some have heard they may reach as high as \$100 a piece. Youch!

There are still many unanswered questions about the **Ultra 64**. For example, what will the controllers look like? Are we talking eight button, ten button, or even more? Will the cart price scare away Joe Consumer so much that **Nintendo** loses the video game race for the first time in history? As many people have realized, you can analyze the past, but you CANNOT predict the future. All we can do at this point is dream of the wonders to come...

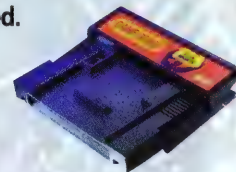
With **TLMMI**, you can zoom as close as you want and not get pixelization.



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

SNES

Zelda 3
Uniracers
Mickey Mania
Donkey Kong Country
Looney Tunes B-Ball
Romance of the 3 Kingdoms 2
Uncharted Waters
The Lion King
Mega Man X 2
Sengoku
X-Zone

Genesis

Clayfighters
Beyond Oasis
Sunset Riders
Double Dragon
Contra Hard Corps
Generations Lost
After Burner
Urban Strike
Ristar

Game Gear

Micro Machines
Ristar

Game Boy

Donkey Kong
Jurassic Park
Jurassic Park 2
Wario Blast

Nintendo

Kirby's Adventure
Baseball Stars

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Jammit - Genesis

AKET-AA4C Infinite pumps
3ALT-AAGN Opponents have \$200
AJLA-AAGG Start at 3rd game
ANLA-AAGG Start at 4th game
ATLA-AAGG Start at 5th game
AYLA-AAGG Start at 6th game
A2LA-AAGG Start at 7th game
A6LA-AAGG Start at 8th game
BALA-AAGG Start at 9th game
HE7A-BAVR Player 1 starts with 8 points

"The Eradicator"
Phoenix, AZ



Earthworm Jim - SNES

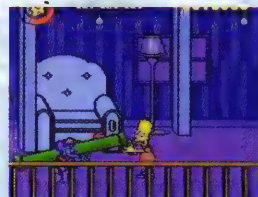
2235-EFAF Infinite ammo
A23F-7464 Invincibility
A26A-87A7 Infinite lives

Gregory Janetka
Oakbrooke, IL

Lethal Enforcers - SNES

3CB5-140C Invincibility

Theron Thompson
Ozark, AL



Simpsons: Bart's Nightmare - SNES

C2BE-60EA Infinite lives on Itchy & Scratchy and Bartman stages
C2C3-6925 + C2C3-61B5 Infinite Z's
D46A-D521 Start with 2 bubbles
DB6A-D521 Start with 9 bubbles
89CB-D9B5 Infinite bubbles and seeds

Kevin Klem
Chicago, IL

Breath of Fire - SNES

EEBF-CFD9 Character starts with 255 max HP
EEBF-CF69 Character starts with 255 actual HP
EEB4-CFD9 Character starts with 255 fate
EEB0-CFD9 Character starts with 255 luck
46B7-CFD9 Start with MystRB
4BB7-CFD9 Start with EarthRB
41B7-CFD9 Start with SageML
44B7-CFD9 Start with GuruCt
11B7-CF69 Start with NiceHt
BBB7-CF69 Start with unknown hat equipped (148 defense)

Scott Fischer
Naperville, IL



Taz: Escape from Mars - Genesis

AVLB-RACA Start with 4 continues
AZLB-RACA Start with 5 continues
A7LB-RACA Start with 7 continues
BFLB-RACA Start with 9 continues
AKLB-RA70 Infinite continues
A5LB-SJ7C Start level with rock power-up
AMLB-SJ7C Start level with flame power-up
AMLB-RA4W Keep power-ups after you die
A3LB-RABY Start with 7 lives
BBLB-RABY Start with 9 lives
AKLB-RA64 Infinite lives

"The Rhino"
Toledo, OH

Final Fantasy 3 - SNES

DC9C-E4D8 Max out gold
AA93-54D8 Get millions of experience after every battle
AA9E-E4D8 Everybody has the Paladin Shield
AADC-EF08 Always walk fast, no enemies

