

# Game Informer

MAGAZINE



PART 2 OF GI'S  
**ETERNAL CHAMPIONS**  
STRATEGY  
Pg. 52

May 1995  
Vol. V • Issue 5 • #25

**GEX**  
The Gecko With An Attitude  
Makes His Debut On The 3DO

**Primal Rage**  
GI Previews  
Time Warner's  
Multi-System Monster

**Plus:**  
Tekken, Quarantine,  
World Series Baseball '95,  
and Saturn and  
PlayStation Previews



FIRST HANDS-ON  
LOOK AT

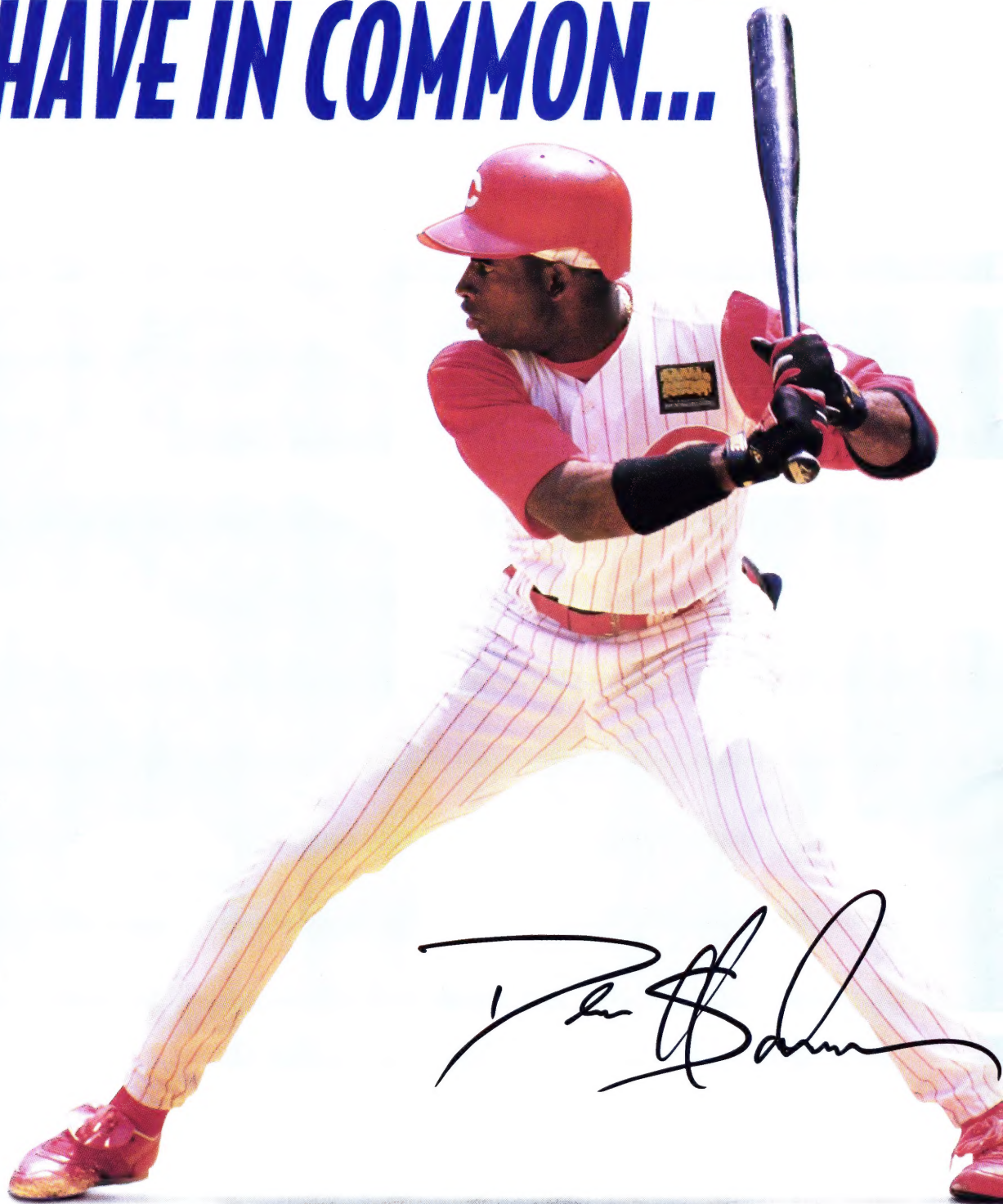


\$3.95 Canada \$4.95 UK £2.50  
May 1995

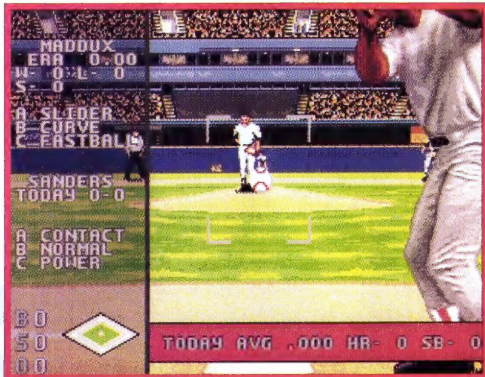


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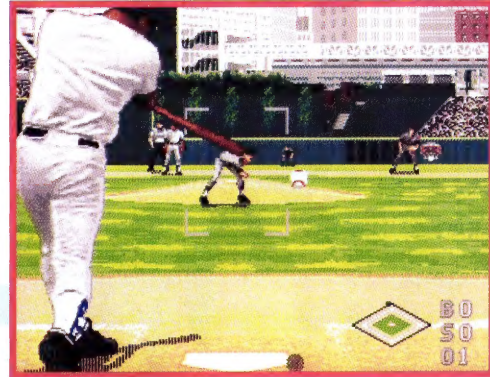
**WHAT DO DEION SANDERS AND  
WORLD SERIES® BASEBALL '95  
HAVE IN COMMON...**



# THEY'RE BOTH IN A LEAGUE OF THEIR OWN.



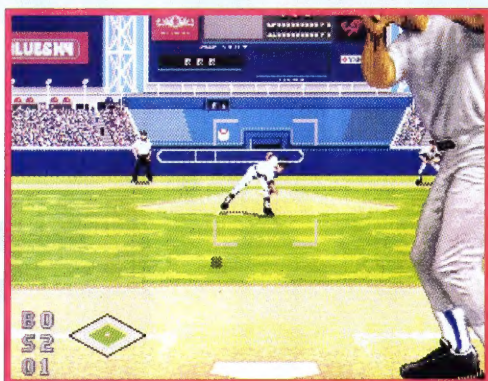
The Reds' Deion Sanders steps up to face the Braves' Greg Maddux!



Albert Belle of the Indians rips a shot off the Orioles' Mike Mussina!



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- "THE BEST JUST GOT BETTER... ALL THE STATS, ALL THE STADIUMS, INCREDIBLE ANIMATION... WORLD SERIES BASEBALL '95 HAS IT ALL."  
—Dave Winding, Game Fan Magazine!



Roberto Alomar faces Jack McDowell in all-star batting mode.



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# BEYOND OASIS

**BLOB OUT!** Make short order of bilious blobs and evil trolls with Prince Ali's weapons, punches and kicks – or dig deeper to discover *HIDDEN SECRET MOVES* – a SEGA™ first!



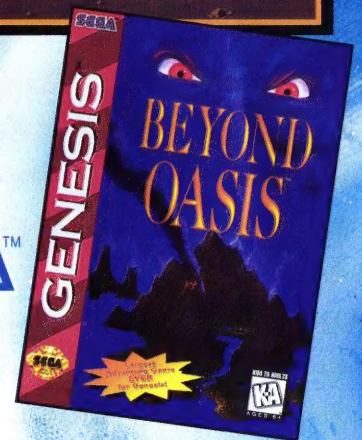
**ROCK ON!** You'll need more than sticks and stones to battle the Rock Boss. Count on the four Wild Spirits to back you up – especially the superhot Efreeth the Fire Spirit!



**FIRE UP!** Wrap your brain around mind-boggling puzzles that lead to close encounters of the fire-breathing kind – then save up to 4 games with battery back-up!



SEGA™



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## THE ULTIMATE ADVENTURE AWAITS!

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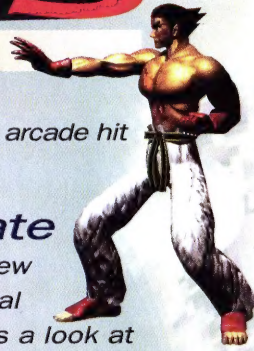
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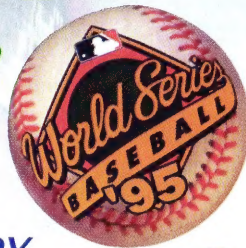
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## Letter From the Editor

BY ANDREW McNAMARA

### Bigger is better?

**A**s I returned from the Arcade Show in Reno, Nevada I sat and thought of what to write. (Believe it or not, these letters are pretty tough to write.) Ideas ran through my mind, like rumors, new systems, or the future of video gaming. But hey, we've all heard this before and we all already know the answers. I guess what I wanted to give you was something really worth while. But then I thought, we already do.

I've only worked on one magazine in my entire illustrious career, but one thing I can tell you for certain is that Game Informer has the best staff of any magazine out there. Everyone here spends endless hours working on this book -checking facts, playing games, writing stories, and finding codes (we never goof off, I swear!). Everyone here cares. We care what you think of the book and we care about the facts and stories that we make.

But it's funny, when I go out and see the industry in action, I'm amazed by the way people are always trying to sell something. Buy this, give us this, we want this. This was an industry that I grew up dreaming about (just like you do), and now that I'm a part of it, it's disheartening to see all the seedy things that take place. So many people aren't even interested in making a good product, they're just out to make a buck.

And that's where my point comes into play. We make this magazine to make money just like everybody else, but each and every page, word, picture and story we write are for us. We're the writers, we don't make millions of dollars or drive super fast cars, we just get one amazing thing every month - this book. Everything in here from the jokes to the reviews are for us. We put it in print to share it with you. We think this world is lacking a magazine that gives honest views on gaming and the industry that can actually be backed up by facts. So anybody who thinks we're lame or that our magazine is too small, I challenge you to find a magazine that puts more heart into their magazine than we do. And I don't mean pages upon pages of untrue facts, falsified covers, and reviews from people that never even finished the first level, I mean a magazine with real heart. True, we may be small in size, but we pack a ton of information into each book, and we're also one of the few magazines that gets free reign over what we do. Nobody gives us a predetermined agenda. We make our own decisions as to what games to put in and what we're going to put on the cover. Plus, we will not put anything on our cover that is not actually in the book. We won't write a wish list about a game that's hot and put it on the cover. No way! No how! We do this because we want to, not because we have to. This the greatest industry around and if people wish to belittle the industry with careless rumors and untrue facts I hope that everyone sees through it. I may not be powerful enough to stop the childish ranting of grown men with lots of money, but I can give the people what they want. The truth!



### WIN THE BIG APE SWEEPSTAKES GRAND PRIZE WINNER

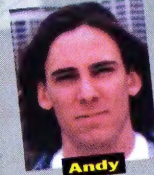
Congratulations to  
**Kristin Mile of Lake  
Ronkunkama, NY!**

Thanks to her and all of you who entered.

**Nintendo**

Game Informer

## The Reviewers



Andy

### The Game Hombré

"I just got back from the ACME show in Reno where MK III blew everybody away. It's hella bad! Of course, we've got lots of pictures. Otherwise, I've just been up to my usual mischief - staying up too late and playing in the band. The band you ask? Well, gus (that's the name of the band) is a power trio based here in Minneapolis and plays around the five-state area. We're kind of a mix between Soul Asylum, Duke Ellington, and Primus!"

### The Pro Player



Paul

"May will be an exciting month. The first E3 Show in L.A. could prove to be the biggest single trade show of the decade. Who will generate the most hype around their new hardware? Who will throw the biggest party? Will the GI Staff escape natural disaster in California? So many questions...so little time. Stay tuned. See ya' next month."



Ross

### The Rebel Gamer

"Well another month is gone and with the first of May the wonderful spring showers are coming here in the north. I always love this time of year for two reasons, the plants and grass are a healthy shade of green and I can golf again. My recommendations this issue are: GenX for 3DO, Theme Park for Jag, Kid Clown for SNES, MK II for 32X, and Crusader of Centy for Genesis. If you need me before the next issue comes out, you can find me somewhere on the local courses trying to improve my stroke and lower my handicap."

### The Video Ranger



Rick

"I will be rollerblading or playing tennis with most of my free time. Of course, some very good video games could bring me back inside, but I haven't seen them yet. This issue I was impressed with Bust-A-Move, and I normally don't like puzzle games. World Heroes 2 Jet is one of the few Game Boy games I even consider playing. I hear a frisbee calling my name. I'm off to the beach."

### Reviews & Ratings

Games are rated in six categories and on a scale from 1 to 10

- Concept 10 = A Classic! 5 = Average
- Graphics 9 = Excellent 4 = Weak
- Sound 8 = Very Good 3 = Yawner
- Playability 7 = Good 2 = Avoid
- Entertainment 6 = Fair 1 = Terminal
- Overall Rating

Review sidebars are color coded:

- Sega Genesis
- Super NES
- Sega CD
- Atari Jaguar
- 3DO
- Sega 32X
- Game Boy
- Game Gear
- Sega Saturn
- Sony-PS-X

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

## WHICH WAY DO I GO?

I'm a bit crazy right now, because I don't know what to do. I can't decide whether to bag a Sega Saturn when it comes out by selling my Sega and Sega CD. Please help.

Jason James  
Rochester, MI

*Well first of all, do you have the money to buy a Saturn when it comes out? It probably won't be cheap, and you won't get a ton of money for your Genesis and Sega CD. If you can afford it, I would say "yes". The newer systems are excellent and if you don't keep up with the technology you may just fall behind and get bored with the older systems. (Then again, you may not!)*

## NINTENDO VS. ATARI

I have a couple questions about the new 64-bit technology. First of all, my understanding of 64-bit systems is that they can provide real-life 3D graphics. Is that an accurate view?



Secondly, in the "What's Hot!" section of the September/October issue of Game Informer (I was brushing up on my MKII), I read the statement "The Ultra 64 is a cartridge-based home system that is claimed to be the first "true" 64-bit machine, sorry Atari." What does that mean? Is the Atari Jaguar somehow a "substandard" 64-bit system? If not, why did Nintendo make that statement?

P.S. Thanks for the EWJ codes they were useful in defeating Queen Slug-For-A-Butt and ask Andy to tell us more about his band!

David Riley  
Canton, MI

*64-bit systems do not automatically give you real-life 3D images. All that the 64-bit tag indicates is the type of processor*

*the machine uses to get the work done. Obviously, a 64-bit machine can do more work than an 8-bit machine, but it's up to the programmer to use*

*the 64-bit tool to give the intended effect; be it 3D images or a flat, graphically appealing adventure. It just depends on what the publisher wants the programmer to do, and the publisher is always looking for what sells in the market. So ultimately it's you who decides what games they make by choosing where you spend your dollars.*

## CONFUSED?

I just wanted to know when the Ultra 64 will be released? Some magazines say Spring of '95, and some say Fall of '95. Which one is it? I'm so confused! I thought if any magazine can help me it's you guys.

William Money  
Waterford, MI

*Game Informer has always stated that the U64 would come out this fall or a little bit later. Of course, if Nintendo changes their minds (which they can do), the Ultra may come out at a later or earlier date. Nobody knows but Nintendo!*

## WHERE ARE THE "GIRLIE GAMES"?

I have got a very important question for you?! Why don't you ever put so called "girlie games" in your magazine? Afraid you might lose money; ratings might go down? Wake up and smell the coffee. Maybe you would make money, because girls would buy your magazine too!!!! All I ever see in your mag is Donkey Kong,



Galooob. They'll gladly help you

## Letters From Our Readers:



NFL '95, or Mortal Kombat. Yuck! I don't like those games and neither do my girl friends!! Please think about publishing my letter. Who knows, maybe people will write in concerning my letter?!

Alana Taylor  
AOL

*OK, we published it, but what's a girlie game? Barbie Super Model? I know lots of women that like to play MKII or Donkey Kong Country! We don't cover games like "Barbie" because they're horrible! If they make a good so called "girlie game", we'll be the first ones to review it, but till then I think you should give Donkey Kong another try!*

## NO GO CODES!

In the February issue there were some Game Genie codes for Donkey Kong Country and they didn't work. I would like to know why they didn't work.

Ben Raley Grand  
Prairie, TX



*Game Genie Swap Shop is designed to give the most up-to-date codes available, but because the console manufacturers change the architecture of the systems (SNES or SG) so often to lower the manufacturing costs, the Game Genie is always updating to keep up with the technology. First off, try turning on the Game Genie after the game is loaded, or once the first level starts. If the problem continues, it may not be the code, but the Genie itself. If you have a problem, call Galooob. They'll gladly help you*

*out with the problem if your Game Genie is incompatible with your system. The Game Genie Helpline is 1-813-868-8835.*

## NO WAY!?

In your February issue you gave NBA Live '95 the Sports Game of the Year and I don't agree. NBA Jam has better playability and sound, and in your March '94 issue you rated NBA Jam higher than NBA Live '95. So how could NBA Live '95 possibly have won?

Nathan  
Venegas  
Chicago, IL



*Good eye Nathan, we did rate NBA Jam higher than NBA Live '95, and we realized that too. When we gave the award to NBA Live, we thought about it for a long time and decided that NBA Jam really isn't a sports game. It's an arcade action game that's a lot of fun, but it isn't anything like the real sport. That's why it won best playability, and not the best sports game. Sorry if you disagree!*

## I'M IN A FRENZY!

In your January issue you reviewed a game called Battle Frenzy for the Sega Genesis. However, I was unable to find the game. I've looked everywhere, but can't find it. Please help!

Craig Shepley  
Erie, PA

*Domark canceled the Sega Genesis version of Battle Frenzy and opted to make it only on the Sega CD. If you're still interested in the game check out our review on page 34.*

## WANTED: ENVELOPE ART!

Enter the Game Informer Envelope Art Contest. All you need to do to enter is draw, paint, scratch, spit, or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature your work in GI and you'll receive a video game prize from the Game Informer vault.



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

America On-Line:  
Gmelnfrmr  
CompuServe:  
74431,1611

Digital Ghetto @ World Wide Web:  
<http://www.bitstream.net/>



# GEX

GO OUT AND  
KICK SOME TAIL

"WHO OPENED  
A CAN OF  
WHOOOP-ASS?"

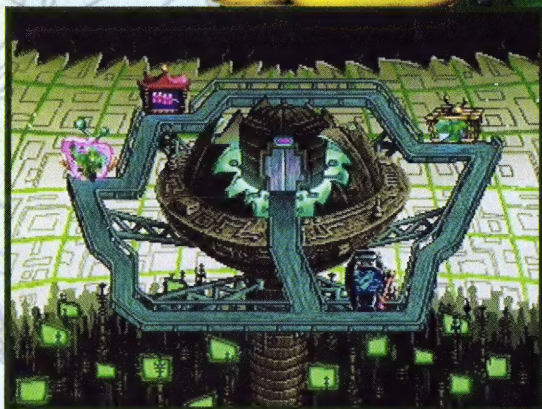
Comedians have taken over cable. You can't change the channel without seeing someone give their humorous views of life, love, and the world in general. We expect this type of thing from a comedian, but from the long-tongued mouth of a smart-alec gecko lizard? When you play GEX, you'll expect it and be longing for more. GEX is a new hero that, if there is any justice in the world, will take the video game scene by storm. He's smart and snappy, and the game he is featured in has some innovative ideas that bring new life into the Action/Platform style of game.

First and foremost, GEX is an Action/Platform game, and it possesses some familiar traits. GEX can whip his tail to kill enemies, and this is your most common form of attack. In addition, he can jump on the heads of his foes to send them on to the next world. Finally, GEX can snag power-up items by eating them with his long, sticky tongue. These items give him the power to spew fireballs, spit beams of ice or electricity, have limited invulnerability, and run so fast he leaves residual images of himself burned on your eyeballs. These are some of the things which make GEX familiar enough to play.

On the revolutionary side, GEX's light-weight body and sticky fingers allow him to scale the surface of walls and ceilings. He can do this in a way where he is climbing up the wall with the side of his body facing you, as well as climb the face of some walls so that his back is towards you. The believable addition of these abilities throws in an entirely unique dimension to the game. Instead of just finding secret areas by jumping or falling, you'll be climbing upside-down and sideways, jumping and sticking, and bouncing off the heads of enemies to find secret worlds and power-ups.

Continued pg.9

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** VCR Save Points, Hidden Bonus Worlds, Climbable Walls and Ceilings, and the Snappy Repartee of Dana Gould
- **Levels:** 20 + 8 on Planet X
- **Created by:** Crystal Dynamics
- **Available:** Now for 3DO

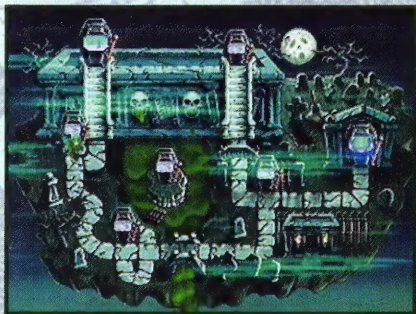


THE DOME



**"YOU MOVED THE HEADSTONES BUT YOU DIDN'T MOVE THE BODIES!"**

## THE CEMETERY



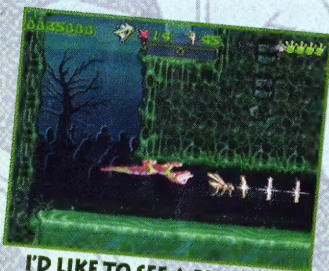
**THERE IS A SECRET WORLD ENTRANCE UNDER A BIG STACK OF COFFINS IN DISCO INFERNO.**



**GOLDEN BUGS ARE GOOD. CHAIN SAW WIELDING MANIACS ARE BAD.**



**IT'S CASUAL.**



**I'D LIKE TO SEE A PLUMBER GET THESE GOODIES!**



**TAKE A PICTURE. IT'LL SAVE YOUR PROGRESS.**



**WHAT A BABE!**

**WHAT A HAG!**

On the level called "Grave Digger", go in a little. Before you get to the first camera there will be an area with some platforms above an area with a bunch of enemies. The second platform from the right has an opening to another world. Directly to the left of that is a platform with two killer TVs hovering above it. You must bounce on one of TVs and press up so that you can get to the upper platform. There awaits the "Kill Franky" bonus game.

## NEW TOONLAND



**I SPIT THE BODY ELECTRIC.**



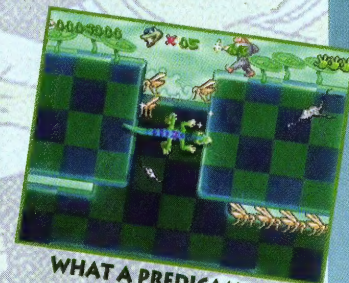
**ON THE SECOND SET OF BLUE FINNED ROCKETS, JUMP DOWN AT THE ARROW FOR A HIDDEN REMOTE AND AN EXCELLENT 1-UP LOOP.**



**SUPERMAN IS NO MATCH FOR A SNAPPY LIZARD TAIL.**



**EXCUSE ME, PARDON ME MA'AM.**



**WHAT A PREDICAMENT THIS IS.**



**GUZZLING STRANGE FLUID CHANGES MILD-MANNERED SUPERLOSER INTO THE AIRBORNE FLATULATOR!**

In the "Rock It" level, when you get to the part where the first set of blue finned rockets fire out of the wall, fall straight down in order to get to the "Bouncy Wall" bonus game.

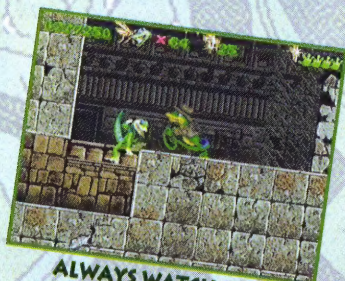


**"HOPE I DON'T TAKE A WRONG TURN AND END UP IN AN OLD GAME OF ASTEROIDS."**

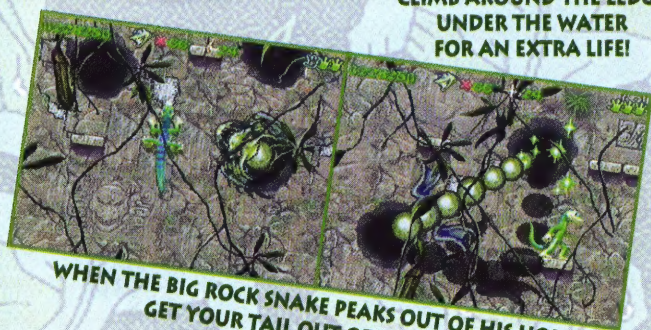
# JUNGLE ISLE



THE MOST REFRESHING KIND OF SHOWER - AU NATURAL.



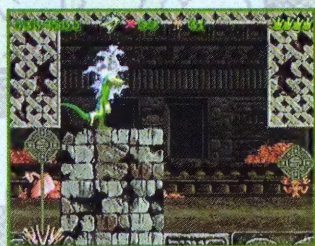
ALWAYS WATCH OUT FOR INDIANA CROCS.



WHEN THE BIG ROCK SNAKE PEAKS OUT OF HIS HOLE GET YOUR TAIL OUT OF THE WAY!



BOOGELDY BOOGELDY!



HERE'S THAT BONUS GAME I WAS LOOKING FOR.



CLIMB AROUND THE LEDGE UNDER THE WATER FOR AN EXTRA LIFE!



"EVERYBODY WAS KUNG-FU FIGHTING."

# KUNG FUVILLE



GREEN WATER - BAD. BLUE WATER - GOOD.



IF YOUR SCREEN LOOKS LIKE THIS, YOU'VE FOUND THE BONUS WORLD!



A LITTLE DDT WOULD KEEP THOSE PESKY LIZARDS OFF OF YOUR TAPESTRIES.



ROCKET FOOTED TURTLE POWER!



IS IT ME, OR DOES THAT GUY LOOK A LITTLE LIKE RAIDEN?



THE SECRETS OF THE SHAOLIN PRIESTS WERE PASSED ON IN TEMPLES MUCH LIKE THIS ONE.



I SURE HOPE THAT WAS A CANDY BAR.

In the scrolling level known as "Congo Chaos", get to the first camera. Now go forward a little, down and around the yellow wall area, past a few moving spike balls. Look for a lizard health hand near the ceiling. Go through the breakthrough walls, and past the lizard health hand that is being circled by a moving spike ball. To the right of this there is a stack of two breakaway walls. Smack the lower one, walk under the upper one and jump onto it from the right, being careful not to destroy it. Climb on top to find the "Catch the Bugs" bonus game.

In the level "Sumo City", get to the third camera. Run across the firecrackers all the way to the solid ground with the sumo wrestler. You need to bounce left off of the "Flying Eye" to get to the platform. You will then be whisked away to the "Find the Collectibles" bonus game.

