

# Game Informer

MAG

## Lunar: Eternal Blue

The Last Of The Great RPG's For Sega CD

## Yoshi's Island: Super Mario World 2

Nintendo's 16-Bit Secret Revealed!

## Plus:

Chrono Trigger, Comix Zone, Astal, Wing Commander III, Doom, And A Hands-On Look At Virtual Boy

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August 1995



August 1995  
Vol. V • Issue 8 • #28



**Killer Instinct**  
1st In-Depth  
Preview For The  
Super NES





YOU'VE GOT IT ON YOUR HANDS. YOU DON'T HAVE ENOUGH OF IT. YOU'VE GOT IT ON YOUR SIDE. YOU'RE PRESSED FOR IT. YOU SPEND IT. YOU WASTE IT. IT'S IN. IT'S OUT. IT'S NOW. IT'S PAST. IT'S RUNNING OUT. IT'S DRAWING NEAR. **CHRONO TRIGGER™**. IT'S ABOUT TIME.



**Chrono Trigger.** From the creators of the acclaimed **Final Fantasy** series. Character designs by Akira Toriyama. **32 Mags, 10 endings, 70 plus hours of game play.** Sept. '95. ©Square Co., Ltd. All Rights Reserved. Chrono Trigger™ is a trademark, and Final Fantasy and Squaresoft™ are registered trademarks of Square Co., Ltd. Characters: ©1995 Square Co., Ltd., ©1995 Bird Studio/Shueisha. Nintendo, Super Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America. All rights reserved.



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**SQUARESOFT**  
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**SUPER NINTENDO ENTERTAINMENT SYSTEM**



# Lost in Time Giveaway

## CHRONO TRIGGER



The Chrono Trigger™ Gang has been lost somewhere in time, and the only way they can find their way back is for you to find them somewhere in the pages of Game Informer. They were last seen riding in their "Time Machine" spacecraft but we haven't seen them since. If you are successful in finding the "Time Machine" you'll be automatically entered in the Lost in Time Giveaway. (Hint: The answer is not on this page or any of the Chrono Trigger review pages.)

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

**Game Informer Magazine**  
**Attn: The Lost in Time Giveaway**  
**10120 West 76th Street**  
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### Fill out this coupon to enter:

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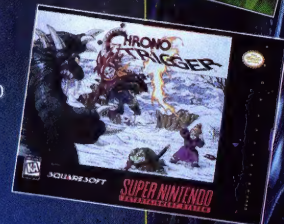
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I Found the "Time Machine" on page? \_\_\_\_\_

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## Letter From the Editor

BY ANDREW McNAMARA

### Stupidity

I can only think of a few things in this world that are more ridiculous than a company that sees itself as a self-sustained entity. Unfortunately for both you and me, these companies do exist and in this issue of *Game Informer* they touched us all, and for no good reason but their vanity.

Originally, the cover of this issue of *Game Informer* was going to be graced with *Chrono Trigger*, a well-designed RPG for the Super NES that will keep gamers up late dreaming of *Chrono* and his adventures through time. However, the artwork created for the game was done by a well-known Japanese artist known as Akira Tomiyama. This man is famous in Japan for such artistic feats as *Dragon Ball Z* and *Chrono Trigger* — the hottest game right now in Japan. In his ride to glory, however, he managed to forget the little people.

He and his company refused us the rights to use his artwork on the cover because they felt that any magazine that featured Akira Tomiyama artwork on the cover would instantly be worth quadruple its original cover value. They even went as far as to say that it would be traded on the black market because his artwork is so sought after in Japan.

All I have to say is "yeah, right!". Who is this guy, and how does he get his head through doorways? I know everyone should have a little ego, but this? This is approaching pure insanity. And the worst part is, he gets away with it.

All right, I know I am whining but I just cannot get over the fact that anyone would have climbed so high that he would have completely lost touch with reality. Of course, I wish I could say that this is all his own fault, but there is another culprit in this travesty of justice.

Japanese game publishers have managed to gain control of the media in Japan to the point that Japanese mags rely completely on these video game giants for almost all their information, or in other words, their very livelihoods. So when the word came down that *GI* would be running *Chrono* on the cover, they simply insisted that the matter be stopped immediately because, to them, game magazine covers only serve the magazine itself and do nothing for the products.

Of course, this is malarkey. When *GI* puts a game on the cover, it's a form of flattery because we like the game and we think it would look cool on the cover. So we rallied and came back crying "Freedom of the press" and "Remember the Alamo" (wait wrong letter?!). To see if we could slay this vicious monster that was keeping *Chrono* off our cover.

Unfortunately, the monster was too large. We lost the battle after two simple phone calls; one from them that simply stated that if we decided to use their artwork, they would sue us for infringing on their copyright. The second phone call was to our lawyers that stated that even if we were right, it would cost us tens of thousands of dollars to stand up for our constitutional right to freedom of the press. Confusing, but it all means one thing; even with laws that protect the people, the companies with the money still rule the world.

It's too bad though. It was a cool cover. Of course, it's *Chrono Trigger* and Square Soft that really lose out from the whole thing, because we just went out and offered the cover to Working Designs and their epic RPG *Lunar: Eternal Blue* and it was gone just like that. So apparently, his head doesn't fit through doorways, because if it did he may have finally gone outside and seen what was really going on in the real world. Indeed, everybody wants to be on the front cover of *Game Informer Magazine!* ■

## The Reviewers "Gamers with a Grudge"



Andy

### The Game Hombré

"All right, I think I've finally got this one figured out; Reiner the guy with the blue hair and Sonic's the guy with the blue...hair...wait... I think I got it all wrong

again. Or wait... maybe I didn't get it wrong... maybe they're one in the same. Either that or Reiner's been invaded by an evil flesh-eating Sonic that took over his body just to work at a video game magazine. Ahhhh well, who cares? I guess I don't really have much to tell you this month other than that Tekken is still the best fighter on the planet."

### The Pro Player



Paul

"Finally there's a Super Mario World 2 on the horizon. It blows away DKC 2, in my opinion. Be sure to give the Virtual Boy a look at Blockbuster this month. It's a great way to save yourself some cash. I've given the VB a couple of tries and I'm not sure too sure about it. It's not something I would take on the bus and I'm still trying to figure how I could play it in the car without getting a stiff neck. I don't want to pan it before it comes out, but here goes. I don't like it."



Reiner

### The Raging Gamer

"Odd. For some reason or another, I feel as if I'm not one with myself anymore. There seems to be an evil presence in my head.

Maybe all this has to do with that night Andy invited me over to his castle. He brought me down to his dungeon and hooked me up to this strange machine. However, I wasn't the only one involved, there was this blue furry dude hooked up on the other end. He told me strange stories of pinball machines and evil robot doctors. Oh well, maybe it's just the flu."

### The Video Ranger



Rick

"Greetings gamers! There is so much going on in the world of video games that it's getting hard to keep things straight anymore. The Saturn is off to a great start, the PlayStation is coming soon, and the Ultra 64 is delayed until next year. There is no surprise on the Nintendo situation. Remember the Nintendo CD? I do!"

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

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



## WHAT'S A MEG?

Almost all my questions have been answered in the world of video games except for two specific ones.

The first question is, what are megs? This may be a simple question, but I'd like to know how they affect a video game. And why aren't there any megs on CD-ROM games?

The second question I have is about a game for 32X called Jet Ski Rage. Its polygon graphics look superb, but I haven't heard much about this game. Is it going to be released this year, or is Jet Ski Rage another highly anticipated development?

Your #1 Fan,  
Andy Margolis

*Meg is short for megabit or megabyte, and the meg factor relates to how much data is stored in the chips on the cartridge. The higher the megs, the more data is present in a game. A CD-ROM can contain up to 790 megabytes of information, and the number of bytes actually used on a CD-ROM game is often a mystery. For this reason, we only classify the size of CD-ROM games by how many discs there are.*

*As to your second question, Jet Ski Rage is being released by Velocity software sometime this year. We'll have more information and possibly a review as soon as they send us a copy.*

## PONDERING ON THE WEB

In your May issue I noticed something in the "What's Hot" section about the World Wide Web and I want to know how I can access it? I have Compuserve and I've been unable to find an entrance.

Is there any way to the Web or am I just using the wrong software?

Jim Geiger  
Chillicothe, IL

*The World Wide Web is the newest addition to the ever growing network of connected computers. Many of the popular on-line services (Compuserve, AOL, Prodigy) are beginning to offer Web access. Accessing the Web through these various services is probably best explained by the services themselves (send an e-mail to whoever sends you the bill). There are also many independent, local Internet servers that offer accounts and unlimited access to the World Wide Web for a monthly fee.*

## WHATEVER HAPPENED TO CD-I?

I am disappointed with your magazine. I subscribed to your magazine because it said "CD-i" at the top and I have not yet seen one article on "CD-i". How come?

Sincerely,  
Sean Baker  
Huntley, IL

*When the CD-i was first released, we had every intention of covering its games. However, as time went by, we noticed that the quality of the games offered on the CD-i just wasn't high enough to be included in the pages of GI. Since we weren't covering any of the games, we decided to drop it from the top cover bar after four months. We apologize if you felt misled, but we tried to correct this error as soon as we could.*

## 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.

Honorable  
Mention  
Wyatt Elliott  
Rockford IL



August winner  
Benjamin Wagner  
Queens NY



## I WANNA KILL!

I recently purchased Daytona USA for the Saturn. I played the advanced track and noticed a horse running around in the field. Of course I was trying to run over it, but suddenly it just disappeared and ran off into the sea. I'm just wondering if I can run over it and kill it. Oh, one more thing. In Panzer Dragoon, what language are they speaking (I doubt it's Japanese), and in what year does Panzer Dragoon take place?

Sincerely,  
Richard  
Leung  
Brooklyn,  
NY

*It's nice to see that someone else had the same idea we did when we first saw the horses. As much as we have tried, we haven't been able to run those things down. However, if you'd like to race AS the horse, set the difficulty to hard and finish in first place on all the tracks. You'll be able to race as a horse with either manual or automatic transmission. As to your question about Panzer Dragoon, you are correct, it is not Japanese. It is actually a non-existent language that Sega "invented" for the game (there are Japanese subtitles on the Japanese version). In regard to the year it takes place, it's hard to say because the planet isn't Earth, so what would a "year" really mean to a place whose rotation around the sun might be faster or slower than ours? Think of it as a long time ago in a galaxy far, far away, or even present*

*day in a galaxy reasonably close to ours, but unreachable without a warp (or comparable to Faster Than Light Speed) drive.*

## FIRST COME, FIRST SERVED

A while ago I sent Dracula Super NES Game Genie codes in and they weren't published. Then in a later issue of the magazine I saw the exact same codes with someone else's name under them. This makes me very angry. How could this happen?

Trevor Lyons  
Chicago, IL

*As strange as it may seem Trevor, you were beat to the punch. Most likely we received the Game Genie codes from G. Distler (Floral Park, NY) before yours. It's as simple as that. First code in, first code published.*

## 16-BIT WILL NEVER DIE!!!

I was wondering if now that all these new cool systems are out, you will stop covering Super NES and Genesis as much?

The reason why I ask is that I'm about to buy a Super NES and that would really suck if you quit covering Super NES and Genesis. You see, I would get one of these hot new systems, but they are way out of my budget!!

Isaac Velander  
AOL

*No way, no how. Those 16-bit beauties have plenty of life left in them. We will keep covering the games as long as companies keep making them. Approximately 30 million US homes have 16-bit machines and that's too big of a population to give up on. Rest easy, GI will still give you the insight on the SNES for some time to come.*

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

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# LUNAR

## ETERNAL BLUE

The End is Only the Beginning



Leo mans the helm of his flying death machine.



Hiro and Ruby



Watch your step.



This looks like a peaceful village.



Your grandpa will tell you all about the Blue Spire.



Tell me more!



Interested?

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role Playing Game
- **Special Features:** Over 50 Minutes of Animated Sequences, 30 Minutes of Dialog, a Unique Magic Power-Up System, 3 Save Slots and a Tactical Combat Option

- **Created by:** Working Designs
- **Available:** Now for Sega CD

► THE BOTTOM LINE **8.75**



A millennium has passed since the initial outbreak of dark power surged through the lands of LUNAR. Not much was left from the wars of the past, except for a totem known as the Blue Spire. This monument stands high above the land and remains intact and untouched. Little is known of what this totem represents or holds within its walls. Unfortunately, the human race has always had curiosity



Leo

in its blood. Thus, two young adventurers, Hiro and Ruby, have taken their explorations past the limits of reality and into the mysterious unknown. The prize: fame and fortune. The cost: all of humanity.

Hiro has always lived a life of adventure. His sidekick, Ruby, is a baby dragon who would do anything to win the love and affection of her partner. Their adventure has taken them deep within the stronghold of the Blue Spire. What they found wasn't





The adventure begins!



I think we made a wrong turn.



Ruby makes an observant hypothesis.



Lucia's meteor attack is rather powerful.



Turn on the radio and the ectoplasm will do strange things.



The people in the shrine are greedy and in need of your cash.



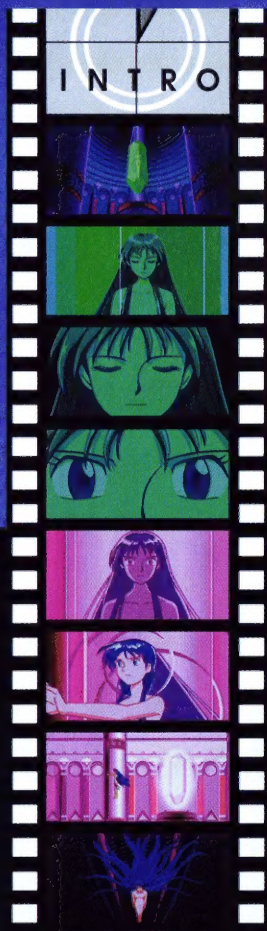
Ronfar

an ancient society or a hidden treasure, but more of a lost soul. Her name is Lucia, and she has been trapped in an eternal sleep for centuries. Her dreams contain visions of the evil sorcerer Zophar and his plans to destroy LUNAR. Since she is from a distant land, she has asked you to help guide her through this new and foreign world. Her mission is to save LUNAR. However, the only way this is possible is to find the Goddess Althena. Althena may

be the only hope LUNAR has of getting rid of the evil Zophar once and for all.

One era ends, and another begins. It's safe to say that the Sega CD's day came and went.

With the release of the Sega Saturn and Sony PlayStation, the Sega CD is more or less left in the dust. This really isn't a bad thing. Technology needs its room to grow, and the Sega CD's boundaries were pushed to their limit. LUNAR: Eternal Blue is the last title that Working Designs will







WELCOME TO THE BOUNTIFUL BABE INN. WE'RE HERE TO SERVE YOUR EVERY NEED.

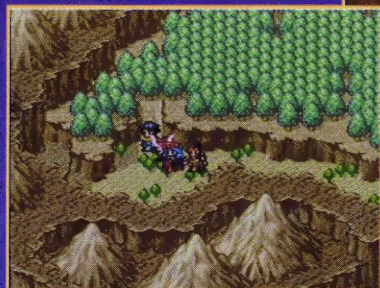
This inn must get some serious business.



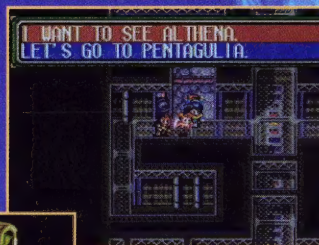
We love you vine lady.



Running away may be an efficient strategy, but it's no way of winning.



Be prepared for a long journey through the woods.



I WANT TO SEE ALTHEA. LET'S GO TO PENTAGULIA.

Which way will your quest lead?

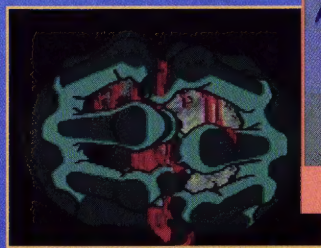


I WANT TO BE WITH YOU. TO HOLD YOU... TO... TO... RUB WARM GOAT'S MILK ON YOUR...

Ahgh... sweet... goat's... milk.



What lies within the walls of the Blue Spire?



Lucia's dreams are filled with death and destruction.



Lucia



Jean

develop for the Sega CD platform. They say it's better to burn out than fade away, and that's exactly what Working Designs had in mind. LUNAR: Eternal Blue is a magnificent RPG with a dynamic storyline which will blow any role player away.

Once again, the story is brought forth with tons of animated sequences and spoken dialogue. You'll take up the role as Hiro and his dragon friend Ruby. This adventure is in fact a direct sequel to the first LUNAR.

If you've played LUNAR, you'll know what to expect in Eternal Blue. While you walk through the kingdom of LUNAR, you'll periodically be attacked by the enemy. This action brings up the combat mode. In the combat mode, you'll have all the time you need to set up your attack or retreat. Each character in your group has his or her own set of commands. The power of your player will determine the order of combat. You can either use the "AI" icon and have the





All right! The carnival's here!



Ronfar spins a deadly game of dice.



Attack the drummer boy thingy.



Try to kill these trolls right away, or they'll call in all their buddies.



Lemina

computer simulate the combat or you can set up your own tactical techniques and use the weapons and magic available for your own style of attack. If you happen to hurt the enemy enough so that their health is three or less, Ruby will swing into action and finish them off.

This is by no means a game for someone who expects to walk through it in one sitting. In order to save the game or gain additional magic spells, you'll have to accumulate extra experience points for

these feats. If you try saving your game a minute after your last save, you'll be greeted with a "need more experience" message.

LUNAR: Eternal Blue features over 60 hours of intense game play and action. If you happen to be fortunate enough to make it to the end, you'll have the option of playing a bonus Epilogue adventure which features an additional 6 hours and a new ending! ■

**ANDY, THE GAME HOWARD!**

**Concept:** 8 "Eternal Blue is a great follow-up to the original Lunar. Although the characters' voices are a little hokey and the on-screen character icons are a little small, the game is still great. I really like how you have to purchase your saves and magic upgrades so the play is riskier.

**Graphics:** 8

**Sound:** 7.5

**Playability:** 8.25

**Entertainment:** 9

**OVERALL:** 8.25

However, if you like hard-core RPG's all I have to say is that this game takes a long time to finish, and then it has a 6 hour epilogue with another mini-quest. Need I say more?"

**PAUL, THE PRO PLAYER**

**Concept:** 9 "Indeed, this is probably the last you'll see of Lunar on the Sega CD, and it goes out in a blaze of glory. The animation scenes are excellent along with the sound. However, I would have liked to see more updated graphics rather than the fairly standard fare. If you've played the other Working Design games for Sega CD, Eternal Blue will be well worth the investment. It is without a doubt the best RPG for a Sega system."

**Graphics:** 8.75

**Sound:** 9.5

**Playability:** 9.5

**Entertainment:** 9.25

**OVERALL:** 9.25

**REINER, THE RAGING GAMER**

**Concept:** 9 "By day I'm a mild mannered editor, and by night I'm the world's greatest hero, Reinerman! Over the last few weeks I've neither slept nor ate due solely to the fact that LUNAR: Eternal Blue is one hell-of-an RPG for the Sega CD! There really isn't much you can improve on in this CD. It's really rounded off to the state of perfection where you'll find yourself saying 'Check out the curves on that RPG! Whoa mama!'"

**Graphics:** 8.75

**Sound:** 9.25

**Playability:** 9

**Entertainment:** 9

**OVERALL:** 9



# CHRONO TRIGGER™

A Magical Adventure  
Through Time

- Size: 32 Megabit
- Style: 1-Player Role Playing Game
- Special Features: 15 Different Endings, Special Combination Attacks, Seven Different Time Periods, Mode 7 Graphics, 3 Save Slots, Tons of Weapons and Items
- Created by: Square Soft
- Available: September 1st, 1995 for Super Nintendo

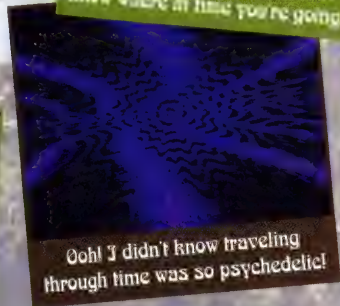


Hit the Gynas with fire and you'll take away their deadly war hammers.

When you travel to the end of time make sure you talk to this guy. He gives you magic!



Pop into the gate and you don't know where in time you're going.



Oooh! I didn't know traveling through time was so psychedelict!



Frog uses the power of the Masamune to open a path to Mogus' lake.



## The Story

Young Crono wakes just as he would on any other day, but today is special. Today, Crono's life will change forever. As his mother nags him one last time to get out of bed and get down to the fair, she doesn't realize this is the last time she will see him as a young boy, for when he returns he will be a man.

Once Crono gets to the fair he will enjoy the fun and games just as any boy would, but soon this day of fun will turn into a day of terror. As his new friend Marle steps onto Lucca's newest creation, a teleporter, she is shot through time. Of course, any good hero must follow the lovely maiden into the abyss, so Crono soon follows suit.

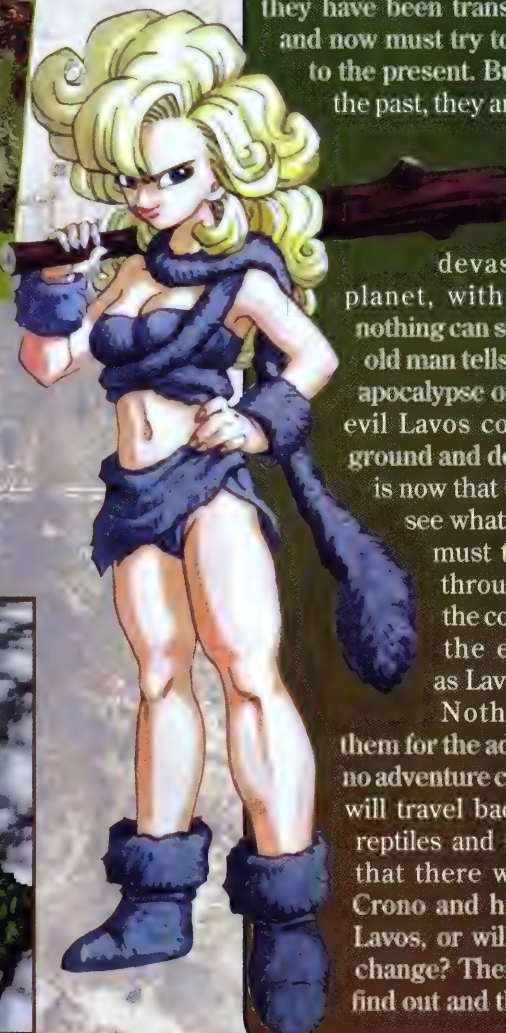
Crono, Lucca, and Marle discover that they have been transported into the past, and now must try to fight their way back to the present. But just as they correct the past, they are shot into the future.

It is here that they see what the future holds. The

Earth is now a devastated and dying planet, with people so hungry nothing can stop their suffering. An old man tells them the story of the apocalypse of 1999 A.D., when the evil Lavos comes forth from the ground and destroyed the planet. It

is now that Crono and his friends see what they must do — they must travel back and forth through time and change the course of history to stop the evil menace known as Lavos.

Nothing could prepare them for the adventure to follow, but no adventure could be as great. They will travel back to the land of the reptiles and so far into the future that there will be no time. Can Crono and his gang stop the evil Lavos, or will the future refuse to change? There is only one way to find out and the clock is ticking!



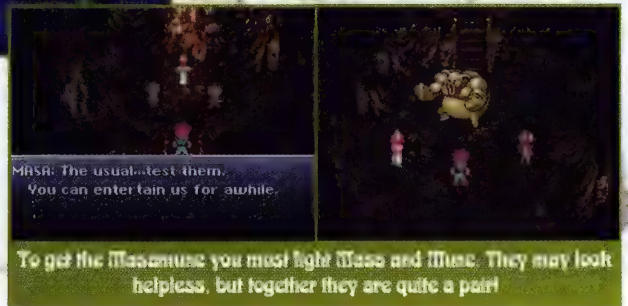
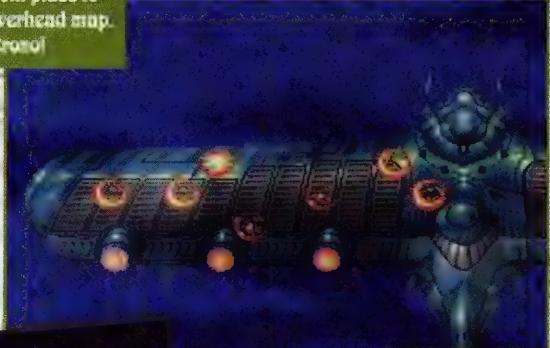
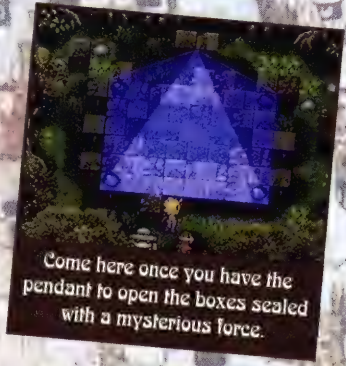
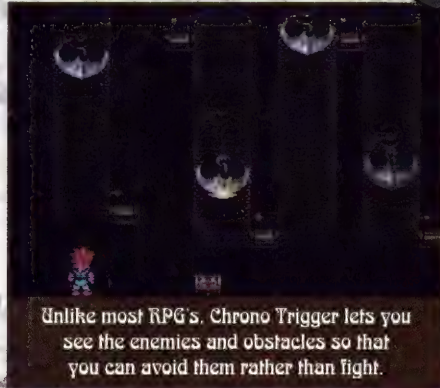


# The Game

From the opening scene to one of the fifteen different endings, Chrono Trigger is a masterpiece like no other. Square Soft didn't let anything get by them on this one. It seems to be the conglomeration of all the programming and interface techniques learned from their previous series. For instance, the graphics (which do not change as you go to a battle interface) are definitely Secret of Mana, but all the interfaces, storyline, and battle sequences are clearly Final Fantasy.