Peter Johnson
Orland Park, IL



Clay Fighters - SNES

DD4A-8548 + DD9C-E53E Always fight Bad Mr. Frosty after first match
DD4A-8548 + DF9C-E53E Always fight Taffy after first match
DD4A-8548 + D49C-E53E Always fight Tiny after first match
DD4A-8548 + D79C-E53E Always fight The Blob after first match
DD4A-8548 + D09C-E53E Always fight Blue Suede Goo after first match
DD4A-8548 + D99C-E53E Always fight Ickybod Clay after first match
DD4A-8548 + D19C-E53E Always fight Helga after first match
DD4A-8548 + D59C-E53E Always fight Bonker after first match
DD4A-8548 + D69C-E53E Always fight N. Boss after first match
FDF7-E5CE Start with 1/6 health meter
4DF7-E5CE Start with 1/3 health meter
7DF7-E5CE Start with 1/2 health meter
0DF7-E5CE Start with 2/3 health meter
9DF7-E5CE Start with 5/6 health meter
6280-DD6F Enable Blob's Bomb

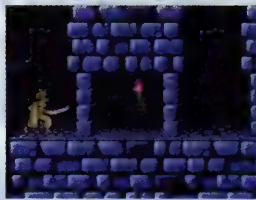
Carl Koepke
Zion, IL



Lord of the Rings - SNES

DBCE-C360 + DBCE-C4A0
Start with 908 HP
BBCE-C360 + BBCE-C4A0
Start with 9908 HP
82A2-CF6D
All characters invincible
62CD-34D0
Strength increased

"The Vipeman"
Jericho, NY



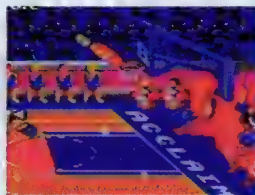
Prince of Persia - SNES

1BB0-6701
Walk through gates
0060-A701
Enemies give 15 potions
FD30-04A5
Start with 15 potions
BABA-AFA0
Invincible against enemies
E7C4-ADA0
Have sword on first level
3EBA-A7A0
Become the guard

Kregg B. Kittelson
Bellevue, WA

Maximum Carnage - Genesis

BK4B-6AFE
Start with 10 lives
GVWV-4AFA
Start on last level
G3WV-4AFA
Start on special stage
Rob Roszkowski
Jackson Heights, NY



NBA Jam - Game Gear

999-05E-E66
Opponents shoot at your hoop
999-08E-E62
Opponents slam dunk on your hoop

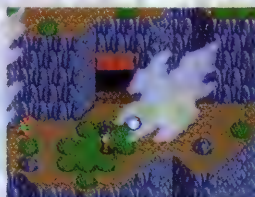
Brad Tesar
Homewood, IL



Mighty Morphin Power Rangers - Genesis

ABYA-AT5A
Vitality meter at 108%
ABYA-BA5A
Vitality meter at 117%
ABYA-BT5A
Vitality meter at 125%
ABYT-ACCL
Player 2 starts with very little vitality
ABYT-AT4L
Player 2 vitality meter at 108%
ABYT-BA4L
Player 2 vitality meter at 117%
ABYT-BT4L
Player 2 vitality meter at 125%

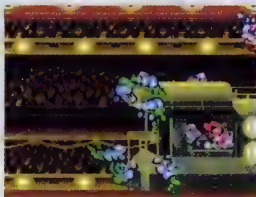
"Virtua Gap Boy"
Minneapolis, MN



Soul Blazer - SNES

EEE6-0FB4
Start with 255 hit points
EEEB-0FB4
Monsters already defeated
C22B-0DD7
Always get big gems
44E6-07B4
Start at level 22
BBE6-07B4
Start at level 99