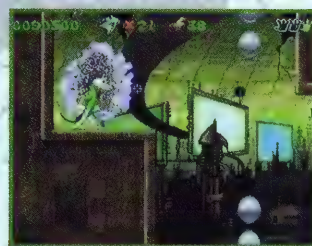
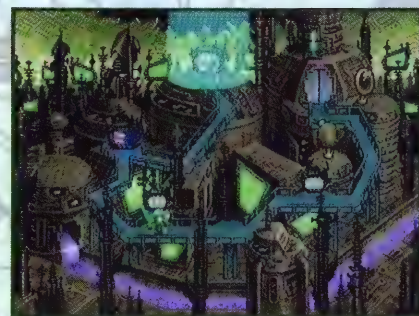
There are four worlds to travel to before you can take on your arch-enemy who trapped you in TV land. The Cemetery, New Toonland, Jungle Isle, and Kung Fuville. You must find remotes in the various lands to bring you to your ultimate destination, Rezopolis. In each of the lands there is at least one hidden bonus game. Complete the game perfectly and you'll get a piece of the secret remote. After you've gotten all five pieces, you'll get a remote that leads you to the mysterious Planet X where you'll find eight new levels to explore.

The true joy of GEX, however, lies in the snappy comments this crazy lizard makes on his path of adventure. Each comment is specific to an action he takes or a situation he is in, and the references he makes are in true comedic style. See if you can figure out the movie, literary, or popular culture idea the gecko is referring to in some of his "Gexisms."

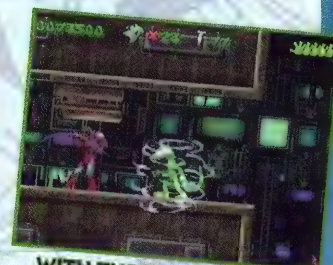
All in all, GEX is a game we didn't think could be done on the 3DO platform. True gamers who own a 3DO will definitely want to see this one in action.



THIS ORANGE FLY CAN GIVE YOU THE EXTRA HEALTH YOU NEED TO GET THROUGH SOME TOUGH AREAS.



VOILA! THE ENTRANCE TO THE BONUS WORLD.



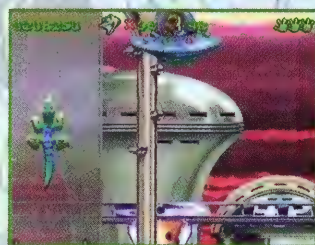
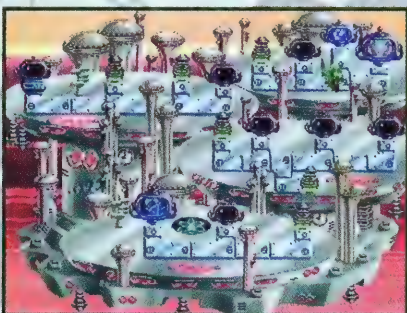
WITH THE INVULNERABLE WHIRLWIND AROUND HIM, GEX HAS NO FEAR OF THE RED KNIGHT.

"HEY SCOOB - LET'S GET BACK TO THE MYSTERY VAN."



USE THE SUCK TUBE TO MOVE QUICKLY AROUND THIS LEVEL.

PLANET X



ON PLANET X, GEX WILL GET TO DO THINGS HE NEVER DID BEFORE.

Go to the "On the Move" board. After the camera that is on the wall between the two killer TVs, go to the left. After running along the moving platform that supports a whole mess of killer TVs, jump over a pit of fluid and land sideways on the wall. Jump between the wall spikes, up to the top where a "Smash the Barrels" bonus game is waiting to challenge you.

▶ THE BOTTOM LINE **9.25**

**ANDY, THE GAME HOMBRE**

**Concept:** 9.5 "Unbelievable! This game is really impressive from the second it comes up on your TV. The access times are short, the levels are long (and hard),

**Graphics:** 9 the sound effects and voice-overs are hilarious, and the play control is picture perfect. I hate to just rattle on about this game, but it's that good.

**Sound:** 9.25

**Playability:** 9.25 There are couple of slight problems, like somewhat flat backgrounds and slightly fuzzy graphics, but otherwise this is the best Action/Platformer since EWJ and DKC."

**Entertainment:** 9.5

**OVERALL: 9.25**

**ROSS, THE REBEL GAMER**

**Concept:** 9.25 "GEX is an amazing game for the 3DO, and I can't wait to see what it will look like on the other platforms.

**Graphics:** 9.75 The obnoxious voiceovers add so much to the game. Plus, the control is incredibly smooth and amazingly simple. For a CD game, GEX has little or no loading time, which is really surprising. Graphically, I can't think of another game that comes close to this game. GEX, the next hero sweeping the nation following EWJI"

**Sound:** 9

**Playability:** 9.5

**Entertainment:** 9.5

**OVERALL: 9.5**

**PAUL, THE PRO PLAYER**

**Concept:** 8 "I saw this game for the first time about a year ago. It sure took a long time in development, but the extra time looks like it paid off for Crystal Dynamics. GEX, although it is a fairly generic action/platform, makes up for that fact with humor and challenge. The multitude of "Gexisms" make for almost constant chuckles and really give GEX some personality. The size of the game and the many hidden secrets will keep you playing this game for a long time. A great game worthy of being packed with the 3DO system."

**Graphics:** 9.25

**Sound:** 9.5

**Playability:** 8

**Entertainment:** 9

**OVERALL: 8.75**

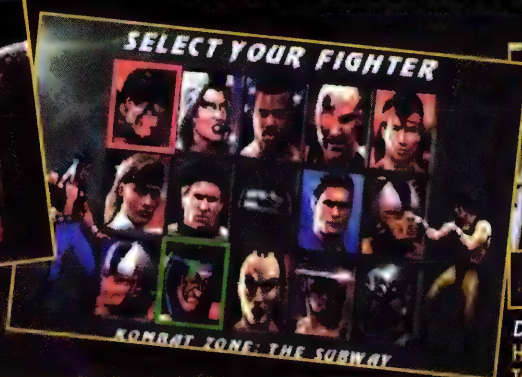
You Were Never Prepared for This!

# MK

As Shao Khan wins the second Mortal Kombat and sucks the soul from the last kombatant a portal to the Earth Realm is opened. As if nuclear disaster hit the world, Shao Khan sucks the souls from all who inhabit the Earth, except for 14 chosen warriors - the kombatants for Mortal Kombat 3.

Perhaps the most talked about arcade game in video game history, Mortal Kombat is a mainstay of fighter fans world-wide. So when GI heard that MK3 would make its debut at the ACME show in Reno, we made sure we were there to cover it.

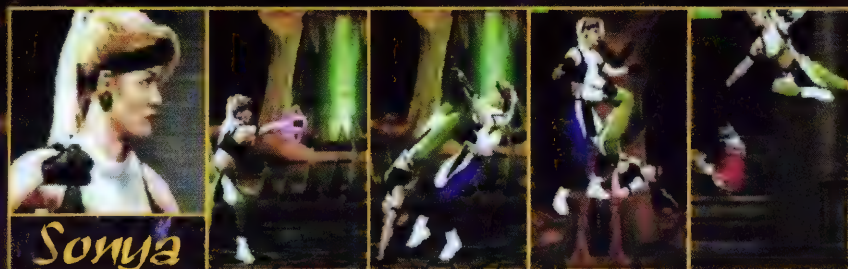
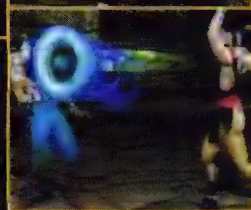
Still played in classic Mortal Kombat style, the creators Ed Boon and John Tobias wouldn't have come back with MK3 unless they had made substantial improvements, and trust us, they have. This game features 14 playable characters (plus at least one playable hidden character), gorgeous 3D rendered backgrounds, 3 difficulty levels, multi-level play, combo and damage displays, and has taken Fatalities, gameplay, and hidden codes to all new levels.



## Kung Lao

**Discovered Moves:**  
Hat Throw  
Teleport  
Hammer Kick

Still sporting the most dangerous hat in show business, Kung Lao is still kicking to get his hands on Shao Khan and end this Tournament forever.



## Sonya

**Discovered Moves:**  
Energy Rings  
Leg Throw  
Square Wave Punch  
Upward Bicycle Kick  
Kiss of Death Fatality

Back by popular demand, Sonya and Kano were able to return to the Earth Realm through the portal that Shao Khan created. Sporting new moves and a giant grudge (she's not too fond of being tied up), Sonya will surely be a popular kombatant.



## Stryker

**Discovered Moves:**  
Baton Throw  
Low Grenade  
High Grenade  
Baton Trip  
Dynamic Fatality

This riot cop with an attitude is one of the few kombatants from the Earth Realm. He uses his baton and grenades to keep his opponents off balance, and for the one fatality we've seen he places explosives on his victim and plugs his ears as they blast into oblivion.



### New Features:

- Run Button with Run Meter
- Bi-Level Play
- Kombat Kodes
- Animalities
- 3D Rendered Backgrounds
- Combo and Damage Percentage Display
- 7 New Playable Characters
- At Least 1 New Playable Secret Character
- 3 Difficulty Levels
- New Boss (es?)
- New Level Fatalities
- New Combo System





## Kabal

**Discovered Moves:**  
Purple Fireball  
Tornado Spin

Once named the "Sandman", Kabal is a warrior shrouded in mystery. He was once viciously beaten by some of Shao Khan's minions and now wears a mask to hide his disfigured face.



## Kombat Kodes

3 MK 2 1 2 6

**Dark Kombat:** Dragon, Dragon, MK,  
Dragon, Dragon, MK  
**Blocking Disabled:** Yin Yang, (six times)  
**Player 1 Handicapped:** Skull, Skull, Skull,  
Dragon, Dragon, Dragon  
**Player 2 Handicapped:** Dragon, Dragon,  
Dragon, Skull, Skull, Skull

## Mk3 Design Team



(L to R) John Vogel, John Tobias,  
Ed Boon, Steve Beran, Tony  
Goskie, (hidden) Dave  
Mikicich, (not pictured)  
Dan Forden.



## Sektor

**Discovered Moves:**  
Homing Missile  
Straight Missile  
Teleport Punch  
Pit 3 Fatality  
Clamp Fatality

A very powerful robotic Ninja who was nicknamed "Ketchup". His Homing Missile and Teleport Punch make him an awesome fighter with a number of devastating juggles. For his Clamp Fatality a large clamp comes out of his chest and crushes his opponents. Gruesome!



## Kano

**Discovered Moves**  
Shake-Down Choke Hold  
Flying Roll  
Knife Throw  
Knife Uppercut  
Air Throw  
Bone Stealing Fatality  
Eye Beam Fatality

One of the few fighters for which we saw multiple fatalities, Kano has returned with Sonya through Shao Khan's portal. His two fatalities are pretty cool. For the Bone Stealing Fatality he reaches into the mouth of his opponent and pulls their entire skeleton from their bodies, and for the Eye Beam Fatality he shoots a beam from his right eye and heats up his opponent until they explode (very similar to Fulgore from KI).



## Sheeva

**Discovered Moves:**  
Teleport Stomp  
Fireball  
Grab and Pound

Sheeva is one of Goro's many wives, and has come to the tournament to seek revenge on those who slayed her husband. Her powerful attacks and incredible animation will surely make her one of the favorites.



One of the most obvious things that attracts players to MK is the ability to give your opponent that final insult to their feeble gameplaying – the Fatality. So, of course, MK3 has brought back new gruesome Fatalities for each character (there could be as many as three), as well as Babalites, Animalities, Friendships, and who knows what else. However, the players knew this would happen, but what they didn't expect was a major improvement in the player interaction.

MK3 still has the air-combo system that players fell in love with in MKII, but now they've added a ground combo system. The way this works is if you go in and attack your enemy, you can use a combination of buttons to makes the characters on screen go into a choreographed martial arts attack. However, it is important to note that this is not a self-running combo sequence; a button must be pushed for each part of the attack. This makes it possible for you to inflict up to seven hits or more of damage to an opponent inexperienced enough to let you whip off these awesome combos.

Of course, one of the many complaints about MKII was that it was better to wait and play a defensive game rather than always be on the attack. This isn't the case anymore. MK3 now has a sixth button that allows your character to run. What this does is increase the number of possible attacks and allows you to always keep your opponent off balance.

(continued on page 13)



## Jax

**Discovered Moves:**

Single Fireball  
Double Fireball  
Gotcha Grab

Triple Throw  
Ground Slam  
Rushing Punch

Refitted with new limbs after his were removed by Shang Tsung, Jax's new cybernetic arms have given him greater strength and better moves.



## Sub-Zero

**Discovered Moves:**

Ice Shower  
Ice Clone  
Slide

No longer a Ninja, Sub-Zero fights his own battle with Shao Khan as he is hunted down by his former clan's robotic ninjas, Sektor and Cyrax.

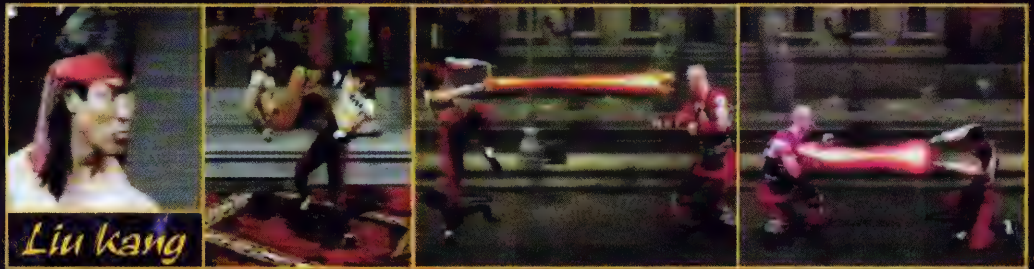


## Shindel

**Discovered Moves:**

Banshee Scream  
Float  
Diagonal Down Fireball

Shindel is Shao Khan's bride who was killed many years ago and is the main reason Shao Khan was able to take over the Earth Realm. She has been revived through sorcery, and is now one of the fiercest combatants in MK3. She is the first character with the ability to float and use air attacks.



## Liu Kang

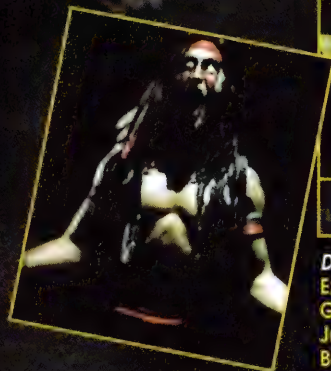
**Discovered Moves:**

High Fireball  
Low Fireball  
Flying Kick  
Bicycle Kick

Back in all his badness, Liu Kang still has his basic attacks and hopefully a few new ones. Nothing really new to his story, except that he's still driving a truck with Shao Khan's name on it.



Thanks. GI would like thank the following people for helping with this story: The MK3 Team, Ryan MacDonald, Gertsman, Glenn Rubenstein, and Patrick McCarron



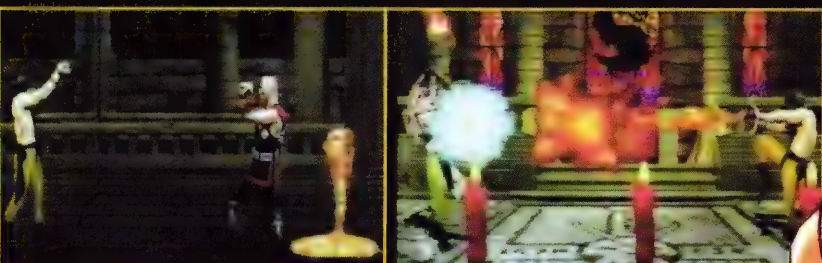
### Cyrax

**Discovered Moves:** Exploding Teleport, Green Net, Jump Bombs

Cyrax, one of the robotic ninjas sent to kill Sub Zero, is a strong and formidable foe. During the programming of the game he was nicknamed "Mustard" (get it, Ketchup and Mustard) and because he is robotic it is impossible for Shang Tsung or Shao Khan to steal his soul.

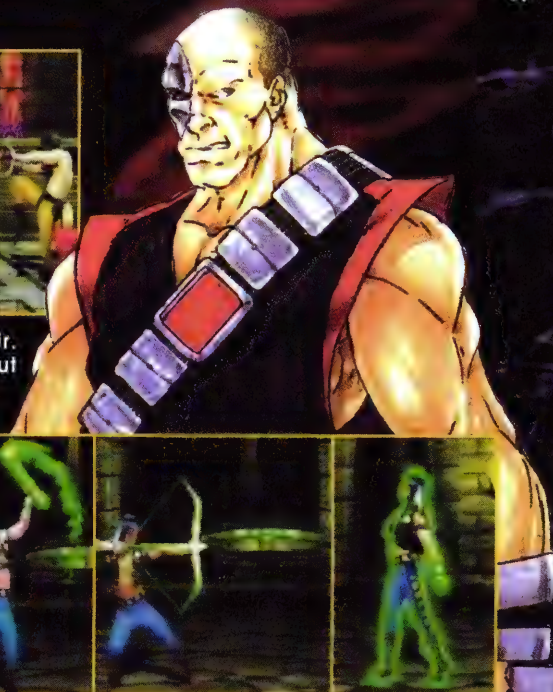


### Shang Tsung

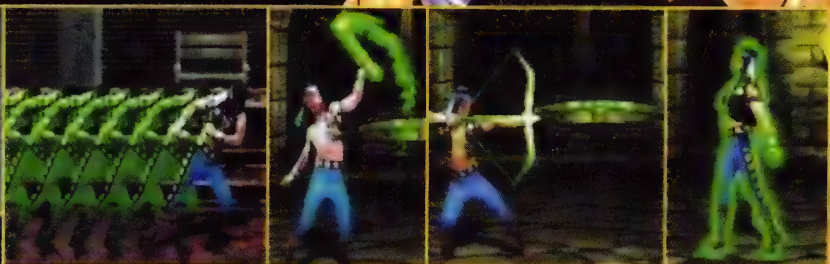


**Discovered Moves:** Throw One Skull, Throw Two Skulls, Throw Three Skulls, Fire Eruption, Sub-Zero Morph

The master of macabre is back, with new attacks and longer hair. Although we've only seen the Sub-Zero Morph, he can Morph, but probably not into the two robotic ninjas, Cyrax and Sektor.



### Nightwolf



**Discovered Moves:** Shoot Arrow, Tomahawk Uppercut, Green Shield, Shoulder Rush, Moon Light Fatality

An American Indian who uses the powers of nature to destroy his enemies, he calls on the gods to do his Moon Light Fatality, where a powerful beam of light comes from the sky and evaporates his opponents.



### Liu Kang - 7 Hit Combo



(continued from page 11)

The final piece to the MK3 puzzle is a new and unique code system that will keep gamers coming back to MK3 over and over. They're called "Kombat Codes" and they're going to let you do things to the game you never thought possible. At the match-up screen there is a 6-digit encryption lock, that lets you flip through ten possible icons that will take you straight to the boss, enable new moves, customize your match, or even let you play in the dark. Not much is known about all the things that this code system will let you do, but we do know that their ad campaign (like the one in this book), as well as the live tour and movie, will feature icons that will translate into secret codes for the arcade game.

All in all, not much is known about this amazing game that should already be at an arcade near you. For instance, we still don't know when the home version will be released but one thing is for certain - Williams will be releasing an exclusive ROM update in September for the arcade machine that will feature 4 to 5 additional characters and all-new backgrounds and moves. So Mortal fans, prepare for the year of Mortal Kombat 3. ■

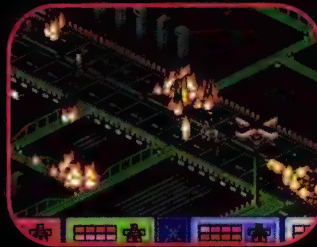


### Motosu

### AIKMAN NFL FOOTBALL™

"It's really impressive...the Jaguar version is the best yet." –EGM

"It has tantalizing innovations and a well-prepared collection of features." –GamePro



### SYNDICATE™

"Jaguar strategy fans should be stoked. One of the best Jaguar games." –Game Players

"More than 50 missions of mayhem and mob activity." –GamePro

**Best games.  
Best system.  
Best get off  
your butt and  
get one.**

### TEMPEST 2000™

"One of the most intense video gaming experiences ever." –Next Generation

"Further proof that the next level of gaming has arrived."

"This game sets a new standard for intensity." –Die Hard Game Fan

"10–Editor's Choice Gold Award." –EGM

"Best sound and best shooter—all platforms." –Game Informer



### ALIEN VS. PREDATOR™

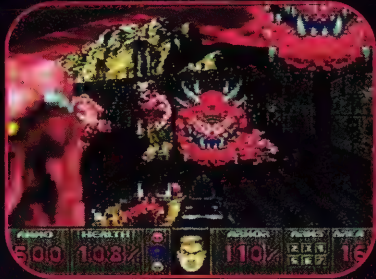
"A masterpiece and a milestone... AVP scared the hell out of me." –VideoGames

"AVP's graphics are stunning." –GamePro

"Best Jaguar action adventure game." –Die Hard Game Fan

"Jaguar game of the year"

–Game Informer & Game Players



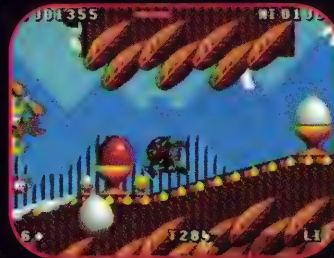
### DOOM™

"Blows Sega's 32X version away!"

"The best version of DOOM for any home system." –VideoGames

"Doom is a gaming milestone."

"10—a mega hit!" –GamePro



### ZOOL 2™

"Features superior level design... the visuals are truly gorgeous." –Die Hard Game Fan.

"Zool has everything..."

once you play, you're hooked." –EGM



### VAL D'ISERE SKIING AND SNOWBOARDING™

"My adrenaline is pumping—I'm blown away!"

"The best skiing and snowboarding game ever created."

"The speed at which it moves is what makes it so freakin' fun." –VideoGames

"Graphically, the art is right on."

–Die Hard Game Fan



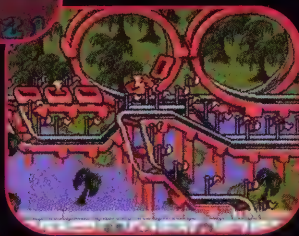
### WOLFENSTEIN™

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"If you want riveting action, intense graphics, lots of blood and tons of glory, Wolfenstein delivers."

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### THEME PARK™

"...a sardonic strategy game that honors the unique design of SimCity and Populus."

"It's worth the price of admission." –GamePro

"Anyone who enjoys designing things is gonna love this game."

–Game Players

"Recommended." –VideoGames



Game tips and hints: 1-900-737-ATARI, 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GENIE. Type JAGUAR to access this area 24 hours a day. \*Includes Jaguar and one controller. ATARI, the Atari logo, Jaguar, the Jaguar logo, Burnt Out, Fight for Life, Iron Soldier, Tempest 2000, Hover Strike are trademarks or registered trademarks of Atari Corporation. Copyright 1995, Atari Corporation, Sunnyvale, CA 94089-1302. Made in the U.S. of domestic and imported components. All rights reserved. Troy Aikman NFL Football © 1994 Williams Entertainment Inc, Tradewest™ and Troy Aikman NFL™ Football are trademarks of Williams Entertainment Inc.



COMING SOON



**IRON SOLDIER™**

"The best game of its kind."  
"Simulation game of the year, among all hardware platforms."—Die Hard Game Fan  
"Gripping first person game with edge-of-the-seat excitement."—GamePro



**RAYMAN™**

"The control is perfect and the artwork is phenomenal."—Die Hard Game Fan  
"The whole game looks like a cartoon."—EGM

As if it weren't enough having

the most killer system on

the face of the earth, we

created some of the

most mind-blowing,

head-exploding games in

the universe. All you have to

do is take one look at what

the magazine critics have

been saying and you'll

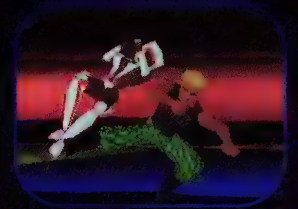
know that the Atari Jaguar

is where it's at.



**ULTRA VORTEX™**

"The graphics in this game are mind bending...the detail is unbelievable."  
—Die Hard Game Fan



**FIGHT FOR LIFE™**

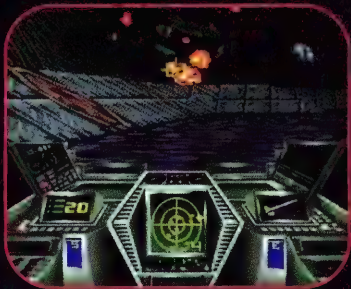
"Its super smooth graphics... texture-mapped polygons... gives Virtua Fighter a one-two punch."  
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"Redefines the term hi-octane. The fastest motorcycle racing game, bar none."  
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**\$159.99**



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"Hover Strike should blow you away."—EGM  
"With 30 fully texture-mapped 3D levels, and two-player co-op mode you simply cannot lose with this game."



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**6 4 - B I T**

**INTERACTIVE MULTIMEDIA SYSTEM**

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# PRIMAL RAGE



**Game Boy**

Blizzard unleashes a frozen fury!

**Game Gear**

Armaddon gears up for the kill!

**Game Boy**      **Game Gear**

The Game Boy and Game Gear versions do not feature Vertigo.

**Genesis**

You're biting a little low bro!

**Genesis**

Everybody jump!

**SNES**

All of the original animation from the arcades is here to enhance the SNES cart.

**A**fter the cataclysm, all but a few humans were wiped out, and from the depths of the Earth (now called Urth) great dinosaur gods were unleashed. Each conquered their own lands, gaining human followers to worship and fulfill the gods' every whim. Unfortunately, all the gods were born of different species, and none of them found comfort with each other's presence. Soon a fierce rage ruled the hearts and minds of all. What was once a peaceful land no longer exists. It is now the battleground of the gods.

Coming this fall, *Primal Rage* will be launched on over ten different platforms. The game will contain all the original characters, except the Game Boy and Game Gear versions will not feature Vertigo. The same animation process that was used to make the arcade game look so vibrant is also being used for the home versions. The dinosaur characters are first made as models. Then, the difficult process of stop-motion video is used to capture each and every character movement. In fact, the same film footage and character animation that was used in the arcades is also being used for the home versions.

The control closely resembles the likes of the arcade configuration. *Primal Rage* uses four-buttons (two punch and two kick) and specially mapped 'power hits' which will make special moves and combos easier to perform. Also, the original score for the game has been included, with such classics like Domination, Celebrate and Dead. To top it off, the depth of the gameplay is almost identical. All the annihilations and character movements are included. There will be even more hidden surprises than the arcade. Of course, the volleyball, bowling and human sacrifices are still here, with the addition of a tug-o-war, 4-on-4 dino play and tons of other hidden surprises (i.e. most of these are not on the handhelds). Get ready for the rise of the dinosaurs. The rage will be taking over a TV near you soon!

