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SEE PAGE 108

PREVIEWS

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September, 1994
Volume 7, Issue 9



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NUMBER

62

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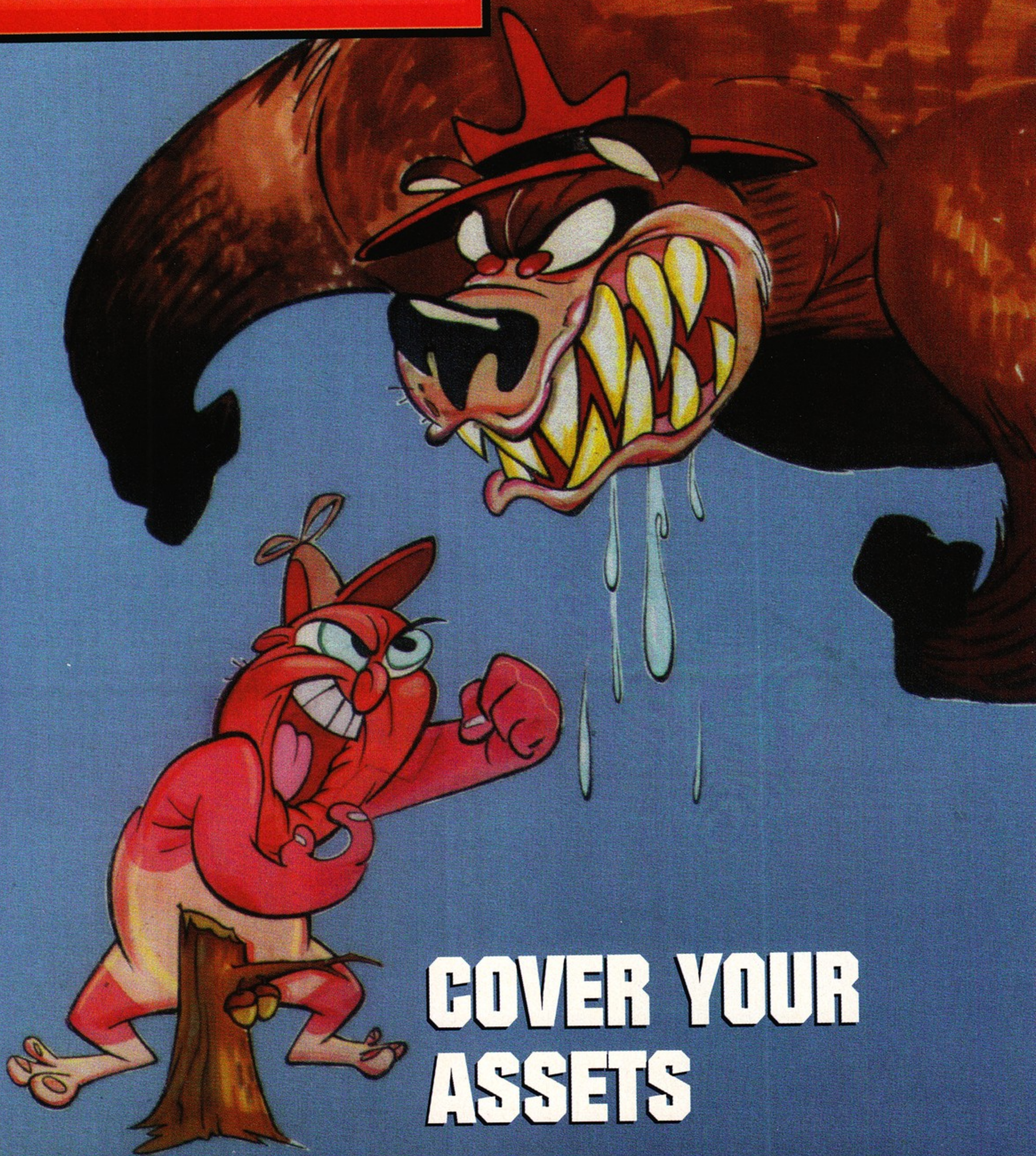
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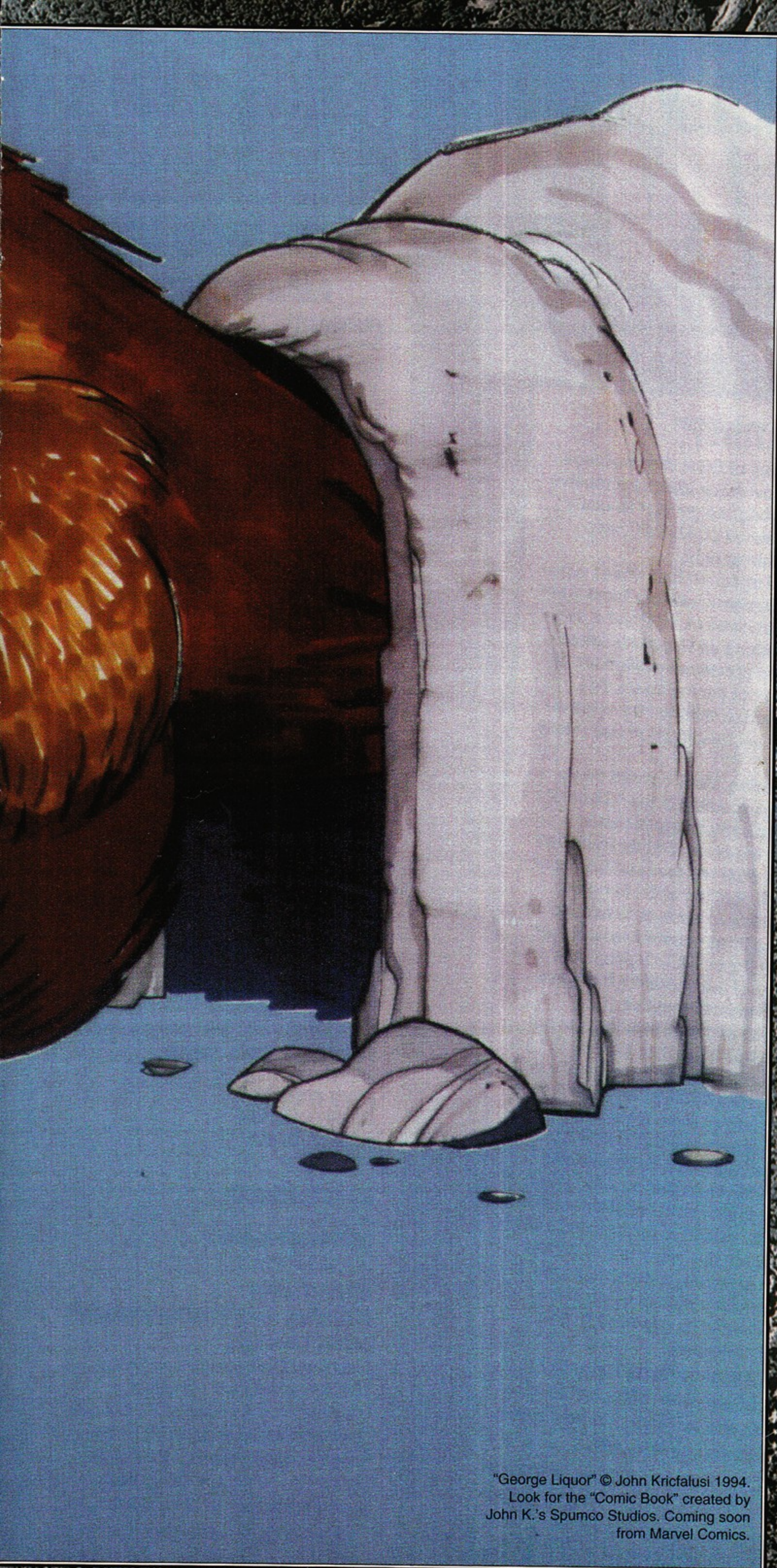
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EGM!



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EGM!

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September, 1994

Volume 7, Issue 9

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INSERT COIN

"HOW COULD YOU DO THIS?"

No matter how many people look at the same issue of *EGM*, they will each have their own view of what's written. No matter how many letters we receive indicting us for saying that Nintendo can do no wrong, we get just as many that say our motives should be questioned because we exclusively heap praise on Sega as the only company that can do things right.

Recently, I was witness to this type of individual interpretation when I casually drifted through the topics of a national bulletin board service. There was an enormous amount of banter concerning the last issue of *EGM* and a decision made by the Review Crew to gauge their opinions on Capcom's latest Street Fighter entry on the abundant similarities to previous installments of the game. While many agreed with the assessment of the reviewers that Street Fighter, unlike other fighter series, had failed to enhance the original enough to warrant an additional purchase, many felt the direction was totally inappropriate.

"How could they do this?" wrote one on-line scribe. Many echoed these sentiments and questioned how a Game Boy game could win the "Game of the Month," award when the latest SF entry was clearly so much better.

The answer is simple. Given the following that the Street Fighter franchise has among players (look at the number of times *EGM* has featured the game on its cover), Capcom has occupied the enviable position of deciding on whether or not to create minor upgrades to the classic game or to expand on the concept in its totality. As is evidenced by the three separate versions of the game that are currently in circulation for the Super NES, Capcom has provided minor upgrades that, from the perspective of the reviewers that have been chosen to play them, have unfortunately become repetitive.

Sure, Super Street Fighter is a superior game to earlier efforts that got better scores, but if you go back a couple of years you'll see that Monaco GP got incredible ratings upon its release. Would that game garner the same 9's and 10's it received in 1992? Does the fact that the latest addition to the SF2 saga has new play elements automatically translate into an experience deserving of a higher score? Obviously, as the scores themselves illustrated last month, it does not. We employ separate reviewers to each independently look at carts to provide a variety of opinions and insure that no one person has the ability to flack a game. The benefits of this system are clearly evident.

So is it wrong that the Review Crew used their wealth of background knowledge and experiences to come to the conclusions that were made? As has been said in this space before, they rate each game on its own merits, but it would be just as unfair for them to ignore previous versions of the same game in their current critique as it would for them to be expected to give Monaco GP the ratings it received when it was released.

Why am I taking Ed's space in the editor's column this month? It's not solely to explain how expectations change over time, but to also highlight what Capcom did in response to the reviews this new game received. And it is that story I will relate to you next month...

Steve Harris
Publisher

EGM!

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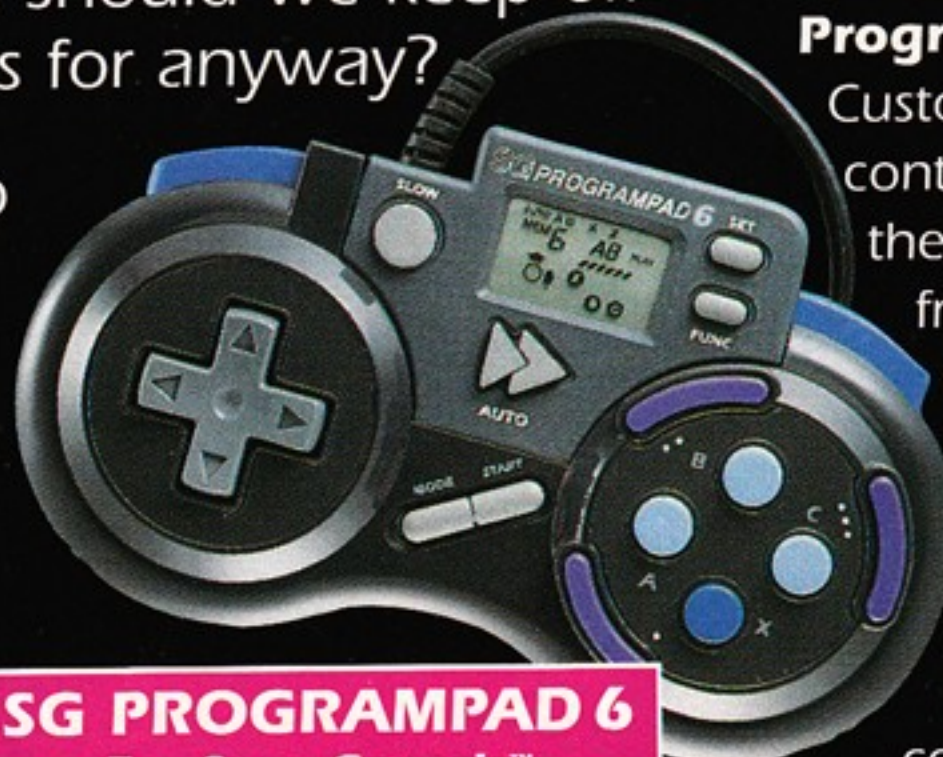
Attitude



**KEEP
OFF THE
GRASS**

An ATTITUDE PROBLEM? No way...not us! But, check it out. Why should we keep off the grass...what's grass for anyway?

O.K., so maybe we do have an attitude. Or...maybe we're just smarter than the people who make the rules. Try our game accessories, and you decide.



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Customize your controller with all the hot, new moves from Mortal Kombat® II and Super Street Fighter™ II. Or program your best sports moves into a single button. Either way, programmability gives you an attitude your friends can't compete with!



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from all the classic games. Totally devastate your opponent with these killer pre-programmed moves.

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Auto-Fire & Slow Motion — Sometimes you feel the need for speed, but other times you need to pull back and plan your strategy. INTERACT ProgramPads give you both options.

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Play with an attitude!



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EGM!

SEPTEMBER / 1994 / VOLUME 8 / ISSUE 9 / NUMBER 62

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FEEL THE FORCE WITH EGM'S SPECIAL COVERAGE OF THE HOTTEST CART FROM THE HIT TRILOGY!

Witness the mighty power of the evil Empire in *EGM's* in-depth coverage of *Super Return of the Jedi*. Star Wars fans will be amazed at the four action-packed pages devoted to this smash hit. Play as characters from the movie, including the cute Ewoks. The 3-D scenes will blow you away as you pilot the Millenium Falcon or cruise on a speeder race! Behold the showdown between Luke, Darth Vader, and the Emperor! Are you ready Jedi knights?



LET'S GET PRIMAL! PRIMAL RAGE SMASHES INTO THE ARCADES.

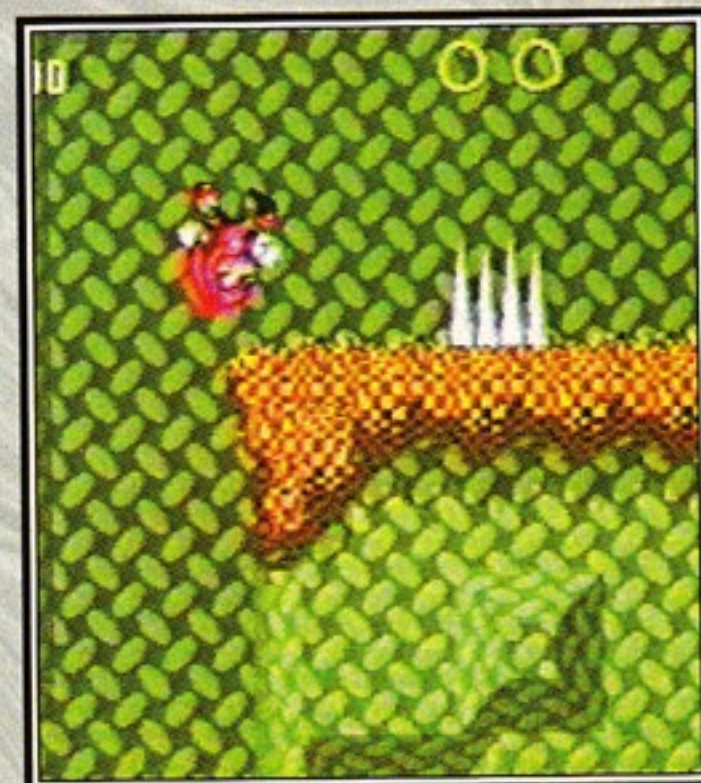
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Time Warner lets gamers' true natures be unleashed and *EGM* has the scoop! *Primal Rage* allows players to choose from seven fantasy beasts like a giant ape. This game even utilizes a stop-motion animation that gives characters lifelike movements. Check it out!

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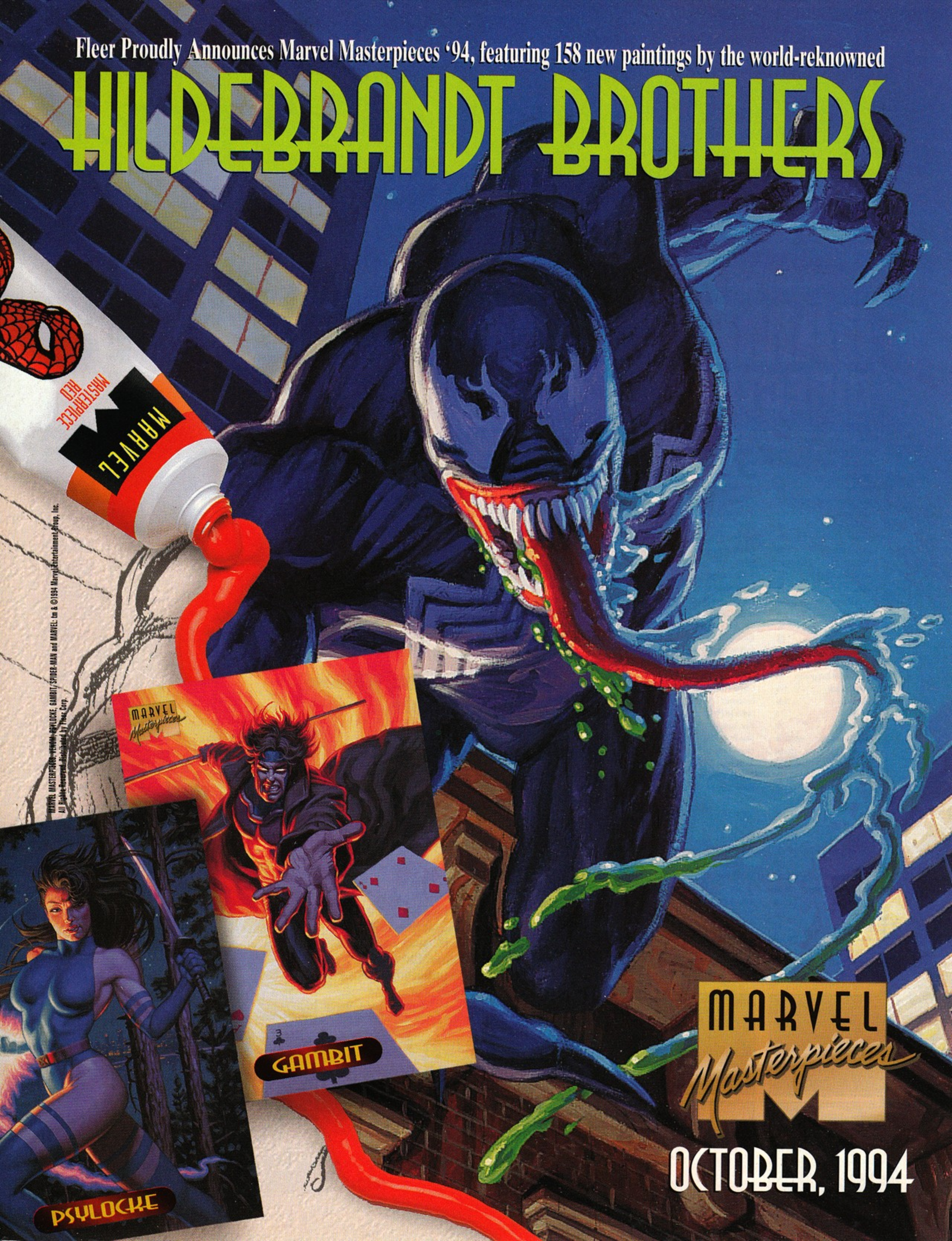
SEGA LETS THE HEDGEHOG OUT OF THE BAG THIS CHRISTMAS SEASON WITH SONIC & KNUCKLES!

EGM is privy to hot Sonic secrets in the new game *Sonic & Knuckles* to be released this Christmas! Although it's an add-on cart that plugs in between the *Sonic 3* game and the Genesis, it activates more features. Packed into this issue we highlight the hidden levels, new techniques, and even a special guest player—Knuckles the Echidna. "What's an Echidna?" you ask. Find out inside *EGM*!



Fleer Proudly Announces Marvel Masterpieces '94, featuring 158 new paintings by the world-reknowned

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MARVEL
Masterpieces

OCTOBER, 1994

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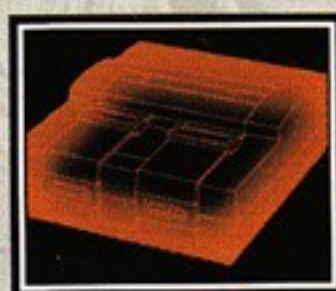


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Tired of watching the O.J. Simpson trial? Jump into Super NES action with the latest carts, such as Vortex,

R-Type III, Fire Team Rogue, Stone Protectors, Operation Thunderbolt, Beavis & Butt-head, and Pac-Man 2!

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OUTPOST SEGA

With a new school year around the corner, it isn't too late to start jamming on new Sega games. Play hot carts like Viewpoint, Sonic & Knuckles, and Earthworm Jim.

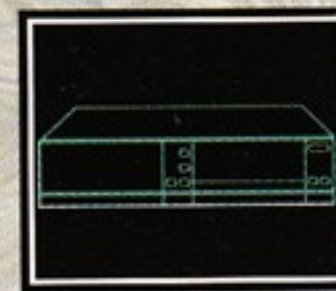
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Seek out the answers in Star Control.

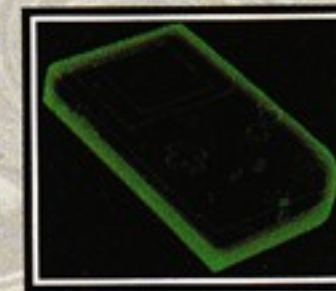
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Jeopardy! What is the best quiz game?

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CLUB GAME BOY

Travel with the smarter than average bear.

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SUPER GEAR

Get into triple the trouble with Sonic!

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T w o ' s c o m p a n y .

INTERFACE

LETTERS TO THE EDITOR

This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! Not only that, but we respond to your rants & raves with mind-boggling answers. I must say DV, you have an eye! So, send in those letters before I go berserk! "STOP THE HUMANOID!" Send your What Ifs, Sword Is, and Sequel Storm stuff to INTERFACE as well. Oh yeah, and we can't answer your letters, even if you do include a SASE, and subscriptions don't go here either. Knoah, I'm wearing that shirt, but it's a bit too big for me. You are 2 Cool man. If you're reading this, then you must be nuts...

SEND YOUR LETTERS TO...

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LETTER OF THE MONTH!

ACCESSORY ATTRACTION

I know this isn't exactly your area of expertise, but I've seen a lot of new accessories for the Genesis and the Sega CD (such as the Activator, Jukebox, etc.), but none new for the Super NES, Game Boy, or NES. I own a Super NES and a Game Boy and I'm very disappointed with Nintendo's lack of accessories. The closest thing I've seen Nintendo release lately is the Super Game Boy, which, I might add, did not get a big "WHOOPEE" from me. It's been two years since Nintendo came out with a new accessory. What's going on here? Are Sega's designers just more creative, or is Nintendo putting its feet up on the desk and thinking, "I got it made, I'm killing Sega in the sales." You probably won't print this, but if you do, I'd love a response.

David Schenbeck
Kennesaw, GA

(Ed. Nintendo has brought out a few new accessories, but they have gone unnoticed. Nintendo has more experience with the success and failure of a new add-on. Take for instance Nintendo's first few accessories for the NES, the R.O.B. robot, and the Zapper light gun. The games made for these were few, and they were not as popular as Nintendo might have



Nintendo's Super Game Boy is a chance to rest your eyes.

liked. The R.O.B. had two games, Gyromite and Stack-Up. Nintendo also released the Power Pad for the NES. That too, did not go over as well. Nintendo, unlike Sega, can rely on third parties for accessories. Remember the Power Glove and U-Force? The Jukebox you mention is also being made for the SUPER NES. Third parties like Naki, Nuby, and Ascii release joysticks, battery packs, carrying cases, etc. The Super NES has had the Super Scope, the Mouse, and the SGB. Sega's Activator is selling as a novelty piece, and at its price, it's not exactly a great value (with Eternal Champions, it's more than the price of the Genesis system. When Nintendo's got something good, they put it out.)

ONE RPG WITH CHEESE TO GO

I am a true RPG fan. I play them all day and all night. My record playing is about 18 hours straight!! I read about these RPG games in magazines and they say these games contain weeks worth of playing time, yet, when I play them it takes me maybe a little more than a day. My favorite RPG so far is Lunar-The Silver Star. It had a great plot and a lot of good ideas put into it, but it didn't last long enough. I was wondering if you could tell me what the longest, most challenging RPG is and how much it costs. I'll play it and then I'll write back and tell you how it went. I have a Sega and I don't have a Super Nintendo. Thanks.

Jim Graham
Port Orchard, WA

(Ed. Unfortunately, Sega has not made an RPG for a while, and their third party licensees don't seem to want to bring any over from Japan. We're lucky we even saw Lunar in this country. If you've tried all the Phantasy Star games on the Genesis (II, III, IV later this year), and Shining in the Darkness, Shining Force, Dark Wizard, and Landstalker, then there's nothing else. You might want to check out Working Design's new game, Vay. Lunar 2 may be coming out soon from them as well. The fact is that Sega and their licensees don't release these games, so you might want to turn to Nintendo for salvation. You can get a core Super NES for around \$80, and then you can play the legendary Final Fantasy games, Breath of Fire, Secret of Mana, Zelda, Soulblazer, The Seventh Saga, and many others. The Super NES gets more RPGs than the Genesis, and usually, they are longer, unless you compare one to a big Sega CD RPG. Until Sega starts to give RPG gamers what they want and stops delaying these games, the SUPER NES is the best choice for RPGs.)



WIN A PAIR OF ACCLAIM JOYSTICKS!

The best letter submitted each month will win his/her choice of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System.



T h r e e ' s a c r o w d .

The saga continues. Final Fantasy® is back, and with a vengeance! 24-Meg memory. Uses all 256 colors on the Super NES for unparalleled graphics. Over 80 hours of game play.
No wonder *Diehard Gamefan* said of Final Fantasy III, [**SQUARESOFT®**] "I kneel in reverence to the brilliance shown by the programmers at Square."



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FINAL FANTASY III

CONVERSION AVERSION

I've bought many games for my Genesis and have enjoyed them, but what I want to know is this: the Super Nintendo is a far superior machine to the Genesis, so why are their games made to a lesser quality than what they could be? Take for instance NBA Jam. It has far superior graphics than the Genesis, yet they deleted some options that I really enjoyed in the Genesis version. One of which was the Auto Stat feature so you don't have to write down a password. Another thing is the music [in the Super NES version], the announcer's voice is muffled and unexcited and there is no background music. Isn't the Super Nintendo supposed to have better sound than the Genesis? Another thing is the control of the game play. Mortal Kombat on the Genesis has very ugly graphics but it feels more like the arcade. Why is that? I have no problems with Street Fighter so why is the control worse on Mortal Kombat? I mean if you have a better system to work with, why not make it better than the other system? Do the companies intentionally do this so the Genesis won't be blown away? If that is so then I would like to say thanks, since I don't own a Super Nintendo.