However, the thing that Chrono Trigger has that no other Square Soft adventure has had is multiple endings. The way in which these different endings are generated is determined by the time frame where you destroy Lavos. For example, about half-way through the adventure you are told of many things that can be done in the different time frames, and what you decide to do before you destroy Lavos will have an effect on the outcome or ending. Of course the quickest way to see one of the endings is to go fight Lavos without doing any of the other mini-quests. While you won't be able to beat him, it's cool to see one of the endings.

In contrast to Square adventures of the past, Chrono is a shining new star. Like any RPG, this game will take 50 to 100 hours to complete, though it would seem that with all the graphic upgrades the quest would be shortened. The characters that you meet during your quest all have well-developed storylines that make their small sprites seem larger than life. The magic spells advance and become more grandiose as they go to double and triple techs. To put it simply, Chrono is the pinnacle for RPG's on the Super NES and must be played to be believed.



Characters: ©1995 Square Co., Ltd.  
©1995 Bird Studio/Shueisha



# The Characters

## Crono



Lightning

A young boy from the town of Guardia who has been chosen to save the world from the evil Lavos. He's a strong sword-fighter that, with time, is proficient in the use of Lightning magic.



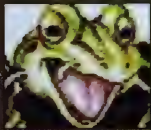
Wow! That's one big boss.

## Ayla



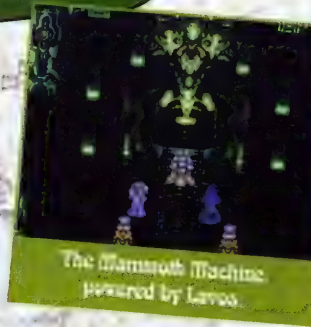
Ayla is a cave-woman from the year 65,000,000 B.C. who leads her village against the reptiles who rule the land. Although Ayla is too primitive to use magic, her ape-like strength makes her a worthy ally.

## Frog



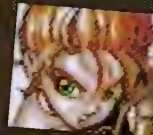
Water

Once Frog was a young Guardia Knight named Glenn, but after a confrontation with Ozzie and Magus, he was turned into a frog. Frog can use Water magic and is an excellent swordsman.



The Mammoth Machine powered by Lavos.

## Marle



Water

A young girl who Crono meets at the fair that seems to need a friend. In time, Crono learns that she is actually Princess Nadia of Guardia castle. She carries a crossbow, knows Water magic and is an excellent healer. Once she steps into Lucca's teleporter, the adventure really begins.

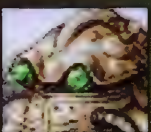
## Magus



Shadow

Once thought as a evil menace, Magus is also out to stop the evil Lavos. His story is long, but with time you'll understand this mysterious magician who uses the power of the Shadow.

## Robo



You will find him in the year 2300 A.D., collapsed and unusable. But after Lucca spends some time with him she brings him back and he joins the party. He's a very powerful fighter with numerous electronic weapons that work almost as well as magic.

## Lucca



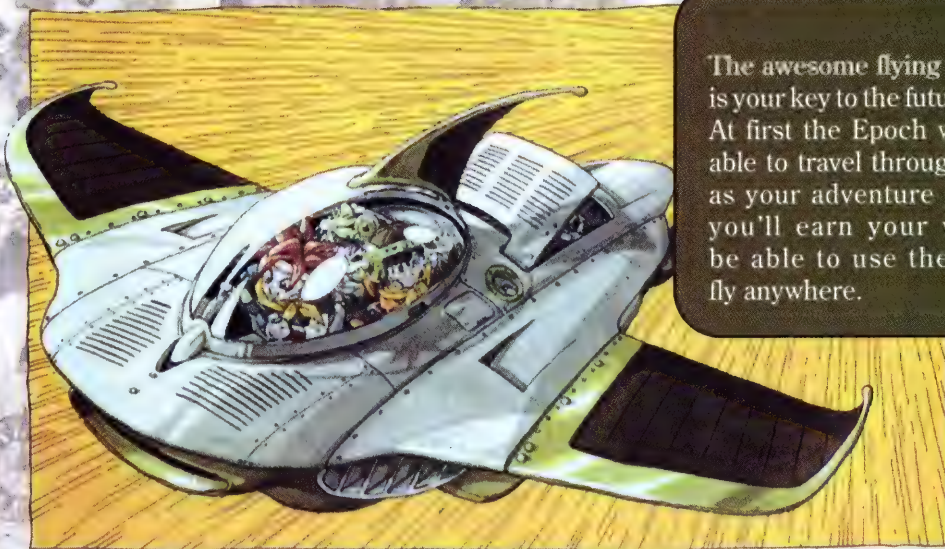
Fire

Lucca is Crono's best friend and is a very eager scientist. She uses her knowledge to create inventions and handy weapons. She is able to use Fire magic, which will be very useful during your quest.



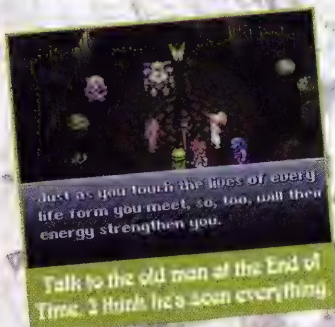
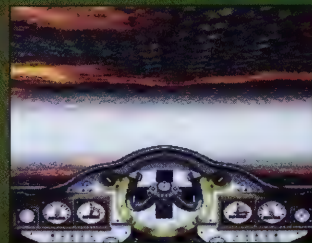
OGG ANNU 200





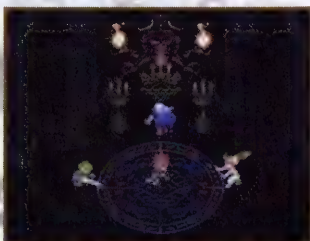
The awesome flying ship Epoch is your key to the future and past. At first the Epoch will only be able to travel through time, but as your adventure progresses you'll earn your wings and be able to use the Epoch to fly anywhere.

Epoch



Just as you touch the lines of every life form you meet, so, too, will their energy strengthen you.

Talk to the old man at the End of Time. I think he's seen everything.



Hey, Magus is bowing to that dude with four-arms. Cool!



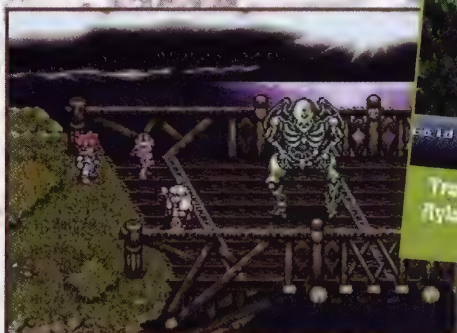
You'll meet Saturn in the commons when he comes to take away the Epoch!



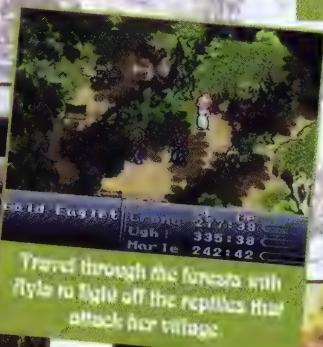
If you think that guy's ugly, wait till you see who's coming around the corner.



Crono uses a Double Tech with Marie to heal the entire party.



In the present time this bridge is out, but travel back into the past and you can join in and change the outcome of the battle.



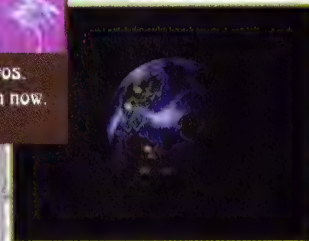
Travel through the forests with Ryle to fight off the reptiles that attack her village.



Here's a glimpse of Lavos. He doesn't look very mean now, but later....



Is Crono gone forever?



Don't let the world come to this fate!

▶ THE BOTTOM LINE **9.25**

ANDY, THE GAME HOMBRE

**Concept:** 9.25 "Let me tell you a little story. Everytime one of these Square Soft RPG's comes to the office I can't get any sleep. I get so involved in the storyline that I stay up late trying to see what happens next to this soap-opera on a cart. You'd think that one of these days these guys are going to screw-up and I may finally get some sleep, but nooooo. It never happens. Once again, this game put me into that guru floating sensation of 'wow'. If you're looking for an RPG, you don't need to look any farther. Chrono is the feel-good game of the summer!"

**OVERALL:**  
**9.25**

REINER, THE RAGING GAMER

**Concept:** 9.5 "The monsters under my bed will have to wait a little longer before they start their nightly attacks. My slumber chamber has recently been disturbed by Square's hot new title, Chrono Trigger. This is by far the best RPG by Square's hot new title, Chrono Trigger. This is by far the best RPG I've seen Square release. I've even vowed to cancel my sleep cycle until I see all fifteen of Chrono Trigger's endings, which means I'll have to stay up for at least 200 hours straight. I can do it! All I need is this chair... this pillow... this whirlpool vibrating thingy... this bed ....this..."

**OVERALL:**  
**9.25**

PAUL, THE PRO PLAYER

**Concept:** 9.75 "Chrono is another strong game that no RPG fan should go without. Although I don't think it offers as much game play as FF3, Chrono has

**Graphics:** 9.25 great fighting, story, and player interface. All of the characters and

**Sound:** 9 landscape look fantastic and the sound is all that you would expect from Square. Get off your butt and put Chrono Trigger through its paces.

**Playability:** 9 You will not be disappointed."

**Entertainment:** 10

**OVERALL:**  
**9.5**

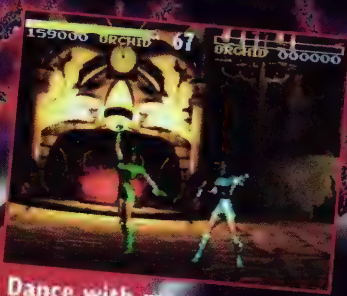


Nintendo's Homicidal Horror Story

# KILLER INSTINCT



- **Size:** 32 Megabit
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighting
- **Special Features:** Ten Killer Combatants, a Special Combo System, Fatalities and Humiliations for Each Character, Color Changes on Each Characters and a Whole Lotta' Fully Rendered Stuff
- **Created by:** Rare for Nintendo
- **Available:** August 30, 1995 for Super Nintendo



Dance with me darlin'. Dance with me.



ULTRA COMBO!



**K**iller - one who destroys life with his or her own hands. Instinct - a behavior that evolves below the subconscious. Put the two together and you have Nintendo's very first fighting game, Killer Instinct. A few years ago, a project like this wouldn't even have gotten off the ground at Nintendo. You may remember events like the lack of blood in Mortal Kombat, and the missing sword in Aladdin. It seemed Nintendo wasn't going to stray from their path of making adorable video games that everyone could enjoy. Well, this theory held true until the video game ratings system came out, which gives games a rating and age ratio they deserve. This event threw a curve at Nintendo, and as you guessed, Nintendo started to allow games that contained blood and violence on their units. Due to the demand and popularity of these games, Nintendo decided to give it a try on their own. Thus, Killer Instinct became a reality.

It's been a year since the initial launch of Killer Instinct in the arcades. To this day, arcade rats are still finding new tricks, moves and hidden delight in this arcade reservoir dog. There's no doubt that Killer Instinct is a huge game, but a huge question still remains. Will the 16-bit platform be able to capture the true feel of the arcade machine without eliminating things from the game? As Nintendo proved at the E3 show in L.A., the answer is yes. You don't need a 64-bit power console to drive these games on! All you need is a fine-tuned 16-bit system that has been well explored. Donkey Kong Country shocked the world last year, and now Killer Instinct could make an even bigger splash.





Knee him in the kidney.



Gladius suppresses Spinal with his liquid uppercut.



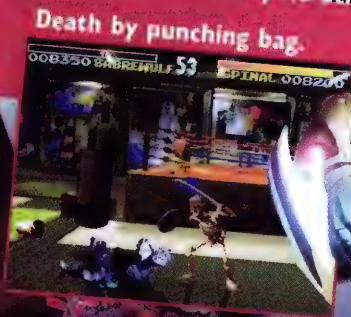
Gladius gives TJ Combo a taste of a frozen surprise.



Jago's range is matched by no other.



Cinder's body changes color more often than Reiner's hair!



Death by punching bag.



What big teeth you have.







Whipped!



I wanna be an airborne ranger!



Sabrewulf takes a turn for the worst.



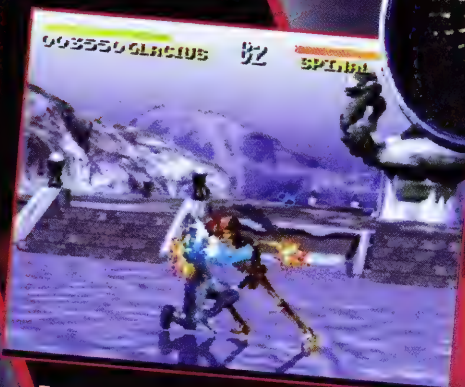
02350 ORCHID 91 SABREWOLF 000000



Werewolf vs. Panther. You make the call!



He's dead already! Lay off!



Exchanging blows is better than sharing your half of the sandwich.





On August 30th, Nintendo will release Killer Instinct onto the Super Nintendo platform. The Ultra 64 may still be a year away, but why wait? The Killer combatants are here, and they're ready to rumble! All the original brilliance that went into the arcades has successfully been captured on the 16-bit SNES. The one thing that set Killer Instinct apart from other fighting games was the complexity of the combo system. Combos can range from 3 hits to a massive 80 hit Ultra combo. Every character has their own way of accessing combos. These combos are fairly complex, and are accessible only to those who are worthy. To pull these off, you need to perform a series of strikes with flawless execution. One wrong button press and your whole combo will immediately end on your last button command. However, having combos wasn't enough for Nintendo, so they threw in a hook. Combo Breakers can be performed by the defending opponent to stop the attacker's combo dead in its tracks.

Another really unique thing about Killer Instinct is that there are no rounds. It's one big match which is decided by a series of two falls by one opponent. Also, like the Mortal Kombat games, Killer Instinct features the ultimate fighting insult, killing or embarrassing your foe. At the end of the match, you have the chance to take down the opposition once and for all with a finishing move or a humiliation.

Nintendo's face is rapidly changing, and I think we'll all agree it's a nice change. Of course, they'll still have their Marios and Kongs, but hopefully now they'll also have their Instinct. Nintendo's first fighting game is a good one with a little something for everyone.



Orchid's combos are swift and deadly!



Chop her head off! Chop her head off!



Vote for Nixon, or die.



That shot nearly took his head off!



Go back to Jurassic Park, dino scum!





# YOSHI'S ISLAND

## SUPER MARIO WORLD 2



- **Size:** 16 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** Super FX(2), Chip, Battery Save with 3 Slots, Yoshi Transformations, Egg Ammo
- **Levels:** 48 + 12 Bonus Stages
- **Created by:** Nintendo
- **Available:** Monday, October 2, 1995 for Super Nintendo

**N**intendo usually has a lot of surprises up their sleeve and Yoshi's Island is one of them. In honor of Mario's 10th anniversary, Nintendo will release this sequel to Super Mario World on October 2nd. Only here, Mario is not the star of this game. It's Yoshi who will take center stage.

The story of the game involves one of King Kupp's minions, Kamek. Kamek is a magician and has a strange vision of a baby in the Mushroom Kingdom that will someday bring doom to the Kupp family. The baby he saw was none other than Mario. Kamek attempts to steal baby Mario from a stork that is delivering him to the Mushroom King. Not realizing the stork is carrying twins, Kamek grabs the bundle away from the stork and one baby falls onto Yoshi's Island. Kamek soon realizes his error and sends his followers to get baby Mario back. It is the job of all the Yoshis on the island to deliver Mario to his parents.

Yoshi's Island: Super Mario World 2 has the familiar look of other Mario games and you can see many of the enemies that have appeared previously, as well as some new ones. This game takes advantage of the Super FX2 chip which allows for some never seen before scrolling and rotation, and some of the biggest bosses imaginable.

The player controls different Yoshis as baby Mario is passed from one to another. When your Yoshi is hit, baby Mario falls off and you must grab him back before Kamek's evil-doers whisk him away. It makes for some frantic play as Mario wails and cries.



Collect the star and control baby Mario!



You'd better take care of this guy before he squashes Yoshi.



At the end of each stage baby Mario hops on the back of a new Yoshi.



There are two or more secret levels in each world.

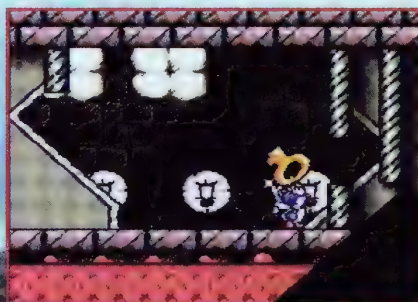


Follow the red arrows and lead baby Mario to safety.



Recognize that big ghost?

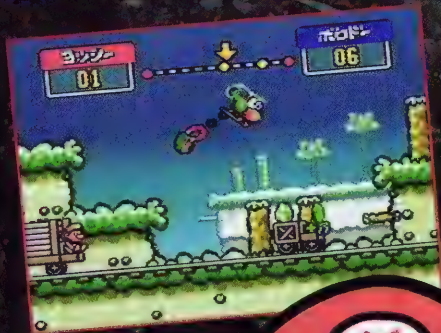




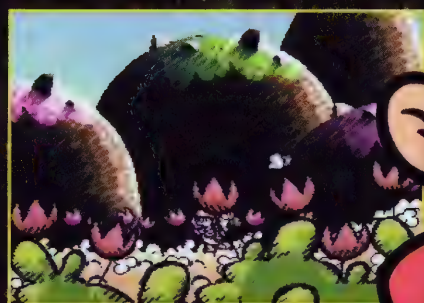
The sky is falling. The sky has fallen.



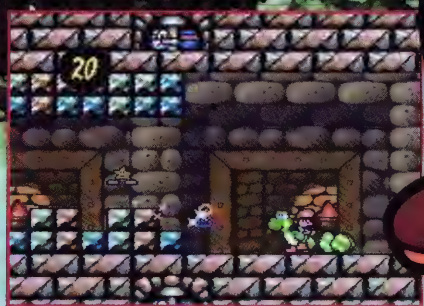
You want huge bosses; you got 'em.



Yoshi's eggs will trail behind and serve as ammo.



If you're hit, Mario will float away and cry. Make sure you grab him before Kamek's followers whisk him away.



Yoshi turns into a helicopter! He needs all kinds of transportation to get Mario to his parents. Later on, other transportation will be used.

Another interesting play feature in Yoshi's Island is that in some situations, Yoshi can transform into different modes of transportation, including a helicopter, a hole digging mole and others. On the more familiar side, Yoshi can still consume enemies with his long tongue, but now he can swallow some of them and lay eggs. These eggs are used as ammunition and can be launched at enemies or used to uncover secret items. Yoshi's Island, like Super Mario World, is sure to have plenty of hidden secrets to discover, including entire hidden worlds.

Nintendo says that the series of Mario games for all systems have sold 117 million game paks world-wide. Undoubtedly, the next game in the series will add a bunch to that running total. Look out Donkey Kong, Yoshi may not have ACM graphics, but he may give you a run for your bananas this fall.



# Another Platform, Another Dollar!

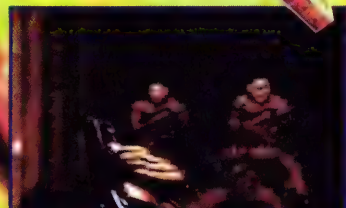
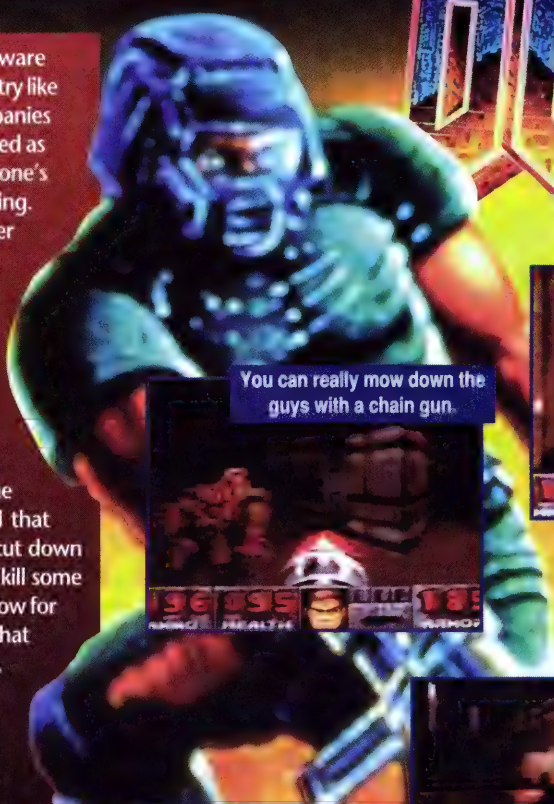
# DOOM

A few years back, the folks at id Software created the game that swept the country like an addictive drug. Schools and companies had to ban this game from being played as it would tie up their computers and eat up everyone's time. The game was called *Doom*, and it was amazing. People have been known to play this game for over 10 hours straight, all the while their eyes darting back and forth, and their bodies wracked with spasms and twitching in fear. Since then, *Doom* has been translated and ported to many platforms, and it is now being released for the SNES.

id Software has only put one other game out on the SNES - *Wolfenstein 3D*. After this, id swore they would never put out another game with the monster company Nintendo. Nintendo dictated that *Wolf 3D* had to change attack dogs into rats to cut down on the violence factor. Apparently it was okay to kill some animals, but not dogs. Secondly, they wouldn't allow for the soldiers' bodies to remain on the floor, hoping that people would think the Nazis you shot didn't die, but were whisked away to some rehab camp where they learned the error of their ways. Of course, the dead bodies on the floor were the best way to mark where you had already been in the maze-like structure of *Castle Wolfenstein*.

It is unknown what made id reconsider this previous oath, but often in this world the best persuader is a big payoff. Regardless, *Doom* is coming to your SNES, so you'd better be prepared. The game puts you on a solo mission against an army of undead soldiers and hell-spawned creatures who exist for one purpose - to put an end to your life. Loaded with secret rooms, many different weapons, and heart-pounding action, *Doom* is an experience that gamers and non-gamers alike can appreciate.

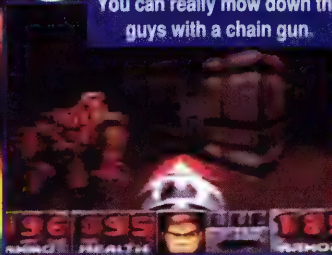
If you haven't played *Doom* on the PC, Jaguar, or 32X, now is your chance to check it out. One final note: this is not a new version of *Doom* (i.e. *Doom 3*). It is a translation of the classic original. Watch for it soon on your SNES.



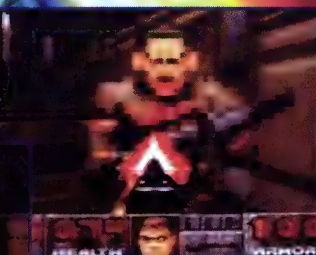
You can really mow down the guys with a chain gun.



Three guys at once? Is that really fair?



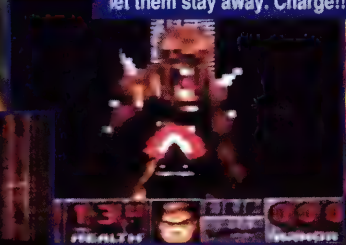
One guy down, one to go.



Point blank with a shotgun should take care of him.



The Imps shoot fireballs if you let them stay away. Charge!!!



A single "Lost Soul" is more of a nuisance than a threat.



Some call them Hell Barons, but Green Ball Chucker is more accurate.



DON'T let one of these get close, unless you're really well armed.

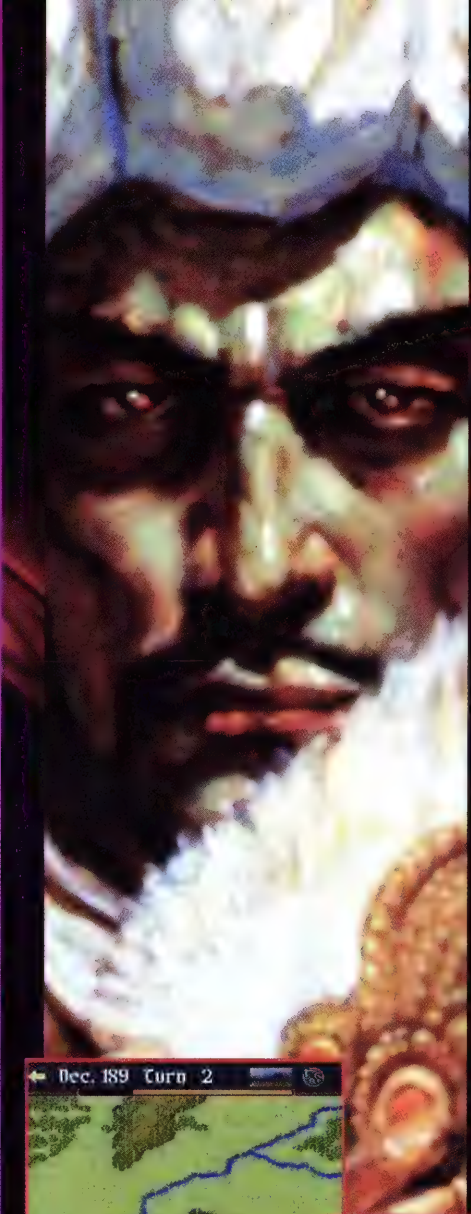


- Size: 32 Megabit
- Style: 1-Player First Person Perspective Shooter
- Special Features: Death and Destruction, Multiple Weapons Including the Shotgun and the BFG9000, High Intensity Action, Utilizes FX<sup>2</sup> Chip
- Created by: id Software for Williams Entertainment
- Available: August 9th for Super Nintendo









**T**owards the end of the second century, a bitter rivalry between the court eunuchs and the Imperial family intensified with the death of Emperor Ling. Political tyranny was destroyed and the Eastern Hans Dynasty began to crumble. Soon confusion and chaos filled the sickened nation. China's three kingdoms were going to shame. Fortunately, a select few regional figures began to gain power and allies. Finally, in the thick of the fray, a powerful man known as Dong Zhuo stepped forth and seized the Imperial capital, Luo Yang.