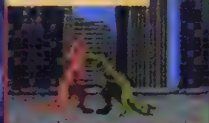


Game Gear



It's time to gear up fatality number 1!

Game Gear



Mmm... Tastes like chicken.

Game Boy



Dance with me baby!

Genesis



Let's get Vertigo!

Game Boy

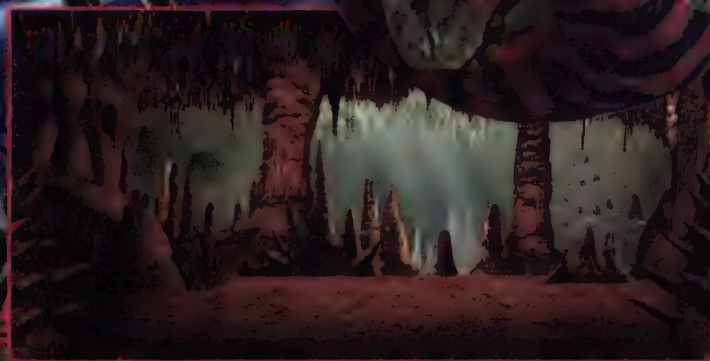


The kiss of death.

Game Gear



Take that Sauron!



- **Style:** 1 or 2-Player Head-to-Head Tournament Fighting
- **Special Features:** Stop-Motion Animated Fighters, 7 Raging Dinosaur Characters, Special Moves and Annihilation Moves
- **Created by:** Time Warner Interactive
- **Available:** August 25 for SNES, Genesis, Game Boy, Game Gear, PC-CD November 14th for 3DO, Jaguar CD, 32X, Saturn, Mac CD + Sony PS-X

# Ecco Jr.

## The Adventures of Ecco When He Was A Boy



Three friends, reunited forever!

### ▶ THE BOTTOM LINE 7

Over two thirds of the world's surface is covered with water. Beneath the waves exists a world of color and beauty, where some of the most unique and brilliant lifeforms live out their days in an aquatic playland. In this wet and wonderful world, we find our young friends: Ecco Jr., Tara the young killer whale, and Kittnee, the baby bottlenose dolphin. These three rascallions have decided to search for the Endless Sea in hopes of finding the great blue whale named Big Blue, the largest animal ever to live on the planet Earth. The path to the Endless Sea is blocked by strange crystals called glyphs, and the three marine whelps must solve various puzzles in order to open their path to Big Blue. With your help, Ecco and his friends will solve the puzzles and complete their quest.

*Ecco Jr.* is a game for young children to play alone or with their parents. The puzzles represent no real challenge for experienced gamers, but may leave children fascinated and thrilled. The most important factor will be the use of sonar, which can be used to find objects and activate items. In addition to the puzzle solving game, there is an option that lets the player simply swim around and explore the wonders of the ocean. Also, there is a "Facts About Dolphins" section where you can learn the answers to some common questions about these enchanting mammals of the sea.

The call of the sea is strong among our youth. So if you youngsters hear the sounds of a dolphins whine, grab a copy of *Ecco Jr.* and hit the open water!



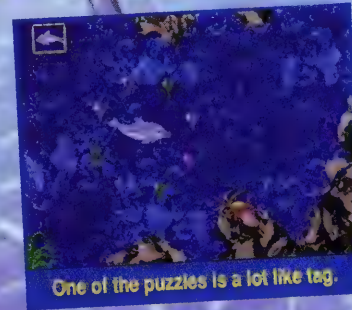
18



Tara bids farewell to Manta M. Ray.



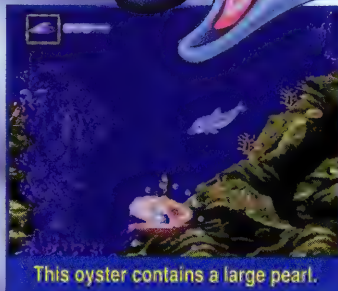
Laden with the treasures of the sea.



One of the puzzles is a lot like tag.



Ecco finds his good friend, Joe Swordfish.



This oyster contains a large pearl.

### ANDY, THE GAME HOMBRE

**Concept:** 7 "First off, Ecco Jr. is definitely for kids. This game is really easy, which makes it perfect for younger players, but nothing that anyone over the age of six or seven would find enjoyable. However, if you're just starting off and looking for a good game, Ecco Jr. is perfect for beginning gamers."

**Graphics:** 7

**Sound:** 7

**Playability:** 7.25

**Entertainment:** 8

OVERALL:

7.25

### RICK, THE VIDEO RANGER

**Concept:** 7 "Ecco has always been a wonderful and creative game. Parents and kids alike are going to enjoy the Jr. version. This is a fun game that teaches youngsters problem solving skills while keeping them entertained."

**Graphics:** 7

**Sound:** 8

**Playability:** 7.5 Kids will enjoy this version as the original was too tough for younger gamers, but this one is just about right. Older gamers, say 10 and over, should avoid Ecco Jr. because they can finish the game in one to two hours. Try this game and see the world through the eyes of a dolphin."

**Entertainment:** 7

OVERALL:

7.5

### ROSS, THE REBEL GAMER

**Concept:** 7 "I like the fact that Sega has made Ecco for the younger generation of players, but the game is far too simple for anyone over the age of seven. The choice of three marine mammals is pretty cool, but the levels are too small. Breathing and taking damage from enemies is one of the toughest parts of the Ecco games, and the lack of both characteristics in Ecco Jr. not only goes against the laws of nature, but goes against the whole principle of Ecco."

**Graphics:** 6.25

**Sound:** 6.75

**Playability:** 5.5

**Entertainment:** 6

OVERALL:

6.25

**Size:** 16 Megabit  
**Style:** 1-Player Children Strategy  
**Special Features:** Password Save, 3 Difficulty Levels, Parent's Option Screen, Lots of Dolphin Facts  
**Levels:** Up to 28  
**Created by:** Novatrade Interactive for Sega  
**Available:** Now for Genesis

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# CRASHING

the Color Barrier

**NEW**

Super Game Boy Now Includes a Free 72-Page Player's Guide

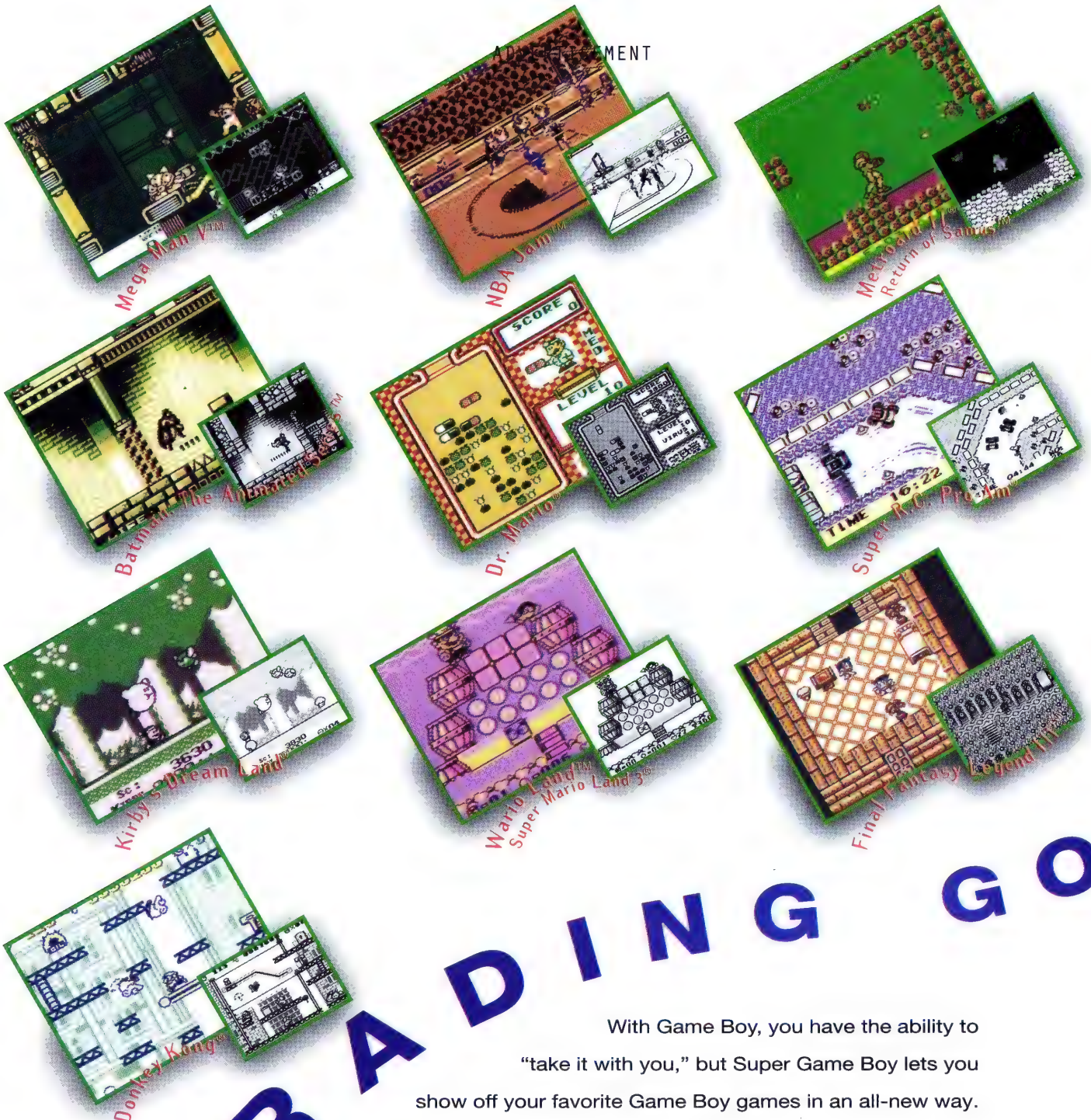


What's the result when Game Boy® and Super NES® have a head-on collision? Super Game Boy®. This high-impact unit transforms your favorite portable games into full-screen, multi-colored masterpieces! Super Game Boy packs a lot of technology into a tiny Pak, but you don't have to be a brain surgeon to 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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# 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!

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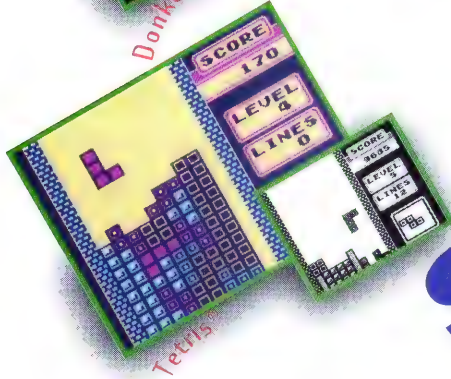
Donkey Kong Land™



Mortal Kombat II™

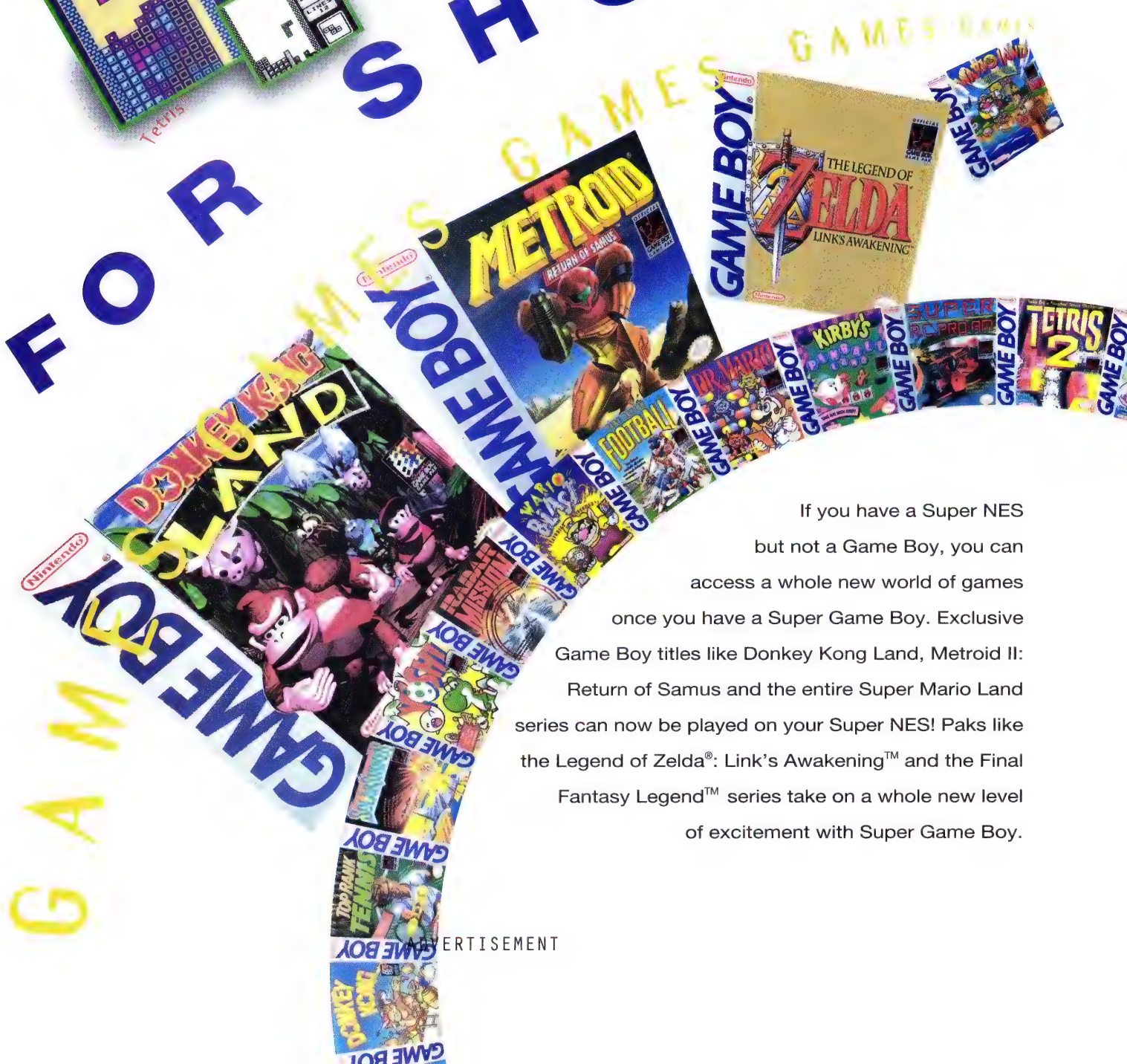


Super Mario 6 Golden Coins™



Tetris™

# FOR SHOW



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.

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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.

# Color Choices

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.

## 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 OPTI

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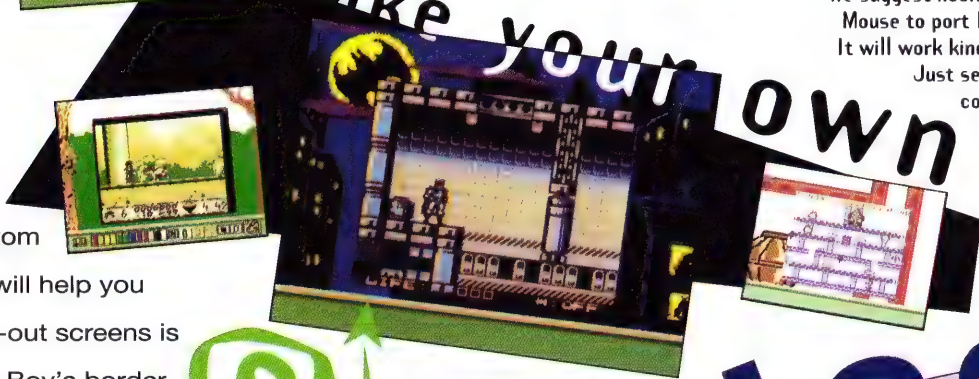


Make your own ADVERTISEMENT



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.<sup>®</sup> Just select a color from the color palette, click and hold the buttons, and paint away!

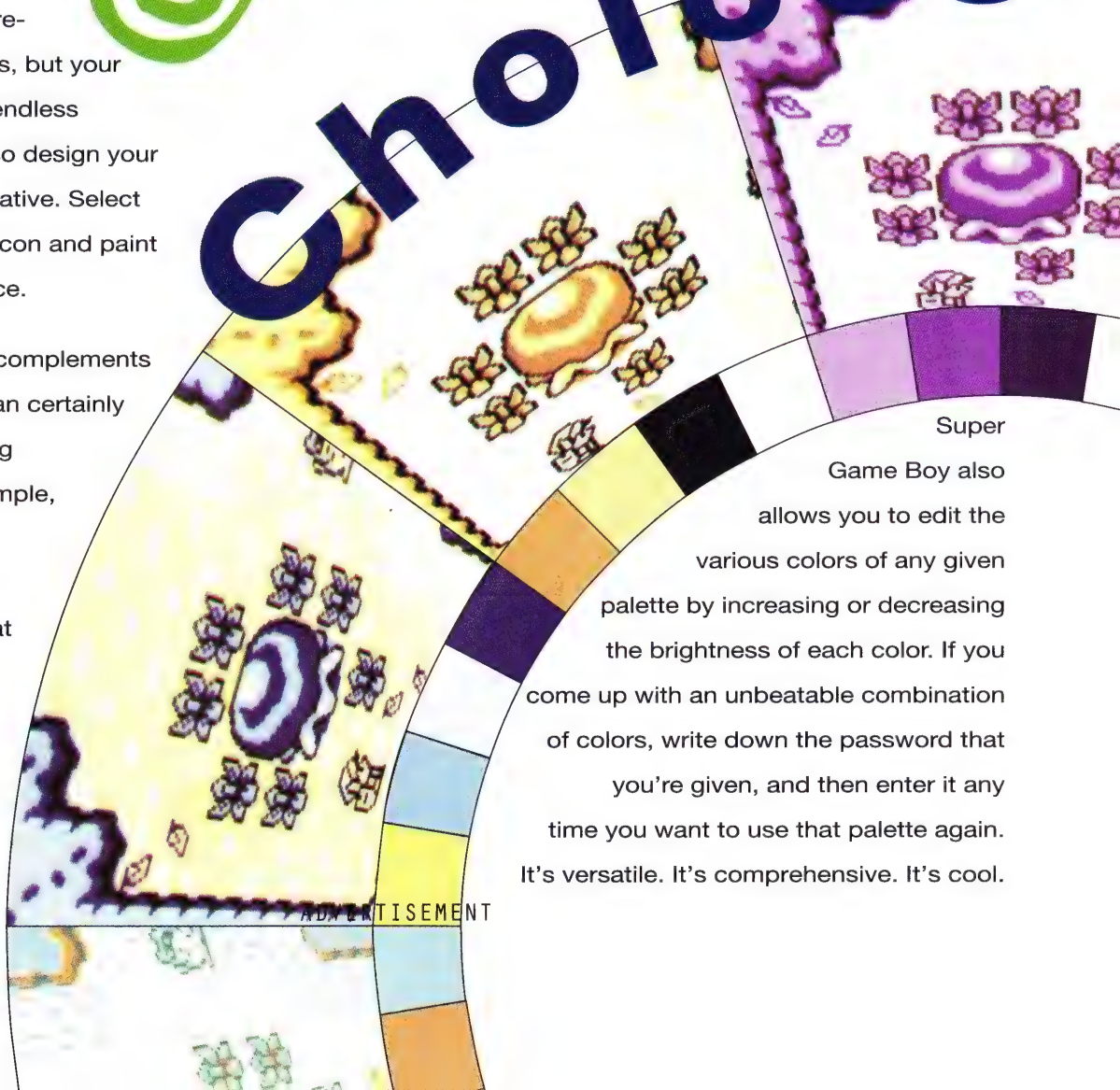


Another custom feature that will help you create stand-out screens is Super Game Boy's border option. It has nine pre-programmed borders, but your choices are almost endless because you can also design your own borders. Be creative. Select the Custom Border Icon and paint your own masterpiece.



# Choices

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.



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



Super Game Boy Enhanced Mode Icon

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

Wild Snake,<sup>TM</sup> Bonk's Revenge,<sup>TM</sup> 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!

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,<sup>TM</sup>

# MODE



NOW INCLUDED WITH SUPER GAME BOY

Get the complete guide to the colorful side of Game Boy with this free 72-page Player's Guide now included with Super Game Boy!

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When you purchase one Super Game Boy.



CONSUMER: Coupon is only valid towards the purchase of Super Game Boy. Coupon must be submitted to an authorized Nintendo retailer by the printed expiration date at the time of purchase in order to receive the discount off the retail selling price. Limit one coupon per specified Super Game Boy purchase. No other discount promotions may be used in conjunction with this coupon. Consumer is responsible for the payment of applicable taxes in connection with the purchase. Good in the U.S. and Puerto Rico only. Cash value 1/100c. Coupon expires December 31, 1995.

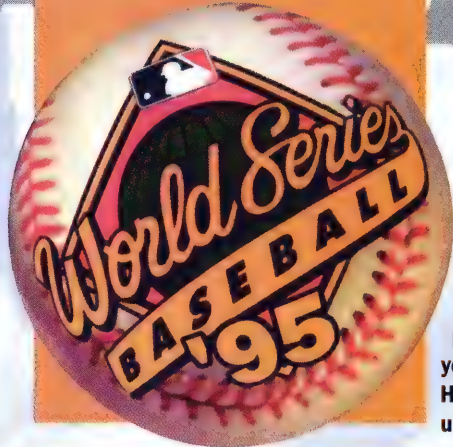
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**GOOD TOWARDS PURCHASE OF FEATURED SUPER GAME BOY ONLY.**

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**B**aseball was once America's favorite pastime. Due to ever shortening attention spans and lack of patience in American citizens, baseball is losing out to events such as Break Through and Conquer and the Looming Wall of Death. However, baseball remains a complex and fascinating game both on and off the field. The reality of baseball has been captured and incorporated into Sega Sport's World Series Baseball '95.

In addition to having all the real teams and all the real players, Sega has graphically reproduced all 28 ballparks. From the looming green monster at Fenway to the ivy covered walls of Wrigley Field, you'll feel right at home wherever you choose to play.

League play can be adjusted to last anywhere from 13 to 162 games, and many different players can have teams in the same league. In addition, you are able to trade players during the year so you can keep your rosters current depending on what happens during the real season. Halfway through the season, the All-Star game will take place, and players will be picked based upon their performance in the season you are playing.

Are you constantly knocking the ball out of the park and racking up the runs? Try turning the batting level to veteran, the pitch speed to All Star, and auto-fielding to off. This multitude of variable difficulties will keep the game interesting for a long time to come.

Is the spirit of baseball dead? Does anyone really care about the sport with more traditional American values than the entire Republican party? It is clear from this cartridge that the Sega people do, and if you think of yourself as a real American, then you should too. ■

**Replacement Players On the Field,  
Real Players On Your TV**

- **Size:** 24 Megabit with Battery Save
- **Style:** 1 or 2-Player Baseball Simulator
- **Special Features:** Legend Teams Featuring the Likes of Ty Cobb and Harmon Killebrew, All the Real Teams and Players, Multi-Player Full Season Play with Trades and an All-Star Game, All 28 Accurately Reproduced Stadiums
- **Created by:** Sega Sports
- **Available:** Now for Genesis



The home run celebrations get a little tiring.

**▶ THE BOTTOM LINE 8.25**



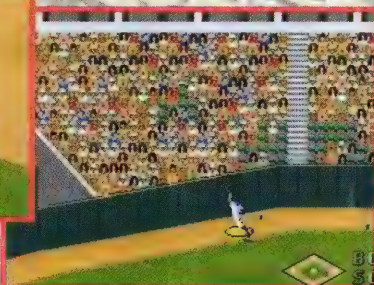
Gravity check.



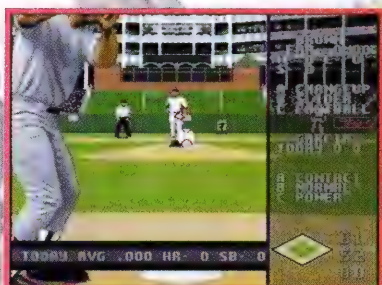
A heads-up play by the shortstop saves the no-hitter.



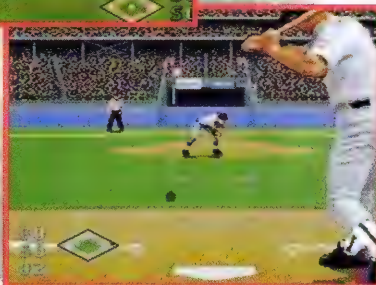
A head-first slide makes for a successful steal.



He jumps at the warning track and robs the batter of a big HR.



The batter steps into the box.



The batter draws a bead...

The second baseman stretches his skill to the limit.

**ANDY, THE GAME HONORE**

**Concept:** 8 "This year's installment of WS shows a lot of improvement over last year's model. The game is a lot smoother and the play mechanics have been improved. Although the two-player mode still suffers from not being split-screen, this game is easily the best one-player baseball game available on a console system. If you're bummed out about the strike and want to start your own season, World Series '95 is the best choice."

**Graphics:** 9

**Sound:** 7.75

**Playability:** 8

**Entertainment:** 8.75

**OVERALL:**  
**8.25**

**RODS, THE REBEL GAMER**

**Concept:** 7 "With the replacement teams playing the season and the hostile feeling baseball fans are sending to the league, I'm not sure that another baseball game is the right game to make. However, I do like the World Series style better than all the others. I especially like the updated field graphics in WS '95 and the fact the announcers coincide with the stadiums. I also like the added players from the legends of baseball and the classic home run derby, but everything else just seems to be much too close to the first World Series game."

**Graphics:** 7.25

**Sound:** 7.25

**Playability:** 7

**Entertainment:** 7

**OVERALL:**  
**7**

**PAUL, THE PRO PLAYER**

**Concept:** 9 "Sega Sports has done a great job of improving an already great game. I'm glad to see they invested more time on the stadiums, rather than the generic outfields. However, the pitch locator in the two-player mode still shows your opponent the general area of the pitch. I don't like that. The addition of the legends and trades plus stats galore make WSB '95 the best baseball game available for Sega."

**Graphics:** 9

**Sound:** 9

**Playability:** 8

**Entertainment:** 10

**OVERALL:**  
**8.25**

# Crusader of Centy™

**Befriender of Animals,  
Defender of the Weak,  
a Hero for Our Time**

**L**ong ago, before humankind came into being, monsters roamed the dark surface of the Earth. Eventually, light poured down from the sky and the monsters were forced underground. Meanwhile, people populated the land above the ground. The monsters and humans were always fighting, and couldn't understand each other's language. Life went on...