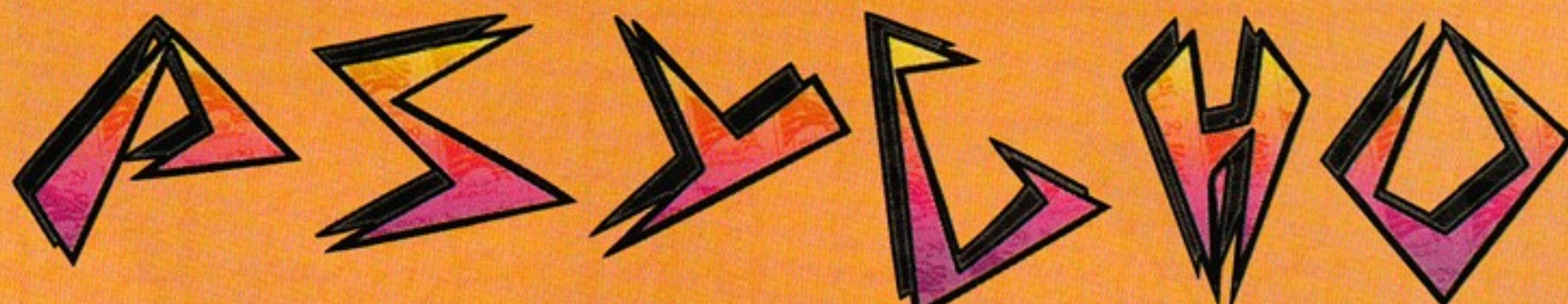
**Hong Kaing
Alexandria, VA**

The first time around with Mortal Kombat; Genesis, Super Nintendo, Game Gear, and even lowly Game Boy received their respective versions available on a cartridge format. Myself and millions of others had to wait patiently for the Sega CD release. I'd love to know why we were made to wait so long for a *slightly* improved MK.

If you thought that they (Acclaim/Arena) would have gotten their acts together for Sega CD owners regarding MKII's release



Mortal Kombat on the Sega CD was disappointing to some gamers.



LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to *Newsweek*. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition EGM T-shirt proclaiming your fondness of and psychosis to video games!

Dear EGM,

My sources have intercepted a secret letter between Midway and Acclaim. We believe that Acclaim is secretly working with Midway to produce a MORTAL KOMBAT 3!!! When we opened the letter we found a very impressive advertising jingle. Surprisingly it is played to the tune of "Be Our Guest." I carefully sealed the letter back together and sent the letter on its way back to Midway. We of course made copies. We are sending this to you free of charge because you are such a great magazine. We would like your opinion on the goods we have found.

MORTAL KOMBAT #3

Lookie there, can it be?

Mortal Kombat #3

A sadistic game of blood and gore and flesh for you and me
With a slash and a gnash throw what's left into the trash
And eat it up for luncheon with your family
And you'll laugh with glee
To see what's left of me
Splat my gut, crush my skull, smash my spleen

Be my guest, Be my guest

Rip my heart out of my chest

As we do the Mortal Kombat moves which we know are the best

Rip my nose off my face

Then Staple it back on in place

Stomp my eyeballs to a pulp upon the floor

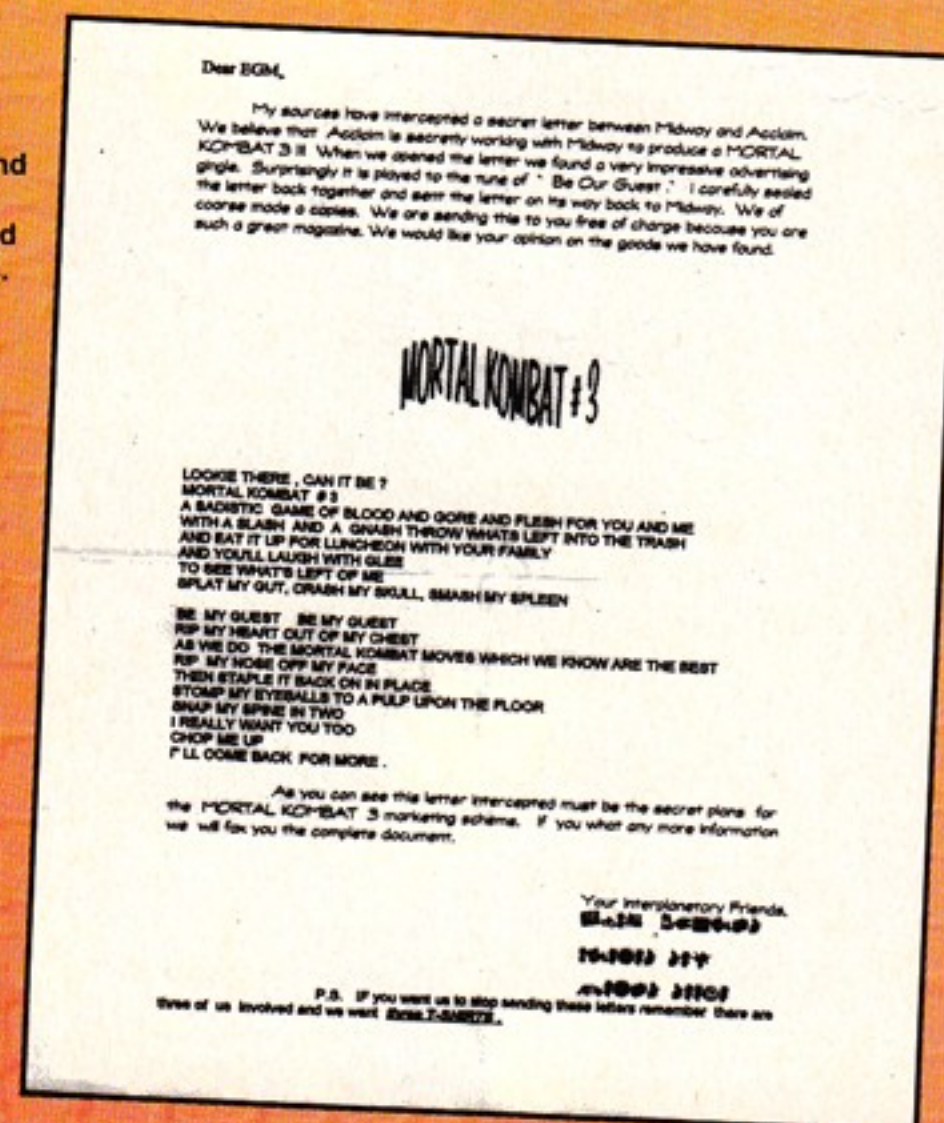
Snap my spin in two

I really want you to

Chop me up

I'll come back for more.

Thanks for intercepting the letter guys. We'll send your alter egos EGM T-shirts. Thanks for Steven New, Josh Martin, and Kevin Neese of Arlington, TX, for risking life and limb to deliver this letter safely and intact to our offices.



this fall, you thought wrong. I AM [PEEV-ED]. Why are Sega CD owners once again being treated like stepchildren?! I would think that an initial release on CD only would cause many Mortal maniacs to loosen their purse strings and upgrade their Genesis or Nintendo to a Sega CD or CDX. Poor planning guys. Why are we being left out again?

**James P. McGarry
Newark, NJ**

(Ed. NBA Jam and Mortal Kombat were developed FOR Acclaim by two different development houses. Sculptured Software did the Super NES versions, and Probe worked on the Genesis and Sega CD versions. That was not the case with Capcom's Street Fighter II games, as Capcom developed both the Super NES and Genesis versions. When you have two development houses working on one title for different systems, there's the possibility of a few differences. For instance, Probe got the Genesis to perform well in the game play department, but not as good in the graphics and sound area. Whereas Sculptured did a great job on the Super NES version with the sound and graphics, but missed the game play mark by a bit. No company 'makes' a game

play badly just so the other system will sell more. Both versions of MK and NBA Jam have sold well into the stratosphere. As for your question James, a CD platform is extremely difficult to program for. Especially a game like MK, an arcade translation that demands fast game play with no delays. Therefore, in order to maximize game play time and minimize loading time, Probe and Acclaim opted for the Genesis graphics with arcade sounds, etc. Of course, that won't appease Sega CD owners who waited so long for the closest possible translation. Acclaim has no current plans to release Mortal Kombat II on the Sega CD, but it is a possibility.)



The Super NES version of the original MK had great graphics and sounds.

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Rated by V.R.C.

**NOT
YET
RATED**

WHEN PAC RULED THE EARTH

All this gripe about which system is better has gotten me thinking. I own over 180 games for the 7800/2600, eight games for the 5200, and nine Lynx games (and still collecting 2600, 5200, 7800 games by the way). What were the specifications of each of these systems? And as an extra challenge: please tell me the largest game in Megs (or fractions of Megs) of each system. Please be very complete and thorough.

Also, there are two 7800 games (at least) that use a light zapper. Would an old Sega Master System light phaser work with my 7800 or maybe vice versa?

Thanks! Keep up the excellent mag!

Andrew Dowler
Nolanville, TX

(Ed. In the old days, no one cared how many Megs a game was, or how many sprites could be on the screen at one time. It just wasn't a factor. What mattered in those days was that the game had a lot of play variations (skill levels), could accommodate other players, and if it sounded cool or not. But, that's not going to answer your question. I asked a few game collectors if they knew, and they told me straight out of the 2600/7800/5200 developer's guide. All of the above mentioned systems are 8-Bit, using a family of 6502 processors at their heart. Today's Super NES, Lynx, NES, and Duo systems use a variant of this very same family. The 2600 uses a 6507, and can address up to 8k, with a maximum cart size of 32k (rumor has it Road Runner for the 2600 is 32k, the largest 2600/7800 game ever made). The resolution is higher than you might think: 160x192. The 5200 uses a 6502 family chip as well, the same one used in Atari's 400 and 800 computers. It has a special

TIA (Television Interface Adapter) that controls the brightness and the background. It also contained a 6532 chip, a "Riot Chip" as it was dubbed, which has usable RAM in it. It would control the timer on certain games, and the controller in/out functions. The 7800 uses a custom chip called the 6502C, developed by Atari so that the 7800 can accommodate 2600 games. The 7800 has 64k addressing, and 4k of RAM. It could display 25 colors out of a palette of 256. Each sprite could have three colors with background. Since the 2600/7800 and Master System have the same pins for controllers, it's possible that what you mention would work, but try it first. For more information about games of the past, you may want to check out a new book by author Leonard Herman, called Phoenix: The Rise and Fall of Home Video Games. It's very informative and costs only \$14, that includes shipping and handling. Make checks out to Leonard Herman, and send it to Phoenix, P.O. Box 3814, Union, NJ 07083-1891.)

THE END IS NEVER PRETTY

Why is it that so many great games have such sorry endings? To top the list is Super Metroid by Nintendo, now one of my favorite games—great game play, but the ending is the weakest ending I've seen—even with 100 percent item collection rate and a time of 2:59. Some other great games with weak endings include Metroid 2-Return of Samus (Game Boy), Fatal Fury 2 (Super NES), RoboCop Vs. Terminator, & Firepower 2000.

Mark Cooper
Houston, TX

(Ed. Endings are a dying breed. Maybe this letter is something that the video game companies should take a serious look at. Others who feel the same way as you do have been complaining about the long, drawn out credit scenes that take up 75 percent or more of the ending. In Sonic 3, for example. Sure, it's important to know who's behind the game, but I'd rather see at least two minutes of ending for two minutes of credits.)

BAD PHOTOCOPY CONTEST!

A new feature to EGM is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blew it up, oh, 800% and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!



Here it is! Attempt to find this picture in the magazine, if you can!

WHAT IF!

Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

...the Clay Fighters hardened?

Jacob Crane, Peoria, AZ

...Princess Toadstool caught Mario with another princess?

Steven Martinez, El Paso, TX

...Jax retired from Mortal Kombat II and became a chiropractor?

...Baraka quit Mortal Kombat II to become a barber?

Matt Clark, Arden, NC

...Shang Tsung morphed into Yoshi, ate Mario, morphed back, and had a baby which looked like Mario?

Jack Lui, Honolulu, HI

...Goro's mom came down to Earth, grabbed him by the ear, spanked him and said, "Bad boy"?

Robert VanOver, Havelock, NC

...Baraka had to scratch his head?

Justin Garnett, Bloomfield, CT

...Pac-Man finally got full?

Mike "Big Mac" Gabinelli,
Seymour, CT

...Fievel went east?

Kelvin Love, Joliet, IL

...EGM stood for Educational Guide to Mathematics?!

Vini Gutierrez, Kensington, MD

...O.J. Simpson had his own video game based on his trial?

Matt Munson, Ontario, CA

...Raiden blew a fuse?

Kyle Kohlbacher, Centerville, OH

...Michael Jordan had his own baseball game?

Daren Donafrio, Eatontown, NJ

Send your 'What If's' to:
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1920 Highland Ave. Suite 222
Lombard, IL 60148
Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.

"...Spike McFang is the *man!*" Game Players Magazine,

June 1994 **"Editor's Choice – Gold!"** Electronic Gaming Monthly,

June 1994 **"Spike McFang is the *best!*"** Game Pro Magazine,

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June 1994 **"...Spike McFang is the *best!*"** Game Pro Magazine,

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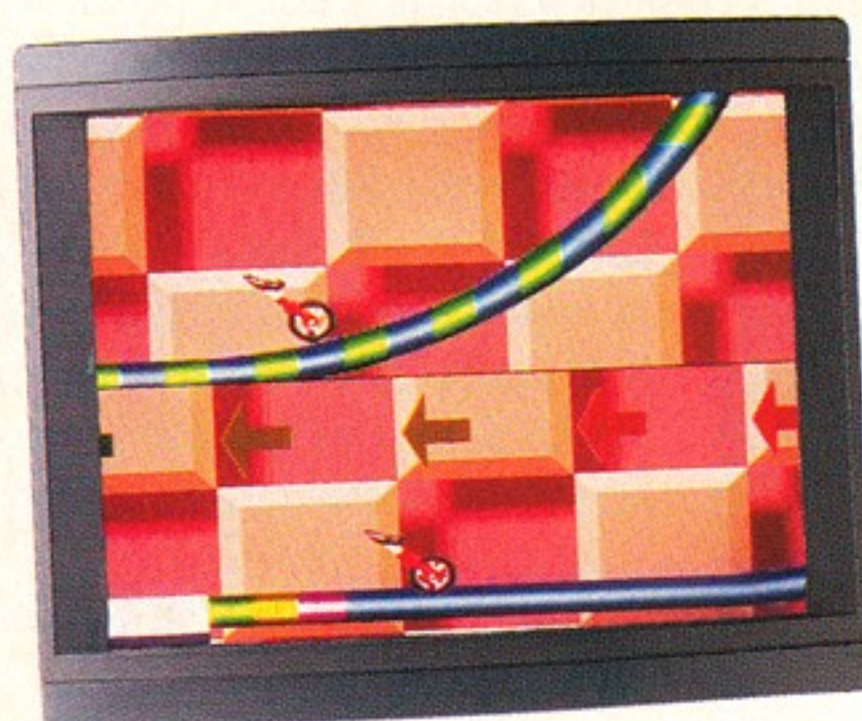
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A PLANET UNDER EVERY TREE

I am seriously thinking about purchasing the upcoming Super 32X, but I was wondering if it would be wiser to shell out some more cash for the Saturn instead. Since the 32X isn't compatible with the Saturn, they have to make a whole separate line of games for the 32X and it already seems to me from looking at some lists of upcoming games from your magazine and others that Sega is devoting more time to games for the Saturn



If the Japanese Saturn never comes our way, we'll never play Magic Knight!

rather than the 32X. I don't want to waste my money on the 32X if there is only going to be a handful of games. I bought a Sega CD not too long ago and rarely do I see any new games come out for it, but I see hundreds of new Genesis games coming out. If the 32X is only going to come out with a few games every couple of months like the Sega CD, when the Saturn is going to get more games, then I think I might buy the Saturn instead. Could you please tell me which system is better to buy and how much each will cost. I don't want to make the same mistake that I did when I bought the Sega CD.

Scott Rusnak
Charlotte, NC

Okay, let's talk facts. We've been hearing about Saturn for about a year now, and now the Genesis 32X is coming. The specs have been released for both systems, but no one has compared the two machines. I am interested in both. I want the power of Saturn, but the price of the 32X makes it really attractive. How do the systems compare? How much of a noticeable difference will there be between them? One of my main concerns is about games overlapping. Will there be a 32X version and a Saturn version of games?

Will there be benefits to owning both? I mean, is the 32X only going to get translations of Saturn games or will there be original games exclusive to both? I guess it's still up in the air as to when Saturn will actually arrive in America (I've heard sometime between May-November '95). Will Sega abandon 32X once Saturn hits? I know I have a lot of questions, but I'm just trying to decide how to spend my money. I'm a little apprehensive about all the new things Sega wants to do. The Sega CD has left a bad taste in my mouth. I don't want to get burned again.

Phil Hinkle
San Antonio, TX

I was going to buy a new system this Christmas and I was wondering if you had any suggestions. My price range is up to \$450. Will Electronic Arts sign on with the Saturn? Is the Saturn going to be the best or one of the best systems coming out? And lastly, will I be able to buy a Saturn in the U.S. by Christmas? I want to know all I can about the powerful Saturn.

Brian Holtze
Downers Grove, IL

(Ed. There are a LOT of misconceptions and rumors about the Sega Saturn system. Up to this point, all we have seen is what has been announced in Japan. The Sega Saturn is a Japanese machine, and Sega of America still stresses the fact that the Saturn has not been announced yet, and that they are concentrating on the 32X for the moment. That means good luck trying to get a Saturn machine for Christmas, unless you live in Japan. From what was complete at the Tokyo Toy Show, Japanese gamers will be lucky if they even have a handful of Saturn titles to choose from by the end of the year. On this side of the Pacific, the 32X will be Sega's major Christmas focus, and while we have seen a few of the works in progress, no games are close to being complete. Comparing the Saturn and 32X by specs alone isn't something that can be done. They are two totally separate machines. Overlap will definitely be something Sega will have to be careful with. Genesis owners who bought Sega's \$100 Virtua Racing cartridge won't be happy when they see the 32X's Virtua Racing Deluxe selling for half that price. The Sega 32X CD games will also be overlaps, like Tomcat Alley Deluxe, Fahrenheit, and Midnight Raiders. All three games will be released on the regular Sega CD, and TCA already is on the market. As for suggestions as to which system deserves your hard earned money, this Christmas, there really aren't any. Unless you feel that the 32X is a

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You got a cause? Want a Japanese game released here? Send it in! We'll go through them and select the most popular for inclusion in a future Sword Is...

PHANTASY STAR I A RE-RELEASE WHOSE TIME HAS COME

Thank Edwin Nelson of Chicago, IL, for this fantastic idea. It seems that he really likes the Phantasy Star series, but he can't find the original! So, in the spirit of Nintendo's Super Mario All-Stars, he'd like to see Sega upgrade the original game to 16-Bit and release it in this country! All of you who think this idea is great, write to Sega and tell them you want it!

Here's how to form your letter:

Dear Sega of America,

I have owned a Sega Genesis for some time and am a big fan of your Phantasy Star RPG series. I have played the Genesis versions thoroughly, and I can't wait for Phantasy Star IV later this year.

But, I would like to play the original Phantasy Star to see how it all started. I cannot find a copy of Phantasy Star, let alone a Master System to play it on.

So, myself and many others like me would appreciate it if you would upgrade the graphics, sound, etc., and release it on the Genesis. It would be like Nintendo's Mario All-Stars cart, and I know that I would buy it instantly, as would many others. It would not be hard to do, and it would be very popular.

Thank you for your time,
YOUR NAME

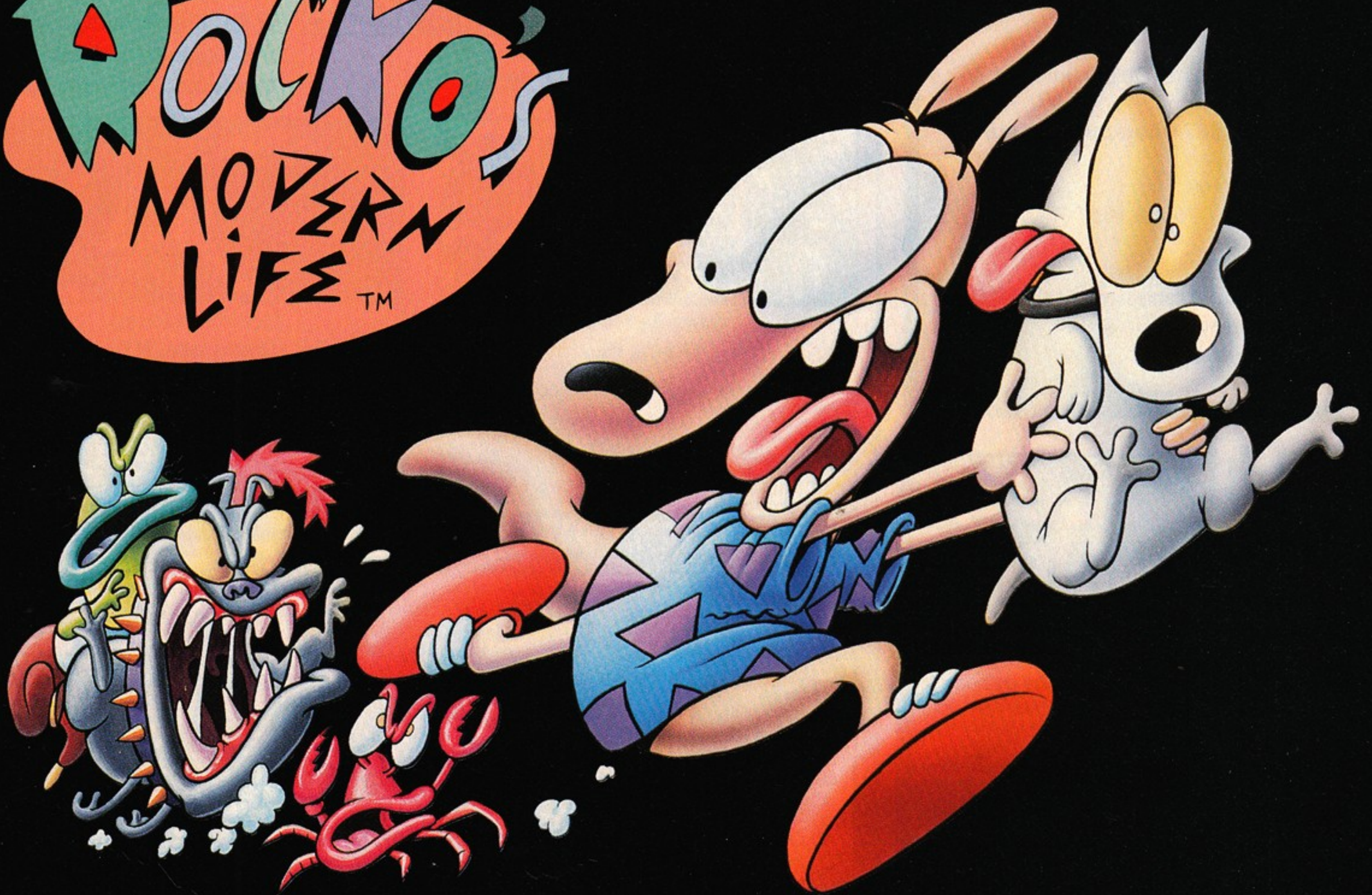
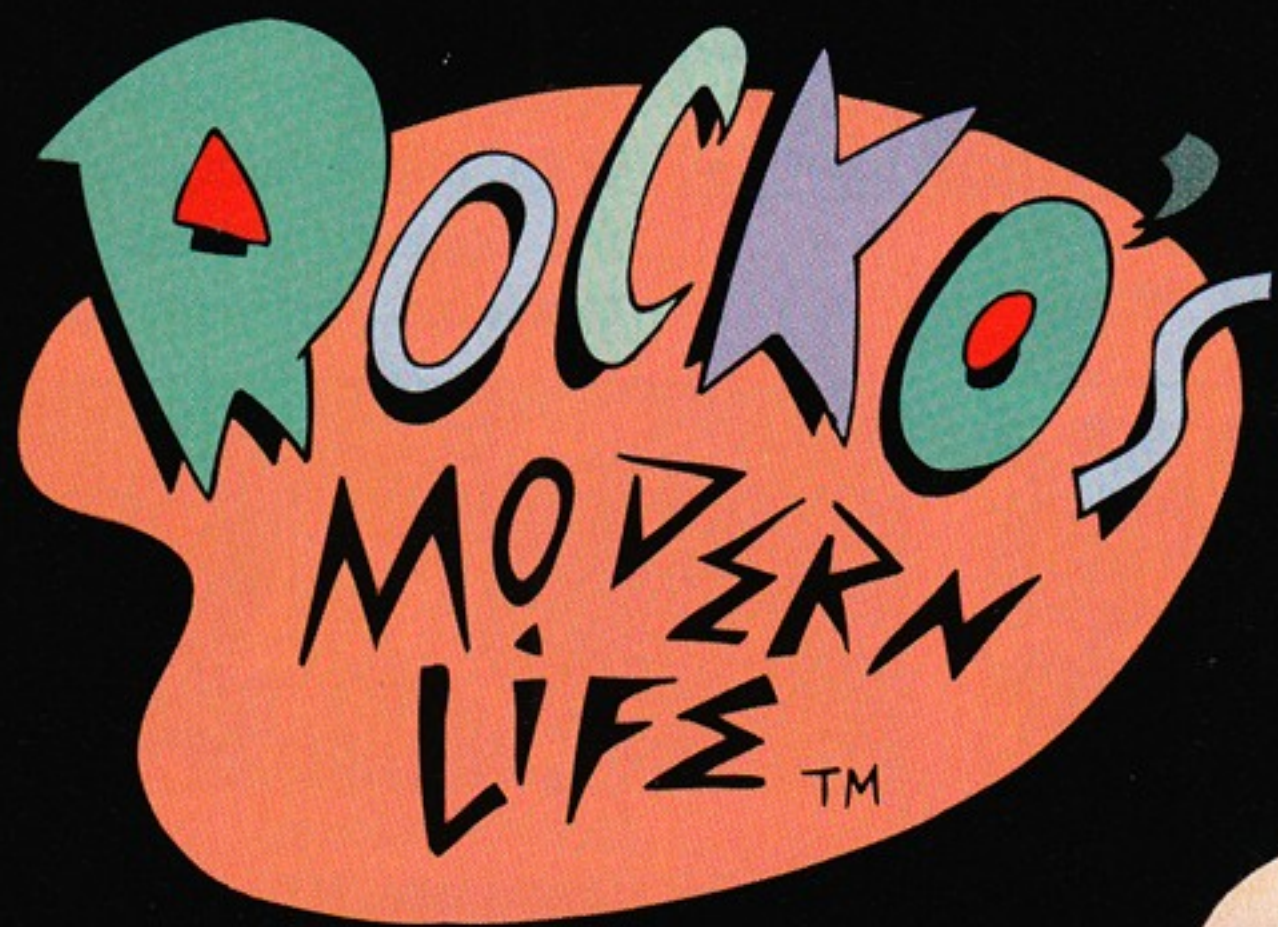
Write your letter, and hopefully we'll see Edwin's great idea come true. Here's the address to write:

Sega of America
130 Shoreline Dr.
Redwood City, CA 94065

Send your suggestions for our next box to: EGM The Sword Is..., INTERFACE Letters to the Editor, 1920 Highland Ave., Suite 222, Lombard, IL 60148.

good investment with Sega trying (and failing) to hide the Saturn from gamers, then go with that. Remember, less than a year away you've got Ultra 64, the PlayStation, the Jaguar CD-ROM, the Neo-Geo CD, and all the configurations of the 3DO to deal with. So, the best advice would be to sit and wait with your money. Then hope Sega gets their act together.)

