

Game Informer

MAGAZINE



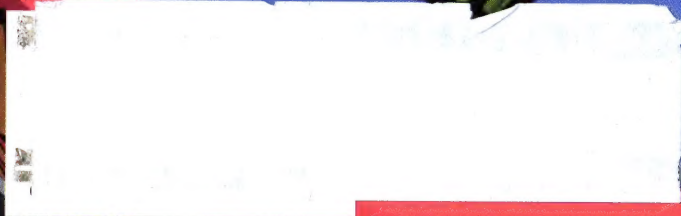
MORTAL KOMBAT 3
MOVES TO
KILL FOR
Pg. 53

June 1995
Vol. V • Issue 6 • #26

Daytona USA
Sega's Arcade Racer
Comes Home

System Wars
Specs, Pictures, and
Inside Information On
The U.S. Saturn, PS-X,
M2 Accelerator, and
Jag CD

Plus:
Panzer Dragoon, Kirby's
Dreamland 2, and Bass
Master's Classic



NIGHTWARRIORS
Darkstalkers
Revenge
**Hits the
Arcades!**



1+2=32X



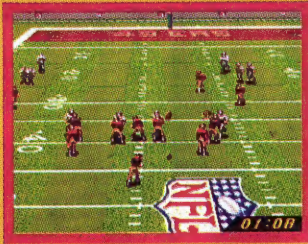
Push your Sega

1



2





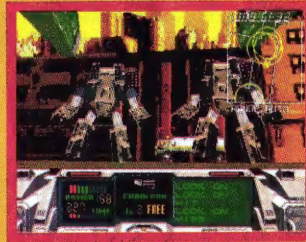
Acclaim's® NFL™
Quarterback Club™



Sega's Knuckles Chaotix™

Genesis™ to the X-treme!

You've already got the coolest



Sega's Metal Head™

16-bit videogaming

system ever, right?

Now take the next

step up to the

universe of 32X™,



Id's Doom™ by Sega

the only 32-bit upgrade for the Sega™ Genesis™ system.

It's real arcade quality



"What are you waiting for?
Make the connection!"

gaming without having to

re-build your system

from scratch. Faster action.

Eye-hammering graphics.

And an endless stream of

the hottest new games as only Sega™ can bring them

to you.



Mortal Kombat®II by Acclaim®

And if 32X™ can do this for



Digital Picture's Slam City
Starring Scottie Pippin™

your Sega™ Genesis™, imagine

what it could mean for your Sega CD™!

Sound X-citing? Then get out there and add it up for yourself!

Other Titles Coming Soon:

SEGA: VIRTUA FIGHTER™, X-Men™, Ratchet & Bolt™, Kolibri™, 32X-Treme™, Zaxxon's Motherbase 2000™, World Series Baseball™ and Prime Time NFL Football™ INTERPLAY: Casper™ and Star Trek® - Starfleet Academy™ TIME WARNER INTERACTIVE: RBI™ Baseball '95 and Primal Rage™ VIRGIN INTERACTIVE: The Adventures of Hollywood SPOT® ACCLAIM: NBA® Jam™-T. E. ELECTRONIC ARTS: Toughman Contest® and FIFA '96 US GOLD: Thunderhawk 2 ... AND MANY MORE!



SUPERMAN vs BATMAN

FLASH vs FLASH

AQUAMAN vs WONDER WOMAN

BATMAN vs FLASH

WONDER WOMAN vs BATMAN

SUPERMAN vs SUPERMAN

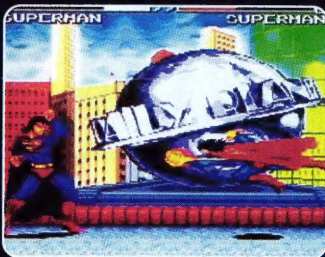
GREEN ARROW vs AQUAMAN

FLASH vs SUPERMAN

WONDER W



Batman™ vs. Batman™!?



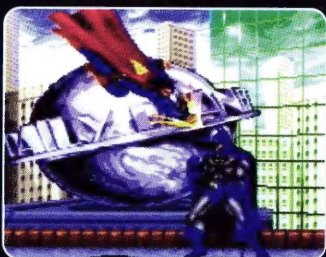
It's a bird. It's a plane. It's Superman™?!!!



Green Arrow's™ bow turns friend to foe!



Will Aquaman™ bash The Flash™?



The Man of Steel™ vs. the Dark Knight™!



Can anyone match The Flash's™ speed?



FOR THE FIRST TIME EVER!
THE JUSTICE LEAGUE™ FACES THEIR GREATEST ENEMY... THEMSELVES.



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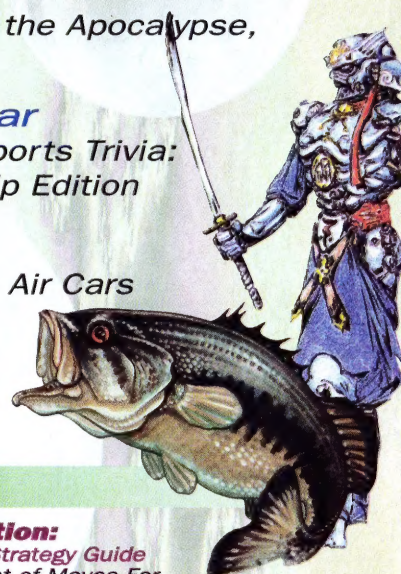
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Includes Exclusive Codes From Galoob



Fr. Buffer 256KB

VDP 1

Texture RAM 512KB

VDP 2

RAM 512KB

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Letter From the Editor

BY ANDREW MCNAMARA

Specs Do Not A Game Make!

As you turn through the pages of this issue, you will discover that we have a lot of pages devoted to the new systems and their upcoming games. However, there is one important thing to remember throughout this entire issue, and that is that the specifications and pictures for each system are a nice thing to look at, but they really don't mean anything when it comes down to how well a system plays games.

In other words, you cannot compare apples to oranges when it comes to video game systems. Look at the CD-ROM buffers on the upcoming PS-X and Saturn for example. The PS-X can hold 32Kb of information and the Sega Saturn's can hold 512Kb. Simple math shows that the Saturn's a better machine. But wait, how is each system designed? Did the designers of the PS-X only need 32Kb, or is it just a way to cut corners? Even more confusing, did the Saturn designers put in a bigger buffer because they had a shortcut somewhere else in the system design?

Who knows?! Those are some pretty serious questions, and the most unfortunate part is, you will never find the answers (unless you can get both design teams to give away their dark secrets).

Fortunately, there are answers to be found in the one place that good design pays off — software. For every new system that hits the market, there will be a number of featured titles that will give consumers, like you and me, an opportunity to see what each system can do. Check these games out, find the games you like, then, after you have played these games, go check out the non-featured titles. You know, find one of those lame games that have the cool box art, and are always available for rent. Rent one, play it, and check out how well it's designed. Do anything you can think of to give yourself a better idea of which system's games you like better, because in the end it won't be how many colors it displays or polygons it can move, but how many good games are available on the system.

For now, we do not have any more advice about the upcoming onslaught of systems. One thing is for certain; all of them are pretty cool and finally, for the first time in a long time, games are doing things we have never seen before. ■

The Reviewers "Gamers with a Grudge"



Andy

The Game Hombré

"I hate to say this, but there had better be a freakin' Ultra 64 here at E3 or I'm going to be seriously PO'ed. Otherwise, this issue was a real treat to do because we got to make fun of a lot of games and preview a lot of the new American systems. Anyway, check out the Sega Saturn pages and the Sony PlayStation stuff. Stay cool and hang loose! Oh yea, don't believe a word Paul says, I whoop him at every game we play!"

The Pro Player



Paul

"Having both Ridge Racer and Daytona USA has really touched off a battle in the GI office. I, a devoted Sega racing fan, had to pick Daytona. Andy, on the other hand, is a strong backer of RR. Come to think of it, Andy doesn't even know how to drive, let alone beat me in a race. Enough of that, I'll just declare myself the winner and continue my quest to rule the interactive realm."



Reiner

The Raging Gamer

"I might as well tell you this from the get go. The most embarrassing thing happened to me just a short while back. I was at a Gus show (punk rock), and I was having the time of my life, until I started slow dancing with the drummer's girlfriend. Before I knew it the entire crowd was slow dancing. There was only one thing left to do. Stage dive. Soon I was on the stage jamming out with Gus and I took the leap of faith. The crowd parted like Moses parted the Red Sea and I landed in a barren pit with people staring and pointing fingers at me. To this day, I still receive grief for my act of passion. I'm so embarrassed!"

The Video Ronger



Rick









"Greetings gamers! I have to admit that working at a great gaming magazine can spoil a person a bit. With the Saturn, PlayStation and 3DO available, 16-bit games can get overlooked. Nintendo came out here to show us some of their best upcoming games, and Earthbound for the SNES was fabulous. I really liked a demo copy of Slam 'N Jam for 3DO. If only EA would get off their butts and make some of their best sports titles for this great system I would be happy. Ciao!"

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 subbars are color coded:

-  Sega Genesis
-  Sega 32X
-  Super NES
-  Game Boy
-  Sega CD
-  Game Gear
-  Atari Jaguar
-  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.

1995 GAME INFORMER
READER SURVEY



GRAND PRIZE WINNER!

Congratulations to
Ken Urban of Middleburg,
Pennsylvania

Thanks to him and all of you who entered.



BACK IN YOUR FACE!

This letter is in response to the letter of Louise Graff in the April issue. I was thoroughly disgusted by your letter that made a shallow claim that GI covers the violent video games to an overly dominating degree. This wasn't half as offensive, however, as your final words saying to publish a magazine for "those who enjoy chopping people's heads off." This was extremely offensive to me as I am a very big fan of the Mortal Kombat video games. In case you fail to remember, it was this game that required a rating system by law. Then, I was really offended at your insinuation that I enjoy killing and slaughtering. Well, ma'am, I've got a little surprise for you. I wouldn't like gory fatality moves if they looked too real or nauseating, and secondly, the only person in my home who felt a rating system from the Supreme Court was a little outrageous was my 52-year-old mother who said I don't seem to act odd after I spend a couple hours playing Mortal Kombat. Furthermore, a psychiatrist (who is a friend of the family) was one of the first people I ever questioned on the violent video game topic, and she approved it for anyone who has a normal state of mind, saying there was "nothing wrong".

I, Ms. Graff, am not a hateful person who stalks people. In fact, I'm a strict Roman Catholic with morals. I'm also a Conservative who listens to Rush Limbaugh, who speaks more on the importance of morals more than any violent video game action group in existence. Now, if I enjoy maiming people so much in your eyes, than maybe you should

watch the news for the likes of such people as Jeffrey Dahmer. Quit putting people who enjoy video games containing violence in the same category as a madman who killed 17 people and never lived to see Mortal Kombat.

Steve Raineault
Newport, NH

Go get 'em Steve, but unfortunately we don't think Ms. Graff will still be reading. However, we definitely enjoyed your letter!

FALSE ADVERTISING!

I have a question regarding Doom for the 32X. I don't know if anybody that bought it noticed, but I did. When you're playing the game, the only side of the characters that you see is their front side, which really sucks if you notice it. Anyway, how come on the back of the box you can see them at different angles? Is this the computer version? If so, how can Sega get away with that? Isn't it a little misleading?

KT "The Mind"
Ann Arbor, MI

Pretty lame huh, KT. But you know what the sad thing is, it's probably pictures of the computer or Jaguar version of the game that's on the back of the box. Don't worry though, we took the first chance we had to ask Sega about this little problem, and they quickly responded that the pictures that were on the back were most definitely the 32X version. But apparently, they were wrong. There's not really anything you can do about it, but be careful in the future and



research or rent the games before you purchase them.

WHO KNOWS AND WHY™ CARTS?!

I am planning to buy one of the "super systems" this fall. If I do, I am thinking about the Ultra 64, Saturn, or PlayStation. Since you don't know which one is best, due to the fact that Nintendo hasn't released a prototype platform of the Ultra 64 (get your butt in gear Nintendo), I want to know some facts. The Ultra 64 is slated to cost about \$250. How much will the Saturn and PlayStation cost? Will there be any peripherals? What about software? I know of possibly six titles in development for the Ultra 64. Concerning the PlayStation, will all the titles we've seen in your magazine make it to the States? How many titles are being developed for the Saturn?

And what about Nintendo's idea to stay with carts instead of going with CD-ROM? Will this put the Saturn and PlayStation so far ahead that Nintendo will have to cease production of the Ultra 64 to make a CD-based platform?

Now my last question, with all these new systems coming out what will Panasonic and Atari do? Are they going to be left behind or do they have some secret they are holding off until the launch of these "super systems"?

Nicholas Langle
Tabor, SD

That's a lot of questions Nicholas, and we're afraid we can't really answer them.

Nintendo, Sega, and Sony will all announce their final price tag, peripherals, and list of available titles at the E3 show in Los Angeles (which we'll be at right about the time you read this). But never fear, GI will have all that information to you in the July issue, but until then, you can check out all the current system information in the System Wars section on pages 12 thru 22.

VIRTUA FIGHTERS OF 32X

I just have to say that your mag is the best. I like how you have incorporated new 32-bit technology while continuing your awesome 16-bit coverage. I happen to be the proud owner of a 32X, and I was wondering about Virtua Fighter. When I first bought the machine I read in several magazines that Virtua Fighter was planned to be released for the 32X system. I have heard nothing of it since. Is this true? If not, why can't the 32X handle Virtua Fighter?

Scott Kraus
Bridgewater, NJ

Your prayers have been answered Scott, because the 32X version of Virtua Fighters will be out this September. Although it probably won't be as impressive as the Saturn version, it will have all the moves and characters that made the arcade version so popular.



May Winner: D. Dassen
Gaithersburg, MD

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.



June Winner:
Robert Stimpson
Meriden, CT

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74431,1611

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





DAYTONA USA

Racing Rings Around
the Saturn

- Size: 1 CD-ROM
- Style: 1-Player NASCAR Racing Simulator
- Special Features: 3 Tracks, Auto/Manual Transmission, Time Attack Mode, 5 Difficulty Levels, 4 Car Views
- Created by: Sega Sports/AM2
- Available: September 2, 1995

Arcade racing is one of the most intense experiences offered through the medium of video games. Cruising around a track at speeds of over 200 MPH is a thrill unattainable to most of us, and a good racing game is the way to simulate that kind of thing. Thankfully, the people at Sega Sports have allowed us to take one of the hottest arcade racing games and bring it into our living room in the form of Daytona USA for the Sega Saturn.

A near perfect arcade translation, Daytona USA is bringing racing to the next level. The screenshots are the best way to describe the crisp clear graphics, and during the game they are moving by you VERY quickly.

The game has three tracks: the novice oval track, an advanced trek along the seaside cliffs, and an expert run through the streets of the city. Each of these tracks can be raced normally or in "mirror mode," which flips the tracks around so that all left turns are right turns and vice versa. Note: this is not the same as racing backwards on the track, but it will give you SOME variation once you've mastered the raceways. You can play in arcade mode, where you will have to reach checkpoints in order to beat the clock, or in Saturn mode where you race a set amount of laps.

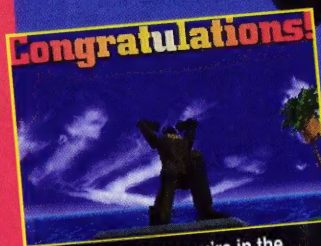
Play control is fairly solid, and you have the ability to do the 4-wheel drift, or as we like to call it, the power slide and counter steer. This is undoubtedly the fastest way to take sharp corners, and once you have it mastered you'll amaze your friends and be the life of the party.



After a Time Attack, you get to watch a full replay so you can study your technique.



Not very pretty, but you extended your time.



Hey Jeffrey, you're in the wrong game, man!



SEGA SPORTS

Beating the tracks on harder settings will make more cars available for use.

Manual Trans.
Top Speed: 201 mph

Accel: B
Grip: C



Manual Trans.
Top Speed: 189 mph

Accel: A
Grip: D



Automatic Trans.
Top Speed: 201 mph

Accel: A
Grip: D



Manual Trans.
Top Speed: 196 mph

Accel: A
Grip: A



Automatic Trans.
Top Speed: 189 mph

Accel: A
Grip: A

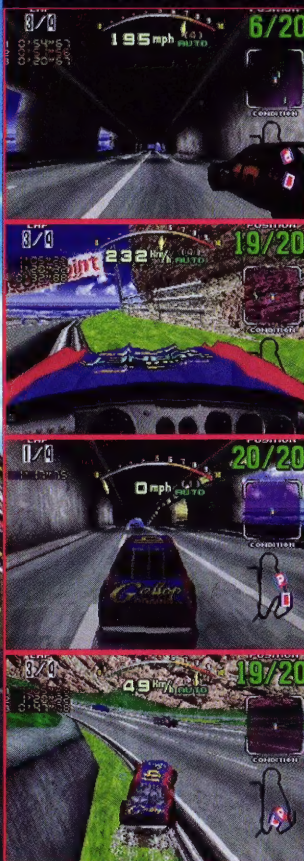


Automatic Trans.
Top Speed: 201 mph

Accel: B
Grip: C



The four different views help you see the action, but won't necessarily help your driving.



Two cars to pass and you're home free!



If you race under the slot machine when it shows all sevens, you get a special prize!



You've got room to swing it wide on this wicked hairpin.



This car has one horsepower and is available in silver or brown.

As you can see, this is a rather tricky corner.



Crash!

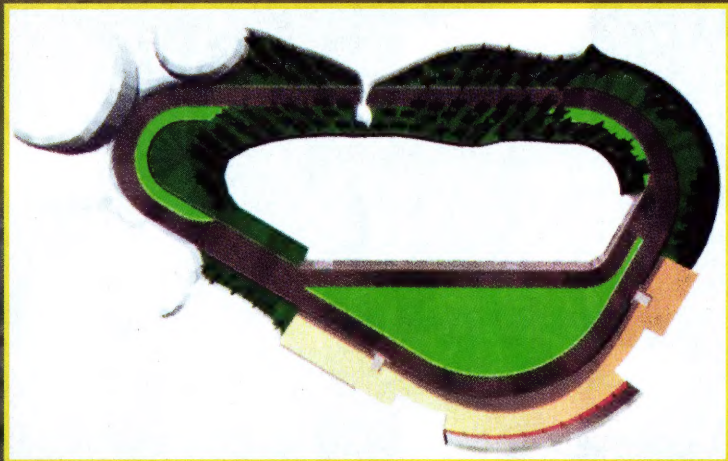


Bang!



Boom!

Novice Track



The novice track is a pedal to the metal barn burner. Two of the three turns can be taken at maximum speed. The third turn will force you into the outside barrier at top speeds, but hitting the wall is probably the fastest way to complete the race.

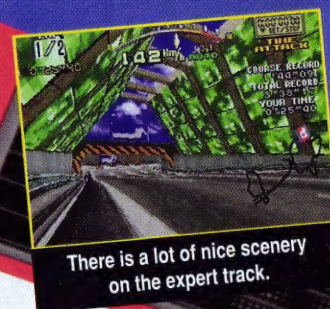
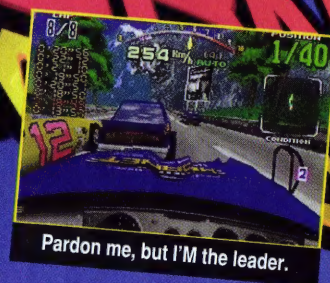
Advanced Track

The advanced track takes some more twists and turns. The power slide and counter steer method will be required at points 1, 2, and 3. Cut the corners at points 4 and 5 going in and out of the tunnel, and be ready to brake at the banked turn at point 6. Otherwise, keep your accelerator down and try to beat a '46"00 lap time.



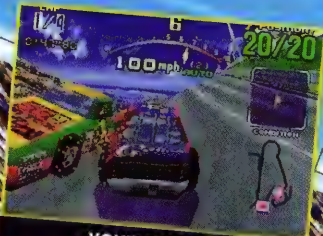
The expert track is the most challenging as well as the most interesting. You'll need to master the counter steer on almost all the harder turns, and for the nasty hairpins at points 1 and 2, you'll need to slow down before swinging out the back end of your car. The area at point 3, right after the pit, can be extremely tricky. A final problem area can be found at point 4 where you'll need to time a counter steer at the end of a regular turn.

Expert Track





Other cars can be a major nuisance, especially in a turn.



YOU'RE GOING THE WRONG WAY!!!

While this game is the best driving game to date on a Sega platform, it's not all wine and roses. Just a few things keep this game from reaching perfection. First of all, when you are racing along you will see objects and the roadway "pop-up" out of nowhere. This has a tendency to decrease the realism. Secondly, the joy of the arcade version truly came from racing against your friends. This game could have benefited greatly from a 2-player option of some kind. Daytona's weakest feature, by far, is the incredibly lame background music which cannot be turned off. It becomes nearly impossible to play this game with the sound on, which is a shame because the squealing tires and roaring engines are impressive sound effects that would add to the racing excitement.

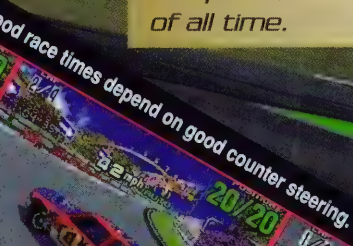
Aside from these facts, Daytona is truly an amazing game, and it will definitely entertain any fan of arcade style racing. If it weren't for the music, this game would be a competitor for one of the best driving games of all time.



The Right Way



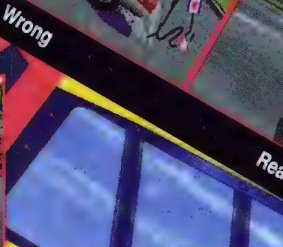
A Bit Outside



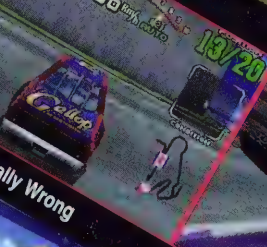
Good race times depend on good counter steering.



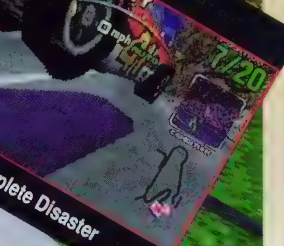
Wrong



Really Wrong



A Complete Disaster



Some cars are harder to drive than others.



Congratulations



Congratulations from everyone at Team Sega.

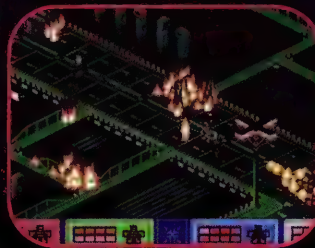
Congratulations! Congratulations! Congratulations!



The victory lap is short but sweet.

AIKMAN NFL FOOTBALL™

"Its really impressive...the Jaguar version is the best yet." –EGM
 "It has tantalizing innovations and a well-prepared collection of features." –GamePro



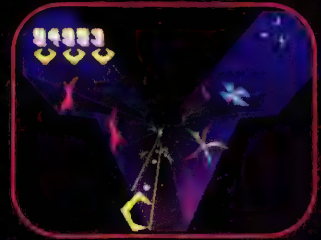
SYNDICATE™

"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.**

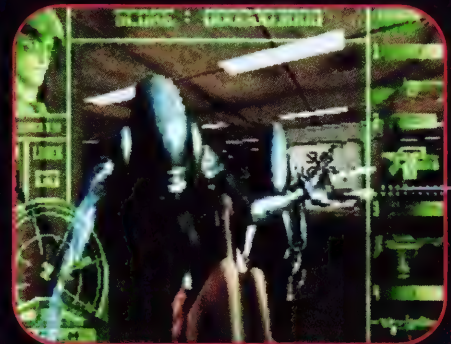
TEMPEST 2000™

"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



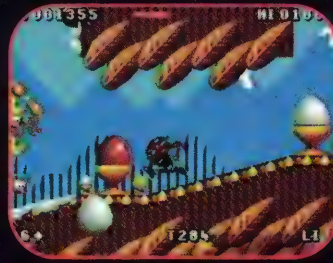
ALIEN VS. PREDATOR™

"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



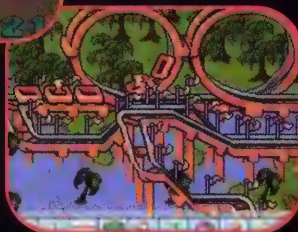
VAL D' ISERE SKIING AND SNOWBOARDING™

"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™

"The best on any platform, including the PC."
 "If you want riveting action, intense graphics, lots of blood and tons of glory, Wolfenstein delivers."
 "It's candy for your senses." –GamePro



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

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

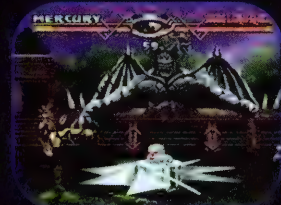
do is take one look at what

the magazine critics have

been saying and you'll

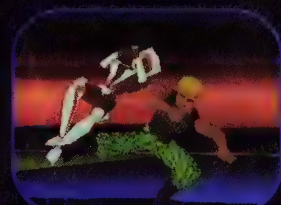
know that the Atari Jaguar

is where it's at.



ULTRA VORTEX™

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



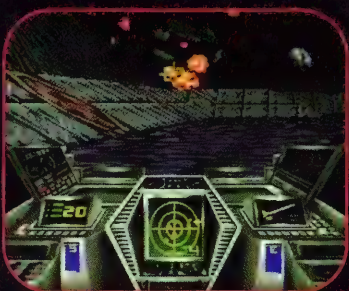
FIGHT FOR LIFE™

"Its super smooth graphics... texture-mapped polygons... gives Virtua Fighter a one-two punch."—VideoGames



BURNOUT™

"Redefines the term hi-octane. The fastest motorcycle racing game, bar none."—VideoGames



HOVER STRIKE™

"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."



CANNON FODDER™

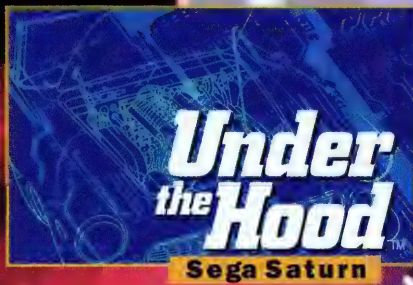
"Detailed and ultra colorful...original and just plain fun to play."—Die Hard Game Fan
"War has never been so much fun!"—EGM

JAGUAR™ DO+THE MATH
6 4 - B I T
INTERACTIVE MULTIMEDIA SYSTEM

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You love your Sega Genesis. You love your Super Nintendo. These two constant companions have kept millions of us entertained for almost five years. But five years is a long time and a single technology will (pardon the word) stagnate. This is 1995, however, and there's a fresh wind blowing; a stream of clean water is bringing new life into sitting pools. Up until now, most companies have kept us in the dark, allowing their products to be released only in Japan. The time is nearly upon us, and the people at Sega have spilled the beans on what's under the hood of the American Sega Saturn. The mystery is over, so make yourself ready to receive all the information for which you've been looking. Get ready to meet the Sega Saturn, up close and personal.