You are Corona, and having just reached your 14th year of life, you have earned your sword. You set off for the training grounds, eager to enter into battle and be granted the title of hero. Not far into the adventure, a mysterious fortune teller grants you the power to speak with animals, but you can no longer talk to humans. Now the adventure truly begins. Recruiting animal friends onto your team, you search for a way to retrieve your speech and solve the quest.

Crusader of Centy has been called "Zelda for the Sega Genesis" by many. This is probably the most accurate summation you could make of this game. You control one character, walk him around the land, and battle enemies with your sword. There are a few differences, however. First of all, instead of getting new weapons to use, you gain animal allies. These allies range in type and power, from your dog Mac, who can immobilize enemies with his bite, to the fearsome Leviathan, who joins with your sword so that you can swing or throw it with twice the speed. You can "equip" two animals at a time, and some animals work together to give you a powerful combination attack. The other most distinguishing feature is the jump. Jumping adds a whole new level to the game and forces you to be quite skilled with the joystick.

Crusader of Centy is a unique and interesting game for the Genesis. The story is linear for the most part, but sometimes you'll have to devote some brain power to figure out the puzzles. If you become completely stuck, Atlus is giving on-line support in their own forum on America Online (keyword: Atlus).

- **Size:** 16 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** Animal Power-Ups, Battery Save, Real Time Battle Action, and Time Travel
- **Created by:** Nextech for Atlus
- **Available:** Now for Genesis

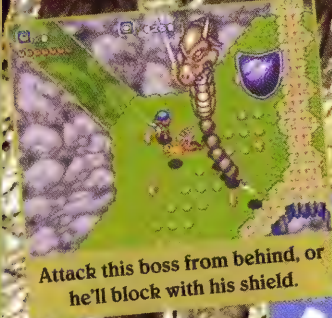
**▶ THE BOTTOM LINE 8.25**



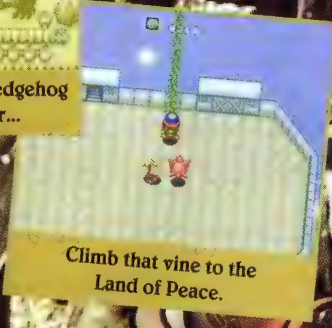
Something about that hedgehog seems very familiar...



A boy and his dog leave footprints in the sand.



Attack this boss from behind, or he'll block with his shield.



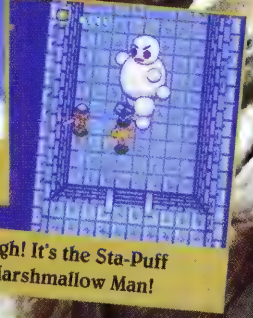
Climb that vine to the Land of Peace.



I've been turned into a slime and nobody likes me.



Sometimes a leap of faith can reveal hidden pathways.



Argh! It's the Sta-Puff Marshmallow Man!



If you can beat the Cheetah in the race, he'll join your team.

**PAUL, THE PRO PLAYER**

**Concept:** 7.5 "This game is even closer to Zelda III than Beyond Oasis. Like Zelda, this game has a good mix of action and puzzle solving. I found it more difficult than Beyond Oasis. There are a few spots where you find yourself wandering aimlessly, but it's not too hard to figure out. Crusaders, although it doesn't have Oasis' graphics, has a better storyline and tougher challenges. I recommend this to any adventurer who likes Zelda."

**Graphics:** 8.75

**Sound:** 8

**Playability:** 8.25

**Entertainment:** 8.5

**OVERALL:**  
**8.75**

**ANDY, THE GAME HOMBRE**

**Concept:** 8 "Crusader is an excellent game that Genesis fans should have had years ago. Although its roots are obvious, it takes the original concept one step further with the ability to jump and throw your sword. While this does make for some interesting action-oriented puzzles, without tons of hidden items the adventure isn't as complex as the Zelda series and therefore falls short. Overall, Crusader is a must-have for the action/adventure fan and a great addition to the Genesis library, but the adventure is just a little too easy."

**Graphics:** 8

**Sound:** 7.25

**Playability:** 8

**Entertainment:** 8

**OVERALL:**  
**8.5**

**ROSS, THE REBEL GAMER**

**Concept:** 8 "Just what the Genesis needed, a game that looks, plays, and feels like Zelda. Crusader is a good renter game and nothing more."

**Graphics:** 7.75

**Sound:** 7

**Playability:** 7.5

**Entertainment:** 7.5

**OVERALL:**  
**7.5**

# Three Dead Guys, One Quest for Peace



► **THE BOTTOM LINE** **6.25**



Air jets on the ground lift you to new heights.



If you don't watch your step on Mars, you could wind up with a nasty hot foot.



This much water in an elevator makes me claustrophobic.

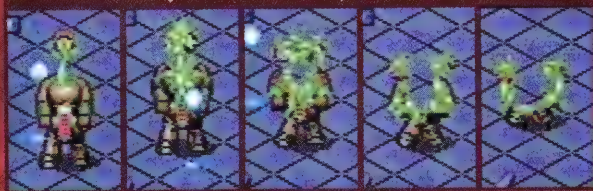


If you get cornered, keep blasting away!



The biggest character is called Joint.

Enemy deaths are slimy and revolting.



Three skeletal warriors are on a mission of utmost importance. They must penetrate the forces of Moribund Kadaver in order to save the solar system from his evil plans. You will travel through Earth, across the molten landscape of Mars, and over the surface of Venus before you track down Kadaver. Once you've cornered him in his fortress, you'll need all the skill and firepower at your disposal to finally take him out for good.

*Skeleton Krew* is a back to the basics shooter. Two players can play at the same time, and the only time you stop firing is to make a jump or avoid hitting the other player. Your viewpoint is a 3/4 view, where the platforms and walkways run diagonal to what you might be used to. This may make some people wary, as they are aware of the difficult control of diagonals on the Sega Genesis. *Skeleton Krew* makes up for this with an interesting aiming control. Once you hold down the fire button, your gun will remain pointed in the same direction regardless of which way you walk. You can use the two surrounding buttons to turn your gun like a turret. This makes for very accurate aiming, and lets you set up some mean crossfire in the two-player mode.

Regardless of whether you are in 1 or 2-player mode, you will receive only 3 credits. Two players can burn through 3 credits in a hurry, but passwords after each of the six levels will allow you to progress rather quickly.

Overall, *Skeleton Krew* is a decent two-player shooter, and once you've mastered the aiming you'll be able to blow away enemies with ease. The six levels, however, are quite short and after you've been through them once, you'll never need the passwords again.

- Size: 16 Megabit
- Style: 1 or 2-Player Action/Shooter
- Special Features: 2-Player Simultaneous Action, Three Characters, Two Weapons, Password Save, Three Difficulty Settings
- Created by: Core Designs
- Levels: 6
- Available: Now for Genesis

## ANDY, THE GAME HOMBRE

**Concept:** 7 "Skeleton Krew is a pretty cool game, but it's way too short and isn't that hard. I think the music and the graphics are really solid, but it doesn't make up for its problems. Still, the game is a lot of fun to play, especially in two-player mode. It's better to rent than to buy. However, I do recommend you rent it. And who knows, you may like it more than I did."

**Graphics:** 7.5

**Sound:** 7.75

**Playability:** 8

**Entertainment:** 5

OVERALL:

**7**

## RICK, THE VIDEO RANGER

**Concept:** 5 "Skeleton Krew reminds me of Total Carnage, but it is not quite as good.

**Graphics:** 4 Then again, I don't like that game very much either. The one thing I like in this

**Sound:** 7 game is the creepy music which does a good job setting the mood for the

**Playability:** 4 game. Graphically, the characters are poorly defined and the screens appear lifeless. I don't like the control style because I find it to be clumsy. This game moves along slowly and leaves me bored. Skeleton Krew has a cool name, but I can't think of any other reason to recommend it."

**Entertainment:** 4

OVERALL:

**4.75**

## PAUL, THE PRO PLAYER

**Concept:** 6 "This a fairly decent two-player shooter, but I don't think Skeleton

**Graphics:** 8 Krew is anything revolutionary. I wouldn't want to see it on the cover of

**Sound:** 8.5 GI or tell you it's perfect. The control takes a little getting used to,

**Playability:** 7 but it's very good. I did find a problem with being too close to something and

**Entertainment:** 6 shooting over the top of it. Very frustrating! If you loved Battle Tech or Zombies Ate My Neighbors, this game is right up your alley. Most of you can blow through this game in a day. Buy it? Yeah right!"

OVERALL:

**7**

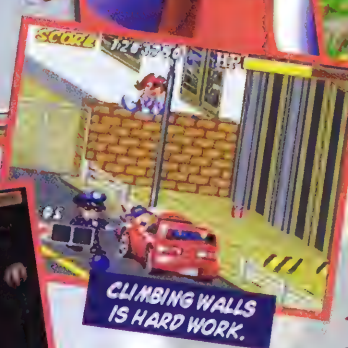
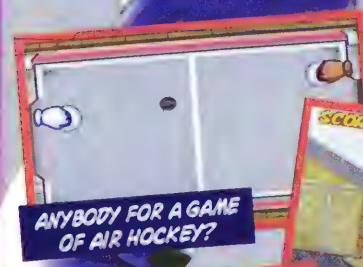
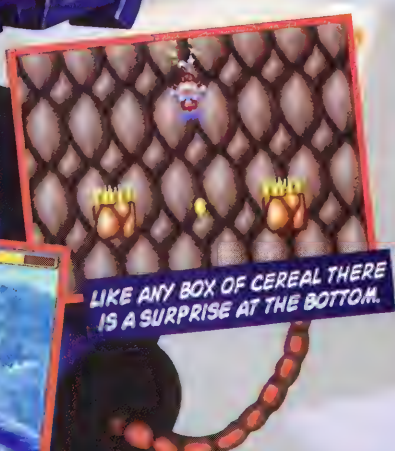
- **Size:** 8 Megabit
- **Style:** 1-Player Time Race
- **Special Features:** Unique View and Perspective, Secret Bonus Rounds and Booby Traps
- **Levels:** 5
- **Created by:** Kemco
- **Available:** Now for Super Nintendo

▶ **THE BOTTOM LINE** **7.75**



# KID KLOWN

Time is of the Essence!



**ANDY, THE GAME HONORÉ**

**Concept:** 8.5 Kid Klown is like the Paperboy of the nineties. It has the cool 3/4th view with lots of animations and simplistic

**Graphics:** 8.5 gameplay that's easy to pick-up but difficult to master. The one drawback of Kid Klown is that there are only five levels; however, there are tons of

**Sound:** 8

**Playability:** 8.5 hidden bonus games to extend Kid's lifespan. If you liked Paperboy and are looking for a new addiction, check out the Kid!

**Entertainment:** 8

**OVERALL:** **8.5**

**ROSS, THE REBEL GAMER**

**Concept:** 8 Kid Klown is a great new idea for a game. If I'm not mistaken, this concept hasn't been done before. Although there are only five levels, the fact that if you miss one of the card suits and clear the level, you must do that level again adds to the difficulty of the game. Also, you only get one guy and three continues, making Kid Klown even harder. The animation on Kid has its ups and downs, but most of the downs are that the animations take so long to complete. This is a great non-violent game for both younger players and older players alike.

**Graphics:** 8

**Sound:** 8

**Playability:** 8.5

**Entertainment:** 8.5

**OVERALL:** **8**

**PAUL, THE PRO PLAYER**

**Concept:** 8 This is one of those games that takes a cool idea and beats it to death. I like the perspective and the graphics of Kid Klown. I laughed out loud the first couple of times I played it. The bonus games and hidden zones are also cool little additions. But after a good hour or two, Kid Klown gets old. I enjoyed playing the game, but the length and variation are lacking. Veteran gamers will blow this one out in a day, while novice players may be frustrated by the perspective. Give it a rent to make sure this is worth buying.

**Graphics:** 8.5

**Sound:** 8

**Playability:** 7

**Entertainment:** 6

**OVERALL:** **7**

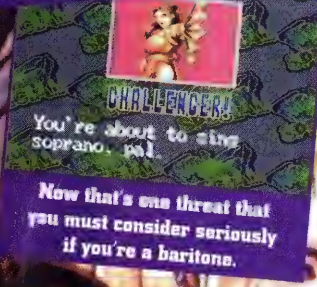
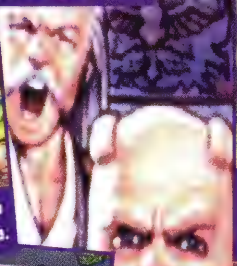
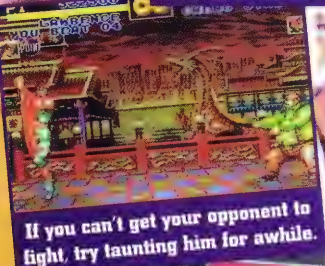
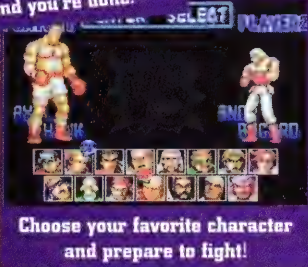
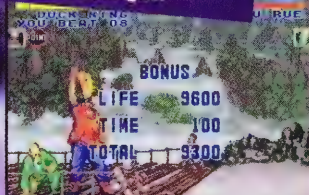
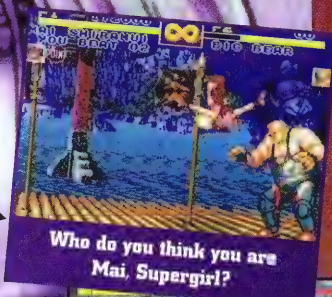
**A** sinister plan brought forth by the cunning villain Blackjack has taken the Klown World by storm. Blackjack has kidnapped the Klown King's daughter Princess Honey and is holding her hostage on his home turf, Pirate Planet. In order to get his daughter back safely, the King has to relinquish his throne and crown Blackjack as the king. Unfortunately, the King

has no desire to do this just yet. In a desperate attempt to recapture the love of his daughter, King Klown has sent out a royal decree to all the noble warriors of the land. However, only one clown is man enough to step up to this challenge. He may only be a child, but Kid Klown has the heart of a knight. With the King's time running out, he had no other option except to send Kid Klown on the dangerous task of finding Princess Honey.

This fascinating adventure is constructed in five stages of bomb bursting mayhem. On each level, Kid must race a lit fuse to its explosive source in order to deactivate it. Unfortunately, deactivating the bomb is only half of the story. In order to maneuver to the next level, Kid must pick up four special items. Once the four items are placed together, they magically morph into the key to the next level. These items can be found in floating balloons. These balloons are not marked in any way, and sometimes they hold special power-ups, coins or even booby traps. If Kid holds at least ten coins at the end of a level, he gets the chance to try and gain an extra continue in a bonus game of either Whack-A-Blackjack or Air Hockey.

Blackjack doesn't want to see Kid coming anywhere near the Princess, so he has systematically placed obstacles in Kid's way. Only luck and a quick eye will save Princess Honey. What do you think, are you clown enough for this adventure?

# FATAL FURY SPECIAL



A few months ago (Sept/October '94 to be precise), we here at Game Informer gave you the scoop on Fatal Fury 2. In that article we told you that Fatal Fury Special (FFS) was fast approaching, and we were right. Fatal Fury is back and better than ever.

FFS has all 12 of the characters from Fatal Fury 2 plus three returning characters from the original Fatal Fury: Geese Howard, Duck King, and Tung Fu Rue. The moves are nearly identical to Fatal Fury 2, and the multi-plane action still graces this 32 Meg game. However, unlike Fatal Fury 2, the Special edition has some different modes of action. Yes, it still has the 1-Player game where you fight every character in the game as well as the 2-Player versus mode. Instead of the Story mode, it has a Count Down mode where you get 3 minutes in which to fight and defeat as many randomly chosen characters as you can. Once the timer gets down to zero you are ranked by the number of characters you've beaten.

This third edition of SNK and Takara's Fatal Fury for the Super Nintendo will provide a challenge for many gamers, from beginner to highly advanced. Set your difficulty level, pick your favorite character, and get ready to kick some serious butt!

- Size: 32 Megabit
- Style: 1 or 2-Player Head-to-Head Tournament Fighting
- Special Features: Adjustable Difficulty Settings, Surround Sound Option, and Three New Characters
- Created by: SNK for Takara
- Available: Now for Super Nintendo

## Returning characters from fatal Fury



Geese Howard Duck King Tung Fu Rue

## ▶ THE BOTTOM LINE 6.25

**ANDY, THE GAME HONDR**

**Concept:** 2 "Previously, I said that the lifespan of FF2 would be short because FF Special was coming out so quickly and that it may be better to wait, but I was wrong. FFS is just not that much better than FF2 with the Boss code. If you absolutely have to have a new Fatal Fury, this game will make you happy, but if you're just looking for a new fighting game, go look for a discount version of Fatal Fury 2. It's just as good and probably a lot cheaper!"

**Graphics:** 7.5

**Sound:** 8

**Playability:** 7

**Entertainment:** 6

**OVERALL:**  
**5.75**

**RICK, THE VIDEO RANGER**

**Concept:** 7 "I applaud Takara for doing a better job this time around. I noticed improvements right away over FF2. Characters are now easier to control."

**Graphics:** 7.5

**Sound:** 7

**Playability:** 7

**Entertainment:** 7

**OVERALL:**  
**7**

**ROSS, THE REBEL GAMER**

**Concept:** 5 "To tell the truth, I really can't tell much of a difference between Fatal Fury Special and Fatal Fury 2. Sure there might be a few returning characters, like Duck King (What kind of name is that anyway?), and a new option, Countdown, but it is basically the same game with the same old rehased gameplay. I do like the updated graphics and animations on the backgrounds though. I recommend that if you have Fatal Fury 2, you should just keep that one and let the newcomers pick up this one."

**Graphics:** 7

**Sound:** 6

**Playability:** 6.25

**Entertainment:** 6

**OVERALL:**  
**6**

# BUST-A-MOVE

## Meet your opponents

## ▶ THE BOTTOM LINE 8

### PAUL, THE PRO PLAYER

**Concept:** 8 "If you're into puzzle games, look no further. Bust-A-Move takes the Tetris style and turns it upside-down. I like the elements of billiards and shooting. It is nice to see a puzzle game that doesn't have the falling shapes and/or colors. The game is nothing spectacular to look at, but once I started playing it was hard to stop. It's a simple game that you can play for hours."

**OVERALL:**  
8

### RICK, THE VIDEO RANGER

**Concept:** 8 "Just when I thought I never wanted to see another puzzle game again, Bust-A-Move is delivered to our studio. This game is like Kirby's Avalanche, only in reverse and much more fun. I like the way you can clear levels and progress rather than the never ending Tetris style. The bank shot idea of getting your shots in place is genius. I've never been a big puzzle game fan but Bust-A-Move is now #1 on my list. I can play this game for hours."

**OVERALL:**  
8

### ROSS, THE REBEL GAMER

**Concept:** 8 "Taito's new game is great. Bust-A-Move is unlike almost all of the other puzzle games. This is because of the way you shoot the balls toward the ceiling instead of them falling to the ground. I like the three different games, especially the challenge game. I continually am trying to beat my record. I think that anyone that likes Tetris ought to try B-A-M. If you do, you will never play Tetris again."

**OVERALL:**  
7.75



## Special Bubbles



Enter the 2-Player mode and kick some butt.



If you can't beat this level, you better stick to Tetris!



Use the Demo Instructions to learn how to play quickly.



Beat your opponents by sending over balls that you drop and smashing their cannon.



Flame Bubble



Water Bubble



Thunder Bubble

**T**etris and Columns fans get ready for a new puzzle game that totally breaks the rules. Taito's *Bust-A-Move* takes the best of all puzzle games and puts them together in one intense game.

*Bust-A-Move* puts you in control of those two wacky characters from Bubble Bobble, Bub and Bob, as they work a large cannon. Your objective is to shoot colored balls into the air and hit matching colored balls. When there are more than three matching balls together, they will be eliminated. Eliminate all of the balls on the screen and you complete the level. This concept is used throughout the three modes of play. You can play a one-player game, which is a basic game of 100 levels where you simply eliminate all the balls in each level. The versus game pits you against either a second player or a computer player where you must either eliminate all the balls on your side first or make the computer's screen fill entirely with balls. Finally, the challenge game is a race to make as many balls disappear as possible before the balls crush your cannon.

Taito's new strategy game may not have the best name for the type of game it is, but it is a great game for both children and adults alike. Now let's get out there and *Bust-A-Move*.

- **Size:** 8 Megabit
- **Style:** 1 to 2-Player Puzzle/Strategy
- **Special Features:** 100 Action-Packed Levels, Password Continues, and Two-Player Battle Mode
- **Created by:** Taito
- **Available:** Now for Super Nintendo



# KYLE PETTY'S NO FEAR RACING

## Speeds Were Made To Be Broken!

If you were to list a few of the greatest racers of all time, the name Richard Petty would probably come up. Richard consistently dominated the race circuit year after year. Unfortunately, times change and Richard's era ended. Luckily, the Petty family is graced with a son who has the racing spirit in his blood. Richard's son, Kyle, followed in his father's footsteps and took up the racing mantle. The Petty fortune lives on in the racing world, and now Kyle debuts in his first video game, Kyle Petty's No Fear Racing.

Get ready for the ride of your life! Williams Entertainment takes racing games to new heights in Kyle Petty's No Fear Racing. The one thing that really sets this game apart from the others is that there is a customize track option. This means that players can design their own tracks. You can even change the atmosphere, obstacles and number of laps. If you ever wanted to see what it was like to race on one of your own tracks, here's your chance.

Another truly astonishing fact is that the Season Mode is comprised of a whopping 28 tracks! If you progress through the league and are fortunate enough, you will pick up winnings after each race. With this cash you can upgrade your vehicle and make it a dominating factor. These upgrades include better engines, tires, breaks, fuel tanks and nitros. However, don't get too confident. No matter where you are, Kyle Petty is always on your tail. And if the game doesn't sound complete enough yet, you can take a friend on in either the Season Mode or just a single race.

### PAUL, THE PRO PLAYER

**Concept:** 8 "No Fear Racing has a great overall look with a good soundtrack and nice options. The custom track is a great feature that not many racing games have. The control is great, but the overall play is a little weak. I expected more of a realistic racing sim, but I got an arcade racer. The on track power-ups take away from the realism, and there's not a lot of strategy involved. A fun racing game, but not for those looking for the true NASCAR feel."

**OVERALL:**  
**7.75**

### RICK, THE VIDEO RANGER

**Concept:** 7 "Kyle Petty's No Fear Racing is a solid racing cart with a good new perspective. Larry Huffman's announcing skills are heard, but he sounded a little better in Rock n' Roll Racing. The custom track feature might appeal to some future architect, but to me, it's a waste of valuable chip space. Except for the new view of the action, No Fear simply borrows some of the better ideas from previous racing games. This one will do until something better comes along."

**OVERALL:**  
**7.25**

### ANDY, THE GAME HOMBRE

**Concept:** 7 "Not too bad. No Fear has some pretty good features, especially the custom track mode. I just wish the game wasn't so easy and the control moving between cars was just a little bit tighter. Otherwise, this is a very solid racing game that should give NASCAR nuts a friend for life. Otherwise, it's a little too easy for the casual gamer. Fun rental!"

**OVERALL:**  
**6.75**



Design your own dream course!



Someone get him some training wheels!

- **Size:** 24 Megabit
- **Style:** 1 or 2-Player Tournament Racing
- **Special Features:** Customize Your Own Tracks, Password Save, 28 Speedways in a Tournament and Modify Your Car
- **Created by:** Williams Entertainment Inc.
- **Available:** Now for Super Nintendo



Go, go power racers!

### ▶ THE BOTTOM LINE 7.25



Driving in the fog can be very dangerous.



Check out the 2-player split screen.



Yo, turn on the lights! I'm trying to race here!

25 wins gives you a showdown with Noob Saibot.

Hey, it's Rayden Jr.

Mileena lets Rayden have it.

Genesis

Shang Tsung morphs into Kintaro to finish off Rayden. (Charge LP 25 seconds within sweep distance)

This has got to hurt. (D,D,F,F,LP [close])



Look familiar?

Acclaim has taken out all the stops in an attempt to bring an exact translation of the arcade version of *Mortal Kombat II* to the Sega 32X. The changes from the SNES and Genesis version are evident almost from the first instant you power-up the 32X and hear MK II's familiar theme music. Acclaim not only used the 32X's power to improve the MK music, they also included all of the voice samples from the arcade. All the screams, yells, howls, and even the announcer's confused, "FRIENDSHIP! FRIENDSHIP!?" are all there with surprising clarity.

MK II fans will also be impressed with the improved look of MK II compared to the Genesis. Many of the small things

# FIGHT!! MORTAL KOMBAT II

- Size: 32 Megabit
- Style: 1 or 2-Player Head-to-Head Tournament Fighting
- Special Features: Friendships, Fatalities, Babalities, Hidden Characters, All the Voice Samples from the Arcade Version
- Created by: Midway/Probe for Acclaim
- Available: Now for 32X

► THE BOTTOM LINE **9**

(like the foreground on the Deadpool or the flying dragons in the background of the Kombat Tomb) have been added or improved to bring the arcade feel home. Heck, the two-player match-up screen is even identical to the arcade.

Fatalities, Babalities, and Friendships are all there. Some players may have to dust off the September issue of *Game Informer* to refresh their memories, because none of these special moves are printed in the manual. For most of you, as seasoned Kombatants, there will be no need to consult the written word. The familiarity of the game is second nature to you. The Kombat awaits you on Acclaim's first title developed for the 32X. ■

**ANDY, THE GAME HONOR!**

**Concept:** 9 "This game kicks on the 32X! So you already have the Genesis version, but if you're a true hardcore MKII fan, this game is a must have."  
**Graphics:** 9.25  
**Sound:** 9.75 "The sound (which is the first time I've heard some bass from the 32X) is phenomenal. It has everything from the arcade including the intros, moves, and endings. If you have a 32X and still dig the Kombat, nothing will prepare you for this. Easily the best fighter out for the 32X!"  
**OVERALL:**  
**9.25**

**RICK, THE VIRGO WANDER**

**Concept:** 7 "So far I have been pretty unimpressed with the 32X. Bigger is not always better. *Mortal II* for the 32X has changed my mind a little bit. This version is superior to the Genesis and SNES versions in every way."  
**Graphics:** 9  
**Sound:** 10  
**Playability:** 9 "The graphics are the same, only the colors are more vivid and the characters are more defined. As for gameplay, the control is much more responsive and the moves are almost instantaneous. This may not be a reason to buy a 32X, but if you have one you better buy *Mortal II*!"  
**OVERALL:**  
**9**

**PAUL, THE PRO PLAYER**

**Concept:** 9 "This is a cool translation. I had doubts after *Mortal Kombat CD* blew chunks. All the sounds and voice samples make me feel like I'm at the arcade. The graphics are equally well done and are an improvement over the lackluster Genesis appearance. However, if you've already got your hands on the Genesis version, I wouldn't rush out just to get this one. It's just not that much better. However, if you want the closest version to the arcade, this is it."  
**Graphics:** 9  
**Sound:** 9  
**Playability:** 9  
**Entertainment:** 6  
**OVERALL:**  
**8.5**

# BRUTAL

## Above the Claw

- **Size:** 16 Megabit
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighting
- **Special Features:** Password Save, Instant Replay, A Belt Ranking System, the Original 10 Characters and 2 New Characters
- **Created by:** Alternative Reality Technologies for GameTek
- **Available:** Now for 32X

### New Characters

Chung Poe Psycho Kitty



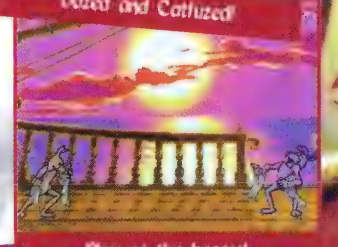
**I**n a land like no other, a tournament is held to test the might of its inhabitants. This tournament is hosted by the supreme being, Dali Llama. He has chosen only a select few individuals to compete in the final rounds of the tournament. Those who are lucky enough to be selected are judged on strength, character, mental stability and the ability to survive. Dali not only hosts the tournament, he also competes in it. If you wish to survive this tournament, you must possess a brutal instinct.