Darrick Fella
Inkster, MI



Gunstar Heroes - Genesis

AJBT-AA5R
Master code (must enter)
A142-AA3A
Almost invincible
AAJT-CAFT
Cannot fall off screen
AM2T-AA4N
Infinite vitality
BDTT-CAF6
Start with lightning weapon
691T-AGHW
Start on stage 6, infinite vitality
691T-AGHT
Start on stage 5, infinite vitality

Chris Dobson
Bolingbrook, IL

Arcana - SNES

1D69-AFD0 + 3C69-AF00
Start with 60,000 gold pieces
C225-0F02
Infinite gold for weapons
C22A-0402
Infinite gold for items
C229-640E
Infinite gold for rooms
C22F-A7DE
Infinite gold for elixir
828B-AF2E
Magic points don't decrease

Marty Pitzen
Boardwalk Ct

Streets of Rage - Game Gear

3A9-667-2A2
Infinite time
008-DD6-19E
Infinite lives
009-0A6-3B7
Infinite energy
677-CC9-913
Start on round 2

Jasvir Dhamrhat
New York, NY

Alien 3 - Genesis

5DXA-D93N
Jump higher
AACT-CA6J
Frozen clock
AJMA-EA7C
Infinite fuel for Flame Thrower
RG2T-C6W4
First aid restores health completely

"Wack Daddy"
Katonah, NY

Exclusive Codes from Galoob

Ultima: Runes of Virtue II - SNES

Only work for Shamino on level easy
4E60-47D8
Start with Shuriken
C2C3-47A7
Infinite energy, enemies invincible too
CB6C-4D68 + 4A6C-4DA8
Start with stronger armor

Jurassic Park Rampage Edition - Genesis

ARCT-AAET
Start with 2 less lives
AWCT-AAET
Start with 1 less life
A4CT-AAET
Start with 1 more life
A8CT-AAET
Start with 2 more lives
BCCT-AAET
Start with 3 more lives
BGCT-AAET
Start with 4 more lives
GRANT

A4PA-CA5W
Almost invincible
BBSA-AA7E
Infinite lives
ALRA-CA44
Candy bars fully restore health
CWCA-CA9J
Infinite ammo
BWFA-CA9Y
Infinite grenades
JDFCA-CABT
Start with 1/4 health
TDFCA-CABT
Start with 1/2 health
2DFCA-CABT
Start with 3/4 health
RAPTOR
AKDT-GA2R
Almost invincible
DB4T-GA8T
Infinite lives
RFET-G6WA
Candy bars fully restore health

The Lion King - Game Gear

CODES 1-6: ONLY WORK ON THE LION PRINCE DIFFICULTY LEVEL
017-B98-E66
1 life
057-B98-E66
5 lives
097-B98-E66
9 lives
027-BB8-C4A
1/2 of a Circle of Life
047-BB8-C4A
1 Circle of Life
007-BB8-C4A
No Circles of Life
3A6-439-2A2
Get hit and become invincible
0F6-639-7FB
Flash less after getting hit
FF6-639-7FB
Flash longer after getting hit
3A9-9E9-2A2
Ladybugs don't restore any energy
3A6-88C-2A2
Infinite lives
3E5-B5A-4CA
Invisible
3E7-73B-7F4 + 3D7-76B-A27 + 327-77B-082
Invincible

Super Return of the Jedi - SNES

DD82-C7B1
Start with 1 life
D082-C7B1
Start with 5 lives
DB82-C7B1
Start with 10 lives
F682-C7B1
Start with 25 lives
C230-CF0F
Infinite lives
1BBD-C703 + EEED-C763 + EEED-C7A3
Finish the 1st level almost instantly

Mario Kart - SNES

6D64-CD6F
Weird map
CDC6-CD6F
Stop fast
CDC1-CD6F
Stop on sand
6286-4F6D
Opponents slower