Now it's your turn to take on the dynasty and try to become the ruler of China. As the player you will experience the true atmosphere of China's three kingdoms. Romance IV is split up into six different scenarios, and if they are played in chronological order you'll travel through 189 A.D.–235 A.D.. This journey includes such events as The Battle of Red Wall and the Birth of the Three Kingdoms. This is, in fact, the fourth edition to the popular Romance of the Three Kingdoms series. Special efforts were taken to improve the game's overall sound and graphics and create a gaming world that was solely unique to the SNES platform. Also, due to the complexity of the Romance series, Koei simplified what was once a complex command system into a technique of a button press or two.

As always, the combat is based on a war-like format with tons of options and tactical maneuvers. If you've played the Romance games before you know what to expect. However, if you're a rookie, you may want to read the manual a few times before you attempt your dynasty. This game is complex! ■

- **Size:** 24 Megabit + Battery Back-Up W/ 1 Save Slot
- **Style:** 1 to 8-Player Strategic War Simulator
- **Special Features:** 6 Different Scenarios, Simplified System for the City Policy Command, 180 Character Creation Slots, 450 Officers to Intervene With and Tons of Romantic Battles Held in the Three Kingdoms
- **Created by:** Koei
- **Available:** Now for Super Nintendo

THE BOTTOM LINE **7.5**

# Romance IV

## of The Three Kingdoms IV

### Wall of Fire™

#### Foreign Diplomatic Negotiations Revealed!!!

##### REINER, THE RAGING GAMER

**Concept:** 7.75 "The art of war is something I've always admired, and I definitely took a liking to the Romance saga. I myself approached this chapter more as a pacifist than a fighter. However, it didn't take long to figure out that not everyone wants to be your ally. I lost it all: my troops, my gold, and my horses. All in all, this is by far the best version of the Romance games yet. Koei's done it again; seize and conquer, invade and pillage, what a rush!"

**Graphics:** 8

**Sound:** 7.5

**Playability:** 9

**Entertainment:** 7

**OVERALL:** 7.75

##### PAUL, THE PRO PLAYER

**Concept:** 9 "If you've played any of the KOEI games in the past, you'll love this one. It's a masterpiece for the complete strategy nut. It takes a long time to get rolling when you create your own characters. With all the options and variables that are under your fingers, you'll be in for extremely long games. Although some of the text is skewed from translation, if you want a tremendous strategy game with a lot of history, you've got to give this game a long look."

**Graphics:** 7

**Sound:** 5

**Playability:** 7.25

**Entertainment:** 8.25

**OVERALL:** 7.25

##### RICK, THE VIDEO RANGER

**Concept:** 7 "As a relative newcomer to the war sim genre I found Romance IV to be everything I hoped and feared it to be. Its manual is a novel that has to be read before you dare begin. The game does give you advisors to help you, but the majority of the game is trial and error, looking for commands and plans that work. This is the most complex game that I have ever seen and will not disappoint the dedicated fans of KOEI sims."

**Graphics:** 7

**Sound:** 8

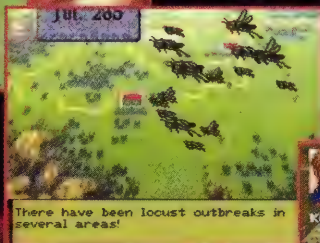
**Playability:** 7

**Entertainment:** 7

**OVERALL:** 7.25



Throughout the game you will encounter seasonal and weather changes.



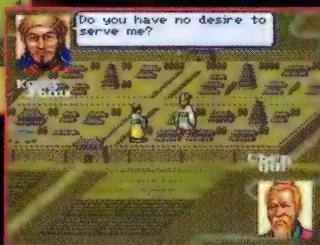
Someone call in Dustin Hoffman. We have an outbreak of locusts!



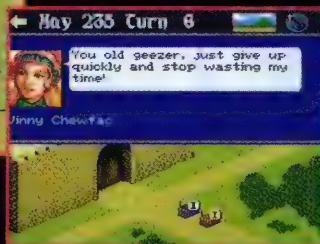
Soon, Smithers, all this land will be ours.



Pick your strategic hideaway and get ready to invade China.



Sorry Kong Zhou, I serve no one! Now DIE!!!



Stick it to the man Vinny!





Want to play video games against someone across town or across the country without leaving your living room?



Get the XBAND™ Video Game Modem, hook it up to your Genesis™ or Super NES®, stick in one of your favorite games\* and plug in a regular telephone line. And in minutes, the XBAND Network will match you to an opponent. It's video gaming competition in real time, anytime.

Thousands of video gamers have already made the XBAND connection. Are you ready to meet your match?

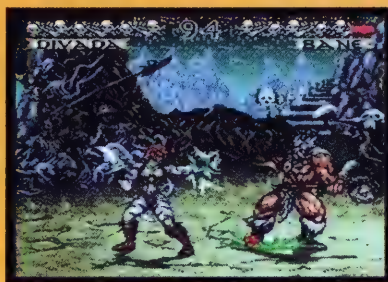
### XBAND Word Search Contest

Put your video gaming knowledge (and word spotting abilities) to the test. If you can find and circle 10 or more video game related words (hidden diagonally, backwards and upside down), you will be eligible for the drawings. You could be one of 10 lucky winners to take home an XBAND Modem, one month free on the XBAND Network, and Namco's hottest new game Weapon Lord™!

Additionally, we'll send the same prize pack to a friend of your choice! Entries must be postmarked by September 10, 1995.



Enter to win an XBAND Video Game Modem and Weapon Lord!



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

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

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_ Phone Number: (\_\_\_\_) \_\_\_\_\_ - \_\_\_\_\_

Game System (circle one): Genesis Super NES

To enter, send this page to: Catapult Entertainment, Inc., Dept. X - G1, 20823 Stevens Creek Blvd., Suite 300, Cupertino, CA 95014.



\*XBAND supports Madden NFL® '95, Mortal Kombat®, Mortal Kombat II, NHL® '95, Super Street Fighter II™, and more!

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# MORTAL KOMBAT III



How to access the secret character in the middle is a mystery.



How many warriors would you like to fight?



It's good to have options.



Kontinue? Or can't you take it?



A well placed uppercut really hurts your opponent.



A high jump kick might take her off guard!



Poor Sonya got herself a bloody nose.

## GENESIS



Come on, already, let's get this game going.



Trapped in an energy net, harmless and defenseless.

Children run through the streets of the city. The look on their faces is one of determination and intent. Gathering quickly in the city square, they continue to pour in and pack the block to its limit. Amidst the crowd, one child raises his arms and screams two words toward the sky - two words that seem to define his purpose for being where he is, his purpose for living. "Mortal Kombat!!!," he cries. He is soon joined by others who are overwhelmed by the frenzy of emotion. "Mortal Kombat! Mortal Kombat! Mortal Kombat!" All the children begin to chant in unison, driving themselves into a bloodlust that can only be quenched by one thing - a gory and gruesome battle to the death on a Sega Genesis or Super Nintendo.

This haunting imagery was the commercial that accompanied the home release of *Mortal Kombat II*, one of the most popular games ever to be translated from the arcade. If you haven't been living on the moon for the past few months, you are aware that *Mortal Kombat 3* has been out in the arcade for a little while now, and it will only be a matter of time before *MK3* finds its way into your living room. As far as your Sega Genesis or Super Nintendo is concerned, the date has been set as Friday, October 13.

For the past two home installments of *MK*, Williams has given the distribution rights to Acclaim. However, they have decided to hold onto *MK3* and bring it to the SNES and Genesis all by themselves.





# SUPER NES



Hey! You knocked his block off!



Fourteen characters and one empty square.



Youch!



A shot to the heart, and you're to blame.



Sub-Zero ducks a searing fireball.



It's the classic struggle of man vs. woman.



Cyrax seems to know that trick as well.



Ka-Boom!!!!



When Sonya breaks out of there, she won't be happy.



Are you good enough to climb the biggest ladder?

If you've been reading past issues of *Game Informer*, you already know about the arcade version. If past translations are indications of what *MK3* holds, the home version of this game should have almost everything from the arcade. This means that there will be fourteen fighters to choose from (not including the hidden characters that will undoubtedly be present), and each of these characters will have the myriad of moves that were available to them before. Also included will be each characters' Fatalities, and most likely all the Animalities, Friendships, and Babalities that are rumored to be in the arcade version. Hopefully Williams won't come out with rev. after rev. of updates for the home version like they did in the arcades.

If you've been able to find an open machine and played *MK3* in the arcade, you'll have noticed that *MK3* is loaded with more things than either of the two previous versions. From the run button to the combo system to the new Fatalities and all the other Easter Eggs present, it will be interesting to see if they can translate *MK3* as easily as the previous versions. As to the price, that remains as much of a mystery as the Ultimate Kombat Kode.

- Size: 32 Megabit
- Style: 1 or 2-Player Head-To-Head Tournament Fighting
- Special Features: 3 Fatalities, Animalities, Babalities, and Over 14 Playable Characters
- Created by: Sculptured Software for Williams
- Available: October 13th, 1995 for Super NES, Genesis, and Sony PS-X (not shown)





OUT OF THE REAL WORLD ONTO  
THE PRINTED PAGE

# COMIX ZONE

**H**IS NAME IS SKETCH TURNER AND HE'S ONE OF THE MOST PROMISING YOUNG COMIC BOOK ARTISTS OF OUR TIME. HIS CREATIONS INCLUDE THE LIKES OF GRAVIS, A POWERFUL FIGHTER, STYX, MASTER OF BOSTAFF, AND ALLISA CYAN, THE TOUGH BUT BEAUTIFUL HEAD OF THE EMPIRE SECURITY AGENCY. HIS MOST FAMOUS CREATION, BY FAR, IS THE ARCH-VILLAIN MORTUS, A CRIMINAL GENIUS WHO WILL STOP AT NOTHING TO GAIN WORLD DOMINATION. BECAUSE HE IS THE ARTIST, SKETCH ALWAYS CONSIDERED HIMSELF MASTER OF ALL HE CREATED.

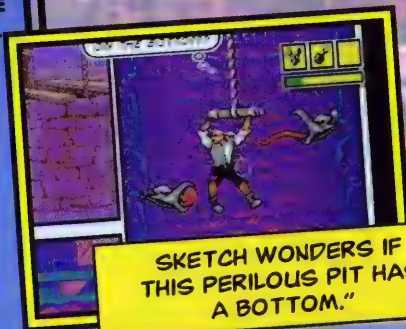
THINGS CHANGED ON A STORMY NIGHT IN HIS STUDIO. A BIZARRE LIGHTNING ACCIDENT HAS TURNED SKETCH INTO A CARTOON AND TRAPPED HIM IN HIS OWN CREATION. IF HE DOESN'T FIGHT HIS WAY THROUGH THE ENTIRE ISSUE AND DEFEAT THE ARCH-VILLAIN MORTUS, MORTUS WILL BECOME REAL AND SKETCH WILL BE TRAPPED IN THE COMICS FOREVER. WHAT'S WORSE IS THAT ONCE HE'S REAL, MORTUS WILL TAKE OVER THE WORLD, LEAVING HUMANITY IN A GREAT STATE OF PERIL. YOU MUST MANEUVER SKETCH THROUGH THE PANELS OF THE COMIC BOOK, CONQUERING ROOM AFTER ROOM UNTIL THE FINAL SHOWDOWN WITH MORTUS HIMSELF.

SKETCH IS NO WEAKLING. HE HAS A VARIETY OF ATTACKS INCLUDING A HIGH, MIDDLE, AND LOW ATTACK AND A SWEEP. WITH CERTAIN MOVEMENTS ON THE CONTROL PAD YOU'LL ALSO BE ABLE TO PULL OFF SPECIAL MOVES LIKE THE SHOULDER SMASH, THE SCISSORS KICK, AND THE SHAOLIN LEG THROW. ALSO, HE CAN PICK UP ITEMS LIKE DYNAMITE AND KNIVES TO SMITE HIS VARIOUS FOES. HIS GREATEST ALLY IS HIS PET RAT, ROADKILL, WHO CAN SHOCK ENEMIES, FLIP SWITCHES THAT WOULD BE OUT OF REACH, AND FIND HIDDEN ITEMS TO HELP SKETCH.

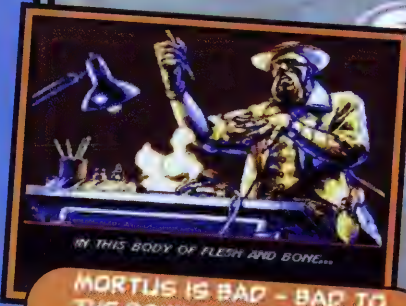
YOU'VE READ COMICS, YOU'VE PLAYED VIDEO GAMES, AND NOW YOU CAN DO BOTH AT ONCE. COMIX ZONE IS AN INTERACTIVE COMIC BOOK WITH VIDEO GAME ACTION AND A STORY THAT UNFOLDS AS YOU GET BETTER AND FURTHER INTO THE GAME.



KLING-FUNG GRADUATES??? BRING 'EM ON!



SKETCH WONDERS IF THIS PERILOUS PIT HAS A BOTTOM."



MORTUS IS BAD - BAD TO THE BONE. DON'T LET THIS HAPPEN TO YOU.

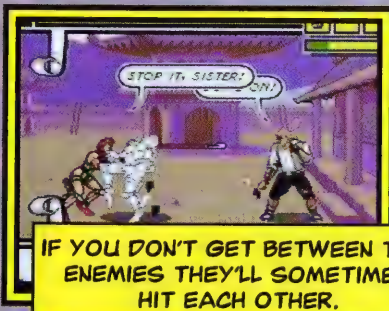


LAND THREE MIDDLE ATTACKS IN A ROW AND YOU'LL DO A GRAB 'N THROW.

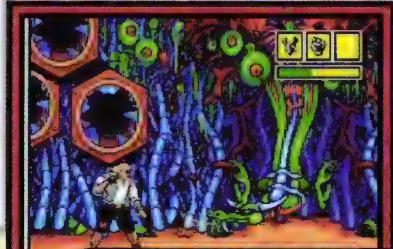
- **Size:** 16 Megabit
- **Style:** 1-Player Interactive Comic Book
- **Special Features:** Special Attacks, Unique Stage Setup, Pet Rat Ally, Packed in with Free Audio CD and Comic Book
- **Levels:** 6
- **Control:** Sega
- **Available:** Now for Sega Genesis



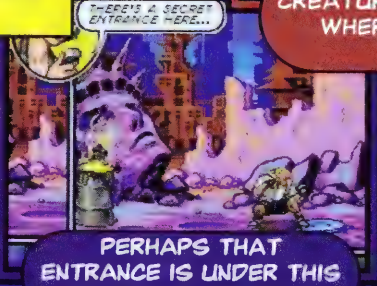




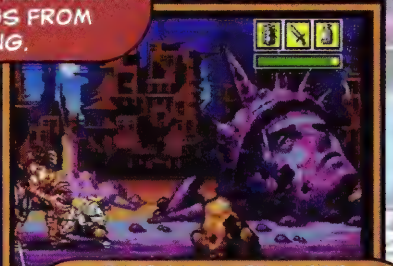
IF YOU DON'T GET BETWEEN TWO ENEMIES THEY'LL SOMETIMES HIT EACH OTHER.



JUMP OVER THIS CREATURE'S HEAD AND KICK IT WHERE IT HANGS FROM THE CEILING.



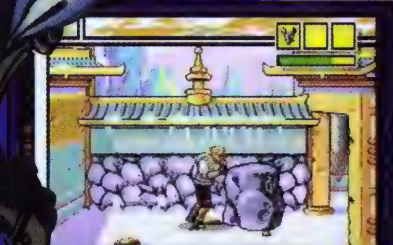
PERHAPS THAT ENTRANCE IS UNDER THIS MANHOLE. HMMM...



THERE IS A TIME FOR DUCKING AND A TIME FOR FIGHTING. START THROWING SOME PUNCHES, DUDE.



FALL IN THIS HOLE AND YOU'LL NOT ONLY LOSE THE GAME, YOU'LL LOSE THE COLOR AS WELL.



TRY PUSHING THAT ROCK UNDER THE SLAMMING SPIKED GATE.



PERHAPS SKETCH IS THE SUPERHERO.



SHE SEEMS TO KNOW SKETCH, BUT HE'S COMPLETELY BEWILDERED.

► THE BOTTOM LINE **8**

**ANDY, THE GAME HOMBRE**

**Concept:** 9 "Bang! Boom! Pow! This game is awesome! The hero has really cool moves, and the interaction among the text, page, and enemies is unbelievable. For instance, if you keep using the same attacks, the enemies taunt you with 'I've seen that before' or 'Do something original'. Truly, Comix Zone is an amazing game that is as inventive as it is entertaining. One warning though, this game is difficult. But if you can beat it, you'll thank yourself for buying this game."

**Graphics:** 8.75

**Sound:** 8.25

**Playability:** 8.5

**Entertainment:** 9

**OVERALL:**  
**8.75**

**REINER, THE RAGING GAMER**

**Concept:** 7 "The gaming world just keeps getting stranger and stranger! Sega's newest invention, Comix Zone, adds a whole new perspective to how video games are played, frame by frame. Imagine living life as a character in one of your own comics! This may sound like something from a Tales From the Crypt episode or a Stephen King novel, but it's actually a video game. Sega did a good job producing this masterpiece. The animation and variety of fighting methods are endless."

**Graphics:** 7.25

**Sound:** 7.25

**Playability:** 8.75

**Entertainment:** 8

**OVERALL:**  
**8**

**PAUL, THE PRO PLAYER**

**Concept:** 9 "The concept of the interactive comic is really cool. Having the artist's hand swoop in and draw enemies is a nice touch. But this game basically comes down to a basic punch and kick game. It reminds me of Streets of Rage inside a comic, even though it's just one-player. The control is good and the challenge is on the difficult side, so action fans should enjoy this. Comix Zone is almost pure action and, if that is your ticket, you should give the game a try."

**Graphics:** 8

**Sound:** 5.5

**Playability:** 8

**Entertainment:** 6

**OVERALL:**  
**7.25**

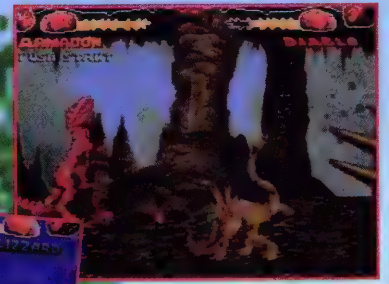


# Killin' in the name of

## PRIMAL RAGE



It's better to burn out than fade away!



Spike-a-gogo.



Aerobicize with Talon.



Buried to the bone!



Nice shot man!



Ahhh, love at first sight!



Long before science and politics, all life on Earth revolved around the presence of gods. These gods possessed the spirits of Life and Death, Good and Evil, Insanity and Decay and Hunger and Survival. Little mattered to these walking beasts except for the desire of world domination. The gods gained power for every territory they conquered and every new life essence that worshipped loyally. When life eventually covered the entire planet, the gods gained unthinkable amounts of power. This disturbed the delicate balance of life and awoke Balafas, a great wizard from a parallel dimension. Balafas was not happy with what was happening on Earth. Due to his unworldly nature, Balafas could not kill the gods outright, so he did the only thing he had the power to do. He banished one of the gods to a barren tomb beneath the ground. This feat disrupted the balance of unity and caused a huge explosion of unknown magnitudes to erupt upon Earth. The explosion destroyed most of the existing life and sent the surviving gods into a state of suspended animation.

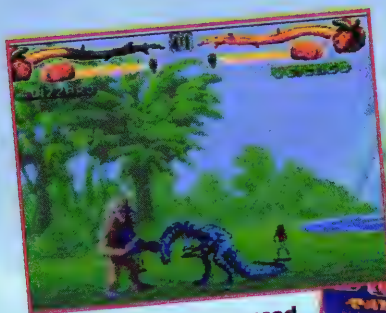
► THE BOTTOM LINE 8





Talon frequently gives blood to his favorite bank.

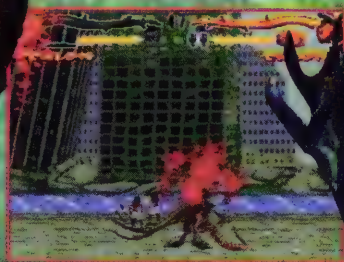
- **Size:** 24 Megabit
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighting
- **Special Features:** 7 Super Dino Dudes, 2 Finishing Moves for Each Character, All the Action From the Original Arcade Game and a Human Buffet
- **Created by:** Time Warner Interactive
- **Available:** August 25th for Sega Genesis



I'm so embarrassed.



Sauron decapitates Talon, then invites him for a nice refreshing dip in the pool.



Death comes in strange ways.



It's true! Dinos do taste like chicken.



Armadon performs open heart surgery.

**N**ow, millions of years later, it's your turn to awaken the gods and continue their quest for power. Primal Rage is here and it's ready to invade your mind, living room and Sega Genesis. All seven characters are here with their dino stompin' attitudes. Each character has a sufficient number of techniques and finishing moves to command. The control is fairly basic and easy to pick up. Moves can be performed in a method of hitting the commanding buttons first, then countering with the movement. Arcade goers who picked up and harvested all the moves in their heads will be in for a treat. All the moves are pretty much the same and can be accessed in the same method as in the arcade.

Somebody get the jam and butter; we're having a human buffet! Yes the always popular human eating is still here. Munch and nibble on all the humans you want, and from what we've heard all the hidden Easter Eggs and hidden tricks are still here. However, due to the lack of space on a cartridge the Primal Rage upgrade fatalities could not be incorporated.

**ANDY, THE GAME HOMBRE**

**Concept:** 6 "It's hard to believe they got almost all the action from the arcade unit into the Sega version. Although the characters and backgrounds look extremely washed out, the gameplay is definitely here. From the cheese to Fatality #1, all the fast paced action of Rage is present. Overall, I wish the graphics were just a little bit better, but it's still a good translation."

**OVERALL:**  
**8**

**RICK, THE VIDÉO RANGER**

**Concept:** 7.5 "Primal Rage is a scream! We have been fortunate to have our own arcade version of the game here for quite awhile. This home version of the game is pretty impressive. The backgrounds suffer a bit and the characters are a little small, but other than that the game is intact. The sounds are brought home even better than I expected. The play is fast and smooth. I like the options and the handicapping mode for two players. If you haven't had enough SF2/Mortal games yet, then Primal is one great addition."

**OVERALL:**  
**8**

**REINER, THE RAGING GAMER**

**Concept:** 8.75 "Wow! What a nice translation from the arcades. I was really worried that the play control was going to be totally messed up, but I guess I was wrong. All the combos and moves are still intact. The only changes I really noticed were that the characters are smaller and contain no shadows. Other than that, it's practically a flawless Genesis cart. If you liked the arcade game, or if you have twisted delusions of a T-Rex and a '57 Chevy, this game should satisfy all your needs and wants!"

**OVERALL:**  
**8.25**



# Genesis Moves List



## The Inferno



### Diablo

#### Moves

Torch - (X + A), U, U/T, T  
 Hot Foot - (Y + B), A/U, D/T  
 Slow Fireball - (Y + B), D, T  
 Fast Fireball - (X + A), D, T  
 Mega Lunge - (X + B), A, D, T  
 Inferno Flash - (Y + A + B), U  
 The Pulverizer - (X + B), D, U  
 Eat Humans - (All Buttons), D, U, D

#### Finishing Moves

Incinerator - (All Buttons), U/A, D, D/T  
 Fireball - (Y + A + B), T, T, T, T, T

## The Cove



### Sauron

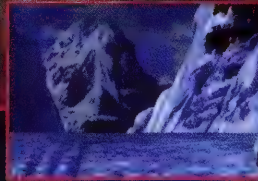
#### Moves

Primal Scream - (X + A), D, U  
 Leaping Bone Bash - (Y + A), D, U, D  
 Stun Roar - (X + A), A, T  
 Earthquake Stomp - (X + Y + B), D, U  
 Neck Throw - (X + A), T, A  
 Air Throw - (Y + B) in air  
 Cranium Crusher - (X + B), D, U  
 Eat Humans - (All Buttons), D, D, U

#### Finishing Moves

Flesh-Eating - (X + A), D, D continue holding X + A (Y + B), U, U  
 Carnage - (All Buttons), A, T, A, T, A

## The Cliff



### Blizzard

#### Moves

Ice Geyser - (X + Y + B), D, U  
 Cold Breath - (X + Y + B), A, T  
 Short Mega Punch - (X + A), A, T  
 Fake Mega Punch - (X + A), D, U  
 Long Mega Punch - (Y + B), A, T  
 Punching Bag - (X + B), T, D, A, U  
 Throw - (Y + A), T, D, A, U  
 Air Throw - (Y + A) in air  
 Eat Humans - (All Buttons), A, U, T, D

#### Finishing Moves

Brain Bash - (X + Y + B), D, D, A, U, T  
 To-Da-Moon - (All Buttons), D, D, D, D, U

## The Hollows



### Armadon

#### Moves

Hornication - (X + Y + A), D, T, U  
 Bed-o-nails - (Y + A), D, U  
 The Gut Gouger - (X + Y + A), T, A  
 Rushing Uppercut - (X + A), A, D, T  
 Iron Maiden - (Y + A), A, U, T  
 Spinning Death - (X + B), A, T, D  
 Flying Spikes - (Y + B), A, U  
 Eat Humans - (All Buttons), U, T, D

#### Finishing Moves

Gut-Fling - (X + Y + A), D, D, D, D, U  
 Meditation - (All Buttons), T, D, A, T, T

### Legend

D - Down  
 U - Up  
 A - Away  
 T - Towards

All button commands listed are for the 6-Button Genesis controller.