Brutal: Above the Claw plays very similar to its predecessor. However, with an upgrade to a 32-bit machine, things have changed. The game not only plays faster but also a lot smoother. The original cast of ten characters still remains, and there are two new characters as well. One of which is a feisty cat appropriately named Psycho Kitty, who uses his nine lives to their fullest extent. The other is a very mysterious character named Chung Poe. He has the ability to transform himself from

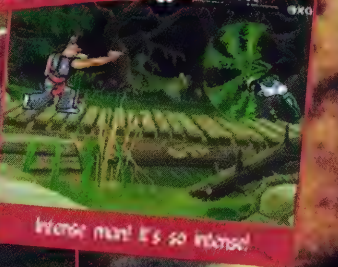
an ordinary mole to a medieval dragon. In addition to this, you can also control the two bosses Dali Llama and Karate Croc.

All characters who enter the tournament are not equipped with any special moves. However, there are tons of special moves that can be obtained by working your way up Brutal's unique belt ranking system. You start out with a white belt and gradually progress until you gain the ultimate title of Grand Master! As you progress, you'll earn chances to learn a new move and improve your fighting skills.

Brutal is a very good game for kids to pick up and play. The computer will actually show you how to perform the special moves and list which ones you have available for use. All in all, Brutal: Above the Claw is a very good game. If you're into fighting games but are sick of what the market has to offer, check out Brutal. It gives a unique twist to what fighting games really are.



### Play as the bosses!



### THE BOTTOM LINE 6.25

**ANDY, THE GAME HONORÉ**

**Concept:** 5 "I'm sorry, but this game blows! The graphics, the music, the options, and everything else in this game is cool, except the play control. It doesn't follow any of the basic guidelines of fighting games and it shows."

**Graphics:** 8.5

**Sound:** 8.5

**Playability:** 1 "Although the game speed is greatly improved over the previous versions, somebody needs to play test this game. It has horrible balance between defense and offense. Avoid!"

**Entertainment:** 2

**OVERALL: 5**

**ROB, THE NEBEL GAMER**

**Concept:** 8 "Brutal: ATC is still basically a fighting game about a bunch of cartoonish animals with various degrees in the martial arts (like Bugs Bunny in one of those cheesy Kung Fu Theater movies). The backgrounds look great, but the character animations are the same as they are on the Sega CD. The sound effects could use more than just 'Hee-ahh' for every move. I will say that this game is much better than Cosmic Carnage, but it sure can't compete with MK II for top fighter on the 32x."

**Graphics:** 7

**Sound:** 6.75

**Playability:** 6

**Entertainment:** 6

**OVERALL: 6.75**

**PAUL, THE PRO PLAYER**

**Concept:** 7 "Brutal is a decent fighting game because it doesn't rely on blood or hokey special effects, like most fighters. This version has great looking backgrounds and a great techno soundtrack. The play control, however, needs some work. The players move very well, but when it comes down to fighting technique it is nowhere to be found. Tap, tap, tap. The player with the quickest fingers usually wins. Brutal is definitely different, but a fighting aficionado should stick with MK II."

**Graphics:** 8

**Sound:** 9

**Playability:** 5

**Entertainment:** 5

**OVERALL: 6.75**

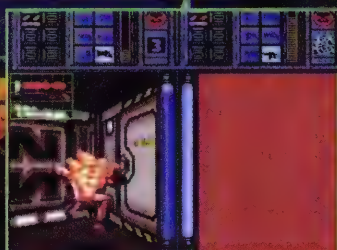
# BATTLE FRENZY

## Power-Ups

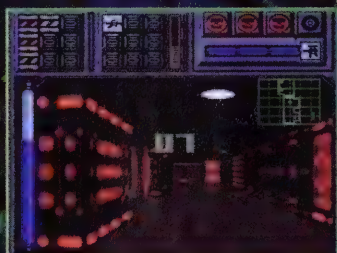


Key Ammo Health

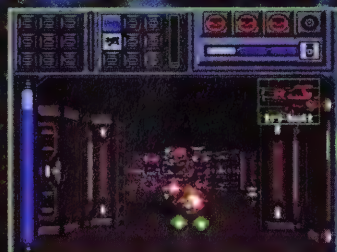
## Weapons



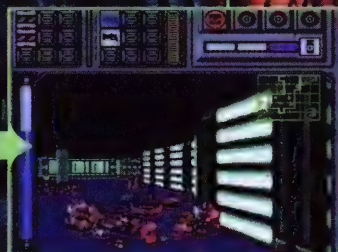
Get your opponent in a corner and waste him in the two-player versus mode.



Time's running out!



Look at Dave, he's a killer!



Look at Dave, he's a mess.

► THE BOTTOM LINE 4

## PAW, THE PRO PLAYER

**Concept:** 5 "Yikes! I've got the frustration frenzy. This game made me pull the hair right off my head. The control is horribly unmanageable. Getting stuck on walls and pillars is not my idea of fun."  
**Graphics:** 5 The enemy graphics are a joke. Your  
**Sound:** 7 The enemy graphics are a joke. Your  
**Playability:** 1 enemies shoot in different directions without a change in their position.  
**Entertainment:** 1 About the only redeeming quality of this game is the techno soundtrack. Otherwise, it's no fun."

OVERALL:  
**3.75**

## REAZ, THE NERD GAMES

**Concept:** 4 "I really believe that Battle Frenzy is another game that is trying to ride on the coat tails of Doom. Sure the two-player option is pretty cool, but this game is incredibly painful to play. Controlling the characters is tough  
**Graphics:** 4.5 and the enemies kind of jump from place to place when I know that they are not supposed to. I wouldn't recommend this to anyone that has played either Wolfenstein or Doom; they will be just as disappointed with this game as I am."  
**Sound:** 5  
**Playability:** 4  
**Entertainment:** 4.75

OVERALL:  
**4.5**

## REAZ, THE VIKING GAMES

**Concept:** 3 "Battle Frenzy is another Doom wannabe that leaves me longing for the real thing. This game does no justice to the sound or graphic  
**Graphics:** 4 capabilities of the Sega CD. The weapons, enemies, and backgrounds  
**Sound:** 4 are all lame. What else do I like about this game? If I think of something I will  
**Playability:** 6 let you know. Seriously, I just didn't find anything special that Battle Frenzy has to offer. If you're looking for a Doom style game on the Genesis, Zero Tolerance is a much better choice."  
**Entertainment:** 3

OVERALL:  
**4**

- Size: 1 CD-ROM
- Style: 1 or 2-Player First Person Action/Adventure
- Special Features: Two-Player Split-Screen Simultaneous Play, 16 Levels of Action, and Loads of Power-Ups and Weapons
- Created by: DoMark
- Available: Now for Sega CD

The year is 2049 and an alien battleship has destroyed a moon base before being neutralized by a defense laser on Earth. Soon the battleship is towed to Earth, and it is discovered that a fleet of these battleships are on their way to destroy Earth! Your mission as one of the starfleet elite marines is to board the mothership and destroy the 16 Plasma Nodes that power the ship, or Earth will be destroyed and you will die as an unsung hero.

In *Battle Frenzy*, the goal is to navigate the mazes on the mothership to find and destroy

the Plasma Nodes at the end. Throughout each of the 16 mazes there are increasingly difficult enemy robots. Destroy the robots and search for power-ups for your character (or characters); which brings us to the two-player option. Unlike other first-person games, *Battle Frenzy* has a two-player split-screen where a second player can either join in with you and take out the nodes, or go against you in a versus battle.

Like both *Doom* and *Wolfenstein*, *Battle Frenzy* has hidden rooms and bonus points that you can earn, but it definitely breaks the mold with the two-player simultaneous play.

# QUARANTINE

## Death Drives a Checkered Cab

The walls of the oppressor surround you. In the prison city of Kemo, you and the "undestrables" have been quarantined to protect the rest of the world from your violent tendencies. In order to make a living, you've selected a career path that requires nerves of steel, an iron will,

and deadly accurate aim. You are a hovercab driver, and driving a cab in this town is murder. Picking up any low-life scum that can pay a fare, you drive and kill, hoping to make enough money to stay alive.

The action in Quarantine is unlike any driving game previously released. The cab you are in doesn't operate on wheels, but on anti-gravity platforms. As a result, collisions with other cars can send you into a crazy, frictionless spin. Fortunately, the resources are available to arm yourself to the hilt. Place various sized chainguns on your roof, circular saws on your hood, and mine layers and missile racks on your bumper.

Just a victim of the stadium drive-by.

Taking out the competition never hurts business.

Talk about your fender benders.

Be careful at intersections. Nobody stops on red anymore.

Mister cab driver. YO!  
Mister cab driver!

Blood on the streets up to your ankles, blood on the streets up to your knees.

Eventually you will be contacted by the underground to do some special missions. The objectives of these missions can vary from delivering packages, to destroying groups of car gangs, to blowing up buildings. Do enough of the special missions and you'll gain access to the next area (there are five areas), with new scenery, new weaponry, and a whole new set of lethal traffic.

Quarantine is a graphically impressive game that moves on one of the fastest 3D engines ever developed. It is not a game for the weak of stomach, as death and blood are constantly present. The driving controls take a while to get used to, and the learning process may frustrate the impatient gamer. Once you've mastered the controls, however, Quarantine will prove to be an amusing and twisted challenge.

- Size: 1 CD-ROM
- Style: 1 Player First Person Perspective Hovercab Simulator
- Special Features: Weapons and Armor Upgrades, One Save Slot, Rockin' Original Soundtrack, Blood and Gore
- Levels: 5 Areas
- Created by: mspacefor GameTek
- Available: Now for 3DO

► THE BOTTOM LINE **7.75**

### ANDY, THE GAME HOMBRE

**Concept:** 8 "Quarantine is one of the most gruesome driving games ever! Although it does have slightly quirky controls, this is a fun game to play (and it has a great soundtrack).  
**Graphics:** 9.5  
**Sound:** 8.25  
**Playability:** 8 After you memorize the city streets and learn some street smarts, you'll find out what makes this game really fun - getting some serious artillery and owning the streets. If you think you've got the nerves to escape from Kemo City, don't forget your beaded seat cover, because once you take the driver's seat there's no turning back!"  
**Entertainment:** 9  
**OVERALL:**  
**8.5**

### ROSS, THE REBEL GAMER

**Concept:** 9.5 "I'm really glad to see that GameTek decided to make the crossover from PC to 3DO for Quarantine. The game looks and sounds like a duplicate of the PC version, but the gameplay just doesn't match up. I think that steering the cab is really tough and the lack of any brakes (other than going into reverse) kind of sucks. I wouldn't recommend that you pop this game in when (and if) you have children around, especially children right around the age of 16."  
**Graphics:** 8  
**Sound:** 9  
**Playability:** 6.75  
**Entertainment:** 7.5  
**OVERALL:**  
**8**

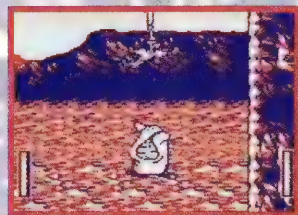
### PAUL, THE PRO PLAYER

**Concept:** 8 "This game is not for everyone. Anyone who remotely becomes frustrated while playing will not like Quarantine. The game looks great and has a great soundtrack, but the control is just not to my liking. I want to break something just thinking about it. It's fun to blow up other cars and nail people, but I had no interest in completing the game's objectives. It needs more variation."  
**Graphics:** 8  
**Sound:** 9  
**Playability:** 5  
**Entertainment:** 5  
**OVERALL:**  
**7**

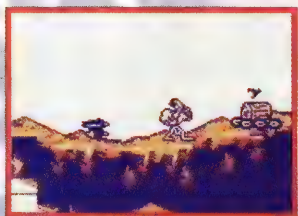


**E**WJ (Earthworm Jim), that wacky super worm, is back in action, only this time he's in your Game Boy. He follows up his previous release on the SNES and Genesis with 10 levels that are nearly the same as their forefathers. Most of the original enemies, including Psy-Crow, Major Mucus, Evil the Cat, and The evil Queen Pulsating - Bloated - Festering - Sweaty - Pus-filled - Malformed - Slug for a Butt. The storyline is still the same: Bird chases worm, worm gets away, worm finds power suit, bird gets butt kicked by worm in power suit. Would Jim have the courage without that suit? The world may never know. ■

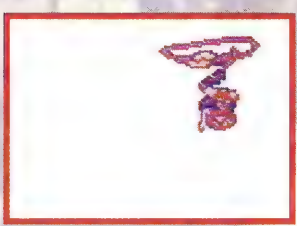
- **Size:** 4 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** Interactive Backgrounds, Many of the Original Levels and Enemies, and More Cow Launching
- **Levels:** 10
- **Created by:** Shiny & Eurocom for Playmates
- **Available:** July for Game Boy



**Munch-a-buncha, Munch-a-buncha, Earthworms go with lunch.**



**Chuck's mutant garbage can has deadly aim, so waste him as fast as you can.**



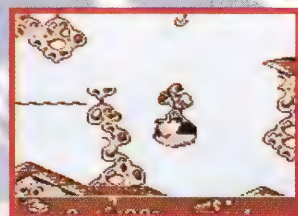
**Yeeehhhhaaaal Ride 'em Earthworm.**



**Pete the pup is back and as PO'ed as ever.**



**You're almost to the Queen. Come on buddy hang in there.**



**Those menacing spinning balls are back in What the Heck?**



**Smile Jim! You're on Candid Camera.**



**Ross, The Rebel Gamer**  
 "The Game Boy needed a good fighter like World Heroes 2 Jet, with turbo mode and the massive amounts of moves. The colors and backgrounds for the SGB are great, and the controls are really workable."  
**Nick, The Video Ranger**  
 "This was a simplified version of the great Neo Geo arcade game. It was a lot of fun, right up there with Mortal for best Game Boy fighter."

**Andy, The Game Heroine**  
 "So there isn't much to look at, but those little fighters can really do it all. You can pull off combos, counters, and all the special moves. A great fighter on the go!"  
**Paul, The Pro Player**  
 "You can't go wrong with 16 characters. Check this game out if you're looking for a Game Boy fighter."

	Andy	Paul	Nick	Ross
<b>Concept:</b>	8	7	8	8
<b>Graphics:</b>	7	8	8.5	7.5
<b>Sound:</b>	7	6	7	7
<b>Playability:</b>	9	8	8.5	7.75
<b>Entertainment:</b>	9	8	8.5	8
<b>Overall:</b>	8	7.5	8	7.75

**▶ The BOTTOM LINE 7.75**

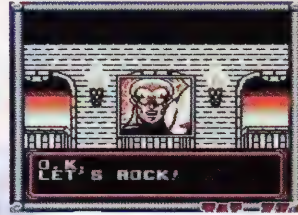
The five day tournament of the World Heroes begins again. You are one of the warriors and must fight against three opponents on each day of the tournament in Takara's World Heroes 2: Jet. This version of the game is called "Jet" because of the codes that you can enter at the beginning of the game. The Special Scorcher Mode enables you to use each of the 16 participants' special moves, and the Special Jet Mode changes the game into a high-paced turbo mode. With a plethora of Street Fighteresque moves for each character and three difficulty settings, World Heroes 2 Jet should be a top contender for the best fighting game on the Game Boy.



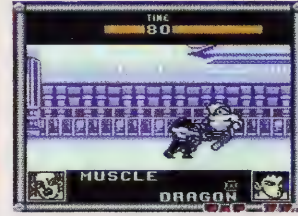
**Is this some kind of cheap shot or what?**



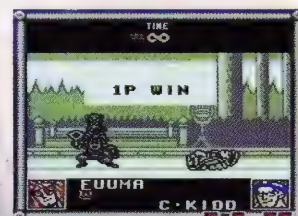
**Muscle and Raspu show off some high-flying acrobatics.**



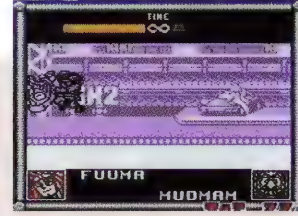
**Zeus is not only the last character you fight, but he's one bad dude.**



**It's hard to believe that little Dragon can lift and throw a big guy like Muscle.**



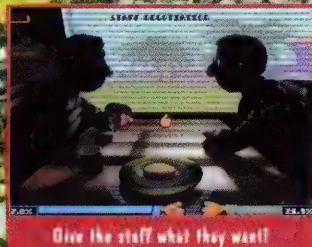
**Each character has his or her own celebration when they win the fight.**



**If you're playing against someone who likes to jump a lot, use Fuuma and use his mid-air grabs to counterattack.**

# theme PARK

If You Build It, They Will Come.



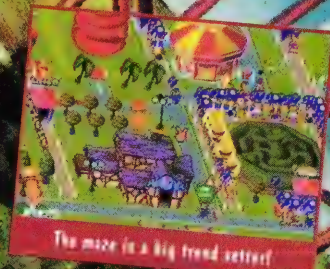
- **Size:** 16 Megabit
- **Style:** Amusement Park Simulator
- **Special Features:** Interactive Stock Market, Over 20 Different Rides (6 of Which You Design Yourself), 17 Varieties of Concession Stands and Very Loyal Employees
- **Created by:** Bullfrog Productions Ltd. for Ocean
- **Available:** Now for Jaguar

**U**nleash the potential your mind possesses and build an amusement park to your liking. You don't need to be an architect or a genius to do so. All you need is the soft touch of a child. Create an empire of tumbling hills on your roller coaster or set up planes that fly to the heavens! It's your choice! The only way to find out is to take your imagination to new heights and build your Theme Park!

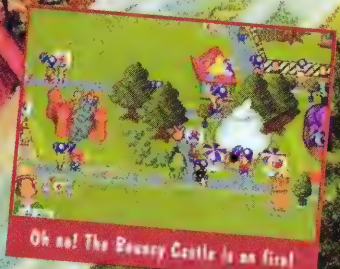
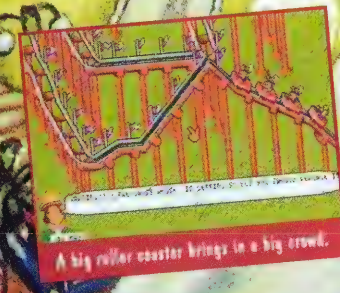
Pick from over 20 different rides (six of which are customizable). Choose from spinners, roller coasters, haunted houses, water rides and race tracks. Unfortunately, you won't start with all these rides. You will have to fund your research department so they can come up with new ideas. The research department not only funds ride development, but also helps in upgrading shops, and improving the staff and overall growth of the park.

The people who go into the park grow hungry very quickly. It is your duty to set up conveniently placed concession stands and restrooms. If you do not, the people will begin to leave your park. There are a couple of ways to tell if the park goers are happy. The easiest is to check the balloons over their heads. This balloon reflects their general thoughts. Another spot to check is the park status screen. This screen tells you if the majority of the people in your park are happy or unhappy. One of the biggest turnoffs is a broken ride. Hire the right mechanics and the ride problems can be easily resolved. If a ride is not fixed it will blow up and leave rubble on the ground. The rubble can not be cleared or built over. **DO NOT** let this happen.

If your park becomes successful enough, you can auction it off and buy better land somewhere else, where the people have more cash! Or you can keep your original park and build a lifelong dream!



▶ **THE BOTTOM LINE 7.75**



**ANDY, THE GAME HOMDBE**

**Concept:** 8 When I heard about this game about a year ago, I was a little skeptical, but

**Graphics:** 7 now that I've played it, I'm really impressed. You can do a lot and

**Sound:** 7 unlike most simulators, you've really got to pay attention all the time or your

**Playability:** 8.25 park will go down the toilet. Lots of animation and crisp graphics make

**Entertainment:** 9 this one of the best versions available, even better than the 3DO version (if you can live without the stupid FMV). Overall, a good to great game that has a long lifespan and a lot of entertainment for a simulator fan.

**OVERALL: 7.75**

**ROSS, THE REBEL GAMER**

**Concept:** 8.5 "TP is a game that automatically appeals to me, simply because I like

**Graphics:** 9 the SimCity style of game, and amusement parks are always a hit. I

**Sound:** 8.25 like the different choices of rides and attractions, and the R&D part of

**Playability:** 9 the game is what all the other sims have been missing all along.

**Entertainment:** 9.5 The animations of the rides are really cool, but I miss the rendered animations that the 3DO version has. This game is highly addicting and it has the potential to never be the same game twice."

**OVERALL: 8.75**

**PAUL, THE PRO PLAYER**

**Concept:** 8 "If you've played any of the Maxis Sim games, you've got the basic idea of

**Graphics:** 7 Theme Park. It took me a while to pick up the basics with so many options

**Sound:** 6 and screen icons, but my park was soon up and raking in the cash. The

**Playability:** 7 interface is actually fairly easy once you get going. The graphics aren't all that impressive, but it's fun to watch the kids run around the park and enjoy Sharkman. Plus we all know why they like the hedge maze. Not a game that everyone may enjoy, but for a sim of this style it's a lot of fun."

**Entertainment:** 7

**OVERALL: 7**

Raiden made its debut in the arcades in 1990 and Raiden II in '93. They have become a mainstay even though this style of gameplay had been around for years before their release. To this date, arcade goers are still drawn in by the sheer difficulty of the games. The differences between the two versions are obvious, but both versions have their charm. Two of the major differences are the much cleaner and more defined graphics in Raiden II, and the addition of a guided laser weapon in Raiden II.

Raiden Project gives you the ability to play exact duplicates of the coin-ops with almost 1000 sprites on-screen simultaneously and three screen views, including a long view that, like the arcade unit, requires your TV screen to be on its side. Not only can the PlayStation handle that many sprites on the screen at once, but it also downloads the entire music soundtrack at the beginning of each level. The game sounds don't compete with the graphics for the CD access, making the processing time for Raiden Project relatively quick.

Soon you will be able to enjoy Raiden and Raiden II with all their splendors, but until the release of the PlayStation in the U.S., you will have to wait.

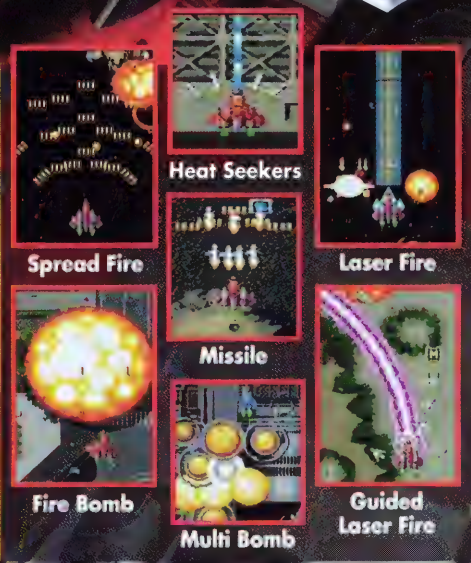
# RAIDEN PROJECT



- Size: 1 CD-ROM
- Style: 1 or 2-Player Shooter
- Special Features: Both Raiden I and II, Unlimited Continues, and 3-View Modes
- Levels: 8 Missions Per Game
- Created by: Siebu Kaihatsu
- Available: Only in Japan for PlayStation



## WEAPONS





# TECH TALK

Hardware & Software

## Check Your Set!

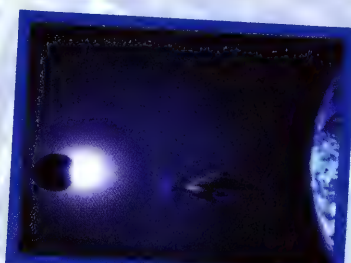
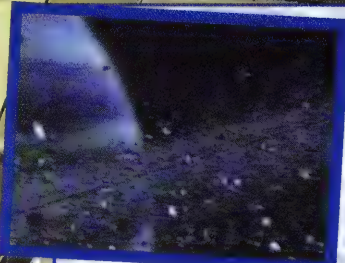
With the change in technology that is bringing the oncoming wave of new video game systems, the standards of hooking up the new 32/64-bit machines may change, as well. Many of today's TVs are equipped with not only the familiar yellow, red and white ended RGB inputs, but with Super Video (S-VHS) inputs, too. We have already seen **Nintendo** and **Sega** offer RGB and S-VHS adapters for their 16-bit machines. The advantage to connecting your video game systems through RGB or S-VHS is improved signal quality and clarity. It just looks a heck of a lot better. Plus, unlike RF, they're not affected as much by interference from other sources.

The new game systems on the horizon will definitely have RGB and S-VHS capabilities. So, if you plan on truly experiencing the sights and sounds of cutting edge video game technology, consult the owners manual to see if your TV is ready to go. Otherwise, look for the S-VHS and RGB inputs the next time you're shopping for a new TV.

## What a Scoop! Ascii to Release Fighter Pad

During the first week of April, **Asciiware** will release a new style controller for both the **Sega Genesis** and **Super Nintendo** systems. The controllers offer a new "specialized" design intended to enhance the standard 6-button layout. The controllers have the familiar two rows of three buttons, with the addition of the top two "trigger" buttons on both the **Genesis** and **Super NES** units. The result of this is that whatever style of fighting you are used to, you'll be able to use it on both systems. No longer will your opponent have an advantage on his home turf, even if he has a different system than you.

It goes without saying that the **Fighter Pad** comes equipped with Turbo and Automatic firing switches. The Turbo switch will increase your firing speed up to 24 shots a second, which is faster than your average gamers can move their fingers. The **Fighter Pad** also has a slow motion feature, but if you've had experience with slo-mo gaming you know it's hit or miss as to whether it will work with any given game. The **Fighter Pad** has an MSRP of \$19.95 for both systems, and should be available at a store near you!