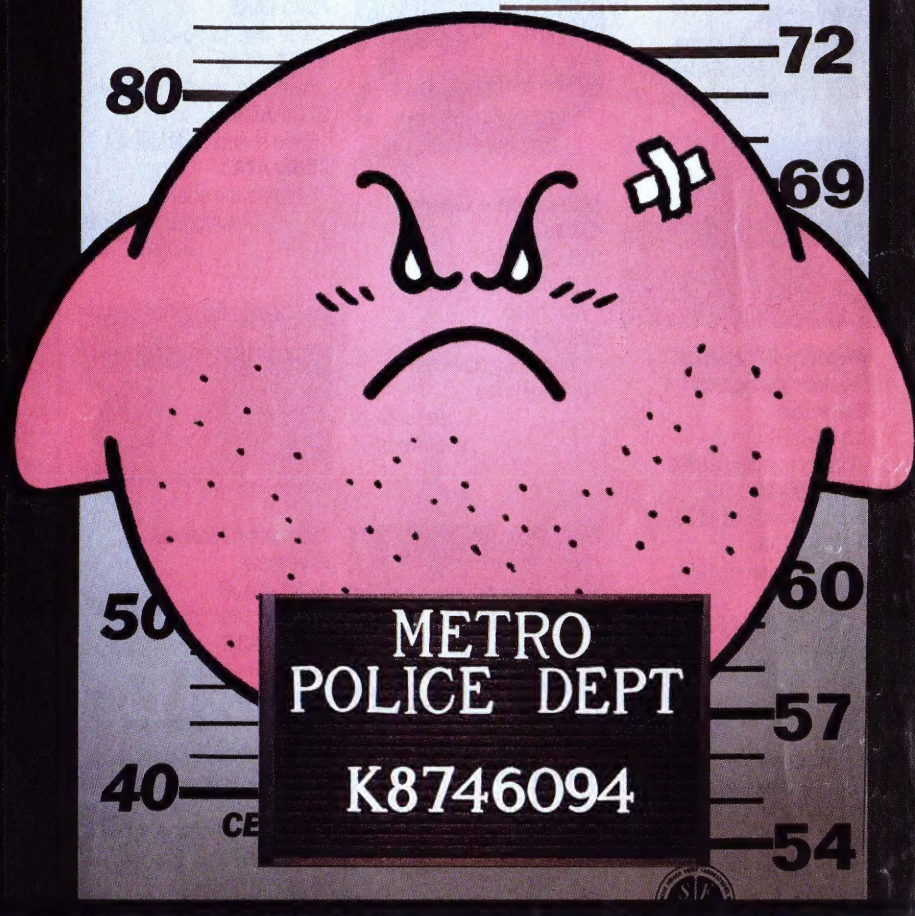
Mike Reinke
Shoreview, MN



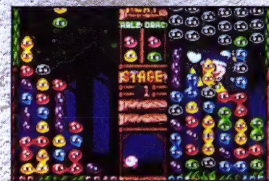
"He used to be such a good boy."

Kirby's back with a couple of real brutes for Super NES®.

Sad. One day you're cute 'n cuddly. The next, you're burying your opponents and **spitting** on your enemies. Who's to blame? Bad parenting? One too many sitcoms? Either way, the **mutant marshmallow** is



now on 16-bit in two games. So prepare to be toasted. **Kirby's Avalanche™**: The chain-reaction puzzle game where saving your skin means burying your opponent in boulders.



Connect blobs on your side, then watch your bud get buried.