## The Ruins



### Chaos

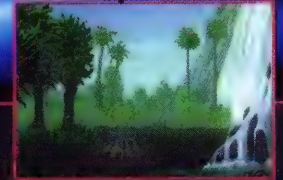
#### Moves

Fart of Fury - (Y + A), D, T, U, A  
 Fast Power Puke - (X + B), U, T  
 Slow Power Puke - (Y + A), U, T  
 Ground Shaker - (Y + A), A, U/A, D/A  
 Grab-N-Throw - (Y + B), T, A  
 Battering Ram - (X + A), T, A, T  
 Eat Humans - (All Buttons), T, D, A, U

#### Finishing Moves

Number One - (X + A), D Continue holding X + A (Y + B), A, T, A, T

## The Strip



### Talon

#### Moves

The Slasher - (X + A + B), D, T  
 Brain Basher - (Y + A), A, A/U, U, U/T, T  
 Jugular Bite - (Y + B), A, T must be done in reaction to a combo  
 Face Ripper - (Y + B), D, T  
 Pounce and Flip - (Y + A), T, D, D/T  
 Frantic Fury - (X + B), D, T  
 Run - (X + A) A or T  
 Eat Humans - (All Buttons), T, D, A

#### Finishing Moves

Heart Wrenching - (X + A + B), T, D, A, U, D  
 Shredding - (X + B), T, D, A, U, T

## The Tomb



### Vertigo

#### Moves

Fast Venom Spit - (X + A), T, T  
 Slow Venom Spit - (Y + B), T, T  
 Come Slither - (X + A), A, A  
 Scorpion Sting - (Y + A), T, T  
 Voodoo Spell - (Y + A), A, A  
 Teleport - (Y + B), D, D  
 Eat Humans - (All Buttons), D, T, U

#### Finishing Moves

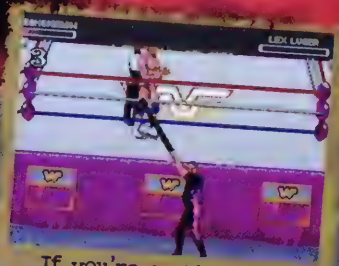
Petrify - (Y + B), A, A, A continue holding Y + B (X + A), T, T  
 Shrink-and-Eat - (Y + B), A, A, A continue holding Y + B (X + A), D, U



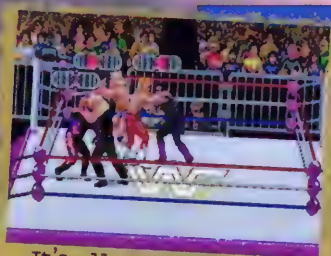
WRESTLING'S RUDEST AND ROUGHEST



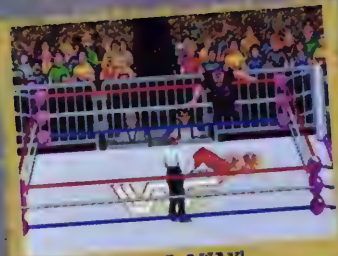
Luna is no match for the Undertaker.



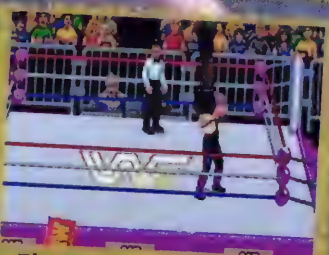
If you're on the ring apron grab whatever furniture you can



It's all out war in the Royal Rumble.



BOMBS AWAY!



The Undertaker delivers a suplex.



Bam Bam put down Lex Luger and the ref.



The ref has his hands full trying to keep order in this tagteam match.

The only thing you need for the WWF series of games is a quick finger or turbo buttons. Now that the WWF lost some of its boys, *Raw* continues the action of the popular *Royal Rumble* series. *WWF Raw* features 12 of the most popular World Wrestling Federation grapplers that ever hit the ring or the ring post.

There are a number of different matches to play. Choose the familiar one-on-one, tag-team or Royal Rumble and see who's the toughest. If all out war is more to your liking choose the all out chaos and fury of a Bedlam, Survivor, or Endurance match. Up to four wrestlers can compete together against the computer or head-to-head. There are a total of ten difficulty settings to accommodate any level of wrestler.

Each of the 12 WWF wrestlers has an array of standard slams, throws, smashes, and kicks that are executed by tapping buttons repeatedly in a grapple. Each of the wrestlers also has a special and MegaMove that can really put your opponent in a world of hurt, not to mention the illegal eye gouging and choke holds that can be attempted when the referee isn't looking. Even if he is looking, give the ref the clothes-line and put him to the canvas so he won't see anything for a while, and then jump out of the ring to use a chair or another ringside item to knock your opponent senseless. Just don't get into it too much or you may be the one who becomes senseless.

- Size: 32 Megabit
- Style: 1 to 4-Player Professional Wrestling
- Special Features: 6 Match Modes, Difficulty Levels, Special & MegaMoves, 12 WWF Wrestlers, 6-button compatible
- Created by: Sculptured Software for Acclaim
- Available: Now for Genesis 32X

► THE BOTTOM LINE **6.5**

**ANDY, THE GAME HOMBRE**

Concept: 5 "I don't know what to tell you. I don't really like this style of game. All you do is tap the button as fast as you can. However, there are millions of people out there who do, and if you are one of them (and you've got a 32X), I don't see any reason why you wouldn't like this game. Lots of action, crazy moves, and excellent graphics make this game a premiere wrestling cart. I just don't like it!"

Graphics: 8

Sound: 7

Playability: 6.75

Entertainment: 7.5

**OVERALL: 6.75**

**REINER, THE RAGING GAMER**

Concept: 4.5 "I know there are a lot of people out there who center their lives around the WWF, and I know that these people are going to find this game enjoyable just because it has WWF scrawled all over it. But enough is enough guys! This game isn't too great. If you've played the other million WWF titles, you'll know that they're all pretty much the same. Save your money and wait for something original to hit the market!"

Graphics: 7

Sound: 6.25

Playability: 6.5

Entertainment: 5

**OVERALL: 5.75**

**PAUL, THE PRO PLAYER**

Concept: 6.5 "Raw, like the other WWF games, is button tapping mayhem. Furiously abusing my controller isn't exactly my idea of fun. A turbo controller is almost a necessity. It is even less fun now that the WWF lost most of the big guys to the WCW. Even so, this has got to be the best wrestling game on the market (until it comes out for PS-X). There are big characters, lots of options and plenty of pile-drivers. If you're into pro wrestling and the WWF, this is the best you can get right now."

Graphics: 8

Sound: 6

Playability: 7

Entertainment: 7.75

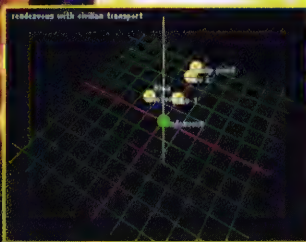
**OVERALL: 7**



## WING COMMANDER

III

Heart of the Tiger

This Time,  
The Force Is  
On Your Side.

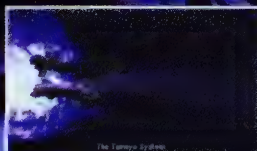
The 3D map is displayed during the mission briefing, and during combat it is the only way to pause the action.



The enemy will verbally taunt you during combat. Smoke 'em.



Chalk up another kill for Col. Blair.



## PAUL, THE PRO PLAYER

**Concept:** 8 "Four CDs? What a monster game. If you've played the other Wing Commander games, this is a must have. With the size of this game plus the star-studded cast, this game is truly entertaining. It takes a while to get used to all the options and control configurations. It's not as easy as having an entire keyboard at your fingertips like the PC. Wing Commander III is an excellent space simulator that should have any space jockey glued to their seat for hours."

**Graphics:** 9

**Sound:** 9

**Playability:** 8.5

**Entertainment:** 8.5

OVERALL:  
**8.5**

## ANDY, THE GAME HONORÉ

**Concept:** 8.75 "All I got to say is 'You fight without honor!' At least you do if you don't buy this game because it's awesome. The intro is the longest I have seen on any game on any console system. Plus, this game is so smooth. The action is quick, with excellent sound effects and (yes, I'm going to say this) cool FMV. Of course, the best part of this game is the story, a well written and entrancing quest that will keep you glued to your screen through all 4 discs."

**Graphics:** 9.25

**Sound:** 9

**Playability:** 9

**Entertainment:** 9.25

OVERALL:  
**9**

Pick your wing-person for each mission from this motley crew.



The Star Ship Victory - home sweet home.

## REINER, THE RAGING GAMER

**Concept:** 8.75 "Wing Commander III is absolutely brilliant! Remember such childhood heroes like Luke Skywalker from Star Wars and Malachai from Children of the Corn? They're both here and ready to take down the evil Kilrathi. 3DO owners shouldn't miss out on this one! This is probably the best simulator to ever grace the console medium. I would like to thank the people over at Origin for making this game possible and I would also like to thank George Lucas for not renewing the Star Wars stories and leaving Mark Hamill a low life actor so he had time to do this game. Thank you, and good night!"

**Graphics:** 9.25

**Sound:** 8.5

**Playability:** 9

**Entertainment:** 9

OVERALL:  
**9**

- Size: 4 CD-ROMS
- Style: 1-Player 3D Space Combat Simulator
- Special Features: Live Actors Including Mark Hamill, Many Ships to Fly and Fight, Compatible w/Flightstick PRO
- Created by: Origin Systems
- Available: Now for 3DO

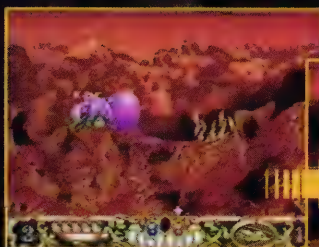
▶ THE BOTTOM LINE **8.75**



**T**he mystical and beautiful world of Quartilla is quite different from Earth. In this land everything was created from jewels by the goddess Antowas. The plants, the ground, and all living things were formed from shiny bits of mineral. When everything is made of precious stones, however, it is all the more tempting for evil creatures to try and take over the planet. This is precisely what the demon Jerado is trying to do. He has sent his soldier, Geist, to kidnap Leda and conquer the planet. The only hope for Quartilla lies with Leda's boyfriend, Astal, and his loyal bird companion. Using quick thinking, special moves, and tremendous strength, you must guide Astal to victory and peace.

# ASTAL

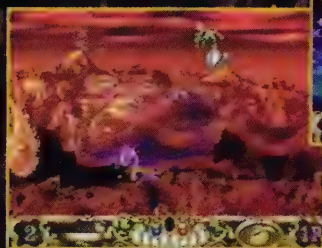
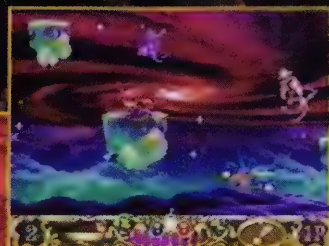
- Size: 1 CD-ROM
- Style: 1 or 2-Player Action/Platform
- Special Features: Special Attacks, Zooming Screen, Loyal Bird Friend
- Created by: Sega of Japan
- Available: September for Sega Saturn



Ahhh....



...chooo!!!!



No platform game would be complete without a jump from rock to rock level.

That little guy can really haul rock when he wants to.



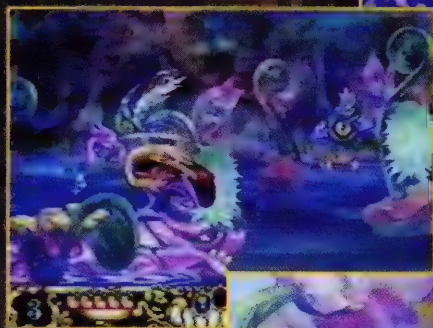
Smack the turtle to make him stretch, and when he snaps back you'll be flung high into the air.

Astal is currently available in Japan, and it is now being translated for the American Sega Saturn. While it appears to be a standard action/platform game, the graphics are stunning. It looks as though it plays fast, and some interesting things have been included that were not possible on the 16-bit platform. For one thing, the characters actually talk and interact with each other. This gives each character a little more life and personality. Secondly, views will change depending on where you are in the game. When you are fighting a boss you may get a far away view, as opposed to during the normal action where you are zoomed in quite close.

The boss' strength meter is represented by a jewel in the corner of the screen.

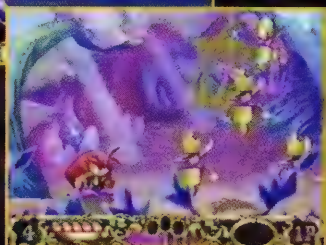


Astal has a variety of attacks, from the standard head jump, to an aerial slap attack, to a grab and throw technique that hurls enemies off the screen and out of your way. Astal also has a mighty set of lungs that can inhale a HUGE amount of air and blow it back at your foes. This is particularly useful against enemies which are burning or even made of fire.



The throw attack is effective even when you're riding on the turtle's back.

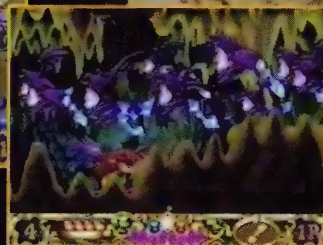
Astal will be coming to the Sega Saturn sometime this fall, and he needs your help. Keep watching the pages of Game Informer for updates on this visually impressive game from Sega. ■



Fight off these jewel meanies to get your bird friend out of the cage.



Everyone loves flowers, but it's hard to be a fan of an Astal-eating rose!



Holy bats, Astal, better keep your head down.



# ASTERIODS MISSILE COMMAND

## BACK TO THE BASICS

- **Size:** 1 Megabit
- **Style:** Arcade Classics 1-Player for Asteroids, 1 or 2-Player for Missile Command
- **Special Features:** 2 Games in One, Super Game Boy Compatible, Nostalgia First Appeared November 1979
- **Created by:** Atari/Accolade for Nintendo
- **Available:** Now for Game Boy

### Reiner, The Rating Gamer

"These are the games I used to pump my allowance and lunch money into. In all honesty, this whole 2 for 1 deal is really scaring me. It's kind of like going to Mickey D's. I'll have the Game Boy Classics meal #4 to go."

### Rick, The Video Ranger

"This is the best of the three arcade combos because it gives us two totally different games. The translation is nearly flawless. Way to go Nintendo."

### Andy, The Game Hero

"Can't do much better than a little Missile Command on the go, but to get Asteroids too - I think I'm in gamer's heaven!"

### Paul, The Pro Player

"I like the two sets of graphics on Asteroids. However, I found both games lost a little in translation or maybe gained too much."

There was a time when the simplest of video games had people staring in wide eyed wonder. These days, though, the power of those games can be translated onto half of a one megabit chip. Realizing this, Nintendo and Accolade have decided to release arcade classics for the Game Boy, and they'll even give you two games on the same cart.

Asteroids was one of the first space shooters. Your mission is to shoot asteroids that break into pieces, getting smaller and smaller until you can finally destroy them. Periodically, a UFO will appear in the screen that you can blast for bonus points.

In Missile Command, you are in control of two anti-missile devices. You move a cursor around the screen and hit the A button to fire from the left base, and B to fire from the right. You need to time your shots to intercept the missiles before they hit your cities. You only have 15 shots from each base, so conserve your ammo and watch out for those smart bombs.

These two games will bring back a lot of memories. If you couldn't get enough of those early arcade games, these are two nice reproductions.

	Andy	Paul	Rick	Reiner
<b>Concept:</b>	9	8	8.5	7
<b>Graphics:</b>	7.5	5	8	8.25
<b>Sound:</b>	7	8.75	7	7
<b>Playability:</b>	8.5	5	8	8
<b>Entertainment:</b>	9	6	8.5	7.75
<b>Overall:</b>	8.25	5.75	8	7.25

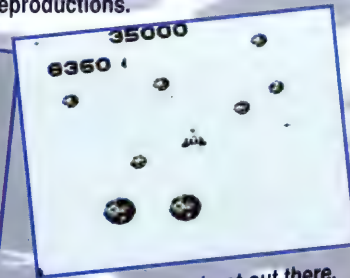
► **THE BOTTOM LINE** 7.25



That's a serious barrage of ICBMs (Inter Continental Ballistic Missiles).



A lot of missiles seem to be getting through your defenses.



There's a lot to shoot out there, son, so start firing.



## Portable Prehistoric Mayhem

- **Size:** 4 Megabit
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighting
- **Special Features:** 8 Difficulty Settings, Training Mode, Super Game Boy Compatible
- **Created by:** Time Warner Interactive
- **Available:** August 25th, 1995 for Game Boy

### Reiner, The Rating Gamer

"Primal Rage is probably the best fighting game I've ever played on the Game Boy. You really can't ask for more. However, one question still remains. 'Do little dinos stink as bad as the big ones?'"

### Rick, The Video Ranger

"Primal is a great game, but I get depressed when I have to play it on the Game Boy. Shrink these great dinosaurs down and it looks like lizards and monkeys to me. Not bad for two buttons, but just not the same."

### Andy, The Game Hero

"Look at that! Straight sevens! Well, this game is alright and it looks pretty good, but let's face it, fighting games are basically unexciting on the Game Boy."

### Paul, The Pro Player

"This game moves out. I am completely impressed with the translation."

Total domination of Urth is what Primal Rage is about. The developers at Time Warner did their best to include all they could in this version. The Game Boy version, because of limited memory capability, has only six of the original seven characters. (Vertigo is the only character not to appear in this version). Obviously, because of the two-button Game Boy, the moves have been modified from the original four-button design. Even with some of the Game Boy's limitations, the animation is surprisingly quick and fluid. This is one of the fastest moving Game Boy fighters to date.

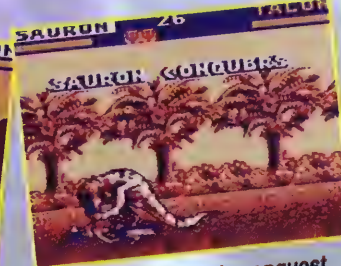
If you are looking for a new fighter for the Game Boy or if you've always wanted to dominate prehistoric Urth, Primal Rage will blow your mind. Unleash six of the baddest creatures you've ever seen on August 25th!

	Andy	Paul	Rick	Reiner
<b>Concept:</b>	7	8	8	7
<b>Graphics:</b>	7	9	8	8.5
<b>Sound:</b>	7	8	4	7.75
<b>Playability:</b>	7	8	5	8.75
<b>Entertainment:</b>	7	8	5	8.5
<b>Overall:</b>	7	8	5	7.75

► **THE BOTTOM LINE** 7



Blizzard does what he does best.



Sauron feasts on his conquest.



# CENTIPEDE Night of the Living Pedes MILLIPEDE

- Size: 1 Megabit
- Style: 1 or 2-Player Arcade Shooter
- Special Features: Super Game Boy Compatible, Same Original Game Play and Sound and Tons of Deadly Insects
- Created by: Atari/Accolade for Nintendo
- Available: Now for Game Boy

They say that once something dies, it will never walk again. This theory may be true in the living world, but in the gaming kingdom anything can happen. Two classics, Centipede and Millipede, are getting the Frankenstein treatment from Nintendo, and once again, they will roam the gaming terrain with a vengeance.

Nintendo's new Game Boy lineup is filled to the rim with tons of old classics. Some of us probably remember these classics on our ancestor's 2600s or in the soda shop arcade. However, if you've never played these titles before, well then, you've never really experienced the true gaming extravaganza. Centipede hit the market in July of 1981, and Millipede followed in February 1983 as one of the first video game sequels. Both games play identically, with the general goal being to eliminate the chained serpent that crawls down the screen. Unlock the secrets of what started the whole craze. This will probably be the best tidbit of history you'll ever find.

**Robner, The Rating Gazer**

"I can finally sell my Atari 2600. I've waited so long for something like this to happen. The classics walk again! Flash back to your youth and play with the pedes!"

**Nick, The Video Ranger**

"I simply love playing these old arcade classics on the Game Boy. My only complaint is that these two games are almost identical to each other. It's kind of like getting one and a half games for the price of one."

**Andy, The Game Hoarder**

"What I want to know is, why didn't they have this when I was a kid, so I could have saved all those quarters I spent in the arcade? I could've bought a Ferrari when I was 14. Yar!"

**Paul, The Pro Player**

"This is a terrific translation. I found it suprisingly easy to see on the small screen."

	Andy	Paul	Nick	Robner
<b>Concept:</b>	9	7	8	6.5
<b>Graphics:</b>	8	7	8	7.25
<b>Sound:</b>	8	7	7	6.25
<b>Playability:</b>	8	8	8.5	8
<b>Entertainment:</b>	8	7.5	8.5	8
<b>Overall:</b>	8.25	7.25	8	7.25

▶ **THE BOTTOM LINE 7.75**



Shoot the DDT and get ready for a bang!



Hey man, look out for that spooky spider.



All right! It's on to level 4.

# Galaga Original Shooters In the Palm of Your Hand

- Size: 1 Megabit
- Style: 1 or 2-Player Shooter
- Special Features: 2 Games in One, Super Game Boy Compatible, Arcade Notation, Double Ship Capabilities in Galaga
- Created by: Namco/Nintendo
- Available: Now for Game Boy

There's not a person who was conscious in the eighties that doesn't remember Galaxian and Galaga. These two shooters were often swarmed by the experts and novices alike. They took the ever popular Space Invaders one step further with dive bombing aliens, and in the case of Galaga, dual ship capabilities. These were good games then, and now they've been translated to work on your Game Boy.

Galaxian is your basic shooter, you only get one shot on the screen at a time, and this can make things quite challenging. Certain formations of the diving aliens are worth higher point values, so when you're shooting for a high score, choose your targets carefully.

Galaga takes Galaxian one step further with aliens that fly onto the screen from all sides. In addition, certain enemy ships will capture your fighter. When you free the fighter, he joins your other ship on the screen and you control the two of them, side by side with twice the firepower.

If you loved these shooters way back when, you'll probably like them now. Be warned, though, it's been a long time since you played them, and you might not be as good as you remember.

**Robner, The Rating Gazer**

"I got classic vids coming out of every gland on my body, and I like it! Once again the oldies prove they're goodies! What could be better than Galaga and Galaxian on one cart?"

**Nick, The Video Ranger**

"I don't know how they made the graphics in these games so good. This one has to be played on a Super Game Boy to appreciate what they did with the colors. Still it's a great game on the regular Game Boy as well."

**Andy, The Game Hoarder**

"Let me tell you right off, I don't like Galaxian. But on the other hand, Galaga is one of my favorite arcade games of all time, and it's worth buying this cart on its own."

**Paul, The Pro Player**

"This is a great set of games from Namco. Good for the Super Game Boy, but it is really tough to see the enemies fire on the small screen."

	Andy	Paul	Nick	Robner
<b>Concept:</b>	8	5	8	8
<b>Graphics:</b>	7	3	9	7
<b>Sound:</b>	7.5	7	7	6.75
<b>Playability:</b>	8	4	7	7
<b>Entertainment:</b>	8	4	8	6.25
<b>Overall:</b>	8	4.5	7.75	7

▶ **THE BOTTOM LINE 6.75**



Oh no, your fighter has been captured...



...but now you get your revenge.



Darn. Anybody got another quarter?



Nintendo has two trump cards they seem to be saving for the end of the game. One of them is the mysterious **Ultra 64** which they are allegedly

which, when put on a desktop, puts the unit at just about eye level. Taller people will find themselves crouching over a lot which may lead to a sore

# VIRTUAL BOY

releasing next April.

The other is the **Virtual Boy**, which they are releasing (or have released) on August 14, 1995.

Nintendo is staking a lot on this **Virtual Boy** unit, and they finally brought one over for us to play. Whenever we get our

hands on something new, the first thing we do is play it to death. Then, we like to pass on the information to our readers, so get ready to see the **Virtual Boy** and four of its first games.

The unit itself looks a lot like a fancy ViewMaster. It sits upon a tripod

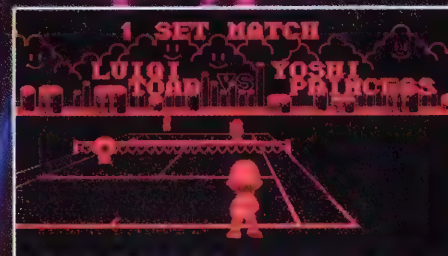
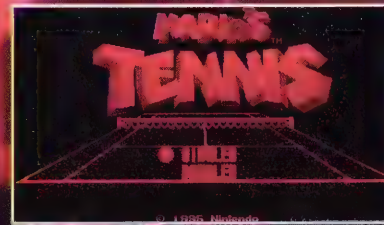


## What the Heck is That Thing?

back after extensive playing. It may take a bit of arranging to get the thing at the right level, but it can be done. The outside of the unit is not what makes this thing tick, however. The magic unfolds when you put your eyes up the "screens."