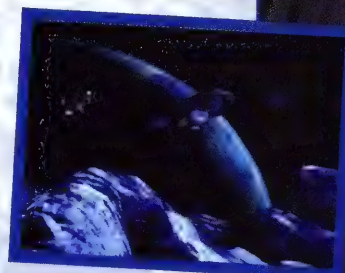
## Star Trek: Voyager Rides the Wavefront of Technology

When the United Federation Starship Voyager soars through the galaxy in the opening sequence of the latest **Star Trek** series, you might wonder how they got a TV camera way out into space. Thanks to the people at **Wavefront Technologies, Inc.**, nobody had to risk life and limb by taking live footage inside the rings of Saturn or the perilous clouds of the Crab Nebula. In truth, those fabulous effects were produced using some advanced computer modeling software developed by **Wavefront Technologies**.

The scenes were created and assembled at Santa Barbara Studios using **DYNAMATION**, **COMPOSER**, and **ADVANCED VISUALIZER**. **DYNAMATION** has been called by

some the most complete dynamics package for physically-based 3D computer animation. The software enables users to create and modify realistic, natural images of dynamic events such as smoke, steam, and fire by applying rules of physics to individual particles, 3D objects or raster images. The capabilities of **DYNAMATION** are especially evident in Solar Flare and Planet Rings scene of the opening sequence.

Anyone who has seen **Star Trek: Voyager** knows that the special effects are top notch, with very little indication that the images are created and not real. Anyone who hasn't seen **Voyager** can check it out on **UPN (United Paramount Network)** which is broadcast nationwide.



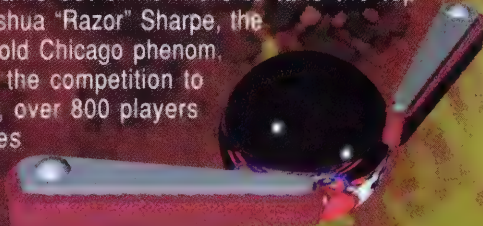
Star Trek: Voyager images provided courtesy of Santa Barbara Studios © Paramount Pictures

# WHAT'S HOT!

## News & Rumors From the Video Game Industry

### Minnesotan Crowned as "World's Greatest Pinball Player"

In spite of the fact that a blizzard socked New York City, the **PAPA 5 World Pinball Championships'** top honor went to Paul Madison, a 25-year old Minneapolis theater manager. Madison narrowly defeated pinball aficionado Lyman "Silk" Sheats to earn the title of "**World's Greatest Pinball Player.**" In the Women's Division, New Haven, Connecticut's own Natalie Baker came out of nowhere to take the top spot. Joshua "Razor" Sharpe, the 15-year-old Chicago phenom, crushed the competition to



take the Juniors Division. All in all, over 800 players from 27 states and nine countries competed in the three day tournament.

### Acclaim Teams With Marvel

Acclaim Entertainment has obtained exclusive rights to publish home video, coin-op and PC titles based on **Marvel Entertainment's** movie and TV properties. Currently, Marvel is developing



*The Hulk, Luke Cage, Blade and Ghost Rider* for film or TV. In addition, Marvel is developing a *Spider-Man* movie directed by James Cameron (*True Lies, T2*) and *The Fantastic Four* film directed by Chris Columbus.



take the Juniors Division. All in all, over 800 players from 27 states and nine countries competed in the three day tournament.

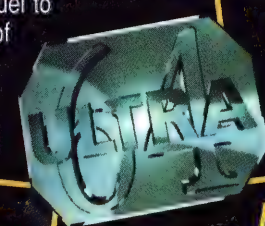
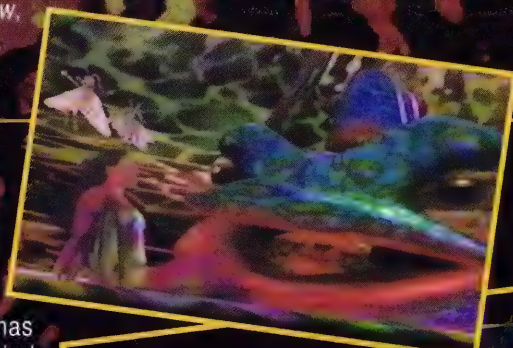
### Consolidation, Amalgamation, Unification

Spring was a busy time for numerous video game publishers to gobble up smaller development houses. Game designers and programmers are in high demand in this industry and that is definitely evident by these acquisitions.

**Acclaim** acquired **Iguana**, developers of *NBA Jam*, *Side Pocket* and *Aero the Acrobat*. **Electronic Arts** snared **Bullfrog**, designers of *Populous*, *Syndicate*, and *Magic Carpet*. **GameTek** procured **Malibu Games**, drafters of *BattleTech*, *Bimini Run*, and *Ex-Mutants*. Last but not least, **U.S. Gold** figured in **Core Design**, creators of *Skeleton Krew*, *Soulstar* and *Bubba & Stix*.

### Kiss That Ultra 64

Nintendo announced that **Angel Studios** has joined their so called "Dream Team" to develop a title for the **Ultra 64**. **Angel Studios** may be best known for their visual effects work on *The Lawnmower Man* and, more recently, they created the computer animation for Peter Gabriel's award winning *Kiss That Frog* video. Angel has already begun working with mastermind **Shigeru Miyamoto**, creator of *Super Mario Bros.*, on a yet to be titled game for the **Ultra 64**. The unofficial word on the game is that it is a sequel to *Pilotwings*, which is one of Miyamoto's creations. Stay tuned to **GI** for more info.



Here is some initial artwork for GameTek's *Robotech* on the **Ultra 64**.



### Robotech for the Ultra 64

**GameTek** has begun development on *Robotech* for Nintendo's upcoming **Ultra 64** home system. *Robotech* is based upon the futuristic Japanese cartoon series that gained popularity in the U.S. in the mid '80s. There are also toys, board games and a comic book series based on *Robotech*. Look for the **Ultra 64** game to appear, hopefully, with the release of the system late this year.

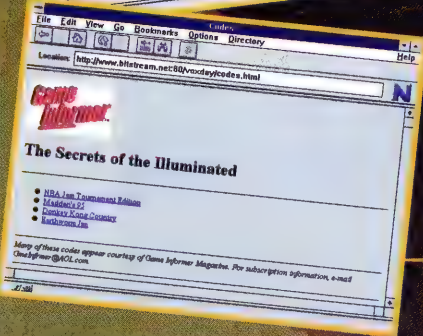
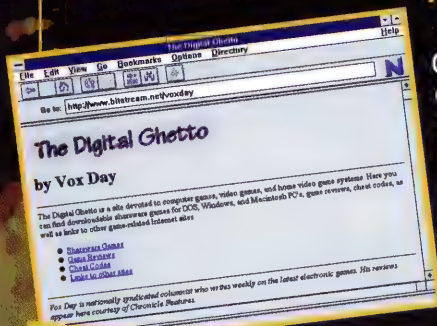
## The Digital Ghetto on the World Wide Web

From the amount of e-mail *Game Informer* receives each week at our **America On-line** and **CompuServe** addresses, we already know that many of you have discovered the joy and power of a PC, modem and the Information Superhighway. Recently, *Game Informer* delved a little deeper into the Internet by assisting **Vox Day** in constructing the **Digital Ghetto** on the World Wide Web (WWW). **Vox**, whose game reviews can be seen in *Computer Gaming World*, *Electronic Entertainment*, and a number of national newspapers, set up the **Digital Ghetto** with one thing in mind, video games. So with that in mind, who else does **Vox Day** call upon to assist him with compiling information? That's right, *Game Informer Magazine*.

*Game Informer* supplies the **Digital Ghetto** with codes and secrets that you find on the pages of *GI's* Secret Access section. Besides game secrets, the Ghetto offers reviews, shareware games and other game related news and info. Plus, you'll be linked to other Web "pages" at the click of a mouse. In the future, you may also be able to download screenshots and artwork of current and upcoming titles, and find more information that you can't find in the pages of *GI*.

If you're interested in checking out the **Digital Ghetto** or other "pages" on the World Wide Web, here are some addresses you might want to investigate.

**The Digital Ghetto:** <http://www.bitstream.net/>  
**Sega of America:** <http://www.segaoa.com/>  
**Net Doom Play:** <http://www.hti.net/dwango/welcome.html>  
**Jaguar Info:** <http://www.bucknell.edu:80/~svensson/>



## Darkstalkers Animated Series

Capcom USA, with the help of **GRAZ Entertainment**, will bring an animated weekly TV series based on Capcom's coin-op *Darkstalkers: The Night Warriors*. The release of the cartoon will coincide with the release of the home versions of *Darkstalkers*. What's more, a coin-op sequel, *Night Warriors: Darkstalkers Revenge* will hit arcades this summer.

## Jammin' Video

CBS/FOX Video, NBA Entertainment, and Sony Music have all come together to release *NBA JAM: The Music Videos*. The videotape features on the court NBA highlights combined with the music of some of Sony's hottest artists. Jamal Mashburn, Shawn Kemp, Anfernee Hardaway and Grant Hill are just some of the NBA superstars featured in this 50 minute tape. A bonus to viewers that don't read *Game Informer* are "exclusive" *NBA Jam: Tournament Edition* game tips and secret codes. *NBA JAM: The Music Videos* is available now with a MSRP of \$14.98.




## 1-900-Now-You-Have-To-Pay-For-Game-Tips-From-Nintendo

For many years, **Nintendo** has offered a consumer tip-line offering gameplay hints and help on any **Nintendo** game. Contacting one of **Nintendo's** Game Play Counselors about any title for **Nintendo**, **Game Boy**, or **Super Nintendo** only cost you, (or whomever pays the bill), the normal rate of a long distance phone call, until now.

As of March 1, **Nintendo** has gone the route of the 1-900 service and charges 95 cents per minute (\$1.25 in Canada) to chat directly with a Nintendo game guru. Nintendo still has the original consumer help line open, but it has been converted to an automated phone service featuring about 15 of the most asked about games, such as *Zelda*, *Donkey Kong Country*, *Final Fantasy III* and *NBA Jam: TE*. The

*Jam:TE* tips, however, turned out to be an advertisement for *Nintendo Power*. "Check the March issue of *Nintendo Power* for the secret characters..." announced the recording. Rest assured, *Game Informer* readers were about the first people on the planet to get all the codes and secrets for *TE*.

The answer to the question of why **Nintendo** made this phone conversion is simple. Volume, volume, volume. Callers to the "Old" Nintendo Game Play Line, during peak hours, could not connect. No more busy signal, **Nintendo** claims that well over half of all caller's questions can be answered by the automated system. If not, you may contact the game manufacturer or shell out the extra bucks for Nintendo's personal touch.



**Automated Game Tip Line**  
1-206-885-7529

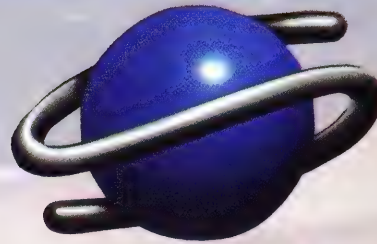
**Live Game Play Counseling**  
1-900-288-0707 (U.S.) 95 cents per minute  
1-900-451-4400 (Canada) \$1.25 per minute

# Sega Saturn Special Report

## WHAT'S HOT!

### UPDATE

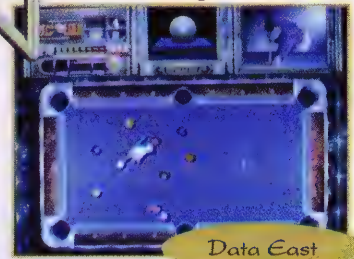
**T**he Sega Saturn is set for release on Saturday, September 2. Although there are still a lot of unanswered questions, we do know that the system will retail between \$350 and \$450 here in the US. Unfortunately, we are still uncertain as to what the software pack-in will be, or how many controllers will be in the box. Industry experts all agree that Virtua Fighter is the obvious choice, and that one-controller is the cheapest way to get the unit to the consumer, but Sega is still tight-lipped about that rumor. We have, however, put together some interesting information about this system. The system will not support 32X software without an adapter. However, the system look has been finalized and the controller has finally been unveiled. Although Sega won't formally announce any third-party licensees, *Game Informer* got on the horn and got this list of licensees and some of their upcoming software. For now, this is all Sega will say, but don't worry, next month we will have an in-depth look at the unit itself and a number of upcoming games.



# SEGA SATURN

## Ready To Send You Into Orbit

Minnesota Fats: The Pool Legend



Data East

ClockWork Knight



Sega

Dark Legends



Data East

Panzer Dragoon



Pebble Beach Golf



Sega



Sega

Virtua Fighter



Sega



Memory Cartridge

# Sega Saturn Special Report

Virtua Racing



Bug!

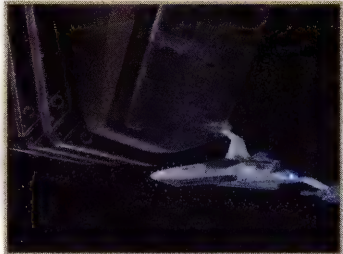


Sega



Time Warner

Solar Eclipse



3D Baseball '95

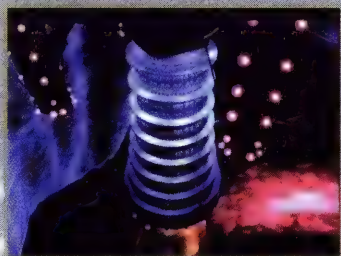


Crystal Dynamics



Crsytal Dynamics

Devcon 5



World Wide Soccer: Sega International Victory Goal



Sega



Data East

Daytona U.S.A.



Sega

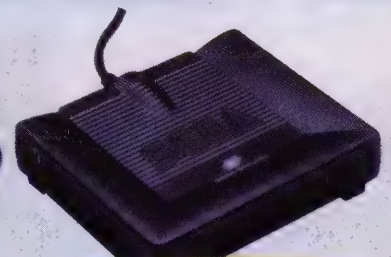
## Titles slated for release in the U.S.

Frank Thomas "Big Hurt" Baseball - Acclaim	Fall '95
Alien Trilogy - Acclaim	Fall '95
Star Control 3 - Accolade	1st Quarter '96
Shanghai - Activision	Fall '95
Street Fighter: The Movie - Capcom	Fall '95
Darkstalkers - Capcom	Fall '95
X-Men: Children of the Atom - Capcom	1st Quarter '96
Legacy of Kain - Crystal Dynamics	Fall '95
3D Baseball '95 - Crystal Dynamics	Fall '95
Basketball '95 - Crystal Dynamics	December '95
Dragons of the Square Table - Crystal Dynamics	Fall '95
Solar Eclipse - Crystal Dynamics	Fall '95
Minnesota Fats: The Pool Legend - Data East	September 2nd
Devcon 5 - Data East	September 2nd
Dark Legends - Data East	September 2nd
Brutal 2010 - GameTek	Fall '95
Bloodstorm - GameTek	Fall '95
Untitled Licensed Baseball Game - Jaleco	Sept/Oct '95
Untitled Fighting Game - Jaleco	December '95
Untitled Fantasy Game - Jaleco	January '95
Dracula X - Konami	December '95
Waterworld - Ocean	1st Quarter '96
Skeleton Warriors - Playmates	1st Quarter '96
World Wide Soccer: Sega International Victory Goal - Sega	Fall '95
Daytona USA - Sega	Fall '95
Virtua Fighter - Sega	September 2nd
Bug! - Sega	Fall '95
Panzer Dragoon - Sega	Fall '95
Pebble Beach Golf - Sega	Fall '95
Clockwork Knight - Sega	Fall '95
NHL All-Star Hockey - Sega	Fall '95
World Series Baseball - Sega	Fall '95
Black Fire - Sega	Fall '95
Primal Rage - Time Warner	November '95
Tomb Raiders - U.S. Gold	Fall '95
Virtual Golf - U.S. Gold	Fall '95
1996 Summer Olympic Games - U.S. Gold	Fall '95
Converse Cityball Tour (tentative title) - Virgin	Fall '95
Spot Goes to Hollywood (tentative title) - Virgin	Fall '95
Mortal Kombat III - Williams	4th Quarter '95

Additional Licensees:  
Digital Pictures, Absolute, TH\*Q



U.S. Saturn Controller



Six-Player Adaptor

## WHAT'S HOT! UPDATE

**S**ony Computer Entertainment (SCE) has yet to announce any dates or a price for the upcoming release of the PlayStation here in the US. However, as always, Game Infomer has its contacts, and the word right now is that PlayStation will be released on Monday, September 11 at a price somewhere between \$300 and \$400. The pack-in, although unknown, has been a battle between Ridge Racer and Toh Shin Den, but GI has a good feeling that Namco will pull ahead and we'll all see a Ridge Racer in every box. SCE has commented that the look of the machine won't vary much from its Japanese counterpart, but that the controller could get a slight overhaul to fit the US market. SCE also claims to have 14 titles ready to launch, but industry insiders say that it will more than likely be around 10. Although there still hasn't been any formal third-party announcements, we did manage to put together an extensive list of titles and licensees (plus a couple of pictures). For now, you'll just have to check out some pictures.



## Shrouded in Mystery

Team 47 Goman

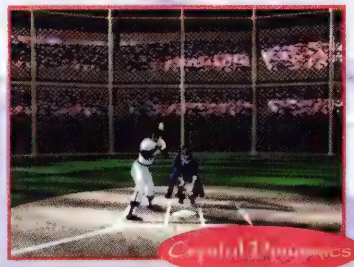
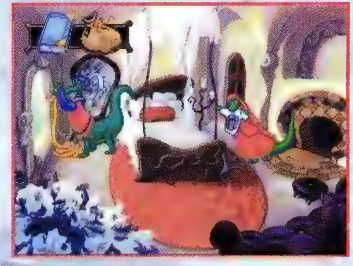
Street Fighter: The Movie



3D Baseball '95



Dragons of the Square Table



Minnesota Fats:  
The Pool Legend



Primal Rage



# Sony PlayStation Special Report

Legacy of Kain



Quarantine



Bloodstorm



Toh Shin Den



Ridge Racer



Tekken



## Titles slated for release in the U.S.

Frank Thomas "Big Hurt" Baseball - Acclaim	Fall '95
Shang-Hai - Activision	Fall '95
Star Control 3 - Accolade	1st Quarter '96
Street Fighter: The Movie - Capcom	September '95
Darkstalkers - Capcom	October '95
X-Men: Children of the Atom - Capcom	1st Quarter '96
Legacy of Kain - Crystal Dynamics	Fall '95
3D Baseball '95 - Crystal Dynamics	Fall '95
Basketball '95 - Crystal Dynamics	December '95
Dragons of the Square Table - Crystal Dynamics	Fall '95
Minnesota Fats: The Pool Legend - Data East	September 11th
Devcon 5 - Data East	September 11th
Dark Legends - Data East	September 11th
Team 47 Goman - 47 Tek	October '95
Death Crusader - GameTek	Fall '95
Upper Deck Basketball - GameTek	1st Quarter '96
Upper Deck Football - GameTek	1st Quarter '96
Hell - GameTek	Fall '95
Quarantine - GameTek	Fall '95
Bloodstorm - GameTek	Fall '95
Untitled Licensed Baseball Game - Jaleco	Sept/Oct '95
Untitled Fighting Game - Jaleco	December '95
Untitled Fantasy Game - Jaleco	January '96
Dracula X - Konami	December '95
Powerful Pro Baseball - Konami	Fall '95
StarBlade - Namco	Fall '95
Tekken - Namco	Fall '95
Air Combat X7 - Namco	Fall '95
Cybersled - Namco	Fall '95
Ridge Racer - Namco	Fall '95
Toh Shin Den - Playmates	Fall '95
Toh Shin Den 2 - Playmates	2nd Quarter '96
Zeitgeist - Taito	Fall '95
Primal Rage - Time Warner	November '95
1996 Summer Olympic Games - U.S. Gold	Fall '95
Converse Cityball Tour (tentative title) - Virgin	Fall '95
Spot Goes to Hollywood (tentative title) - Virgin	Fall '95
F111: The Agile Fighter - Virgin	Fall '95
ToonStruck - Virgin	Fall '95
Mortal Kombat III - Williams Entertainment	4th Quarter

Additional Licensees:  
Digital Pictures, TH\*Q

## Japanese releases as of 2/8/95

Ridge Racer	Space Griphone
Parodius	Powerful Pro Baseball
Tama	Kingsfield
A IV	Geo Cubre
Mahjong Station Mazin	Cosmic Race
Powerful Family	Kakinoki Shogi
Mahjong Goku Tenjiku	Hunter Lime
Myst	Pachico Slot Hunter
Motor Toon Grand Prix	Kileak: The Blood
Crime Crackers	Raiden
Twinbee Puzzle	Toh Shin Den
Twin Goddess	Jigsaw World

# SHUT UP

And

# Give Me

the

# BALL!

# GIVEAWAY

Sir Charles Barkley has lost his basketball somewhere in the pages of Game Informer. The only way you and Charles can Shut-Up and Jam again is for you to help us find it. So, Shut-Up and find the ball!

### Grand Prize: (1)

- 1 Sega Genesis Core System
- 1 Sega Genesis Barkley: Shut Up and Jam! 2
- 1 Sega Genesis Brett Hull '95
- 1 Sega Genesis Hardball '95
- 1 Official NBA Basketball signed by Charles Barkley
- 1 Sport Accolade Jacket
- 1 Sport Accolade T-Shirt
- 1 Year Subscription to Game Informer Magazine



Charles' Ball



If you are successful in finding Charles' basketball you'll be automatically entered in the Shut Up and Give Me the Ball! Giveaway.

Just fill out the following entry form (or something bearing this information) and send it in to the following address:

Game Informer Magazine  
Attn: Shut Up and Give Me the Ball! Giveaway  
10120 West 76th Street  
Eden Prairie, MN 55344

### 1st Prize: (5)

- 1 Sega Genesis Barkley: Shut Up and Jam! 2
- 1 Sport Accolade T-Shirt
- 1 Year Subscription to Game Informer Magazine

### 2nd Prize: (10)

- 1 Sport Accolade Cooler
- 1 Sport Accolade T-Shirt
- 1 Year Subscription to Game Informer Magazine

### Fill out the info below to enter:

Name: \_\_\_\_\_

Address: \_\_\_\_\_

State/Zip: \_\_\_\_\_

Age: \_\_\_\_\_

Phone Number: \_\_\_\_\_

I found Barkley's Ball on page: \_\_\_\_\_



1. There is no purchase necessary to win. Only one entry per person. Winner does not need to be present to win. All entries that are duplicated will be voided. Accolade, Game Informer and Funco, Inc. assume no responsibility for late, misdirected, incomplete, or illegible entries. 2. By entering this contest each contestant agrees to abide by the rules and conditions printed on this page and applicable to the state in which they win. 3. Offer is void where prohibited by law and subject to all federal, state, and local laws. Taxes on prizes are the responsibility of the prize winners. No substitutions. No cash alternatives. The prize selection decision of the judges is final. 4. All entries must be postmarked no later than July 31, 1995. Winners will be determined in a random drawing by June 1, 1995. 5. Grand Prize (1 prize with a retail value of \$520): 1 Sega Genesis Core System, a Barkley Shut-Up and Jam II Sega Genesis game cartridge, a Brett Hull Hockey '95 Sega Genesis game cartridge, a Hardball '95 Sega Genesis game cartridge, a signed NBA Basketball signed by Charles Barkley, a Sports Accolade Jacket, a Sports Accolade T-shirt, and a one-year subscription to Game Informer Magazine. 6. 1st Prize (5 prizes with a retail value of \$95.00 each): 1 Barkley Shut-Up and Jam II Sega Genesis game cartridge, a Sports Accolade T-shirt, and a one-year subscription to Game Informer Magazine. 7. 2nd Prize (10 prizes with a retail value of \$56.00 each): 1 Sport Accolade 12-Pack Cooler, a Sports Accolade T-shirt, and a one-year subscription to Game Informer Magazine. Winner's entry and acceptance of prize constitutes permission to use their name, likeness, and likeness for purposes of advertising and promotion on behalf of Accolade, Game Informer, and Funco, Inc. without further compensation. 8. This promotion is operated by Accolade, Game Informer and Funco, Inc., which are solely responsible for the correct completion and awarding of prizes. All decisions of Accolade, Game Informer and Funco, Inc. on all matters relating to this promotion are final. Accolade, Game Informer and Funco, Inc., and participating sponsors assume no liabilities resulting from the use of this prize. Employees of Accolade, Game Informer and Funco, Inc., and all participating vendors, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible. Charles Barkley's likeness and name are used under license by Accolade, Inc. and Funco, Inc. ©1995 Accolade, Inc. All Rights Reserved.



# GLANCE

## Tempo

### 32X Review

**Size:**  
24 Megabit

**Style:**  
1-Player Action/Platform

**Special Features:**  
Unique Musical Password Feature, Jazzy Soundtrack and Characters From the Acridae Insect Family

**Created by:**  
Sega

**Available:**  
Now for 32X

**Overall: 3.5**

Take a basic field insect and Miles Davis, then mix them together. The result is Sega's newest creation, Tempo! Tempo is a hot-to-trot grasshopper who likes to get down and jam to the jazzy sound of the 50's. In this adventure Tempo will meet up with some really scary bosses, even a big shoe! This is in fact the first Action/Platform game for the 32X. Unfortunately, with really slow gameplay and a nauseatingly boring concept, Tempo fails to be any kind of improvement over any of the 16-bit action games. This may be a good game for kids, but experienced gamers may find this one a little dull.



## Flying Nightmares

### 3DO Preview

**Size:**  
1 CD-ROM

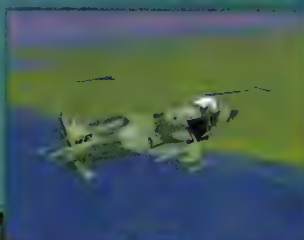
**Style:**  
1-Player Flight Simulator

**Special Features:**  
Music Composed by Mike Ash Featuring Mike Edwards and Jesus Jones, Multiple Cockpit Views and Full-Motion Video Clips

**Created by:**  
Domark Software

**Available:**  
June for 3DO

Have you ever had the itch to jump into a Harrier "Jump Jet" and engage in intense air combat? Well, here's your chance. Like most Mac and PC simulators, Flying Nightmares has tons of different cockpit views, weapons and missions to choose from. Some of the missions will even have you fly into combat with up to three wingmen. Sing along with Jesus Jones and Mike Edwards to that great pop sound. There's nothing better than singing the pop, then popping a bogey out of the sky! From the takeoff to the first kill, Flying Nightmares is sure to be the most REAL simulator 3DO players have seen.



## Secret of Evermore

### Super NES Preview

**Size:**  
24 Megabit

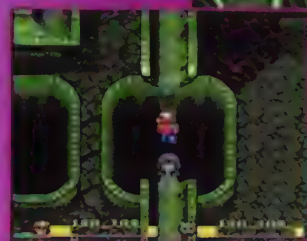
**Style:**  
1-Player Action RPG

**Special Features:**  
Battery Back-up, Control Either Boy or Dog, Developed By American Division of Squaresoft

**Created by:**  
Squaresoft

**Available:**  
July for SNES

Here's an update on a game we first previewed in March. From the more recent revs of the game that we've seen, Secret of Evermore has an excellent soundtrack and a spell system that is real slick. The spells work by combining ingredients into potions. For example, for the Acid Rain spell it takes one part ash to three parts water. If you thought the FF III sound was good, wait until you hear Evermore. Powerful theme music and sound FX, like the crowd in the market, push the SNES sound chip to the limits. Slate some time to check this game out in July.