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Remember in issue #60? We wanted you to draw what should be on our next cover. You supplied us with the goods. Here are the best two from those sent in. Thanks to all who entered their works of art!



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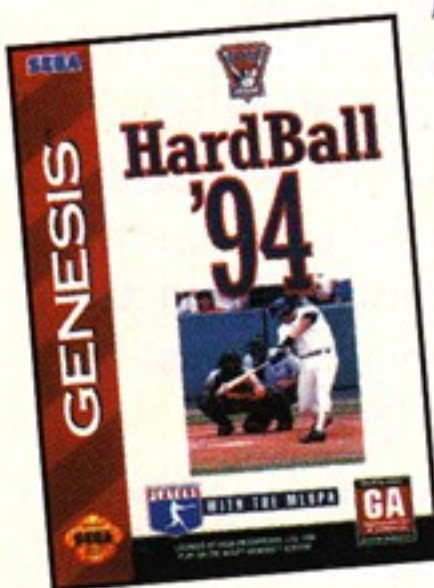


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REVIEW CREW

22 GAMES REVIEWED!!!

Blackthorne, Brainlord, Power Rangers, The Death/Return of Superman, Zero Tolerance, Dynamite Headdy, Super Street Fighter II, Taz in Escape from Mars, Battlecorps, Alone in the Dark, Way of the Warrior, Yogi Bear, R-Type III, Clay Fighter, Shining Force II, Power Monger, Eye of the Beholder, Gridders, The Blues Brothers

MEET THE REVIEW CREW!

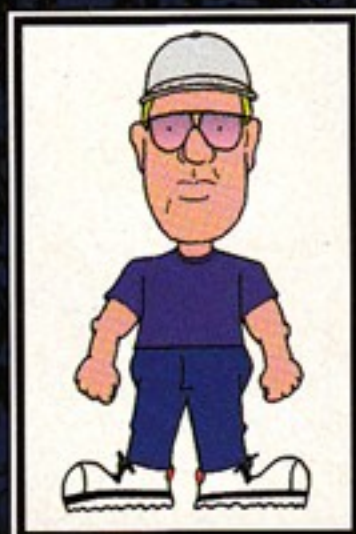


ED SEMRAD

Vacationing in the north woods, Ed had some time to fish and commune with nature. Ed has better luck with video games than he does with the fish! "It was this big, guy!"

Current Favorite Games:

Mickey Mania, Virtua Cop, Sonic 6 Knuckles



DANYON CARPENTER

The world of computers and technology proved too much for Dano. A restful vacation in Minnesota jet skiing and fishing is just what the doctor ordered.

Current Favorite Games:

Star Control II; Earthworm Jim



AL MANUEL

Al had some time to catch up on his chores while on vacation, like delousing his apartment and finally killing "that thing" living behind the fridge.

Current Favorite Games:

NBA JAM SNES; Super Metroid; Mega Man X.



SUSHI-X

Burned-out by stress and confusion, Sushi was losing at Mortal Kombat II left and right, so he went on vacation. He should have his strength restored when he returns.

Current Favorite Games:

Super SF2 Turbo; MK II; FH Dynamite.



MIKE WEIGAND

After being overwhelmed by the CES, Mike is still getting back into the swing of things. He's just dying to visit a Gary Coleman arcade and get great gaming advice!

Current Favorite Games:

Chaos Control; Wild Guns; Demon's Crest.

GAME OF THE MONTH

Super NES

Interplay

Blackthorne

Action

Release: Now

Levels: 16

8 Meg



ELECTRONIC
GAMING
MONTHLY
EDITORS' CHOICE
GOLD

ED SEMRAD

Blackthorne is one of the best action games to come around in quite some time. It's more or less a puzzle game too, with lots of brain power involved in solving its mysteries. It plays as well as it animates: amazing. The dark mood of this cart is great, and blowing away the prisoners is a ghoulish treat. This game is a must-see. If you've ever wanted a game that's easy to get into, you'll like this one.

DANYON CARPENTER

Right on par with games like Prince of Persia comes Blackthorne, a fun-to-play action game with incredibly smooth animation. The blend of strategy and mystery-solving is a nice break from simple walk-and-blast everything games. The game takes on a dark persona which makes some enemies hard to see in the background, but oh well, it just adds to the mystery. Blackthorne is simply too cool!

AL MANUEL

Blackthorne is one of the coolest games to come around. With some of the best animation ever, you get to control a soldier through some of the most complex mazes filled with the most gruesome monsters. I love the sadistic humor in blowing prisoners up after they give you vital information, it gives me a tingly feeling inside. The graphics are dark and the sound is superb. A most enjoyable game!

SUSHI-X

In the same spirit as the earlier games Prince of Persia, Out of This World, and Flashback, here comes Blackthorne. This game really surprised me with its great control and excellent attacks. This one gets a little gruesome at times, but there are plenty of puzzles to solve and baddies to blow away. This game will definitely keep you playing for hours, if not days! The password feature is an absolute must.

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GAME PLAYERS-
MAY '94

MAJOR MIKE'S GAME ROUNDUP

Brainlord Enix/Super NES

Another action/RPG title from Enix. This one is more standard fare, with atmospheric music, huge levels, and average graphics. This one strikes a nice balance between the action and RPG elements, and will probably have a wider appeal. The story is a bit plodding at times, but veteran RPG players will catch on quickly and get hooked.

8 7 7 8 7
ED DANO AL SUSHI MIKE

Yogi Bear Gametek/Super NES

Cartoony, and cute, graphics are the highlight of this cartoon-character-gone-to-video-game cart. The levels are huge, but the run-and-jump-grab-the-items game play gets monotonous rather quickly. There are some great sound effects, though, and younger kids will probably take to this game faster than older gamers will.

7 6 5 7 6
ED DANO AL SUSHI MIKE

R-Type III Jaleco/Super NES

This is definitely one game you won't master in one sitting! Fans of the earlier installments in the R-Type saga will want to check this one out. Huge levels, excellent Bosses (and a rather high difficulty) make this the shooter to get. The two-player is a nice option, and thank goodness for the unlimited continues! Nice purchase, Jaleco!

8 8 8 8 8
ED DANO AL SUSHI MIKE



Clay Fighter Interplay/Genesis

Everything on the Super NES version has been faithfully carried over—all the moves, all the fighters and, remarkably, clear and crisp voices! This was always a clever parody of the fighting genre, and I can't wait for C2: Judgment Clay to arrive. The control, however, is a little bit touchy, and you will definitely want to use the six-button controller to fully enjoy this one.

7 6 6 7 7
ED DANO AL SUSHI MIKE

Super NES Bandai

Power Rangers

Action	Release: Now
Levels: 7	16 Meg



I'm sure that this game is intended for a younger audience, because for the average player, it's much too easy. The different character selections is a nice idea, but the characters are animated rather poorly. This cart also seems rushed, because after the first level, this cart got way too monotonous, with none of the effects that made the first part so cool. Power Rangers looks good, and plays well, but it's easy.

I don't care for the show at all but the game comes off rather well. Although it's just another mindless Final Fight-type game, all the rug rats that love the show will probably find themselves enjoying this one. The game is simply way too easy for experienced players to truly enjoy. The animation also suffers from a bad case of the choppies. As before, if you like the show, you may like the game but not for very long.

Power Rangers is nothing more than your average punch and kick action-adventure game. It offers very little challenge. There should have been more colors used! This also should have been a two-player simultaneous game. On the plus side, the sound is good with a cool music intro straight from the show. I also like the ability to switch between any of the five characters. This game could have been more.

Take away the title, and Power Rangers is nothing more than a side-scrolling Final Fight punch-and-kick, with all the popular characters to choose from. The random Power Ranger attacks add to the game's diversity, and the graphics are excellent. However, I was left wanting something more. This game will probably be a mega-hit, but don't let the sales numbers fool you—you will probably be disappointed.

Super NES Sunsoft

The Death/Return of Superman

Action	Release: Now
Levels: 10	16 Meg



As far as side-scrolling fighting carts go, I'd have to say that this one is only average. The graphics are not up to Sunsoft's standards. The levels become repetitive, and there aren't all that many types of enemies. The Bosses are quite cheap, and the usual strategies don't really work. If the control was tweaked, and had more diversity, this cart would be a lot better. It's only okay. Nothing special.

Average. That's the best word to describe this game. The moves are average, the plot is average, and this will only appeal to those who worship the comic books. Repetitive is another word that comes to mind. Although games of this nature have the same enemies over and over, this game is even worse; even the background repeats excessively. As it stands, more variety and better control would certainly help.

The Death and Return of Superman is definitely a game that the comic book fans would love because it follows the comic book exactly. For those other than the comic book freaks, it's nothing more than a Final Fight rip-off. Also, how many times can you see the same building scroll by in the background?! This game is one you might want to rent before you go out and purchase it!

I liked Final Fight and similar types of side-scrollers but Superman seemed to be just another one. The game isn't bad but it just doesn't have anything special about it to make it stand out. The ability to play the four different Supermen is a plus but the background and enemies seemed to repeat too much. Comic fans will like the consistency that's brought to video, but others will find it average.

Genesis Accolade

Zero Tolerance

RPG	Release: Now
Levels: 30	16 Meg



For those of you who can't get enough Wolfenstein and Doom, Accolade has got a new first-person game that's sure to test your mettle. Zero Tolerance surprisingly scrolls smoothly, and plays great. At times the enemy can get pretty cheap. The levels are huge, and I like all the weapons you can pick up. Overall, Zero Tolerance is a fast-paced shooter that shines particularly well on the Sega Genesis.

Well, this is something new for the Genesis. Zero Tolerance looks and feels like Wolfenstein or Doom, but without the extreme gore. The first thing anyone will notice is how tough this game is. Getting attacked from all sides is not uncommon, in fact, it's the norm! However, if you feel like lugging your Genesis and a TV over to a friend's house, you can cooperatively play in a Two-player Mode. Cool and fun.

ZT is one of the most violent games I have ever played. The gore, blood, and carnage throughout the levels are excellent. It's great tagging every enemy in sight with all the cool weapons. As a one-player game, it's great. I just didn't care for the two-player simultaneous game. Maybe it's because I want to do all the killing. Capping my partner was fun sometimes. The control also needs weeding out!

If you like Castle Wolfenstein or Doom just get this one and you'll feel right at home. It's a great 3-D scrolling game with good graphics and playability. The levels and enemies look good on the Genesis and the sounds are decent. The game gets very addicting after a short time of getting used to it. Good scrolling and fun game play make it worth the effort. I also liked the split monitor option that it came with.

EDITORS' CHOICE GOLD

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LIKE UNDERWEAR.



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TO THE GOOD ONES,

BUT EVENTUALLY

YOU HAVE TO

CHANGE THEM.



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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP



Dynamite Headdy Sega/Genesis

Another unique title from the folks at Treasure (the company that gave us Gunstar Heroes). The main character, Headdy, has several excellent attacks (using different "heads"), and the levels are very colorful, with some knockout visual effects (like the rotating platforms, and the giant blimp dog Boss). This is a top action title for the Genesis.

8 ED 8 DANO 6 AL 8 SUSHI 8 MIKE



Shining Force II Sega/Genesis

A worthy follow-up to the first RPG, with bigger areas to explore and characters to meet. This will definitely appeal to fans of the first one, and to RPG fans in general. It assumes you've played the first Shining Force, but the story could use a few more twists and turns. The music is very good, as is the easy-to-follow control configuration.

7 ED 6 DANO 7 AL 7 SUSHI 7 MIKE



Power Monger Electronic Arts/Sega CD

A very detailed war simulator, with good graphics and subtle sound. Action fans will probably shun this one, but students of armed combat involving troop movements, armaments, and other motions will probably love it. A very long game, this title lets you do everything for your armies. Fans of the Koei strategy games will like this.

7 ED 7 DANO 6 AL 7 SUSHI 6 MIKE



Eye of the Beholder Sega/Sega CD

A first-person RPG, with some excellent options—like creating your characters from scratch. The combat scenes take a lot of practice to master fully (especially with enemies that are a little too quick on the attack), and moving the characters around the various areas also takes time. The graphics are good enough, but the sound could be improved.

7 ED 7 DANO 7 AL 7 SUSHI 8 MIKE

Genesis Capcom

Super Street Fighter II

Fighting	Release: Now
Levels: N/A	40 Meg



This is just more of the same fighting game to me. But on the other hand, compared to the other Genesis version, this one controls twice as well. The new characters are pretty good, and the graphics are okay. They're just a bit dithered. The audio suffers from the Genesis limitations. If you want another Street Fighter II, fine, but don't expect too many new ideas. How's about a Street Fighter III?

Although Super SF2 looks and plays identical to the Super NES version, I must give it a lower score due to "the flaw." Of course this could only mean the voices. Yeesh! What happened here? Laryngitis strikes again. Other than that, you're buying another SF2 for four new characters and a couple of new moves. You just might enjoy this game with the volume turned way down, but it's more of the same.

Another year, another Street Fighter. I've heard this song before! Hopefully it will be the last time. The four new characters are a great addition, but are they enough reason to go buy the game? Yes, there are new moves for the other fighters, but there aren't enough to make it any different. Although the graphics are a good match to the arcade, the sound really takes a dive. It's better to turn down the volume.

You have to face the facts that Street Fighter II is the best playing fighting cart. However, the constant upgrading is getting a bit tired. The four new characters are a definite plus but it's hard to say if it's worth the cost, especially with Super Turbo not far off. SF fans will want to get the latest edition. It is an excellent port from the arcade with good graphics and sounds. The choice is yours to upgrade or not.

Genesis Sega

Taz in Escape From Mars

Action	Release: Now
Levels: N/A	16 Meg



The first Tazmanian Devil game wasn't all that hot, and thankfully Sega added some game play to this one. The audio still suffers a bit, and sometimes, it's hard to find out what to do. The visuals need some help, as they are too simple, even for the cartoon. The new Taz isn't a bad game, it just needs a little work. If you were one of those who enjoyed the first game, then you'll see that this one is definitely better.

This game is a noticeable improvement over the previous Taz games. The control is much more precise and the new techniques Taz can do really help out in the strategy department. The sound is typical Sega standard-fare tunes but the levels are very colorful and have a lot to interact with. The other character cameos are always a welcome addition. As a whole, this is a good, solid action game with potential.

Although I'm a pretty big fan of Looney Tunes characters, namely Taz, I can't say the same thing about this game. Taz 2 is nothing more than your standard platform game with a few new techniques thrown in. The graphics are dull and drab making my interest stray. On the plus side, the levels are huge and the game is pretty challenging. Other than that, I would say that this game is only for big Taz fans.

I've always liked the Looney Tunes characters in video games, and I found this Taz to be a big improvement over the previous Genesis game. Taz's new attacks were cool, but some of the Bosses were a little bit too hard (like the stage three Boss—good luck!). The cameos by the other Tune characters (like Marvin Martian) were also a big plus. I don't think Taz likes the score given by the guy above me...

3DO Core

Battlecorps

Shooter	Release: Now
Levels: 13	CD-ROM



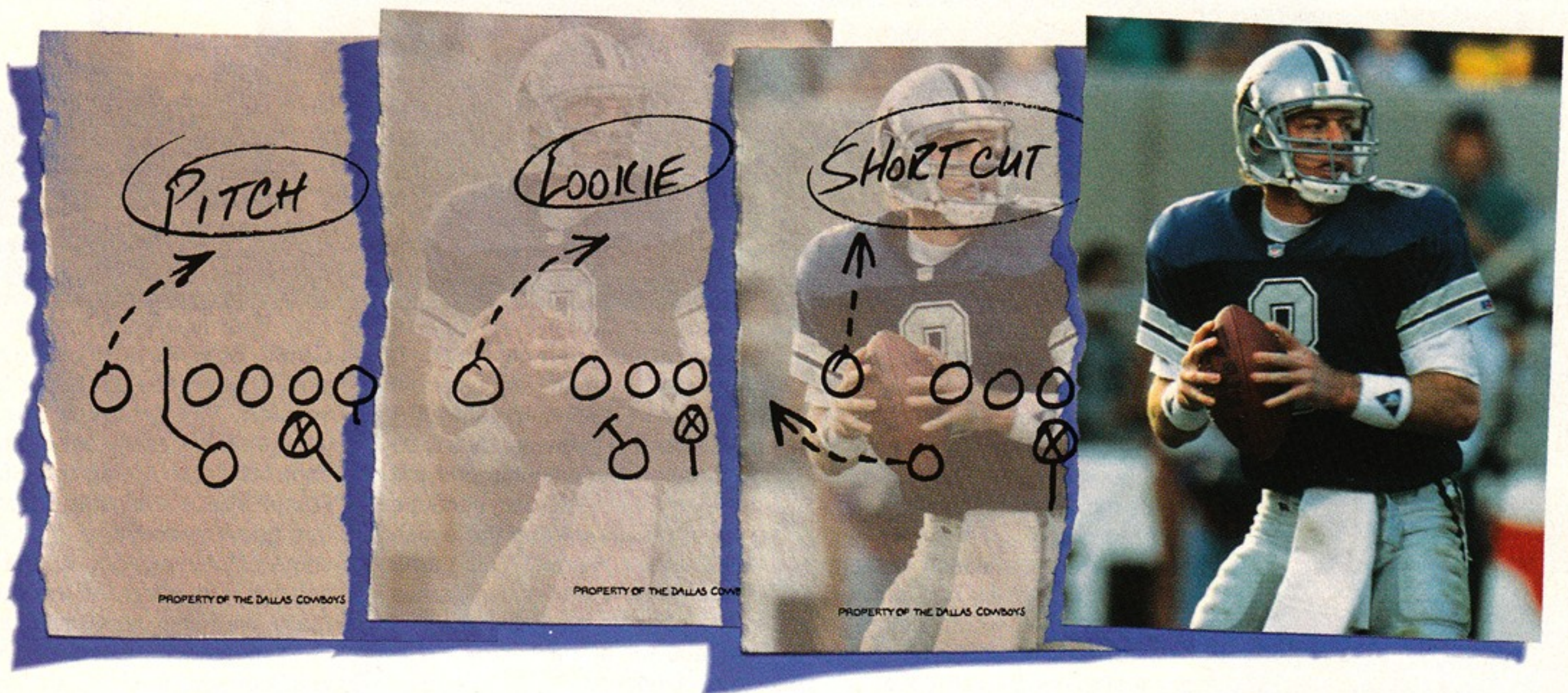
I was surprised at this game. The graphics scaled very well. The audio was perfect for the missions, and the feel was just right. Now if it didn't look as pixelated, I would really have enjoyed this CD. It is pretty hard to tell what's shooting at me, and mines are pretty hard to miss, too. As a fan of mech combat in all its forms, I got into this one. It's not great, but it does stand out as one of the better titles on Sega CD.

It's nice to see Sega CD developers taking a new direction in software. Battlecorps is a cool concept that just doesn't fare as well as it could. Although everybody has said the graphics are pixelated, it does make for a bad situation in combat. The whole idea of piloting a mech is cool and the different stages make for a nice change, but I can't help but wonder how much better this game could be with cleaner graphics.

Well, I'm sorry to say that I can't agree with Ed about this game. I just don't think that Battlecorps is that great of a game. For starters, the graphics in the first-person battle scenes are too pixelated making it very hard to see the enemy that's firing at you. The music during the battle scenes doesn't even match the action. You'd think it was from an adult film. And the controls really need work. I'll pass.

I really wish I could understand what the guy is saying in the introduction. Battlecorps is an interesting attempt at a behind-the-wheel of a giant mech, it just isn't done that well. The graphics and scrolling are a bit pixelated, and the music sounds completely inappropriate (it sounds like elevator music). Still, it does have some interesting and challenging levels. The selection of warriors is a nice point.

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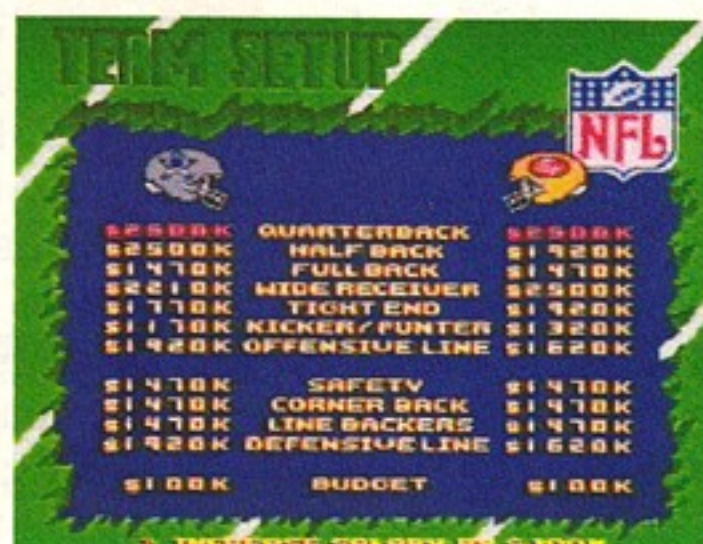
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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Alone in the Dark Interplay/3DO

A faithful translation of the PC title, this game has excellent graphics and sound plus is more strategy-oriented. Getting used to the perspective and controls takes a little bit of time. But for fans of more deliberate game play, this is the one to get. Playing as a man or a woman is a nice touch (each with their own stories), with plenty to explore.

9 ED 8 DANO 7 AL 8 SUSHI 8 MIKE

Gridders Tetragon/3DO

A cool-looking 3-D perspective game that is one of the better games for the system! The game gets really intense (especially in the later levels), and there are several hidden items to find along the way to keep you interested. Fans of puzzle games like Tetris and Pac-Attack will definitely take to this game. The cinematics are also well done.

8 ED 7 DANO 7 AL 8 SUSHI 8 MIKE

Shining Force Sega/Game Gear

A nice RPG offering for the portable system! Although it is scaled down from the 16-Bit big brother version, this one keeps almost all the same elements. There are several hours of game play in this one, with the music and graphics taking first chair. This is the type of game made for the portable system when you take a long trip.

7 ED 7 DANO 6 AL 7 SUSHI 7 MIKE

The Blues Brothers Titus/Game Boy

It took this game long enough to reach the video game platforms, but by looking at the finished product it really hasn't been worth the wait. The attacks are awkward and look silly, in addition to the strange power-ups (like the one that makes you muscle-bound). It controls alright, but you aren't given nearly enough time in the various stages.

6 ED 6 DANO 6 AL 6 SUSHI 5 MIKE

EDITORS' CHOICE GOLD

3DO Universal Inter.

Way of the Warrior

Fighting	Release: Now
Levels: N/A	CD-ROM



Way of the Warrior has all the makings of a good fighting game. The graphics, fatalities, and such are great. But as with most games of this type, the control is what pulls it down. The control is much too sluggish to play. The digitized graphics are surprisingly clear, and the animation is pretty good. The fatalities and the last guy are certainly worth seeing. I'd have to recommend renting this one first to see if you like it or not.

Way of the Warrior is a very beautiful game to look at. Now that the good points have been taken care of, let's see what went wrong. First off, the control is absolutely horrible. Jumping around is a near impossibility, let alone the special moves. The music and sounds are decent but it looks as if too much time was spent on pretty graphics, rather than a fighting game that was at least playable.

I thought fighting games were supposed to play like fighting games. Well, this one didn't play at all. The control is so bad I had to struggle to get any character to jump forward. The special moves aren't anything special at all if you even get to do them. The only redeeming quality about this game is the graphics which is where it seems all the programming went into. Overall, this game isn't even good by accident!

Um, hello? This game has great humor value and some excellent graphics, but as a fighting game, no. The fighters' moves are very difficult to pull off, and some characters have very unfair advantages over others. The Bosses are very big and colorful, but this game is better to look at than to play. I especially liked the biker girl with the lousy trash talk, and Shakey Jake. Clever, if not overdone, fatalities.

Game Gear Sega

Dynamite Headdy

Action	Release: Now
Levels: 5	4 Meg



Headdy for Game Gear turned out to be surprisingly good. It plays well, there are lot of secrets to find, and it's really colorful. I have a feeling that Headdy will be a sleeper. Hopefully this one will get everyone's interest, because a lot of people missed the excellent Gunstar Heroes. This game is one of the better action games in the portable market. I like this one, and will probably play it during my long trips.

As one would expect, Dynamite Headdy is a great game. The wizards at Treasure programmed this puppy to have loads of secrets, great game play, and just plain fun to goof around with. The graphics are really crisp and clean. But when Headdy runs, the graphics are really blurry. The Game Gear just doesn't have the ability to pump out cool tunes, so the music really rots. Overall, this is a good purchase.

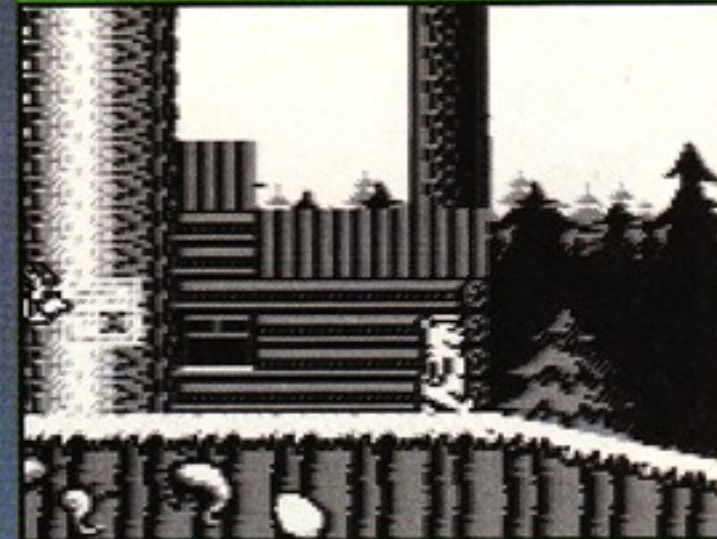
Unlike the Genesis version of this game, I just wasn't impressed enough. Dynamite Headdy for the Game Gear plays just as good as its 16-Bit cousin allowing for great play control. The graphics were decent, but the levels were smaller. There just wasn't enough to look for and it seemed too straightforward. I thought the sounds were nothing to brag about, just average like most sounds on a portable. It's so-so.