The two eye-holes each present a different image. The result is that the **Virtual Boy** takes advantage of the human capacity for binocular vision. What this means is that instead of seeing a flat image, you see a truly three dimensional game, where

(Continued on page 38)



Luigi and Toad vs. Yoshi and the Princess - a serious mixed doubles match.



Looks like a nice, easy return.



So much pinball, so little time.

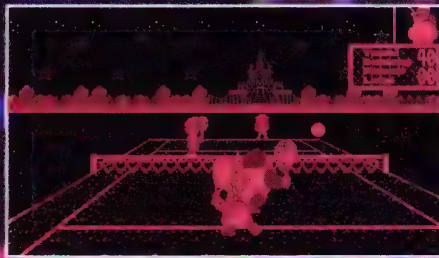




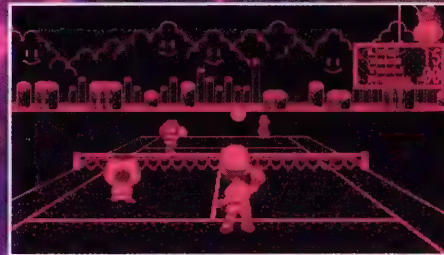
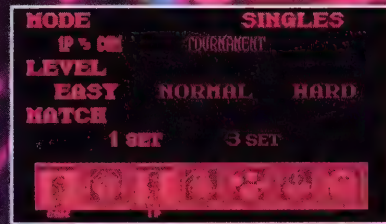
## MARIO'S DREAM TENNIS

A good sports game never hurt any system, and *Tennis* is a fine member of the Virtual Boy's game library. You play the game from one end of the court, and the other end actually seems far away, just like in real tennis. The two buttons are used for either a regular shot or a lob, and hopefully they will add various spins when the game is finally complete. The players you can choose from are some old Nintendo favorites, featuring the likes of Mario, Donkey Kong Jr., and Yoshi.

This game can be played as singles or doubles, and it seems like a game that could incorporate a two or more player link feature quite easily. The 3D effect allows them to angle the court so that it looks like you're seeing it from the ground while you still have a great feel for where the ball is. It would be nice to see the characters diving for the ball, which they currently don't do. Other than that, *Tennis* could shape up into a fine Virtual Boy title.



Having both players this close to the net isn't good strategy.



Don't let this one get past you, or you'll never win Wimbledon.

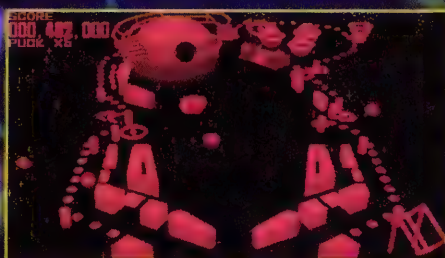
## GALACTIC PINBALL

Video pinball has always been sort of a disappointment, since you had to work on a flat surface. The Virtual Boy, however, doesn't have that limitation. Because of the three dimensional capabilities, it is much easier to simulate the feel and action of genuine pinball. Each game has ramps, and some have jumps and other interesting targets. Since it is video pinball, the playing field can change during play. For instance, when you hit all the drop targets in one of the games, a ramp that previously dropped out in the middle of the table extends and drops your ball out into the power bumpers. If you keep hitting the drop targets, the ramp gets longer and is worth more points every time you hit it.

This game is not one pinball game, but four! You've got Alien, Cosmic, UFO, and Colony to choose from, and each has their own unique features. While each of the games is fairly simple, fans of pinball may find themselves getting addicted to these video pinball games much more than any video pinball game that currently exists.



Choose from four different pinball games.



The planet in the upper left has a moving hole target that is tough to hit.





(Continued from page 36)

objects realistically move forwards and backwards in your field of vision. This is the first video game unit that works in true 3D. That makes this a revolutionary machine. What is even more revolutionary is the way they went about creating that effect.

You may have noticed that we put the word "screens"

in quotes in a previous paragraph. That is because you aren't actually looking at a screen. What you are see-



**Look through these goggles to enter a three dimensional world.**

ing is a reflection of a single line of LEDs (Light Emitting Diodes – very small lights that can be turned on and off.) To make the image that appears in each eye, these lights are reflected off a mirror that vibrates back and forth very quickly. By timing the power on the line of LEDs with the vibrating of the mirror and focusing it with a lens, you can create an image that the eye sees as a solid line or shape. By creating slightly different images for each eye, you can create a true 3D effect. Wow! That's some serious technology. The amazing thing is, it works.

The controller for the **Virtual Boy** is

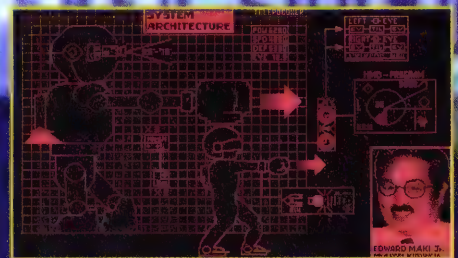
another point of interest. Because you'll be maneuvering in three dimensions, a single directional pad just doesn't hack it. The **VB's** controller has a directional pad for each thumb. There are also two trigger buttons, one for each pointer finger. In

addition, there is a Select button and a Start button as well as 'A' and 'B' buttons. The whole unit is powered by six AA batteries which fit into the back of the

controller. There will be an adapter so you can plug it into an electrical plug, but when that will be available and how much it will cost has not yet been disclosed to us.

The headset unit is where the volume control is located, and it has a headphone jack so you can play without annoying your neighbors. Finally, there is a "link" port right next to the controller plug, so in the future there will be two-player capability.

That's all well and good, but what about the games? We're going to give you a chance to see those too. Remember, the pictures won't look 3D, but trust us, the games will. ■



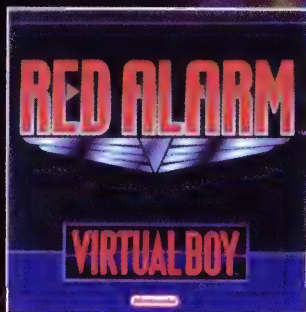
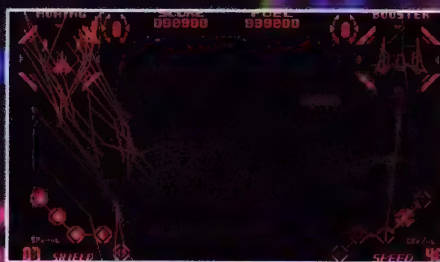
**Crack!!! Right in the kisser.**



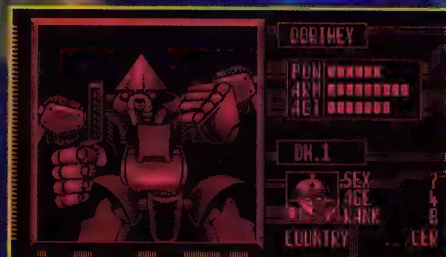
## RED ALARM

**R**ed Alarm is the Virtual Boy's answer to *Star Fox*. You control a ship that travels through an enemy base. One of your directional pads controls your turning and up and down angle, and the other does a quick move straight to the left, right, up, or down. You can speed up, slow down, and even go in reverse with the use of your 'A' and 'B' buttons. You have either a standard laser bullet gun, or a missile sort of weapon which locks onto enemies when you put them in your sights. You can collect powerups that will give you more missile attacks, better guns and shields, and even an improved engine.

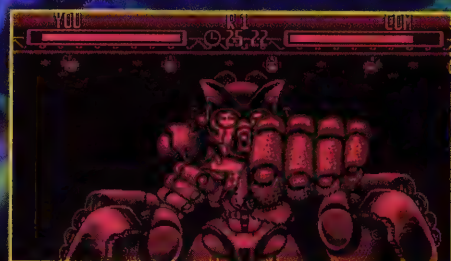
While this game is made up almost completely of red lines, it creates a three dimensional world that is quite believable. The fact that you can go in reverse and turn completely around makes you feel like you're really in control of your ship. When a lot of things are on the screen at once, things can get a little confusing, but that's probably a lot like real life. We only got to play the first level of this game, but it seems to have promise.



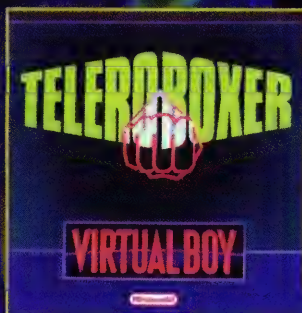
Looks like you put 'em down for the count.



Here's your chance to size up the competition.



Block her punch, then counter with a right hook.



## TELEROBOXER

**T**his game is basically a three dimensional version of *Punch Out!!*. You are in control of a robotic boxer, and he is fighting against someone else's robotic boxer. You control your boxer's movement with the control pad. Each of the directional pads controls a hand, and the trigger buttons make them punch. By moving your hands around, you can get off different kinds of punches. For example, if you push right on both directional pads and then push the right punch button, you'll swing at your opponent with a right hook. There are also high and low jabs and uppercuts.

Like in *Punch Out!!*, you'll be able to beat the first few opponents without much problem. After that, however, you're going to have to watch for warning signs about where and when they will punch. The only way to land a punch in the later rounds is to block and then use an appropriate counter punch to knock the sense out of your opponent.

The 3D effect really comes into play with this game. The opponents' punches get right in your face. One of the opponents has a drill attack that you can almost feel twisting into the skin between your eyes. Controlling two directional pads does take some getting used to, and the easily frustrated may get annoyed by this game.



# WHAT'S HOT!

## News & Rumors From the Video Game Industry

### Sega Channel Previews Rage!

Players lucky enough to have the **Sega Channel** piped into their homes will get a chance to demo a hot new game for the *Genesis*. **Time Warner Interactive's** *Primal Rage* will be featured in August in the **Sega Channel's** **Test Drive** section. Plus, on August 25 (Rage Day), a full version will be available to play for no additional cost. A fine opportunity to try before you buy.



### Test-Drive Nintendo's Virtual Boy at Blockbuster Video

Nintendo, **Blockbuster Video** and **NBC-TV** have joined forces for the launch of Nintendo's 32-bit **Virtual Boy (VB)** on August 14. The launch promotion will consist of VB rentals from **Blockbuster** and a 20 second TV spot tied into **NBC's** fall TV programming. Beginning in August, Nintendo will supply 20,000 Virtual Boy units along with 36,000 game cartridges to **Blockbuster Video** stores nationwide. Between August and mid-December, players can rent the VB and two games for two days for \$9.99 and then receive a \$10 off coupon for the VB. The **Blockbuster/ Virtual Boy** rental program will be supported by an **NBC-TV** sweepstakes with \$200,000 in prizes available. Visit the **Blockbuster** location nearest you for a chance to try the new Virtual Boy. This is another perfect opportunity to try before you buy.



**BLOCKBUSTER VIDEO**

### Mortal Kombat Hits The Big Screen August 18th

Prepare yourself for the ultimate **Kombat** film. **New Line Cinema's** action-adventure epic *Mortal Kombat* will be released nationwide on August 18th. From what we've seen of the film through photos and video promos, *Mortal Kombat* is a special effects giant. With a **PG-13** rating, don't expect to see as much carnage and spine-pulling as in the actual video game. Rest assured, though,

with a line-up of top actors and experienced producers, *Mortal Kombat* should entertain a wide array of video game fans.

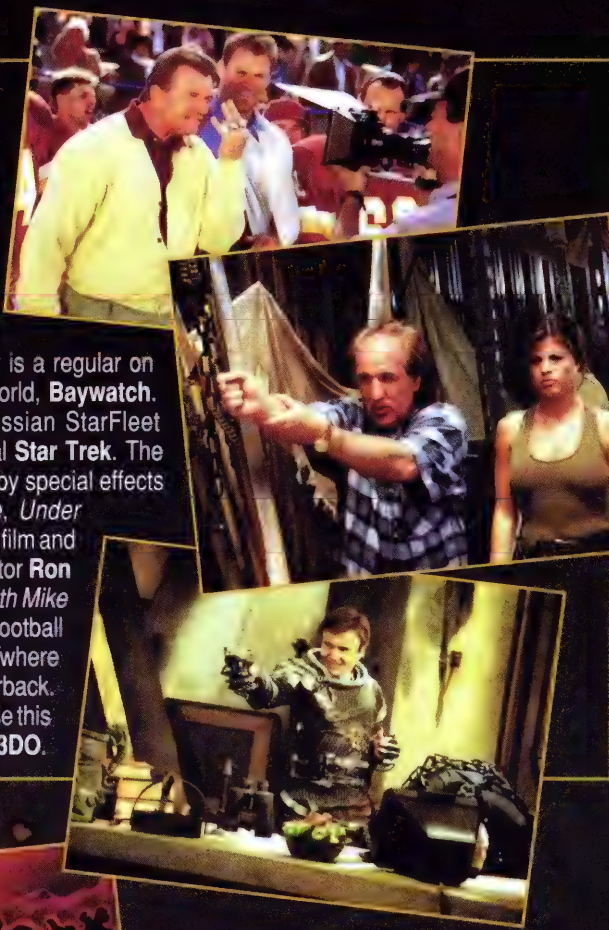
If you just can't get enough *Mortal Kombat*, check out the World Wide Web home page setup for the release of the movie @ <http://www.mortalkombat.com/kombatbegins>. Behind-the-scenes footage, interviews, photos and lots of other info can be accessed with the help of a PC and modem.





## Digital Pictures Films Two New Games

The 100% full-motion folks at **Digital Pictures** have assembled some familiar faces to star in two of their new CD-ROMs. *Maximum Surge* is a futuristic action/adventure starring **Yasmine Bleeth** and **Walter Koenig**. Bleeth is a regular on the most viewed TV show in the world, **Baywatch**. Koenig is everyone's favorite Russian StarFleet helmsman Chekov from the original **Star Trek**. The *Maximum Surge* filming is directed by special effects guru **William Mesa** (*The Fugitive*, *Under Siege*, *Rambo III*). Likewise, veteran film and *Slam City With Scottie Pippen* director **Ron Stein** directs *Quarterback Attack With Mike Ditka*. Ditka stars in this first person football game (which is similar to *Slam City*) where you take on the role of the quarterback. Both games are scheduled for release this winter on the **Sega Saturn** and the **3DO**.



## The WB Network Introduces Animated Earthworm Jim

Shiny Entertainment's *Earthworm Jim* will star in his own cartoon series stormin' the airwaves on September 9th. The **WB Television Network** will introduce Jim on their new **KIDS WB** line-up. Like in the game, Jim, along with his puppy pal Peter, will battle to

save the universe from the mad Queen Pulsating, Bloated, Festering, Sweaty, Pus-Filled, Malformed, Slug-For-A-Butt. Other enemies like, Evil - The Cat From Heck, Professor Monkey-For-A-Head and the foul-tempered Psy-Crow will also try to foil everyone's favorite earthworm. A group of talented and familiar voice actors have been assembled for the cartoon. Dan Castellaneta, the voice of one of the finest cartoon characters ever, Homer Simpson, is on board and SCTV veteran Andrea Martin will do the voice of Queen Slug-For-A-Butt. Check your local listings to enjoy Saturday morning breakfasts with *Earthworm Jim*.

## Creators of World Series Baseball Ink Deal With Data East

**Data East USA** announced an agreement with leading sports game developer, **Blue Sky Software**. The deal will establish **Data East's** commitment to publishing sports titles for the new 32-bit **Sega Saturn** and **Sony PlayStation**. **Blue Sky** has a long list of hot titles that they previously developed for **Sega** over the past few years including *World Series Baseball*, *World Series Baseball '95*, *NFL Sports Talk '94* and *College Football's National Championship*. **Data East** has plans for **Blue Sky** to do what they do best and develop baseball and football games under the **Data East** label. Considering the track record of **Blue Sky**, we may see some quality sports titles published by **Data East** over the next few years.



FLOW...DATA FLOW...DA  
W...DATA FLOW...DATA F  
FLOW...DATA FLOW...DA

## BLOODSTORM AXED ON PS-X

**GameTek's** plans to bring the fighting carnage of *Strata's BloodStorm* to the **Sony PlayStation** has been halted by **Sony Computer Entertainment of America (SCEA)**. Although no comment was given by **SCEA** officials, we can only suspect that the extremely violent content of *BloodStorm* was frowned upon by **SCEA**. **GameTek** is still developing *BloodStorm* for the **Sega Saturn**. Hopefully *BloodStorm* won't meet the same fate on the **Sega** system.

## SPIDER-MAN AND X-MEN GO PRIME TIME

**Fox-TV's** Saturday morning success of the *Spider-Man* and *X-Men* animated series has prompted **Fox** to bring the two series to prime time. All new episodes will appear in an hour-long slot on Sundays right before *The Simpsons*. Check your local listings for its appearance.

## PANASONIC SOFTWARE TO PUBLISH WILLIAMS TITLES FOR 3DO

**Panasonic Software** entered a long-term agreement with **Williams Entertainment** to publish and distribute **Williams** titles for the **3DO**. The agreement gives **Panasonic** the rights to many of the hottest titles including *Mortal Kombat 3*, *NBA Jam: TE* and others.

## SATURN COMMERCIAL MESSAGES

If you've seen the **Sega TV** commercials for the **Saturn**, this might be of interest to you. The commercials have a second audio track that can be found if your television is equipped with a **SAP** audio selector. Use that feature when you see the commercial and you may find some interesting secrets about the **Sega Saturn**.

## NINTENDO DROPS OUT OF WCES

**Nintendo of America** has decided against participating in the **Winter Consumer Electronics Show**, scheduled for Las Vegas from January 5-8, 1996. The show was to mark the US introduction of the **Ultra 64** system and leaves us up in the air as to when Nintendo will showcase their 64-bit powerhouse that is scheduled for release in April. This move may also mark the end of the **WCES** as far as video games are concerned.

## XBAND FOR SNES

Ever think that you were the best at *MK II*? Now you can test your skills against players across the country. **Catapult** has released the **XBand Modem** for the **SNES**. Plug in games like *MK II* or *NHL '95* and test your skills against someone in another state. The **XBand Network** also allows you to send e-mail to other **XBanders** or other on-line services. Look for the **XBand** at stores near you with a suggested price of \$29.95. It will cost you a few dollars per month extra to compete.



# GLANCE

## Kolibri

### 32X Preview

**Size:**  
24 Megabit

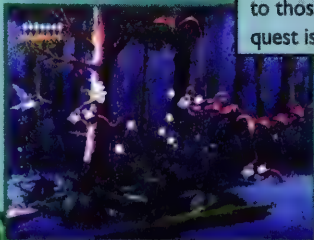
**Style:**  
1-Player  
Action/Adventure Shooter

**Special Features:**  
3-D Perspectives,  
Beautiful Graphics,  
Puzzle Solving Dilemmas  
and Tons of Power-ups for  
that Wacky Bird

**Created by:**  
Sega of America

**Available:**  
November for 32X

The crystal which maintains all the planet's might and unity has been disrupted and turned into a force of evil. All living matter and organisms have been turned to the dark side. As an uninfected hummingbird named Kolibri it's up to you to make the Earth once again a peaceful place. Kolibri is an action/shooter, which plots you - the hummingbird - against the rest of the world. This polygon packed ranger utilizes the 32X's power to its utmost. Tremendous 3-D graphics and amazingly detailed polygons bring forth arcade qualities and attributes. As a hummingbird you'll be swift and deadly. However, don't get too addicted to those pollen filled flowers, because your quest is your number one priority.



## Ghen War

### Saturn Preview

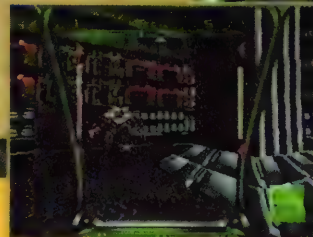
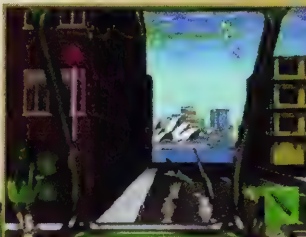
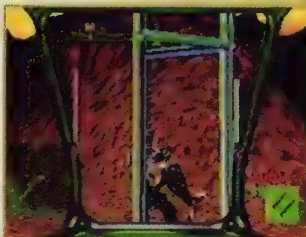
**Size:**  
1 CD-ROM  
**Style:**  
1-Player First-Person Shooter

**Special Features:**  
Multiple Weapons,  
Moveable Head View,  
3D Rendered Intro,  
Numerous Combat  
Environments, Jump Jets

**Created by:**  
Sega

**Available:**  
September for Sega Saturn

The Ghen race has been living peacefully with humans for years - but on a recent mining expedition to Titan (a moon of Saturn) a hideous plot has been uncovered. Now, you must take a combat loader (a walking suit of powered armor that's armed to the hilt), defend yourself and humanity, and eventually penetrate the hidden Ghen stronghold and put an end the Ghen War before anyone else gets hurt. This game is reminiscent of Mech Warrior and Metal Head, but with faster, crisper, more colorful graphics. You'll be able to move your head around in your combat loader to look up, down, sideways, and at the control monitor. If you appreciate mech simulators, take a look at Ghen War. You can jump!



## Robotech

### Ultra 64 Preview

**Size:**  
Unknown

**Style:**  
Unknown

**Special Features:**  
Unknown

**Created by:**  
GameTek

**Available:**  
April 1996 for Ultra 64

Many years ago, an animated series introduced the early morning cartoon watchers to Japanimation, also known as Anime. Fanatics of the Robotech series began showing up all over America. With fighting robots that transformed into planes and other assault vehicles, and animated characters that seemed more genuine than most real TV actors, Robotech was monumental and fantastic. GameTek has plans to release a video game based on this series for the Ultra 64. Though the game is more talk than walk at this point, it had better be a phenomenal game or lovers of the Japanese art form of Anime will be severely disappointed.





## Zhadnost: The People's Party

3DO

Review

**Size:**

1 CD-ROM

**Style:**

2 to 4-Player  
Game Show Simulator

**Special Features:**

5 Unique Games,  
Automatic Difficulty  
Changes,  
5 FMV Contestants,  
Special Bundle With Free  
3DO II Controller

**Created by:**

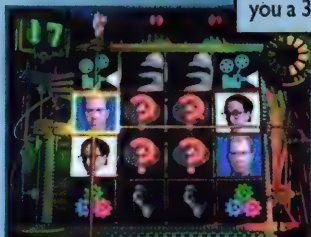
Studio 3DO

**Available:**

Now for 3DO

**Overall: 6**

You may recall EA's 3DO title Twisted. Zhadnost: The People's Party is a new title that is very similar to that interactive game show. This new title is set in the fictitious Eastern European country of Bizzarnia. The newly liberated Communist block country has discovered capitalism in the form of this game show. There are five fully digitized characters to compete with as you attempt to gain the most cash and fulfill your capitalistic dreams. The basic game involves matching panels, unscrambling pictures and answering various trivia questions. It culminates in a strange spinning Money-Go-Round for bukiss. A limited offer will give you a 3DO II controller free with the game.



## NBA Jam: TE

32X

Review

**Size:**

32 Megabit

**Style:**

1 to 4-Player  
Arcade Basketball

**Special Features:**

27 NBA Teams,  
Secret Characters,  
Hot Spots, Rookie Teams,  
Special Power-Ups

**Created by:**

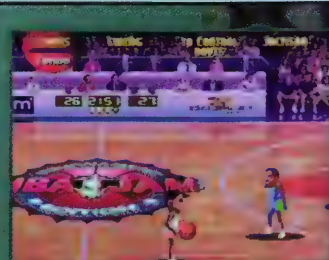
Iguana Software for Acclaim

**Available:**

Now for 32X

**Overall: 8.25**

The most noticeable change from the 16-bit version is in the graphics. The increased capabilities of the 32X give the players much more of the arcade look. The characters even scale or change size as they move to the far side of the court. This gives the game a lot of depth and there are still plenty of hidden characters and power-ups that are accessed differently than the other versions. Like MK II for 32X, Acclaim tried to reproduce more of the arcade feel than there was in the 16-bit. They may have succeeded, but if you already own the Genesis version you won't get any more control or additional excitement from the 32X edition.



## Jimmy Houston's Bass Tournament USA

Super NES

Preview

**Size:**

12 Megabit

**Style:**

1-Player Fishin' Simulation

**Special Features:**

4 Lakes Hand-Picked by  
Jimmy Houston,  
Multiple Rods, Lures,  
and Lines, In-Game Advice,  
and Variable Weather  
Conditions

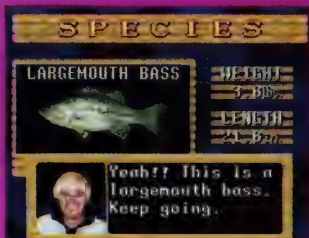
**Created by:**

American Sammy  
Corporation

**Available:**

October for Super Nintendo

Another fishin' game is bein' hauled aboard the SNES by the people at American Sammy. Experienced television fisherman Jimmy Houston was consulted to choose the lakes, give bits of on-line fishin' advice, and appear to give you encouragement at the weigh-in. This game shoots for more realism than previous fishin' carts by givin' you an in the boat view while you fish, as opposed to an in or above the water view. You'll need to keep an eye on your line tension to know when to set the hook and reel in the bigguns'. On a final note, the head of the design team actually went to one of the lakes to do some real bass fishin'. Talk about doin' your homework!





## Air Combat

### PlayStation Preview

**Size:**  
1 CD-ROM

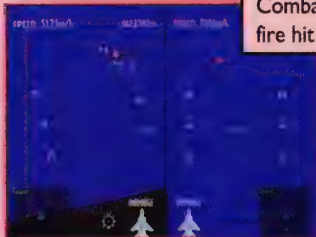
**Style:**  
1 or 2-Player  
Jet Fighter Simulator

**Special Features:**  
Two-Player Split Screen,  
Realistic Texture  
Mapped Images

**Created by:**  
Namco

**Available:**  
October for PlayStation

Namco's Air Combat is by far one of the premier 360° flight simulators in the arcades and this fall it will appear on the Sony PlayStation. The basic play of the game sends you on various missions to take out strategic targets. The ultra-smooth graphics and realistic look of the terrain and targets are like nothing available on any console system. As Namco has done with their other arcade translations, Tekken and Ridge Racer, they will bring new features to the home version. Namely, Air Combat includes a two-player split-screen mode for head-to-head dogfighting. Namco has been pumping out hot title after hot title, and Air Combat is shaping up to be another sure-fire hit from Namco.