## The Adventures of Batman & Robin

### Game Gear Preview

**Size:**  
4 Megabit

**Style:**  
1 or 2-Player  
Action/Adventure

**Special Features:**  
Stimulating Puzzles,  
Outrageous Villains and  
Groovy Bats and Robins

**Created by:**  
Sega

**Available:**  
Summer '95 for Game Gear

Hold on for the ride of your life! The Joker and his gang have kidnapped the boy wonder! Don the mask of the bat and make your way through the streets of Gotham in your search for Robin. Just like the hit animated T. V. series, Batman has a bag full of weapons and gimmicks at his disposal. Give your foes a knock to the noggin with a Batarang or just kick 'em in the gut. Watch the cartoon, then pick up your Game Gear and play little Batsy! What a concept!



## Flashback

### 3DO Review

**Size:**  
1 CD-ROM

**Style:**  
1-Player Action/  
Adventure Strategy

**Special Features:**  
Rotoscope Animation,  
SGI Rendered Video  
Sequences and a  
Bucket Full of Action

**Created by:**  
Delphine Software  
for U.S. Gold

**Available:**  
Now for 3DO

One of the most intriguing games to ever hit the video game industry is once again making a platform leap. U.S. Gold's monster sci-fi hit Flashback is gearing up and getting ready to take 3DO owners by storm! Embark on a fascinating tale of thrills and deception with the legendary lone gunner Conrad Hart. With smooth animation and clean graphics brought forth by Delphine Software, Flashback has been renowned as one of the industry's top games. If you own a 3DO and you've never checked out Flashback before, take a look! Otherwise, for gamers who have already gone through this game, nothing is new; keep this one as a rental.

**Overall: 8**



## Shining Force CD

### Sega CD Review

**Size:**  
1 CD-ROM

**Style:**  
1-Player Role Playing Game

**Levels:**  
2 Adventures,  
5 Difficulty Levels,  
Rockin' Soundtrack,  
and 18 Characters

**Created by:**  
Sega

**Available:**  
Spring '95 for Sega CD

The immensely popular Shining Force saga is finally on the Sega CD. Travel through the dangerous land of Cypress with your band of fighting heroes, the Shining Force. Challenge your RPG skills against either of the two quests, Towards the Root of Evil or The Evil God Awakes. Either way, a power hungry ruler has begun to invade the kingdoms of the land, and it's up to you to stop the chaos and restore unity and peace throughout the land of Cypress. Although you can only do one quest at a time, both quests offer unique stories, characters, and plenty of classic Shining Force gameplay.

**Overall: 7.75**



## Kileak, The Blood

### PlayStation Preview

**Size:**

1 CD-ROM

**Style:**

1-Player First Person  
Perspective Action/Adventure

**Special Features**

Multiple Weapons to Find,  
Look Up and Down Ability,  
Automatic Save,  
3D Rendered Cutscenes

**Levels:** 13

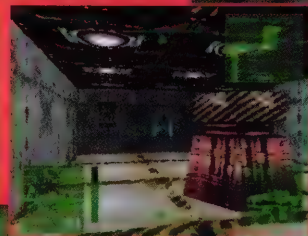
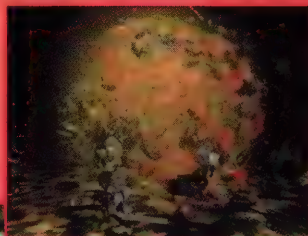
**Created by:**

Genki for Sony Computer  
Entertainment of Japan

**Available:**

Only in Japan for PlayStation

In the style of Doom, Kileak, The Blood slaps you into the role of destroyer, explorer, and savior. The graphics are better than any first-person shooter on the market, and the sound, from the ominous music to the eardrum shattering sound effects, is clear and frightening. In the game, you're in a mechanical suit of armor, making your way through various caves and corridors in order to kill various bosses. On each level, you are able to find an ID card which will give you a map of the area, keycards which will allow you to open certain doors, and sometimes a recorded card which can give you hints about finding new weapons or just add to the storyline.



## Slam 'N Jam '95

### 3DO Preview

**Size:**

1 CD-ROM

**Style:**

1 or 2-Player  
Basketball Simulation

**Special Features:**

Multiple Camera Angles on  
Instant Replay, Statistics for  
One Game and Entire  
Season, Commentary by  
CNN Sports' Van Earl  
Wright and Fast Paced  
Courtside 3D Perspectives

**Created by:**

Crystal Dynamics

**Available:**

May for 3DO

Finally, the 3DO has a true to life 5-on-5 basketball game. Crystal Dynamics brings a refreshing new look to the game of hoops. If you're sick and tired of dinky characters, look no further. These players are enormous! Technically, the size of the players takes up about 50% of the screen! In addition to this, features like league play, full season statistics and CD quality sound effects add even more excitement. To top it off, Crystal Dynamics recruited CNN's broadcasting buddy Van Earl Wright to do all the commentary. If you enjoy the game of basketball and you own a 3DO, reserve your copy now!



## Syndicate

### Jaguar Review

**Size:**

16 Megabit

**Style:**

1-Player World Domination  
Simulator

**Special Features:**

One Save Slot,  
Research New Weaponry  
& Cybernetic Modifications,  
Persuadatron

**Levels:**

50 Missions

**Created by:**

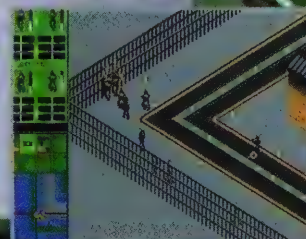
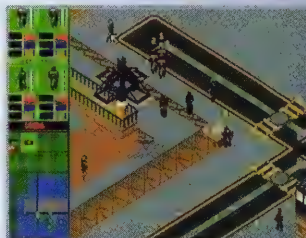
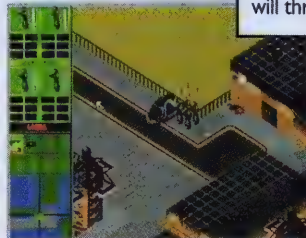
Bullfrog for Ocean

**Available:**

Now for Jaguar

**Overall: 7.75**

Sitting in a protected blimp above the Earth's surface, you whittle away the hours dreaming of world domination. The only things that stand in your way are the other Syndicate bosses and the agents at their control. You work to accomplish your dream one territory at a time. The Jaguar version of Syndicate is the closest thing yet to the PC version, with sharp graphics and color as well as ominous sound and music. As you go into each mission, don't forget to put money into research, as you will need the improved weapons and equipment when things get hairy. With cybernetic modifications and hi-tech weapons, this game will thrust you into the future and beyond.



## EXO Squad

### Genesis Review

**Size:**

8 Megabit

**Style:**

1-Player  
Action/Shooter/Platform  
and 1 or 2-Player Head to  
Head Tournament Fighting

**Special Features**

3 Different Types of Action,  
Password Save,  
and 3 Difficulty Settings

**Created by:**

Playmates

**Available:**

Now for Genesis

**Overall: 6.5**

EXO Squad is the story of three warriors on a mission to save humanity. All three heroes wear large suits of motorized armor which give them different superhuman powers. The leader of the squad can fly, and his section of the game is a Space Harrier-like shooter. Another member participates in a side-scrolling platform type of play, and the last EXO Squad member plays a tournament fighting mode. During the course of the game, you will become very familiar with each style of play. The variety does hold your interest, but as with all games that are a mix of style, the overall quality of each style of play is lessened by the combination.



## Spider-Man

### Genesis Review

**Size:**

16 Megabit

**Style:**

1-Player Action/Platform

**Special Features**

20 Marvel Villains,  
Cameos by the Fantastic Four,  
Web Enhancements and  
Scenes Based On the Hit  
Cartoon and Comic  
Book Series

**Created by:**

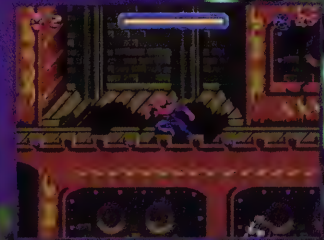
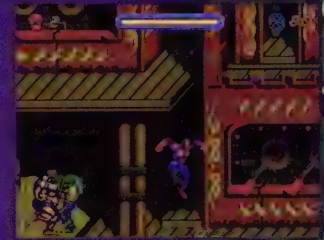
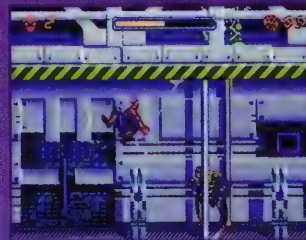
Marvel Software and  
Western Technologies Inc. for  
Acclaim Entertainment

**Available:**

Now for Genesis

**Overall: 7.5**

A huge prison break by Spider-Man's deadliest foes has turned New York City into a game of chaos and death. Put on your elastic tights and swing into the action as Marvel's super dude, Spider-Man. Your mission is to put an end to the madness and make New York the place it used to be. Villains like Doc Ock, Jack O' Lantern, Rhino, Lizard and Venom will do anything to make sure that the only place you go is six feet under. This is a great game for comic freaks or anyone who enjoys games like Maximum Carnage or the X-Men. All in all this game looks very good, but one thing does hold it back. This game is VERY difficult. However, if you live for impossible games, give it a whirl.



## Timecop

### Super NES Review

**Size:**

16 Megabit

**Style:**

1-Player Action/Adventure

**Special Features:**

Digitized Characters,  
Based On the Comic Book  
and Hit Movie, and Eight  
Different Time Period Levels

**Created by:**

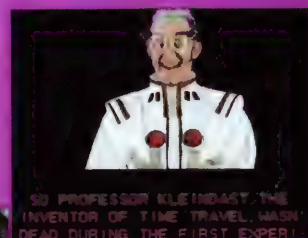
Cryo Interactive for JVC

**Available:**

Now on Super Nintendo

**Overall: 4.5**

Timecop is the new action game from JVC that is based upon the Darkhorse comic and the recent movie about a time traveler named Max Walker. Timecop puts you in control of Walker as he travels through time searching for Hans Kleindast. Kleindast is the creator of the Timescan project, a machine capable of crossing the time continuum, and with this Timescan project he plans world domination. As Walker you must fight through eight levels of action, each in a different time period, to stop Kleindast. Some of which are Nazi Germany (1944), Los Angeles in 2117, and Wall Street in 1929. Kleindast must be stopped and you, as Walker, are the only one that can do it.



## Star Trek: Deep Space Nine

### Genesis Review

**Size:**  
8 Megabit

**Style:**  
1-Player Action/Platform

**Special Features:**  
Password Save,  
The Entire Crew of Deep  
Space Nine,  
Multiple Mission Types

**Created by:**  
Novatrade for Playmates

**Available:**  
Now for Genesis

DS 9 was a surprisingly smooth and interesting platform game. You take control of various crew members on platform-type missions where you must locate grenades and dispose of them or rescue people from the surface of the planet. Also mixed in are a few shooter levels where you must maneuver a run-about through the worm hole, an asteroid field, and even shoot down an enemy ship and board it. The password save is handy because some of the levels are quite intricate. However, sometimes the password will take you back to the part where you are talking to the crew to figure out what to do next, which can be QUITE boring after the third or fourth time.

**Overall: 7**



## Air Cavalry

### Super NES Review

**Size:**  
16 Megabit

**Style:**  
1 or 2-Player  
Helicopter Simulator

**Special Features:**  
3 Theaters of Operation,  
Mode 7, Multiple  
Helicopters to Control,  
Split Screen Two-Player

**Created by:**  
Sinergistic  
for Cybersoft/GameTek

**Available:**  
Now for Super Nintendo

**Overall: 4**

In Air Cavalry, you'll be taking control of some of the most lethal helicopters the military has to offer. Each mission consists of destroying a certain number of targets, destroying a specific target, or doing a commando pick-up/drop-off. As far as helicopter sims go, this one is pretty weak. The terrain is completely flat. Every enemy is in plain sight, and can fire at you as soon as you can fire at it. In addition, there is no overhead map to look at or any sort of indicator that points out your next target. Basically, you fly around until you find what you're looking for and hope you can destroy everything before it destroys you. Snooze...



## Earthworm Jim

### Game Gear Preview

**Size:**  
4 Megabit

**Style:**  
1-Player Action/Platform

**Special Features**  
Whipping Head,  
Gun Power-Ups,  
and Many of the Levels  
from the Original Cart

**Created by:**  
Shiny Entertainment  
for Playmates

**Available:**  
Now for Game Gear

It's about time the world's most popular worm went portable. The annelid that took the Genesis by storm has been translated onto your Game Gear. Almost all of your favorite levels are here, including, but not limited to, What the Heck, For Pete's Sake, and Snot a Problem. The graphics on the small Game Gear screen are very impressive, with bright clear colors. It will be hard, however, to emulate the fantastic play control present on the Genesis version as you've only got two buttons to work with. With a little work, EWJ could shape up to be a very nice game for the Game Gear.



# ETERNAL CHAMPIONS

Challenge from the Dark Side

## Play to Perfection:

A GAME MONGER'S STRATEGY GUIDE

In our continuing saga to bring you the dark secrets to Eternal Champions CD, this installment introduces two hidden characters. We'll also give you the rest of the Vendettas and a glimpse at some more nasty Cinekills.



1



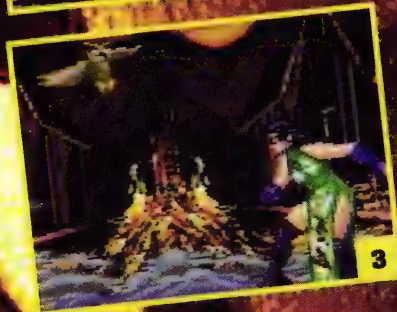
2

### Hooter



HIDDEN CHARACTER

- 1) Horizontal - Back, Toward + Z
- 2) Spin Upper - QCT + Z
- 3) Retract - QCB + A
- 4) Horizontal Up - Back, Toward + Y + Z
- 5) Horizontal Down - Back, Toward + B + C
- 6) Head Butt - (close) Toward + Y + Z



3



6

### Vendettas

To refresh your memory, Vendettas can be executed in the deciding round when your opponent has less than 33% health AND is stunned. Note: Ramses III and Larcen's Vendettas have been changed slightly since the printing of the April issue of GI.



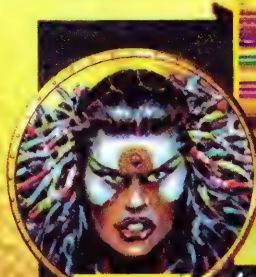
(close) Toward, Down, Back, Back, C



Xavier



Slash



Raven



(any range) Back, Toward, Back, Toward, Y



(close) Down, Toward, Down, Toward, B

**LEGEND**

Special moves require inner strength.  
Skill moves can be done at any time.  
Charge means hold down the buttons until the move works.

QCT is a quarter circle toward starting from down and going towards your opponent.

QCB is a quarter circle back starting from down and going away from your opponent.

Charge Back, Towards + B would mean hold back for 2 seconds, then push forward and B.

**Zuni**

**HIDDEN CHARACTER**



- 1) Cross Over 1 - (close) QCT + B
- 2) Cross Over 2 - (close) QCT + C
- 3) Banana - Back, Toward + Y
- 4) Coconut - Back, Toward + Z
- 5) Face Slash - (close) QCT + Z



**Riptide**



(close) Toward, Down, Down, Back, B



**Jetta**

(any range) Down, Down, Toward, Down, A



**Overkill!**



**Midnight**

(close) Down, Toward, Toward, Down, C

**Blade**

(close) Back, Down, Toward, Toward, X

**Larcen**

(close) Toward, Toward, Toward, Down, Z

**Ramses III**

(close) Down, Down, Down, Toward, B

On Midnight's stage the loosing character should be under the Danger or Auto Destruct sign, facing away from the center. Use a strong attack to deliver the final blow.

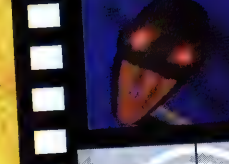
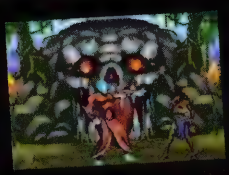
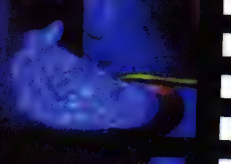
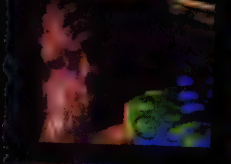
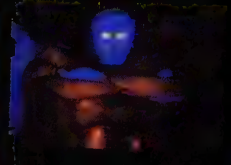
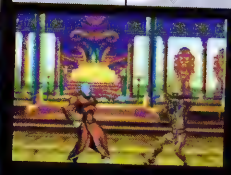
# Cinekills

## RAMSES III

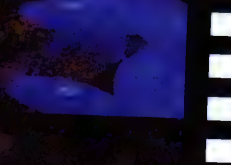
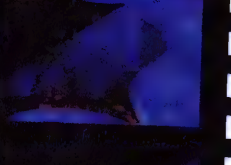
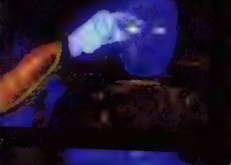
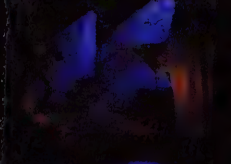
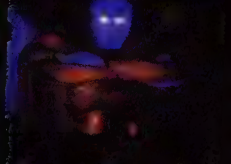
## BLADE



## R.A.X.



## RAVEN









### X-Men 2: Clone Wars - Genesis

With the recent clone wars going on, the X-Men are going to need a lot of help. The GI staff managed to scarf up an exciting code for this intense action game. For a level select, pause the game at any time and hit Left + C, Up, Up, Left, Down, Down, Right, C and unpause. Now pause the game again and hit Right + C to gain a level, and Left + C to change the character. If this is done correctly, you will be rewarded with a sound.

*"Terry the OranguTang"*  
Redwood City, CA

### X-Men 2: Clone Wars - Genesis

Whoa, two X-Men 2 codes in one issue! This code is for invincibility. Pause the game and hit Up + B, Up, Right, Down, Up, Right, Down, Down, Up, B and then unpause. Now hit pause again and enter Up + B to activate the code.

*"Terry the OranguTang"*  
Redwood City, CA

### Boogerman - Genesis

This is boogorama at its best! Take the fight to the last level with this intense code!

#### Last Level -

Puss Creature, Abdominal Sewer Man, Boogerman, Miner Goblin

*P.J. Windel*  
Wall, NJ



### Star Wars Arcade - 32X

Jump into your X-Wing and fasten your seat belt! Here's a great code for this 32X space blaster. To disable the timer, pause the game and press down, B, B, Up, Right, Left. If this is done correctly your reward will be a yah-hoo! However, for some reason this code only works with a 6-Button controller.

*Dave Dahms*  
Wackesha, WI

# HELPFUL HINTS

# SECRET ACCESS

## PASSWORDS · CODES



### Brutal - Soga CD

Ahh, there's nothing more fun than beating the tar out of cute little animals. All the codes listed below are for Dali Llama. Enter them at the password feature of the game.

AJBAAEAAACEDXB  
AKBALAAACEE3B  
AJJBAAACESP

*Mike Moirano*  
Chicago, IL

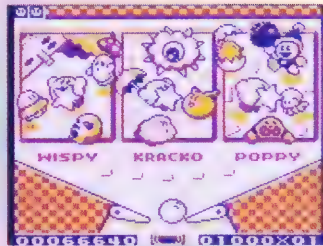


### Demolition Man - 3DO

Hey, what's a shooter game without blood!? At the title screen press the R button and move the direction pad 360° counter clockwise. If this is done correctly, blood will splatter across the title screen. Enjoy the gore! And as an added bonus, here are some of the level codes!

Stage 1 - GQ7PH2W6K  
Stage 2 - G3PDH6H9P  
Stage 3 - BMTLHXCWZ  
Stage 4 - K76NK253D  
Stage 5 - J8JN13BM2  
Stage 6 - K8PN13BRL  
Stage 7 - QFPSHVLFG  
Stage 8 - 83PDH6ZJT  
Stage 9 - DJ43G2G55  
Stage 11 - 91X6C2G8H  
Stage 13 - P8TN1282P  
Stage 14 - 4W1DC2KSH

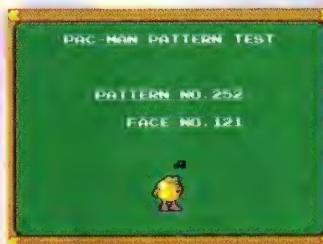
*Omari Washington*  
Jamaica, NY



### Kirby's Pinball Land - Game Boy

Here's a couple of codes for Nintendo's adorable little cream puff. At the title screen press and hold Left + B and Select until the high scores screen appears. If a white cat walks across the screen you've done it correctly. Now start a new game. No matter what level you are on, you will play the bonus levels instead of the norm. And if the game is a little too tough, here is a code that sends you directly to the bosses. Once again at the title screen press and hold Right + B and Select until the high score screen appears. Now if a black cat walks across the screen the code was entered correctly. Start a new game and enjoy!

*Bobby T. Nelson*  
Northfield, MN

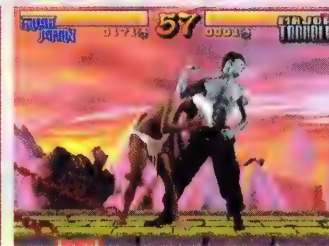


### Pac-Man 2 - SNES

Hey it's Pac-Man! Here are a couple of pretty cool codes for everybody's favorite pebble muncher. Enter them at the password screen.

Sound Test - BGMQRST  
Pattern Test - PCMNPTT

*Jerry Thor*  
Chicago, IL



### Way of the Warrior - 3DO

This CD has enough blood and gore to make any Rambo flick look like a Saturday morning cartoon. Here is a handful of different codes for this intense fighting CD. All the codes listed below are entered into the Names section of the game. For example, to access Major Trouble input Bad Boy as your name and February 4, 1927 as your date. Go to Game option and pick the Versus Mode. Then, when the character select screen appears, move your cursor to the lower right hand corner of the screen (next to Crimson) and pick the secret character.

### Hidden Characters

#### Gulab Jamun

Gulab - February 29, 1900

#### Black Dragon

Wyvern - March 9, 1927

#### Kull

A Gavin - June 11, 1970

#### High Abbot

J Rubin - January 6, 1970

#### Voodoo

Evil - June 6, 1966

#### Major Trouble

Bad Boy - February 4, 1908

### Hidden Levels

#### Naughty Dog Alley

Life Meter Battle - April 16, 1964

#### The Garden

Taj Mahal - January 1, 1901

#### Weird Speed World

Speed - August 8, 1980

*"The Rhino"*  
Toledo, OH

### Pitfall:

### The Mayan Adventure - SNES

Pack your bags and get ready for the adventure of your life! Travel through swamp infested jungles and fight off the killer crocs, or just enter this level select code and go right to the last level. At the title screen, enter in X, Select, A, Select, Y, A, X, and Select. If this code is entered correctly the name of the level will appear under the logo. Use the R and L buttons to change your level.

*Alon Machnai*  
Forest Hills, NY

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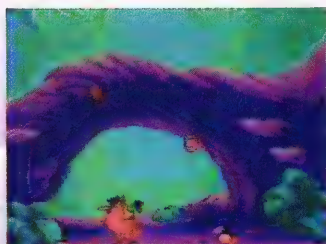
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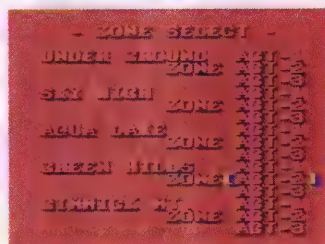
**OUR GAMES BLOW EVERYBODY ELSE'S AWAY!**



### The Lion King – Game Gear

In order to get this hidden cheat mode to work, your key commands have to be very precise, so read carefully. All right, turn on the game and quickly press this combination: Up, Down, Left, Right. Keep doing this combination until the Disney Interactive Screen appears. If this is done correctly you will hear Simba munching on an insect. Start a new game and the hidden options are at your disposal.

Rashad Lloyd  
Orange, NJ



### Sonic the Hedgehog 2 – Game Gear

This code may take a few tries to get down, so don't get too frustrated with it. At the title screen hold this combination; Down/Left and both buttons. Now look for Tails to wink three times. Right after the third wink, when the eye is closed, hit the Start button. Continue to hold down this combination until the stage select appears.

Lee Hiebing  
Sheboygan, WI



### Clayfighter 2: Judgment Clay – SNES

Cool! More clay characters to play with! While you are on the Game Select screen, enter in one of the codes below for the character you would like to use. For example, if you would like to use Spike, go to the game select screen and hold the R Button, then press X, B, B, A, Y, Left and A. If you do this correctly, Spike will appear in the character match-up screen.

#### Spike

Hold R then press X, B, B, A, Y, Left and A

#### Peelgood

Hold Down and Left then press B, Y, Y, A and Y

#### Thunder

Hold Up and Left then press Y, B, X, B, B, X and A

#### Butch

Hold L then press X, R, A, X, R and R

#### Sarge

Hold X then press L, L, Up, Down, Left and Down

#### Jack

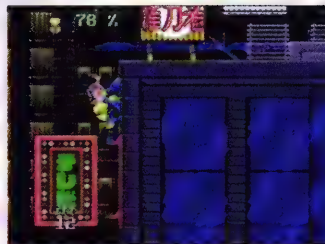
Hold Up then press A, A, R, R, Y, A

#### Ice

Hold B then press Up, L, L, L, Right

#### Slyck

Hold Y then press L, L, Up, Left and R  
"Sir Timothy"  
Ellsworth, WI



### Wolverine: Adamantium Rage – SNES

This is high powered mutant madness at its best! Use Wolverine's mutant genes and put an end to the evil plot brought forth by Fugue and his gang of evildoers. Quickly, turn on your SNES and end this madness!

#### Level 1:

Iceman/Storm/  
Psylocke/Storm

#### Level 2:

Psylocke/Cyclops/  
Storm/Iceman

#### Level 3:

Professor X/Colossus/  
Psylocke/Psylocke

#### Level 4:

Bishop/Bishop/  
Colossus/Storm

#### Level 5:

Iceman/Cyclops/  
Psylocke/Colossus

#### Level 6:

Colossus/Professor X/  
Psylocke/Iceman

#### Level 7:

Professor X/Storm/  
Iceman/Psylocke

#### Level 8:

Nightcrawler/Colossus/  
Storm/Psylocke

#### Level 9:

Colossus/Nightcrawler/  
Cyclops/Storm

#### Level 10:

Storm/Colossus/  
Bishop/Professor X

#### Level 11:

Nightcrawler/Professor X/  
Cyclops/Colossus

Whitby T. Wise  
Richardson, TX



### Aladdin – SNES

Yo Dudes! Check out these bodacious Aladdin codes. Enter these codes at the password section of the game.