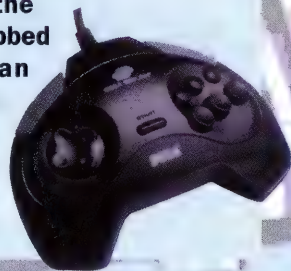
Let's begin with the hardware layout. Sega, as opposed to some other console manufacturers, have taken an arcade approach to the way they lay out their chips. As opposed to one monster powerful chip which runs everything from sound to graphics, the Saturn has many different chips with specialized purposes working together to give you the most realistic gameplay they can. In all, there are 8 processors in the Sega Saturn, all of them dealing with their own jobs. Think of it as the difference between the Starship Enterprise, where everything that isn't done by hand is done by the ship's computer, and the large ships in Star Wars where specialized droids deal with their own tasks. When we're talking about creating games and 3D graphics, it is important to realize that there is a definite "pipeline" of information to be processed. For example, first you take an image from storage, figure out where it belongs on the screen, rotate it, texture map it, and then put it in place. One master chip would have to do all these



**The Future is Now,
Be Prepared...**

Saturn Controller

The Japanese version of the Saturn controller was dubbed "too small for American hands." The US versions will be slightly larger and feature top trigger buttons that can be pressed on the back of the controller as well as from the top.



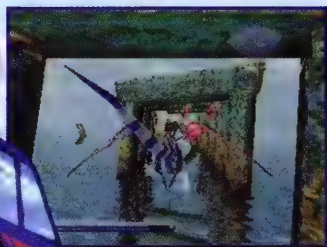
**Street Fighter:
The Movie**





Panzer Dragoon

In Panzer Dragoon, the power of the sound processors really becomes apparent. When plugged into a stereo system a good amplifier and proper speaker placement, it's easy to be overwhelmed by the realism.



things one after the other. But with multiple specialized chips, you can grab one image, do what you need to do and then pass it on and start on the next image. In this way, three chips with specialized tasks could perform operations as fast or faster than a single chip that was three times as fast as any of them.

The two main math processors, the brains of the unit, are SH2 32-bit RISC CPUs that run at 28.6 MHz each. Working together they can reportedly deliver 25 mips (that's millions of instructions per second). According to sources at Sega, a 50 MHz Pentium processor only runs at 12 mips. Of course, the Pentium processor is not RISC based, and consequently the "Instructions" referred to in "mips" are longer (just another illustration of the fallacy of benchmark speeds and numbers in general). Even so, the Saturn clearly has some serious horsepower under the hood. These two processors have their own memory attached to them (2 Megabytes of work RAM and 512K of boot RAM) and can buffer things very quickly.

On another part of the board, there are two Video Display Processors (VDPs) which handle the graphics. Both the chips are custom designed 32-bit video processors and work in conjunction with each other to create brilliant screen images. The VDP1 has the job of handling all the geometry, 2D, and 3D

"...the Saturn has some serious power under the hood."

effects associated with the primary images. The VDP2 deals with the scrolling effects and the background images. What this means is that in a game like *Daytona USA*, the VDP1 would be responsible for all the animations and actions of the car you drive and the other cars on the road. The VDP2 would handle the moving road beneath the car and the scenery that passes you by at speeds well over 100 scale miles per hour.

On the technical specs side, the VDPs will be able to utilize and display roughly 16.8 million 24-bit on-screen colors. This represents a monumental leap over the Sega Genesis' 64 colors and even the 32X's 256 colors. The chips also have built-in algorithms for a lot of today's popular computer graphic display methods such as Gouraud shading, texture mapping, rotation, scaling, and scrolling. Since a



Daytona USA

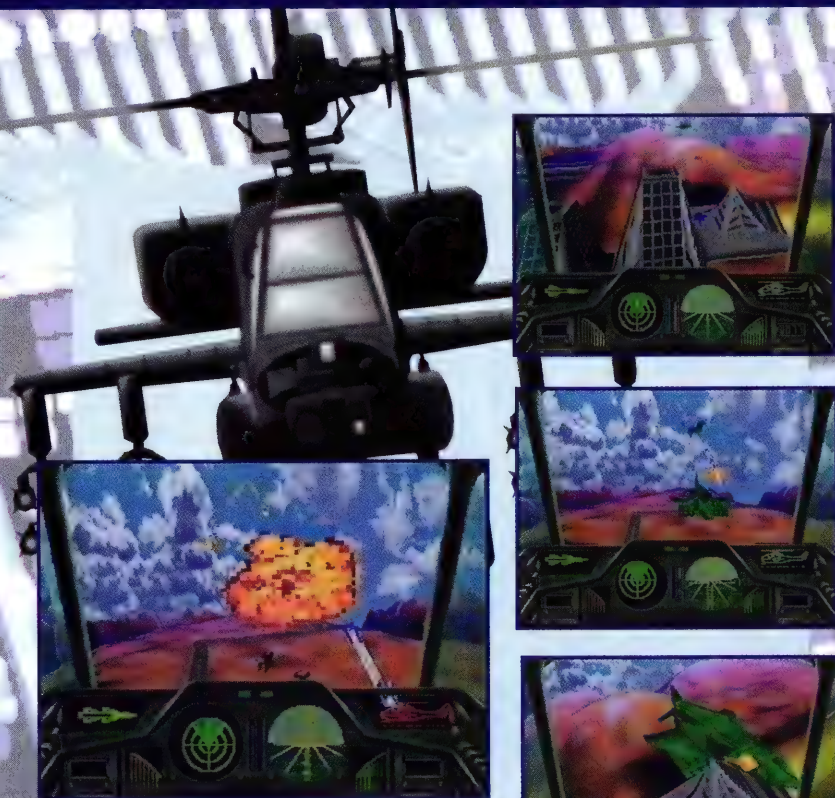
In Daytona, the use of the two graphics processors is well illustrated. The VDP1 creates the cars on the road, whereas the VDP2 handles the scrolling of the road and scenery.



programmer has these tools built into the chip, less time and energy is wasted in the program creating these effects. The result could be graphics that are realistic AND fast. Sega also promises that these VDPs can deliver 500,000 flat-shaded polygons per second or 200,000 texture mapped polygons per second. That's a lot of polygons, and that means more realistic objects and images than have ever been available. There is also a total of 1.5 Megabytes of Video RAM. On a final graphical note, all games on the Sega will run at 30 or 60 frames of animation per second. A standard VHS VCR runs at 30 frames per second, a television updates the screen 60 times a second, and movies in the theater have 28 different frames of animation per second. This means the Sega Saturn has the potential to display animation that is at least as smooth as what you see at the theaters.

"...animation that is at least as smooth as what you see at the theaters.."

Of course, what you see isn't the only thing that creates an immersive game environment; what you hear can be just as important. Fortunately the Sega people have thought of this thoroughly. They claim to have overbuilt the sound system, so that the hardware will never be the factor that holds back realism in a game's sound. Again, they have doubled up on the chips with two different processors handling the sound. One is a Yamaha 24-bit Digital Signal Processor (DSP) and the second is a good ol' Motorola 68EC000 16-bit Processor. Together they produce 32 mind blowing channels of sound, or 8 FM channels. They are also able to perform Complex Wave Table Synthesis. This allows the Saturn to sample and reproduce digitized sounds and instruments at a rate of 44.1 kHz. These sound specifications will make things possible you've never heard in a game before. Effects like Q-Sound, Surround Sound, and individual sound dopplarization can sink you into a world where things sneak up beside you, fly behind you, or come screaming over the horizon and land somewhere between your ears. This effort at creating super sound shows us that Sega is serious when they talk about moving gaming into the home-theater realm. Perhaps they'll give

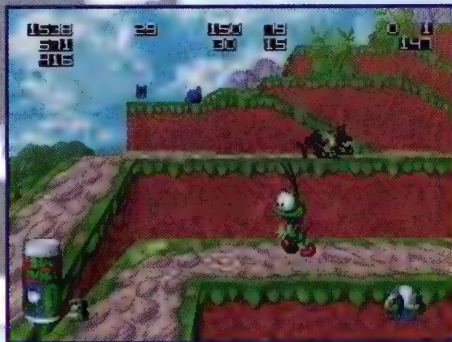


Black Fire



Bug!

With the power of the Sega Saturn, boring side scrollers will evolve into side-to-side, front-to-back, up-and-down, in-and-out scrollers like Bug!





**Worldwide Soccer:
Sega International Victory Goal**

The multiple graphics processors make it possible to zoom in and out on the action while you are playing. When driving at the net, a quick push of the button puts you right in the action.



“...Sega is serious when they talk about moving gaming into the home theater realm.”

us some games that take full advantage of Dolby Surround Sound.

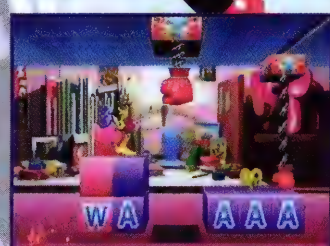
The Saturn comes equipped with a double-speed CD-ROM drive, accompanied by a 20 MHz 32-bit RISC CPU to control it, and 512K of RAM to help eliminate loading times and “dead” sections in the action. In addition to this there are two remaining processors. The SMPC (Saturn Master Peripheral Controller) which takes care of input from the controllers and such. It is built around a 4-bit Hitachi microcontroller and is associated with 32kB of battery RAM. Finally, there is the SCU (Saturn Control Unit) which helps all the other processors work together. It is a 24Mhz processor associated with a 14Mhz DSP. Think of the SCU as the conductor of the orchestra, sitting in front of all the other chips, telling

them when and where to play. Without this guy, the whole unit would be in a serious state of hurly-burly, pell-mell, what have you.

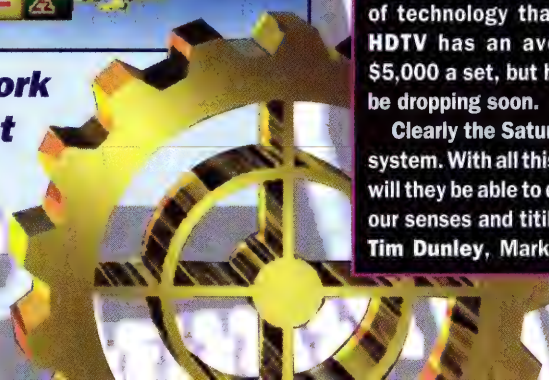
Last but not least, we’ve got to discuss the input and output. You will notice that there is an expansion slot on the top where you can stick a 512K RAM cartridge. This cartridge port is built

right off of the main bus, which gives it the highest bandwidth connection to the unit. A port set up in this way makes it easy to attach expansion devices such as a Virtual Reality unit. On the back of the unit is a high speed communications port and a space for an MPEG2 and Video CD adapter. Finally, the Sega Saturn will have many options as far as linking to your TV. You’ll have your standard RF, with the option of going with RGB, S-Video (our personal favorite), and God-willing, HDTV. That’s High Definition Television if you weren’t previously familiar. This HDTV output ability really demonstrates that Sega has prepared this system for an age of technology that does not yet exist. HDTV has an average cost of about \$5,000 a set, but hopefully that price will be dropping soon.

Clearly the Saturn is a serious high-end system. With all this power under the hood, will they be able to deliver games that thrill our senses and titillate our imaginations? Tim Dunley, Marketing Manager for the



Clockwork Knight



Sega Saturn, told us a little about the future of Saturn. First of all, he said that the hardware and the software developers at Saturn worked very closely on the technical design. "The power of the new systems will be dependent on the programmers." Giving the software people input on the design creates a system that programmers can easily work with. The easier time a programmer has, the better and more often games will come out.

"We will not develop or market crap."

What kind of games? "Our advantages in the video game industry are two-fold: we make the best high-end arcade games and have the best sports games of any other system in the world. These two points will be our main focus," quoted Tim. "We will not develop or market crap." We've all seen games like *Virtua Racing*, *Daytona USA*, and *Virtua Fighter* at the arcades. Add to this list *Worldwide Soccer: Sega International Victory Goal*, the very impressive *Panzer Dragoon*, and the unique perspective of a game like *Bug!* and you've got yourself a serious stepping stone for a complete software library.

The real question is how will the Saturn measure up to the other gladiators in the coliseum? Specifically, with an unverified price release of \$350-\$450, will Sega lose out with the PlayStation's supposed \$299 or the Ultra 64's possible \$249 suggested retail price? Perhaps spreading out the chip set wasn't such a good idea? "The Sega Saturn is the future of our company," said Sega big wig Richard Brudvik-Lindner. In the long term, quality of software, not price of hardware, will determine which system survives. By making the Saturn better than the competition, even if it means a slightly higher price tag, Sega should be able to put out quality software long after the other systems have hit their limit.

The future of video games is upon us. Clearly, Sega plans to be part of that future. Will the Sega Saturn live up to the hype? The world will find out starting September 2, 1995, when the Saturn will be hitting the shelves of a store near you. ■

hardware specs

Central Processor:

- 2 SH2 32-bit RISC CPU's @ 28.6 MHz each = 25 Mips

Graphics Processor:

- VDP1 - 32-bit Custom Chip for Primary Images, including Sprites and Polygons
- VDP2 - 32-bit Custom Chip for Scrolling and Background Images
- 16.8 million 24-bit On-Screen Colors
- Built in algorithms for Gouraud Shading, Texture Mapping, Rotation and Scaling, and Scrolling
- 200,000 Texture Mapped Polygons per Second, or 500,000 Flat-Shaded Polygons per Second at 30 or 60 Frames per Second

Sound Processor:

- 1 Yamaha 24-bit DSP
- 1 Motorola 68EC000 16-bit Processor
- 32 Channels of sound - 8 FM Channels
- 44.1 Sound Sample Rate
- Complex Wave Table Synthesis

Support Processors:

- Saturn Control Unit (SCU), Saturn Master Peripheral Controller (SMPC)

Data Source:

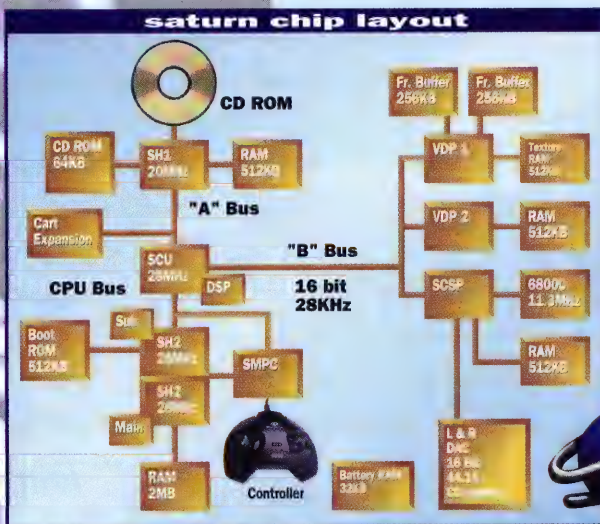
- Double Speed (2X) CD-ROM Controlled by 1 SH1 32-bit 20 MHz RISC CPU

Total Memory

- 2 Megabytes of Working RAM
- 1.5 Megabytes of Video RAM
- 512K of Audio RAM
- 512K of CD-ROM Buffer RAM
- 32K Built-In Battery Back-Up Memory

Input/Output

- High Speed Communications Port
- Cartridge Port for 512K Memory Cart or Expansion Unit
- Video CD, MPEG2 Compatible
- Composite, RGB, HDTV, and S-Video Outputs Supported



sega saturn titles slated for release in the U.S.

Frank Thomas "Big Hurt" Baseball - Acclaim	Fall '95	Untitled Licensed Baseball Game - Jaleco	Sept/Oct '95
Alien Trilogy - Acclaim	Fall '95	Untitled Fighting Game - Jaleco	December '95
Batman Forever - Acclaim	Fall '95	Untitled Fantasy Game - Jaleco	January '96
Star Control 3 - Accolade	1st Quarter '96	Castlevania X (tentative title) - Konami	December '95
Shanghai - Activision	Fall '95	3D Soccer (tentative title) - Konami	Winter '95
Street Fighter: The Movie - Capcom	Fall '95	MLBPA Baseball (tentative title) - Konami	Fall '95
Night Warriors: Darkstalkers Revenge - Capcom	December '95	Parodius - Konami	Fall '95
X-Men: Children of the Atom	September '95	Project Overkill - Konami	Winter '95
Street Fighter: The Interactive Movie Game - Capcom	Fall '95	Waterworld - Ocean	1st Quarter '96
Incredible Toons - Capcom	November '95	Wing Commander III - Origin	1st Quarter '96
Street Fighter Legends - Capcom	December '95	Skeleton Warriors - Playmates	1st Quarter '96
Legacy of Kain - Crystal Dynamics	Fall '95	World Wide Soccer: Sega Int'l Victory Goal - Sega	Fall '95
3D Baseball '95 - Crystal Dynamics	Fall '95	Daytona USA - Sega	Fall '95
Basketball '95 - Crystal Dynamics	December '95	Virtua Fighter - Sega	September 2nd
Dragons of the Square Table - Crystal Dynamics	Fall '95	Bug! - Sega	Fall '95
Solar Eclipse - Crystal Dynamics	Fall '95	Panzer Dragoon - Sega	Fall '95
GEX - Crystal Dynamics	4th Quarter '95	Pebble Beach Golf - Sega	Fall '95
Minnesota Fats: Pool Legend - Data East	September 2nd	Clockwork Knight - Sega	Fall '95
Devcon 5 - Data East	September 2nd	NHL All-Star Hockey - Sega	Fall '95
Dark Legends - Data East	September 2nd	World Series Baseball - Sega	Fall '95
Maximum Surge - Digital Pictures	Fall '95	Block Fire - Sega	Fall '95
Cyclopathic - Digital Pictures	Fall '95	Primal Rage - Time Warner	November '95
Quarterback Attack - Digital Pictures	Fall '95	Tomb Raiders - U.S. Gold	Fall '95
Viral Transmission - Digital Pictures	Fall '95	Virtual Golf - U.S. Gold	Fall '95
FIFA Soccer - EA Sports	Fall '95	1996 Summer Olympic Games - U.S. Gold	Fall '95
World Cup Rugby - EA Sports	Fall '95	Converse Cityball Tour (tentative title) - Virgin	Fall '95
Brutal 2010 - GameTek	Fall '95	Spot Goes to Hollywood (tentative title) - Virgin	Fall '95
Bloodstorm - GameTek	Fall '95	The Journeyman Project Director's Cut	
Cyberia - Interplay	Fall '95	- Sanctuary Woods	Fall '95
Casper - Interplay	Fall '95	Mortal Kombat III - Williams	4th Quarter '95
Descent - Interplay	Fall '95		
Alone in the Dark 2 - Interplay	Fall '95		

Additional Licensees:

Playmates, TH*Q

TECH
TALK

EXTRA

SONY PLAYSTATION

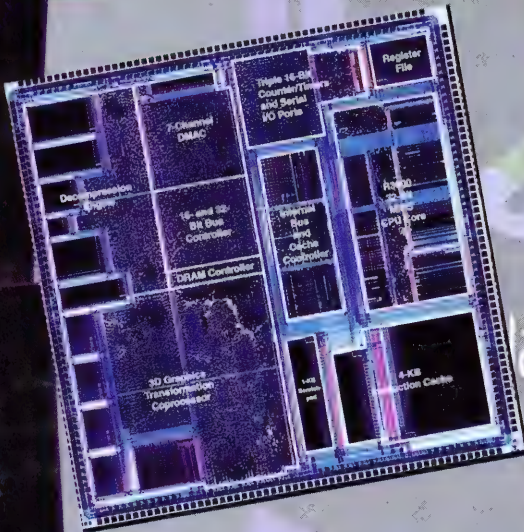


PlayStation™

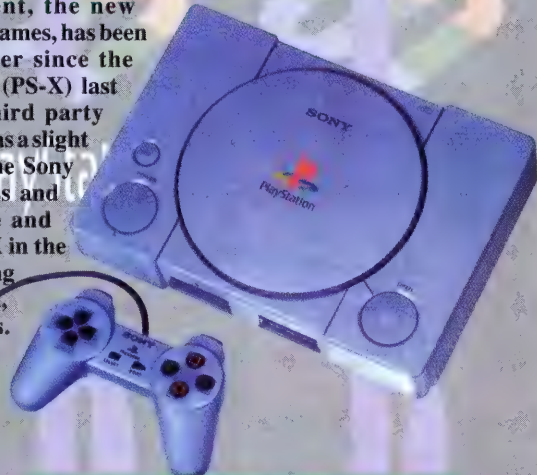
KILEAK, THE BLOOD



TOH SHIN DEN



Sony Computer Entertainment, the new contender in the world of video games, has been making waves in the U.S. ever since the Japanese release of their PlayStation (PS-X) last November. Thanks to the help of third party developers, Namco and Takara, as well as a slight head start over Sega and Nintendo, the Sony PS-X is turning the heads of the press and game developers alike. All the hype and accolades aside, the success of the PS-X in the U.S. depends on many factors, including advertising, games, word of mouth and, our focus, the hardware capabilities. When speaking of hardware, it comes down to a numbers war of MIPS, MHz, RAM and ROM.



MAIN CPU:

- R3000A 32-bit RISC @ 33 MHz
- Instruction Cache - 4K
- Data Cache - 1K

As reported in the February issue of GI, the Sony PlayStation is based around a custom 32-bit CPU chip developed by LSI Logic Corporation. Marketed by Sony as the "system-on-a-chip," the R3000A CPU is a RISC-based microprocessor that is also comprised of three subsystems that directly assist the computations involved with three of the six additional processors contained in the PS-X. Specifically, the CPU subsystems works in conjunction with the Graphics Processor (GPU), Geometry Engine (GTE), and Data Decompression Engine (MDEC) offering additional processing power and lightening the "load" of the other processors. The main CPU has a RISC clock speed of 33 MHz and is equipped with 2MB of RAM. Even though the R3000A is the heart and soul of the PS-X, it is the Graphics Processor and Geometry Engine that has done much of the work in producing the unbelievable look of the first generation of PS-X games.

DATA SAVING METHOD:

- Memory Card 128K (Maximum of 10 save slots)



OUTPUT

- Composite Video, Super Video, RGB, Stereo Audio, Powered Port for RF Adapter Supported

Sony's long history of designing consumer electronics really shows when looking at the design of the PS-X. Not only does it have good electronic architecture, the PS-X is consumer friendly and will fit well into a home entertainment system. The video and audio outputs that hook up to your TV and stereo are configured for any type of home set-up. The only time you'll need a special adapter to hook the PS-X to your TV is if you want to use RF. Otherwise, there's no need to buy a specialized adapter.

MEMORY

- 2 Megabytes Main RAM
- 1 Megabyte Video RAM
- 512 Audio RAM



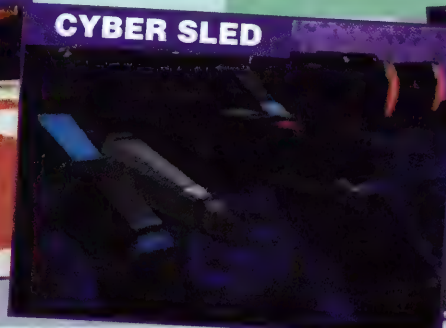
GEOMETRY ENGINE (GTE)

- Vertex processing speed: 4.5 million/second
1.5 Million/sec in the case of flat shading (Vertex refers to points of a polygon)
- Effects: Texture mapping, Gouraud shading, fog depth cueing

GRAPHIC PROCESSOR (GPU)

- Sprite Rendering Performance: Max.: 4,000 per 1/60 second
- Rotation/Scaling
- Deformation possible with all sprites displayed
- Full Color Display: 16.8 million colors
- Resolution: 256 x 244 up to 640 x 480 pixels

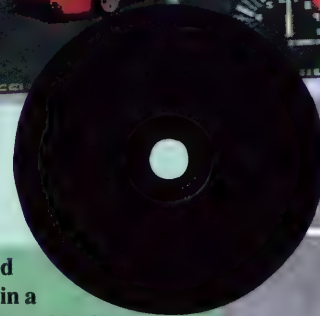
The Graphic Processor (GPU) and Geometry Engine (GTE) are responsible for generating the exceptional graphics that you may have already seen in games like Ridge Racer and Toh Shin Den. These two processors are responsible for the color, movement, textures, and overall picture you see on the screen. With 1 MB of Video RAM, the PS-X is capable of generating 360,000 flat-shaded polygons per second. In the case of texture-mapped polygons, like the characters in Toh Shin Den, it can produce approximately 90,000 polygons per second.



CD DRIVE CONTROLLER

- Ram Buffer - 32K
- Double Speed (2X) CD-ROM

Obviously, the PS-X is a CD-based platform. No one can put a CD player in a "box" cheaper than Sony. Their unique black sided CDs set into a double-speed CD-ROM drive with a separate processor to control it. CD loading time is always an issue with CD-ROM and the interesting fact about the CD Drive Controller is that it only has 32K of RAM Buffer. In the first generation of games we've seen for the PS-X, load time hasn't been a real issue.



DATA DECOMPRESSION ENGINE (MDEC):

- JPEG format supported
- Directly connected to CPU bus
- Video playback function: Full Screen, Full Color
- Playback Time: 35 Minutes from one CD-ROM disc

The Data Decompression Engine (MDEC) works in conjunction with the R3000A in a two stage process of decoding data. The PS-X supports the almost obsolete JPEG format. Although it is capable of 35 minutes of full screen, full motion video the picture quality may not be up to today's standards. So, it is clear that the machine will not be a game-playing movie player unless an add-on is produced.

SOUND PROCESSOR (SPU)

- 24 Channels of Sound
- 44.1 kHz Sample Rate
- Playback quantization: 16-bit digital effect capability
- 80 PCM Audio

There are probably only a few companies that have more experience in audio technology than Sony. In fact, you'll find Sony sound chips in every SNES made. The PS-X Sound Processor (SPU) is 16-bit processor that incorporates 80 PCM Audio. PCM Audio is the same technology that is used in Sony's Mini-Disc players. Another interesting capability of the PS-X, though it has more to do with Main Ram, was introduced in Ridge Racer. The game design allows you to remove the actual game disc and put in your favorite audio CD.

The video game war is on and the numbers are in. Although the PlayStation's numbers don't quite match up to the Sega Saturn's, it is difficult to say the PlayStation is an inferior system because of just specs. The final verdict will be in the quantity and quality of game software. Sony, as you can see from our game release list, has a plethora of third-party developers hard at work on a wide variety of games. There are officially over 100 third-party developers already signed on for PlayStation game development in the U.S. We already know that Sony has the marketing power and distribution strength to not only make the PS-X a contender in the world of video games, Sony has the power to take control. Sit tight and stay ready. The Sony PlayStation is tentatively scheduled to hit the streets on September 11, 1995. Will it conquer the Saturn and Ultra 64? Or will it go the way of 3DO? Stay tuned and be informed.



CYBER SLED

SONY PS-X TITLES SLATED FOR RELEASE IN THE U.S.