## Killing Time

3DO

Preview

**Size:**  
1 CD-ROM

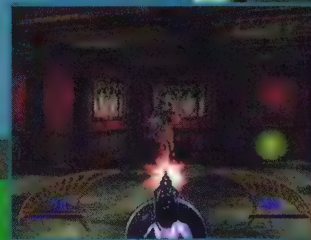
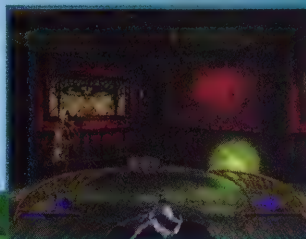
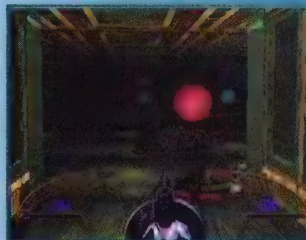
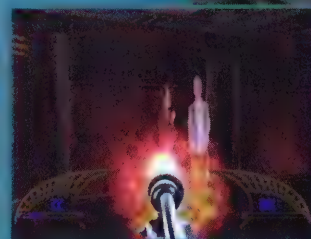
**Style:**  
1-Player First Person  
Mystery Shooter

**Special Features:**  
Multiple Weapons,  
Murder Mystery to Solve,  
Carnage, Compatible with  
CH Products Flightstick PRO

**Created by:**  
Studio 3DO

**Available:**  
September for 3DO

There seem to be a lot of Doom rip-offs out there, which is not necessarily a bad thing since those games can be a lot of fun to play. Killing Time for the 3DO is a game in the Doom-style with an added twist. In this game, you are trapped in a haunted house surrounded by ghosts, some of which will attack you, and some of which will help you solve the mystery of a terrible murder that happened sometime around the '20's. You'll have a wide variety of weapons to defend yourself, but deductive reasoning will be the key to unmasking the killer and freeing all the ghosts from their perpetual haunting. Killing Time proves that the 3DO has come a long way since Monster Manor.



## Wild Woody

### Sega CD Preview

**Size:**  
1 CD-ROM

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

**Special Features**  
Puzzles Which Include  
Sketch Pad Strategies,  
Loads of Action Packed Into  
the Levels and Tons of  
Pencil Pushin' Power

**Created by:**  
Sega of America

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

Wild Woody! What an interesting name for a vid. Come on boys and girls, this isn't what you think. It's actually a game about a living pencil who destroys the forces of evil with his lead head and eraser butt. Wild Woody is Sega's newest Action/Adventure game for the Sega CD. This game should easily fall right into the younger gamer's genre. It features a lot of traits which are very similar to those found in the Sonics and Marios. Sega's tried just about everything possible to find a new mascot or hero of late. However, picking a pencil may be a little too bizarre. Maybe an owl named Hooter will be Sega's next attempt.





## The Adventures of Batman and Robin

Sega CD Preview

**Size:**  
1 CD-ROM

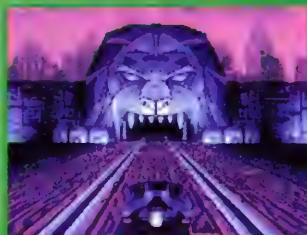
**Style:**  
1 or 2-Player Flying/Driving

**Special Features**  
15 Minutes of  
Batman Animation,  
Rotation and Scaling

**Created by:**  
Sega of America

**Available:**  
Now for Sega CD

Riddle me this? What are a flying rodent who sings and the bird of Spring who enjoy every thing that mischief will bring? Why, the answer's plain to see! It's The Adventures of Batman & Robin on Sega CD! In this climatic role of darkness, the Dynamic Duo will tangle with the forces of The Joker, Poison Ivy and The Riddler. However, this time the crusaders' angle of attack won't be on foot. This time we'll see extensive usage of the Batmobile and the Batwing. Little is known about this action filled CD. Fortunately, sources at Sega have confirmed that 15 minutes of never before seen Batman and Robin animation has been made exclusively for Sega by the crew over at Warner Bros!



## Syndicate

3DO Preview

**Size:** 1 CD-ROM

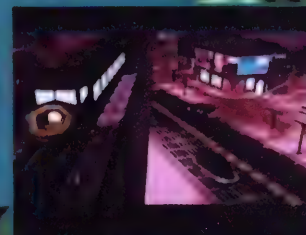
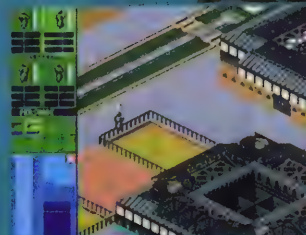
**Style:**  
1-Player  
World Domination Simulator

**Special Features**  
One Save Slot,  
a Huge Roster of  
Characters,  
Weapon Research and  
Upgrades, Cybernetic  
Modifications and a Whole  
Lotta Land to Explore

**Created by:**  
Bullfrog for Ocean

**Available:**  
Now for 3DO

It's nice to see that Ocean is bringing some of the hottest PC games to the console medium. A few months ago, Ocean released Theme Park on the 3DO and Jaguar platforms, and now they're set to release Syndicate. In Syndicate the ultimate goal is world domination. You'll take up the helm of a group of secret agents and attempt to settle territorial disputes, wars and conflicts against other syndicates that inhabit the area. Hopefully, the outcome is always in your favor. This version plays almost identical to its PC counterpart, except not having all of the button commands that a keyboard possesses makes some of the moves and tactics in the 3DO version hard to access.



## The Ooze

Genesis Preview

**Size:**  
8 Megabit

**Style:**  
1-Player Action

**Special Features:**  
Two Ooze Attacks,  
Ooze Absorption Power,  
Guided Oozy Pseudo-pods

**Levels:**  
5 Levels, 3 Parts Each

**Created by:**  
Sega of America

**Available:**  
September for Sega Genesis

Barging into a lonely laboratory, nasty criminals inject a brilliant scientist with his own creation, transforming Dr. Caine into The Ooze! With no body to speak of, he is now a pool of green slime. He has the ability to spit ooze-wads to kill enemies, or he can extend a pseudo-pod trail of ooze to absorb his enemies. These arms of ooze can change direction to attack around corners or pick up hard to reach items. Enemies will sometimes leave pieces of goo that you can absorb to make yourself stronger, larger, and more aggressive. Fighting your way through the five, three part levels can be quite treacherous as you must avoid grates and doors that will cut off your backside.





## The Adventures of Batman and Robin

Game Gear Review

**Size:**

4 Megabit

**Style:**

1-Player Action/Platform

**Special Features**

Multiple Weapons,  
Password Save,  
Your Favorite  
Batman Enemies

**Created by:**

Novatrade Interactive  
for Sega

**Available:**

Now for Game Gear

The Adventures of Batman and Robin is one of the best American animated series ever. Now Sega is attempting to put the power of Batman in your hands via a brand new game for Game Gear. In this game, Robin has been kidnapped to lure Batman into a trap. (A rather lame plot trick to turn two heroes into a one-player game, but what can you do?) Batman must fight his way through level after level of bad guys, facing Mr. Freeze, the Mad Hatter, and many of his other foes that lead him to the Joker. You can punch, kick, or throw a variety of weapons from Batarangs to explosives to Bat-bolas. The password save is a nice addition.

Overall: 8



## Blackfire

Saturn

Preview

**Size:**

1 CD-ROM

**Style:**

1-Player  
Helicopter Combat Simulator

**Special Features:**

Multiple Weapons,  
Detailed Mission Briefing,  
3D Rendered Intro,  
Multiple Cockpit Views

**Created by:**

Sega

**Available:**

September for Sega Saturn

Strap yourself in and start powering up that main rotor, because you're the ace pilot for one of the most advanced attack helicopters ever developed. The Blackfire Attack Chopper is able to carry a full compliment of air-to-air and air-to-ground armaments, and is still maneuverable enough to pull barrel rolls and fast evasive maneuvers to dodge enemy fire. Before each mission, you'll be shown an overhead view of the terrain, as well as a line showing your planned flight path and pictures and information of the formidable targets you'll find along the way. The game moves smoothly and quickly, but you won't have time to enjoy the scenery - you'll be busy blowing enemies out of the sky.



## WeaponLord

Super NES Preview

**Size:**

16 Megabit

**Style:**

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

**Special Features**

Multi-Hit Combos,  
Fatalities, 7 Warriors  
and a Special Blocking  
Format Which Allows Hits  
To Be Blocked in Four  
Different Stances

**Created by:**

Namco

**Available:**

September for  
Super Nintendo

Namco has come up with a medieval wonder for the SNES. WeaponLord is the new prize which features work from James Goddard. You may remember James' work on upgrades for Capcom's heavy hitter Street Fighter II series. For the most part, WeaponLord is a game that is made for the seasoned game player. WeaponLord features a very unique style of blocking. Instead of being able to block in the standard two positions (up and down), WeaponLord brings forth a strange new four block format. This means players will have to block sweeps and jump kicks with a different stance. Overall, WeaponLord looks a lot like SFII, however it features lots of blood and gore.





# WIN! The Ultimate Gaming Rig! OVER \$20,000<sup>00</sup> IN PRIZES!

PANDEMONIUM



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

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**We're talkin' GAMING HEAVEN!**

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

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

## Mystery Word Grid

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

### WORD LIST and LETTER CODE chart

POWER ....N 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!**

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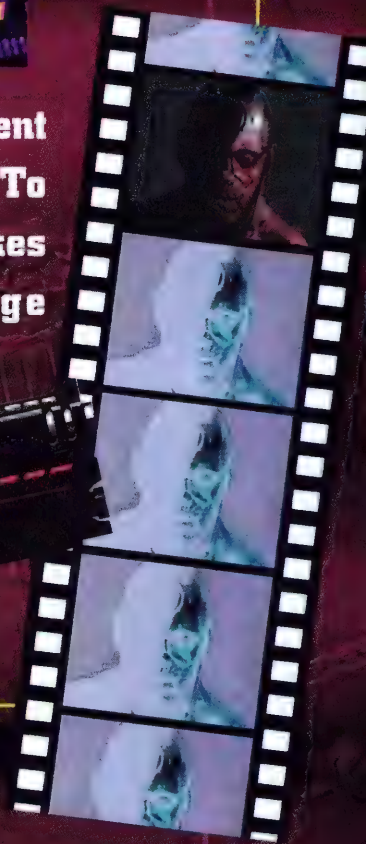




# Play to Perfection:

A GAME MONGER'S STRATEGY GUIDE

Welcome to yet another installment of the ever popular – Play To Perfection. This month GI takes you through Acclaim's Judge Dredd, an addicting game that takes time and patience to finish. But with this handy guide we should save you from a couple of broken controllers and sleepless nights.



## BLOCK WAR



Shoot the perp, but don't shoot the bonus crate, because...



Freeze... Prepare to be Judged!



...you can use it to climb over the wall and get an extra life.



Use this crate to get up to the others.

**THE BOSS:**  
This guy's easy. Go in with your grenades ready and hit'em quick. After that, give him a taste of the Lawgiver till he's history.

**LEVEL 1:**  
**Primary Mission:**  
Destroy all ammo dumps  
**Secondary Mission:**  
Arrest or sentence all perps

About midway through this level, you want to kill the perp, but leave the bonus crates untouched. Next, push the box against the wall and jump over it to gain bonus items and an extra life.

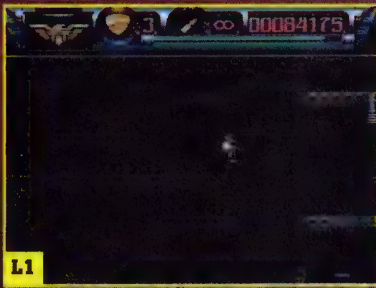
**LEVEL 2:**  
**Primary Mission:**  
Destroy all ammo dumps  
**Secondary Mission:**  
Arrest or sentence all perps

After you head down the first ladder, jump to the left and push up to get to two bonus crates. At the first computer, push the ammo crate to the right so you can access the health above.





## BREAKOUT AT ASPEN



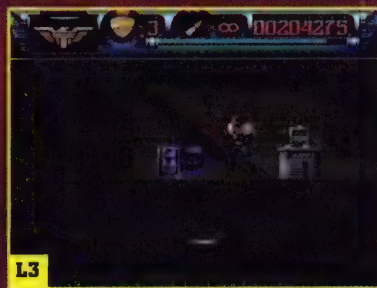
L1

Ahhh...a hidden passageway.



L2

Priority One - Use computer terminals to close all security doors.



L3

Access the computer, blow up the bonus crate, and head through the secret passage.



L1

The wall below Judge Dredd is the key to get an extra life.

### LEVEL 1:

Primary Mission:

Close all security doors

Secondary Mission:

Arrest or sentence all perps

Make your way to the right until you enter the first chamber. Once there, go to the top level and then jump against the left-side wall to find hidden bonus items and perps. Then, between the second and first computer, there will be a hidden wall that houses a small computer. Break the computer and the barrier that blocks the extra life further in the game will open up. (Who's that alien?)

### LEVEL 2:

Primary Mission:

Close all security doors

Secondary Mission:

Arrest or sentence all perps

The only hint for this level is at the last terminal - crawl to the left and grab the extra life and health up.

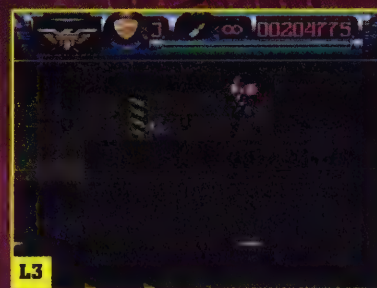


BOSS

Judge Dredd will waste this guy just for offering him a drink while he's on the clock!

### THE BOSS:

Run to the platform on the left and then assault him with homing missiles as you dodge his Molotov cocktails.



L3

Finally, a password disk!

### LEVEL 3:

Primary Mission:

Close all security doors

Secondary Mission:

Arrest or sentence all perps

Go to the right, go up the first set of ladders, and then go back to the left. There is a false wall to the left of the computer terminal and the ammo crate. Down the hidden passage there is a password disk and some ammo.

## SHUTTLE CRASHED IN CURSED EARTH



L1

It's sneaky and it's unfair, but attacking from underneath is sure safe!

### LEVEL 1:

Primary Mission:

Prove your innocence by seeking out Judge Fargo

Secondary Mission:

Clean the earth of the scum who rule the Crusted Earth

This level is somewhat difficult, but quick. The best strategy to use is to always attack your enemies from a ladder or the safety of lower ground. Find Judge Fargo and you're on your way to the next level.



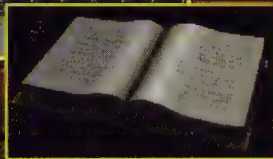


## SHUTTLE CRASHED IN CURSED EARTH



**BOSS**

*Give me the Book of Law  
you sad excuse for a cyborg!*



### LEVEL 2:

#### Primary Mission:

Find the Book of Law

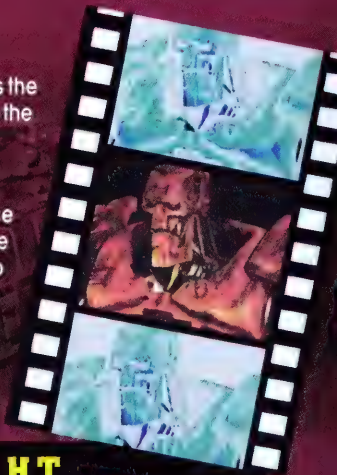
#### Secondary Mission:

Clean the earth of the scum  
who rule the Crusted Earth

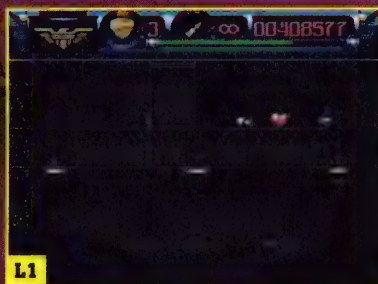
Basically, you want to follow the same rules as the first level – attack from the ladders and slick to the lower ground.

### THE BOSS:

This boss is quick, but he's easy once you get the pattern down. He'll come at you from the left, so you'll want to shoot him a couple times (with any weapon) then jump on the ledge and over him. Run to the right side, shoot, jump over the missile, then jump over him again. Repeat.



## PREPARE FOR THE FINAL FIGHT



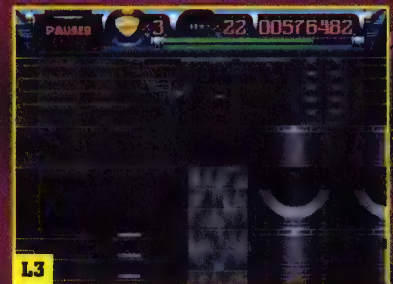
**L1**

*Hidden Passage #1*



**L2**

*Is he going after this guy because  
he's shooting at him or because he's  
wearing tights?!*



**L3**

*Here! Have a pine cone!*



**L1**

*Hidden Passage #2*



**L2**

*Fly like the wind!*



**L3**

*Nice room! Who does your decorating?*

### LEVEL 1:

#### Primary Mission:

Destroy all ammo dumps

#### Secondary Mission:

Arrest or sentence all perps

The trickiest guys on this level are the flamethrower dudes. The best tactic is to keep them at a distance. You know, the old shoot and run. Of course, throughout the entire level there are many false walls with bonus items that will come in handy.

### LEVEL 2:

#### Primary Mission:

Destroy all ammo dumps

#### Secondary Mission:

Arrest or sentence all perps

The guys on the ladders can be a pain, but not with this simple solution. Quickly climb on the ladder and use the high explosive missile to knock these Flash-wanna-be's out of the picture. Also, whenever you see an anti-gravity belt make sure you look up. In every instance there are hidden items overhead.

### LEVEL 3:

#### Primary Mission:

Reach the council chamber

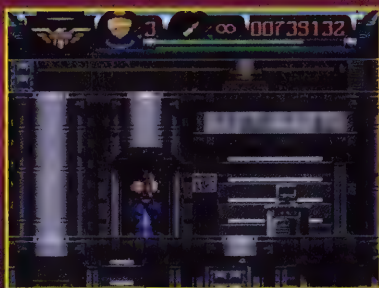
#### Secondary Mission:

Avoid killing Judge Hunters

Come in low and use grenades on the Judge Hunters to disarm them. Use grenades on the small tanks to stop them in their tracks.



## LOCATE RICO



All the secret documents you ever wanted to see are in that terminal right over there.

### Primary Mission:

Use the central computer systems to locate Rico

Secondary Mission: None

You'll receive password disk two here. Although it will take you back to the previous level, it's nice to finally have a new password. Otherwise, the only thing you need to do is access the computer just before the end of the level. Here you will receive a secret message which will lead you to Rico at the Janus Lab.

## ESCAPE FROM THE JUDGE



Vrooom!

### Primary Mission:

Follow Rico to the Janus Lab Facility

Secondary Mission: None

The strategy here is simple; shoot the guys down, avoid the missiles, and kick anyone that gets close you.

## ACCESS THE JANUS LAB



Klunk!

### Primary Mission:

Destroy the ABC Warbots

Secondary Mission: None

These Warbots are tough dudes, but you better get used to them because you'll encounter them throughout the rest of the game. To destroy them you must hit their front side with two High Explosive (H.E.) Missiles without letting them get off the screen.

## ENTER THE JANUS LAB



L1

Whew! I made it!



L1

Going up!

### LEVEL 1:

#### Primary Mission:

Destroy ABC Warbots

Secondary Mission: None

The platform sequence is actually somewhat difficult. You must squat, then jump, squat again, and then walk off the edge onto the girder. Sounds simple, but I bet you lose a couple of lives figuring it out. The only hidden items on this level are at the elevator with a security door that is off-center. To get to the hidden ammo crate you must simply press up when you are in the middle of the elevator shaft and reach the upper platform.



L2

Fire a rocket to occupy the ABC Warbat while you land and prepare for attack.



L2

Must...lock...security...doors!

### LEVEL 2:

#### Primary Mission:

Shut down the power systems and stop the cloning operation

#### Secondary Mission:

Destroy all cloning tubes

The objective is simple - find the computers and shut them down, but be careful. There are ABC Warbots on the prowl and they will quickly deplete your H.E. Missiles. So find the regenerating missiles' locations and remember them; they'll be very handy.



## ENTER THE JANUS LAB



Showdown at the Statue - Dredd Vs. Rico

### LEVEL 3:

**Primary Mission:** Stop Rico  
**Secondary Mission:** None

Rico is one mean Judge, but he's not invincible. The best way to take him down is to stand below him and nail him with Armor Piercing Missiles, forcing him to drop flares onto the ground. Now aim carefully and nail him with the flares, otherwise this battle could go on forever. Or if you prefer the direct approach, when he is on the ground kick him rather than shoot him and he'll drop a lot of flares to nail him with once he gets in the air. Note: If you're having trouble changing weapons on the fly, you may pause the game at any time and change your weapon while it's paused.

## INVASION BY GILA MUNJA



Use Grenades to blow open steel doors.

### LEVEL 1:

**Primary Mission:**  
Locate and destroy all the Gila Munja  
**Secondary Mission:**  
Arrest or sentence all perps

This mission's a cake walk. Just find the Gila Munja (who just happens to be on the path to the end) and waste'em. Nuff said.

### LEVEL 2:

**Primary Mission:**  
Find and destroy the Gila Munja and their leader  
**Secondary Mission:**  
Arrest or sentence all perps

Blow the metal doors away with grenades to find and eliminate the Gila Munja.

### THE BOSS:

He's easy if you know he's coming. Normally, you would fall off the ladder and face him head-to-head, but if you stay on the ladder and attack from above you can hit him with grenades while he is unable to hit you. Otherwise, if you fall off, stay in the lower right hand corner and jump and throw grenades.



From the safety of the ladder you can Grenade the boss and never get scratched.



Gully!



## RC4 HOSTAGE SITUATION



*Attack from above and he won't even know what hit him.*



*Free the hostages and you're sure to be a hero.*

### LEVEL 1:

#### Primary Mission:

Locate and destroy all RC4 canisters to prevent contamination

#### Secondary Mission:

Find and release all hostages

Once again, a good hint to surviving is to attack from above or from a ladder.



*Down that hole you can find the Hidden RC 4 canisters.*



*Now where's an anti-gravity belt when you need one?*

### LEVEL 2:

#### Primary Mission:

Locate and destroy all RC4 canisters to prevent contamination

#### Secondary Mission:

Find and release all hostages

To reach a number of the RC4 canisters you must crawl through hidden passageways, so look carefully for false walls. Otherwise, when you get the anti-gravity belt, make sure you fly straight up for an extra life and the password disk (hey, it's that pesky alien again).

## RIOTS IN MEGA-CITY ONE



*Take that... surfer dude!*



*Heeeeey! It's Chopper!*

### THE BOSS:

Even though there are hover platforms everywhere, it's best to not take on Chopper in his environment. Head to the top left corner and take him on with a nice variety of H.E. Missiles and bullets. His pattern is easy to follow and he moves just a little too slow to escape the long arm of the law.

### LEVEL 1:

#### Primary Mission:

Arrest or sentence all skysurfers

#### Secondary Mission:

Arrest or sentence all perps

This one's easy. Follow the level up and shoot the skysurfers. (You know! Those dudes on the boards...like...in the air.)

### LEVEL 2:

#### Primary Mission:

Locate and destroy the riot leader, Chopper.

#### Secondary Mission:

Arrest or sentence all perps

This mission is fairly straightforward as well, except for the 1-up on the right side. To get this life you must run from the top left platform and jump onto the springboard. This will launch you close enough to the 1-up to hit it with your leg if you push the kick button. Otherwise, find perps and dispense justice.





## ABOARD JUSTICE ONE



L1

*Swing monkey boy, swing!*



L2

*Take the hover-platform to...*



L3

*Smash the computer terminals to turn off electric barriers.*



L1



L2

*... the password disk and an extra life.*



L3

*I've found it... the Inter-Dimensional Jump Device!*

### LEVEL 1:

#### Primary Mission:

Activate all Justice One security systems to deny access to the Inter-Dimensional Jump Device (IJD)

#### Secondary Mission:

Arrest or sentence all perps

This level is tough. About all we can tell you is **BE CAREFUL**. Too many mistakes or lives lost and you'll have no chance of making it. So remember, attack from above or below, and worry about your butt more than the perps you're trying to catch.

### LEVEL 2:

#### Primary Mission:

Activate all Justice One security systems to deny access to the IJD

#### Secondary Mission:

Arrest or sentence all perps

Although the place seems alien, there are a couple of crucial items. To the left of the first ship, a platform will appear that will take you to a 1-up and a password disk. Otherwise, just make sure you get your butt outta there alive.

### LEVEL 3:

#### Primary Mission:

Find the Inter-Dimensional Jump Device

#### Secondary Mission:

Arrest or sentence all perps

At the beginning of the level you want to take the first platform to the upper level and destroy the terminal, which will turn off the first barrier. Next, fall down and destroy the terminal to the right to turn off the second barrier. Then go to the upper left and take the springboard to the bonus items. Now to get the Inter-Dimensional Jump Device, jump up and push to the left to go down the hidden passage. To turn off the third barrier you must take the springboard to the top of the ship and climb the ladder. There you will find the terminal that operates the third barrier.