A very faithful portable version of Headdy, with great graphics and excellent control. Some of my colleagues don't find Headdy very creative, but I disagree—for the Sega systems, he is one of the more original characters to appear! Huge levels (involving more than just bashing enemies) await. The guys at Treasure are certainly on the right track (first with Gunstar Heroes). Let's see some more.

Game Boy Gametek

Yogi Bear

Action	Release: Now
Levels: 24	1 Meg



Yogi Bear is a good cart for the Game Boy. In terms of game play, it surpasses the Super NES version. The graphics are big enough to be easily seen, and it controls great. Using the Super Game Boy, I was able to enjoy this game even more. Yogi has some catchy music to it, and the sounds are good for the GB. I really liked this game, although I don't care for the character. Yogi is a good game.

Yogi strikes again. This game simply must be purchased for players under six or it will find its way out the window. The game is simply too mindless for older players; walk, pick up baskets, jump, etc. The levels have no real originality and each one looks like the last. The music? Forget it. Yawn. And the worst part is that the game blurs, even when walking very slow. A good gift for the kiddies only.

For those who are fans of Yogi Bear, I'm sorry, but this has got to be one of the most boring games I have ever played! The levels don't have anything really special or unique. Everything seems to look alike. The music immediately became a monotonous drone and I quickly turned down the volume. On top of that, Yogi has only one unoriginal ability, jumping to defeat enemies. It left me unimpressed.

Yogi on Game Boy is okay. The traditional jump-and-collect-the-items game play gets tired quickly, though, and the levels weren't very challenging. The graphics are pretty good (especially with the Super Game Boy peripheral), but there is just nothing distinctive about this cart other than the title. Fans of the lovable bear will probably want to check this out, but there are better carts based on cartoon characters elsewhere.

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- ★ Rally Art

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- ★ Pyle Driver
- ★ DDT
- ★ Avalanche Hold
- ★ Shoulder Through
- ★ Powerbomb

- ★ Backdrop
- ★ Kitchen Sink
- ★ Guillotine Drop
- ★ Kneedrop

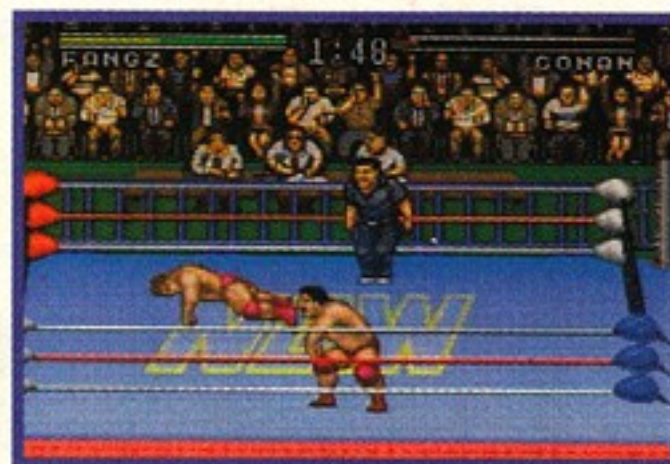


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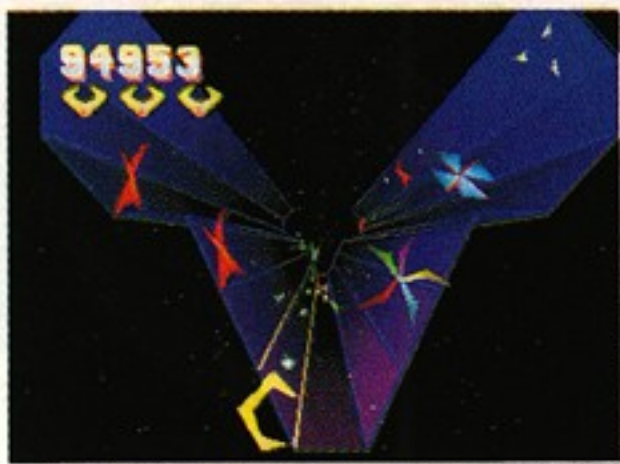
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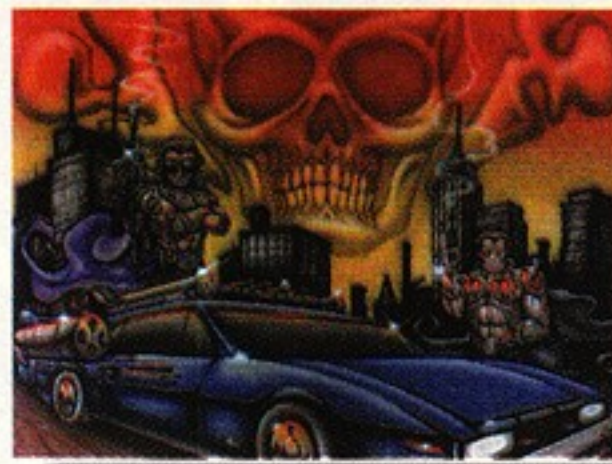
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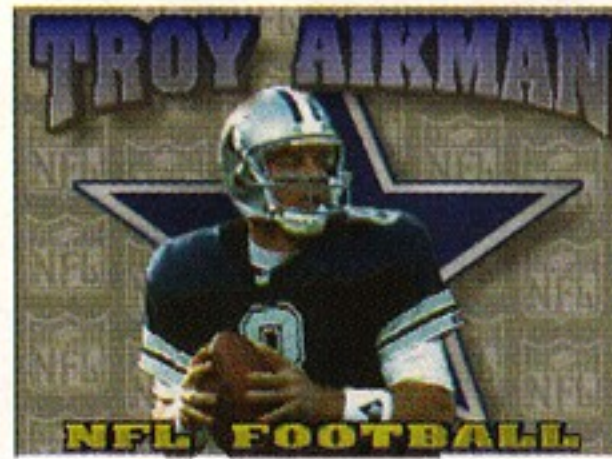
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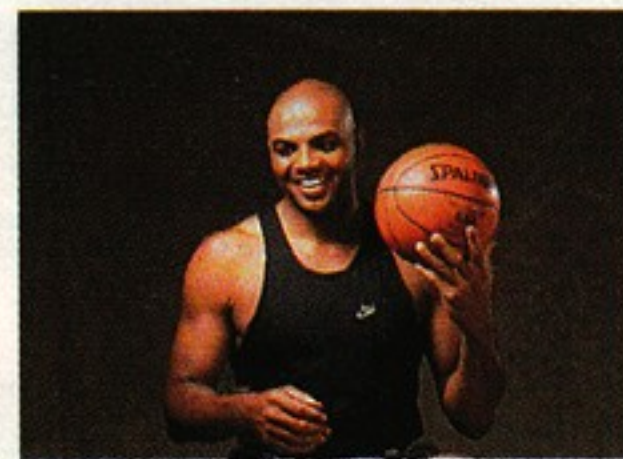
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LET GAMES

This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapidly making other video game systems history.

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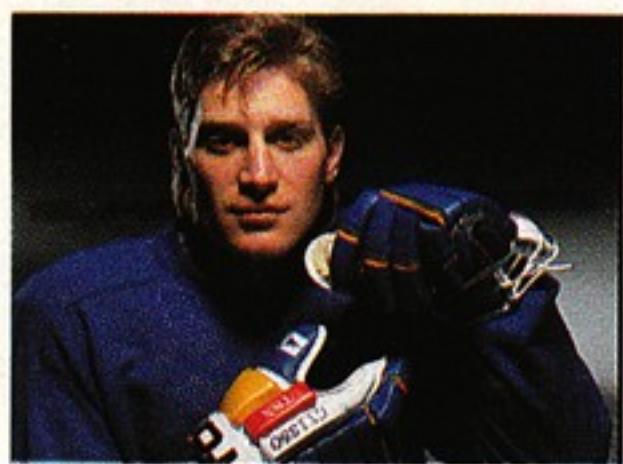
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EGM'S HOT TOP TENS

TOP TEN CES GAMES

For the first time in two years the Summer CES show was not open to the public. That was a real shame, because this was one of the best shows we have seen in a long time. There were a ton of surprises both in software and hardware. Below are the top 10 games of the show. Be sure to look for these in the upcoming months.



#1
DONKEY KONG COUNTRY
NINTENDO/SNES



#2
EARTHWORM JIM
PLAYMATES/GENESIS



#3
FINAL FANTASY III
SQUARESOFT/SNES



#4
DEMON'S CREST
CAPCOM/SNES



#5
MORTAL KOMBAT II
ACCLAIM/SNES



#6
MORTAL KOMBAT II
ACCLAIM/GENESIS



#7
ANIMANIACS
KONAMI/SNES



#8
WILD GUNS
NATSUME/SNES



#9
CHAOS CONTROL
PHILIPS/CD-I

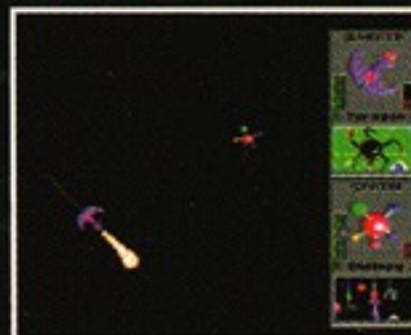


#10
SAMURAI SHODOWN
CRYSTAL DYNAMICS/3DO

EDITORS' TOP TEN



Save the human race with the help of an alien species in this incredible 3DO shooter/RPG!



#1	STAR CONTROL II/CRYSTAL DYNAMICS
3DO	1 Month Δ

#2	NBA JAM/ACCLAIM
SNES	6 Months -

#3	SUPER STREET FIGHTER II
SNES	3 Months -

#4	MORTAL KOMBAT II/ACCLAIM
SNES	1 Month Δ

#5	SAMURAI SHODOWN/TAKARA
GEN	2 Months -

#6	WILD GUNS/NATSUME
SNES	1 Month Δ

#7	EARTHWORM JIM/PLAYMATES
GEN	1 Month Δ

#8	DEMON'S CREST/CAPCOM
SNES	2 Months ∇

#9	POCKY & ROCKY 2/NATSUME
SNES	6 Months -

#10	R-TYPE III/JALECO
SNES	1 Month Δ

READERS' TOP TEN

The bad boy of the arcades is back on top by a huge landslide of your votes. It would seem that players are getting their last fix of this game as nothing can prepare you for the home release of this game.

#1 MORTAL KOMBAT II/ARCADE



Cage takes time out to show his love for his fans.

#2 MORTAL KOMBAT II/GENESIS



Sub-Zero shows off his new ground freeze attack.

#3 SUPER METROID/SNES



Samus is still trying to bring peace to the world.

#4 STREET FIGHTER II/SNES



The dated version that just won't go away.

#5 SUPER STREET FIGHTER II/GENESIS



40-Megs of fighting power, 0-Megs of voices.

#6 SUPER STREET FIGHTER II TURBO/ARCADE



Only the best will be able to face the ultimate Boss.

#7 STREET FIGHTER II TURBO/SNES



The speedy one is still going strong to date.

#8 SUPER STREET FIGHTER II/SNES



Will Super burn up the charts, or just burn out?

#9 STARFOX/SNES



Still to date the best FX game out there.

#10 TMNT: TOURNAMENT FIGHTERS/SNES



Mike is about to unleash his fury on the evil Shredder.

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EGM'S HOT TOP TENS

Babbage's

America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of July 18, 1994

3DO		
#1	SHOCK WAVE / ELECTRONIC ARTS	
	1 Month	Δ
#2	WHO SHOT JOHNNY ROCK / CRYSTAL DYNAMICS	
	1 Month	Δ
#3	PEBBLE BEACH GOLF LINKS / PANASONIC	
	2 Months	Δ
#4	JURASSIC PARK / UNIVERSAL INTERACTIVE	
	3 Months	▽
#5	DRAGON'S LAIR / READYSOFT	
	1 Month	Δ
#6	OUT OF THIS WORLD / INTERPLAY	
	3 Months	▽
#7	TOTAL ECLIPSE / CRYSTAL DYNAMICS	
	6 Months	▽
#8	THE HORDE / CRYSTAL DYNAMICS	
	4 Months	▽
#9	SUPER WING COMMANDER / ELECTRONIC ARTS	
	4 Months	▽
#10	REAL PINBALL / PANASONIC	
	1 Month	Δ

SUPER NES		
#1	SUPER STREET FIGHTER II / CAPCOM	
	1 Month	Δ
#2	FIFA INTERNATIONAL SOCCER / EA SPORTS	
	2 Months	▽
#3	STUNT RACE FX / NINTENDO	
	1 Month	Δ
#4	SATURDAY NIGHT SLAM MASTERS / CAPCOM	
	1 Month	Δ
#5	KEN GRIFFEY JR. PRESENTS: MAJOR LEAGUE BASEBALL / NINTENDO	
	4 Months	▽
#6	SUPER METROID / NINTENDO	
	3 Months	▽
#7	SECRET OF MANA / SQUARE SOFT	
	6 Months	▽
#8	MORTAL KOMBAT / ACCLAIM	
	1 Month	Δ
#9	NBA JAM / ACCLAIM	
	5 Months	▽
#10	LUFIA: FORTRESS OF DOOM / TAITO	
	7 Months	▽

GENESIS		
#1	SUPER STREET FIGHTER II / CAPCOM	
	1 Month	Δ
#2	HARDBALL '94 / ACCOLADE	
	1 Month	Δ
#3	FIFA INTERNATIONAL SOCCER / EA SPORTS	
	6 Months	-
#4	WORLD SERIES BASEBALL / SEGA	
	4 Months	▽
#5	NHL HOCKEY '94 / EA SPORTS	
	10 Months	▽
#6	NBA JAM / ACCLAIM	
	5 Months	▽
#7	MARIO ANDRETTI RACING / EA SPORTS	
	2 Months	▽
#8	MADDEN NFL '94 / EA SPORTS	
	1 Month	Δ
#9	NBA SHOWDOWN / EA SPORTS	
	4 Months	▽
#10	MS. PAC-MAN / TENGEN	
	1 Month	Δ

SEGA CD		
#1	STAR WARS 3-D: REBEL ASSAULT / JVC	
	1 Month	Δ
#2	VAY / WORKING DESIGNS	
	1 Month	Δ
#3	HEIMDALL / JVC	
	1 Month	Δ
#4	FIFA INTERNATIONAL SOCCER / EA SPORTS	
	1 Month	Δ
#5	STAR WARS CHESS / THE SOFTWARE TOOLWORKS	
	1 Month	Δ
#6	TOMCAT ALLEY / SEGA	
	2 Months	▽
#7	MORTAL KOMBAT / ACCLAIM	
	2 Months	▽
#8	RISE OF THE DRAGON / SIERRA	
	4 Months	▽
#9	DRAGON'S LAIR / READYSOFT	
	6 Months	▽
#10	LUNAR, THE SILVER SUN / WORKING DESIGNS	
	6 Months	▽

GAME GEAR		
#1	ALADDIN / SEGA	
	3 Months	-
#2	NBA JAM / ACCLAIM	
	5 Months	-
#3	MORTAL KOMBAT / ACCLAIM	
	11 Months	Δ
#4	WORLD CUP USA '94 / U.S. GOLD	
	2 Months	▽
#5	ROBOCOP VS. THE TERMINATOR / VIRGIN	
	1 Month	Δ
#6	SONIC CHAOS / SEGA	
	8 Months	▽
#7	X-MEN / SEGA	
	6 Months	-
#8	ECCO THE DOLPHIN / SEGA	
	2 Months	-
#9	MICRO MACHINES / CODEMASTER	
	4 Months	▽
#10	ROAD RASH / US GOLD	
	6 Months	-

NUMBER ONE GAME FOR EACH SYSTEM		
	3DO	Shock Wave Electronic Arts
	SUPER NES	Super Street Fighter II Capcom
	GENESIS	Super Street Fighter II Capcom
	SEGA CD	Star Wars 3-D: Rebel Assault JVC
	GAME GEAR	Aladdin Sega

EGM'S HOT TOP TENS

REGISTER YOUR VOTE

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

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1. SNES / SUPER METROID
2. SNES / ACTRAISER 2
3. SNES / STREET FIGHTER II
4. SNES / STREET FIGHTER II TURBO
5. SNES / TMNT: TOURNAMENT FIGHTERS
6. SNES / STARFOX
7. SNES / MORTAL KOMBAT
8. SNES / SUPER EMPIRE STRIKES BACK
9. SNES / CLAY FIGHTER
10. SNES / JUNGLE BOOK
11. SNES / SUPER STAR WARS
12. SNES / SUPER TECMO BOWL
13. SNES / SUPER MARIO ALL-STARS
14. SNES / STUNT RACE FX
15. SNES / SUPER RETURN OF THE JEDI
16. SNES / DONKEY KONG COUNTRY

17. SNES / EARTHWORM JIM
18. GENESIS / MORTAL KOMBAT II
19. GENESIS / STREET FIGHTER 2 CE
20. GENESIS / ETERNAL CHAMPIONS
21. GENESIS / JURASSIC PARK
22. GENESIS / STREET OF RAGE 3
23. GENESIS / ALADDIN
24. GENESIS / BLOODLINES
25. GENESIS / SONIC THE HEDGEHOG 3
26. GENESIS / EARTHWORM JIM
27. GENESIS / DYNAMITE HEADDY
28. GENESIS / SUPER STREET FIGHTER 2
29. SEGA CD / MORTAL KOMBAT CD
30. SEGA CD / SONIC CD
31. SEGA CD / HEART OF THE ALIEN
32. SEGA CD / ETERNAL CHAMPIONS

33. SEGA CD / LUNAR 2
34. SEGA CD / ECCO: TIDES OF TIME
35. DUO / STREET FIGHTER II CE
36. DUO / DRACULA X
37. 3DO / SUPER STREET FIGHTER TURBO
38. NEO-GEO / SAMURAI SHODOWN
39. NEO-GEO / FATAL FURY SPECIAL
40. NEO-GEO / SAMURAI SHODOWN 2
41. NES / ZELDA
42. NES / JUNGLE BOOK
43. GAME BOY / DONKEY KONG
44. GAME GEAR / THE INCREDIBLE HULK
45. GAME GEAR / JURASSIC PARK
46. ARCADE / MORTAL KOMBAT II
47. ARCADE / SUPER STREET FIGHTER II
48. ARCADE / SUPER BATTLETOADS

Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through November 30.

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HE'S BIG... HE'S MEAN... HE'S GREEN...
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...SMASH, BASH, CRASH, AND TRASH EVERYTHING IN MY PATH!

HEY, SURE HULK GETS A LITTLE CRANKY, BUT SO WOULD YOU IF YOU WERE BLASTED BY GAMMA RAYS THAT TURNED YOU INTO A HUGE, POWERFUL, GREEN CREATURE EVERY TIME YOU GOT A LITTLE TICKED-OFF.

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Oh... oh, it looks like the Leader has given mild mannered Bruce Banner another migraine... and you know what that means!

AAAAAAAARRRRRRRRGGGGGGHHHH!!!!



Take to the streets, where you and Hulk can kick some serious cyborg-butt!



Travel high above the city with Hulk and help him put a serious hurt on Rhino and his henchmen!

**WOOOMP!
THWAAP!**



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**COME ON...
IF YOU THINK YOU'RE
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GAMING GOSSIP

...VIRTUA COP ON THE WAY TO ARCADES...
...32X AND SATURN TRY TO GET ALONG...
...NEO-GEO TO LAUNCH CD 2 SYSTEM...
...NINTENDO CONVERTS CLASSICS TO 64...
...HASBRO READIES VR HELMET...
...ECCO 2 FROM SEGA TO BE 3-D GAME...
...VIRTUA FIGHTER 2 OFFERS MORE...
SONY GETS VF CLONE FOR PLAY STAT...

...Happy ho-hos, of Quarter-fans, 'tis I, the guru of gaming - back once again from the dark side with arms loaded down with the hottest insider dirt that money can buy. That said, the Q-Machine is in overdrive, with early work on a boatload of upcoming products for your eyes only...The first stop on the Q-Mann's monthly trip into the gaming underworld lands yours truly in Japan where Sega is really riding high! Not only is Virtua Fighter blowing away Super SF2 Turbo, but Daytona is king of the raceways. The latest virtual entry from the big 'S' is Virtua Cop, sort of a combination of Lethal Enforcers with scaling and zooming. It's kind of simple in concept so it probably will hit the home systems soon. Did I hear someone say 32X?...While we're on the subject of Sega, the Quartermann has discovered that Knuckles has escaped from the Sonic 2 and 3 games! Sega will be billing this as the plotline to their new Sonic vs. Knuckles game coming out later this year. My schedule shows a release date of Oct 18th.

...While the 32X and Sega Saturn both utilize the same Hitachi chips, the Q-Mann has learned that the hardware engines are different enough to cause serious software incompatibility problems between the two systems. The Q has heard rumors that Sega knows about this and with their commitment to have all of their systems downwardly compatible, the king of the 16-Bit hill is being forced to either restructure their Saturn to include a whole separate internal 32X engine, or to create another 32X 'add on' adapter which will plug into the Saturn. The Q has also heard rumors that you WON'T be paying for this extra enhancement! How's that? More to come...Excuse me, but how can that new convention be the biggest in the world? They haven't even gotten their first one off the ground - unless you're counting the number of times they've moved the show...

...This just in! SNK has leaked out news that my bud Terry Aki recently picked up in Japan. Evidently, the company is already hard at work on a Neo-Geo CD 2 system! Not bad, considering the first one isn't out yet! This new unit will be designed in the same fashion as the Sega CD2, with the motorized CD tray replaced with a clam-shell manual door. Other cost savings are also rumored to be added to the final product...SNK also has some interesting carts coming our way. Look for what many are already billing as the ultimate fighting game ever! It's called King of Fighters and this mega cart will combine the best characters from World Heroes, Fatal Fury and Art of Fighting - with everybody knocking the sense out of each other in a massive melee never before seen in gaming history! Also look out for Aero Fighters 2 and Agressors of Dark Combat...

...Nintendo is hard at work doing conversions of their more popular titles for the upcoming Ultra 64 machine. While the Q still thinks it sounds like a gasoline ("crystal clear, Amoco Ultra 64..."), this upcoming mega machine is set to debut with some killer names behind it, including Pilot Wings 2 and, of course, a new Mario entry that is rumored to be packed with action, driving, AND flying sequences! Can't wait...Acclaim is moving very quickly to be one of the first third party licensees to bring out Ultra 64 games. Since the Q has discovered from inside sources that they already have an Ultra 64 development system, this should give the house of many labels a good head start on the competition. Look for their first entries to include Turok, based on the Valiant comic book...

...Sources close to yours truly have dished up some dirt on the rumored Hasbro virtual reality system. It looks like the toy giant will be bringing out their headset hardware sometime next year to go head-to-head (so it was a pun, shoot me), with Sony, Sega, Nintendo and other next generation machines. The unit was being shown at a secret closed-door meeting that the Q just happened to walk in on. It was a nice piece of machinery, with a \$299 price tag that, considering you get a helmet with two video monitors ready to blast images into your brain, isn't such a bad deal after all...Is it just me or was the middle of True Lies really boring?...Is Sega planning to bring back their 3-D glasses? The Q-Mann has discovered that Ecco 2 will be a 3-D game, but how Sega plans to pull off the 3-D effect remains a mystery to everyone except...

...Terry Aki just phoned (thank goodness for Friends and Family II: The Next Generation) to tell me that Virtua Fighters 2 will hit the streets of Tokyo any day with more characters, better graphics, and more polygons...Speaking of Virtua Fighters, Sony's special Play Station press reception in Japan showcased a VF clone. While the Q discovered that Sony isn't responsible for the swipe, it is good enough to give the Saturn rev a run for its money...'Til next month, the Q tips his hat to Sam M., in the GENIE's bottle. Thanks for the support Sam...

- QUARTERMANN

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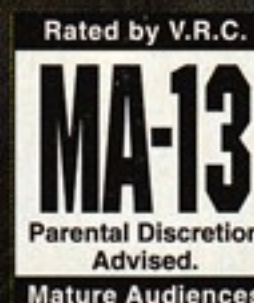
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ELECTRONIC ARTS

PRESS START

NINTENDO TO BE AT CES INTERACTIVE '95

Less than 48 hours after the plans for the 1995 CES Interactive were announced, one of the biggest players in the video game industry announced their intention to exhibit.

The CES Interactive show will have a total of 300,000 square feet of exhibitor booth space. Since the show was first announced, 24 companies have signed on to exhibit. Those

names include Alias Research, who is working with Nintendo on development technology for the Ultra 64, GTE Interactive, Konami, Naki, Ocean of America, STD Entertainment, Taito, Time Warner Interactive, and Turner Interactive.

Peter Main, vice president of marketing at Nintendo of America called the '94 CES their "best show in three years

and we are looking forward to participating in CES Interactive next year in Philadelphia."

It is expected that Nintendo's licensees will also sign on for exhibit space. But, Sega may be absent again next year, as some sources have indicated that they have already reserved space in Orlando for another dealer-only showing.

VR MKII?

Come September, you'll be feeling a lot more of Mortal Kombat II than you might want to.

Pick up an MKII cart and you'll see an Aura Interactor card inside. Likewise, if you buy an Interactor Virtual Reality vest, you'll see an MKII card.

MKII and the Aura Interactor will make for some great game playing!

NEW TECH FOR ULTRA 64

Using Rambus technology, Nintendo's Ultra 64 machine (scheduled for a fall '95 release) will run at a zippy 500 mHz.

The results on screen will be fast, smooth game play and texture mapping. This is a major leap in technology when you consider that PC systems use processors that are between 30 and 66 mHz.

Howard Lincoln, Nintendo chairman, states, "The addition of Rambus is a significant step. They not only make possible the processing speed we require to give consumers a totally new video game experience, but they deliver that technology at an affordable price."

Be looking for Ultra 64 games to hit an arcade near you this fall.

SNK'S NEO-CD TO LAND NEXT SPRING!

The amazing Neo•Geo CD-ROM system is coming along in its development stages.

We decided to catch up with the system, and there's a few new things that may be of interest.

The system is tentatively scheduled for a spring/summer '95 release. The suggested retail price may be somewhere around \$399. And, we have been told that they are planning 50 titles to be ready at the launch, a

mixture of new releases and older Neo•Geo games that have been ported over onto the CD platform.

In other Neo news, Aero Fighters 2 will soon be around, so be looking for a preview in *EGM*®.

SNK will not abandon their cartridge system, as games are in development for that as well.

If SNK can deliver the goods, many arcade gamers will be in for a pleasant surprise next spring!



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Because these blocks spell doom.
They're Gridders, and they make this the most unique
adventure/puzzle game for 3DO.

REMEMBER YOUR FIRST SET OF BLOCKS?

36 dangerous grid levels. Each with multiple solutions, each more challenging than the last. You must encounter deadly "technocutioners" and other agents of evil. Find and employ life-saving objects.



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hound Fidex™. And learn how to use unusual devices. All in a relentless
quest for a diabolical secret. CD quality music and dramatic animated
sequences intensify this vivid, screen-popping 3D experience. Gridders is a
test of guts and gray matter. One wrong move and you'll have to be scraped off the block with a shovel.

THIS MAY BE YOUR LAST.