Frank Thomas "Big Hurt" Baseball - Acclaim	Fall '95	Bloodstorm - GameTek	Fall '95
Alien Trilogy - Acclaim	Fall '95	Cyberia - Interplay	Fall '95
Batman Forever - Acclaim	Fall '95	Casper - Interplay	Fall '95
Shang-Hai - Activision	Fall '95	Descent - Interplay	Fall '95
Star Control 3 - Accolade	1st Quarter '96	Waterworld - Interplay	Fall '95
Street Fighter: The Movie - Capcom	September '95	Rock 'N Roll Racing - Interplay	Fall '95
Darkstalkers - Capcom	October '95	Untitled Licensed Baseball Game - Jaleco	Sept/Oct '95
X-Men: Children of the Atom - Capcom	December '96	Untitled Fighting Game - Jaleco	December '95
Street Fighter: The Interactive Movie - Capcom	Fall '95	Untitled Fantasy Game - Jaleco	January '96
Fox Hunt - Capcom	October '95	Castlevania X - Konami	December '95
Incredible Toons - Capcom	November '95	3D Soccer - Konami	Winter '95
Street Fighter Legends - Capcom	December '95	3D Basketball - Konami	Winter '95
Bio Hazard - Capcom	December '95	MLBPA Powerful Pro Baseball - Konami	Fall '95
Legacy of Kain - Crystal Dynamics	Fall '95	Golf - Konami	Winter '95
3D Baseball '95 - Crystal Dynamics	Fall '95	Parodius - Konami	Fall '95
Basketball '95 - Crystal Dynamics	December '95	Project Overkill - Konami	Winter '95
Dragons of the Square Table - Crystal Dynamics	Fall '95	StarBlade - Namco	Fall '95
GEX - Crystal Dynamics	4th Quarter '95	Tekken - Namco	Fall '95
Minnesota Fats: Pool Legend - Data East	September 11th	Air Combat X7 - Namco	Fall '95
Devcon 5 - Data East	September 11th	Cybersled - Namco	Fall '95
Dark Legends - Data East	September 11th	Ridge Racer - Namco	Fall '95
Maximum Surge - Digital Pictures	Fall '95	Wing Commander III - Origin	1st Quarter '96
Cyclopathic - Digital Pictures	Fall '95	Toh Shin Den - Playmates	Fall '95
Quarterback Attack - Digital Pictures	Fall '95	Toh Shin Den 2 - Playmates	2nd Quarter '96
Viral Transmission - Digital Pictures	Fall '95	The Journeyman Project Directors Cut	
Syndicate - Electronic Arts	Fall '95	- Sanctuary Woods	Fall '95
Magic Carpet - Electronic Arts	Fall '95	Spawn - Sony Imagesoft	Fall '95
Shockwave - Electronic Arts	Fall '95	Top Gun "Fire At Will" - Spectrum Holobyte	Fall '95
Shockwave II - Electronic Arts	Fall '95	Zeitgeist - Taito	Fall '95
Project Morph's - Electronic Arts	Fall '95	Primal Rage - Time Warner	November '95
Psychic Detective - Electronic Arts	Fall '95	1996 Summer Olympic Games - U.S. Gold	Fall '95
Road Rash - Electronic Arts	Fall '95	Converse Hard Core Hoops - Virgin	Fall '95
PGA Tour Golf - EA Sports	Fall '95	Spot Goes to Hollywood - Virgin	Fall '95
FIFA Soccer - EA Sports	Fall '95	The Aquile Warrior: FIIX - Virgin	Fall '95
Team 47 Goman - 47 Tek	October '95	ToonStruck - Virgin	Fall '95
Death Crusader - GameTek	Fall '95	Mortal Kombat III - Williams Entertainment	4th Quarter
Upper Deck Basketball - GameTek	1st Quarter '96		
Upper Deck Football - GameTek	1st Quarter '96	Additional Licensees:	
Hell - GameTek	Fall '95	Digital Pictures, TH*Q	
Quarantine - GameTek	Fall '95		



3DO - M2



The Past

As the players fall into place, 3DO continues to feel its place in the market is secure. 500,000 units have been sold worldwide, with 200,000 of the units sold here in the US. That is a decent unit base, but the real test for the 3DO begins in September when Sega, Sony, and Nintendo begin their assault on gamers across America. So the question remains, does 3DO have the technology or the marketing know-how to keep up with these super companies?

Apparently, 3DO thinks they do, and from the numbers they're showing for the *M2 Accelerator*, they could possibly have the technological advantage over the other systems. Unfortunately, it seems that once again their marketing and planning may be their downfall. After unsuccessfully putting the (at the time) highly advanced 3DO system into households in the first year, 3DO changed their tune and managed to get gamers to finally move to their machine once they dropped the price down to \$399 in the second year. This not only cost them numbers on their unit base, but the most valuable thing on their side - time.

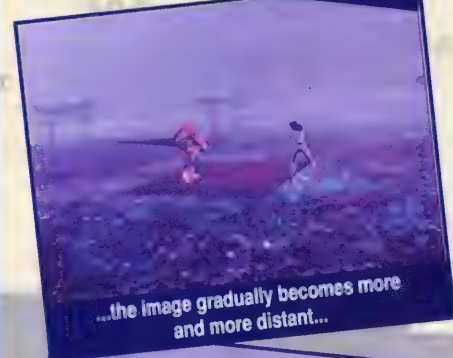
The envelope of being the one and only CD-ROM 32-bit system on the market has closed very rapidly on the 3DO Company and their technology is becoming outdated as players are being inundated with newer (and more powerful) machines. 3DO's last card is the *M2 Accelerator*. A beefy upgrade and stand alone unit that 3DO said should be ready by later this year. It's being touted by 3DO as 7 to 8 times more powerful than any of the upcoming next generation machines. But is this just a bluff to keep gamers wondering what to spend their money on this September, or is it a true-to-life trump card that will save the 3DO and take it straight to the top?



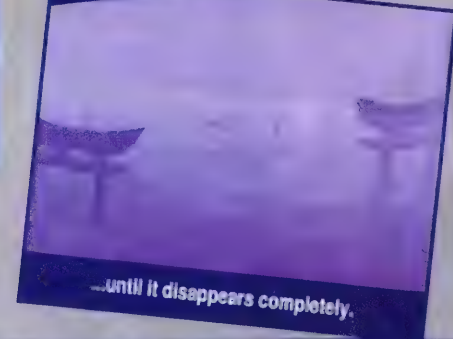
3DO M2



This series of pictures illustrates the M2's fogging effect. Up close the image is clear, but as the camera moves away...



...the image gradually becomes more and more distant...



...until it disappears completely.

System Specifications:

Central Processing Unit (Calculations Chip)

Type: RISC Power PC 602 running at 66 MHz
Instruction/Data caches: 8 Kbytes total (34K/34K)
Capabilities: Floating Point Math with 132 MFLOPS (Million Floating Point Operations Per Second), Hardware decompression
Bus Bandwidth: 528 Mbytes per second
Bus: 64-bit

Graphics Processing Unit (Graphics Chip)

Type: Single Custom Graphics Processor with 10 sub-systems
Capabilities: Texture Mapping, Texture Compression, Filtering, Mip Mapping, Gouraud Shading, 3D Perspective Correction, Hardware Z Buffer, Alpha Channel, and Destination Based Rendering

Graphic

Performance: 1 Million Flat-Shaded Polygons Per Second, 700,000 Texture Mapped Polygons Per Second, and 100 Million Pixels

Rendered Per Second

Full Motion Video: Built in MPEG 1 engine that supports JPEG

Digital Signal Processor (Audio Chip)

Clock Speed: 66MHz
Channels: 32
Capabilities: Hardware Decompression and interpolation on all channels, and MPEG Audio Decompression
Memory: 1K per channel
Sampling Rate: 44.1 MHz

Ports

Controller: Supports all 3DO and 3DO M2 Peripherals
Expansion: Capable of Supporting Modems and other sophisticated expansion options
Game Back-Up: Built In Memory, Plus Storage Cards

Fast Forward

If anything could take 3DO to the top it would be the *M2 Accelerator*, provided it has games that live up to its specifications. The *M2 Accelerator* is built around a *64-bit Power PC 602*, an impressive chip that is designed and manufactured by IBM and based around the original *64-bit dual floating point Power PC 601*. 3DO worked directly with IBM on the project and had their design team, which consists of former members of SGI and Apple, work towards a system that is eight to ten times more powerful than the Sony PlayStation and Sega Saturn. According to 3DO, they have reached their goal. The *602*, along with a graphics processor that has 10 sub-components, has the M2 spitting out numbers like 1 million flat-shaded (one-color) polygons per second, 700,000 texture mapped polygons per second, and over 100 million pixels per second. While this may sound a little bit like our *Iron Maiden VR* April Fool's joke, according to 3DO it is running these numbers at their lab in California and the results are spectacular. However, there are no development systems available at this time, and only two companies are working for titles at the system's launch. However, 3DO notes that there will be 8 to 12 titles released in the following two to three months, then 30 to 50 more released by the 3rd or 4th quarter.

So what can the *M2* do that the *3DO* couldn't? The *M2 Accelerator* has a built-in *Z-Buffer* (which is often found in arcade hardware) that removes some

of the workload from the central CPU by performing all line-draw removal. In layman's terms, it keeps the computer from drawing items on screen that you can't see, like a sprite or polygon overlapping another sprite. Either way, it increases the efficiency of the machine. Another way the *M2 Accelerator* can increase the efficiency of the CPU is by utilizing what is called *Graphics Destination Texture Mapping*. This technique processes all the decompression of texture maps so that each image uses less RAM. To further reduce RAM usage, *M2* hardware uses *Perspective Correction* to realign the perspective on texture maps as the camera angle changes

to reduce the number of texture maps that need to be downloaded. The last unique feature to the *3DO M2 Accelerator* is a hardware supported process known as *Alpha Channel*. This process combines transparency and detail with a very basic polygon to reduce the number of polygons needed to create a lifelike image. Of course, the *M2 Accelerator* comes packed with many of what has become a standard feature on today's high-end systems, such as *Gouraud Shading*, *Filtering*, *Scaling*, and *Rotation*. Any way you look at it, the *M2 Accelerator* has some very impressive numbers.

"So what can the M2 do that the 3DO couldn't?"



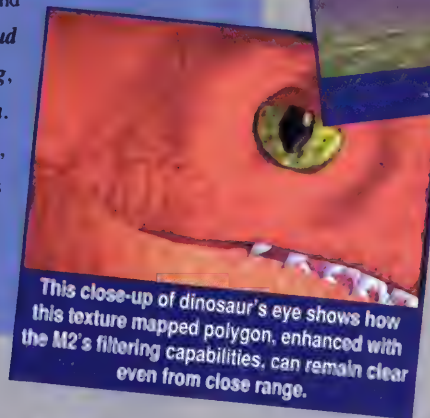
The *M2 Accelerator* uses mip mapping and filtering effects to ensure that the best texture map is used on an image as it is moved further...



...and further...



...away from the camera.



This close-up of dinosaur's eye shows how this texture mapped polygon, enhanced with the *M2's* filtering capabilities, can remain clear even from close range.

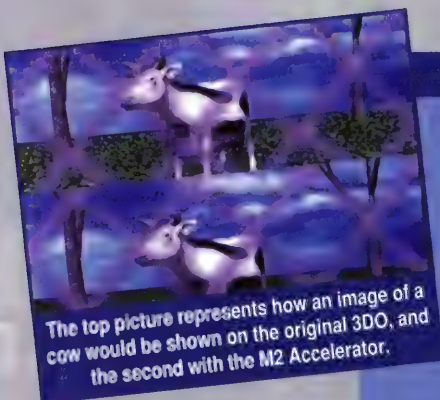


3DO

M2

The Jury Is Out

The *3DO M2 Accelerator* is a very impressive sounding unit and very powerful upgrade that is slated for release this fall, but the one burning question still remains. How much will it cost? Will it be cost effective for people who spent 400 to 800 dollars on the original unit to spend another 100 to 300 dollars on an upgrade? 3DO was tight-lipped as to what the cost would be, but they did state that their unit would be very cost effective. They also stated that because the number of components is low and they'll only need a single-sided board, the manufacturing of the unit will be very inexpensive. Who knows, but I'm sure there are 200,000 3DO owners out there who are very concerned that their two-year old system may become outdated. 3DO assured us that won't be problem. Even if you don't go with the *M2 Accelerator*, there are over 200 titles in the pipeline for the *3DO Model 1*. It looks like the *M2 Accelerator* upgrade will not only make sense, but will be cost effective as well.



The top picture represents how an image of a cow would be shown on the original 3DO, and the second with the *M2 Accelerator*.

JAGUAR CD

TECH TALK EXTRA

You Say It's Gonna Happen Soon,
But When Exactly Do You Mean?

Come fall there are going to be a lot of big fish swimming in the water. With all these sharks around, are a Jaguar's teeth going to be sharp enough so that it can fend for itself? Atari has asked that same question many times during the past year, and in order to defend itself in the new order, it is giving the old Atari Jaguar a little muscle booster. Sometime very soon, Atari will be releasing its CD-ROM drive which will connect to the cartridge port of your existing Atari Jaguar.

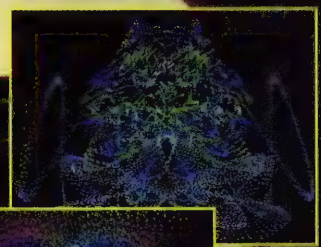
The drive is a double speed (2X) CD-ROM player. It has a storage capacity of 790 Megabytes (standard for a CD-ROM) and a sustained data rate of 352.8 kilobytes per second. Even though the drive is connecting to your cartridge slot, another "in-line" cartridge slot is included on the CD-ROM drive, allowing for simultaneous access to cartridges and CD-ROMs. Because of this feature you will be able to attach an MPEG full motion video cartridge that will let you view Video CD full length movies.

We haven't seen any finished games for the unit at this point, but have been promised that they will be coming soon. While you're waiting for games to come out, you can still entertain yourself with the built-in Virtual Light Machine. According to Atari, you can throw on your favorite CD and watch the music "morph, contort, and pulsate in a psychedelic light show your ex-hippie parents may even appreciate."

There has been some debate over the price, with rumors estimating the price anywhere from \$99 to \$199, but the MSRP seems to finally have been set at \$149. We will have to see if Jag owners are willing to sport for this upgrade, or if the Jaguar will go the way of the 5200, the 7800, or the Atari 400 computer. Until Judgment Day, feast your eyes upon this list of upcoming Jag CD Games.



Battlemorph - Atari



Virtual Light Machine



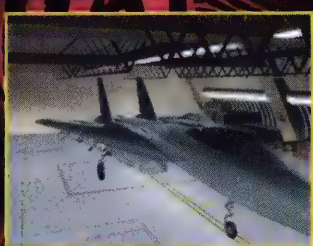
Pressure Shock - Virgin



Highlander - Gaumont



Dragon's Lair - ReadySoft

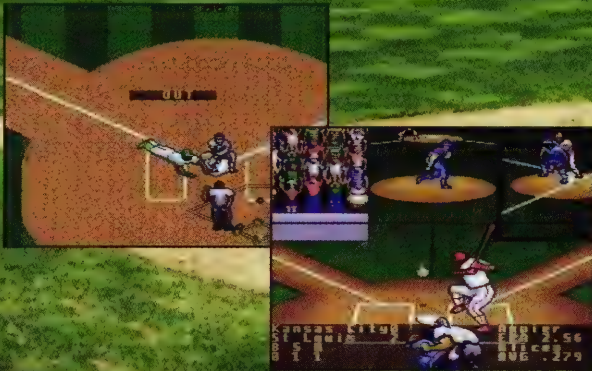


Blue Lightning - Atari

Also:
Robinson's Requiem - Atari
Brett Hull Hockey - Accolade
Demolition Man - Virgin



TAKE ON THE PROS AND SWING FOR THE FENCES!



**A GRAND SLAM FOR
YOUR SUPER NES**

The most popular baseball game series ever comes to the Super NES for the first time, as Time Warner Interactive introduces *Super RBI Baseball!* With nearly 700 real professional league baseball players from all 28 Big League rosters, you can take the field in every city – from Chicago's friendly confines to the Big Green Monster in Boston.



Step up to the plate as Barry Bonds or Juan Gonzales and drive one into the upper deck, or see what it feels like to stare down the barrel of a loaded cannon when Randy Johnson or Roger Clemens lights up the radar at over 90 MPH. Create your own Dream Team with superstars like Frank Thomas in Florida teal, or Ken Griffey, Jr. in Yankee pinstripes. Try the Defense Practice mode as Roberto Alomar to polish your fielding skills, or play Homerun Derby as Jeff Bagwell and drive the ball deep and out of the park!

Step up to the plate as Barry Bonds or Juan Gonzales and drive one into the upper deck, or see what it feels like to stare down the barrel of a loaded cannon when Randy Johnson or Roger Clemens lights up the radar at over 90 MPH. Create your own Dream Team with superstars like Frank Thomas in Florida teal, or Ken Griffey, Jr. in Yankee pinstripes. Try the Defense Practice mode as Roberto Alomar to polish your fielding skills, or play Homerun Derby as Jeff Bagwell and drive the ball deep and out of the park!



A Whole Season of RBI!

Just fill out the form below and return to: A Whole Season of RBI Sweepstakes, P.O. Box 8095, Grand Rapids, MN, 55745-8095 and you could be a winner of one of the following prizes:

- (1) GRAND PRIZE: An autographed baseball and bat from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES, and your favorite professional baseball team's "uniform".
- (8) FIRST PRIZES: An autographed baseball from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES.
- (25) SECOND PRIZES: RBI Baseball '95 hat and watch.
- (100) THIRD PRIZES: RBI Baseball '95 hat.

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

AGE _____ PHONE _____

To enter: complete an official entry form or, on a plain 3"x5" paper, hand print your name, address and zip code. Mail your entry to: A WHOLE SEASON OF RBI SWEEPSTAKES, P.O. Box 8095, Grand Rapids, Minnesota 55745-8095. Enter as often as you wish, but each entry must be mailed separately and be received by 6/31/95. Mechanically reproduced entries will not be accepted. No responsibility is assumed for late, lost, illegible, incomplete, postage due or misdirected entries. Prizes and approximate retail values are: Grand Prize (1) An autographed baseball and bat from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES, and your favorite professional baseball team's "uniform". Retail Value: Baseball - \$27.50; Bat - \$90.00; Team Jacket - \$100; Jersey - \$110; Hat - \$20. First Prize (8) An autographed baseball from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES. Retail Value: \$27.50 each. Second Prize (25) RBI Baseball '95 hat and watch. Retail Value: \$25.00 each. Third Prize (100) RBI Baseball '95 hat. Retail Value: \$10.00 each. Total Prize Pool Value: \$2,192.50. Winners will be selected in a random drawing, on or about 9/15/95, from among all eligible entries received. Drawing will be conducted by Marden-Kane, Inc., and independent judging organization whose decisions are final and binding on all matters relating to this sweepstakes. All prizes will be awarded and winners notified by mail. No substitutions or transfers of prizes are permitted except by sponsors due to unavailability, in which case a prize of equal or greater value will be awarded. Odds of winning depend upon the number of eligible entries received. Taxes on prizes, if any, are the responsibility of the individual winners. Winners agree to the use of their names and/or likenesses for publicity purposes without further compensation, except where prohibited by law. Winners may be required to complete an Affidavit of Eligibility and Release within 14 days of notification attempt. Failure to return the affidavit in the time noted will result in disqualification of the entry and an alternate winner will be selected. Sponsors and their agencies assume no responsibility or liability for damages, losses or injuries resulting from participation in this sweepstakes or acceptance or use of any prize. Eligibility: Sweepstakes is open to U.S. residents except employees of Time Warner Interactive, its parent company, their affiliates, subsidiaries, advertising agencies, and Marden-Kane, Inc., and the immediate families of each. Sweepstakes is void wherever prohibited or restricted by law and is subject to all Federal, state and local laws and regulations. Winners list: For a list of major prize winners, available after 10/1/95, send a self-addressed, stamped envelope to A WHOLE SEASON OF RBI SWEEPSTAKES, P.O. Box 712, Sayreville, NJ 08871-0712. * Uniform includes team jacket, jersey and hat. ** Values based on MLBPA median autograph prices plus equipment cost.

WAYNE GRETZKY

6 the NHLPA ALL STARS



- **Size:** 16 Megabit + Battery Back-up
- **Style:** 1 to 4-Player Hockey
- **Special Features:** 32 Teams to Play including Six International All-Star Teams, 3 on 3 Mode, 84 Game Season, and Two Types of Game Modes
- **Created by:** Time Warner Interactive
- **Available:** Now for Genesis

THE BOTTOM LINE **5**



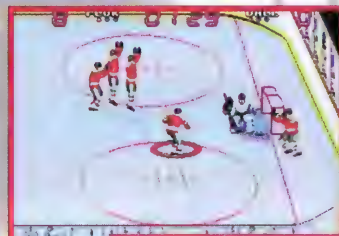
Wayne and the NHL are back on the rinks hoping to win the Stanley Cup, and thanks to Time Warner you can follow along with the players of the NHL. Gretzky's All-Stars has the NHLPA license, giving you the option of choosing all of your favorite players, and with the trading option you can put them on one team. Yes, over 600 actual players from the 26 NHL teams and 6 international teams are at your disposal. Once you've built your team, you can play an Exhibition Game, practice your skills (Team Skills, Face Offs, Fighting, or the Shoot Out), or begin an 84 game season leading to a best of seven style playoffs. If you desire to change the game options before you play, go into the options and choose to play either a five-on-five or three-on-three game, or choose to play with or without penalties in an arcade style or a simulation. The difference between the

two is basically this: the arcade mode does not have icing or offsides and the simulation does. The battery-backup save feature will automatically save your last game played, player traded, and injuries from previous games. Not only that, but the battery also makes it possible to use the "Just Play" mode where you can play a game with the most popular option choices and random teams without having to go through a lengthy setup.

Wayne Gretzky and the NHLPA All-Stars is the game that all hockey fans will enjoy because with all the option choices and other unique features they will be able to play the way that they want and not just by preset rules. And for you Wayne fans that don't have a Genesis, look for this game on SNES, PC-CD, Jaguar CD, and in the arcades later this year.



That penalty was so obvious that they caught it on film.



He shoots...He scores!!



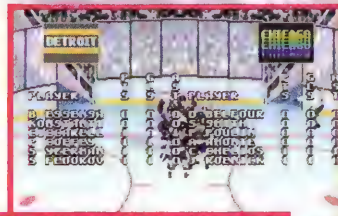
The zoom-in face offs will astonish you.

ANDY, THE GAME HONOR

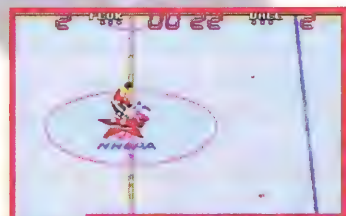
Control: 5.0
Experience: 4.0
Sound: 5.0
Playability: 5.0
Entertainment: 5.0

Overall: 5

"You know, this game gets pretty close to being good. The animation is great, with players spinning and tumbling all over the ice. However, the characters seem a little too big for the rink. They run into each other everywhere, and passing is next to impossible. I like a lot of things about this cart, but not enough for me to give it any kind of endorsement, except that the hockey game is better than NHL All-Star, but the fighting's worse."



Check your stats after each game and see how you did.



Test your shooting ability in the Shoot-Out.

REINER, THE RACING GAMER

Control: 5.0
Experience: 4.0
Sound: 5.0
Playability: 5.0
Entertainment: 5.0

Overall: 5.5

"I find it hard to believe that Wayne 'The Great One' Gretzky would endorse a game like this! For one, the only thing vaguely interesting in this cart is the fighting. You can intimidate the opposition at any time and try and get into fights with them. And once you do get in a fight, if you are fortunate enough to win, you can kick 'em while they're down. Secondly, the game is just way too easy. All you have to do is take the puck down the ice, do a tricky move and bang, GOAL!"

RICK, THE VIDEO RANSER

Control: 4.0
Experience: 4.0
Sound: 4.0
Playability: 4.0
Entertainment: 4.0

Overall: 4.25

"There are two things about this game that I find unbelievable. First, this game has so many flaws in it. Second, Wayne Gretzky put his name on it. Scoring was so easy that the only way I could keep the score under ten was by stalling. As for other aspects of play, the side-scrolling style just doesn't work as well as the vertical. The graphics are pretty lame also. The only reason I could see someone liking this game is if they are looking for an easy game to build their ego."



He beats him short side to up the lead to two.

Minnesota Fats Pool Legend

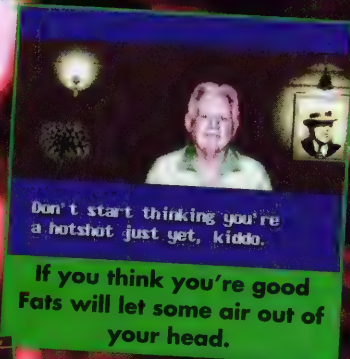
Billiards, or pool, as it is more commonly known as in the U.S., is a game reserved for your local taverns or bowling alleys. If you're any kind of fan of pool and pool competition, the name Minnesota Fats conjures up images of a pool hustler looming over a tavern slate or classic TV battles with another pool legend, Willie Masconi. Although there is still some dispute over where Fats acquired his name, one thing is for certain, Data East has brought a new pool game starring Minnesota Fats to the Sega Genesis.

Many of you may remember Side Pocket. Minnesota Fats: Pool Legend is a continuation of that title offering additional options and action. Although the look of the game hasn't changed much, a variety of new games and features have been included. The Story Mode is a series of 8 and 9-ball matches against various players around the city. Defeat all of your opponents and face off against Fats himself. Lose and you'll get some grief from the legend. Besides the Story Mode with the 8 and 9-ball games, a number of other classic pool games are available including Rotation, Cutthroat, 14-1 Continuous, One Pocket and 3-Ball. Plus, the crazy Trick Shot game is also back from the original Side Pocket. This time, there are even more crazy shots to test your skill. By the way, if you're the wagering type, some games even allow money to be placed on a game.

Even though Fats isn't from Minnesota, we won't hold that against him. Look for Fats appearing in upcoming games for the PS-X and Saturn. Until then, rack 'em



The Story Mode finale is a 9-ball match vs. Minnesota Fats.



Don't start thinking you're a hotshot just yet, kiddo.

If you think you're good Fats will let some air out of your head.



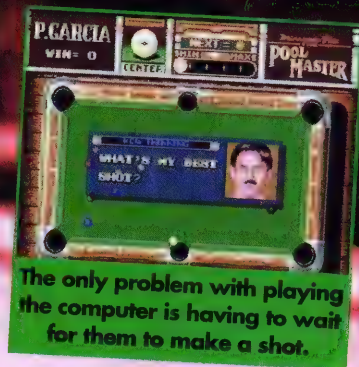
There are more than 30 Trick Shots to master.



I rack 'em, you crack 'em!



▶ THE BOTTOM LINE 6.75



The only problem with playing the computer is having to wait for them to make a shot.

- **Size:** 16 Megabit
- **Style:** 1 or 2-Player Billiard Simulation
- **Special Features:** Tournament, Trick Shot and Versus Mode, Play Against Legend Minnesota Fats in Story Mode, 7 Different Billiard Games, Password
- **Created by:** Data East
- **Available:** Now for Genesis

ANDY, THE GAME HUMBRE

Concept: 7 "My biggest problem with this game is that there are no in-betweens on certain shots. It won't work one way and it won't work the other. Luckily, there are a number of options to keep you entertained, which is this game's saving grace. You can play some 2-Player or master the trick shots, but then you'll probably put this game on the shelf. If you like pool give it a try, but if you think you're buying a pool table for sixty dollars you'll be in for a big surprise."