BOSS

*Watch out behind you!*



BOSS

*The only good alien is a dead one. So sayeth the Judge.*

### THE BOSS:

This one's a toughie! To defeat the alien you must use Grenades or Armor Piercing (A.P.) bullets. However, the A.P. bullets, if you have them, are a lot easier to aim. The easiest method to use is to always stay ahead of the alien. When he is on the left side, start running towards him, shoot and then jump as he runs at you. Turn around and do the same thing going to the right. He's tough, but if you have enough A.P. bullets you'll make it.



## FINAL JUDGEMENT



Take that you big ape!



Watch out, it's Judge Fire.



And once he's down, Judge Fear appears out of nowhere.

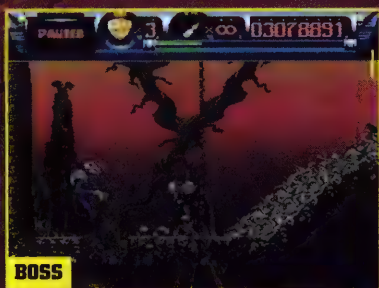
### LEVEL 1:

#### Primary Mission:

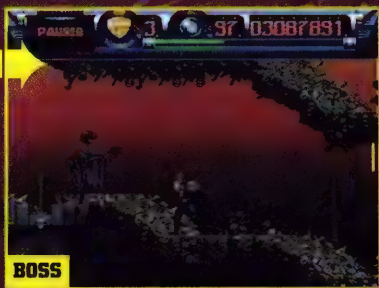
Find and stop Judge Death

Secondary Mission: None

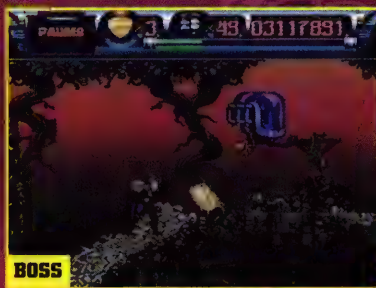
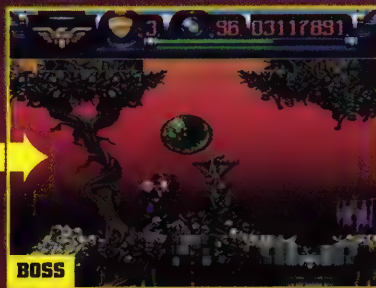
Alright, you're almost there. Search the level and find all the weaponry you can to prepare yourself for some serious battle. First, you need to fight Judge Fire. The best way to defeat him is to use High Explosive Missiles. Once he's dead, shoot the spirit with a Boing Bubble and he'll turn into Judge Fear. To defeat Judge Fear use the H.E. Missiles. Once he's down, hit him with the Boing Bubbles and you've completed your primary mission. Otherwise, the apes are easy to kill and the skeletons are best to just jump over.



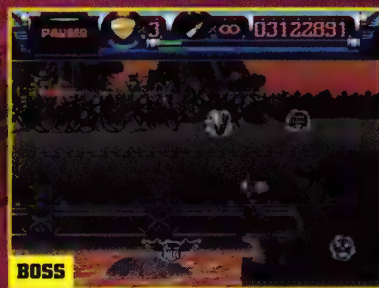
First you'll encounter Judge Mortis...



...then you must defeat Judge Death and seal him off in a Boing Bubble.



Ahhhhh! A Judge Death Head! Run away!



After you defeat the Judge Death Head you must seal the four spirits away forever.

### LEVEL 2:

#### Primary Mission:

Find and stop Judge Death (Again!)

Secondary Mission: None

#### THE BOSS:

Judge Mortis will appear first. Fill 'em full of H.E. Missiles and he won't last long, but make sure you avoid his heat-seeking skeleton heads. Very deadly! Next, Judge Death will appear. Rake him over with High Explosive Missiles and he'll soon kick the bucket, but don't relax too soon, because he's not done yet. His final manifestation will be as a huge Judge Death Head. The most effective weapon to use on his head is the Grenade, so aim carefully. After you've stopped the head, the four spirits of the Dark Judges will begin chasing you around the level. To finally put an end to the Dark Judges you must encase all four spirits in Boing Bubbles at the same time. All we can say at this point is that it takes a little luck, a quick finger, and some patience. Good luck and knock 'em dead.

### THE PASSWORDS

#### PASSWORD 1:

VYO

#### PASSWORD 2:

KNAJ

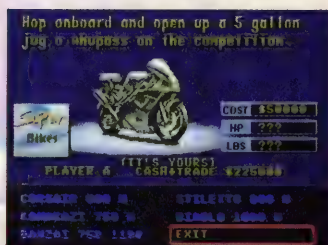
#### PASSWORD 3:

THD

#### PASSWORD 4:

UF TNST



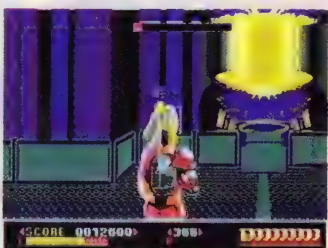


### Road Rash 3 - Genesis

If you're not satisfied with the standard speed limit of 200 mph, the code listed below will give you the option to buy a super secret bike that no one has ever seen before. This bike maxes at 210 mph and with the help of turbo boosts can get you up to 235 mph. If you do happen to buy this bike, you may want to get a helmet made of titanium steel to go along with it. Those road spills at 235 mph sure can be messy. Yuck!

Secret bike - 15S9PU03

"Eric the Video Game Junkie"  
Schaumburg, IL



### Dynamite Duke - Genesis

Be afraid. Be very afraid. The twisted tales of Dynamite Duke have finally hit the pages of Secret Access. Some of you may remember this lone star hero and his adventures on the Genesis. Yes, it was blood stompin' action at its best. However, all this action was just a little too much for Duke and he lost his mind. Sega did a good job on putting a lid on this lunatic, however. After being locked in the brink for 5 years, Duke finally made his move. He was recently spotted fleeing the Sega acres lot and heading in your direction. Authorities say that he's armed with loads of dynamite and chewing gum and is more or less out of his mind. If you want justice to prevail, use this secret CIA code to stop the madness! Move the cursor over the Options line on the Start/Options screen and hit the C button ten times, then press start. If this code is entered correctly, a Level Select and a Booster Option will be your reward.

"Ace" (Very Worried Citizen) Young  
Lefrak, NY

# HELPFUL HINTS SECRET ACCESS PASSWORDS · CODES



### Daytona USA - Saturn

Finally, there's a code that lets you listen to some decent tunes! These codes are only accessible at the high score entry screen, and will not change the standard soundtrack (Blue Blue Skies, Daytona!!!) while you race. However, if you concentrate hard enough on one of these new songs, you can probably keep it in your head and block out the default songs. It's a lot of work and all, but boy is it worth it. Those songs are SO evil! To access these new musical scores, finish a race and at the high score screen enter one of the 3 digit codes listed below.

- EXN - Exhaust Note
- G.F - Galaxy Force
- A.B - After Burner
- GLC - G-Loc
- GPR - GP Racer
- H.O - Hang On
- ORS - Outrunners
- O.R - Out Run
- P.D - Power Drift
- R.M - Rad Mobile
- S.C - Stadium Cross
- S.F - Strike Fighter
- S.H - Space Harrier
- SMG - Super Monaco GP
- TOR - Turbo Out Run
- V.F - Virtua Fighter
- V.R - Virtua Racing
- SHO - Super Hang On
- VMO - Sword of Vermilion
- E.R - Enduro Racer
- T.B - Thunder Blade
- QTT - Quartet
- SDI - Global Defense

Herman McClain  
Van Nuys, CA



### Super Return of the Jedi - SNES

The trilogy ended many years ago, but the struggles of the rebellion continue on your SNES. To get these codes to work, you must turn on the game and don't touch anything until the Start/Options/Password screen appears. Then hit the buttons listed below and press start. If the code doesn't work, turn off the power on your SNES and try again. Note: just hitting reset won't do it - you must try the codes after turning on the power.

#### 99 Lives -

X, X, B, A, Y

#### 7 Continues -

A, B, A, Y, A, X

#### All Characters Available -

X, X, Y, Y, Y, X

#### All Characters, Infinite Detonators, and Debug Menu

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

A, B, X, Y, A, B, X, Y -

Access the debug menu by pressing L & R on controller 2

Peter Erikkh  
Brooklyn, NY

### Virtua Pinball - Genesis

As you all know, there's nothing more stimulating than the feel of a big metallic ball rubbing against your big padded flipper in a VR environment. So go home, use these codes, and indulge in some hot pinball fantasies.

Level 2 - Ladder

Level 3 - Funnel

Level 4 - Flip Out

Level 5 - A Maze Zing

Mike Dougherty  
Germantown, MD



### Lemmings 2: Tribes - SNES

To give those adorable Lemmings the skills of an experienced disc jockey, go into the main menu screen and click on the hollow tree located under the LOAD icon. Doing this should change your cursor into the words 'music test'. Now you can rock out to the Lemmings hits all day long! The Lemmings also have a hidden message for you to discover. Go to the word Lemmings and click on the dot above the 'l'.

Matt Wuensche  
Cypress, TX

### Metal Warriors - SNES

Metal Warriors is a game that can be looked at in two perspectives. One, it's a highly powered war sim, or two, it's a game about cooking. Think about it, you (the man in the mech) are the cook and all those tasty little infantry men are the main delicacy. You can fry 'em sunny side-up, barbecue 'em, blow 'em up, serve their limbs as hors d'oeuvres, or just step on 'em and make waffles. However, if you're a pacifist and you want to play the game without any of this nonsense, you can enter this code and eliminate this helpless army from the entire game. Pause the game and input - Down, Down, Up, Up, Left, Right, Left, Right, B, A and Start.

Rodney Ellis  
Dallas, TX

### Double Dragon 5 - SNES

At the main menu hit Left, Left, Left, Right, Left, Right, Left, Left, Right. This code will give the game some more flavor and finishing moves. So far only one finishing move has been found. To do Billy Lee's finishing move all you have to do is hit the hard punch (make sure that you're at least a couple inches away from your opponent). This move only works on three people, Billy Lee, Jimmy Lee and Jaw Breaker. Keep in mind that these moves will work at any time during a match, and many more are still waiting to be discovered.

T.J. Pelletier  
Willington, CT





### Quarantine - 3DO

Level 2 (Kemco Park) - 98645782  
Level 3 (Old Kemco) - 89962254  
Level 4 (Projects) - 54185654  
Level 5 ( Wharf) - 92146125  
Exit From Kemco - 33289642

Re Lambert  
Racine, WI

### X-Men: Children of the Atom - Arcade

It looks like Capcom is running out of ideas for hidden characters. To play as Akuma (Super Street Fighter II Turbo) in X-Men, do this simple motion. Move your cursor all the way down to Spiral and hold for two seconds. Then, in one motion, move left to Iceman's icon. Now cut back and go over to Colossus, move up to Cyclops, move right to Omega Red and finally move to Silver Samurai. Hold here for two seconds and then hit and hold Fierce Punch, Fierce Kick and Quick Jump. Akuma will jump down and stretch his muscles for you. His moves are exactly the same as they were in SSFIIT. Huruiken!!!

Charles Streeer  
Lathrup Village, MI

### FFA Soccer '95 - Genesis

Tired of playing the most popular game in the world with the standard rules? Enter these codes in at the Options Screen. After you've done this, start a game and at the Control Screen, hit A to access a cheat menu.

#### Shoot-out Mode -

A, B, A, C, A, B

#### Invisible Walls -

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

#### Super Offense -

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

#### Super Defense -

B, B, B, B, B, C, B

#### Crazy Ball -

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

#### Super Goalie -

A, A, A, A, A, B, B, B, B

#### Super Power -

B, A, B, B, B, B, B, B, B

#### Dream Team -

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

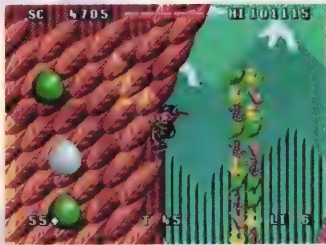
"The Vindicator"  
Orbiting the Earth



### 3 Ninja's Kick Back - SNES

Ok, so the movie blows, and the game... well, that blows too. However, if you've already been suckered in to buying this dead horse, here's a code to help you pass the time!

Last Level - Grey haired man, Old man, Blue Ninja, Yellow Ninja  
Raymond Smith III  
Newark, NJ



### Zool 2 - Jaguar

This game is graphically impressive, but a pain to get through. These codes should give you some help. To make the bonus level appear after each regular level, go to the Options Screen and enter 3, 1, 8, 6, 7. For invincibility, enter 1, 1, 2, 7, 5. For 99 lives, enter 3, 1, 9, 6, 5. If the codes work, you should hear a rooster crow.

"The Rhino"

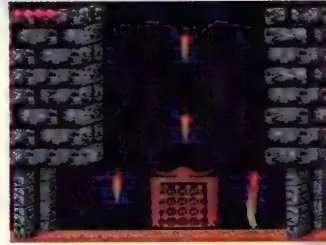
Last Seen Somewhere in the Pacific



### Daytona USA - Saturn

Finally, you can turn off those horrible singing voices on Daytona. First, you must make sure the lap length is set at Normal. Then, start a game in Arcade Mode. Next hold Up when you hit C to select your track. The words to the music will be displayed, Karaoke style, at the bottom of the screen, but you'll finally get that annoying singer to shut up. Whew! If you'd like to see the statue of Jeffrey do some freaky things, stop in front of him on the expert track and tap the X button repeatedly. Crazy!

"Charles the Cajun Cook"  
Lauderdale, MN



### Prince of Persia - Game Gear

Are you having a bit of a problem beating Prince of Persia for Game Gear? Well, let your little Princess friend live and eat dinner once again with these codes!

Level 2 - EILGDQ

Level 3 - HKLJFA

Level 4 - KMLLHJ

Level 5 - KLIKGD

Level 6 - NNIMIM

Level 7 - NLQLHQ

Level 8 - NKNKGK

Level 9 - JFFFBJ

Level 10 - MHEHDR

Level 11 - PINJFI

Level 12 - MEIGBP

Level 13 - RIKKFI

Level 14 - RHIJED

Yoda-Jedi Master  
Minneapolis, MN

### Shockwave:

#### Operation Jumpgate - 3DO

You were able to get through the first Shockwave with some help from the cheat codes, but what good did they do you on Operation Jumpgate? None whatsoever is the answer. Well, these new codes will work for this supplement, and you'll finally get to see the ending without all that work. To get these codes to work, begin a new mission and pause the game while firing. Enter the Master Code, which is B, A, B, A, A, A, B, A, B, A, C, then press X. If the game ends, you did it wrong. If it works, you can enter the following codes for some real treats. NOTE: Every time you go to a new mission you must re-enter the Master Code.

#### Quit Mission Successfully -

B, A, C, C, A, A, A, X

#### Increase Mission Number -

C, A, A, A, A, C, A, X

#### Very Good Missiles -

C, A, A, B, A, X

#### Very Good Lasers -

C, A, A, B, A, C, A, X

#### Smart Bomb -

A, C, A, B, A, A, C, A, A, A, X

#### Invincibility -

A, B, A, C, A, A, B, A, X

#### Display Player's Name -

B, A, B, X

#### Display Programmer's Message -

B, A, C, A, C, A, X

#### Refill Energy and Missiles -

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

"Sarah the REAL Pro Player"  
 Fargo, ND

## 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 ..... Judge Dredd  
Last Action Hero  
Phantom 2040  
Sunset Riders  
Super Soccer

Genesis ..... Beyond Oasis  
Ristar  
The Adventures of Batman & Robin  
Shining Force II

Sega CD ..... Popful Mail

32X ..... Shadow Squadron  
Tempo

Sega Saturn ..... Daytona USA  
Panzer Dragoon  
Virtua Fighter

Game Boy ... Donkey Kong Land  
Kirby's DreamLand 2

3DO ..... Gex  
Star Control II  
Hell

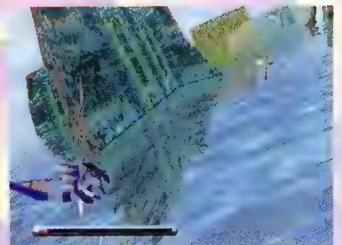
Game Gear ..... Star Wars  
The Adventures of Batman & Robin

Jaguar ..... Cannon Fodder

Arcade ..... Mortal Kombat III

### Send Secret Access Requests To:

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



### Panzer Dragoon - Saturn

If you want to do some rolls, your dragon will respond. You need to be in the red on your energy meter, then hit diagonal twice quickly. Your dragon will do a full barrel roll. Giggie!!!

"Amy the Giggling Gamer"  
Dawson, MN





**Larcen**

**Special Moves**

- Slash and Turn - B, T + Y + Z
- Sai Throw - B, T + Y or Z
- Ceiling Throw - Chargedown, U + C (down + Z)
- Low Sweep - B, T + Z
- Power Sweep - Instant Buttons A + B + C
- Air Sweep - Instant Buttons A + C (in air or on ground)
- Swinging Hammerfist - Instant Buttons X + Y + Z

**Skill Moves**

- Reflect - B, T + X
- Backflip Kick - Backfireball + C
- Machine Gun Kick - Chargeback, T + B + C
- Mantis Strike - Fireball + A

**Slash**

**Special Moves**

- Fire Club - Fireball + X (or + Y)
- Bone Breaker - (in air) T + Z
- De-Claw - B, T + Z
- Power Thud - (in air) Instant Buttons + Y + Z
- Running Head Butt - B, T + C
- Spinal Crush - T + Y

**Skill Moves**

- Bat-Back - B, T, X + Y
- Double Foot Kick - Backfireball + C
- Caveman Beating - Chargeback, T + B + C
- Club Drive - Backfireball + B

**Shadow**

**Special Moves**

- Shadow Punch - B, T + Y + Z
- Shadow Mode - Charge Button X + Y + Z
- Twirling Fan - B, T + A or + B or + C
- High Jump Angle Kick - Chargedown, U + B
- Smoke Screen - Instant Buttons A + B + C (re-appear left= A + B; right= A + B; up left= X + Y; up right= Y + Z)
- Flying Mine - Fireball + Z
- Ninja Weapons - B, T + X or + Y (shuriken)
- B, Up diagonal Toward + X or + Y (knife)
- B, Down diagonal Toward + X or + Y (bomb)

**Skill Moves**

- Banzai Blitz - Chargeback, T + B + C
- Fan Block - B, T + X + Y
- Flying Step - B, T + A + B
- Roll and Rock - Fireball + C

**Dawson**

**Special Moves**

- Dual Knife Throw - B, T + X
- Spit Attack - B, T + Y + Z
- Pony Tail Strike - B, T + X + Y
- Tumble Weed - B, T + A (slow) or + B (medium) or + C (fast)
- Round-Up - Fireball + B
- Rattle-snake Belt - B, T + Y
- Roll-The-Dice - (in air) Fireball + Z
- Hat Attack - B, T + Z

**Skill Moves**

- Gold Strike - Chargeback, T + B + C
- Spinning Axe Pick - Fireball + C
- Gentleman's Qt. - Chargedown, U + B
- Step Out - Backfireball + C

**Trident**

**Special Moves**

- Wavemaster - Chargedown, U + A or + C
- Spinning Trident - Instant Buttons + X + Y + Z
- Plasma Bolt - B, T + Z
- Bio-stun Field - Instant Buttons + A + B
- Repulser Field - Instant Buttons + B + C
- Bio-drain Field - Instant Buttons + Y + Z
- Depth Charge Field - Instant Buttons + X + Y
- Liquid Mode - Instant Buttons + A + B + C

**Skill Moves**

- Whirlpool Kick - B, T + A + B
- Neptune's Fury - Chargeback, T + B + C
- Tidal Wave - Fireball + Z
- Slash Spin (back) - Fireball + A
- Spin (fore) - Fireball + C

**Rax**

**Special Moves**

- Lock and Load - Charge Buttons + A + B (when target is locked, release and fire)
- Air Jets - Chargedown, U + B
- Cyber-punch - Instant Buttons + X + Y + Z
- Cyber-kick - Instant Buttons + A + B + C
- Jet Knee Smash - B, T + C
- Overlord - Charge Buttons + A + C
- Shockwave - B, T + Y + Z

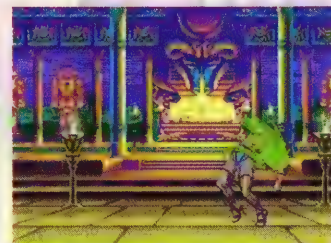
**Skill Moves**

- Jet Uppercut - Chargedown, U + Z
- Atomic Knee - Fireball + B
- Turbine - B, T + A
- Thrash N' Burn - Chargeback, T + B + C

**Midnight**

**Special Moves**

- Bedazzle - X + Y + Z
  - Doom Dog - Fireball + B
  - Ceiling Ram - Fireball + C
  - Life Drain - B, T + X + Y + Z
  - Flying Wall Smash - B, T + Z
  - Mist Attack - A + C
  - Manifest - Chargebuttons A + B + C
- Skill Moves**
- Demon's Fang - (in air) Charge B, T + B + C
  - Shoulder Roll/Slide Kick - Fireball + Z
  - Overhead Stomach Punch - T + A + B + C



**Ramses III**

**Special Moves**

- Sun Reflection - Chargedown, U + C
  - Torch Attack - Chargedown, U, + Y
  - Anubis Block - Instant Buttons + A + B + C
  - Wrap Attack - B, T + Y
  - Teleport - Chargedown, U + X (left side) or + Z (right side)
  - Hack and Smack - B, T + X + Y
- Skill Moves**
- Phoenix Dive - (in air) Fireball + Z
  - Thunder Lizard - Fireball + C
  - Jackal's Bite - Fireball + Y
  - King Combo - Chargeback, T + B + C

**Jetta**

**Special Moves**

- Whirlwind Kick - B, T + C
  - Flying Choke Hold - B, T + Z
  - Phase - Instant Buttons + X + Y + Z
  - Resonate - Instant Buttons + A + C
  - Moving Corkscrew - Instant Buttons + A + B or + B + C
  - Bladerang - B, T + X (one hit) or + Y (two-hit)
  - Ceiling Grab/Death Dive - Chargedown, U + Y
- Skill Moves**
- Spinning Corkscrew Uppercut - B, T + Y + Z
  - Power Burst - Fireball + C
  - GymKata - Chargeback, T + B + C
  - Ricochet - Chargedown, U + A (left) or + B (right)

**Xavier**

**Special Moves**

- Phantom Strike - Charge Buttons + Y + Z
  - Dragon Sweep - B, T + Z
  - Swap Spell - Instant Buttons + X + Y
  - Attract and Smack - Instant Buttons + A + B + C
  - Midas Touch - B, T + Y
  - Confusion Spell - Instant Buttons + A + C
- Skill Moves**
- Snap Back - B, T + X
  - Mystic Shield - B, T + Y + Z
  - Dragon's Bite - Fireball + C
  - Wizard's Wrath - Chargeback, T + B + C

**Code of the Month!**



**Virtua Fighter – Saturn**

To access a level and character select in vs. mode, hold down B, C and the Left or Right button right after a match has ended. If this is done correctly, the secret menu will appear and you will be able to access what you want to do from there.

Chris "Arcade-A-Holic" Sims  
Milwaukee, WI





**Raven**

**Special Moves**

Time Smash - Hold X + Y and Release  
 Create Void - Fireball + Z  
 Voodoo Attack -  
 Charge Buttons + A + C  
 Time Split - B, T + Y + Z  
 Time Add/Sub. -  
 Fireball + (A + B) or (B + C)

Double Fang Kick -  
 Instant Buttons A + B + C

Destabilize Time -  
 Charge Buttons X + Y + Z

**Skill Moves**

Time Fold - B, T + X  
 Serpent Rainbow - B, T + A  
 Raven's Fury - (in air) Fireball + B  
 Mambo Combo -  
 Chargeback, T + B + C

**Riptide**

**Special Moves**

Whirlwind Teleport -  
 Chargedown, U + C  
 Thunder Clap - Fireball + C  
 EagleTalon - Fireball + Z  
 Sea Legs - Fireball + Y  
 Fog Trap - Backfireball + Y  
 Kriss Blade (air) -  
 (in air) B, T + C or + Y  
 Kriss Blade (ground) - B, T + X or + Z

**Skill Moves**

Flashing Daggers -  
 Chargeback, T + B + C  
 Whirlwind Reflect - B, T + A  
 Tidal Punch - Fireball + X  
 Crow's Nest - Chargedown, U + Z

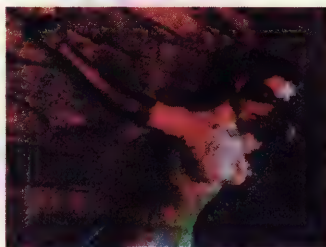
**Blade**

**Special Moves**

Stun Beam - B, T + Z  
 B, T + C (low)  
 Personal Shield -  
 Instant Buttons + X + Y + Z  
 Tracking Blade - B, T + X + Y  
 Straight Blade - B, T + Y + Z  
 Projectile Containment Field -  
 Instant Buttons + A + B  
 Wild Fury Attack -  
 Instant Buttons + A + B + C  
 Backfire - Instant Buttons + B + C

**Skill Moves**

Slice N' Dice - Fireball + C  
 Lightning Strike - Fireball + B + C  
 Brick Wall - B, T + B  
 Excessive Force -  
 Chargeback, T + B + C



**CineKills**

To execute a CINEKILL you must meet these requirements:

- 1) Final Round
- 2) Victim is STUNNED
- 3) Victim has 20% or less health
- 4) Power-Combo\* Icon is active for the victor

When all these requirements are met, the victim should automatically be pulled into the CINEKILL by the Eternal Champion.