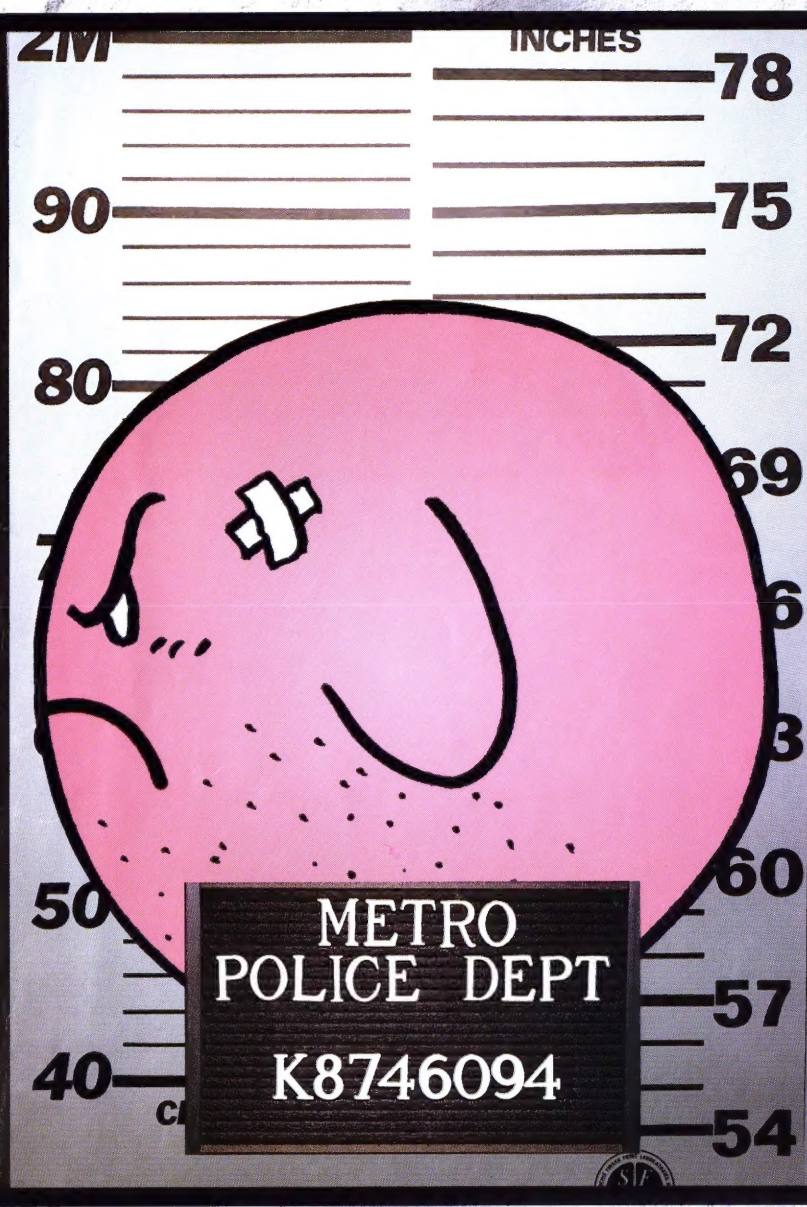
Then facing some of the nastiest names in the business—like Waddle Dee and Squishy.

(OK, so "The Mangler" and "Scarface" they ain't.)



KIRBY WAS HERE

~~XOXOX~~



Kirby's Dream

Course™: Trip to



a whole 'nother dimension. Is it miniature golf? Is it a



wacky obstacle course? Yes! Add



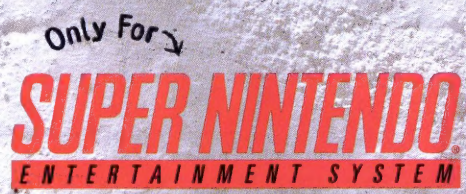
mayhem and, "Voilà!"

Hey Look, 3-D without the stupid glasses.

— eight 3-D landscapes with

eight courses each to bop around in. There's even a hidden bonus level (if you're really good).

Yes, **His Flabbiness** is back in two new games for SNES. And this time he's here to separate the men from the cream puffs.

Only For 

PLAY IT LOUD SM

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TE™
TOURNAMENT EDITION



SHOOT FROM THE HOT SPOT



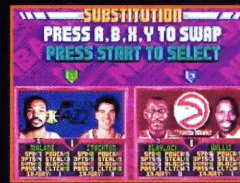
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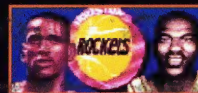
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