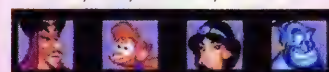
#### Level 2 -

Genie, Abu, Aladdin, Sultan



#### Level 3 -

Jafar, Abu, Jasmine, Genie



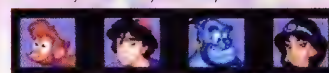
#### Level 4 -

Genie, Jafar, Aladdin, Abu



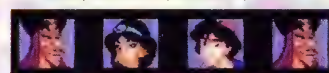
#### Level 5 -

Abu, Aladdin, Genie, Jasmine



#### Level 6 -

Jafar, Jasmine, Aladdin, Jafar



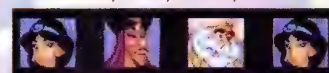
#### Final Battle -

Aladdin, Jasmine, Abu, Sultan



#### Bonus Level -

Jasmine, Jafar, Sultan, Jasmine



Kevin Hernandez  
Uniondale, NY

### Samurai Shodown – SNES

Here's a code that will allow you to play as the fearsome Amakusa! At the Takara logo screen press and hold A, Y, X, and then hit B. If this is done correctly you will hear a voice sample from Amakusa. Now enter into either the Versus mode or the Countdown. Once you are at the character select screen press L and R at the same time. Amakusa should appear on your screen!

"J and the Chain Gang"  
Memphis, TN

### Off-World Interceptor – 300

This code is everybody's dream. To get \$9,999,900 go to the options screen and move down to sound. Hit A, B, C six times then hit the L button. If this is done correctly you will hear an engine rev! Now return to the main menu and pick either the Story or Arcade mode.

"The VidMan"  
Minneapolis, MN

## Code of the Month!

### The Tick – SNES

Throw on your blue tights and enter the wonderful world of the Tick! Here is a stage select that is pretty easy to access. First off, go into the options screen. Set the lives meter at 7, continues at 4, and Arthur's at 2. Now set the sound test option to Teleport. Leave the options screen and start the game. To get the cheat to work press pause and hit Select. "Spoon!"

Jim E. Middleton  
Marne, MI



## Dragon's Lair – 3DO/Sega CD



Here are all the button movements for this exciting game. Obviously, you will still have to figure out the timing of when to use the button movement, but at least you now know what buttons to press. As you've probably already noticed, Dragon's Lair uses a scene randomizer. The scenes below are not in any kind of order. Pause the game and find what scene you are on, then memorize the movements for that level. This is a good tactic to use. Also, the movements that are grouped are used for one specific danger and may require faster movements.

**The Drawbridge** - Fire, Up  
**Three Doors** - Right  
**Tentacle Room** -  
 Fire, Right, Down, Left, Up  
**Striped Snake Room** -  
 Fire, Fire, Right  
**Pool of Water** - Left, Up, Right, Up,  
 Left, Up, Fire, Up  
**The Goons** - Fire, Right, Up, Fire, Up  
**Staircase/Ramp** - Left, Fire, Left, Left  
**Furnace Room** -  
 Fire, Fire, Fire, Left, Fire

**Two Turning Paddles** -  
 Up, Fire, Down, Up  
**Chest & Bedroom** - Up  
**Ceiling Trapdoor Room** -  
 Right, Down, Up, Left, Left  
**Mechanical Horse** -  
 (Right, Left, Right, Left), Left  
**Huge Knight Tiled Room** -  
 (Right, Left, Up, Left, Right, Left,  
 Right), (Fire, Fire)  
**Corridor with Six Doors** -  
 Up, Fire, Up, Fire, Left, Fire  
**Wooden Bridge & Bats** -  
 Up, Up, Down, Fire, Right, Right  
**Spiral Staircase & Big Bat** -  
 Fire, Left, Left, (Fire, Left)  
**Frog King** - Left, (Right x5), Up, Fire,  
 (Left, Right, Down, Fire)  
**Drink Me** - Right  
**Small Tiled Room** - Down, Up, Left  
**Throne Room** -  
 (Right, Up, Right), Right  
**Caverns with Ooze** - (Up x4),  
 (Right, Left, Right, Left), Right  
**Lava Room** - Fire (Up x7)  
**Skeleton Room** -  
 Left, Left, Right, Right  
**Colored Balls** - (Down x6), Up  
**Yellow Liquid & Pot Room** -  
 Up, Fire, Fire, Right  
**Fire & Ice Room** - Up, Up, Left  
**Dragon's Lair** - Up, Left, Left, Right,  
 (Down, Down, Left), Up, Down,  
 Right, Fire, Fire, Left, Fire

"The Hitman"  
 Brooklyn Center, MN

## NBA Live '95 – Genesis

All right! Here's your chance to stop time and blow by your competition. Start a game (it doesn't matter what kind) and get the ball. Once you have the ball hold the A button, then hit Start. Doing this correctly will freeze all the players besides you!

"Thomas the Tooth"  
 Hollywood, CA



## Vortex – SNES

How would you like to be invincible? You'd like that wouldn't you? All you have to do is enter these codes below at the password feature of the game.

**Infinite lives** - JTTSJ  
**Level Skip** - CTGXF  
**Invincibility** - HVZSM  
**Infinite Ammo** - WSVTQ

"Code Breaker"  
 Cambria Heights, NY

## Club Drive – Jaguar

Wow, it's a Jaguar game! Yes, there are more than five now. Start the game and go to the World Select screen, make sure that your cursor is on the World area. Then hit the B button. Now to get the hidden world hold button 4, then hit button 2. Hit B again and "Planet Todd" should appear.

"The Eradicator"  
 Phoenix, AZ



## Mega Man X 2 – SNES

Here's a trick that allows Mega Man X to do a mighty Dragon Punch. First of all, you must be maxed out in everything; all the weapons, eight heart tanks, four subtanks and nine lives. Make sure that all the weapons and tanks are at full energy. Now go into the boss stage, play up until the third level (Agile's stage). Part of the way through this stage there is an area where you can go down a ladder. However, there is also a ladder that is not reachable. This is the ladder you want to go up. To do this you have to crystallize one of the bats and jump off of it. Climb up the ladder and power up the fire weapon. Dash across the first set of spikes to the right, then quickly fall through and use the air dash across the next set of spikes to the left. Now pull over to the right side of the wall. Use your radar to find the hidden spot in the wall. If this is done correctly, Dr. Light's special surprise will be at your disposal. The Dragon Punch only works when Mega Man X's health bar is maxed out. This special move is performed in the same manner as Ken's Dragon Punch in Street Fighter II (→, ↓, ↘, and the fire button).

"Shiba-pet"  
 Sunnyvale, CA

## 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** ..... *Batman Returns*  
*Bram Stoker's Dracula*  
*Lagoon*  
*Liberty or Death*  
*Metal Marines*  
*Shaq-Fu*  
*Super Return of the Jedi*  
**Genesis** ..... *Crusader of Centy*  
*Ex-Mutants*  
*Mighty Morphin' Power Rangers*  
*Shining Force*  
*Shining Force II*  
*Shinobi III*  
*Star Trek: NG*  
*Warrior of Rome II*  
**Sega CD** ..... *Sewer Shark*  
*Sonic CD*  
*Mighty Morphin' Power Rangers*  
**Game Boy** .... *Bionic Commando*  
*Robocop*

### Send To:

Access & Allies  
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## 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.

### Super NES:

ASCIIPAD,  
 SUPER ADVANTAGE,  
 FIGHTER STICK SN

### Genesis:

ASCIIPAD SG,  
 SUPER ADVANTAGE SG-6,  
 FIGHTER STICK SN SG-6

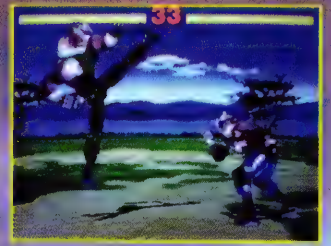
All runners-up will receive a Game Informer Secret Access T-Shirt to compliment their wardrobe.

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# TEKKEN

ARCADE  
BRIGADE



By Ryan MacDonald

The recent trend in 3D modeling has taken a turn for the better with Tekken, an amazing new fighting game from Namco. Tekken takes 3D fighting to a new plateau with graceful moves and fluid, lifelike animation that makes you feel as though the action is real and right in front of you.

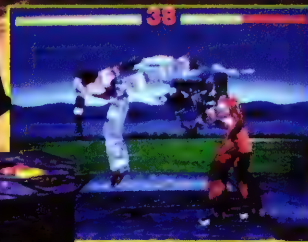
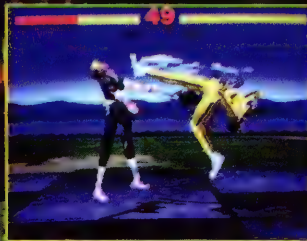
There are eight very unique characters to choose from, including Kazuya, Paul, Yoshimitsu, Nina, Jack, Michelle, King and (my favorite) Law. The player control is amazingly tight, with a well designed button configuration that is simply four buttons; right punch, left punch, right kick, left kick. However, this basic configuration makes it very easy to pull off combos.

At first glance, Tekken looks and plays just like the Virtua Fighter series from Sega. But after playing Tekken for a while, you'll soon realize how limited Virtua Fighter is when compared to the gameplay and strategy of Tekken. Typically in Virtua Fighter, every match is a constant barrage of punches with almost little or no variety. But in Tekken, you can start off with a quick non-stop attack to keep your opponent off balance, or stay back and wait for your opponent to come at you, so you pick him or her apart when they step into range. The key to understanding this complex combo system

is to have a keen understanding of not only your character's range of kicks and punches, but of your opponent's as well.

This game features a lot of attacks and counters; using them correctly will enable you to move in and attack and retreat without taking a punch. Of course, like most fighting games you can hit your opponent while he or she is down by tackling them as they try to stand, or sliding into their feet. Although the use of such moves might not sound like an honorable way to fight, it may be the difference between victory and defeat.

Overall, even though this game doesn't have any flashy attacks such as fireballs and shadow kicks, it does feature other, more realistic moves, like amazing throws, killer elbows, and heart-stopping combos. The graphics are 3D modeled, which do not look too pleasing to some, but the lifelike movement that it allows more than makes up for the appearance. The sound is unbelievably realistic. At times, you can hear bones pop as you pound your opponents (or get pounded). Plus, during each match the combatants gradually show the wear and tear of battle with visible bruises and bloody scratches on their backs and faces. Not since MK2 have I wanted to play a game at the arcade this constantly. I highly recommend checking this one out.

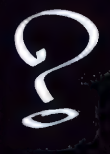


**TRAINING  
CARD**  
Check out Trading Card #12  
for Moves to Tekken



One has to  
pay dearly for  
immortality;  
one has to die  
several times  
while one  
is still alive.

-Nietzsche



MK3. The Arcade Game.

# GAME GENIE SWAP SHOP

## All Points ... Bulletin...

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

### SNES

Contra III  
Out to Lunch  
NBA Jam: TE  
Return of the Jedi  
Harley's Humongous Adventure  
The Adventures of Batman & Robin  
Paladdin's Quest  
Super Metroid  
Shadowrun  
Sengoku

### Genesis

Ristar  
After Burner II  
Decap Attack  
Crusader of Centy  
Mighty Morphin' Power Rangers  
Frankenstein  
NBA Jam: TE  
Shadowrun  
Greendog

### Game Gear

Paperboy II  
NBA Jam: TE  
World Series Baseball  
Rise of the Robots  
Shining Force  
Talespin

### Game Boy

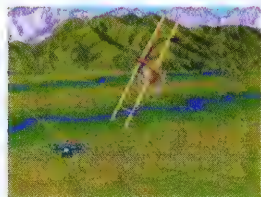
Star Wars  
Last Action Hero  
Hyper Load Runner  
TMNT: Fall of the Foot Clan  
Zelda: Link's Awakening  
Ultima: Runes of Virtue

### Nintendo

Rygar  
Blaster Master  
Dragon Warrior  
Star Tropics

Send your Game Genie code requests to:

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



**Wings 2: Aces High - SNES**  
828A-040B  
Infinite lives  
C2C6-DDD8  
Infinite power-ups

"The Rhino"  
Toledo, OH

### Wolverine: Adamantium Rage - Genesis

83VT-B97L  
Super jump  
ATKA-AA9C  
Infinite lives  
JAHT-BAQ4  
Health increases 8% every few seconds  
NVDA-2AFE  
Health pick-ups add 100% to energy  
A25A-AABG  
Almost invincible

Clint Walters  
Eden Prairie, MN



### Contra: Hard Corps - Genesis

AJVA-CA8Y  
Infinite bombs  
RERT-C6X4  
Infinite lives  
RHVA-A6WR  
Invincibility  
H96A-AAE6  
Start with all weapons

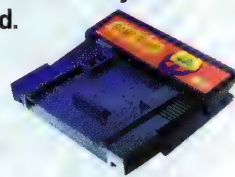
Albert Cook  
Rockville, MD

## Win A Game Genie of Your Choice!

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



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



## Helpful Codes From Our Readers:



### Super Mario Bros. 3 - Nintendo

ELKZYVEK  
Super jump  
SXEZSKOZ  
Walk on air  
YEUZUGAA  
Start on world 8  
XUKXGLIE  
Start and stay as big Mario  
NXXKGLIE  
Start and stay as raccoon Mario  
SLXPLOVS  
Infinite lives  
AANZKLLA  
Raise power-up meter while standing  
YPXXLVGE  
Mario can reuse items  
OUKXGLIE  
Start and stay as frog Mario

Joseph Piptone  
Staten Island, NY

### Simpsons: Escape From Camp Deadly - Game Boy

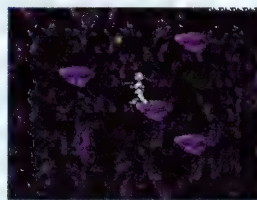
014-B7F-E62  
Start with 2 lives  
054-B7F-E62  
Start with 6 lives  
094-B7F-E62  
Start with 10 lives  
00D-DCD-E6E  
Infinite lives  
007-F9F-19E  
No loss of chocolate candy

"The Eradicator"  
Phoenix, AZ

### Wolfenstein 3D - SNES

C228-7764  
Infinite lives  
C28D-7D0F  
Infinite ammo

Joseph Park  
Flushing, NY



### Star Wars - Nintendo

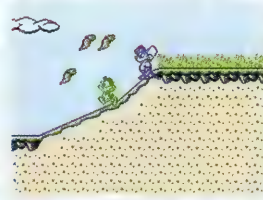
AAXAGAZA  
Start with one life  
IAXAGAZA  
Start with 6 lives  
AAXAGAZE  
Start with 9 lives  
GZSYLSO  
Immune to spikes  
SLVUYNOS  
Immune to most bullets  
GXNUZIST + SLKLYVSO  
Immune to most collisions  
AAKLUGAX  
Less life on energy pick-ups  
ZEOKOIPA + ZEKXIPA  
Always running

Eric Vincent  
Crystal Lake, IL

### The Jungle Book - SNES

C2CC-4704  
Infinite lives  
DD6F-4DD4  
Infinite weapons  
ECCA-3DA4  
Mega-jump

Shaun Hutching  
Gaith, MD



### Tiny Toon Adventures - Nintendo

AAXKUYZA  
Start with 1 life  
IAXKUYZA  
Start with 6 lives  
AAXKUYZE  
Start with 9 lives  
AEXZNZZA  
1 life after continue  
IEXZNZZA  
6 lives after continue  
AEXZNZZE  
9 lives after continue  
YYIXXLU  
Slow down timer  
YPXIXXLU  
Speed up timer  
SZOOSVVK  
Infinite energy after collecting 1 heart  
SZNOUNVK  
Infinite lives  
AEEPPYPA  
Pick up more hearts

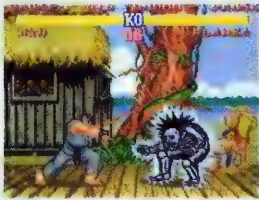
Kelvin Taylor  
Chicago, IL

### Super Valis IV - SNES

042C-ADD7  
Adds easy mode to the options screen  
DD66-A7A7  
Infinite usage for any special attack  
F684-0F0D  
Heart is worth more  
C2AA-0DAF  
Protection from most enemy attacks

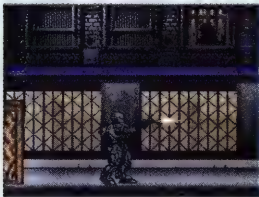
"The Rhino"  
Toledo, OH





### Street Fighter II - SNES

**4DC6-6493**  
Championship Mode on  
**EDBE-0F09**  
Dizziness wears off quickly  
**DF80-AD64**  
Win 1 bout to win match  
**FD62-672A**  
10 seconds per battle  
**4536-D46D**  
Gives Ryu electric fireballs  
Zachary "Kid GI" Vargas  
Bridgewater, NJ



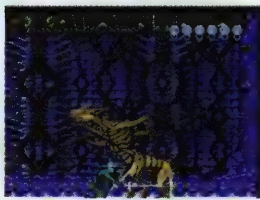
### Robocop Vs. Terminator - SNES

**DD37-C407**  
Higher jumps  
**FD64-446F**  
Only have to kill 10  
terminators in 3D stage  
**DE60-4460**  
Start with pistol power-up  
**7D66-1F00**  
Start with plasma power-up  
**DDBE-0D05**  
Infinite lives  
Nicholas S. Sanchez  
Richmond Hill, NY

### The Incredible Crash Dummies - Game Gear

**01C-40F-F7E**  
Start with 1 life  
**03C-40F-F7E**  
Start with 3 lives  
**07C-40F-F7E**  
Start with 7 lives  
**00F-45F-19E**  
Infinite lives  
**3EC-29F-082 + 042-2AF-E62 + 00C-2BF-E69**  
Start on day 5

"Vidman"  
Upton, MN



### Chakan: The Forever Man - Genesis

**AKZA-TA7L**  
Protection from most hits  
**AB3A-TCF2**  
Invincibility lasts longer  
**BB3A-TAF2**  
Invincibility does not last as long  
**RLGA-TA4C**  
Invincibility  
**ALJA-WA74**  
Using alchemy does not use potions  
**POAT-XTVR**  
Start with 4 blue potions  
**POAT-XTVW**  
Start with 4 green potions  
**POAT-XTVO**  
Start with 4 red potions  
**POAT-XTV4**  
Start with 4 clear potions  
**RGJA-W600**  
Super Jump  
**ACGT-VE7W**  
Infinite time  
**RGRT-W6TG**  
Scythe is always available  
**RGRA-W604**  
Grappling hook is always available  
**RGRA-W61N**  
Battering mallet is always available  
**RGRT-W6T6**  
Battle axe is always available

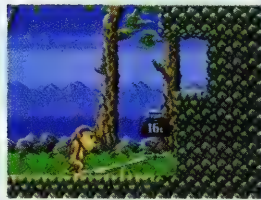
Ronald Morton  
Hamilton, NJ



### World Series Baseball - Genesis

**HENA-DAYN**  
Player 1 starts with 8 runs  
**HENA-DAZE**  
Player 2 starts with 8 runs  
**AKDB-CA7A**  
Infinite outs  
**A7DB-CABA**  
It takes seven strikes to K

Ian Stephens  
St. Albans, NY



### Toki: Going Ape Spit - Genesis

**ATWT-CA88**  
Infinite lives  
**BC3T-AA4T**  
Infinite credits  
**AATT-CA44**  
Infinite time in each level  
**A2VT-CA74**  
Don't lose extra energy spit balls after dying  
**A11A-CCD6**  
Every piece of food gives an extra life

Tracy Williams  
Chicago, IL

### Risky Woods - Genesis

**RHST-26WY**  
Master code (must be entered)  
**CA8A-JA8G**  
Start on stage 2  
**EJ8A-JA8G**  
Start on stage 3  
**GT8A-JA8G**  
Start on stage 4  
**J28A-JA8G**  
Start on stage 5  
**MA8A-JA8G**  
Start on stage 6  
**PJ8A-JA8G**  
Start on stage 7  
**ST8A-JA8G**  
Start on stage 8  
**V28A-JAGJ + AA8A-JA8G**  
Start on stage 9  
**2T8A-JAGJ + AA8A-JA8G**  
Start on stage 12  
**PY8A-JACN**  
Start with 10 lives  
**AWYA-0A6G**  
Use skull without losing it  
**A0ZT-2AD4**  
Link prize worth 5 links instead of 1  
**BE8A-JAB4 + ST8A-KGK2 + ST8A-K736**  
Start with 9 skulls  
**EY8A-JACA + ST8A-KGK8 + 0T8A-K74C**  
Start with 25 links  
**AVLT-0A2W**  
Infinite time

"Virtua Gap Boy"  
Minneapolis, MN

## Exclusive Codes from Galoob

### Superman - Genesis

**BVPA-AA48**  
Infinite power  
**BDFA-AA2R**  
Infinite continues  
**AJ2A-AAAC**  
Start with 1 continue  
**AY2A-AAAC**  
Start with 4 continues  
**A62A-AAAC**  
Start with 6 continues  
**BJ2A-AAAC**  
Start with 9 continues  
**B62A-AAAC**  
Start with 15 continues  
**CT2A-AAAC**  
Start with 19 continues  
**AE2A-AAB4**  
Start in the middle of Stage 1  
**AJ2A-AAB4**  
Start on Stage 2  
**AN2A-AAB4**  
Start in the middle of Stage 2  
**AT2A-AAB4**  
Start on Stage 3  
**AY2A-AAB4**  
Start in the middle of Stage 3  
**A22A-AAB4**  
Start on Stage 4  
**A62A-AAB4**  
Start on Stage 5  
**BJ2A-AAB4**  
Start in the middle of Stage 5  
**AB5T-AAFJ**  
Play without heat vision energy recharge

### Dream TV - SNES

**8FA6-3DA8 + 8FAA-3FA8**  
Almost infinite energy  
**DDCE-C7DC**  
Infinite lives  
**8F23-3768**  
Monsters take only 1 hit to kill  
**D6B8-1F04**  
Start with 8 lives

### Adventure Island - Game Boy

**098-5FF-E66**  
Start with 10 lives  
**00A-C88-3BE**  
Infinite lives  
**078-64F-E6E**  
Watch romantic clips

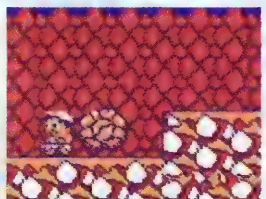
"Egghead"  
Minneapolis, MN

### Sword of Vermilion - Genesis

**LDPT-DE5T**  
Start a new game with 80 MP  
**LDPA-DE8T**  
Start a new game with 80 LUK  
**LDPT-DE4J**  
Start a new game with 80 INT  
**ADGT-EAHE**  
Blade gives you 0 Kim  
**ADGT-EWHE**  
Blade gives you 900 Kim  
**ADGT-FBHE**  
Blade gives you 9,000 Kim  
**BHGT-EAHC**  
Blade gives you 90,200 Kim  
**AAVT-EAG6**  
Leather armor costs nothing  
**AAVT-EAHA**  
Bronze armor costs nothing  
**AAWA-EAAC**  
Metal armor costs nothing  
**AAWA-EAAG**  
Scale armor costs nothing  
**ROAT-A6ZA**  
Invincibility against most enemies  
**AAVT-EAAN**  
Ferro's magic spell book costs nothing  
**AAWA-EAC8**  
Platinum sword costs 4,800 instead of 14,800  
**REXA-A60L**  
Increase exp. faster

### Star Trek: The Next Generation - Nintendo

**OUXTPYOP**  
All systems are immune to damage (shields down)  
**SXUVTNSE**  
Shields are immune to damage (shields up)  
**ZKNVLEZE**  
Enemy does less damage  
**GVNZOZIT**  
Star date does not advance



# 1st and 32X

Score with this season's QB and team attributes!



ADVANCED PASSING: CAMERA ADJUSTS FOR 80 YARDS OF VIEWABLE FIELD!



HEAT UP THE RUNNING GAME WITH IN-YOUR-FACE PERSPECTIVES!

# NFL QUARTERBACK CLUB



STATE-OF-THE-ART GRAPHICS WITH OVER 32,000 COLORS!



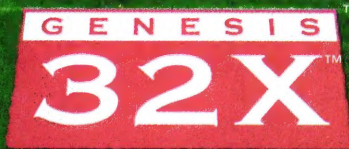
OVER 430 OFFENSIVE, DEFENSIVE AND QB SIGNATURE PLAYS!



CELEBRATIONS!



HIGH STEPS!



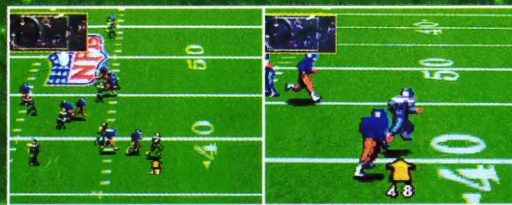
SACKS!



DEFLECTIONS!



COMPREHENSIVE GAME STATS AND SEASON SAVE FEATURE!



ULTRA SMOOTH-CAM REPLAY WITH SUPER ZOOM AND VIEW OPTIONS!



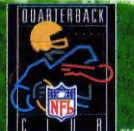
VARIABLE FIELD AND WEATHER CONDITIONS!

'94 SEASON QB AND TEAM ATTRIBUTES

It's 1st and 32X. Update your gridiron action with NFL™ Quarterback Club™, the 1st and only way to play football on the 32X™ — complete with the most up-to-date QB and team attributes of any game!

All new advanced passing gives you 80 yards of viewable field to hit the open man, multi-view perspectives heat up the running game with in-your-face action and the exclusive Smooth-Cam delivers the most advanced instant replay from virtually any angle.

NFL™ Quarterback Club™ on 32X™ ... REAL FOOTBALL FOR REAL PLAYERS!



# Requires Great Skull.

## Try Mario's Picross.

How to reveal the hidden picture: There are 15 blocks on each row and column. Determine which block to darken by figuring out clues from the numbers. Numbers above the column are read from top-to-bottom. Numbers to the left of the rows are read from left-to-right.

Each individual number tells you how many consecutive squares need to be darkened. If there is more than one number, there will be at least one blank square between each darkened area. If you have figured out that a square should not be darkened, mark it with an "x."

See if you have the head for Mario's Picross™.

The unique new puzzle game that's as challenging as Tetris®.

Use clues and numbers to uncover the hidden picture.

It's the ultimate exercise

This is one of over 250

on Game Boy® and Super

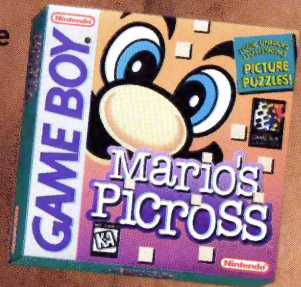
Picross. Do you have what

for your brain.

puzzles you'll find

Game Boy®. Mario's

it takes?



Play it Loud





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