**\*Power-Combo**

For the most part, a Power Combo will be accessible if the attacker does a "special to special" combination. A "special to special" is a sequence of special moves that can be ADDED while another is in the process of working. There are, however, other situations where a Power Combo can be pulled off.

To execute a Power Combo you must meet these requirements:

- 1) Attacker hit the opponent with an unblockable series of hits
- 2) Damage must exceed 33%
- 3) Final move in the combo must be a Special or Skill Move

**Larcen**

Jump at C, Close B, Swing Hammerfist, ADD Mantis Strike before last Hammerfist hit.

**Shadow**

Jump at B, Low A, Banzai Blitz, ADD Twirling Fan (with B) after the fourth but before the last Blitz hit.

**Rax**

Jump at Z, Close A, Thrash n' Bash, ADD Atomic Knee after the second but before the last Bash hit.

**Slash**

Jump at C, Low A, Caveman Beating, ADD Running Headbutt after the fourth but before the last Beating hit.

**Trident**

Jump at C, Close B, Neptune's Fury, ADD Whirlpool Kick before the last Fury hit.

**MidKnight**

Jump at C, Still A, Rapid Fire, ADD Doom Dog after fourth but before last Dog hit.

**Jetta**

Jump at C, Close Y, Gymkata, ADD Spinning Corkscrew Uppercut after fourth but before last Corkscrew hit.

**Raven**

Jump at B, Close A, Double Fang Kick, ADD Serpentine Fire after fifth but before last Fang hit.

**Riptide**

Jump at Z, Low A, Flashing Daggers, ADD Crow's Nest after fourth but before the last Dagger hit.

**Dawson**

Jump at C, Close A, Spinning Axe Pick, ADD Round Up after fourth but before the last Axe hit.

**Ramses**

Jump at Z, Low A, Thunder Lizard, ADD Thunder Lizard after third but before the last Wrath hit.

**Xavier**

Jump at C, Low A, Wizard's Wrath, ADD Dragon's Bite after fourth but before last bite.

**Blade**

Jump at C, Close A, Slice n' Dice, ADD Straight Tracking Blade as enemy is falling back.



**Hidden Characters**

**Crispy the Chicken**

To find Crispy play the Contest Mode and win 100 matches.

**Blade the Green Beret**

To find Blast play the Contest Mode and win 200 matches.



**Vendettas**

These Vendettas can only occur in the final round, when your opponent is stunned and has 33% or less health. You must stand directly next to enemy.

- Larcen** - T, T, T, D, Z button
- Ramses III** - D, D, D, T, B button
- Shadow** - D, D, B, D, C button
- Rax** - T, B, T, B, B button
- Trident** - T, T, D, T, A button
- Dawson** - B, D, T, B, Z button

**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 /ASCIWARE Secret Access Contest. The Grand Prize is a ASCIWARE controller of your choice.

**Super NES:**

ASCIIPAD,  
 SUPER ADVANTAGE,  
 FIGHTER STICK SN

**Genesis:**

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

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

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





# TECH TALK

Hardware & Software

## Subwoofers Popping Up in the Multimedia Market

**A**udio speakers are the gateway into the world of music. They are directly responsible for creating the compression waves that our ears and brain translate into sound. People who are serious about their stereos have known for years that by using specialized sets of speakers to deal with low and high range sounds they can get a much better sound out of their systems. Recently, people who are serious about the sound from their multimedia systems have been realizing this same thing, and the market is reacting.

Adding a subwoofer/satellite speaker system to your computer or console gaming unit can be a costly endeavor. However, Labtec has released the **SB-8** Satellite/Subwoofer System for a price many will find reasonable. The speakers themselves are magnetically shielded to protect your monitor or television and any magnetically stored data so often associated with computers. Separate treble and bass boost buttons and master volume and power switches are located on the right speaker, so that sound preferences can be adjusted easily. In addition, the subwoofer has its own volume control, which is essential for getting a proper balance of low to high range sounds. All together, the system will deliver sounds from 30 to 20,000 Hz, with a total peak power rating of 54 watts.

The **SB-8** has an MSRP of \$179.99, and comes with everything you need to hook it up to your PC or MAC. If you want to hook it up to a console game unit, you'll need to buy a plug which converts RCA stereo plugs into a headphone style 3.5mm stereo plug, which may cost you a couple to a few extra bucks at an electronics store.



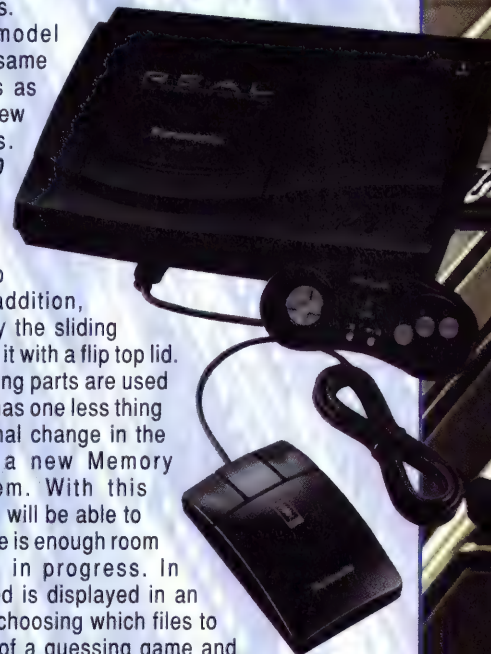
## REAL 3DO Player Gets New Look, New Friends

**P**anasonic's **REAL Interactive Multiplayer** was the first **3DO** unit on the market. We've seen the price change a few times since it was released, even though the machine itself has stayed the same - BUT NO LONGER! A new model of the **REAL Multiplayer** will soon be available along with a few extras and peripherals.

The sleek new model **FZ-10** will have the same hardware capabilities as the old player, with a few minor adjustments. First of all, the **FZ-10** has a smaller footprint than the old player, and will fit more easily next to your television. In addition, they have taken away the sliding disc tray and replaced it with a flip top lid. Less mechanical moving parts are used for this, so the **FZ-10** has one less thing to get broken. The final change in the player itself is in a new Memory Management System. With this feature, game players will be able to tell immediately if there is enough room to save their game in progress. In addition, memory used is displayed in an on-screen graph and choosing which files to delete becomes less of a guessing game and more of a science.

The **FZ-10** will be packaged with more ergonomically designed controllers that are smaller in size, but they have the same sized buttons as on the original controllers. **Panasonic** claims that they will fit better into smaller hands and provide smoother operation for greater control. The smaller controllers will also be sold separately at an MSRP of \$29.95 apiece.

Finally, **Panasonic** has released a new 3-button mouse controller that is compatible with the **3DO** system. There are many games which can greatly benefit from mouse control - *Lemmings*, *Myst*, and *Syndicate* are just a few examples. The **FZ-JM1** Mouse became available in July with an MSRP of \$39.95. Good luck and good mousing.



## An Interesting Mix of Technology

**I**f you're not sitting in exactly the right place, even the right stereo system won't deliver realistic surround sound that can sink you into a game. That may not be a problem in the future, as **QSound Electronics** introduces the **Virtua Surround Sound Game Pad (VSP)**. You've probably seen controllers with variable speed fire buttons, and you've undoubtedly seen controllers with the sometimes helpful slow motion switch. Both of these are included on the VSP, but that's not what makes this controller unique.

The most interesting thing about this controller is that inside of it is **QSound's QXpander analog chip**, a 16 watt PMPO internal

amplifier, and attached to the joypad are two speakers. Man, that's weird. According to **QSound**, "You no longer simply hear the action in front of you - you are IN the actions, IN the cockpit, IN the battle action. Cars, planes, fighters change direction, emerge from behind you, to the side of you - you are surrounded." The **VSP** will be available during the holiday season for the **Sega Genesis**, **SNES**, and **IBM PC** compatible systems. It's not often we get to see a completely unique idea emerge in the way of video game accessories, and something about the **VSP** is just downright intriguing.



## The Gap Continues to Narrow Between Computer and Console Games

Once upon a time, computer games blew console games out of the water. There just wasn't any comparison between games on a PC and games on a *Genesis* or *Super Nintendo*. With the release of the *Sega Saturn*, the upcoming release of the *Sony PlayStation*, and the heretofore unknown release of the *Nintendo Ultra 64*, we may begin to look at console gaming on an equal level with the increasingly popular world of PC gaming.

The proof of this narrowing gap lies in the release of **Criterion Software's *RenderWare Lightning***, a new 3D graphics development

tool. The unique thing about this tool is that it comes equipped to develop 3D graphics across platforms. That means that a programmer can develop a game for DOS, Windows (blecch), PowerMac, AND the *Sony PlayStation* and other 3D platforms currently in development. This is probably just the first program of this type that will be targeted at multi-platform programming. If this trend continues, we will be seeing many more games simultaneously released across platforms, instead of being ported over months and sometimes years after they are available on a system you do not own.

## Brainy Ducks Develop TrueMotion Video on Saturn

If you bought a *Sega Saturn*, you probably have already found the sampler disc that was packaged with the unit. This sampler was created using a new video compression method developed by The **Duck Corporation**, called *TrueMotion*. "Duck's *TrueMotion* software provides *Sega Saturn* gamers with full-screen, TV-quality video to bring them ever closer to the action," said Jim Miller, senior vice president at **Sega**. Full motion video has never really been up to snuff as far as picture quality is concerned, and hopefully developments like *TrueMotion* will keep bringing gamers closer to live video action.

Another nice feature of *TrueMotion* is that it works with another **Duck Corporation** product called *Comprehending*. This tool allows parts of a full motion video segment to be clipped out and transposed onto a genuine game experience. In a game like *NHL All-Star Hockey* for the *Sega Saturn*, this means that "video vignettes" of the commentators can be composited onto the action of the live game. In the future, this tool will be used to create "v-sprites" so that a gamer can control actual video actors in a gaming environment. *TrueMotion* is currently being used on *NHL All-Star Hockey*, *Angel Devoid*, and *Varuna's Forces*, and will be seen on a number of games that will be appearing on a CD-ROM system near you.

## Left-Handers of the World, Unite and Take Over

If you've been in a computer store recently, you may have noticed an abundance of specialized joysticks and accessories to enhance your PC games. This is a refreshing change, as you cannot get a realistic flight game experience from a simple joystick with one or two buttons. New flight controllers consist of a joystick, a fire button, multiple programmable buttons, a small thumb pad to control views, and even throttle controls and foot pads. These joysticks take many of the functions away from the keyboard and put them into your hands where they belong.

However, many of these joysticks are designed to be used specifically with the right hand. In order to make the buttons comfortable and easily accessible, they design the stick so that your right hand fits into molded grooves and niches. This is fine, except for those of us who are left handed and prefer to use our best motor control to defeat computer generated enemies. Certain members of the *Game Informer* staff are left-handed, as were the last six Presidents of the United States. We left-handers don't appreciate being excluded from the interesting and unique peripherals offered for gaming these days, and that is why we commend **CH Products** for their dedication to making ambidextrous controllers. Their *Flightstick*, *Flightstick PRO*, and numerous other peripherals are all designed to be played with either the left or right hand, and will be equally comfortable for both. Thank you, **CH Products**. As long as left-handers are included in your target market, *Game Informer* and 23 years of American Presidents will salute you.



## Building Hotels Can Be Profitable On the Information Superhighway

The classic American board game, *Monopoly*, is now available on CD-ROM. Big whoop, you might be saying, *Monopoly* is NOT that complex. This version, however, is the first CD-ROM game that can be played over the Internet. The game itself has animated tokens that skip and fly around a 3D game board, and react to trades with a grin or a grimace. Properties are shown as real estate instead of colored bars with a name, so it is easy to see the difference in value between the \$60 properties on one side of "GO" and the snooty estates on Boardwalk.

The most impressive thing about this game will be its networking ability on the Internet. Anywhere in the world that

people have Internet access, they will be able to play against each other, attempting to one-up other players with sneaky trades and questionable real estate deals. Even if you don't know an opponent's language, *Monopoly* CD-ROM will automatically translate in real time, and will even do currency exchange, changing dollars to francs, or yen to drachmas in the wink of an eye.

This is hopefully the first of many games that can be played on the Internet. *Monopoly* CD-ROM game will be available for Windows or MAC, and is being distributed by **Virgin Interactive Entertainment** with an MSRP of \$39.99.



# GAME GENIE SWAP SHOP

## Win A Game Genie of Your Choice!

**D**ig 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

Hagane  
Cool Spot  
EarthBound  
Judge Dredd  
Super RBI Baseball  
Bass Master's Classic  
Looney Tunes B-Ball  
Super Return of the Jedi

Phantom 2040

Nosferatu

Swat Kats

#### Genesis

Shadowrun  
Judge Dredd  
Triple Play '96

X-Men 2: The Clone Wars

The Adventures of Batman & Robin

Justice League Task Force

Wayne Gretzky & the

NHLPA All Stars

Landstalker

Syndicate

#### Game Gear

The Adventures of Batman & Robin

Speedy Gonzalez

#### Game Boy

Animaniacs

Donkey Kong Land

Kirby's DreamLand 2

Mario's Picross

#### Nintendo

Mega Man 6

Send your Game Genie code requests to:

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



#### Super Buster Bros. - SNES

DDB2-07A4

Infinite lives

DB61-0DDA

Start with 10 lives

FB83-0D64

Clock runs faster

1083-0D64

Clock runs slower

DD61-0D0A

1 credit

D561-0D0A

8 credits

EE61-0D50A

No credits

C9B9-6D04

Infinite credits

"The Rhino"  
Toledo, OH

#### Chester Cheetah: Wild, Wild Quest - Genesis

AA6T-AAFY

Infinite lives

AWBT-CA8R

Infinite continues

ABAA-AAAE

Infinite time

AG2A-AAER

Infinite cheese puffs

on pick-up

CDVT-CAFR

Small paws worth about 10

"The Eradicator"

Phoenix, AZ

#### The Addams Family - Genesis

RH0A-RGVA

Infinite lives

A5ZT-RA6T

Invincibility

AXYT-RA48

Shields last forever

A47T-RA42

Don't lose Fezi-copter

when you die or

change rooms

Eugene Moody Jr

Irving, TX



#### Animaniacs - SNES

DFC8-3D0C

Every coin gives you 999

saved slot rotation

D4CE-37AC

Every 2nd coin gives

you 99 continues

D9CE-37AC

Every slot machine roll

gives you 99 continues

CBBF-47DA + D6BF-470A

+ DFBF-476A

Super jump and float

"Virtua Gap Boy"

Minneapolis, MN

#### Rock & Roll Racing - SNES

DDBF-476F

Infinite lasers

ABC4F-CD05

Start with \$9,020,000

Marques Larkin

Houston, TX

#### Clay Fighter 2: Judgment Clay - Super NES

4D08-E4A1

Select more speed options

CB51-7D64 + 6251-7F04 +

4651-7F64 + F651-7FA4

Infinite energy and

infinite time

DB0B-E4D1

Select more difficulty

in options

8F59-EDA7

Both players jump off

the screen

"The Rhino"

The Bermuda Triangle,

Somewhere in the Atlantic



#### Dynamite Duke - Genesis

BJWA-AA5W

Invincibility

AJWA-AA20

Infinite dynamite punches

AJYT-AA6A

Infinite machine gun ammo

Matt McGronty

Prospect Park, PA

#### Deep Duck Trouble: Starring Donald Duck - Game Gear

0F6-DBF-E66

Start with 15 lives

0F6-E8F-E66

Start with 15 gems

886-E4F-SDA

Start on Inlet

3A9-319-2A2

Infinite lives

3A0-5D5-2A2

Almost infinite stars

C90-C65-082

Almost invincible

Mitchell C. Enoch

Brooklyn, NY



#### Mortal Kombat - Genesis

BWXA-ACEE

Use Sub-Zero's slide to

levitate your foe

Adam Glenn

Prospect Park, PA

#### The Adventures of Batman & Robin - SNES

DB86-4FC9

Start with 9 lives

D186-4FC9

Start with 6 lives

DD86-4FC9

Start with 1 life

DD86-4D19

Start with 9 credits

D186-4D19

Start with 6 credits

DD86-4D19

No credits

C988-340D

Infinite lives

DD8A-4D6D

No damage from enemies

DDB3-376F

Start with no stars

or spray gun ammo

FBB3-376F

Start with 25 stars and

spray gun ammo

C9A1-34AF

Infinite stars

C9AF-34DF

Infinite spray gun ammo

C9AB-3D6F

Infinite plastic explosives

C9A6-3F0F

Infinite smoke bombs

466B-449A

Get full energy from hearts

4DAF-14DF

Moon jumping

E6C7-34DF

Super jumping

DD8D-C765 + EE8F-CDD5

Move slower

D08D-C765 + E88F-CDD5

Move faster

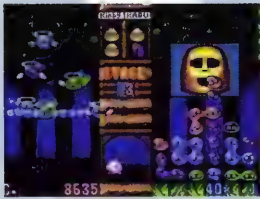
D58D-C765 + E68F-CDD5

Move even faster

"The Eradicator"

Phoenix, AZ





### Kirby's Avalanche - SNES

- 80A8-C4CD  
Boulder warnings don't appear
  - CB60-C737 + DD69-CD47 + DD69-CD17  
Only red blobs fall
  - CB60-C737 + DF69-CD47 + DF69-CD17  
Only yellow blobs fall
  - CB60-C737 + D769-CD47 + D769-CD17  
Only green blobs fall
  - CB60-C737 + D069-CD47 + D069-CD17  
Only purple blobs fall
  - CB60-C737 + D969-CD47 + D969-CD17  
Only blue blobs fall
- "The VidMan"  
Uptown, MN

### Shadowrun - SNES

- D4BE-4DA4  
Start with computer, firearms skills at level 2
  - D1BE-4DA4  
Start with computer, firearms skills at level 6
  - 6DAE-4FA7 + FFAE-44D7  
Everything is free (in shops)
  - CEEF-4DDD  
Don't subtract karma for spells/skills
  - CE6D-47A4  
Don't subtract karma for shooting civilians
  - D4BC-4404  
Start with 2 strength and charisma
  - DOBC-4404  
Start with 4 strength and charisma
  - D1BC-4404  
Start with 6 strength and charisma
- "The VidMan"  
Uptown, MN

### Smash TV - Nintendo

- UIVYGXVS  
Infinite lives
  - OXXUJYVS  
Infinite grenades
  - EAOZPZEY  
Touch to kill most enemies
- "The Rhino"  
Toledo, OH



### Harley's Humungous Adventure - SNES

- C2C8-07B5  
Infinite lives
  - DD87-A4B0  
Infinite ammo
  - 3C83-ADA4  
Infinite time on vent levels
  - DDCD-6DF5  
Infinite jet fuel
  - D43E-046F  
Hit the X button on the title screen to bring up the level select menu
- "The REK"  
Woodstock, IL

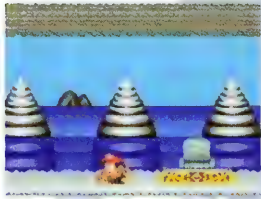
### Baseball Simulator 1000 - Nintendo

- PESEPTLA  
1 strike to k
  - ZESEPTLA  
2 strikes to k
  - IESEPTLA  
5 strikes to k
  - SZVAYTVT  
Strikes don't exist in count
  - SZNAATVT  
Balls don't exist in count
  - PESALTGA  
1 ball per walk
  - ZESALTGA  
2 balls per walk
  - LESALTGA  
3 balls per walk
  - PESALTGE  
9 balls per walk
  - OXVZITVV  
Strike outs not allowed
- "The Eradicator"  
Phoenix, AZ

### Space Ace - SNES

- D461-47D7 + 6265-4FD7  
Start on level 2
- D761-47D7 + 6265-4FD7  
Start on level 3
- D061-47D7 + 6265-4FD7  
Start on level 4
- D961-47D7 + 6265-4FD7  
Start on level 5
- D161-47D7 + 6265-4FD7  
Start on level 6
- D561-47D7 + 6265-4FD7  
Start on level 7
- C263-476D  
Infinite lives

"Virtua Gap Boy"  
Minneapolis, MN



### Super Adventure Island II - SNES

- C29B-EF0F  
Infinite energy
  - C2D6-8FAB  
Almost invincible after getting hit
  - CB45-ED6D  
Have more money at the start
  - DFF1-770B  
Falling is slower
  - DDF1-770B  
Don't fall at all
  - C2B4-7D8E  
Small potions don't restore energy
- "The Video Vigilante"  
Des Moines, IA

### Cliffhanger - Nintendo

- PASGVGLA  
Start with 2 lives
- IASGVGLA  
Start with 6 lives
- YASGVGLA  
Start with 8 lives
- PASGVGLE  
Start with 10 lives
- SXEKKSVK  
Infinite lives
- PAKGUGLA  
Start with 1 continue
- IAKGUGLA  
Start with 5 continues
- YAKGUGLA  
Start with 7 continues
- PAKGUGLE  
Start with 9 continues
- ULOTSYTN  
Infinite continues
- SUNPXXSO  
Don't burn money at campfire
- AXOKNGAP  
Start with 2x life
- AEOKNGAO  
Start with 1/2 life
- VTVKVNSE  
Start with \$100
- CTVKUKSE  
Start with \$10,000
- VGVKUKSE  
Start with \$650,000
- YONKXAP  
Some bags contain tons of money

"The Rhino"  
The Bermuda Triangle,  
Somewhere in the Atlantic

## Exclusive Codes from Galoob

### Illusion of Gaia - SNES

- C2A5-44A2  
Infinite energy
- D98F-4F0C  
Less charge time for Psycho dash
- D98B-4DDC  
Less charge time for dark friar
- F061-44DD  
Start with a lot more energy
- F065-4D0D  
Start with 20 strength points
- 7465-4D0D  
Start with 50 strength points
- 9D65-4D0D  
Start with 80 strength points
- D9AA-1F0B + E8A5-14AB  
Super run - left/right only
- EAA7-1D6B + D0A3-446B  
Super run - up/down only
- FD6B-47A3  
Get 2x energy from herbs
- F66B-47A3  
Get 3x energy from herbs

### Jurassic Park 2: The Chaos Continues - SNES

- DECO-397D  
Start with less machine gun ammo
- 10C0-31ED  
Start with more shotgun ammo
- FDC9-315D  
Start with less tranquilizer gun ammo
- 10C1-307D  
Start with more tranquilizer gun ammo
- 88EB-C22D + 8B65-1C67  
Almost invincible
- 82B6-C704  
Get hit and you become invisible until you enter a new screen
- EE30-1DAF  
Flash longer after getting hit
- DD30-1DAF  
Don't flash after getting hit
- 6DED-3A9D  
Don't take damage from larger dinosaurs
- OD6A-106E  
Regular gun is super strong
- D462-48DD  
Some dinos die with 1 hit

- 4DC5-C67C  
Velociraptor takes more damage

### Kirby's Dream Course - SNES

- D0A9-4F6D  
Start with 5 lives
- D1A9-4F6D  
Start with 7 lives
- D6A9-4F6D  
Start with 9 lives
- DFAD-1F0D  
Start with 1 strawberry
- D4AD-1F0D  
Start with 2 strawberries
- D7AD-1F0D  
Start with 3 strawberries
- 82CF-4D6E  
Infinite strawberries
- 82CD-4D0E  
Don't ever gain any strawberries
- 82E2-4DD4  
Don't lose a life from falling out of bounds

### Road Rash - Game Gear

- 00A-C6C-E62  
Don't lose speed on grass
- 3EA-C3C-08A + FFA-C4C-E62  
Drive at max speed at all times
- 058-49C-916  
Start with practically no bike energy
- FF8-49C-916  
Start with tons of bike energy
- 213-054-91D  
Infinite bike energy
- 001-24A-A2C  
Biker information is not on screen
- 00D-B5E-E6E  
Infinite time

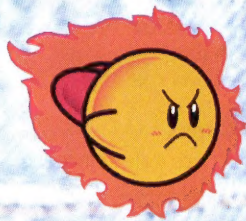
### Prophecy Viking Child - Game Boy

- 034-A0F-E6E  
Start with 4 lives
- 064-A0F-E6E  
Start with 7 lives
- 094-A0F-E6E  
Start with 10 lives
- FAE-04C-4C1  
Infinite lives
- FAD-F5C-4C1  
Infinite energy
- 00D-9BD-19B  
Each coin gives lots of money
- 194-A5F-667  
Start with 25 energy



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





NOTHING IN THE WORLD HAS PREPARED YOU FOR THIS.



# MORTAL KOMBAT™

BEGINS AUGUST 18TH

NEW LINE CINEMA PRESENTS A LAWRENCE KASANOFF/THRESHOLD ENTERTAINMENT PRODUCTION A PAUL ANDERSON FILM "MORTAL KOMBAT" LINDEN ASHBY CARY-HIROYUKI TAGAWA  
ROBIN SHOU BRIDGETTE WILSON TALISA SOTO AND CHRISTOPHER LAMBERT CASTING BY FERN CHAMPION, C.S.A. MUSIC SUPERVISOR SHARON BOYLE GORILLA CREATURE EFFECTS BY ALEC GILLIS AND TOM WOODRUFF, JR.  
MUSIC BY GEORGE CLINTON PRODUCTION DESIGNER JONATHAN CARLSON COSTUME DESIGNER HA NGUYEN EDITOR MARTIN HUNTER DIRECTOR OF PHOTOGRAPHY JOHN R. LEONETTI EXECUTIVE PRODUCER BOB ENGELMAN EXECUTIVE PRODUCER DANNY SIMON WRITTEN BY KEVIN DRONEY

THIS FILM IS NOT YET RATED



PRODUCED BY LAWRENCE KASANOFF

DIRECTED BY PAUL ANDERSON



NEW LINE CINEMA

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