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 **Tetragon™**



3DO'S FALL/WINTER GAME PLAN ANNOUNCED



Star Control II gets ported over and re-vamped for the 3DO.

For those of you out there who bought a 3DO when it first came out, you know of the drought in new software titles. But for Christmas this year, you'll be very happy to see what they've got planned. 3DO and their third party licensees are developing new software as quick as they can.

Slayer is the first Advanced Dungeons & Dragons title for the 3DO, and features a unique randomizer that will make every game different. Monsters, the layout of the mazes, and the puzzles you must solve will all be completely new each time you play. A first-person perspective adds to the game play and over 4 billion dungeons can be created. You'll be armed with weapons and magic, but will you be



Interplay's Kingdom brings you into the story using cinemas.

brave enough to survive?

Alone in the Dark by Interplay is a new 3DO game that has been ported over from the PC. It involves a horrific world where secrets and evils of Derceto come to life. It takes full advantage of the 3DO's cinematic capabilities for the best play possible.

Kingdom: The Far Reaches takes you on a quest to retrieve the five pieces of an amulet known as The Hand. This 3DO original is filled with amazing animated cinemas to tell this complex and intriguing story.

PaTaank takes you where no pinball game has gone before. With a first-person view, you'll be jetted all over the



PaTaank! will have 3DO owners bouncing off the walls.

board, through tunnels and curves in three stages of fun. No doubt you'll be hearing many a PaTaank!

To satisfy arcade rats everywhere, Super Street Fighter II Turbo will be coming to the 3DO as well. Add to that Samurai Shodown, and you've got a holiday season that is packed with new games. And what we've mentioned here is just a sampling.

Other new titles coming soon include Dragon's Lair II: Time Warp, Duelin' Firemen!, FIFA Soccer, Flashback, Space Pirates, Tetsujin, The Lost Files of Sherlock Holmes, Virtuoso, VR Stalker, and Way of the Warrior. It's definitely going to be a great year!

32X AND SATURN

At the CES, we were able to ask a few questions about Sega's 32X and Saturn systems.

Earlier, we reported that Super Space Harrier would be released. That title has since been pulled from their 32X development list.

The 32X will not come with a pack-in game, but there will be an unspecified surprise enclosed in the box. We'll have to wait to see what that might be. There may also be a Genesis configuration soon with the 32X hardware built in.

The first titles to be available for the system are Tempo, Doom, Star Wars Arcade, and Virtua Racing Deluxe. More will follow soon after and in time for Christmas.

The 32X will connect to any Genesis configuration, including the CDX and X 'Eye. So if you bought one of these specialty Genesis configurations, you will not be left out.

As for the Saturn system, Sega of America still won't comment. However, it's possible that the U.S. market will get a totally different configuration of Saturn hardware.

Whether this means they'll change it from being a 32-Bit system has yet to be known. But, they are thinking of changing the Saturn hardware for the U.S. market.



Virtua Racing Deluxe is headed our way on Sega's 32X super machine.

悪魔城ドラキュラ
DRACULA X

SUPER
Air Zonk

龍虎の拳
ART OF FIGHTING



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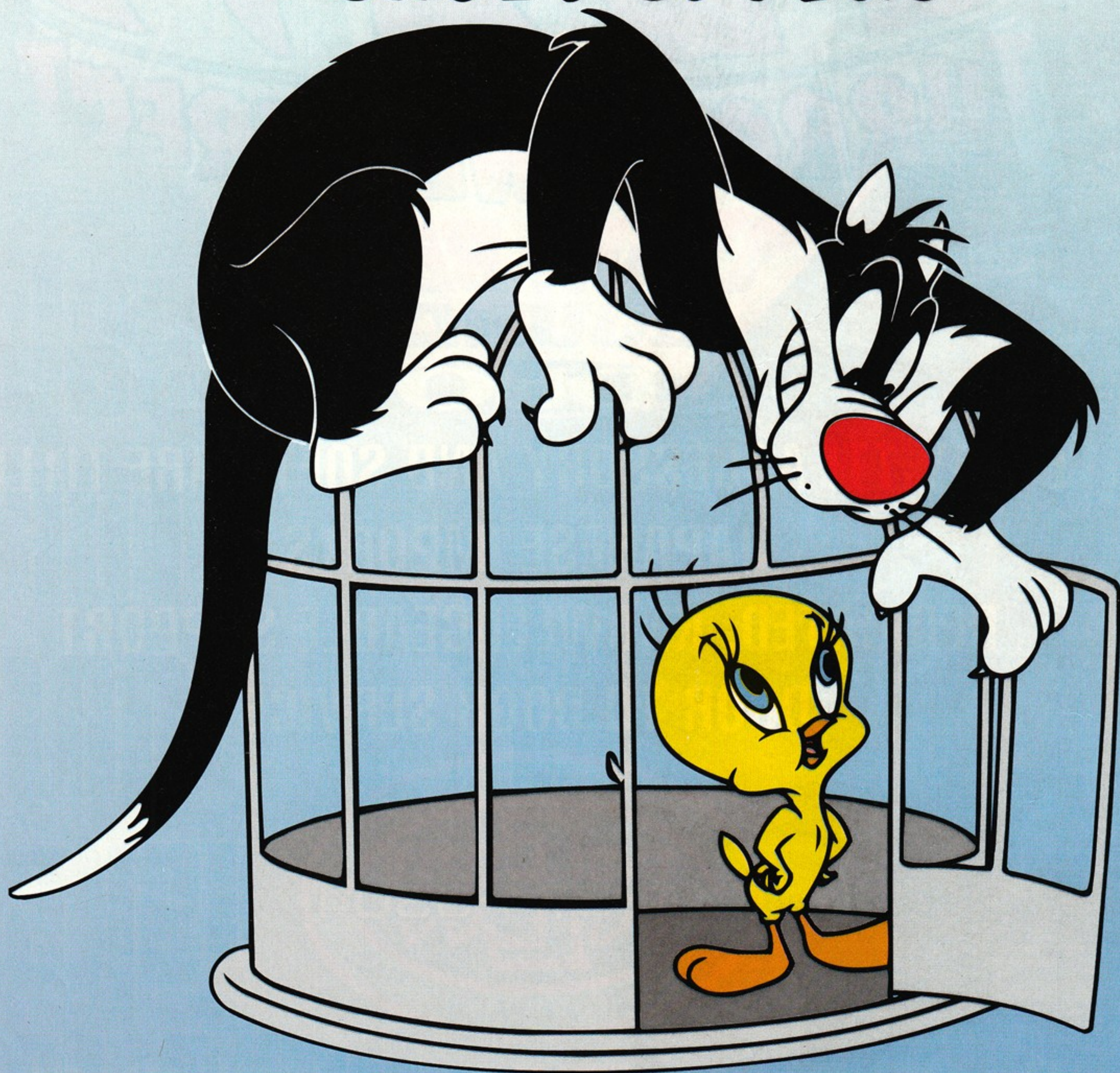
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TURBO DUO

Sylvester and Tweety IN CAGEY CAPERS



"BAAD OL' PUTTY TAT!"

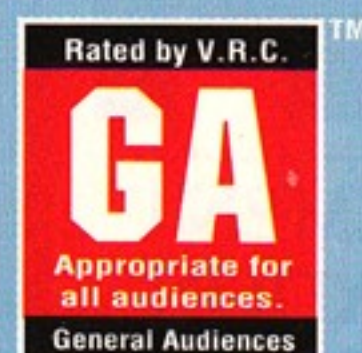
Sylvester is at it again! His favorite meal (Tweety) is so close he can taste it – but there's a slight catch. He has to get past Granny, Spike, Hippety Hopper the Kangaroo and more to get his paws on Tweety. It's amazing what this cat will do for a bite to eat.



- ▶ Use helpful Acme items like pogo sticks, binoculars, and superhero suits to avoid trouble.
- ▶ Full animation and cartoon like graphics and voices bring this hysterical "Toon" adventure to life!
- ▶ Multiple levels of difficulty adjust play for all ages and abilities!
- ▶ Use Sylvester's patented evasion maneuvers to hide from Tweety's protectors!
- ▶ Grab items found in the background to make difficult, but climbable stacks!



**Time Warner
Interactive, Inc.**
675 Sycamore Drive
Milpitas, CA 95035-0782



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ARCADE ACTION

WING WAR by Sega

Sega has once again tested the limits of the imagination with their latest coin-op wonder. Wing War is an aerial battle game unlike any you've seen before.

Taking its cue from games like Virtua Racing and Virtua Cop, Wing War takes the player to a battle in the skies. The game allows for three viewing perspectives,

including cockpit, rear, and top. Wing War also incorporates a new Automatic View button which enables the player to view the action from an optimum perspective automatically. This excellent feature adds additional realism to this exciting new title.

The game's processor is also a marvel. It has the ability to process surprisingly realistic images at 180,000 polygons per second! This gives the game a very fluid, lifelike feel. Players also get to pick from eight different fighters ranging from propeller-driven planes to military jets.

If you get a chance, check out Sega's Wing War. The missions are exciting, and not too tough for the average gamer. This game is going to be very popular in arcades!



The graphics are really smooth thanks to the game's awesome processor.



Target the enemies with your gunsights and let them have it with your weapons.



ama

AMERICAN AMUSEMENT
MACHINE ASSOCIATION



Eight planes are available for your use.
Select the plane you like the best.



Players can select the kind of aircraft
that they can go into battle with.

The Future Is Now

SNK

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STAR TEAMS
LINED UP!



Three legendary fighting forces from ART OF FIGHTING, FATAL FURY, and WORLD HEROES, face off to decide who is the Ultimate Dream Team!

THE KING OF FIGHTERS 94

SUPER HIGH TECH GAME

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Nintendo

You are Kyle Blackthorne, mercenary and long lost Prince of the war-torn planet Tuul and one mean machine. Mysteriously you are summoned back from Earth to liberate your people from Sarlac and his foul forces of evil.

Armed with brute strength, animal cunning and a lead-spewing shotgun you'll face lethal Rock Beasts, perilous Eekers and other monstrosities. All blasting at you in full-motion cinematic animation and digitized sound - so real that you'll think you've lived it.



He's Here To Take Out The Trash.

MY ENEMIES ARE MORE EVIL AND
REPULSIVE THAN I EVER IMAGINED.
THEY ARE BRUTAL, HIDEOUS CREATURES
WHO DELIGHT IN BUTCHERING THE
INNOCENT, THE UNARMED... MY PEOPLE.
I GROW IMPATIENT TO AVENGE THE
VICTIMS IN THIS HELLISH PLACE. THERE
HAD BEEN MUCH BLOODSHED, BUT THE
NIGHT IS YOUNG. AND IT'S TIME THEY
MET BLACKTHORNE.

Kyle-

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Interplay Productions, Inc.
17922 Fitch Avenue
Irvine, CA 92714

DARKSTALKERS: THE NIGHT WARRIORS™ by Capcom



Each player has a variety of bizarre and wacky special moves in their arsenal.



The classic "horror show" backdrops lend an air of comedy to the game!



Anakaris the Egyptian mummy likes to keep his opponents "all tied up."



Sasquatch shows off his chilling special move—the dreaded Big Snow. Burp!

Capcom has announced the arrival of a new fighting game due to hit the arcades this fall. Darkstalkers: The Night Warriors™. This latest brawl-fest looks to be one of the most monstrous (excuse the pun) releases from Capcom yet!

Square-off with an opponent, either real or computerized, using some of the most recognizable monsters of all time! You get all of the goodies of a regular fighting game, but with a

sometimes comical twist. Pick between a very unique ensemble of warriors including a vampire, a werewolf, a sasquatch, a zombie, and other monstrously awesome contenders from the late night horror show!

Each contestant has a huge variety of moves including secret moves which can be performed to inflict maximum damage on your opponents.

Darkstalkers appears to be more of a cartoon-like fighting game than Capcom's Street Fighter games. Some of the characters' special moves are hilarious to watch—especially the sasquatch's Big Snow move where he



The character animations are among the best ever seen in a fighting game.



Use the health bar to gauge your performance and the strength of your foe.



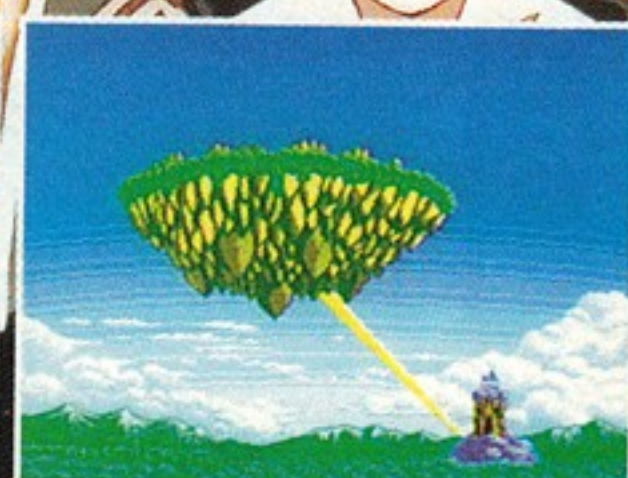
Keep an eye on the special moves meter located at the bottom of the screen.

SEGA-CD™ owners asked. We listened. Now, it's here...

LUNAR™

THE SILVER STAR

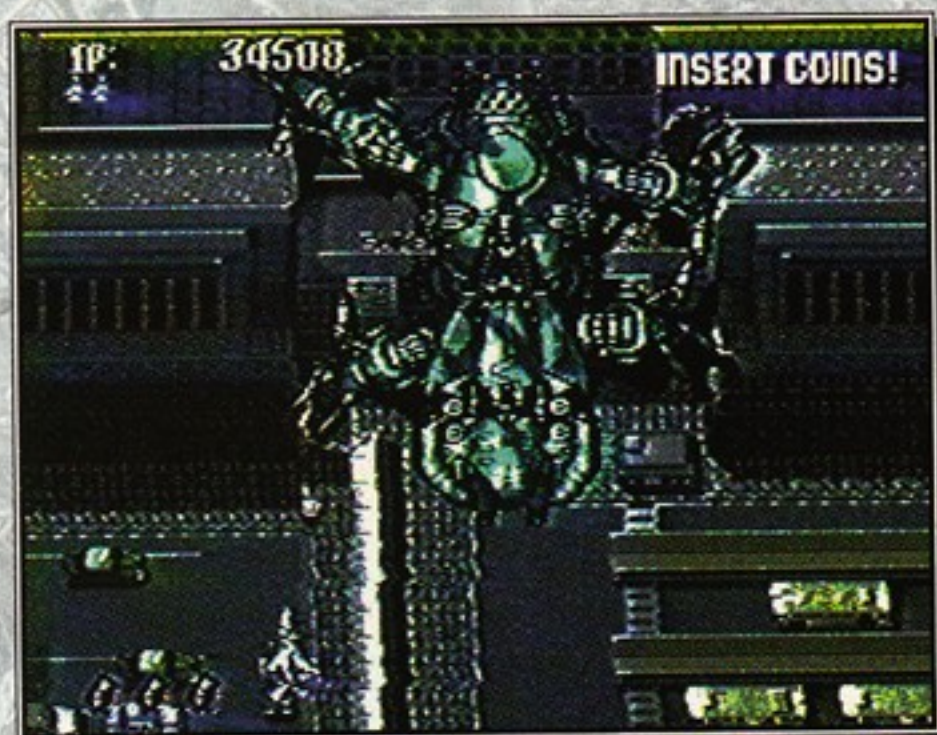
True Role-Playing!
CD sound!!
Hot animations!



Our games go to 11!

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AERO FIGHTERS 2 by SNK



Huge Bosses like this are a common sight in SNK's Aero Fighters 2!



There's a wide range of pilots to select from. You can even play as a dolphin!



Make sure that you're powered-up so you can annihilate all of the enemies.



Weapon power-ups can be easily obtained by destroying various objects.

Hold on to your seats everybody, Aero Fighters 2 is ready to make a landing at your local arcade! Aero Fighters 2 is the sequel to one of the most popular arcade shooters ever made. Fans of the first installment will definitely not be disappointed.

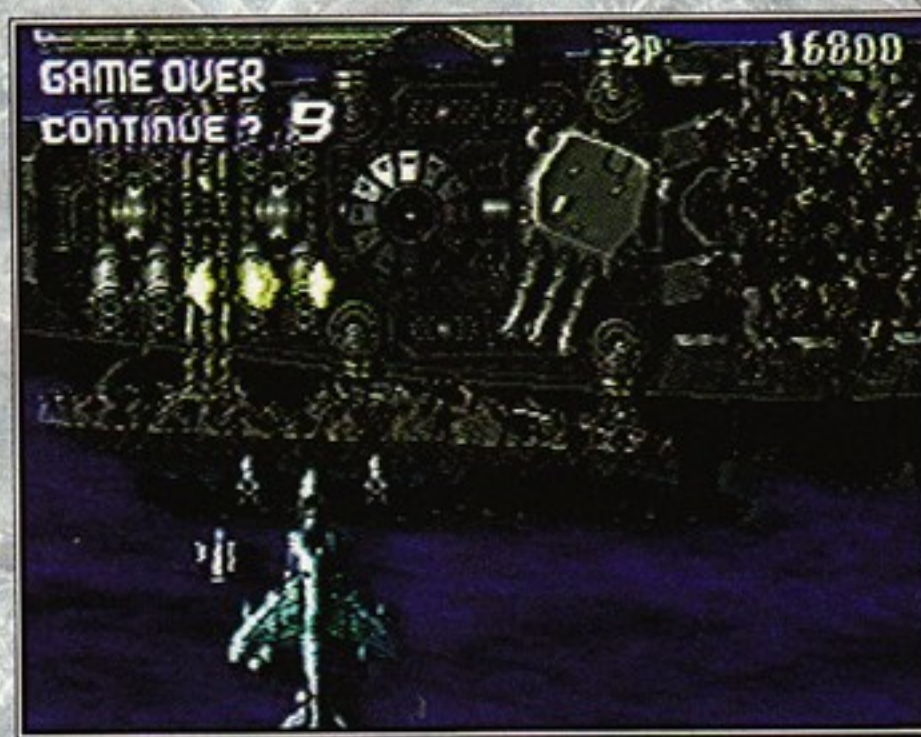
This shoot-'em-up features humon-

gous end Bosses, fantastic graphics, cool special weapons, and an excitement level that will take its toll on your heart! To add to all of this, there's the always welcome option of playing a two-player simultaneous game with a friend!

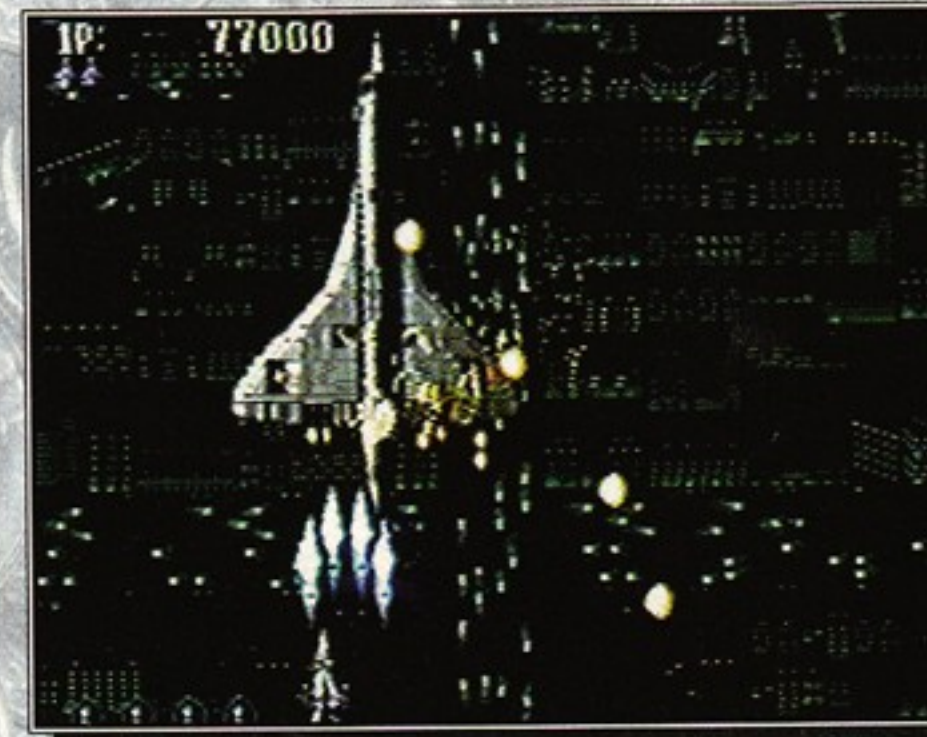
You can select your pilots and jets

from a wide assortment of countries from around the globe. Some of the pilots are actually pretty comical, like a dolphin and a little kid! Too funny!

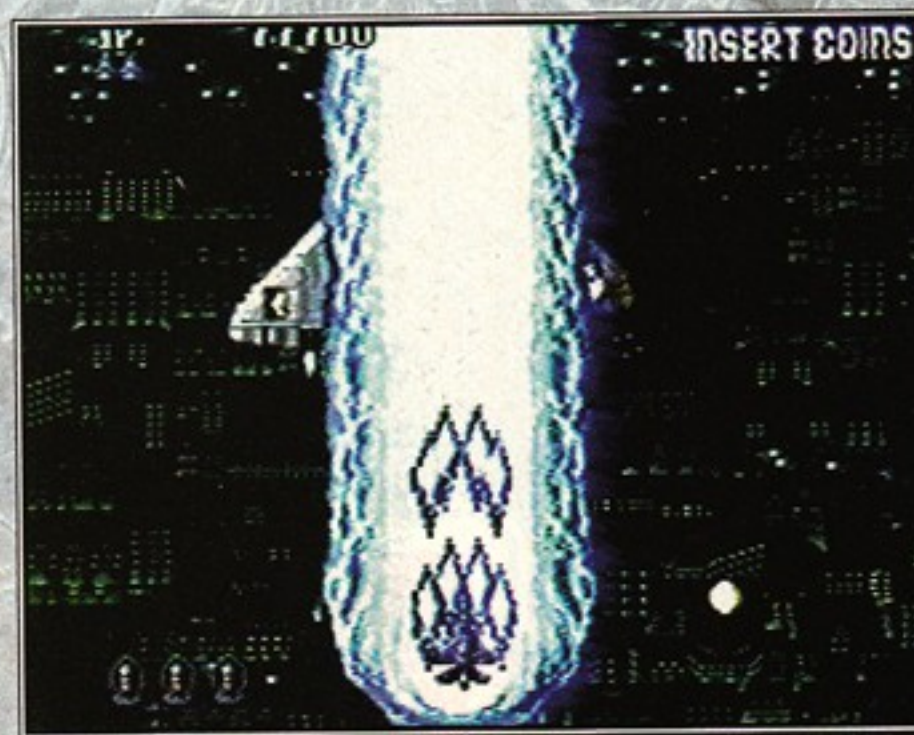
There's little lacking in this shooter fan's dream-come-true! So strap yourself into the cockpit and get ready for Aero Fighters 2 from SNK.



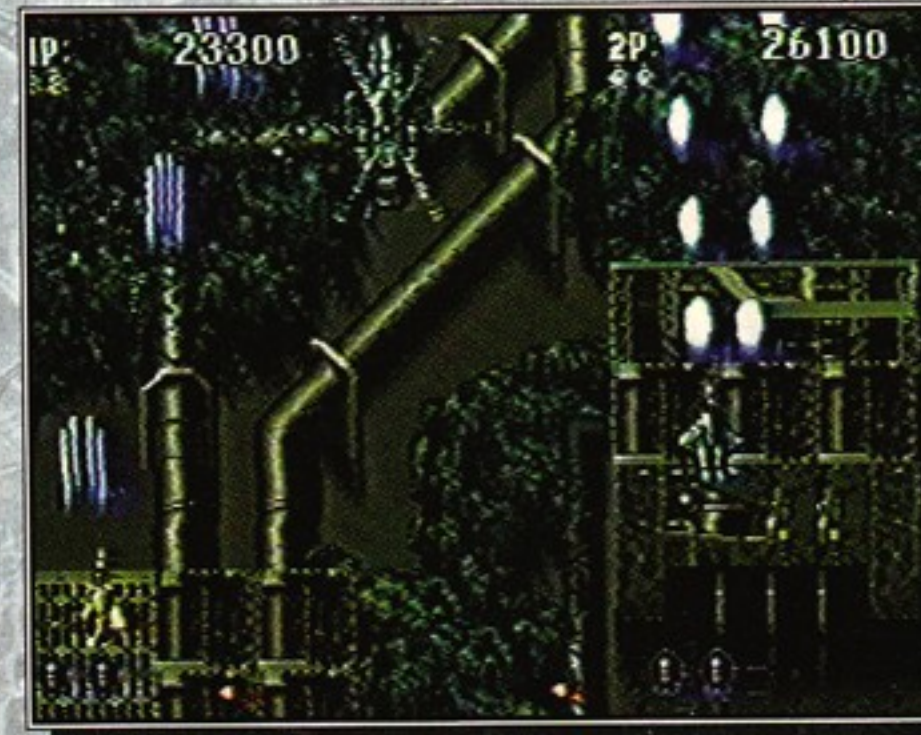
This immense battleship Boss is a real pain to destroy—so stick with it!



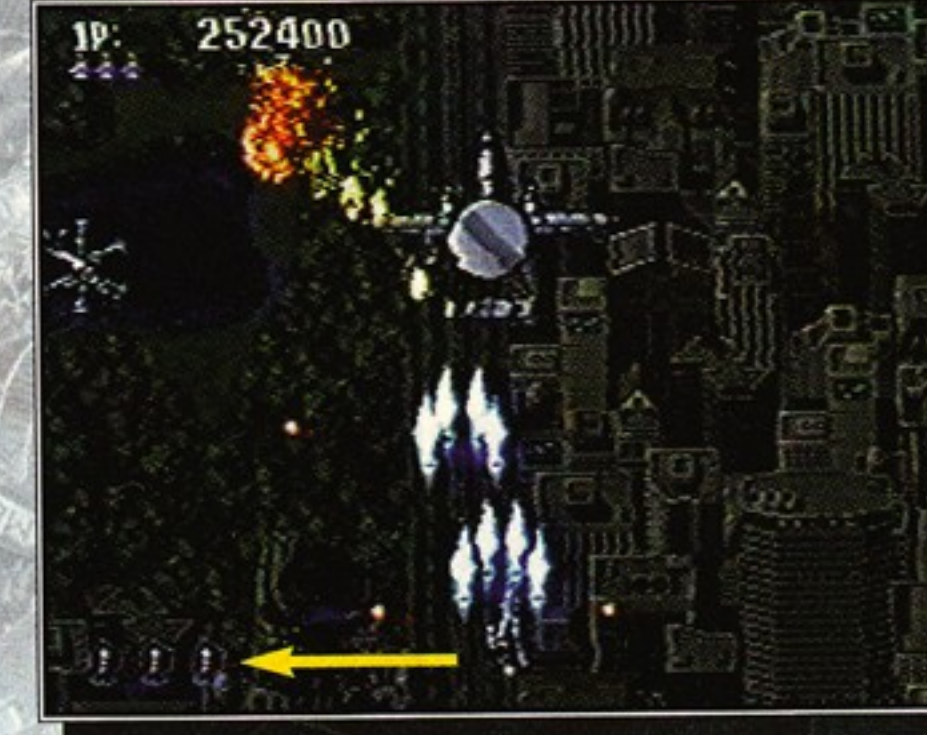
The enemy aircraft come in all shapes and sizes so keep your eyes peeled!