Graphics: 6

Sound: 7.5

Playability: 4

Entertainment: 4

OVERALL:
5.75

REINER, THE RAGING GAMER

Concept: 7.75 "All around, this game is actually pretty decent. Unfortunately, for some reason, I wasn't too thrilled with it. Sure, there's a lot of different competitions to enter, but after awhile everything starts to look the same.

Graphics: 7

Sound: 5

Playability: 7.5 Soon I found myself trying trick shots on every turn or trying to see how much air I could catch with the cue ball. I've always been fond of video pool and billiards in general. However, this game just didn't do it for me."

Entertainment: 4

OVERALL:
6.25

PAUL, THE PRO PLAYER

Concept: 8 "Video pool is never as fun as the real game, but Data East did a great job of updating their Side Pocket game. The addition of more games adds to the realism and allows for a lot more variation than the limited Side Pocket.

Graphics: 7

Sound: 7

Playability: 8

Entertainment: 8 About the only thing I dislike about the game is waiting for the computer to shoot. Minnesota Fats pool is an entertaining and challenging sub for the real game. Side Pocket fans should chalk up their cues."

OVERALL:
8

HAGANE

The Final Conflict

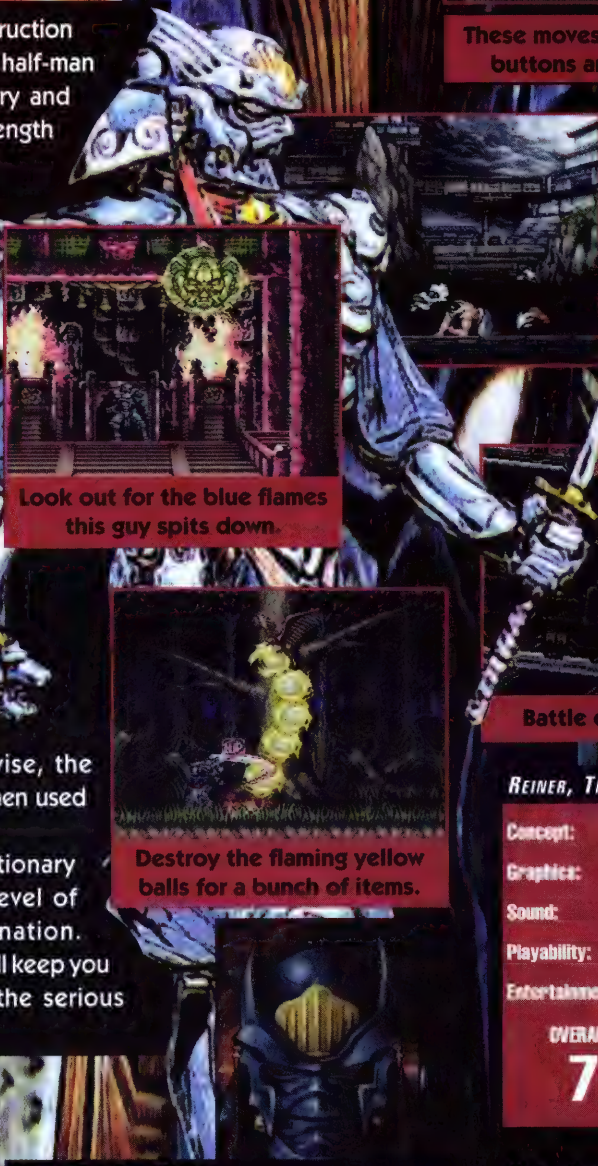


These moves are executed by using the L or R buttons and the jump or attack buttons.

One man has risen after the destruction of his clan. A fierce samurai, half-man half-droid, with a sword of fury and incredible fighting skill, he will go to any length to avenge his kind and conquer all.

Hagane is an action game that parallels titles like Ninja Gaiden and Strider, but also has a hint of Super Metroid. You assume the role of a cyborg samurai with an array of weapons and powerful moves. Besides his trusty sword, the hero can collect and equip shurikens, grenades and a grappling hook. The weapons are just the beginning. There are a number of controller moves that provide both offensive and defensive moves. The L and R button, depending on the direction you're facing, can be used as a retreat move sending the character flipping backwards. Likewise, the button(s) unleash a variety of attacks when used with the attack (Y) or jump (B) button.

Although Hagane is not of revolutionary design, the variety of attacks and level of challenge make for a good combination. Hagane's clean look and solid control will keep you coming back for more. A game for the serious action fan.



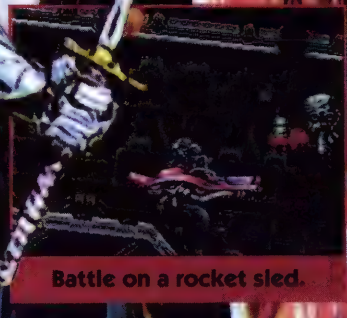
Look out for the blue flames this guy spits down.



Destroy the flaming yellow balls for a bunch of items.



Avoid the tail or burn in flames.



Battle on a rocket sled.

REINER, THE RAGING GAMER

Concept: 6 "In the tradition of Super Ghouls and Ghosts, Hagane takes up the throne of being one of the hardest games around. You really have to sit down and memorize each level before you really have a chance of beating the game. The one thing I really like about this game is the versatility in weapons and moves you have, sometimes it's like Contra, sometimes it's like Forgotten Worlds. That's the kind of game Hagane is. It's cool man, cool!"

Graphics: 7.25

Sound: 5.25

Playability: 8

Entertainment: 8.5

OVERALL: 7

PAUL, THE PRO PLAYER

Concept: 8 "Hagane is very similar to many ninja action games that I've played over the years. I found the action very challenging, so much so that I threw the controller in frustration. It is not frustrating because of poor control or anything, it just takes time to learn what is next. The game plays very well, but I did feel that the special moves weren't at all useful. There's never time to get them off. Ninja Gaiden fans should take a look."

Graphics: 8

Sound: 7

Playability: 8.5

Entertainment: 8.75

OVERALL: 7.75

RICK, THE VIDEO RANGER

Concept: 7 "Hagane is an above average beat-'em-up with weapons. The best things about Hagane are the strong play characteristics and challenge as well as the graphics. It's a must to learn how to quickly switch from one weapon to another. I recommend this game to good players looking for a game with some replay value because it will take awhile to master it. This is a good, but not great game."

Graphics: 7.5

Sound: 7

Playability: 8

Entertainment: 7.5

OVERALL: 7.5

- **Size:** 16 Megabit
- **Style:** 1 Player Action
- **Special Features:** 4 Weapons, Special "Charge" Attacks, 7 Continues
- **Created by:** Red for Hudson Soft
- **Available:** Now for Super Nintendo

► **THE BOTTOM LINE** 7.5

BASS MASTERS Classic

From the darkness of the deep comes one of nature's fiercest hunters. The bass' hunt for survival is full of resent and is never ending. The human species has successfully turned this hunt for survival into a sport of luck and skill. Some anglers go to their so called "hot spot" and fish till the day is dead. Others go by the climate and the conditions of the lake and then make their judgments of where to fish. Nonetheless, TH-Q has incorporated almost everythin' there is to bassin' in their first fishin' game, *Bass Masters Classic!*

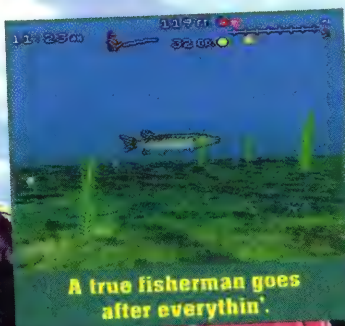
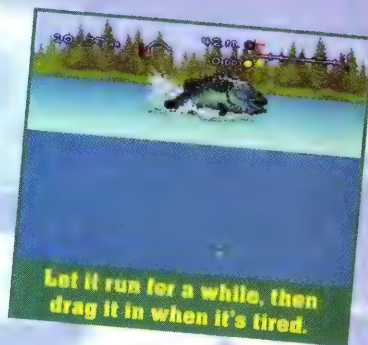
Bass Masters Classic is constructed of five different tournaments with three days in each. The further you proceed in the tournament, the bigger the fish get. Eventually, sizes will reach up to between 35-60 pounds!

The object of these tournaments is to end the day with the highest weight in fish. You can only bring in five fish. However,

you can catch as many as you want and keep the five biggest ones in

your live well. The bigger fish will be hard to bring in with your standard line and lure, thus the bait shop comes into play. Inside here you have the option to purchase rods, reels, lures, engines and everythin' else you need to get your fishin' expedition underway. Be sure to talk to the old man behind the counter. He can become a good friend of yours, a mentor if you will. He has valuable information on how to catch the big ones!

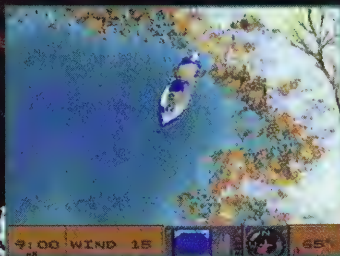
Now it's time to get out on the lake and do some serious fishin'! Find a decent spot to drop your lure and cast away! You have total control of where your lure moves once it's submerged, so give your rod a jiggle and get those bass out of hidin'. All right anglers, grab your special lure and hit the lake! The competition is on!



▶ THE BOTTOM LINE 8.25



- Size: 12 Megabit
- Style: Style, 1-Player Human Vs. Nature Simulator
- Special Features: 6 Different Anglers to Choose From, A Bait Shop With All the Necessary Supplies For a Fishin' Trip and a Surrealistic 3D Fishin' Environment
- Created by: Malibu Games for TH-Q
- Available: Now for SNES



ANDY, THE GAME HANOVER

Concept: 7 "Yep, this game is like fishin'! You spend a lot of time sittin' around waitin' for somethin' to happen. I like this game's graphics, and the sound is bearable, but the gameplay is rather slow. I play video fishin' for some serious action, not for a bigger butt-print in my couch. Overall, Bass Entertainment: 7 Master is good, but not quite up to Bassin' Black Bass."

OVERALL:
6.75

REINER, THE RAGIN' GAMES

Concept: 9 "If humans were fish, this game would be the daily cravin'. This is, by far, the BEST fishin' game to date! There's not much to squabble about. The graphics are second to none, and the gameplay is really easy to pick up. **Graphics:** 9.25 **Sound:** 6.75 **Playability:** 8 The only thing I would change is that you shouldn't be able to pick and choose each and every fish that bites your line. Bein' able to filter through all the little fish is kind of lame, although it did save lots of time for the big struggles. **Entertainment:** 8

OVERALL:
9

PAUL, THE PRO PLAYER

Concept: 9 "Bass Masters really gives Black Bass a run for its money. I like the way this game has the bait shop and the upgrades for your boat and gear. I don't think I remember so many product endorsements in a single game. **Graphics:** 9.25 **Sound:** 9 Everything has a brand name. The look of the rendered boat and underwater action sets the standard for other fishin' games. I would've liked to see more terrain beneath the surface, but maybe that's for a sequel. Bassmasters is a quality fishin' cart, so if you like Black Bass this one is worth some play time. **Playability:** 9 **Entertainment:** 9.25

OVERALL:
9.25

Next one to call them

"cute" gets a fireball in
the butt.



What's that smell? Oh, it's your butt.

Sizzling, **scorched** and smoking. You made the tragic mistake of thinking

Kirby's new buds were harmless stuffed animals.

Man, were you burned. This is **Kirby's DreamLand 2®**

for Game Boy® and Super Game Boy®, and you're

in the **hot seat.** Kirby's scraped



under the desk of the animal kingdom and

come up with a handful of down and dirty

allies. They may look adorable, but they make Kirby **deadlier**

than ever. Meet the owl that slings boomerang



feathers. Shake fins with a fish that lets

Kirby swallow under water. Kneel before

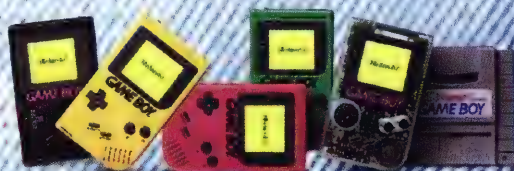
the hamster that coughs up **white-hot** spheres

of justice. "Cuddly"? Hardly. So hike up that

asbestos underwear and watch your language.

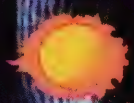


Nintendo®





PLAY
IT
LOUD



EARTHBOUND

Something Evil is
Heading Your Way

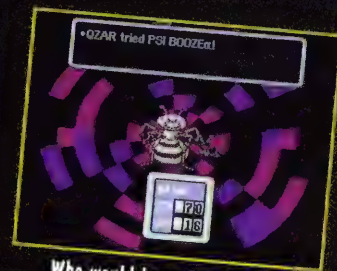
- **Size:** 24 Megabit + Battery Back-Up
- **Style:** 1-Player Role Playing Game
- **Special Features:** Three Save Slots, Tons of Text, Personalized Adventure, Auto Fight Option, and an ATM Card for Immediate Funds
- **Created by:** Nintendo
- **Available:** Now for Super Nintendo

From the darkness of the starry night comes a fiery visitor of unknown proportions. Cutting and slicing its way through the skies, this ball of light makes way towards its destination, the town of Onett.

With the rattle of the house and the echo of your sister screaming, you quickly rise from your slumber. Your heart begins to race and your mind begins to spin on the endless possibilities of what has just occurred. You are a young lad who's always had a knack for adventure. Little did you know that this would be the biggest adventure of your life.

EarthBound takes place in present day society, the year 199X, and follows the ups and downs of a young boy and his group of friends. The adventure begins with our young hero running around the house in his pajamas trying to figure out what the heck is going on. He soon discovers that a meteorite has landed in Onett and, as any curious boy would do, he sets off to discover its whereabouts. He soon discovers that the meteorite held a messenger from above. Our young hero is told that he is the chosen one, and must conquer the eight sanctuaries to harness enough power to stop the evil Gyiyg from destroying the planet. Luckily, you will not be alone. Besides the friends you'll meet along the way, you'll have the watchful eye of your parents to help you along. Your family can save your game, put money in your bank account, and store any of the extra items that you acquire. Thanks to modern society, you can reach out and touch someone from anywhere in the world, so you can call them from any drugstore or hotel, and can access your cash through any ATM.

EarthBound, because it is set-up in modern day society, is easy for anyone to pick up and play. The first few missions are pretty much guided and easy to follow. However, the further you progress the more you'll find yourself on your own. Understanding EarthBound is easy, but uncovering its many hidden secrets isn't. The real question is, are you brave enough to save the Earth from oblivion, or are you content just sitting there on your couch?



Who would have thought that an ant could be so tough?



Can I see some ID please?



For each butterfly you collect your character receives 20 Power Points.



Look! It's one of those wacky Kemp's cows!



The hospital cures you of injuries, poisons and death!



Take two of these and call me in the morning.



Wow! That's Mr. T from the A-Team!

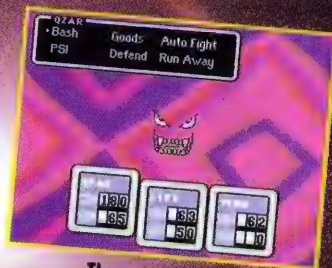




The first boss you encounter is located behind the arcade.



Just another victim of the in-house drive-by.



Three against one, the odds are in your favor!



The plot thickens!



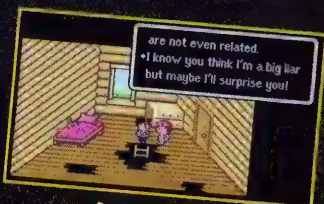
This could get messy!



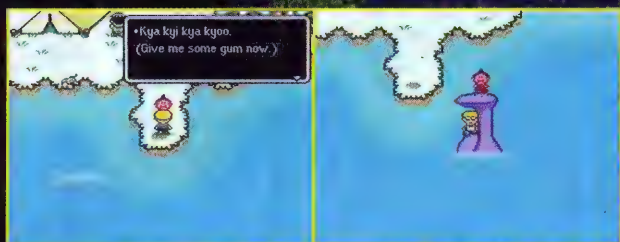
Photos and pizza delivery in under an hour!



You're surrounded!



Go for it, kiddo!



Feed your monkey and he'll do some amazing things!



Thanks for the news flash.

▶ THE BOTTOM LINE **8**

ANDY, THE GAME HOMBRE

Concept: 8 "Although this game looks competely stupid, you get used to it (mainly because the adventure is really fun)."

Graphics: 7 The characters are wacky, the text is big. There don't seem to be many hidden items,

Sound: 7.5 insane, and the quest is big. There don't seem to be many hidden items, but I don't think you'd want to play this game over and over again after you finish it. It's not quite that good.

Playability: 9 However, if you're an RPGer looking for something to do, this game will definitely entertain."

Entertainment: 9

OVERALL:
8

RICK, THE VIDEO RANGER

Concept: 9 "EarthBound is a wonderful RPG that kept me going for hours at a time. I just couldn't put it down. Right from the creative intro I could tell that this was going to be a bit different from anything I had seen before. The simplification of the gameplay in this game is near genius and just might revolutionize the way RPGs are designed for years to come. This game is full of surprises. I can give a simple recommendation about EarthBound. Buy, borrow or rent it, but don't miss it."

Graphics: 6.5

Sound: 7.5

Playability: 8.5

Entertainment: 9

OVERALL:
8.5

REINER, THE RABINS GAMER

Concept: 7 "Finally, someone made an RPG that doesn't have any medieval or sci-fi tie-ins. The story line and twists that the game makes are pretty entertaining. It's cool. You can casually walk around the city, order a pizza, visit your girlfriend and still have time to take down bad guys and save the world! For some reason I keep thinking they cloned the main character after me. He's a little punk kid who always wears a hat (like me), and his mission in life is to rid the world of evil (also like me)."

Graphics: 8.5

Sound: 8

Playability: 7.75

Entertainment: 8

OVERALL:
7.5

Nintendo the Innovation leader &

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These high-end graphics with their millions of colors were converted to the Super NES palette using a process called debabelizing.

How to boost the performance of your

At Nintendo, engineers and game designers continually work to enhance Super NES games from the inside out. Stunning new games such as Donkey Kong Country use innovative programming tech-

niques while other games actually have new hardware technology like the Super FX chip built into the Game Pak. You don't need to buy an expensive adapter to play them,

either. In fact, with games using ACM, or the FX² and SA1, gamers won't have to pay an extra dime for the innovations.

video game system without spending a dime.

ACM: The Magic In The Machine

So what is ACM? It's a technique in which all the graphical elements of a game are created on high-end, 3-D graphics computers like the SGI Challenge, then converted to run on the Super NES. The team at Rare spent more than 18 man-years

creating the animations and backgrounds for DKC. Then they converted the images for the Super NES in a process called *debabelizing*, which reduced the rendered images from millions of colors to 256 or less. By working from the high-

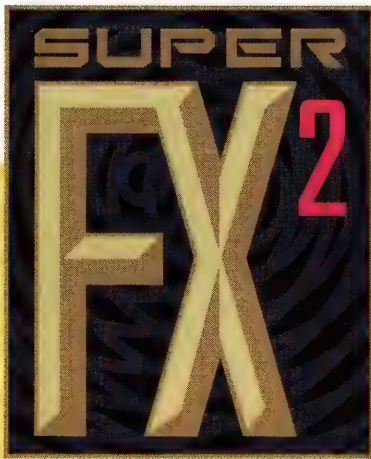
end down, Rare achieved a new level of graphics for video games. Tim Stamper, DKC's designer, sees the future like this, "From now on, everyone will have to live up to this game."

Full 3-D models were created first in wire-frame for DKC. The designers animated the wire-frames to see how the motion looked. After mastering a sequence, the Funky tuning, Rare rendered the figure with texture maps and lighting.



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SiliconGraphics

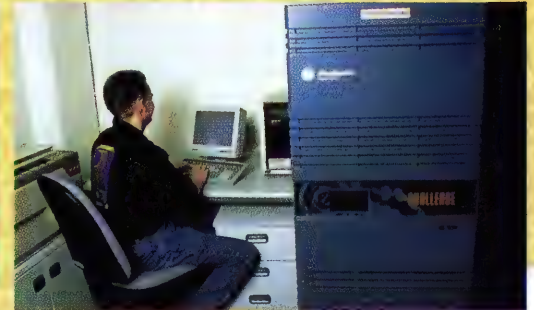


The latest upgrade of the Super FX chip—the FX²—fits inside a Super NES Game Pak and is capable of manipulating more polygons, more texture mapped surfaces and more sprites. The RISC (Reduced Instruction Set Computer) chip even calculates pixel-by-pixel



terrain maps on-the-fly (as in Nintendo's upcoming title, Comanche) to create more dramatic 3-D effects than were possible with the original version of the Super FX.

In Comanche and Dirt Trax FX, from Electro Brain, you'll see far more texture mapping and scaling sprites than in the original Super FX game, Star Fox. According to Jez San of Argonaut Software, the FX² can display 20,000 polygons per second, which is comparable to a high-priced 3DO system.



ACM doesn't require any adapters or special hardware for players, but it does require millions of dollars worth of equipment for game developers. The Challenge Computer at Rare is just one of the Silicon Graphics super computers that were used to create Donkey Kong Country.

The SA1

The most recent breakthrough at Nintendo is the Super Accelerator co-processor. The SA1 fits inside Game Paks like the FX², but the SA1 is a processor like the CPU in the Super NES Control Deck. It can access memory in the Game Pak and work directly with the CPU to provide enhanced graphics, processing speed and arithmetic functions. It runs four times faster than the Super NES CPU, improving performance by up to 500%. That translates into games with more realistic animation and 3-D environments.

DOLLARS AND SENSE

Sega says they want to ease gamers into the next generation, but they're asking \$150 for the 32X and Saturn will cost more than twice that. In the meantime, you can spend another hefty chunk on Neptune—the all-in-one 32X/Genesis hybrid. What's that for? To ease you from the 32X to the Saturn? Maybe Sega should ease up on your wallet instead?

Gamers want better **games** today for the systems they

already own. A system add-on or plug-in is expensive and you can't update it. In other words, you're stuck with it. Nintendo's solution makes real sense: upgrade the Game Pak and the software inside with innovations like ACM, the FX² and SA1. As technology improves, so do the games. For no extra cost...and no gimmicks...you can play the next generation of games on your Super NES.

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Nosferatu



The Night Belongs to the Undead!

As two unsuspecting students from America are visiting Romania, Nosferatu, a name whispered in fear, is out to seek his next victim. This creature of the night, known to many as the vampire, has the ability to transform into a wolf or bat to find the blood of the innocents he seeks. Tonight, the fog comes in from the north and the creatures of the night begin to stir as Nosferatu claims his next victim.

All Kyle hears is a scream as his true love disappears into the darkness of Nosferatu's foreboding castle on top of the looming mountain peaks. No one has ever seen Nosferatu and lived to tell about it, and no one probably will, but Kyle is certainly going to give it his all. As he slips into the castle, darkness envelops him and he finds himself in the mire only Nosferatu could call home.

Nosferatu, a classic adventure game in the same vein as *Flashback* and *Prince of Persia*, pits the young Kyle, armed only with his martial art skills, against the most infamous vampire Nosferatu. Luckily, Kyle is well prepared to complete his adventure through the ghoul-filled castle; he can jump, climb, run, hang, slide, kick, punch, and slide his way past any obstacle. Besides trouble around every corner, Kyle will find many treasures hidden within Nosferatu's castle during his quest. Some of these jewels will grant Kyle a longer life bar, while others will restore his health.

There are numerous paths that can take Kyle to the lair of the mysterious Nosferatu so he can save his true love, but only your perseverance and skill can get him there. So if you are ready to go head-to-head with this creature of the night, *Nosferatu* is waiting for you. However, we do advise that you only play this game in the safety of daylight!

► THE BOTTOM LINE **6.75**

- **Size:** 16 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** Unlimited Continues (You'll Need 'em), Dark and Erie Music, Cut-Scenes, and Multitudes of Animations
- **Created by:** Seta U.S.A
- **Available:** Now for Super Nintendo

ANDY, THE GAME HOMBRE

Concept: 7 This game isn't horrible, but it is very frustrating. *Nosferatu* suffers from a number of problems with its play control. The double-tap run is extremely unpredictable and the various enemies you encounter are easier to just walk past than to actually engage in combat. This makes their presence almost useless (except that it makes you use the unreliable run command). The graphics are pretty good and the sound definitely adds to the overall feel, but it doesn't make up for its play control problems. You'd think after four years they would have finally gotten it right.

OVERALL:
6.75

REINER, THE RAGING GAMER

Concept: 8 Run damnit! Run! I've waited over four years for this stinkin' game and the play control still isn't here! In order to get your character to run you have to double click in one direction REALLY quickly! Now, let's do a little research here. The Super Nintendo has six buttons on it. Right? Why couldn't they make one of these buttons a run button!? The play control is the only thing holding it back. If they had the control, LOOK OUT this would be a killer cart. However, they don't! FRAG!!!

OVERALL:
6.25

RICK, THE VIDEO RANGER

Concept: 9 I enjoy the very creepy way that *Nosferatu* portrays the legend of Dracula. The intro screens and sound effects are nothing short of excellent. The smooth flowing animation and the dark but well defined backgrounds fit this game perfectly. This could have been a very good game, but I lost admiration with the control factor. The control made this game harder than it should have been. In the end, *Nosferatu* is an example of how designers can create superb sound and graphics but fall a bit short in the most important place, the playability.

OVERALL:
7.25

After a leap of faith Kyle grabs hold of a small ledge to save himself from almost certain death

Beware of the various ghouls found within the castle - they're ferocious!



Hang



Health & Life



Duck



Punch



Push

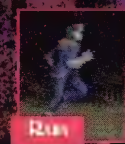
Some enemies require that you stand at a specific spot to defeat them. Otherwise, they'll just waste ya!



The castle is filled with tons of booby-traps and switches.



Kyle can push on walls to reveal hidden passages and shortcuts.



Run



Kick



STAGE 3

KNUCKLES CHAOTIX

Two Strange Heroes, Together Forever

It wouldn't be a system from Sega if there wasn't a Sonic game. That might have been true in the past, but this is 1995 and Sonic seems to have passed his crown to the dreadlocked Echidna, Knuckles. Dr. Robotnik is no friend of this valiant animal, and he thinks he's figured out a way to stop the little redhead. He has tricked Knuckles and lured him into a trap. Knuckles is forced to hold a ring which is tethered to another ring held by an animal friend. The effect of this is a "combi" which keeps the animals within a certain distance to each other. Pull the rings apart and they act like a rubber band. Though this can be a hindrance, when properly used you can "snap" yourself into unreachable places.

Because of the 32X power, you'll see a lot more colors on screen. In addition, you'll be able to pick from 5 characters. The 32X did allow for two new 3D bonus games. The first is an overhead view of your character as he falls straight down. You can hit objects that give you rings and other power-ups. The second is a from-behind view of your character as he runs through a six-sided 3D tube. You must collect spheres in a given amount of time in order to capture a chaos ring.