Each pilot has his/her very own special attack. Use it in an emergency!



For even more effective playing, two players can go at it simultaneously.



Your super weapons are gauged at the lower left-hand side of the screen.



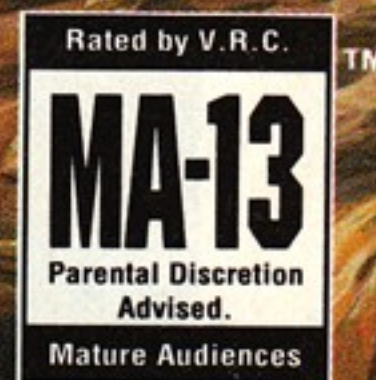
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Deadly.
No Fear.
No Remorse.
...and it's coming
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Awesome Role-Playing!
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	P.Y. L19 HP 285 MP 96
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YOU CAN BE THE ALIEN.

Lunch. Toast.
you from the inside out. The
It's one thing to be low man on the food chain in a 16 or 32-bit game. But in Jaguar's 64-bit system, it takes extremely

Dogmeat. You're on the menu. The Alien eats
Predator's razor-like mouth parts go for the crust.
fine tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the

A L I E N



YOU'RE THE MARINE. YOU'RE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and fulfill your biological destiny; kill or be killed.



THE ALIEN LASHES OUT. His claw and tail strikes are beautiful and deadly. No such aesthetics apply to his acid-spitting. That's just plain sick.



YOU'RE JUST A CRYBABY WITH A SHOTGUN TO THE ALIEN. Texture-mapping heightens the claustrophobia of the airduct. Too Bad. Tell your therapist.



Game tips and hints: 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari, the Atari logo, and Jaguar are trademarks or registered trademarks of Atari Corporation. All rights reserved. Alien and Predator™ & © Twentieth Century Fox Film Corporation. All rights reserved. Used under sublicense from Activision.

YOU CAN BE THE PREDATOR.

OR YOU CAN BE LUNCH.

PREDATOR

Predator or the Alien. Ancient animal senses exploit the high-resolution bit-mapping – *the better to see you*. Huge sound-sampling – *the better to hear you*. And unparalleled animation – *the better to come out of nowhere and eat you*. In a 64-bit environment, pure sensation can overwhelm. Keep a little blood in your adrenaline system, and maybe you'll survive. At least until dinner.



THE PREDATOR'S DISKS FROM HELL may outmatch your more conventional weaponry. Might be a good idea to keep your first-aid kit handy.



THE PREDATOR CAN SEE WHAT YOU CAN'T. Stay out of his view. Too many x-rays can be bad for you.



MARINE? SOLDIER-ON-A-STICK IS MORE LIKE IT. Your extraordinary bit-mapped image makes the shape of your skull look so very right to the Predator.

JAGUAR™
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INTERACTIVE MULTIMEDIA SYSTEM

INTERNATIONAL OUTLOOK

10 GAMES PREVIEWED!!!

**Sound Fantasy,
Dotchers, Kendo Rage 2,
Breath of Fire 2, Yum
Yum, OB Club, Dragon
Slayer 1 and 2
FACT FILES: The Firemen,
Osu! Karate Club**

INTERNATIONAL NEWS

Yo gamers! This is the 'Aki-man with the latest scoop from the good ole Land of the Rising Sun! After a wee bit of lag time after the Toy Show, we are now getting a whole slew of killer carts! First on the interesting tidbit list is that the NEC 32's official name was finally bestowed, the PC-FX.

On the 20th of July, Sony presented a showing of working PlayStation games! First off was Konami hitting it big with Super Parodius, which is said to be a letter-perfect clone of the arcade—and that's not all! Also available on the disk is the *original* version of the first Parodius! Wow! There was also an incredible looking Virtua Fighter-type game from a yet unnamed company, and Gundam RX78, a full polygon fighting game from Bandai!

In the regular video game news, Konami has announced that they are hard at work on Goemon 3 (the sequel to Legend of the Mystical Ninja). Also the company Saurus of Japan announced that they are going to produce Art of Fighting 2 for the Super Famicom. That's about it for this ish', but don't forget to check out my best buds Nob and the "Virus" in the pages of *EGM*! *Kochi Kochi*!



WORLD NET

Nintendo of Japan

Sound Fantasy

Super Famicom

Art

September



¥6,800 w/o Mouse

Trust Nintendo to come up with something unique! SF contains four games: Beat Hopper, you are a bug on a pogo stick bouncing on blocks; Ice Sweeper is a variation on break-out; Pix Quartet, a variation of Mario paint with color and music combined; and finally, Star Fly which is hidden.



A save feature exists so you can store three of your masterpieces-in-progress!



In Ice Sweeper, you knock your bug about to pop the musical spheres.



One of the main games is Pix Quartet, which has you laying down colors (each color symbolizing a note and has four of 16 different bugs (representing instruments) race across for a noise-fest. Or if you're good, a beautiful masterpiece!



Play as a bug in Beat Hopper—a Q-Bert style game.

**Finally,
A Game With
the Right Kind
of Bugs!**

STOP THAT ROACH!



Smash'em with a slipper



**Set a trap roaches can't
escape from**



Victory is sweet!

There's always a chance a video game will make it to market with bugs. In Koei's newest Game Boy title — **Stop That Roach** — we're making sure our game has lots of bugs (roaches, that is). As either Ken or Lilly, it's your job to battle those nasty critters that have invaded your kitchen and are eating all your snacks.

Pick up the nearest household item, be it a broom or bedroom slipper and smash the bugs flat. But watch out, these roaches have a serious attitude and aren't afraid to fight back! Once you have corralled a group of roaches, lure them into a trap or eliminate them using bug spray. In all, the roaches have 100 different strategies for getting past you and at the food. What are you waiting for? Arm yourself and enter the kitchen swinging. We guarantee you'll find bugs!

KOEI

KOEI Corporation, 1350 Bayshore Highway, Suite 540
Burlingame, CA 94010

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AVAILABLE FOR GAME BOY.

KOEI games are available for all systems in retail outlets nationwide! If you can't find the KOEI product you are looking for, call us at 415/ 348-0500 (9AM to 5PM PST). Online support offered on CompuServe: GO VIDPUB, Sect. 4

- **100 challenging puzzles to solve**
- **Battle roaches as either Ken or Lilly**
- **Draw from an arsenal of items including a broom, bedroom slipper and roach trap to combat those pesky bugs**
- **Beware of roaches that bite**
- **Password option allows you to play puzzles you've already solved**
- **Get helpful hints to plan your next move**

GAME BOY



Bullet-Proof Software of Japan

Dotchers

Super Famicom



Action

October

Price: Unknown

The animals of Bumps Island are suiting up for their favorite sport, Dotcher. It is like a free-for-all dodgeball played on a field strewn with obstacles, traps, and handy items. The game design is similar to Bomberman. Unlike Hudson's blastathons, the characters are not one-hit wonders. As each character absorbs a certain amount of damage, more reckless attacks are possible in Dotchers. There's also no need to duck and hide from your own thrown ball—unless it is deflected back. There are a total of eight characters you can pick from, and each one has its own attributes. Also, this game is multi-player, allowing you to have three friends play with (or against) you as well!



The game is four-player simultaneous with eight characters to choose from.



Similar in looks to Bomberman, Dotchers delivers multi-player fun!

Datam Polystar of Japan

Kendo Rage 2

Super Famicom



Fighting

October

Price: Unknown

The sister of the gal who starred in the first game, Hikari Tsurugino takes over the lead spot in this fighting game sequel. Instead of being realistic, the emphasis is on anime cuteness. In addition to a 'magic meter,' there is a unique level-up system similar to the RPG method. The higher the level, the more moves and abilities at your disposal.



The higher the level you become, the more moves available for your use.



After the execution of devastating attacks, goofy reactions soon follow!

Capcom of Japan

Breath of Fire 2

Super Famicom

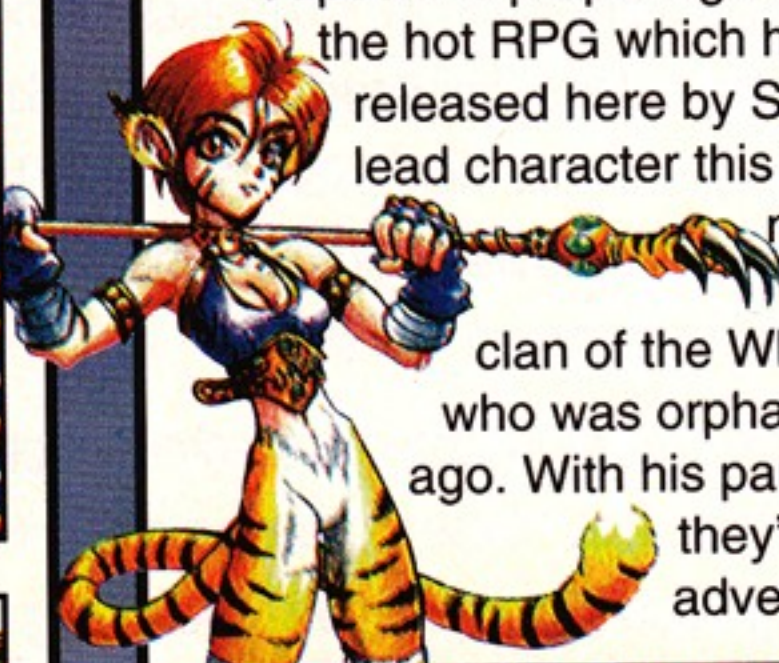


RPG

December

Price: Unknown

Capcom is preparing the sequel to the hot RPG which has just been released here by Square. The lead character this time is a boy named Ryu, also of the clan of the White Dragon who was orphaned long ago. With his partner Bosh, they'll set out for adventure!



The quarter-side view is retained with even more detail added to the combat!



The attention to detail really shows in both the adventure and combat sequences!

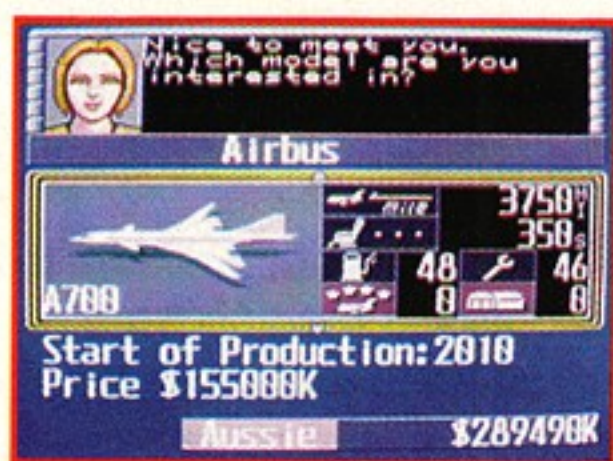
IN AEROBIZ SUPERSONIC, EVERYTHING'S BETTER BUT THE FOOD!



It's the beginning of the 21st century and competition in the airline industry is heating up. Lower fares, better service and improved flight schedules fuel the war in the skies.



SET UP BOTH DOMESTIC AND INTERNATIONAL ROUTES



PURCHASE STATE-OF-THE-ART SUPERSONIC AIRCRAFT



REVIEW AIRLINES SERVICES AT DESTINATION CITIES

As a young ambitious CEO, it's up to you to make sure your airline is a survivor and not just another casualty. To succeed, you will have to make some tough decisions including where to fly, what aircraft to purchase and how to attract visitors to the cities you service. Your goal: to differentiate your airline from the rest while still turning a profit.

In Aerobiz Supersonic, fashion a powerful fleet of aircraft from more than 50 possible choices, organize routes to 89 global destinations and invest your profits in a variety of new services including amusement parks, ski resorts and airport shuttle services.

And don't forget, as CEO you're still responsible for things like plane maintenance, advertising and handling those periodic emergencies such as a plane crash or employee strike. Get ready to make some tough decisions! And now that you're CEO, try doing something about the food!



- Offer air service to over 80 major & minor cities around the globe
- Select from 4 eras in aviation history including two futuristic scenarios
- Purchase from an extensive list of aircraft, including historical, fictitious & supersonic airplanes
- Diversify your airline through business ventures such as golf courses, ski resorts & shuttle services
- One to four player fun

KOEI

KOEI Corporation, 1350 Bayshore Highway, Suite 540
Burlingame, CA 94010

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Sega Genesis title pictured above not yet rated.

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SUPER NINTENDO



GENESIS

Bandai of Japan

Yum Yum

Super Famicom	
Action	
Unknown release	Price: Unknown

The main character is Yum Yum, a huge duck or a platypus-like thing (it's ugly in a cute way). Although an RPG, this is strictly played for laughs, so there isn't a princess to rescue or a world to be saved. Instead you get 30 short episodes that are loaded with gags. There are even some shooting games for a challenging break.



Wander through cartoon-like levels filled with funny gags!



A—shall we say—unusual game with really quirky off-the-wall humor.

Sega of Japan

Dragon Slayer Hero Legend

Mega Drive	
RPG	
September	Price: ¥8,800

This is a translation of a popular PC RPG series made by Nippon Falcom (Known for Ys and Popful Mail). Also available for the Duo CD, this is the first episode of an ongoing series of the adventures of Celios, a young prince in search of his father's murderer. The second story is being readied for an end of the year release.



On the search, you will encounter many creatures, including your father's killer!



Be sure to check every item and weapon shop for new gear to buy.

Dragon Slayer 2



Being a separate 16-Meg cart, DS2 is the sequel set 20 years after the first adventure, involving many overlapping plot lines and places from the first game.

Masaya of Japan

OB Club

Super Famicom	
Golf	
October	Price: Unknown

What can be more sinfully evil than a wacky miniature golf game—when you add in the vicious elements of croquet. You can tee up and smack your opponent's ball out of bounds (OB) by just touching it with your own ball in the same manner as croquet. (A really fun way to ruin friendships, relationships, and family!) Two thumbs up for Masaya's ingenuity.



There are six courses ranging from ancient Greek ruins to a giant world with huge pencils, books, and other everyday items. Watch out for spilled ink wells and coffee cups!



Bizarre and twisted, OB Club adds a unique twist to ordinary miniature golf!

MORTAL KOMBAT® II AND SUPER STREET FIGHTER™ II ARE COMING...



PREPARE YOURSELF

Only the dual compatible, six-button ARCADE PRO joystick from INTERACT can prepare you for the challenge that lies ahead.

COMING SEPTEMBER 1994.



Play with an attitude!

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Explosions and
Fires in
the Streets
of New York



the interactor works with all video games, tv's, vcr's, stereos and anything else you wanna feel.

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JAPAN



Brave the fires and flames to rescue innocent people from the towering Metrotech building. Firefighters Danny and Pete must work their way through the burning structure.

Metrotech, a major chemical manufacturer, was holding a Christmas party in their newest office tower. Unfortunately a kitchen fire got out of control, and now the whole place is going up in a blaze.

It's up to you to enter the tower, put out the fire, and save everyone trapped inside.

If you've ever seen the movie *The Tearing Inferno*, you know what to expect from this 'hot', original game.



FACT FILE

THE FIREMEN

MANUFACTURER	# OF PLAYERS
HUMAN OF JAPAN	1
DIFFICULTY	AVAILABLE
MODERATE	UNKNOWN
CARTRIDGE SIZE	NUMBER OF LEVELS
UNKNOWN	UNKNOWN
THEME	% COMPLETE
ACTION	100%



Aside from the quickly crisping floors, mechanical objects have gone haywire.



The deeper you go, the more hellish it will get. Can you stand the heat?



HALLWAY TO GREEN GARDEN



DANNY

You play as Danny and Pete, two outstanding firefighters.



PETE



There are many types of fires, and you must figure out the best way to eradicate each one. Some require quick bursts of water, others strong blasts.



Always hit the small fires first, or they'll grow to massive proportions.

The first part of the Metrotech building is perfect for learning how to use your hose. Stopping these early flames is easy. Be prepared: The Firemen is a real challenge.



METROTECH: FLOOR 1



The minute you enter the Metrotech building, your life will be in danger.

they've got
claws
they've got
venom
they've got
teeth
you've got
BANANAS?

But don't worry. They're not the kind of bananas you cut up in cereal. They're the kind that can cut down a man-eating tiger, spit-ball hurling snake, ballistic bat, crazy ape, or totally mental, maniac monkey. In the new video game, *Disney's The Jungle Book*, a banana can save your butt...and really mess up someone else's. You'll fire off your favorite fruit through 11 different play levels*. Plus 5 wild bonus rounds. With characters and songs straight from the Disney movie, *Disney's The Jungle Book* even features movie-like super-smooth animation. From Virgin and Disney, the same companies that created *Aladdin* for the Sega™ Genesis™ System. So make like a banana...and split for your nearest video store.

Available for all your favorite game systems.



Disney's **The Jungle Book**



Virgin
Disney
SOFTWARE

*Number of levels and bonus rounds vary according to game system. Screenshots taken from Sega™ Genesis™ version. Other versions may vary. © The Walt Disney Company. © 1994 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

THE GOOD

This is a great action game with top-notch graphics. Battling blazes was never so much fun!

THE BAD

Maybe this game is a bit too simple. There aren't any icons or power-ups—just good clean hosing.

THE UGLY

Knowing that out there, people are tackling situations like this everyday. I wouldn't want to do it!



HOSE

Use a jet of water to douse the flames.

AXE

Use the axe to hack away the debris.



SAVING LIVES

When you find a person, your partner will carry him or her to safety outside. Save everyone if you can!

THE FIREMEN

SURVIVING THE FLAMES...



As you progress through the Metrotech building, it will become apparent that there's more fire than you can stop. Keep moving, but you don't have to go out of your way to stop each little fire. Will you be able to survive?



THE MAJOR FLAMES (BOSSSES)



BOSS 1

At the end of each level there is a particularly hard-to-kill blaze of fire. These generally spread quickly, and they will do a lot of damage. The best way to stop them is with constant suppression (with water, of course).



BOSS 2



BOSS 3



FOR THE SEGA™ GENESIS™ SYSTEM.

**NO NEGOTIATION.
NO TRUCE.
CRUSH YOUR ENEMIES.
CONQUER DUNE.**



DUNE™

THE BATTLE FOR ARRAKIS



THERE'LL BE NO NEGOTIATION, NO TRUCE AS VAST ARMIES CLASH IN AN EXCITING GAME OF CUNNING AND MILITARY STRATEGY. DIGITIZED SOUND LETS YOU HEAR THE HISS OF ROCKETS, THE CLAMOR OF TROOPS. CHOOSE YOUR SIDE—YOU COMMAND THE HOUSE OF ATREIDES, HARKONNEN OR ORDOS—CREATE ARMIES AND BASES, DEPLOY AN ARSENAL OF OTHERWORLDLY WEAPONRY TO CRUSH YOUR ENEMIES AND CONQUER DUNE.

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ELECTRONIC GAMING MONTHLY

Westwood
STUDIOS

Virgin

JAPAN

SUPER
FAMICOM

Enter the "Spirit Meter"



The spirit meter is a gauge for your special attacks. You can perform a super special attack when the bar is at maximum (pictured below). Should you lose your life in a match, use your energy to replenish it by rapidly hitting punch!



Regain health when down!



Story Mode



Group Battle Mode

There is a One-on-eight (sequence fighting) and a Five-on-five Mode that can let your battles last for quite some time when you are duking it out with one of your friends.



The Story Mode is where you play only as Takada. The plot thickens between chapters, and interactions with other characters become quite intense. You will hear new info about the other gangsters and new enemies that you will encounter.

Versus Mode



By now, you all know what mode is—12 characters and selectable levels.



FACT FILE OSU! KARATE CLUB

MANUFACTURER	# OF PLAYERS
CULTURE BRAIN OF JAPAN	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	AUGUST
CARTRIDGE SIZE	NUMBER OF LEVELS
20 MEG	4+
THEME	% COMPLETE
FIGHTING	80%

THE GOOD

The super special attacks are neat, and the ability to regain your health with your "spirit bar" really helps.

THE BAD

The animations of this game are somewhat choppy, and the sounds aren't all that clear.

THE UGLY

Watching the faces in the life meters of the characters. They display queer expressions when hit!

Osu!!

Karate Club



All of these are habit



forming but only one



won't give you zits.



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VIC TOKAI INC.

22904 Lockness Ave.
Torrance, CA 90501

GENESIS



Ando

Chapter One

Sakuma



Ando has several powerful punch techniques and a ground cracker.



The first challenge is by Ando, who is the school boxing club head out for number one. Once he is defeated, Takada goes out on a date where he is beset by Sakuma who, when beaten, explains that the youth gangs of neighboring Kobe are trying to wrest control.



Though he has no projectiles, he is swift and deadly with his kicks.



Chapter Two

After Takada's ordeal with Ando and Sakuma, he is then approached on the street by a strange monk (named Suenaga) who wields deadly prayer beads (!?!). After that battle, Ryuryu and Kouryu (twins who fight almost as if they're one) attack. Once these nuisances are disposed of, the final Boss of Chapter Two (a vicious mass of muscles by the name of Rick Powered [below]) jumps on you.



Suenaga has several rapid hand attacks and is great with his prayer beads as a weapon!



These twins can perform several combo attacks as well as normal ones.

Sotokawa

Chapter Three

Kira



This suit-'n'-tie man possesses flash kicks, but he's not that hard.



Kira is a master with projectiles and several flash attack abilities.



And Further On...

Don't think we're going to spoil all the fun for you! In later chapters, you will deal with advanced training techniques by the grand master Ko Ryuun (who you'll have to fight). Eventually you take on the Bosses Nakai and Tanaka. Battle Jinrai, a muscle mass who is one tough customer, in the final conflict.



Meet Our Soul Survivor.



Our guy looks like he made it through **MANSION OF HIDDEN SOULS** with hardly a scratch. His wired jaw works pretty well and his new dentures are shiny white. The large bald spot on the back of his head doesn't seem to bother him. All of his organs, as far as we know, are original and still in the same places. And we don't hear him complain about the hair that won't stay down or the hands that won't close. Of course, we don't know anything about his mental state.



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SEGA CD™

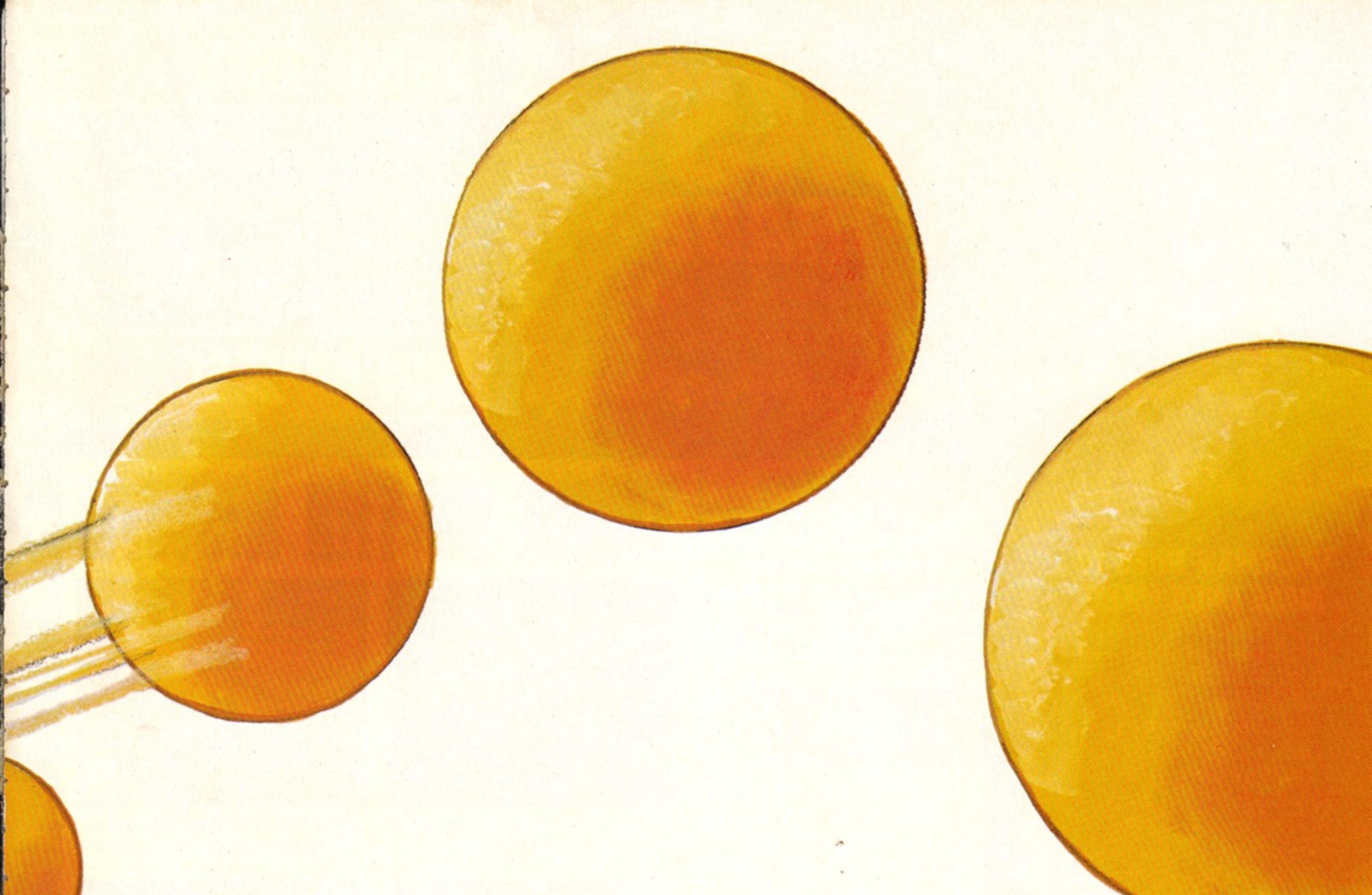
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**"ONE FALSE GRUNT, PIG LIPS,
AND YOU'RE BACON BITS."**





*Ultimate Capitalist Boar Oinker P. Hamm
Is Stealing History.*

*One Bobcat Must Battle Through Five Worlds
To Stop The Evil Swine.*

It's Gonna Take Guts.

It's Gonna Take A Whole New Way Of Playing.

It's Gonna Take One Buff Bobcat.



BUBSY II

HE'S WAY TOO COOL TO JUST RUN AND JUMP.
COMING OCTOBER 15TH.



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SEND TIPS

If you've found a cool new trick, listen up! Write your tips and send them to:

Tricks of the Trade
1920 Highland Ave, Suite 222,
Lombard, IL 60148

Check into the continuing saga of Trickman Terry for more details or get a Dread Lock Drop in the chops!

WIN GAMES!

TRICKMAN TRIES TO MAKE ENDS MEET!