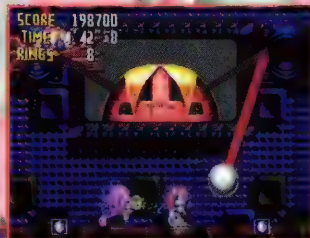
All in all, Sonic was a game about speed. Tethering two characters together and having them play Sonic is like watching a three-legged marathon. While the combi does allow for new skills to master, it is, for the most part, frustrating. The beauty of the levels is just not there, and primarily you are exploring level after level of banal monotony. The Sonic name usually means a long, fun game from Sega. Unfortunately, Knuckles falls short of his ancestors' accomplishments.



I'm falling down a bottomless pit, and I can't get up!



The flying claw lifts both players to the top of the tower.



Oooh! What a frightening ball armed, robotic, separated head guy!

PAUL, THE PRO PLAYER

Concept: 8.5 "If you're expecting another Sonic style game, think again. Chaotix's "buddy-style" of play took me a long time to get used to. I jumped, shot and flung all over the place and never knew where to go. Eventually, I did get rolling. The 3D bonus stages look great along with some of the other special visual effects, but it doesn't look much different from the 16-bit games. Because of its different play style, Chaotix is a game that you might want to test drive before you buy. It has some cool features and many characters to use, but it doesn't hold my attention for very long."

Graphics: 8

Sound: 8

Playability: 7

Entertainment: 7.75

OVERALL: 8

RICK, THE VIDEO RANGER

Concept: 7 "This is a very different kind of game. It starts out like just another Sonic then it turns weird. I think Sega came up with some very creative ideas in the control of this game. The skills you must learn to master this game make it very challenging. Somewhere along the way, however, I think Sega forgot what makes their Sonic line so popular. Where is the simple, uncomplicated gameplay? Because of the combination of the characters, the play slows to a snail's pace compared to all the other Sonics. Chaotix has some very good features, but overall the game is only average."

Graphics: 8

Sound: 7

Playability: 7

Entertainment: 8

OVERALL: 7

REINER, THE RAGING GAMES

Concept: 6.5 "Sure the Sonic games on the Genesis and Game Gear are fun, so why not make one for the 32X? Sega took a very good idea with the tethering effect and killed it dead. If they would have used this effect sparingly, they might have been able to save this game. Unfortunately, they didn't. The whole game is conceived of you and your animal buddy bouncing around a typical Sonic environment trying to reach the end. The only time I found this game the slightest bit amusing was in the two-player mode, where it's actually fun to bang each other around. Other than that, yuck. Sorry Sega, two thumbs down."

Graphics: 6.75

Sound: 6.5

Playability: 5

Entertainment: 4.75

OVERALL: 6

- **Size:** 16 Megabit
- **Style:** 1 or 2-Player Action/Platform
- **Special Features:** 5 Players to Choose From, Tethered Animal Action, 3 Save Slots, 2 Kinds of Bonus Levels
- **Levels:** 25 + End Boss
- **Created by:** Sega
- **Available:** Now for 32X

▶ THE BOTTOM LINE 7

This is one of the most interesting bonus games in the world.

SHADOW SQUADRON™

Heavily Armed Polygons Engaged in Deep Space Combat

Feather 1 - Ready for launch!

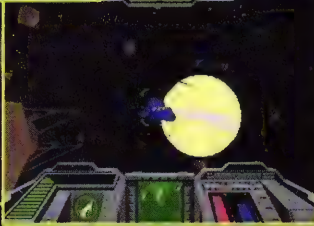


It takes a lot of shots to destroy the Accelerator Ring.

Red alert! Scramble fighters! Feather pilots report to launching deck immediately! This is not a drill! And so begins another day at the office for the daring pilots of deep space combat. Fortunately, they've got experience and firepower on their side.

fire buttons, and for one of the two ships, an S-Shield button. The Feather 1 comes equipped with the S-Shield, as well as twin cannons and the maneuverability of a Porsche roadster. This ship is a short range fighter, and after each mission you'll dock with a support ship to resupply your energy. The Feather 2 is a larger ship with a single cannon mounted on a front turret. It is a little slower and bulkier, and keeps its own energy supply throughout the six missions. However, it has the advantage of being able to shoot enemy missiles before they can hit you. In the two-player mode, one person will be flying the Feather 2 and the other will control the turret.

The asteroid belt is the ideal place for a small ship to pick apart a fleet.



The trace mode lets you see the entire battle sequence from outside your ship.

Shadow Squadron is the first free-flight 3D space combat simulator to grace a Sega platform. That is, instead of a game where you point the cursor and fire at enemies as you travel a pre-determined flight path, you are free to move in any direction, and speed up and slow down as you please. You can do a fast approach at an enemy battle cruiser with guns ablaze, then slow down and turn for a slow strafing run over the deck; too close to be shot by the cruiser's cannons.

All in all, Shadow Squadron is a graphically impressive game with tight control and gameplay. The polygons are clean and precise with almost no "drop-out" at any time. This is the game Sega wanted to make for the 32X when they ended up making "Star Wars: Arcade." ■

You'll need to take out this big guy one piece at a time.



The game takes full advantage of the six button controller, with throttle control, rotation,

Take it straight up the chute and destroy the main power core.



After each mission, Feather 1 will dock with the supply ship.

- **Size:** 16 Megabit
- **Style:** 1 or 2-Player 3-D Space Combat Simulator
- **Special Features:** Unconstrained 3-D Flight Environment, Two Unique Ships, Two Difficulty Levels, Adjustable Color
- **Levels:** 6
- **Created by:** Sega
- **Available:** Now for 32X

Ice me up a cold one, boys. I'm coming home.



▶ THE BOTTOM LINE 8.25

ANDY, THE GAME HOMER

Concept: 8 "Shadow Squadron is the first 32X game that wasn't possible on the Genesis. The 360° flying makes this game a blast to play, and even gives it some good replay value. Its biggest drawback, however, is that there are only six levels, but at least they are six good missions, and the ships that you encounter are cool to look at. This game could have used texture maps and maybe a couple extra levels, but otherwise it's a lot of fun."

Graphics: 7.75

Sound: 7

Playability: 8.25

Entertainment: 8

OVERALL:
7.75

REINER, THE RAGING GAMER

Concept: 8 "I always find myself getting weak in the knees and teary eyed when I watch Star Wars or Star Trek. And believe it or not I received the same feelings after I played Shadow Squadron. Maybe it was the close calls with flying battle cruisers or the thrill of chasing down and destroying a bogey? Something inside of me clicked and I became completely submerged in this game! However, like most fairy tales there is an ending, and Shadow Squadron's came too quickly. This game is way too short."

Graphics: 8.5

Sound: 8

Playability: 9

Entertainment: 7.5

OVERALL:
8.25

PAUL, THE PRO PLAYER

Concept: 8 "If you liked Star Wars Arcade, Shadow Squadron is gonna blow you away. Controlling your ship in a 360° environment is what Star Wars was missing. The control is good and I like how there are different options to customize them to your liking. The sound effects aren't the greatest, but there's no time to listen. I found myself ducking and leaning all the time. The scale, as you get close to the massive ships, draws you right into the game. Give it a look if you crave a space battle."

Graphics: 8.5

Sound: 7.5

Playability: 9

Entertainment: 9

OVERALL:
8.5

ZAXXON'S

Hack and Learn, Baby, Hack and Learn

MOTHERBASE 2000

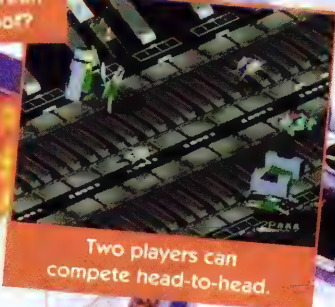
- Size: 16 Megabit
- Style: 1-Player Shooter or 2-Player vs. Mode
- Special Features: 3 Difficulty Settings, Power-up Ships, "Hack and Learn" Ability
- Created by: Sega
- Available: Now for 32X



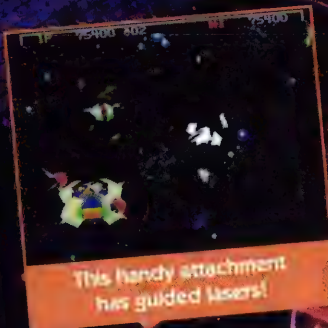
Goaach, rockin' down the highway.



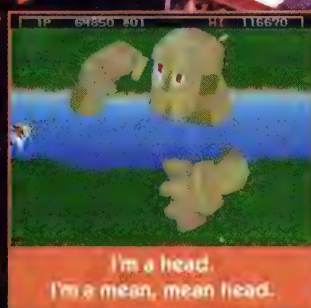
How do you kill a big green wailer that's bulletproof?



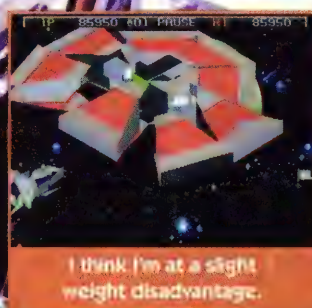
Two players can compete head-to-head.



This handy attachment has guided lasers!



I'm a head. I'm a mean, mean head.



I think I'm at a slight weight disadvantage.

Many years ago, a certain coin-op machine brought a 3D aspect to video games known as the "3/4" view. That machine was called Zaxxon and it was a smashing success. One tiny ship had to take on an army of evil, relentless enemies that attacked and attacked and attacked. The year is now 1995, and Sega has brought this once dead game back to life on the 32X. Things have changed a little since the 80s, but the spirit remains: destroy, destroy, destroy.

One difference in this game, besides the complete use of polygon graphics, is that your ship always travels in a straight plane. That is, instead of pushing forward to bring your ship closer to the ground, pushing forward will move your ship forward on the screen. This makes Zaxxon's Motherbase 2000 (ZM2K) an even more straightforward shooter than the original.

What truly separates ZM2K from its predecessor is the jump button. Pushing the 'B' button will make your ship propel itself upwards for a time. You can use this to dodge enemy shots, but more importantly to "hack and learn". Jump onto a ship that is attacking you and you will take it over and turn its firepower on its allies. This is known as "hacking". Furthermore, if you can stay on the ship long enough, you will "learn" its ability. That way, even if you jump off the ship or it is destroyed, you will retain some of its firing ability. Almost all enemies (except non-firing drones, turrets, and walkers) can be "hacked". This ability gives the game a completely unique style of play and almost unlimited variations of weaponry.

ZM2K is a very different game from the original Zaxxon, and people looking for nostalgia will not find much of it. However, in its own right ZM2K breaks new ground in the shooter category, just like its mentor did so many years ago.

▶ THE BOTTOM LINE **6.25**

ANDY, THE GAME HOMBRE

Concept: 4 "Whoa, what a disappointment! I plopped this game in, expecting to find an updated version of one of my all-time arcade favorites, Zaxxon.

Graphics: 7 Instead, this game is a rip-off of Neo-Geo's Viewpoint, and not even a very good one at that. The 'hacking' and 'learning' ideas are pretty cool, but they don't do enough to save this straight ahead polygon shooter.

Sound: 6

Playability: 5.5

Entertainment: 5

OVERALL:
5.5

Sega never should have put the Zaxxon label on this loser."

REINER, THE RAGING GAMER

Concept: 5 "The original Zaxxon was a great coin-op. However, this revamped 32X version just doesn't live up to the original's standards. If Sega would have done just a standard touch-up on this game it would have been much better. Instead they grounded the ship and added a jump feature which you can use to hop on to other ships and become a part of them. This game is more like Viewpoint than anything else. In the long run I would definitely choose the old Coleco game over this one any day!"

Graphics: 6.5

Sound: 4

Playability: 5

Entertainment: 4

OVERALL:
5

PAUL, THE PRO PLAYER

Concept: 9.25 "The only thing that makes this game close to Zaxxon is the perspective. The polygon ship and enemies look great. I didn't detect much, if any, slowdown when there were a lot of sprites on-screen. The hack & learn concept takes the normal power-up icon thing found in many shooters a step higher. Jumping into another craft and blasting away is a joy. Though this game may not be worthy of the Zaxxon tag, it may be the beginning of some solid titles for the 32X."

Graphics: 8.75

Sound: 7

Playability: 8

Entertainment: 8

OVERALL:
8.25

Mario's Picross

X Marks the Spot

- **Size:** 2 Megabit W/ Battery Back-Up
- **Style:** 1-Player Puzzle
- **Special Features:** Super Game Boy Compatible, Easy and Normal Difficulty Settings, 250 Puzzles Broken Down Into: Easy, Kinoko, Star and Time Trial Courses
- **Created by:** Nintendo
- **Available:** Now for Game Boy

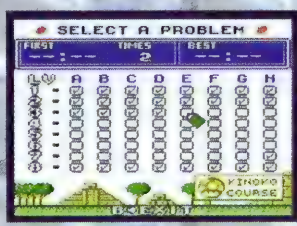
Get ready for puzzle go-go! Nintendo's newest puzzle game, Mario's Picross, takes puzzle games into a new realm of gaming. The object of the game is to discover a hidden picture in each puzzle. The secret to finding the hidden image lies in the numbers off to the side of the playing field. Be sure to study the numerics carefully, you have only 30 minutes to solve each puzzle. If you happen to get sloppy and chisel one of the wrong boxes, you'll lose precious amounts of time and eventually may even lose the game.

The whole concept of beating a puzzle is conceived from the principals of basic logic and the process of elimination. However, if you find the standard Picross a little too difficult you can always check out the Easy Picross. In this level you start out with very basic and easy puzzles, and eventually build yourself up for the challenge of the standard game.

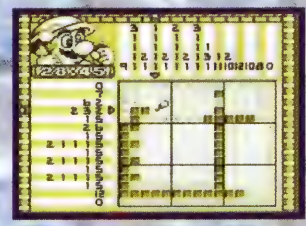
	Andy	Paul	Nick	Reiner
Concept:	8	8	8	8.75
Graphics:	6	6	7	7
Sound:	6	6	7	6.5
Playability:	7.5	8	7	6
Entertainment:	7.25	9	8	7
Overall:	7	7.5	7.5	7

▶ **THE BOTTOM LINE** 7.25

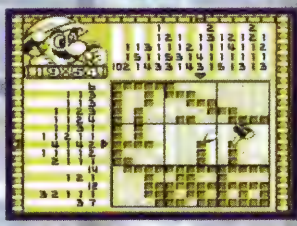
- Andy, The Game Hombre**
"Picross is an entertaining game that tests your mind as well as your fingers. Definitely for an older audience."
- Reiner, The Raging Gamer**
"This game can be easily described in just two words: good and addicting. If you're into puzzle games and are looking for something new, here's your game!"
- Nick, The Video Ranger**
"This is the perfect game to keep yourself occupied during a long car or plane ride. A good addition to almost anyone's Game Boy collection."



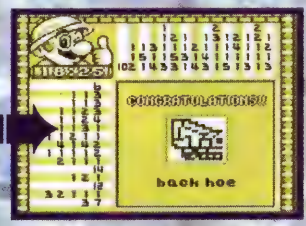
Each course is composed of 64 levels.



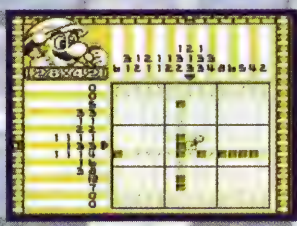
Always mark off the boxes you know won't be chiseled.



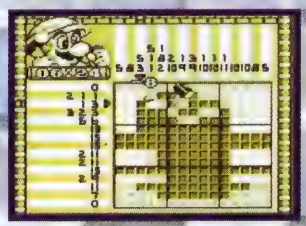
What could it be?



Oh, it was a back hoe!



Should I chisel here?



Wrong move! You just lost 8 minutes!

Paul, The Pro Player
"A mix between Pictionary and tic-tac-toe. It looks boring, but is actually entertaining and addicting. Is that a back hoe?"

A BIG PINK MARSH MALLOW WITH A LOT OF SUCKING POWER

KIRBY'S DREAM LAND 2

- **Size:** 4 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** 3 Save Slots, Power-Up Animal Friends, "Eat and Spit" Ability
- **Levels:** 7 Worlds
- **Created by:** Nintendo
- **Available:** Now for Game Boy

His name is Kirby, but he's no vacuum cleaner. Well, he doesn't LOOK like a vacuum cleaner, but sometimes he behaves like one. Regardless, he's back in his second action/platform to grace the Game Boy. In this adventure through Dream Land, he has got a few friends on his side.

In some of the stages, some of Kirby's animal friends are being held hostage. Defeat the mini-boss and you'll be able to free your friend and use him on your quest. Rick the gopher, Coo the owl, and Kine the fish are all available for use, and each has their own special power.

Kirby's real power, however, rests in his sucking ability. His mouth opens wide and anything within a certain range that isn't nailed down will be sucked in. These things can be spit out as missiles. Alternatively, certain enemies can be swallowed that give Kirby special powers. These powers range from fireballs to icebeams and beyond.

All of this makes Kirby's Dream Land 2 a most interesting game. A word of warning: you won't be able to kill your enemies by landing on their heads, so you're going to have to be a little innovative. If you feel up to the challenge, pop Kirby into your Game Boy and start sucking.

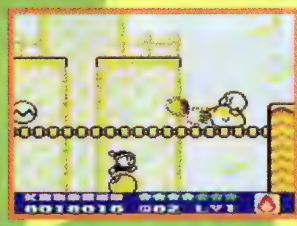
- Andy, The Game Hombre**
"Kirby has always been one of a kind, and his game still continues to be one of the very best on Game Boy. The only problem that I can find with old Kirb' is that his games are just a little bit too easy."
- Paul, The Pro Player**
"This game has all you want in a hand-held; crisp graphics and solid control. Kirby is great because of its originality and ease on the eyes."



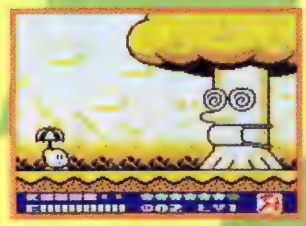
We should have sent a fish to kill a fish.



Take out Spiky to free your friend in the bag.



Riding Rick with a fire power-up will give you continuous flame!



That tree looks mean... good thing Kirby's got an umbrella.

- Reiner, The Raging Gamer**
"I'm seriously starting to think that Kirby ate Mario, because their games are getting more and more similar everyday. Kirby's Dreamland 2 is a little more challenging than the first one, but unfortunately, it is still a little too easy."
- Rick, The Video Ranger**
"This is a fun Kirby adventure that is worthy of the name. I really enjoy all the ways that Kirby joins together with his furry forest friends to overcome all the bad guys."

	Andy	Paul	Nick	Reiner
Concept:	7.5	9	7	7.25
Graphics:	8.25	7.5	7.5	6.75
Sound:	8	7	7	7.5
Playability:	8.75	9	8	8
Entertainment:	8.5	9.25	7.5	9
Overall:	8.25	8.5	7.5	7.75

▶ **THE BOTTOM LINE** 8

WIN! The Ultimate Gaming Rig!! OVER \$20,000⁰⁰ IN PRIZES!



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

Computer Contest. Win a blazing fast Compudyne with Pentium 50 processor, 8 meg. ram, 845 meg. hard drive, CD-ROM, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Super NES; Sega Genesis with CD-ROM and 32X. Panasonic 3DO; and Atari Jaguar. Get all four or trade the ones you don't want for CASH! Bonus options include: Sony Play Station, 33 inch monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

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

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

Mystery Word Grid

L	H	A	S	E	P	M Y S T E R Y W O R D
D	N	E	A	M	I	
P	O	W	E	R	N	
P	R	E	S	S	C	
S	H	A	N	D	L	

WORD LIST and LETTER CODE chart

POWERN	PRESS.....K	BLAST.....A	WRECK.....P
BREAK.....Z	PUNCH.....S	SPRAY.....E	TURBO.....V
STOMP.....T	STAND.....H	PRESS.....C	DREAM.....I
CRUSH.....O	SCORE.....R	SLANT.....L	CHASE.....P

MYSTERY WORD CLUE:

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

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- (\$3.00) Computer Contest
- (\$3.00) Video Game Contest
- (\$3.00) Media Rig Contest
- (\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

Name _____

Address _____

City _____ State _____ Zip _____

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

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CLIP AND MAIL



SLAM 'N JAM '95

Scorch the Twine



From downtown!



The instant replay allows you to zoom in and out.



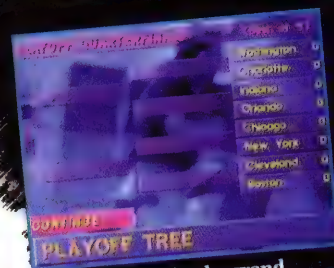
Alley-oop!



Set a pick and go in for the jam.



Concentration is the key!



Who will be the grand champion?



Oh man! He's out of control!

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player 5-on-5 Basketball Simulation
- **Special Features:** Season Long Stats for Individual Players, Entire 82 Game Season With Playoffs, Commentary by Van Earl Wright and a 1-Player Role Play Option
- **Created by:** Crystal Dynamics
- **Available:** Now for 3DO

Accept no substitutes is the direction Crystal Dynamics took when approaching their first 3DO basketball game, Slam 'N Jam '95. You won't find any celebrities, presidents or combat hidden in this game. Rather, this is just a basic, clean game of b-ball. Slam 'N Jam '95 is in fact the very first 5-on-5 b-ball game for the 3DO.

Slam 'N Jam '95 brings 5-on-5 arcade action up close and personal! If you're looking for a diverse b-ball game with a different look to it, Slam 'N Jam '95 is your safest bet. One thing that sets this b-ball game apart from the others is the size of the players. In Slam 'N Jam '95 one individual player can actually take up about 50% of the screen! The luxury of larger players allowed Crystal Dynamics to use Rotoscope technology to make the

character animations look smoother and more realistic. Also, another unique trait the game features is the Role Play option which lets the gamer pick and play an entire season with just one player. This game may not have any of the NBA licenses or players, but the characters look vaguely similar to their pro counterparts. The game also tracks season-long stats for both team and individual players.

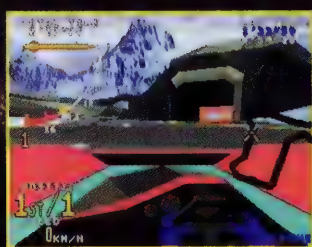
What's a b-ball game without commentary? CNN Sports' own Van Earl Wright lends his unique broadcasting style to all the thunder jams, hacks, picks and fast breaks. What could be better than having Van Earl Wright highlight your every move! Lace up your Chuck-T's and prepare for the ride of your life! Slam 'N Jam '95 is on its way!

Formula Racing on Saturn

VIRTUA RACING

- Size: 1 CD-ROM
- Style: 1 or 2-Player Racing
- Special Features: 5 Cars, 10 Tracks, 4 Difficulty Settings, Arcade, Practice, and Grand Prix Modes
- Created by: Time Warner Interactive
- Available: September 2, 1995 for Sega Saturn.

Saturn Previews



The tunnel would make a nice shortcut, but it's closed.



The stone heads on Amazon Falls watch silently from the sidelines.



Formula 1



F 160



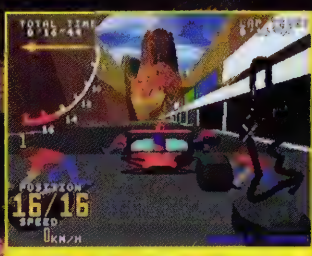
Go-Cart



Coupe



GTP Prototype

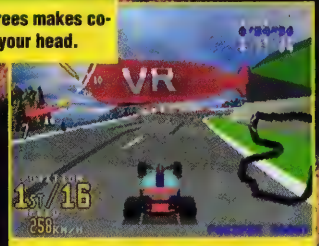


The pit crew is hard at work in Diablo Canyon.

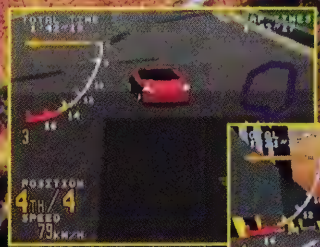


Running into the palm trees makes coconuts fall - watch your head.

Many different views are now available.



Look! It's the VR Blimp!



VR Virtua Racing has been an arcade favorite since 1992.

It was the innovator of different racing views that you could change on the fly. It presented polygon graphics for the first time in a realistic and immersive manner. In short, it was one of the greatest racing games of its time.

Now, in 1995, what would a next generation system be without a new and improved version of Virtua Racing (VR)? Thanks to the people at Time Warner, the Sega Saturn will not be without VR. Of course with the new power that the Saturn will bring to the people, VR will be new and improved. There are 10 tracks to choose from including, but not limited to, Alpine, Diablo Canyon, and Metropolis. In addition to the Formula One car, you'll be able to choose from the GTP Prototype, the Coupe (slightly reminiscent of the Porsche 911), an old style Formula 160, and the small but speedy Go-Cart. Each has different levels of handling, acceleration, and top speed.

On the preview version we were given, no two-player mode was built-in, but in the option screen a number of players section was included. Rest assured that VR for the Saturn will be able to accommodate at least 2-player simultaneous play. In the Arcade mode you will be able to race against the clock on the three original tracks. In Grand Prix and practice mode you'll be racing against computer drones, and you'll be given as much time as you need to finish the race. Just try not to finish last.

In all, VR for the Saturn has the same familiar gameplay as the original VR, but with more options, more tracks, and more cars. Virtua Racing fans will have to think up some pretty good excuses if they're going to pass up this latest installment of a stable and decent racing game.

PANZER DRAGON

- Size: 1 CD-ROM
- Style: 1-Player Shooter
- Special Features: 3D Rendered Graphics, 360° "On-the-Fly" Rotation, "Lock and Load" Firing System, 3 Difficulty Settings
- Levels: 7 Episodes
- Created by: Sega
- Available: Now for Sega Saturn Only In Japan, US Release: September 2, 1995.

Get On Your Lizard and Ride!



I wonder what could be spooking those birds... Perhaps this giant, flesh-eating worm is responsible.



Everything looks secure out here, let's try that building.

Panzer: relating to a heavily armored division. Dragoon: a unit of heavily armored troops. Put them together and you've got the slightly redundant name of one of the most graphically impressive games ever to grace the console medium. You'll be mounting the back of a graceful dragon and, armed only with a most powerful hand laser, save the world from evil domination. The story, while an old one, is told graphically in a long intro sequence that can bring tears to the eyes.

Panzer Dragoon consists of riding a dragon along a predetermined flight path, blasting everything in sight. You'll have some control over the movement of your dragon, but only within a certain "tunnel" of movement. Even with these constraints, the game creates a sense of realism by letting you turn in the saddle using the top trigger buttons. Thus, you can look in any direction in order to blast the bad guys.

You only have one gun, but it can be used in two different ways. The first is your basic pull-the-trigger-fire-the-shot type of deal. The second way to use it is to hold down the fire button and move your sight over the enemy. At this point, you will lock onto your target. When you release the fire button, a guided blue laser will track across the sky and smite your enemy. You can lock on to many enemies at a time and light up the sky with firepower. It gives you a serious feeling of power.

With Panzer Dragoon's stunning graphics and engrossing gameplay, it should be as popular in the States as it is in Japan. Even with some aliasing problems and image pop-up, Panzer creates a believable environment that will have you dodging bullets in your chair.



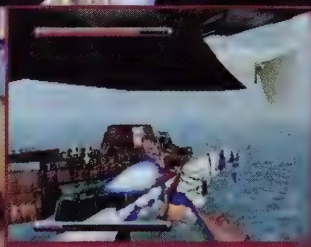
Hold your sight on the enemy and lock and load!!!



One dragon warrior, infinite death and destruction!



Lasers everywhere! Must...keep...going...

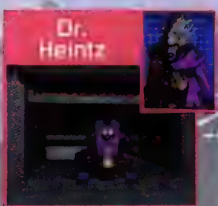


Target the cannons, then the main body, but always keep the boss in your sights.



CYBER SLED

Warning:
Check Shields



Head-To-Head Cyber Battle

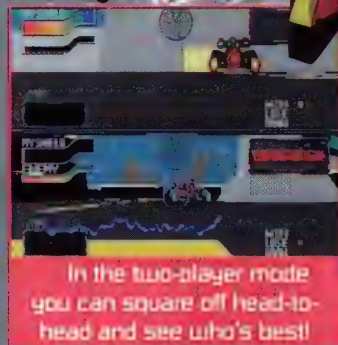
Based on the arcade hit from Namco, *Cyber Sled* brings home everything from the arcade and just a little bit more. Although it isn't quite as smooth as its arcade counterpart, its fully texture mapped backgrounds and full-motion video (FMV) intros are nice compliments to this game's overall appearance.

The concept behind this game is simple. Cyber-Jockeys from around the world are all ready to risk their lives for one of life's greatest persuaders - money. To enter the contest you must choose from six different Cyber-Jockeys, each with their own custom sled. From the high-speed Blue Lightning of Alan Striker to the heavily-armed Z-Hunter of Rexer Ironside, your choice of vehicle will make the difference between life and death.

To win, you must out-shoot, out-maneuver, and out-think ten other contestants who are all willing to do anything to stop you, on four different battlefields. As you make your way through the ranks the battles get increasingly more difficult, until you reach the final showdown with Damon Hargley (who coincidentally has a full-powered sled).

The excitement of the game is short-lived in the single-player mode, but the split-screen vs. mode will definitely have you coming back again and again. In two-player mode there are numerous power-ups to collect and, of course, an opponent to annihilate. You can even customize your game to have the radar or on-screen marker on or off (to keep your opponent in the dark).

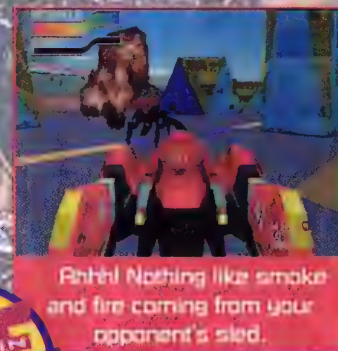
No matter how you look at it, *Cyber Sled* is an excellent translation of the arcade game, but it is still missing that special something that the arcade unit had. Maybe it's because you can't use the awesome tank controllers (even though you can set up the controller to work in the same fashion), or maybe it's the absence of the side-by-side arcade monitors, but something is missing. Overall, its rather quick play time plus a boredom inducing load time make this game a decent addition to the PS-X library, but nothing revolutionary.



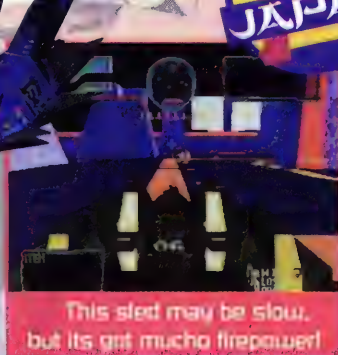
In the two-player mode you can square off head-to-head and see who's best!



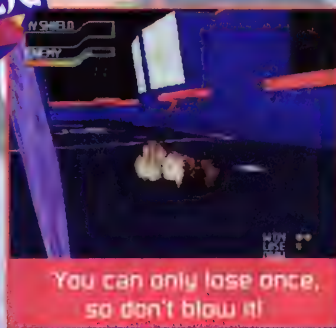
Collect missile and health icons to keep your sled running.



Rahhh! Nothing like smoke and fire coming from your opponent's sled.



This sled may be slow, but its got mucho firepower!



You can only lose once, so don't blow it!

- Size: 1 CD-ROM
- Style: 1 or 2-Player Head-To-Head Driving Shooter
- Special Features: Negcon Compatible, 2-Player Split-Screen, 6 Sleds to Choose From, Hit and Miss Indicator, FMV Intros, and Two Graphic Modes: Realistic and Original
- Created by: Namco of Japan
- Available: Only in Japan for Sony PlayStation

Night Warriors

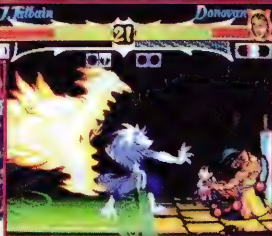
Darkstalkers Revenge



By Ryan MacDonald

Last fall arcade goers got their first taste for blood in Darkstalkers, and now Capcom goes for the jugular with the sequel title, Night Warriors: Darkstalkers Revenge. In this fighting game you control supernatural characters like Demtri, a vampire, and Jon Tallbain, a werewolf. Both Darkstalkers 1 and 2 feature amazing cartoon-style graphics, eerie music and sound effects that really grab a hold of you. The gameplay, special moves, and combos are all based on SSF2, with similar control and special move executions.

This time around there are fourteen characters, ten original Darkstalkers and four new playable characters, two of which were, and still are, the bosses Huitziel and Pyron. The other two are Hsien Ko, a weapon toting gypsy, and Donovan, a mystic with a big sword. Besides the new character line-up there are new moves for the original characters, a new color scheme and some new character stills for eye candy. There is, as always, an on screen hit counter. The speed setting has

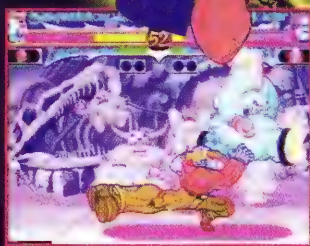


been simplified to a normal or turbo mode, and you may once again choose auto-blocking in Night Warriors. The power meter is back, too, but better than ever. This time around, your normal attacks build up energy to save for several super moves. For example, you may just use standard attacks for the first round, (primarily to build up energy for the second round), then in the next round you can unleash three to four super moves to decimate your opponent's health.

Overall, Night Warriors is a great game with control that is perfect, just like SSF2. The graphics and sound are incredibly good, just like the first Darkstalkers. In fact, the sound, graphics, and gameplay are virtually identical to the original game. Don't get me wrong, I love the two new characters and the ability to play as the bosses. I do wish that there were a couple more new characters, and maybe a new boss or two. So slap a quarter in the cabinet and check out this new (somewhat revamped) version of Darkstalkers.

TRAINING CARD

Check out trading card #13 for cool Night Warrior moves.



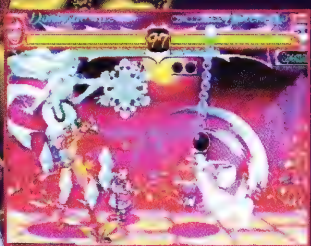
Watch out! The big men are goin' at it.



Donovan's Foot Stomp is perhaps the biggest special move ever!



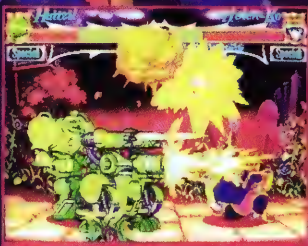
Hsien-Ko's long arms and sharp blades make her a formidable foe.



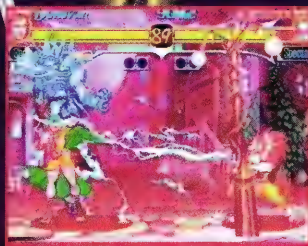
Hsien-Ko is always full of surprises.



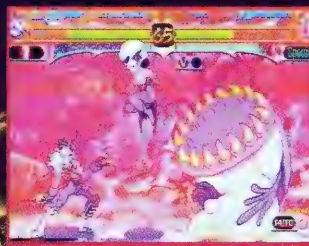
Raptor goes in for the slam.



Now you can play as the bosses Huitziel and Pyron!



Electricity will keep your opponents at bay.



Lord Raptor has a number of dramatic attacks.



The night has
a thousand eyes,

And the day

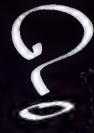
but one;

Yet the light
of the bright

world dies,

With the dying sun.

-Bourdillon



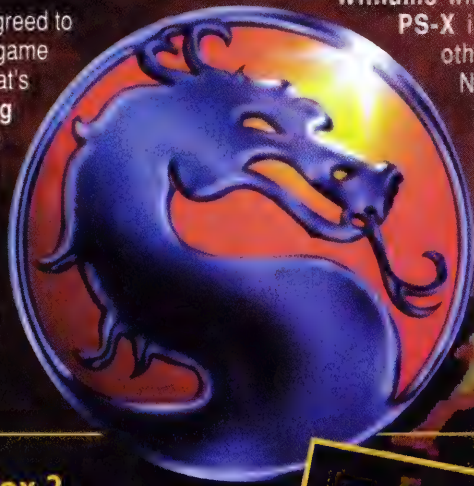
WHAT'S HOT!

News & Rumors From the Video Game Industry



Nintendo & Samsung Come To Terms

Nintendo and Samsung Electronics have agreed to stop their court proceedings and fight it out in a game of Mario. No, that's not it. As reported in March (What's Hot, pg. 42), Nintendo filed suit against Samsung because of their alleged involvement in manufacturing the chips found in counterfeit copies of *Donkey Kong Country*. Samsung countersued, claiming Nintendo darkened their credibility with false accusations. Both of the suits have now been dismissed and the long time business partners agreed to reestablish their relationship. The two companies will now make a cooperative effort to identify illegal copies of Nintendo games before the counterfeit games have a chance to be manufactured.



MK3 at Home: Let The Rumors Fly

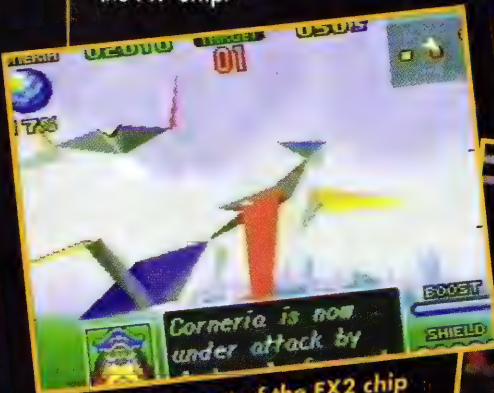
Even before *Mortal Kombat 3* stormed the arcades, Williams Entertainment was at work on the development of the home versions. The unprecedented success of *Mortal 2*, under the reign of Acclaim, has Williams banking that #3 will sell even better than the other two home versions combined. As with any hot product, rumors are beginning to fly on the release of *Mortal Kombat 3* for the home systems. REMEMBER: these are rumors, unlike other gaming magazines you may read, GI distinguishes fact from fiction. We're dealing with more fiction, in this case. Word is that Sony Computer Entertainment has struck a deal with Williams to have exclusive rights to MK3 for three months prior to its release on other platforms.

Williams will release MK3 for the PS-X in September and the others won't release until November. Nintendo, on the other hand, is rumored to have the exclusive right to the MK3 update due to hit arcades in September. If this is true, you might not see MK3 on the Ultra 64 until 1996.

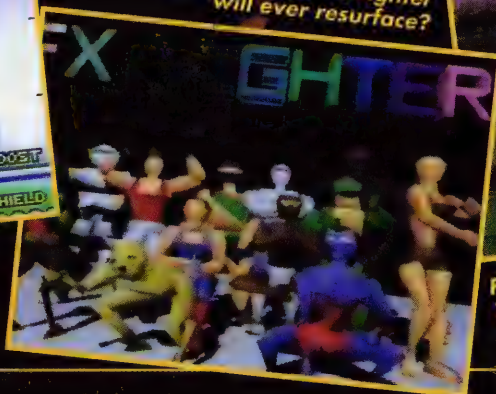
Nintendo Axes FX Fighter - Delays Star Fox 2

FX Fighter, the polygon fighting game that was being produced through the combined effort of GTE Interactive and Nintendo, has been postponed indefinitely. There is no word when, if ever, FX Fighter may appear on the store shelves. Nintendo declined to comment on FX Fighter's cancellation. However, GTE may still publish the game without the Nintendo label.

In other Nintendo product news, it appears that the highly anticipated sequel, *Star Fox 2*, has been postponed until next year. *Star Fox 2* was due to be released in August and was, by far, one of the hottest titles Nintendo unveiled at the Winter Consumer Electronics Show in January. The game was also to feature the next generation of FX chip, the FX² chip.



The high cost of the FX2 chip may have caused the delay of *Star Fox 2*.



Who knows if FX Fighter will ever resurface?



FX Fighter was basically a 16-bit version of *Virtua Fighter*.

Spring Break is a wild time, thanks to Nintendo and a bunch of paint.



Nintendo's Multicolored Spring Break Paint-a-Thon

Daytona Beach, Florida, has long been the destination for thousands of "Spring Breakers" seeking the sun, surf, and full body painting. Amongst the mayhem of a wild day at Howard Johnson's Plaza Hotel, **Nintendo** hosted a multicolored **Game Boy** launch titled "Play it Loud Game Boy Series Presents: Painted Bodies of Spring Break." The rules were simple. The first 50 Spring Breakers painted black, green, yellow, red or white from head to foot won a multicolored **Game Boy**. In addition, a competition was held to find the quickest body painter. As you can see by the pictures, it was a messy and crazy competition.



Acclaim To Distribute For Sunsoft

Acclaim Entertainment and Sunsoft of America entered a major licensing and distribution agreement whereby Acclaim's subsidiary, Acclaim Distribution, Inc. (A.D.I.), will distribute various Sunsoft video game titles including Sunsoft's library base on Warner Bros. and DC Comics characters. A.D.I.'s extensive network of distribution channels will make Sunsoft's library of titles available at more locations.



Acclaim also struck up a deal with Atari to produce titles for the Jaguar system. Jaguar owners should, hopefully, find *NBA Jam: Tournament Edition* and *Frank Thomas "Big Hurt" Baseball* on the shelves by the end of the year. A third, yet to be named title from Acclaim will also appear on the Jag sometime in early 1996. Some possibilities include *Revolution X*, *Alien Trilogy* or *Batman Forever*.

FLOW...DATA FLOW...
...DATA FLOW...DATA
FLOW...DATA FLOW...

ACCLAIM ENTERTAINMENT

Acclaim Entertainment announced the development of video games based on a Caralco Pictures' film, *Cutthroat Island*, starring Geena Davis and Matthew Modine. *Cutthroat Island* is scheduled to appear on SNES, Game Boy, Genesis and Game Gear.

SONY IMAGESOFT

Sony Imagesoft cancelled their Sega CD title *Johnny Mnemonic*. GI received a "test" copy of the FMV action/mystery and it was truly horrid. Good choice by Imagesoft, in our opinion. Imagesoft hopes their PlayStation version will turn out better.

VIRGIN INTERACTIVE

Virgin Interactive Entertainment will develop a game exclusively for the upcoming Nintendo **Ultra 64**. A title for the game has not been released.

NINTENDO AND SEGA U.K. MONOPOLY?

British monopoly regulators released a 255-page report that accused Sega and Nintendo of unfair business exploits. The two are accused of unfairly lowering the price of their hardware and raising the price on their software.



Street Fighter: The Interactive Movie for the PS-X and Saturn.

Street Fighter the Interactive Movie

Capcom is working on games for the PlayStation and Saturn based on the Street Fighter animated cartoon. *Street Fighter: The Interactive Movie Games* should appear sometime this winter.



GLANCE

Barkley Shut Up and Jam 2

Genesis Review

Size:

16 Megabit
With Battery Back-Up

Style:

1 to 4-Player School Yard
Combat Basketball

Special Features

10 Selectable Characters
From Right Off the Street,
8 Different Courts,
and a Single Game and
Tournament Mode

Created by:

Accolade

Available:

Now for Genesis

Overall: 6

The king of on-court trash talk is back! Sir Charles storms into his second installment of the Barkley Shut Up and Jam series! Making a game better than NBA Jam is virtually impossible to do. Barkley Shut Up and Jam 2 nails this theory to a T. There's no doubt that this game is better than its predecessor, however, it still has a few bugs. For one, the playability isn't there, the players move and look very choppy. Also, when are we going to get away from the credo, "Every b-ball game requires 2-on-2 play and some kind of brutal combat?" Someone get original and make a real basketball game!



Toughman Contest

32X Review

Size:

32 Megabit

Style:

1 or 2-Player
Head-to-Head
Tournament Boxing

Special Features

25 Fighters Including
Toughman Butter Bean,
Password,
14 Power Punches

Created by:

High Score/Visual Concepts
for EA Sports

Available:

June for 32X

Overall: 7.25

Are you a Toughman? Battle 24 of the baddest dudes from around the world in Toughman Contest for 32X. This version is almost identical to the Genesis, with the only noticeable changes occurring in the backgrounds. Sure the 32X version has more colors, a crisper look and newly honed AI, but it is the same game. So much so in fact, that EA sent the Genesis manual with this game. It has the same moves, same control, and not much of an upgrade from 16-bit. On the other hand, it's the first boxing cart for the 32X.



The Sporting News Baseball

Super NES Review

Size:

16 Megabit
with Battery Back-up

Style:

1 or 2-Player
Baseball Simulation

Special Features:

MLBPA License,
3 Difficulty Levels,
Season Stats, Player Editor

Created by:

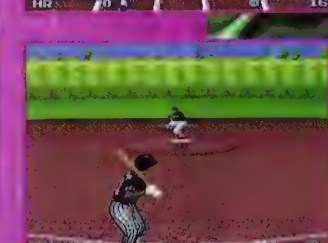
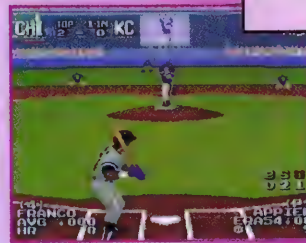
Hudson Soft

Available:

Now for Super Nintendo

Overall: 8

Spring is here and the grass is green, so cork up your bat and get ready for The Sporting News Baseball. The MLBPA license, along with the ability to create players and lineups allows the freedom and power to control Major League Baseball. Choose from a 26, 52, 78 or 162 game schedule and the battery save will hold two seasons and the players' stats for the season. The graphics and the play control are solid enough to make this a contender for top SNES baseball game, although it doesn't quite beat out Griffey.



RBI Baseball '95

32X

Review

Size:

24 Megabit

Style:

1 or 2-Player
Baseball Simulation

Special Features:

MLBPA License,
1994 Statistics,
28 MLB Stadiums,
70 Teams Including
League Champs From
1986 to 1993

Created by:

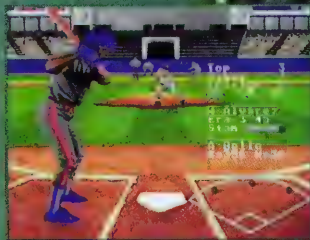
Time Warner Interactive

Available:

June for 32X

Overall: 6

The RBI Baseball series first debuted on the NES in 1988 and has been one of the best selling baseball titles of all time. The 32X version features an all new behind the plate perspective and replicas of all 28 MLB stadiums. Other than that, the look of RBI '95 is regrettably similar to its 16-bit sisters, however some small play features have been added. Players now have the dreaded and highly illegal spitball at their disposal. Juice one up and risk ejection. This version also includes video clips showing close plays and crowd celebrations. RBI Baseball has been a constant in video baseball over the years and continues on in the 32-bit realm.



Super RBI Baseball

Super NES

Review

Size:

16 Megabit

Style:

1 or 2-Player
Baseball Simulation

Special Features:

MLBPA License,
3 Difficulty Levels,
50 Teams Including
League Champs From
1989 to 1993,
Password, Team Creator

Created by:

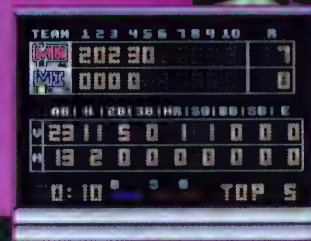
Time Warner Interactive

Available:

June for Super Nintendo

Overall: 7

After numerous versions for the NES and Genesis, this is, surprisingly, the first RBI Baseball created for the SNES. What makes this game different from most baseball games you'll find is the number of teams. Super RBI Baseball has a whopping 50 teams. It also includes Home Run Derby, Defensive Practice, Season Play, Team Creator, and an option that constructs 17 different game situations called Game Breakers. Although, the baseball season may be shortened this year, you can play the whole season here.



Hover Strike

Jaguar

Review

Size:

16 Megabit

Style:

1-Player First Person
Hovercraft Combat

Special Features:

Multiple Weapons,
3 Difficulty Settings,
One Save Slot

Created by:

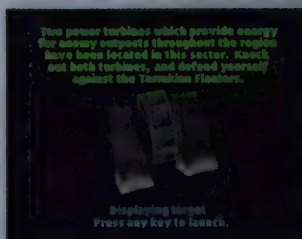
Atari

Available:

Now for Jaguar

Overall: 3

We always get excited when a new Atari game comes out. The Jaguar unit is a powerful little machine, and so we expect the games to be very good. Unfortunately, Hover Strike just doesn't do the Jaguar justice. It has choppy graphics that bounce and jostle with absolutely no smoothness. The control is probably pretty accurate as far as a hovercraft is concerned; like driving an elephant through a mud bog. Each mission consists of blowing up 3-20 of the same object on a certain variety of terrain. Why anyone would want to sit through the six sets of missions is beyond us. This game blows and there is nothing more to say.



Tempo Jr.

Game Gear Review

Size:
4 Megabit

Style:
1-Player Action/Platform

Special Features
Funky Music,
Floating Jumps,
Bonus Games

Levels: 5

Created by:
Sega

Available:
Now for Game Gear

Overall: 3.5

If you're looking for a really short and very easy action/platform game for the Sega Game Gear, look no further. Tempo Jr. can be beaten the first time you play it and you won't even lose any guys! The graphics are pretty good for the Game Gear, but the action is too slow and too easy. The one redeeming value this game possesses is the "Simon"-like bonus game where you must repeat a melody that gets one note longer every time. Maybe play this one on a store demo but otherwise, don't waste your time.



Fahrenheit

Sega CD Review

Size:
1 CD-ROM

Style:
1-Player Full Motion Video

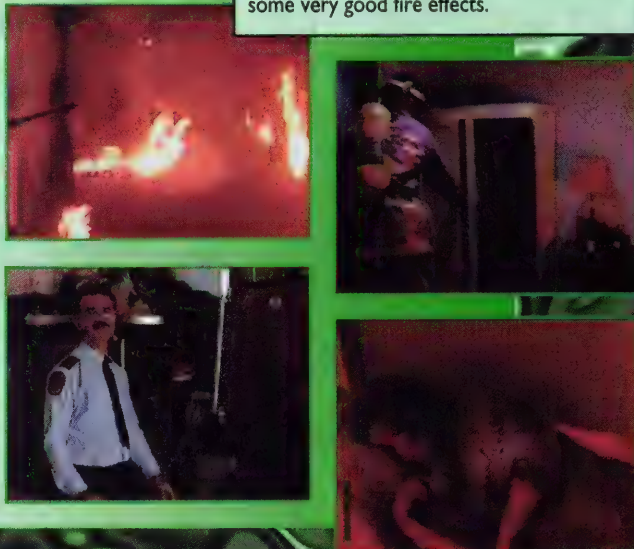
Special Features:
Save Slots, Fire
3 Difficulty Levels

Created by:
Sega Studios

Available:
Now for Sega CD

Overall: 5

Here is a Sega CD game that will appeal to both FMV fans AND pyromaniacs. You play the role of a rookie rescue specialist for Fire Station 13, the busiest station in town. You'll have received no training, but everyone will expect you to risk life and limb to save people trapped in burning buildings. The control is a bit strange at first, but you can adapt to it quite quickly. Much of the game is trial and error, and then remembering what you did right. As far as FMV games go, this one has some serious work put into it. Everything burns so much, you can almost feel the heat. If FMV is your thing, you should be impressed by some mediocre acting and some very good fire effects.



Sterling Sharpe: End 2 End

Super NES Review

Size:
8 Megabit

Style:
1 to 4-Player Football

Special Features:
Playoff and All-Star Modes,
Password Save and
a Unique 6-Button
Play Selection Screen

Created by:
Jaleco

Available:
Now for Super Nintendo

Overall: 5.75

This is the type of game that you really want to like, but can't. This game looks fantastic. It has fluid animation, steady play control and a fair amount of plays to choose from. Unfortunately, that's about all it has. There's no season play, no NFL licenses and no stats for individual players. Sure the game looks pretty good at first, but once you start digging around in its innards, you slowly find out that it's actually pretty generic. With Sterling Sharpe's endorsement this game may look pretty appetizing, but try to quell your hunger pains on something more filling.



Space Hulk: Corridors of Blood

3DO Preview

Size:
1 CD-ROM

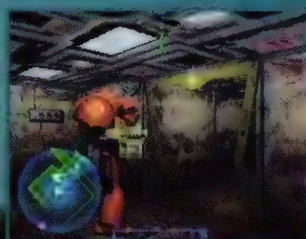
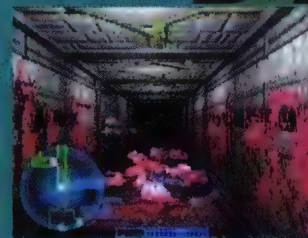
Style:
1-Player Action/Adventure

Special Features
Ray-Traced Character Animations, Fully Interactive First Person Perspective and a Commandable Squadron of Space Marines

Created by:
Electronic Arts

Available:
June 23rd For 3DO

The horror that awaits your brigade is only seconds away. What should you do? Send them into combat? Set up a perimeter guard? You are their commander-in-chief. The crew looks up to you with highest regards. Don't let them down; their lives depend on your every move and tactic. Space Hulk is a high-tech thriller that plots you, the Space Marines, against an unknown alien entity. The one thing that sets this game aside from the others is the commandable squadron option. Besides being able to control your own character, you also get to interact with the other Space Marines. Tell them where to move, what to do, and how to do it. Suit up, Marines! The alien invasion is on!



Iron Angel of the Apocalypse

3DO Review

Size:
1 CD-ROM

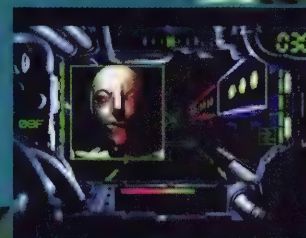
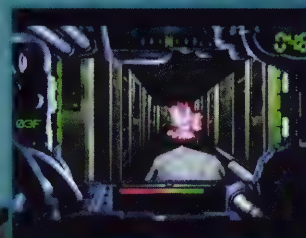
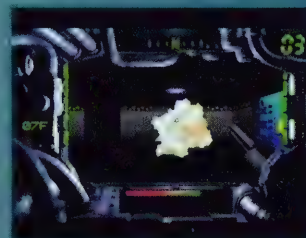
Style:
1-Player First Person Action/Adventure

Special Features
Fully Rendered Full-Motion Video Clips, Level Maps and an Interactive Story That Builds More and More After Each Level You Beat

Created by:
Synergy Interactive

Available:
Now for 3DO

In a world that has become more mechanical than human, a madman pursues his dreams of making an indestructible killing machine. You are his mechanical wonder. Unfortunately, something has gone wrong and you still possess your feelings and inner being from your former life. The only way to keep the world a place where life rules is to eliminate your new found father. The plot twists this game undergoes are all done in fully rendered cinema segments. Too bad the game itself cannot back this fascinating story. The engine this game runs on makes it hard to believe that Doom could ever be done on the 3DO.