The pressures of married life can leave you financially depleted, and the Trickman is no exception. With Tina out of work and the bills piling up, it has been a long and difficult summer. It has gotten to the point where Terry has had to sell off quite a few of his games for various systems (Oh the horror)! Terry's car, The Boat, needs more gas than you can get from eating 50 fast food burritos! Terry needs gas to get to work, so help out and send in tricks that are current. If the Trickmeister receives tricks for old games, he will sell his stove and cook food over a burning pile of bad tricks in his kitchen! Send new tricks to:

Tricks of the Trade, Sendai,
1920 Highland Ave, Suite
222, Lombard, IL 60148.

If your trick, code, or other great cheat is cool enough to print and keeps the Trickman from having to bring peanut butter and jelly sandwiches for lunch all of the time, you'll get your name in print and you will also receive a free game for the system* of your choice!

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Spike McFang

Super NES

Bullet Proof

Second Player Joins In

At the Title Screen where it says, Push Start, take pad one and press DOWN, B, LEFT, B, UP, Y, RIGHT, Y.

POWER
TRIP



To do this trick, you must be at the Title Screen where Push Start appears. Take controller one and enter this code: DOWN, B, LEFT, B, UP, Y, RIGHT, Y. You'll hear a chime if it worked. Now, go through your castle and defeat the Boss, Felina. When Rudy comes to your rescue and you go back to the town, take controller two and you now control Rudy!

(Note: This trick works on a pre-production version of the game. The trick may not work the same on the production version)

Kenta Tohara; New York, NY

TRICK OF THE MONTH



At the Title Screen, do the trick with controller one.



Rudy will join you and you will go back to the town.



After you're tricked and jailed, Rudy will come to the rescue!



Take controller two and you can move Rudy around freely!

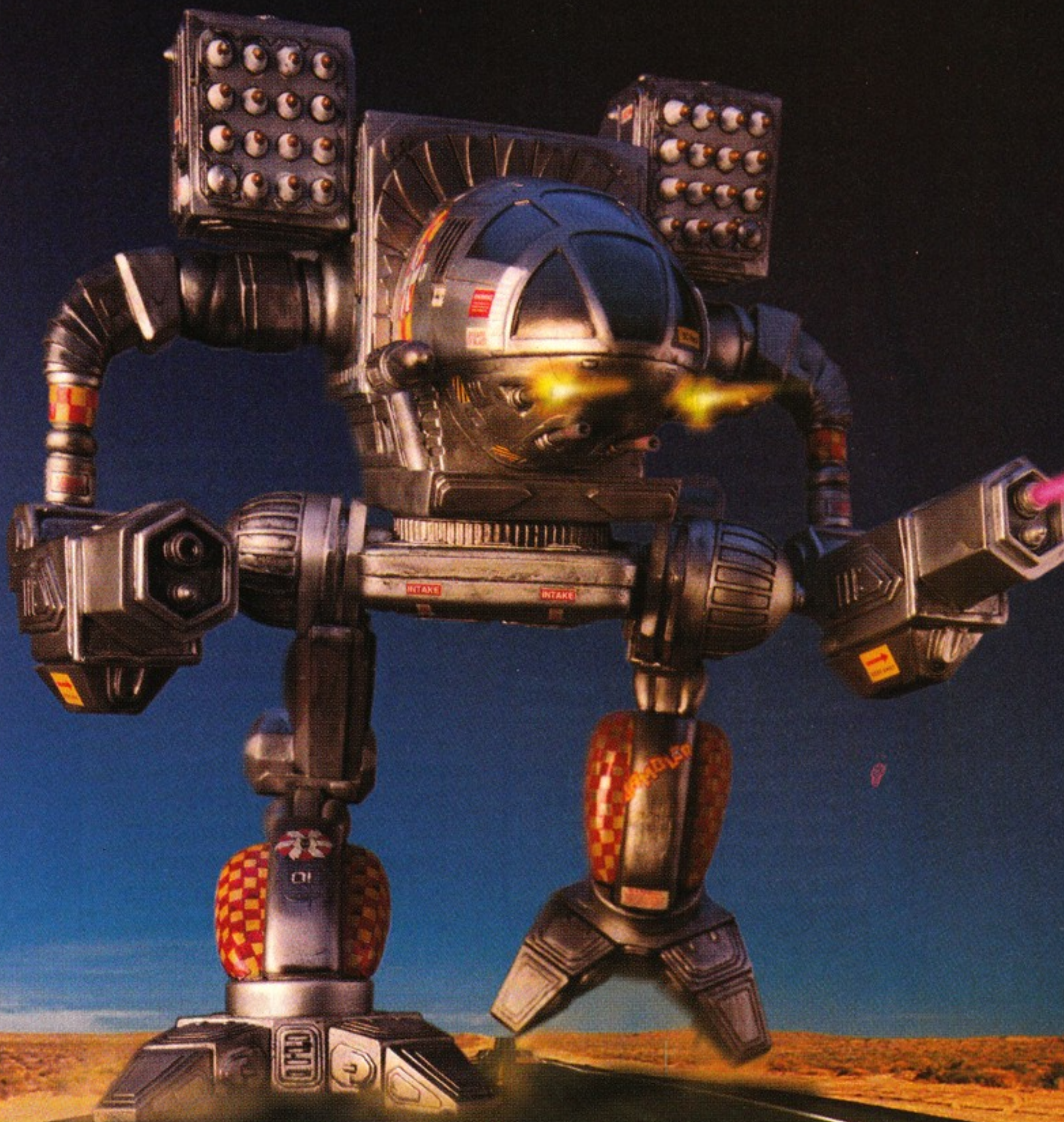
WIN AN AWESOME CONTROLLER FROM STD AND EGM!!

Everyone who sends in tricks to the Trickman has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAMPAD, or SGPROGRAMPAD-2! We're looking for the "Trick of the Month" to put on the first page of Tricks of the Trade. If you send us an awesome trick, code, cheat, etc. that we haven't found, you are eligible to win the Trick of the Month! If you win, you'll get your name in print, the STD controller and a free game for the (allowable) system of your choice! Contests like this come only from the Biggest and Best Video Game Mag, EGM!



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It Can't Drive 55,



But It Can Blow Up Your House.

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CHEAT SHEET

Cliffhanger Sony Imagesoft/Sega CD 99 Credits

This trick should give you enough lives to finish the game. At the Title Screen, take controller two and press these buttons in this order: LEFT, RIGHT, START, C, A to get 99 credits!

Time Trial Snowboarding

At the Title Screen, using controller two, press these buttons in this order: C, B, A, UP, DOWN, LEFT, RIGHT, START. A new Screen Option, Special, will appear. Select this option to race the time trials for eight different tracks!

Snowboarding Sequence Only

To just do the regular snowboarding sequence, do this trick. At the Title Screen, take controller two and press A, B, C, DOWN, and UP.

Activate Level Skip

This code will let you skip levels during the game. At the Title Screen, using controller two, press these buttons in this order: START, C, B, A, RIGHT, LEFT. During the game, press C while the game is paused to skip to the next level.

Stunt Race FX Nintendo/ Super Nintendo

Diagonal View Point

This trick will give you a new perspective on the driving game, Stunt Race FX. At any time while in a race, press the top L and R buttons and the SELECT button simultaneously to view the vehicle you chose diagonally from the rear.

Saturday Night Slam Masters

Super NES | Capcom

Take Weapons Inside the Ring

In a Single Match, climb out of the ring and find an item on the floor. Go to the side of the ring, jump, and throw it in.



Now, you can take weapons inside the ring! To do this, climb out of the ropes on any side. Next, find any item (like a bottle or table) and go to the left or right side of the ring. Next, jump and, while the wrestler is in mid-air, press the attack button to throw it in the ring!

Frank Boris; Lebanon, PA



When you're out of the ring, pick up an item, like this table.



Move to the side of the ring and throw it into the ring.



The table will land inside the ring. Now, climb back in.



Grab the table and bash him to take more energy off your foe!

The Horde

3DO | Crystal Dynamics

See All of the Cinemas

In the game, hold UP, A, and B. Then press P. Now, press RIGHT, A, LEFT, LEFT, A, UP, B. Then press P again.



First, begin playing the game. Now, press and hold UP, A and B. While holding these, press button P to pause. When it's paused, press RIGHT, A, LEFT, LEFT, A, UP, B. Now, press button P again and watch the cinemas! You can press any button to skip a scene.

Shane Swafford; Simpsonville, SC



You can watch every cinema without playing the game!

Super Street Fighter II

Super NES | Capcom

Same Character Group Battle

Take controller two on the Battle Mode Select Screen and alternately press the L and R buttons until you hear Vega.

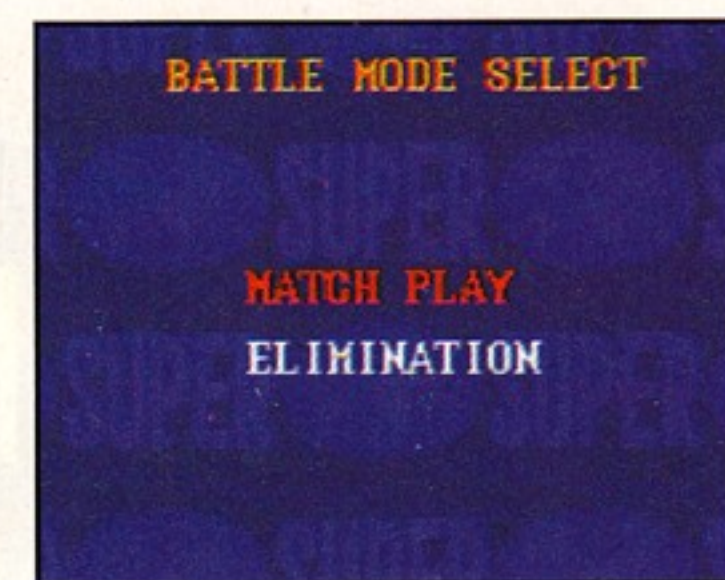


Choose Group Battle from the Title Screen. On the Battle Mode Select Screen, take controller two and alternate pressing the top L and R buttons rapidly. Eventually, you will hear Vega's laugh. Now choose Match Play or Elimination. You can choose eight of the same characters!

Jon Whittaker; Milford, CT



Press START at the Title Screen, then go to Group Battle.



At this screen, press L and R on controller two.



After you hear Vega's laugh, pick eight of the same players!



You can decide who is the best out of the characters you pick!

REV ON THE RED LINE.



From the moment the clutch engages and your V-twin roars off the line, you'll feel your pulse begin to accelerate.

Through the straight-away in a heartbeat, you attack the first chicane at 190 mph. Sporting a serious 45-degree lean, one knee kissing the tarmac, the other hugging your seat, you blow past your fellow rocketeers in a dizzying smear of leather and steel.

And in a rare moment of extreme clarity, you become one with the bike...

Suzuka 8 Hours. Not for the faint of heart.

Suzuka 8 hours™



Tune your machine to your own specifications, from class to color, tranny type to handling ability.



Linear and precise controls means your bike executes rider input instantly—one mistake and SPLAT!!!



Redline your pulse against a buddy in an 8-hour tour of Japan's most renowned race track.

SUPER NINTENDO
ENTERTAINMENT SYSTEM



namco

things to do with your
quarters after you've
got our games:



1 Buy some
thumbpads.



2 They make
great shades
(no UV rays at all.)



3 You could build
a **scale model**
of Elvis.
(that's his dimple.)



get true
arcade action
at home
(and keep your
quarters.)



Hidden Bosses in Fighter's History!

To find them, call the Data East Tipline!

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For hints & tips on all Data East games!

.95 first minute/.75 each additional minute.

**DATA
EAST**

it's gonna be
one **hot** summer.

CHEAT SHEET

Super Street Fighter II Capcom/Super NES

Speed Up Computer Battles

You can do this trick on the Super NES version of the game too! At the Title Screen, choose Tournament Battle. In the Tournament Battle Screen, highlight the word END. Press START. All of the matches will be fought by computer opponents. Press any button (except START) to speed up the match. Now, the computer players will fight with turbo speed to get the match over quickly. Could this mean another speed code is waiting to be found out for human players? We'll just have to see about that one.

The Secret Color

As you all know, you can choose different colors of the Street Fighters if you press different buttons (Y, B, X, A, L, R, START). But, here is a simple trick to get the eighth color. When you choose a color on the Player Selection Screen, press and hold the button for a few seconds until the plane flies to its destination and your character will change to the secret eighth color!

Versus Option

In the Versus Mode, after being beaten in a match, the win/loss records will appear. When they do, press the SELECT button to get the Versus Option. This will allow you to Continue, Quit, or Reset Records. The Continue and Quit Options are also in the Group Battle, Tournament Battle, and Time Challenge. Just press SELECT after the matches are all over.

Super Metroid

Super NES Nintendo

Kill Dorigon Easily

When Dorigon grabs you, use your grappling beam to attach yourself to the electric side panels. This will electrocute it.



When you are at the end of the Maridia Stage, the Boss Dorigon can be killed in a matter of seconds. To do this, use the Grappling Beam to latch on to one of the electric side panels after Dorigon grabs you. The Boss will be electrocuted in a matter of seconds if you do it correctly. Timing is the key!



Once you're grabbed, use the Grappling Beam to latch on.

Chavez

Super NES ASC

Be the Champion

After you win the fight, and the referee raises your hand, press Y, B, X, A, L button, R button, and SELECT. Now, press START.



This trick will let you be the champion and you'll get your picture taken. Choose a fighter and an opponent. Fight until you defeat your opponent. After you win the match and the referee raises your hand, press Y, B, X, A, L, R, and SELECT simultaneously. With these held, press START. Pedro L. Borges; Juncos, P. R.



After you do the trick, you will become the champion!

Super Street Fighter II

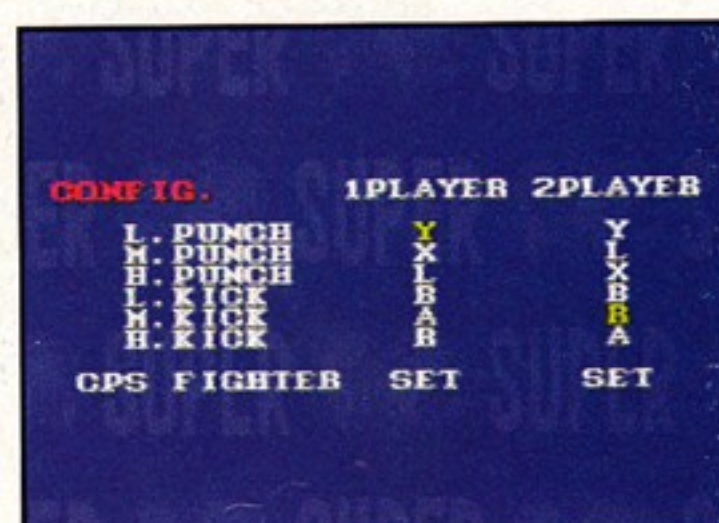
Super NES Capcom

Configure Buttons

Before you fight a match in any mode, press and hold the SELECT button. This will get you to the Button Config. Screen.



Start your game and go to the Player Select Screen on any mode such as Super Battle, Versus Battle, Group Battle, etc. Choose a character to fight with, and hold the SELECT button. The screen will change to the Configuration Screen. Now, you can change the button configuration to what you like.



When you hold SELECT before any fight, you can configure.

Super Street Fighter II

Genesis Capcom

Speed Up Computer Battles

You can speed up the computer versus computer matches in the Tournament Battle by pressing any button.



At the Title Screen, choose Tournament. In the Tournament Battle Screen, highlight the word END. Press START. All of the matches will be fought by computer opponents. Press a button to speed up the match.

Steve Martin; Burlington, NJ



At the Title Screen, choose Tournament. Press START.



All of the matches will be computer versus computer.



On the Tournament Battle Screen, move to END.



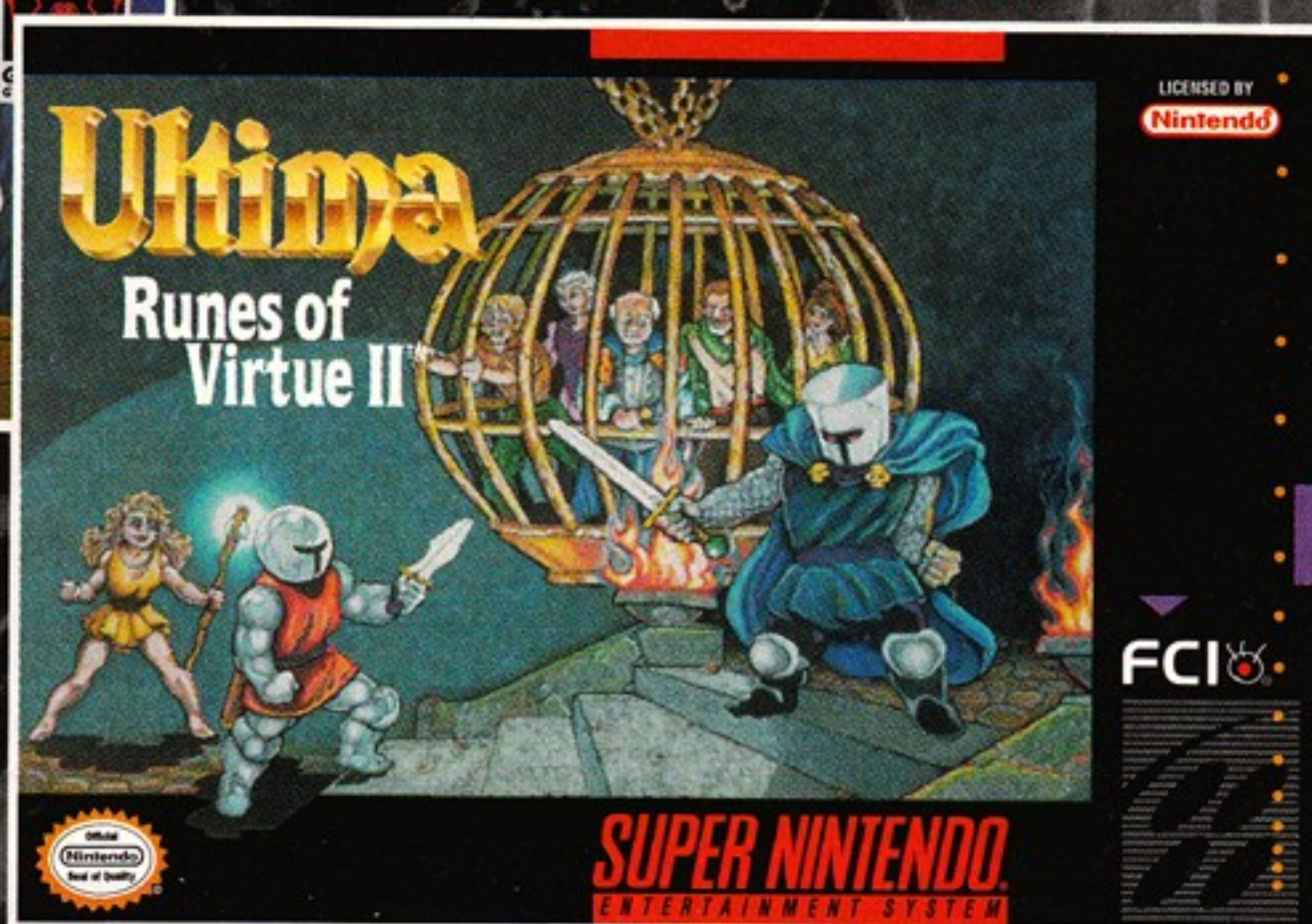
To speed up the action, press any button during the fight.

The ultimate game returns!

TWO WAYS TO RUNE YOUR DAY



Play Ultima® Runes
of Virtue II on Game Boy
& Super NES!



Following the success of the original Runes of Virtue comes this exciting new game based on the previous Ultima® programming and technology. You're back in Britannia where the Black Knight has abducted the mayor, Lord Tholden. Choose your Ultima character: Shamino wields his axe, Iolo the bard fires his long bow, Mariah the mage employs her magical Wand of Fireballs, and the armored knight Dupre carries a sword. Battle bats, rats, goblins, trolls, Cyclopes and skeletons. Build up your strength, dexterity, intelligence and wisdom as you explore Britannia and free Lord Tholden. It's the ultimate challenge in the world of Ultima! Get Ultima Runes of Virtue II for Game Boy or Super NES. Better yet, get them both, you so can bring Ultima adventure with you wherever you go!

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FCI 
Not Just Kid Stuff

CHEAT SHEET

GAME GENIE

Star Trek: The Next Generation Spectrum Holobyte/ Super NES

Game Genie Codes

You must have a Game Genie peripheral to make all of these codes work. DDAF-446C-Phaser power doesn't go down. D786-44DB-Medical packs heal completely. 8EA4-4FD6-Crew members are immune to the enemy's firepower.

Equinox Sony Imagesoft/ Super NES

Game Genie Codes

C28F-AF4D-Immune to hits from some monsters. 3CA0-0DC7-Infinite life energy. CEAE-0D17-Infinite magic.

Virtua Racing Sega/Genesis

Game Genie Codes

ALRT-EA2W-Always finish in first place. ECLT-EAGT-Accelerate and decelerate instantly. C5NA-EA4E-Enable backward racing option-select backward logo.

Chip & Dale 2 Capcom/Nintendo

Game Genie Codes

IEUYIILA-Start with five lives. OUXLLEVS-Infinite hearts (one-player game). PANNAILE-Nine credits.

FIFA International Soccer

Sega CD Electronic Arts

Cheat Codes

At the Game Setup Screen, highlight Options. Go into the Options and put in any one of the codes or all of them.



Enter the Options Screen and press these buttons in this order:

Dream Team: A, A, B, B, C, C, A, A.

Crazy Ball: C, A, B, C, C, B, A, C.

Crazy Curve Ball: B, A, C, B, C, C.

Invisible Wall: C, C, C, B, A, A, A, B.



At the Game Setup Screen, access the Options.

Super Power: B, A, B, B, B, B, B, B, B.

Super Goalie: A, A, A, A, A, B, B, B, B, B.

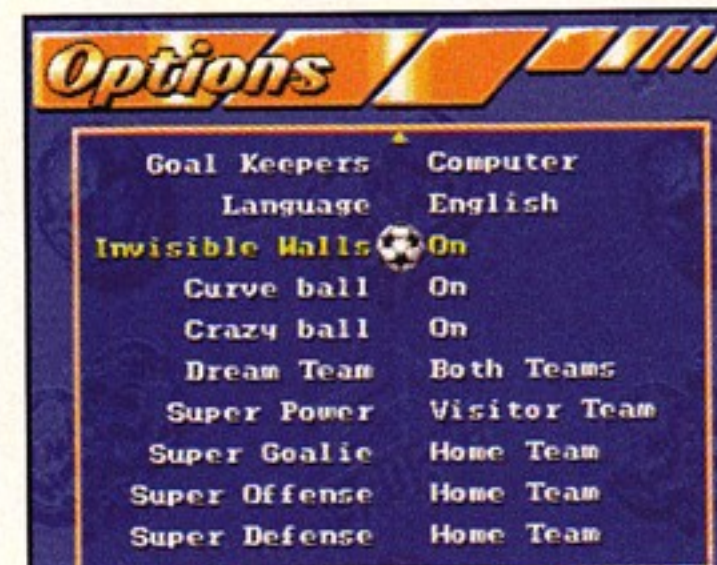
Super Defense: B, B, B, B, B, C, B.

Super Offense: A, A, A, A, A, B, C.

Pascal Bougie
Ontario, Canada



On the Options Screen, press the correct buttons in order.



Put as many codes in as you like. Pick the ones you want!

FIFA International Soccer

Sega CD Electronic Arts

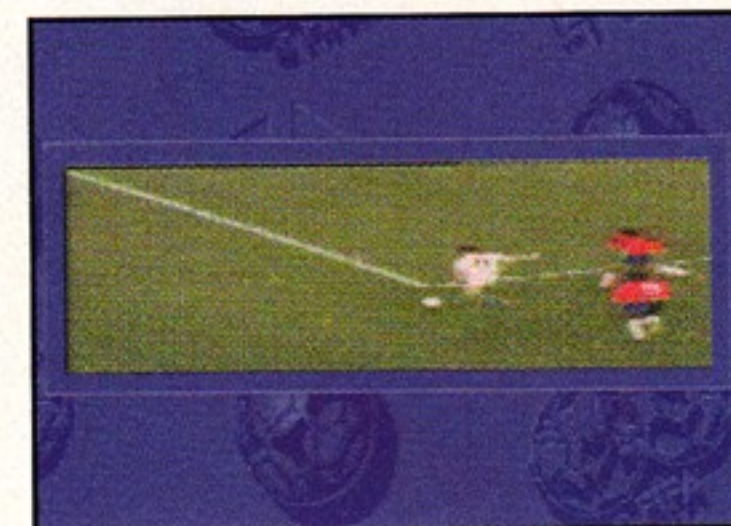
Secret Video Clips

In the Coaching/Stats Option, move the soccer ball cursor next to one of the following options to see a video.



Enter the Coaching/Stats Screen and move the soccer ball next to either Formations, Coverage, or Strategy. In each of these categories you may see a secret video by highlighting one of the options and pressing the A button. Each video is related to the option you highlight.

Pascal Bougie; Ontario, Canada



The secret video clip is related to the option you chose.

Dynamite Headdy

Genesis Sega

See Character Animations

When you are on the Title Screen, press START and highlight Options. Press B, A, B, C, B, and then press START.



At the Title Screen, press START and then highlight the word, Options. Now, take controller one and press B, A, B, C, B. Press START. You will see a green screen with an animated part of Headdy on it. Move RIGHT on the control pad to go through the variety of animations.

Note: The trick works on a preliminary copy and may not work on the production version of the game.



On the Password Screen, enter the code for \$999,000!

Mega Turrican

Genesis Data East

Silly Cheat

Press START to pause the game. Then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, START.



This trick won't help you but it sure will make the game harder! It is called the Silly Cheat. To get it, you must be playing any level. Now press START to pause and then enter UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, START. Now, your Left and Right commands are backward!



It's hard playing when your controls are messed up!

Baseball so real it's unreal.

Tecmo® 16 bit Sports games are unmatched in the true-to-life control you have over every aspect of the game.

But we don't have to tell you that.

You've already played Tecmo® Super NBA® Basketball™ and Tecmo® Super Bowl™.

But just in case you've been on an extended vacation to *never-never land*,
We'll show you.