Overall: 5.5

Aircars

Jaguar Review

Size:
16 Megabit

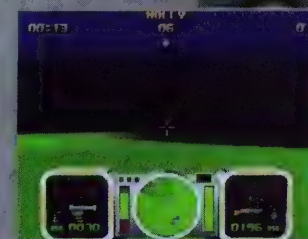
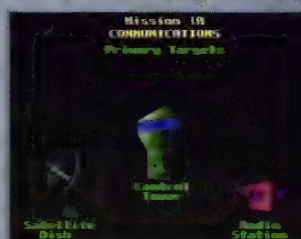
Style:
1-Player First Person Shooter (Up to 8 with Comlink)

Special Features:
Multiple Weapons, Network Compatible,

Created by:
MidNite Entertainment, Inc.

Available:
Now for Jaguar

It's hard to believe that this game even exists. In between development, testing, and final approval, you'd think someone would have had the sense to say, "Stop beating a dead horse, let's try something else." The fact that this game can use the Comlink is the only reason it didn't get a score of zero. If you don't happen to own a Comlink there is absolutely no reason to play this game. The missions are boring, the graphics are deplorable, and you'll blow up over and over without ever knowing why. Wearing live leech boxer shorts to bed every night of our lives would be better than playing this game for more than 60 seconds.



Overall: 1

Samurai Shodown

Sega CD Review

Size:
1 CD-ROM

Style:
1 or 2-Player Head-to-Head
Tournament Fighting

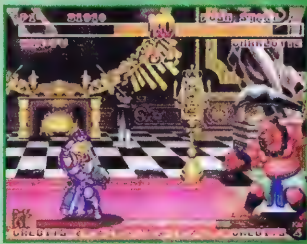
Special Features:
3 Difficulty Settings,
Vs. Mode,
11 Playable Characters,
Special Moves

Created by:
Funcom for JVC
Musical Industries, Inc.

Available:
Now for Sega CD

Overall: 7.75

A samurai fears not death, struggles to destroy all evil, and lives for one purpose - TO DESTROY ALL ENEMIES! Samurai Shodown, one of the best fighting games of all time, has finally arrived on the Sega CD. All of the original characters are here (except for Earthquake, unfortunately), and play control is very similar to the arcade version. The zooming screen is not present, which takes a little bit of the game's uniqueness out of the picture. Loading times are a nuisance (as always), but at least all three matches are loaded at once. As far as fighting games go for the Sega CD, this is one of the best.



The Mask

Super NES Preview

Size:
16 Megabit

Style:
1-Player Action

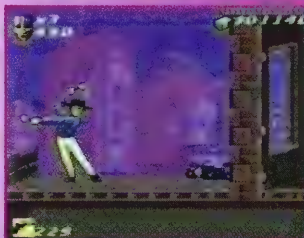
Special Features:
Multiple Weapon Icons,
Based on The Mask Film

Levels: 6

Created by:
Black Pearl Software
for TH-Q

Available:
July for Super Nintendo

Comic book fans may remember The Mask from the Dark Horse in the mid to late '80's. However, most of you are probably more familiar with the awesome special effects film starring Jim Carrey. TH-Q, with the help of Black Pearl Software, is bringing the crazy antics of The Mask film to the SNES. This action game, of course, stars the green big-headed loony and includes many of the same gags and stunts from the movie. Unleash the giant hammer or dance like Don Juan. This and much more is coming with The Mask on SNES.



Sports Trivia - Championship Edition

Game Gear Review

Size:
4 Megabit

Style:
1 or 2-Player Trivia Challenge

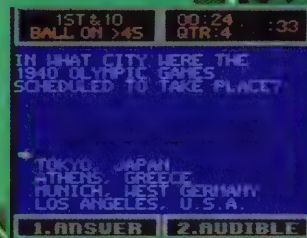
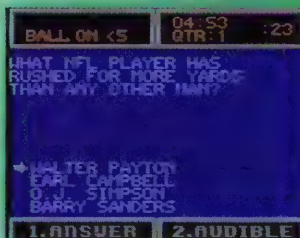
Special Features:
3 Difficulty Settings,
Audibles,
Football-Style Score Card

Created by:
FreeStyle Software
for Sega Sports/Adrenalin
Entertainment

Available:
Now for Game Gear

Overall: 7.25

Sports trivia may not be everybody's thing, but bar stool knowledge junkies finally have a game meant for them. Sports Trivia: Championship Edition for the Game Gear lets you test your knowledge of sports and play football at the same time. You can call plays, and to determine the outcome of those plays you need to answer questions which range in difficulty from who won the 1995 NCAA Basketball Championship to where were the 1940 Summer Games scheduled to take place? You can play against the computer or take on your friend to find out who is the king of obscure knowledge. With 1000 questions, STCE promises to push your mind to the limit.

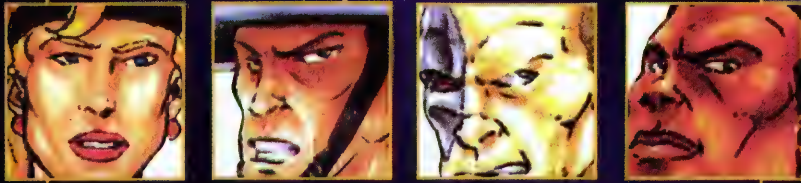


Play to Perfection:

A GAME MONGER'S STRATEGY GUIDE

MKIII

LET THE KOMBAT BEGIN!



Subway :
F, F, F, F, R



Shao
Kahn Tower:
F, F, F, F, R



Mercy:
D, D, D, D, R



Pit 3:
F, F, F, F, R



Once again, welcome to the pages of *Play To Perfection*, the place where *Game Informer* gives you the winning edge over any competition. This month, *GI* starts its on-going coverage of *MK3* and its many secrets. As you may already know, *MK3* has two different versions available for play – a 4.0 Proto and a 1.0 Revised. The moves and Fatalities are different on the two machines, but very similar. The 1.0 machine is the latest version and is the focus of our strategy, but it is important to note that this version is very buggy and that Williams could release an update at any time that could make any or all of the moves in this strategy guide worthless. (Let's hope not).

Fatality:

Rumor has it that there are a total of three FATALITIES for each character. This number may or may not include ANIMALITIES. Like in *MK 2*, the distance that your character is from your opponent's is VERY important in successfully pulling off a FATALITY. (Close) is obviously right next to your opponent. (Sweep) is the maximum distance at which you can still land a sweep kick. (Out of Sweep) is just beyond the distance that you can land a sweep kick. (Anywhere) is duh, you all know that one, as well as (Half Screen) and (Full Screen). Make sure when the announcer yells "Finish Him", you know how far you need to be away from your opponent.

Legend

F – Forward
D – Down
B – Back
U – Up
Hold – Hold Button
Rel. – Release Button
HP – High Punch
HK – High Kick
Blk – Block
LP – Low Punch
LK – Low Kick
R – Run



Moves That Work for Everyone:

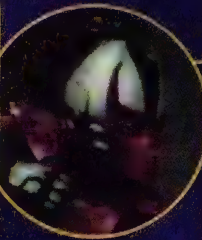
Pit 3: F, F, F, F, R
Subway: F, F, F, F, R
Shao Kahn Tower: F, F, F, F, R
Mercy: D, D, D, D, R

Mercy:

During the third round of a match (remember, that means you've lost a round), after taking off all of your opponents energy, you can give him back a little bit of life. This is known as a MERCY and the move is the same for all characters – D, D, D, D, R.

Animality:

If you do grant your opponent a little MERCY and still manage to knock all of the life out of him, you'll have the chance to execute an ANIMALITY. ANIMALITY moves are unique to each character, and are entered just like doing a fatality, but can only be done after showing your opponent MERCY.

SEKTOR

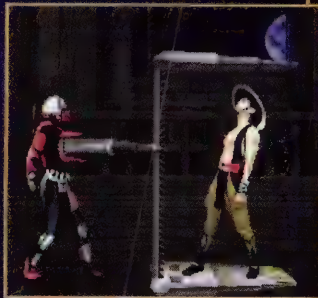
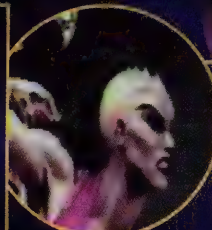
Homing Missile: F, D, B, HP
 Straight Missile: F, F, LP
 Teleport Punch: F, F, LK

Ground Combos

- HP, HP, LK, LP
- HP, HP, LK, LP
- HP, HP, LK, B+HK
- HP, HP, HK

Fatality

- B, B, B, B, HK
 (Sweep) (Can be Done Holding Blk)

**SHEEVA**

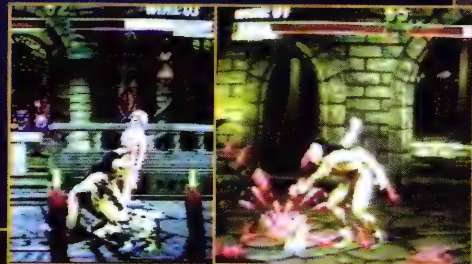
Fireball: D, F, HP
 Teleport Stamp: D, U
 Stomp: B, D, B, HK

Ground Combos

- HP, HP, LP, F + HP
- HP, LP, HP, B + HK

Fatalities

- Fatality 1: F, F, F, LP (Close)
- Fatality 2: Hold HK, F, F, F, Rel. HK (Close)

**KABAL**

Tornado Spin: B, F, LK
 Purple Fireball: B, B, HP
 (Air Optional)
 Ground Blade: B, B, B, R

Ground Combos

- HP, HP, LP, HP
- HP, HP, D+LP, D + HP
- Spin (B, F, LK), then go close and HP, HP, B + HK

NIGHTWOLF

Arrow: D, B, LP
 Hatchet Uppercut: D, F, HP
 Shield: B, B, B, HK
 Shadow Ram: F, F, LK

Ground Combos

- HK, HK, HP, HP, LP, HK
- HK, HK, HP, HP, LP, B + HK
- HP, HP, B, D, T, HP, HP, HP, F, F, F, LK

Fatalities

- Fatality 1: D, F, F, HK (Close)
- Fatality 2: B, B, B, HP (Close)
- Animality: Hold Blk, D, D, D, Rel. Blk (Close) (Mercy)

**SONYA**

Energy Rings: D, F, LP
 Bicycle Kick: B, B, D, LK
 Leg Throw: D + LP + L K + Blk
 Square Wave Punch: F, B, LP

Ground Combos

- HP, HP, LP, B + HP
- HK, HK HP, HP, LP, B + HK

Fatality

- D, D, D, F, K (Anywhere)

**SUB-ZERO**

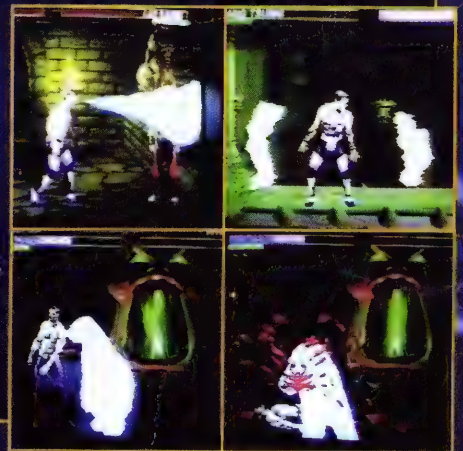
Ice Shower: D, F, HP
 Ice Clone: D, B, LP
 Freeze: D, F, LP
 Slide: B, LP + LK + Blk

Ground Combos

- HP, LP, LK, HK
- LP, HP, LK, B + HK
- HP, LP, LK, HK, B + HK

Fatalities

- Fatality 1: D, F, D, F, LP (Close)
- Fatality 2: D, F, B, HK (Sweep)
- Animality: U, U, U, U (Close) (Mercy) (Can be Done Holding Blk)

**KUNGLAO**

Hat Throw: B, F, LP
 Teleport: D, U
 Hammer Kick: D + HK in the air
 Shield Spin: F, D, F, R

Ground Combos

- HP, LP, HP, LP, LK, LK, B + HK
- HP, LP, HP, LP, LK, LK, B + HK

A Special Thanks goes out to the people of American Amusement Arcades, especially Brian Rowley, Shawn Roush, Keith Sturk, Chris Ozols, Pam Storie and Jeff. We'd also like to thank Patrick McCarron and Nathan Hoemke.

High Grenade: D, F, HP
 Low Grenade: D, B, HP

Baton Throw: F, F, HK
 Baton Trip: F, B, LP



**S
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R**



Ground Combos

- HK, HK, HP, HP, B + HK
- LK, HP, HP, LP
- HK, HK, HK, HP, HP, LP

Fatalities

- Fatality 1: D, F, D, F, Blk (Next)
- Fatality 2: F, F, F, F, LK (Out of Sweep) (Can be Done Holding Blk)



Bicycle Kick: Hold LK, Rel. LK
 Flying Kick: F, F, HK
 Fireball: F, F, HP
 Low Fireball: F, F, LP
 Air Throw: Blk



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Ground Combos

- HP, HP, LK, LK, HK, B + HK
- HP, HP, Blk, LK, LK, HK, LK

Fatality

- F, F, F, B, F, LK (Close)

Ground Smash: Hold LK (3 seconds), Rel. LK
 Double Fireball: F, F, B, B, HP
 Fireball: B, F, HP
 Running Punch: F, F, HK

Gotcha Punch: F, F, Rapid LP
 Quad Throw: F + LP, Rapid Tap HP
 Backbreaker: Blk in Air



**J
A
X**



- Ground Combos**
- HK, HK, HP, HP, Blk, LP, B + HP
 - HP, HP, Blk, LP, B + HP

Fatality

- 360° Towards, HP (Next) (Can be Done Holding Blk)

Floating Fireball: B, D, F, LK
 Ground Fireball: F, F, LP
 Banshee Scream: F, F, F, HP
 Float: B, B, B, F, HK



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L**

- Ground Combos**
- HK, HP, HP, LP, HK
 - HK, LP, HP, B + HK

- HK, HP, HP, B + HK

Kannonball: Hold LK (3 seconds), Rel. LK
 Knife Throw: D, B, HP
 Knife Uppercut: D, F, HP
 Choke Hold: B, D, F, LP
 Air Throw: Blk in air (Next)



**K
A
N
O**

- Ground Combos**
- HP, HP, LP, HK, LK, B + HK
 - HP, HP, LK, HK, B + HK
 - HK, HK, LK, B + HK

Flaming Skull: B, B, HP
 Flaming Skulls (x2): B, B, F, HP
 Flaming Skulls (x3): B, B, F, F, HP
 Fire Eruption: F, F, B, B, LK



**S
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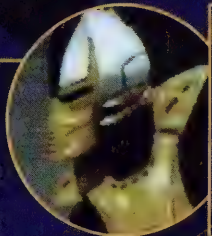
Ground Combos

- (Ground Fire (F, D, B, HP), Uppercut (D, HP), 3 Fireballs (B, B, F, F, HP))
- HP, HK, LP, B + HK
- HP, HP, LP, B + HK

Morphs:

- | | |
|---|---|
| 1) Liu Kang: 360° Towards (Can be Done Holding Blk) | 8) Sektor: D, F, B, R |
| 2) Kano: F, B, F, Blk | 9) Nightwolf: U, U, U (Can be Done Holding Blk) |
| 3) Sonya: ???? | 10) Jax: F, F, D, LP |
| 4) Kung Lao: ???? | 11) Sub-Zero: F, D, F, HP |
| 5) Kabal: ???? | 12) Stryker: F, F, F, HK |
| 6) Shindel: B, D, B, LK | 13) Sheeva: F, D, F, LK |
| 7) Cyrax: Blk, Blk, Blk | |

Net: B, B, LK
 Exploding Teleport: F, D, Blk or F, F, LK
 Close Bomb: Hold LK, B, B, HK
 Far Bomb: Hold LK, F, F, HK
 Jump Throw: D, F, Blk, then LP (oppon. in air, not you)



**C
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R
A
X**

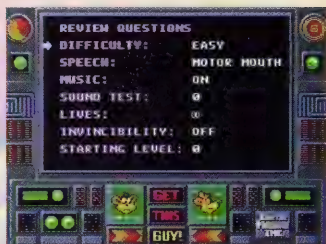


Ground Combos

- HP, HP, LK, LP
- HP, HP, LK, B + HK
- HP, HP, HK

Fatality

- U, U, U, D, HP (Far) (Can be Done Holding Blk)



Awesome Possum - Genesis

Here is a code that will give you a secret options menu. At the title screen wait until the song is over then push C, B, C, now hold left and hit B, then C. If this is done correctly you will here a weird sound. Press A to access the secret options menu. This menu gives you the option to use infinite lives, invincibility or a level select.

Jonathan Kelly
Newark, NJ



Star Trek:

The Next Generation - SNES

Trekkies, Trekker's and Star Trek geeks take note! The ultimate Star Trek fantasy is here. To get a Stage warp wait till the title screen appears and press Y, Y, X, X, A, A, B and B. If this is done correctly a change in the music should appear. Now press "Start" on a new game and hit "Y" to change your level. Too bad the Voyager crew doesn't have a code like this.

Allen Thompson
Parma, OH

CONTINUE

NO YES



Earthworm Jim - SNES

All right, another EWJ code! If you've been reading GI in the past, you probably already noticed that there are tons of codes for EWJ. This one may not be as glamorous as the others, but it will help. To get extra continues, pause the game and enter Y + X, B, Y, B, X, B, X, and X.

"Mud Shark"
West St. Paul, MN

HELPFUL HINTS SECRET ACCESS PASSWORDS · CODES



Sonic & Knuckles - Genesis

Wow! Check out this code! In order to access this level code you will have to attach Sonic 1 to your Sonic & Knuckles cart and enter the hidden bonus code. Turn on the game and hold A, B, and C. Now press down and enter in this code: **3496-0894-0208**. If this is done correctly you will be zapped to level 97,173,837.

Tristan Lozano
Lewisville, TX

WWF Raw - SNES

Here's a complete breakdown of all the body slammin' mega-moves for WWF Raw! First, here is a code for a super punch. When the title screen comes on, hold Up, B and Y. If you hear a bang the code worked!

Bret - climb the turn buckle and press Right, Right, Up, B
Undertaker - Left, Right, Right, hold Y
Yokozuma - Down, Down, Down, X
Bam Bam - Up, Down, Right, hold Y
Razor Ramon -

(must be below your fallen opponent) Left, Left, Right, B

Lex Luger - Up, Up, Down, B (rapidly)

Doink - Left, Left, Left, A

Shawn Michaels -

Down, Right, Right, A

1-2-3 Kid - Up, Up, Up, A

Diesel -

(Must be behind your opponent)

Down, Down, Right, B

Owen - Up, Right, Down, Y (hold)

Luna Vachon -

(Must be above your fallen opponent) Left, Down, Down, B

(while doing the move press the L button)

Down, Down, Right, B

Ken Lynch
Chicago, IL



Iron Soldier - Jaguar

Here's a really cool code for the ultimate mech sim on the Jaguar. To get all the weapons and a level select, go into the options screen and use your keypad to enter in this pass code: **37668242**.

Zac Stanyek
Staten Island, NY

Kirby's Dreamland - Game Boy

I think it's safe to say that this is the year of the cream puff. Kirby has been everywhere lately, including Secret Access. One of the codes is for a bonus game and the other is for a configuration mode. Both of these codes are done at the title screen.

Bonus Game - Up, A, Select

Configuration Mode - B, Down, Select

Randy Johnson
Merrilville, IN

Contra: Hard Corps - Genesis

For a change of pace here is a code that will allow you to view one of the endings. In order to do this you must make it halfway through level 3. When you make it to the first gate on this level, climb the adjoining wall. Once you are at the top you will be greeted by a man in a top hat. He will ask you if you want to make some extra money. Answer yes. Now you will have to fight a series of bosses. If you are able to beat them you will be rewarded with your special prize.

Marlon Bethel
Brooklyn, NY



Rise of the Robots - SNES

To access the end boss in this game, go into the options menu and press Up, Right, Down, Left and A. This code will only work in the training and 2-player modes.

Supervisor moves

Liquid recharge morph:

Down, Away, Up

Killing Leap:

Down, Toward, Up

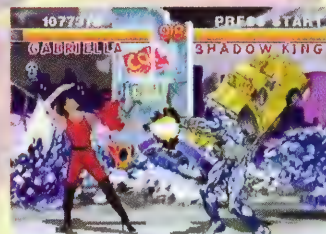
Jimmy Jeffers
Lake Bluff, IL



Val d'Isere Skiing and Snowboarding - Jaguar

You no longer need to take a day off from work to go snowboarding. This code allows you to turn off the timer and go for a free ride! At the main menu press 4, 0, 8, 5, 7, 4, 1, 4. If the code is entered correctly, you will receive a debug menu. Pick what you want and head for the slopes!

"Amy the Giggling Gamer"
Mayville, ND



Shadow: War of Succession - 3DO

Here's a way to get an instant win. At the difficulty screen press Down, Down, Left, Right, Up, Up. Doing this should turn on the cheat. Now start a game, and at any time during the match press the L button to instantly kill the opposition.

Jimmy A. Sullivan II
Cicero, IL

GO HEAD TO HEAD WITH AN AIR WARRIOR. FOR REAL.



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VETERAN F-16 FALCON PILOT AND GENIE® USER**

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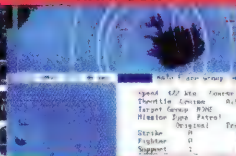
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TDD 1-800-238-9172 (FOR THE HEARING IMPAIRED)**

*Some restrictions apply. Must be over 18 years of age to subscribe. For games to be free of charge for up to 17 hours, user must observe the following: play in non-prime time (between 6PM and 8AM EST); access speed must be set at a maximum of 2400 baud; user must dial into a local access node; remain solely in gaming area. Otherwise, normal GEnie usage fees may be incurred during the 17 hour complimentary period. This offer is in lieu of all other offers, and is for new subscribers only. Additional long-distance phone charges may apply. Available in US and Canada only. Offer expires 12/31/95. CyberStrike and GemStone III are trademarks of Simultronics Corporation. Air Warrior is a registered trademark of Kesmai Corporation. Harpoon is a trademark of Game Designers Workshop, Inc. All other names are trademarks or service marks of their respective owners.

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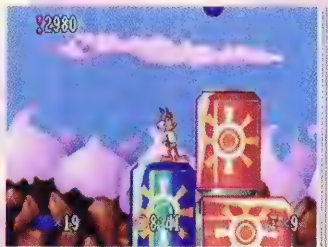
OUR GAMES BLOW EVERYBODY ELSE'S AWAY!



After Burner II – Genesis

From the arcades to the home consoles, After Burner has been renowned as one of the toughest shooters ever. Now, here is a code that will allow you to select any level up to 21! At the title screen hold A, B, C, then press start twice.

Valerie Stiles
Downers Group, IL



Bubsy – Jaguar

- Level 2 - 392652
- Level 3 - 458227
- Level 4 - 958936
- Level 5 - 739294
- Level 6 - 184792
- Level 7 - 812615
- Level 8 - 781367
- Level 9 - 126712
- Level 10 - 236721
- Level 11 - 673167
- Level 12 - 792323
- Level 13 - 672328
- Level 14 - 782389
- Level 15 - 672345

"Sir Timothy"
Ellsworth, IL



Evander Holyfield's Real Deal Boxing – Genesis

This boxer may look like he just crawled out of his grave, but actually he's the toughest boxer in the game. Choose the Career Mode and create a new boxer. Name your fighter "THE BEAST" and press Start. If this code is done correctly, a green boxer will appear with stats maxed out in every category.

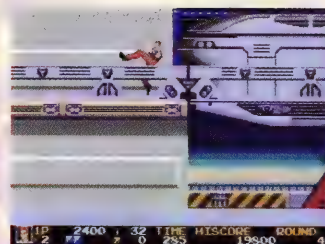
"The Eradicator"
Phoenix, AZ



Kirby's Avalanche – SNES

How would you like to configure your own game? Enter a standard 1-player game. Take controller 2, press and hold A, B, X, and Y. While still holding these press Reset. Now go into the options menu and pick Custom. At the bottom of the Custom menu there should be a Special Custom. Pick this and you will be able to configure your own game.

"The Eradicator"
Phoenix, AZ



Rolling Thunder II – Genesis

This may be an old game, but it sure is a good one! Here are the advanced level codes for this intense action game.

Level 2:

A curious rainbow learned the future

Level 3:

A magical isotope blasted the device

Level 4:

A private leopard punched the neuron

Level 5:

A slender fighter elected the genius

Level 6:

A rainbow muffed the secret

Level 7:

A logical thunder smashed the powder

Level 8:

A rolling machine desired the future

Level 9:

A slender nucleus blasted the target

Level 10:

A curious isotope created the killer

Level 11:

A natural program desired the neuron

Ryan, Michael and Tracie Soltan
Sayville, NY

Zero Tolerance – Genesis

- Docking Bay Level 2 - b5o8*/Ln?
- Level 3 - DUo8r!KnK
- Bridge Level 2 - H5p8v!KnK
- Engineering Level 1 - fD3duPJuK
- Level 2 - bF8*vPrz
- Level 3 - bH3buvomU
- Level 4 - HF8*uv)my
- Greenhouse Level 2 - ar6*.*KFE
- Level 3 - TLY*uv)qx
- High-Rise Rooftop Level 1 - HUY88vLgy
- Floor 163 - driU*oDni
- Floor 161 - OLFzv3xni
- Floor 160 - xHD7t9?nQ
- Floor 159 - KDFyvoKvQ
- Floor 157 - KpvyoDFI
- Floor 156 - aFFyCoLij
- Floor 155 - ULgysoKij
- Floor 154 - j8Fy3)Li!
- Floor 153 - KrJ7CsDp7
- Sub-Basement Level 4 - QXLfICKIM
- Level 6 - aLz*5CKtQ
- Level 7 - Grh*VoJsS
- Level 11 - fzhbQ?Krp
- Space Station Level 1 - tXbP*tbZ

Vunley Long
St. Paul, MN



Kasumi Ninja – Jaguar

Alaric

Exploding Bamboo Stick:

Hold C ↓ ↓ ↓ ↑ ↑ ↑

Goth Hammer: Hold C → ↑

Power Slide: Hold C ← ↓ ↓ ↓ →

Throw: ← then B

Death Move:

(In Close) Hold C → → → then B

Thundra

Jungle Lunge: Hold C ← → →

Grab Punch: Hold C → → →

Teleport: Hold C ↓ ↑

Throw: ← then A

Death Move: Hold C ↑ ↑ →

Danja

Exploding Bolas: Hold C ← ← ← →

Side Teleport: Hold C ↓ ↑ ↑

Throw: ← then A

Death Move: Hold C ↑ ↑ →

Changli

Fireball: Hold C ← → →

Hammer Kick: Hold C ← ↑

Knee Slam: Hold C → → then B

Throw: ← then A

Death Move: Hold C → → → then A

Angus

Caber Toss: Hold C ↓ ↑

Great Ball of Fire: Hold C ← ↑ ↑ →

Glasgow Kiss: Hold C ↓ →

Throw: ← then A

Death Move: Hold C → → ↓

Habuki

Ninja Fireball: Hold C ← ↓ ↓ →

Ninja Teleport: Hold C ↑ ↑

Whirlwind Kick: Hold C ← → → →

Throw: ← then A

Death Move: Hold C ← ↑

Pakawa

Buffalo Stomp: Hold C ← ↑ ↑

Head Butt: Hold C → → →

Eagle Claw: Hold C ← ↓ ↓ →

Throw: ← then B

Death Move: Hold C → ↓ → →

Senzo

Ninja Fireball: Hold C ← ↓ ↓ →

Ninja Teleport: Hold C ↑ ↑

Whirlwind Kick: Hold C ← → → →

Throw: ← then A

Death Move: Hold C ↑ ↓

"Sarah the REAL Pro Player"
Las Vegas, NV

Code of the Month!



Earthworm Jim – Genesis

Here's the code you've all been asking for. The secret debug for EWJ on the Genesis. All you have to do is pause the game and hit A + Left, B, B, A, A + Right, B, B, A. If this is done correctly, Jim will call you a cheater, and the cheat screen will appear.

Nick Walters
Bloomington, MN

LandStalker – Genesis

LandStalker is a tricky game that is composed of lots of tricks and puzzles. Below is a listing of some of the nasty parts in the game and how to get through them.

The Swamp Shrine

The Swamp Shrine is actually pretty easy to get through. Unfortunately, it's a pain in the butt to get into. First, you need to go back to Gumi. In one of the houses there is an Idol Statue on a table. Grab this item and bring it back to the Swamp Shrine. Once the Statue is presented the stone door will open.

The Flame Sword

Yes, there is a Flame Sword! Take the path from Gumi to Ryuma. Follow it until it starts to branch off to the north. Take this path and follow it until you run into a cottage. Enter the cottage (Kato's House) and talk to the knight. He will give you the Flame Sword.

The Casino

The Casino is located in the well next to the castle. Unfortunately, you can't gamble until you have the Casino Ticket. Go into the castle and talk to Arthur, he will give you the Casino Ticket.

Mercator Crypt

Most of you will probably agree that this is THE most bothersome part in this game. Here is a break down of some of the trickiest riddles.

Riddle 1

All right, this is the room with the bubbles. The only way to solve this puzzle is to kill the bubbles in this sequence; white, red, then yellow.

Riddle 2

The riddle is "the woman who took a life with a boulder in her hands". Do not swing your sword at any time in this room. Pick up the boulder and throw it at the monster. The monster may be hard to hit, but eventually it will die.

Riddle 3

This is the room with the four skeletons in it. All you have to do is kill the dark colored skeleton. It's that easy!

Riddle 4

Here it is. The riddle from hell. the Whodini riddle! The riddle itself talks about Whodini disappearing. You have to do the same thing, disappear! Climb up to the upper tier. Turn to your left and walk forward, there is an invisible door here.

"The Rhino"
Toledo, OH

Side Pocket – SNES

Have you ever wanted to impress your friends with your pool shooting skills? Well, here's your chance. Below is an entire listing of how to sink every ball in the Trick Game.

Alignment	English	Power
Level 1 - Up 6	Full left	Almost full power
Level 2 - Straight up then 30 right	None	Almost full power
Level 3 - Horizontal left then up 8	None	Full power
Level 4 - Up 8	Draw 3	Full power
Level 5 - Same	Masse 3	Full power
Level 6 - Horizontal left	None	Full power
Level 7 - Down 4	Masse 1/Left 1	Full power
Level 8 - Down 14	Draw 2/Left 1	Almost full power
Level 9 - Up 1	None	Full power
Level 10 - Same	Draw 2	1/2 power
Level 11 - Down 1	Full Follow	Full power
Level 12 - Right 6	Full Draw	Full Power
Level 13 - Down 5	Full Follow	Full power
Level 14 - Straight down	Full Follow	Full power
Level 15 - Down 3	Masse 3	Full power
Level 16 - Up 8	Masse 1/Left 1	Almost full power
Level 17 - Down 2	Left 2	Full power
Level 18 - Right 4	Draw 2	Full power
Level 19 - Straight up	Masse 2/Right 1	Full Power

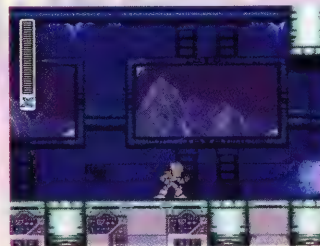
"Sir Timothy"
Ellsworth, WI



True Lies – SNES/Genesis

Level 2: QMMKNMD
Level 3: FNYHHLX
Level 4: DBZJJMY
Level 5: KZDKFCK
Level 6: JWLNDBN
Level 7: LVMBQMF
Level 8: FLDJYLF
Level 9: ZJDGBJC

"Evergeene"
Evergreen Park, IL



Moga Man X 2 – SNES

Are any of you gamers out there having a tough time getting all of the weapon power-ups? Well, fear no more. Here's a code that gives you all the weapons and items you will ever need!

6474
6347
6828
7223

Eric Bloedow
Covington, OH

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	John Madden '95 (not the hidden teams code) NBA Live '95 Star Fox Uncharted Waters
Genesis	Jungle Book Ristar Shadow of the Beast Toe Jam and Earl: Panic on Funkatron
Sega CD	Popful Mail Mighty Morphin' Power Rangers Vay
Game Boy	Kirby's Dreamland NBA Jam Ren & Stimpy: Space Cadet
3DO	Gex Immercenary Road Rash Samurai Shodown
Game Gear	Chakan Star Wars
32X	After Burner Tempo
Arcade	Mortal Kombat III Primal Rage

Send Secret Access Requests To:

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

Secret Access Notice:

Send Game Informer Your Passwords and Codes and Win!

Send in your codes and passwords every issue, and if we print them you'll be entered in the Game Informer /ASCIIWARE Secret Access Contest. The Grand Prize is a ASCIIWARE controller of your choice.

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.

Send To: Secret Access
Game Informer Magazine
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TECH TALK™

Hardware & Software

Up the Ante by Four Diamonds

We're always looking to boost up the power of our PC, but we never want to deal with the hassle. Recently, an advertisement for a **Diamond Quad Speed CD-ROM Multimedia Kit** caught our eye because it claimed to be "easy to install, even for the novice computer user." Historically, nothing about installing hardware has been easy for the novice computer user, so we decided to put the **Diamond Multimedia Kit** to the test.

The Kit came complete with a Quad Speed CD-ROM, a 16-bit **SoundBlaster** compatible sound card, and even a set of powered speakers. Also included were two installation

guides and a user manual, as well as a videotape demonstrating, step-by-step, how to install the hardware into your computer. The tape proved to be quite useful and much clearer than any manual ever could be. The installation would have gone off without a hitch except for one thing - we already had a sound card and CD-ROM drive installed. This caused problems with software installation. Tsk tsk **Diamond Multimedia**... you probably should have accounted for replacing old equipment somewhere in the installation guide.

After everything was worked out, we ran some tests to determine the difference between the new Quad Speed CD-ROM drive and our old, out of date dual speed. To do this, we looked at the loading times for *Dark Forces*, an incredibly slow loading CD-ROM game. With the old drive, one of the levels took a minute and four seconds to load, but the new drive cut this down to a lean 49 seconds. In games where screens are continually being loaded, the new drive cut loading times down from noticeable to almost non-existent. The **Diamond 4000 Multimedia Kit's** retail price will vary depending on what software is packaged with it, but expect a price between \$300-\$500. This will include software, the 4X CD-ROM Drive, speakers, and **SoundBlaster** compatible sound card.



What the Heck Is a Polygon and What Does It Mean to the 32X?

Graphics are possibly the most important aspect in a video game with respect to realism. If something doesn't look real, it is very hard to believe that it is real. Certain methods of creating realistic computer graphics have been developed over the past few years, and the demands on game systems and computers to use these methods are great indeed. This is the reason the next generation systems are coming out, and the reason the **32X** was created.

Recently, we were given a videotape that showed off some of the **32X's** graphical power. The first of these demonstrations consisted of *flat-shaded polygons*. A polygon is a geometric figure that consists of at least three sides. A triangle is a polygon, as is a square, as is an octagon. In computer graphics, these flat polygons are pieced together to make three dimensional looking images on the screen. In a flat-shaded polygon, the entire polygon (i.e. the surface of the triangle) is the same brightness and color. On the **32X**, you'll see a lot of flat-shaded polygons in games like *Virtua Racing*, *Shadow Squadron* and *Zaxxon Motherbase 2000*.

A more complicated method of polygon graphics is called *texture-mapped polygons*. Texture mapping takes a pattern of various brightness and colors and "maps" it onto the surface of the

polygon. Now, the surface of the polygon could look like a rocky surface, plaid flannel, or blue suede shoes. Using these texture mapped polygons together can make a polygon generated landscape look less like a bunch of flat surfaces and more like genuine land. *Metal Head* made some use of texture-mapped polygons, and the pictures off the demo tape can give you an idea of what they are.

The last thing people are commonly doing to polygons is something called *Gouraud Shading*. Gouraud Shading is a method of adjusting the color across the surface of a polygon to give the illusion that it is being illuminated by a light source. No **32X** game has used Gouraud Shading yet, but in the demo pictures you can see how it can be used to make shadows, giving much greater depth and realism than was possible before.

The **32X** is capable of using all of these techniques, though we have yet to see them practically applied. Hopefully, they will incorporate them into some software soon. When you are looking at these pictures it is important to remember that it is much easier to program good graphics into a demo sequence than an interactive game, but clearly the **32X** is capable of using all of these methods.



Flat-Shaded Polygons



Gouraud-Shaded Polygons



Texture-Mapped and Gouraud-Shaded Polygons

Tech Talk Terms

Since this issue is heavy with Tech Talk we thought it would be best if we created a glossary of terms. Some of these you may already know, but some you may not.

AI

Artificial Intelligence

Algorithm

A method or series of commands that accomplish a specific task or solve a problem.

Aliasing

A "shimmer" that appears when pixels are too close together due to an image's displayed distance.

Analog

Not digital



Bit

The smallest piece of computer information - expressed as a one or a zero - only used as an expression for storage size when you want something to look bigger.

Boot

Starting up a computer or console gaming unit

Buffer

A piece of memory that is used to store information that is not currently being used. E.g. a print buffer

Byte

8 bits - more common term for storage size

CISC

Complex Instruction Set Computer

Clock Speed

How fast a computer processor can operate

Composite

A signal made of multiple parts i.e. TV's and video games use RGB, or an image made up of Red, Green, and Blue

CPU

Central Processing Unit - It's the core of a computer system

D-RAM

Dynamic-RAM - Moves Slower than S-RAM and must have its memory updated

Decompression

"Unpacking" data - stored data is shrunk in size to preserve space - decompressing this data makes it useable

Digital

Digital information is stored as a series of 1's and 0's

Doppler

Relating to the Doppler effect - a shift in frequency which occurs when the source of sound and the receiver are in relative motion

DSP

Digital Signal Processor - A processor especially designed to produce signals efficiently

Filter

1: A transparent layer that changes the look of an image 2: A process that suppresses unwanted items

Flat-Shaded

When a side of a polygon is a uniform brightness and color.

FM

Frequency Modulation

Gouraud Shading

A method of using light and dark areas on computer generated surfaces to make them look real.

GPU

Graphics Processing Unit

Hardware

The physical parts of a computer or console gaming unit - the chips, the monitor, the disk drives, etc.

I/O

Input/Output

Image

A reproduction or imitation of the form of a person or thing

Interpolation

To estimate the value of a function between two surrounding values

JPEG

Japanese Pictures Experts Group

Kilobits (Kb)

1000 bits

Kilobytes (KB)

8000 bits

Load Management

A method of displaying computer graphics that eliminates object "pop-up".

MegaBits(Mb)

1,000,000 bits

MegaBytes (MB)

8,000,000 bits

MHz

Mega Hertz - One million hertz - a measure of frequency, and when speaking of computers, the clock speed of the processor

mips

Millions of Instructions Per Second - a way to measure the speed of a computer processor

MPEG

Motion Picture Experts Group - a method of compressing and decompressing digital video

MPEG2

A more powerful, more expensive version of MPEG

OS

Operating System

Pixelization

When an image gets so close that you can see the individual pixels

Point Sampling

Creating a computer image by drawing a finite number of points

Polygon

A shape with a certain number of flat sides



Processor

Any set of chips that perform functions of data

RAM

Random Access Memory - records and stores digital data - can be written over again and again

Resolution

The number of pixels that can be displayed. The higher the resolution, the closer graphics can resemble what we see

RISC

Reduced Instruction Set Computer

ROM

Read Only Memory - no writing onto this

Rotation

A method of turning a computer image in three dimensional space

S-RAM

Static-RAM - Moves Fast and holds its memory

Sample Rate

A rating that represents the number of points or "samples" that are taken along a sound wave

Scaling

Manipulating an image so that it appears closer or further away.

Scrolling

To move an image across a display screen

Software

The programs that run on a computer or console gaming unit.

Sprite

Any 2D image on a screen that moves

Texture Mapping

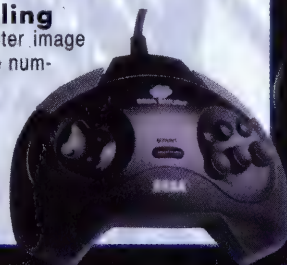
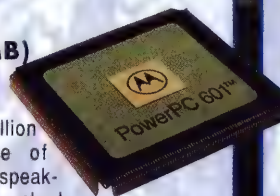
Taking an image or texture and imposing it onto another image.

TLMMI

Tri-Linear Mip Map Interpolation

VRAM

Memory used for graphics - usually much faster than standard RAM



GAME GENIE™ SWAP SHOP™

Win A Game Genie of Your Choice!

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



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

All Points ... Bulletin...

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

SNES

Cool Spot
EarthBound
Jurassic Park
Mario's Time Machine
Hunt for the Red October
Pitfall: The Mayan Adventure
Super Mario All-Stars
The Untouchables
Super Pinball
WWF Raw
Nosferatu

Genesis

Invention
Quackshot
Pirates! Gold
Crusader of Centy
Ren & Stimpy Show: Stimpy's
Skeleton Crew
Sol-Deace
Syndicate
X-Men 2

Game Gear

Super Columns
Speedy Gonzales
Sports Trivia

Game Boy

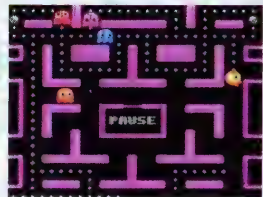
Kirby's Dreamland 2
Donkey Kong Land

Nintendo

Kid Klown
Empire Strikes Back
Mega Man 6

Send your Game Genie code requests to:

All Points Bulletin
Game Informer Magazine
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Ms. Pac-Man - Genesis

CEEA-AACA
Ms. Pac-Man starts with 17 lives
DEEA-AACA
Ms. Pac-Man starts with 25 lives
CEEA-AACG
Pac-Man starts with 17 lives
CEEA-AACG
Pac-Man starts with 25 lives

"Maverick"
Minneapolis, MN

Last Action Hero - Game Gear

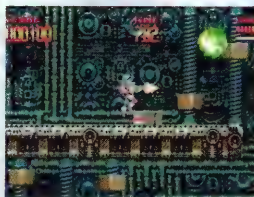
031-20F-E6E
Start on scene 3
051-20F-E6E
Start on scene 5
071-20F-E6E
Start on scene 7
011-25F-E66
Start with 1 life
091-25F-E66
Start with 9 lives
091-2AF-F76
Start with 9 hearts
3A1-B1F-2A2
Infinite time

"The Eradicator"
Phoenix, AZ

Darkman - Game Boy

63F-91C-91A
1st life has more energy
BA5-0FF-081
Infinite energy
909-ACA-E6B
Start with 9 minutes
005-97F-E6E
Infinite time
014-DDF-E69
Infinite lives
002-4DF-E66
Start with 1 life

"Virtua Gap Boy"
Minneapolis, MN



Mega Turrican - Genesis

1VWT-BCBE
Weapon power-ups always maxed out
AKET-AA7J
Infinite smart bombs
A2LT-AAEJ +
9TLT-BCNG
Start on level 7

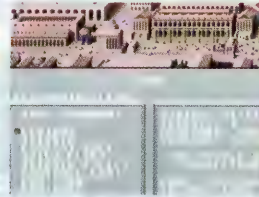
Alben Campbell
Corona, NY



Titus the Fox - Game Boy

013-D0A-F7E
Start 1st life with 1 energy unit
093-D0A-F7E
Start 1st life with 9 energy units
011-CFD-F7E
Start with 1 energy until after 1st life
013-D5A-E66
Start with 1 life
093-D5A-E66
Start with 9 lives
009-6A9-3BE
Infinite lives
00E-7D9-3BE
Infinite energy until level 3

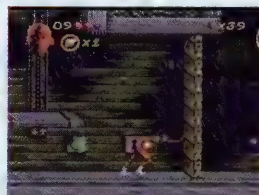
"The Rhino"
Toledo, OH



Centurion: Defender of Rome - Genesis

R19T-R60T
Master code (must be entered)
VDTA-SGAE
Start with 5000 dollars
K53A-RRDE
Start with Proconsul rank
AXHT-AA6C
Chariots take corners at any speed
HXTA-RJ2J
Start with maximum honor
ACEA-AA4T
People don't revolt

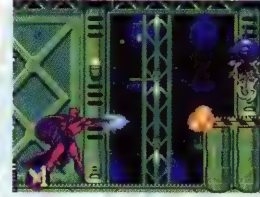
Chris Patremets
Wind Lake, WI



Michael Jordan: Chaos in the Windy City - SNES

DBC8-5700
Start with 10 lives
D1C8-5700
Start with 7 lives
DFC8-5700
Start with 2 lives
C2D2-746D
Infinite lives
4DAB-5FA5
Invincibility shoes last longer
D74E-57DF + D745-54DD + D74B-5FA4
Super jump

"The Rhino"
Toledo, OH



X-Men 2: Clone Wars - Genesis

RFMA-N60W
Play as Magneto on any level
AKRT-AA58
Infinite lives
J6SB-8EY6
Invincible
BKRA-AAE0
Start with 9 lives
A3RA-AAE0
Start with 5 lives
CODES BELOW ONLY WORK ON WOLVERINE
AB7B-WWDN
Regenerate all the way up to 9
AB7B-WRDN
Regenerate up to 7
AB7B-WLDN
Regenerate up to 5
2K7B-WCDG
Regenerate twice as fast
6F7B-WADG
Regenerate four times as fast

"The VidMan"
Uptown, MN

Metal Storm - Nintendo

TEXUNLZA
Start with 6 lives
PEXUNLZE
Start with 9 lives
AASOYYP
Infinite lives
NNNL0LAE
Start with extra weapons
"The Rhino"
Toledo, OH



Greatest Heavyweights - Genesis

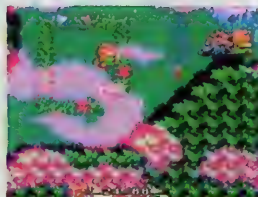
- BJ6A-ACD6**
Rounds are 1 minute long
- BJ6A-AED6**
Rounds are 2 minutes long
- BJ6A-AWD6**
Rounds are 9 minutes long
- CTXT-AA46**
Freeze timer
- AJ4T-AA2A**
Infinite rounds
- RH7A-A6YA**
Create a new boxer with whatever attributes you want
- RH9A-A6TE**
Attributes aren't reduced after a fight

"The Rhino"
Toledo, OH

Greendog - Genesis

- ATNT-AA4E**
Infinite lives
- AYPA-AADE**
Start with 6 lives
- A2PA-AADE**
Start with 7 lives
- BEPA-AADE**
Start with 10 lives
- ABYA-CAAN**
Spikes don't hurt
- AYNA-BE5Y**
Start on Ancient Aztec Crypts level
- A6NA-BE5Y**
Start on Mystique level
- BJNA-BE5Y**
Start on Curacao level
- BNNA-BE5Y**
Start on Skateboard level 1
- B2NA-BE5Y**
Start on Jamaica level
- B6NA-BE5Y**
Start on Skateboard level 2
- CENA-BE5Y**
Start on Saba level
- CJNA-BE5Y**
Start on Crypts
- CTNA-BE5Y**
Start on St. Vincent level
- CYNA-BE5Y**
Start on final Skateboard level
- AD8A-AACL**
Invulnerable against fish

"The VidMan"
Uptown, MN



Secret of Mana - SNES

- 363C-6D69**
Call Flammie at any time (must turn off effects before landing)
- 6DAA-776D**
Level 99 (turn off effects when level is at 99)

Eric Zakreski
Erial, NJ

Robotrek - SNES

- BBB9-4D7D**
Look in the Robot Book and receive \$99,000
- C23C-CDC7**
Don't have to pay anything for items
- CB34-3D47 + D734-3D17**
Start at level 3
- CB34-3D47 + DC34-3D17**
Start at level 10
- CB34-3D47 + F034-3D17**
Start at level 20
- CB34-3D47 + 7434-3D17**
Start at level 50
- BDE6-1DC2**
More energy for robot energy
- CBEB-1FB9 + BBEB-1F29 + DDEB-14F9 + 3CEB-1499**
Mean robot

"The Eradicator"
Phoenix, AZ

Desert Speedtrap - Game Gear

- 212-39B-19D**
Infinite energy
- 004-74E-E66**
1 energy point allowed
- 094-74E-E66**
10 energy points allowed
- 015-3AF-E62**
Start with 2 lives
- 095-3AF-E62**
Start with 9 lives
- 001-59B-A2A**
Infinite timer
- 015-OFF-E66**
Start with 1 credit
- 095-OFF-E66**
Start with 9 credits

"The VidMan"
Uptown, MN



F-22 Interceptor - Genesis

- RH9T-R60T**
Master code (must be entered)
- AHAA-AAEE**
Start with 2 lives
- AXAA-AAEE**
Start with 5 lives
- BMAA-AAEE**
Start with 11 lives
- CODES BELOW ONLY WORK ON USA CAMPAIGN**
- WCPA-GCA8**
Start with 400 ammo
- 8WPA-GCA8**
Start with 500 ammo
- FC1A-GAAG**
Start with 40 chaff
- 7CPA-GGA8**
Start with 1000 ammo
- NW1A-GAAG**
Start with 100 chaff
- 1B7T-BLYW**
Fuel burns 2x faster than normal
- 1B7T-BOZA**
Afterburner fuel consumption 6x normal

"Virtua Gap Boy"
Minneapolis, MN



Urban Strike - Genesis

- R12B-860Y**
Master code (must be entered)
- D3RA-AA9G**
infinite lives
- CKPT-AA4L**
Infinite fuel
- AM4A-AA4G**
Infinite ammo
- AKYT-AA2R**
Timer never runs out

"THE Game Genie"
Staten Island, NY

Exclusive Codes from Galoob

The Adventures of Batman and Robin - SNES

- D58D-C765 + E68F-CDD5**
Move super-fast
- DD86-4FC9**
Start with 1 life
- 77B3-376F**
Start with 50 stars & spray guns
- C9A5-34DF**
Infinite spray gun ammo
- C9AB-3D6F**
Infinite plastic explosives
- E68D-C765 + E58F-CDD5**
Moon-walk super-fast
- 77BE-3F0F**
Start with 50 explosives & smoke bombs
- DB86-4D19**
Start with 9 credits

NBA Jam Tournament Edition - SNES

- 33E0-47AC**
Player 2 starts with 1 point
- DF62-1B1B**
Shot clock option can now be set to 1
- D0BF-11C8**
Player goes on fire after only 2 baskets
- EEEE-1F0C**
Player 1 has tons of power-ups
- DF8A-1D65**
Player 1 turbo recharges quicker
- 0D88-1C2B**
Player 2 has twice as much turbo
- 76C3-DF04**
Player 2's shots worth more
- D4E8-3FAC**
Player 4 moves quicker
- EEE1-C46C**
Player 2 has tons of power-ups

NBA Jam Tournament Edition - Genesis

- REDT-A602**
Master code (must be entered)
- PFXW-PEZJ**
Player 1 has powered-up goal tending
- PXKW-PEY6**
Player 2 has max power
- PXKW-PEYN**
Player 2 has quick hands
- PFXW-PE12**
Player 1 has powered-up dunks
- PXKW-PEZN**
Player 2 has powered-up goal tending
- PXKW-PEZ6**
Player 2 is always on fire
- PPXW-PE0A**
Player 3 is always on fire
- PPXW-PE0T**
Player 3 has infinite turbo

Tiny Toon Adventures - Game Boy

- 006-14B-19E**
Infinite time
- 09E-1E9-E62**
Start with 10 lives
- 3FD-53D-679**
Invincibility doesn't last as long after being hit
- C3C-DAD-E61**
Almost invincible
- 09E-319-F7E**
Start with 900 seconds

John Madden '95 - Game Gear

- 005-864-3BE**
Infinite time outs
- 001-7DB-3BA**
Infinite number of downs
- 00B-287-19E**
Infinite play clock (switch off when computer has the ball)

Donkey Kong - Game Boy

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

David Austin
Dallas, TX



Game Boy[®]

What color is yours?



Made in the SHADE



FREE SHades

Free at participating retailers only.

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It's always cooler in the shades! For a limited time only, get a free pair of sunglasses when you buy a new "Play It Loud" Game Boy in specially marked packages. Game Boy now comes in five rad new colors with a clear storage case to hold five of your favorite games!

Other "Made In The Shade" Special Offers

An order form inside specially-marked "Play It Loud" Game Boy packages offers cool summer stuff with hot graphics! Choose from a bodaciously cool beach towel, a totally awesome tank-top or a "play It Loud" game cap. It's all authentic, top-quality, can't-get-it-in-the-stores-type stuff...you can only purchase 'em through the mail!



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 - Kirby's got three new allies & greater powers than ever.
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GREAT THE ONE



Wayne Gretzky '97



Tony Amonte



Chris Chelios



Kirk Muller



Pavel Bure



Russ Courtnall



Sergei Fedorov



Marty McSorley

NHLPA PLAYERS (OVER 600)

GREAT

GREAT

FEATURES

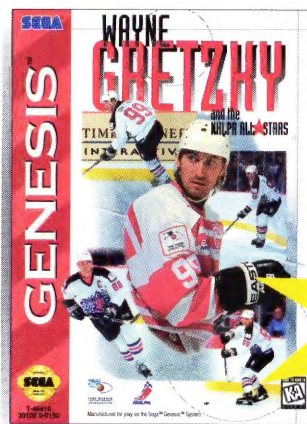
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GRAPHICS



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