CHICAGO-A BATTING ORDER

LINEUP BATTING AVERAGE: .274

ORDER	NAME	AVG	SLG	SB	OPS
1	T. RAINES	.306	.450	21	.756
2	J. CORA	.269	.349	20	.618
3	F. THOMAS	.317	.607	2	.924
4	J. FRANCO	.289	.438	9	.727
5	R. VENTURA	.262	.433	1	.695
6	R. KRAMER	.263	.424	2	.687
7	D. JACKSON	.209	.316	9	.525
8	L. JOHNSON	.311	.306	35	.617
9	O. GUILLEN	.280	.374	5	.654

RESET

You have complete control over batting order

*** SELECT CONTROL MODE ***

ATL. COM	FLA. SKP	PHI. SKP
BAL. MAN	HOU. SKP	PIT. SKP
DOS. SKP	KC. SKP	SD. COM
CAL. SKP	LA. COM	SEA. SKP
CHI. SKP	MIL. SKP	SF. COM
CHI. COM	MIN. MAN	STL. SKP
CIN. SKP	MON. SKP	TEX. SKP
CLE. SKP	NV. COM	TOR. SKP
COL. SKP	NV. SKP	
DET. SKP	OAK. SKP	

Team control modes include Coach, Computer, Manual and Skip

SEASON SCHEDULE

REGULAR SEASON

A-LEAGUE	N-LEAGUE
APR 3	***STL AT CIN
APR 4	AT BAL AT BOS
APR 5	AT DET AT CLE
APR 6	AT NY-N AT CH-N

Season Schedule displays games played, in progress and to be played

BOSTON PINCH HITTER

ON MOUND: R DWIGHT GOODEN

BATTING	AVG	VS. L	VS. R
OF O. NIXON	.269	.264	.272
1B D. BERRY	.205	.260	.292
2B S. FLETCHER	.245	.272	.236
3B D. ZEPHIG	.241	.216	.264
CF R. BOWLAND	.251	.230	.274
OF L. TINSLEY	.250	.268	.258
IF C. GUINTANA	.244	.250	.242

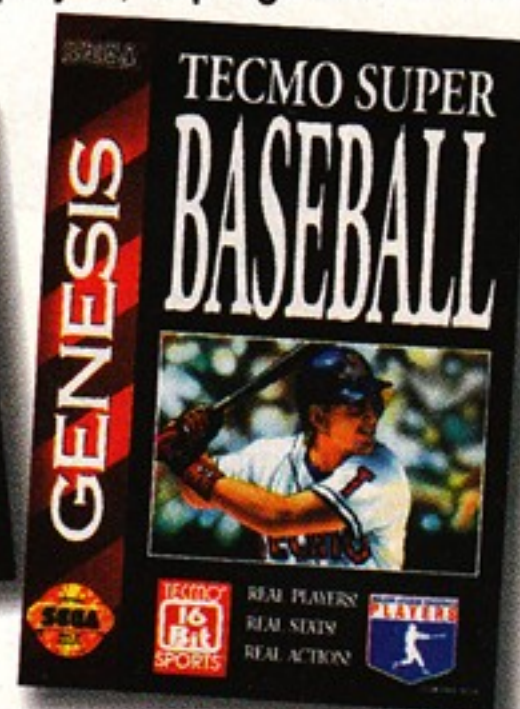
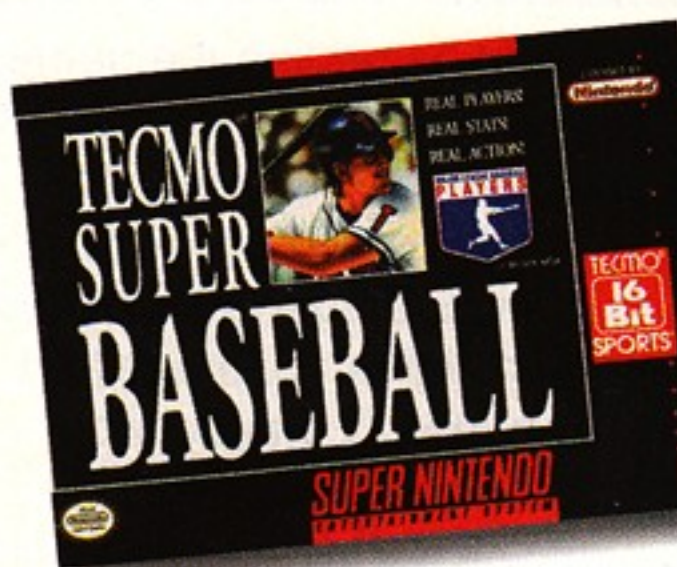
ABILITIES

HIT	STEAL	POWER	CLICH	SPEED	GLOVE	ARM
31	38	5	5	45		
50	58	100	57			

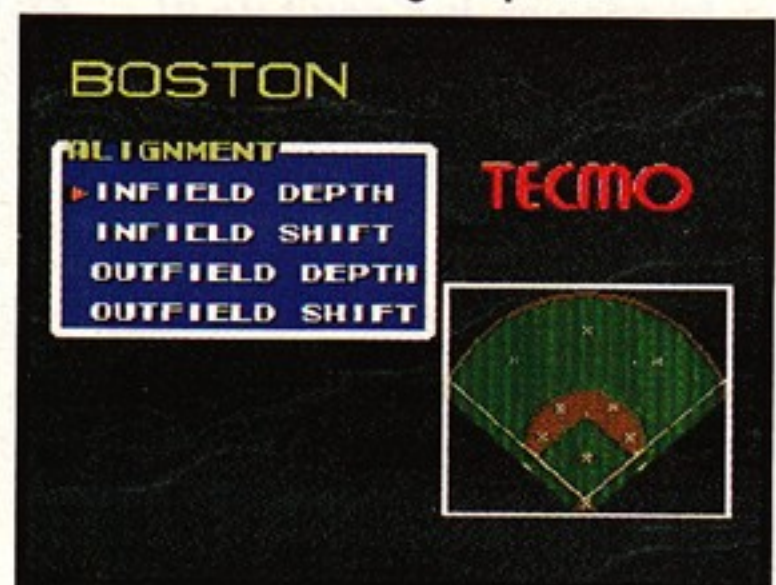
Select a Pinch Hitter with all pitcher stats displayed



Select your swing, give a sign or use Manager options



Select your pitch, choose your defense or use Manager options



Change your defensive formation for any situation

TECMO MAJOR LEAGUE BASEBALL PLAYERS

BOX SCORE

ST. LOUIS	BATTER STATS	PITCHER STATS	8	9	R	H	E
CINCINNATI	BATTER STATS	PITCHER STATS	9	7	8	17	0
EXIT			1	SB	AVG		
STL	3	0	1	8	0	.395	
CIN	1	0	0	2	0	.374	

All the game stats you could want, with battery back-up!

CHICAGO-A

30-TIM RAINES

BORN: SEP 16 1959

LINEUP	AB	R	H	R
LF RAINES	415	127	.399	.75
2B CORA				
3B THOMAS				
1B FRANCO				
RF VENTURA				
CF KRAMER				
OF JACKSON				
SS JOHNSON				
3B GUILLEN				

RESERVES

OF BELL	IF GORECK	IF PASQUA	OF HALL	OF NELSON	CF LAVALLIERE
SB	SB	SLG	AB		
35	21	.380	64		

ABILITIES

HIT	STEAL	POWER	CLICH	SPEED	GLOVE	ARM

Comprehensive stats for all 700 MLBPA players

SEASON SCHEDULE

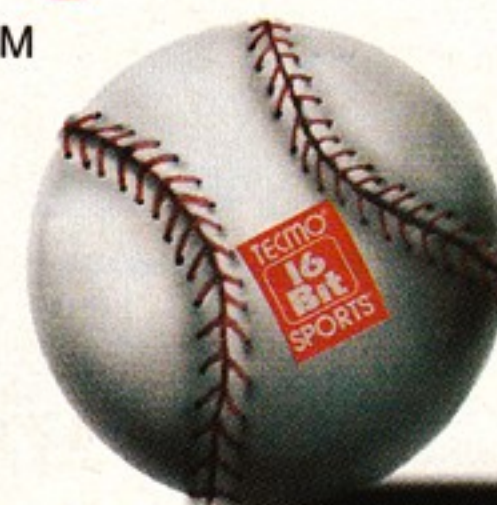
REGULAR SEASON

PLAYOFF	SEASON	REGULAR	REDUCED	SHORT
OCT 4	TEAM 4 AT 1	TEAM 4 AT 1	TEAM 4 AT 1	TEAM 4 AT 1
OCT 5	TEAM 3 AT 2	TEAM 3 AT 2	TEAM 3 AT 2	TEAM 3 AT 2
OCT 6	TEAM 4 AT 1	TEAM 4 AT 1	TEAM 4 AT 1	TEAM 4 AT 1

Regular, Reduced and Short seasons

We would show you more but *we'd need our own magazine.*

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CHEAT SHEET

GAME GENIE

Super Metroid Nintendo/Super NES

Game Genie Codes

DD38-C4A8-Skip intro and start on Planet Zebes when starting a new game
DDCF-4461 + 6DCC-47A1 -Select area when loading a game (Press right on map screen to select)
C225-3005-No energy loss from enemies
C22A-456D-Super jumps don't drain energy
C288-C5A7-Almost infinite missiles
C28A-C9D7-Almost infinite super missiles
3CA4-450D-Almost infinite super bombs
62C5-14A6-Start with hyper gun in inventory

Ken Griffey Baseball Nintendo/Super NES

Game Genie Codes

DFC3-170F-One ball and then you walk
CBB3-1D2D-Can't walk a player
C2BE-179D-Can't strike out

Pirates of Dark Water Sunsoft/Super NES

Game Genie Codes

AWJA-AA9C-Infinite lives
ACJA-AADC-Don't lose any health from falling off the screen
ACET-B688-Infinite projectiles (daggers, arrows)

Jurassic Park

Sega CD

Sega

Find the Secret Node Jumper

Follow the directions below to find the Node Jumper, which lets you skip stages and access all the video footage.

POWER
TRIP



First, you must collect at least one egg and find the pliers in the toolbox at the Visitor's Center. Use the pliers to get the blue keycard out of the slot right before the large, wooden entrance doors. Once you get the keycard, go through the doors and to the Visitor's Center. Inside, go up the steps and

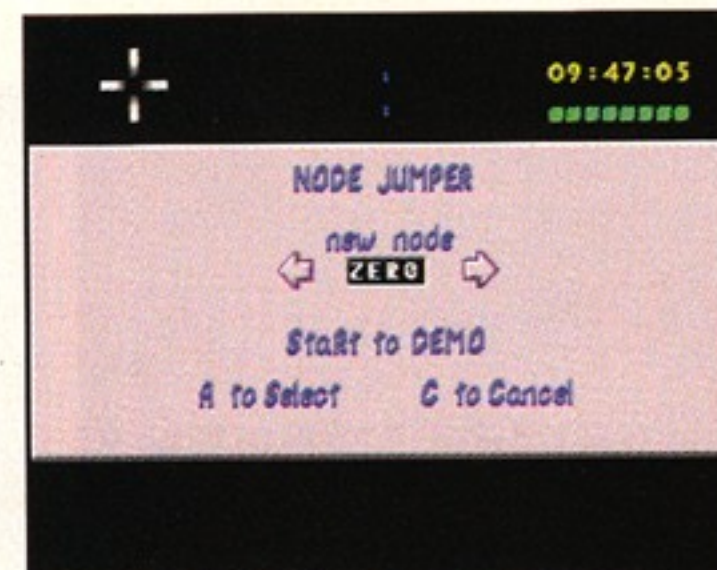


Collect an egg, get pliers, and use them to get the blue card.

enter the second door to the right with the blue keycard. In the office, find the incubator and place an egg into it. Next, exit and go to the control room. Access the computer and save the game. Now, exit the control room. Press and hold START on pad two until the Node Jumper appears! Now you can skip stages!



Use the card for Wu's office. Put an egg in the incubator.



Save, exit, then press START on pad two for the Node Jumper.

Jeopardy!: Sports Edition

Genesis

Gametek

Don't Let the Computer Answer

You can keep the computer from answering by holding button C after it buzzes in. The computer will be incorrect.

POWER
TRIP



When beginning the game, select one joypad, one player, and one computer player. When the computer buzzes in to answer a question and his podium lights up, press and hold button C on your controller. The computer opponent will not be able to answer the question!

Ray Rivera; Bristol, CT



Your computer opponent will try to answer, but can't do it!

Pirates of Dark Water

Super NES

Sunsoft

Life Bar Increase

Fight through the game until you reach the first spiked trap in the second level. Stand to the right of the spikes.

POWER
TRIP



In the game Pirates of Dark Water, there is a place in the second level where you can totally replenish your life meter. Play through the game until you reach Level Two. Next, fight your way until you reach the first spiked trap. Kill the foes and stand to the right of the spikes to increase energy!

Jared Martin; Shohamish, WA



If you stand right about here, you will gradually get life back!

Stunt Race FX

Super NES

Nintendo

Computer Opponent for Battle Trax

Choose the Battle Trax from the Game Selection Screen. Pick the car and track you want. Wait until the cars drive.

POWER
TRIP



On the Game Selection Screen, choose Battle Trax. Pick the car you want. Begin the race but do not touch the controller of the car you want to compete against. After three seconds, the computer will start driving the unattended machine! Don't touch either pad and both cars will be driven by the computer!



Leave the pads alone and the cars will drive themselves!

**LIST THE FIVE MOST
DESPICABLE
LOW LIVES
YOU CAN THINK OF:**

- ① _____
- ② _____
- ③ _____
- ④ _____
- ⑤ _____

**NOW SAY A
PRAYER
FOR THEM**

**SHAQ-FU. YOU'LL GET YOURS
OCTOBER 28**



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**YAYAG
HAVE**

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OUTTA BALLZ.™

3-D fighting at its ballziest. Coming October on Sega Genesis®, November on Super Nintendo®.

NEXT WAVE

15 GAMES PREVIEWED!!!

Galactic Defenders, Jurassic Park 2, Knights of the Sky, Hagane, Virtual Bart, Pitfall: The Mayan Adventure, Super RBI Baseball, Acme Animation Factory, FIFA Soccer, Contra: Alien Wars, Might Morphin Power Rangers GB, Might Morphin Power Rangers GG, X-Men: Game Master's Legacy, Saturday Night Slam Masters, Ardy Lightfoot

NEW SOFT NEWS

Things have been pretty slow as of late. A lot of companies are preparing for the big Christmas season so they can release all of the great games you've read about in these pages for the past few months.

All the systems have a fairly large amount of games coming out for them. While we're waiting for the mega-machine PS-X, the 3DO, and Jaguar have been increasing their libraries.

The 3DO has a really cool game called Return Fire coming out, and it's massively addictive. The Jaguar has a steady helping of games on the way for its fans. A game called Rayman looks pretty good, and a one-on-one b-ball game based on the movie *White Men Can't Jump* should be visible soon.

And what's really big news is Samurai Shodown 2! This game features all the old characters, (possibly excluding Tam Tam), and adds new warriors, like an Amazon, and a new swordsman. This could shape up to be the best fighting game ever!



The Samurai Shodown sequel will be out in arcades soon!

Culture Brain

Galactic Defenders

Super Nintendo

Fighting

Culture Brain is whipping up a brand new fighting game for enthusiasts. There are 15 fighters! Most are your average ho-hum martial artists with the standard set of moves, but what brings this game notice is that some of the warriors aren't all that human. You can play as a manticore-like beast, or maybe even a demon wanna-be. There are also super-deformed versions of some of the fighters from Culture Brain's other fighting game.

As the standard, each fighter has a wide variety of death-dealing moves. Many of special kicks or punches, and others have fireballs too. All the fighters are balanced out, so that no one character is too powerful.

Galactic Defenders sports some pretty decent graphics, too. All the warriors are animated pretty well, and they're drawn with crisp detail.

In terms of game play, this one ranks up there with the best.

Galactic Defenders seems like it's going to be one of the better fighting games of the near future. Culture Brain has got a hot one—look for it.



Your matches will take you all over the world. You will be the strongest.



Play as any of the 15 deadly characters and fight until the end.



The fighters range from martial artists to demon-like beings with superpowers.

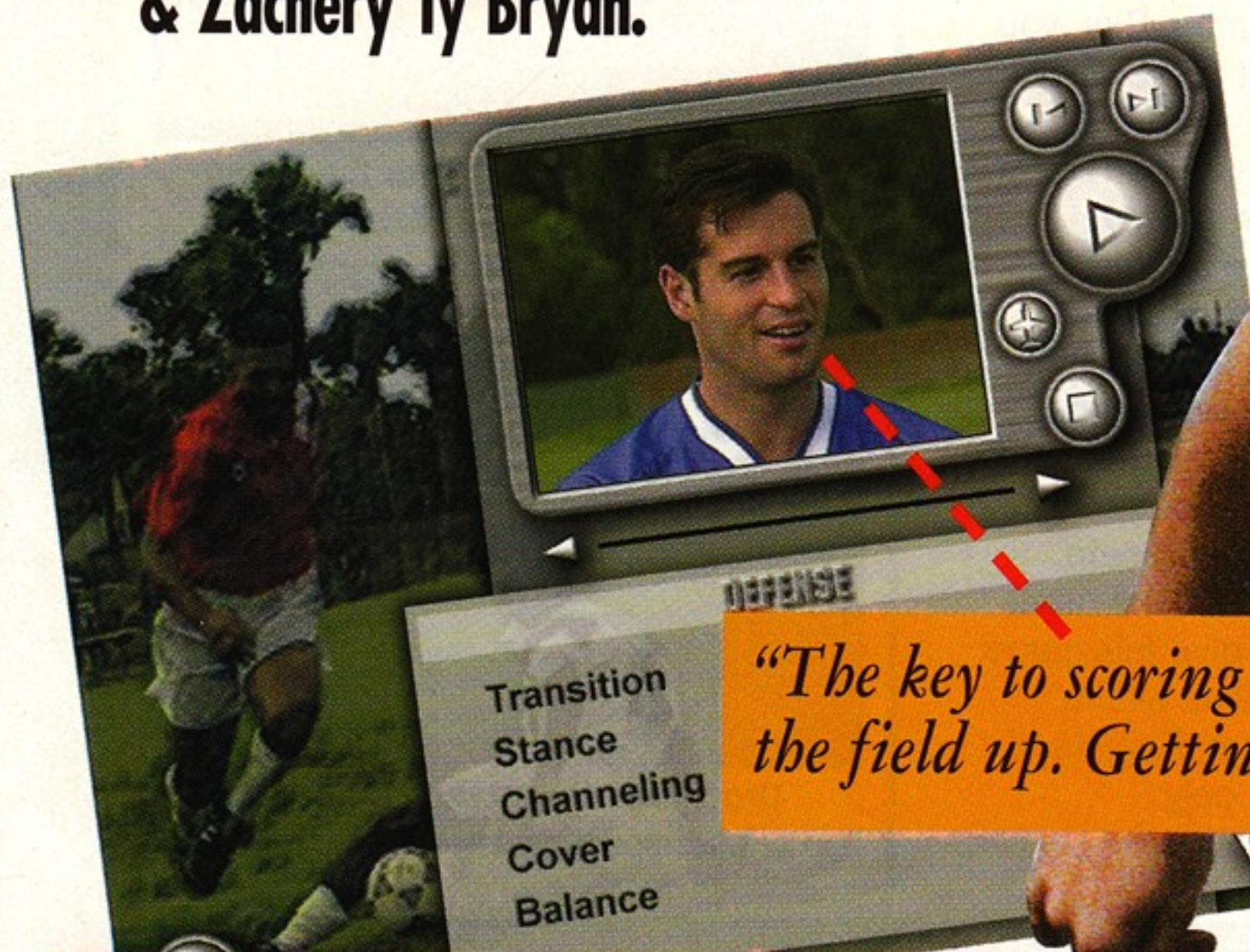


Galactic Defenders has fast-paced action with lots of moves.



Soccer's Your Game?

Learn The Real Thing From Meola, Harkes, Hamm
& Zachery Ty Bryan.



"The key to scoring is opening the field up. Getting space."

ESPN SOCCER

Build real soccer skills with live-action, multimedia coaching from America's greatest players. All on CD-ROM for your Multimedia PC, 3DO or Macintosh® system. ⚽ Get ESPN's *Let's Play Soccer* and learn offensive, defensive and team skills from **John Harkes, U.S. World Cup Team star. Mia Hamm, all-time points leader** in women's soccer. Plus

"Home Improvement's" Zachery Ty Bryan, Official World Cup Youth Ambassador. ⚽ Or choose *ESPN Soccer: Skills & Strategy* and team up with **Harkes, Hamm and U.S. World Cup Goalie Tony Meola.** You'll get interactive, personal coaching from three top champions. Covering everything from basic skills to advanced game strategy—all at your own pace. ⚽ Either way, you're a winner. **Call 1-800-831-2460 now** for complete information. And start playing for real.

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NEXT WAVE

Hudson Soft.

Hagane

Super NES

Action

Right now, Hudson Soft. is considering bringing out Hagane, an action packed ninja adventure game. This game lets you assume the role of a souped-up ninja with loads of special techniques. As you travel from level to level, you will go face to face with the deadliest enemies you can imagine. Killer cyborgs, martial artists, and even some unearthly spirits make Hagane a cool action title.

Hopefully this game will come out soon, as Hagane has some of the most intense action around.



Caught between two statues and a Boss who wants your blood. Ouch!



Off in the distance, a Boss awaits your challenge. Take him out!



The farther you progress, the deadlier the traps become. Can you make it?

Microprose

Knights of the Sky

Genesis

Simulation

When the first planes were used in battle, the face of war changed forever. Now, with Knights of the Sky, you can relive the battles of those early aerial wars.

In strategic motions, you can direct your planes against the enemy, engage in relentless aerial dogfights, or demolish the enemy troops with bombing runs. Knights of the Sky gives you a number of campaigns ranging in difficulty. You must learn to use your reflexes as well as your mind if you are to make the world safe.

Knights of the Sky utilizes a number of playing fields to give this game a diversified feel. It covers all the aspects of aerial combat. Knights of the Sky is for war fans only.



Engage in dogfights over the ocean with gunfire flying all around you.



Drop your devastating bombs on unsuspecting enemy targets.

Ocean

Jurassic Park II

Super NES

Action

Return to the awesome island of Jurassic Park. This cart takes up where the last game left off. A corporation has gone to the park to take it over, and you must stop them.

Unlike the first game, this game for the most part deals in side-scrolling action. This time around, you must face off against humans as well as the terrorizing dinosaurs. There are 16 giant levels to bring you back to the paradise lost of Jurassic Park.

If you loved the first JP, and enjoy a good side-scroller, Jurassic Park II will thrill you. Could this be leading into the next movie? Let's hope so, because this game is hot!



Raptors will hunt you down, but this time you are prepared for them.



A vicious T-Rex pursues your moving Jeep. Can you keep her away?



Brave long and treacherous caverns filled with prehistoric dangers.

HELMUT VON POINTENEGGER
HERE...

'ZE BADDEST **STREET RACER**™ OF 'ZEM ALL!

I PACK 'ZE STRONGEST PUNCH & 'ZE HEAVIEST 'VEAPONS!

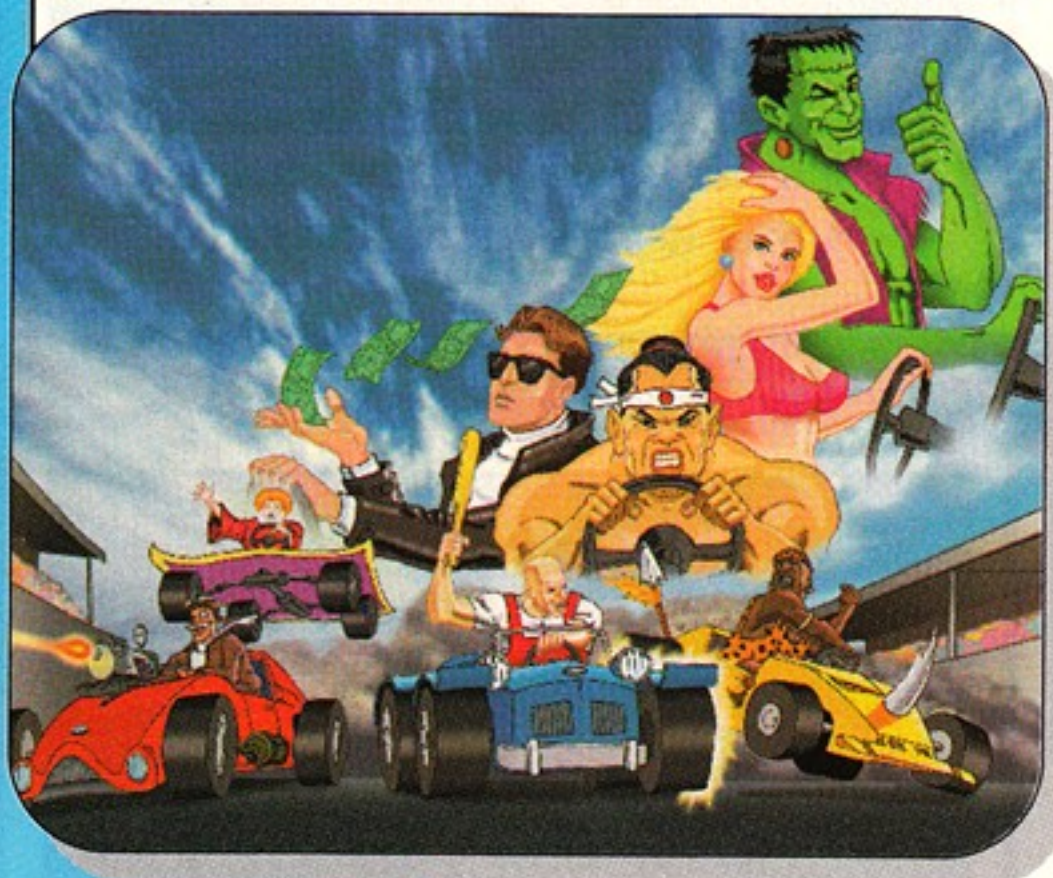
I'M MEAN!

I'M NASTY!

I'M GONNA 'VIN!



JOIN ME AND MY
SEVEN ARCH
ENEMIES IN 'ZE
BEST FOUR
PLAYER RACING
GAME FOR
SUPER NES!



GET **STREET RACER**™
GO 'VILD!

NOW, GET OUT OF MY 'VAY!



AVAILABLE THIS FALL FOR
SUPER NINTENDO®
ENTERTAINMENT SYSTEM

For More Information Call:

UBI Soft (415) 332-8749

NEXT WAVE

Activision

Pitfall: The Mayan Adventure

Super NES

Action

Pitfall Harry's back in an all-new adventure that sends him into the ruined civilization of the Mayan Indians. Harry must brave wild animals, magic, and deadly traps.

You probably remember the original Atari 2600 game, and the great times you had with it. Believe it or not, the first Pitfall game is hidden inside this cart! It's obvious that he looks 10 times better than the other carts. The pictures below are for the Genesis, but a Super NES version is also on the way. Get set for an adventure!



The temple ruins are fraught with danger. Can you survive the thrills?



Wait for their mouths to close before you jump, otherwise you're lunch.



Speed down a twisting-turning mine car track. Watch out for dead ends.

Tengen

Super RBI Baseball

Super NES

Sports

For some hot baseball action, you can play Super RBI Baseball. We were given a sneak peek at this game, and it's a lot of fun.

While it uses similar vantage points to other baseball games, this one has extremely smooth animation, and a lot of nice personal touches to it. For example: your coach will give you hand signals. Some of these are really funny looking. Super RBI Baseball is also a good solid game of baseball, where you can get right into it, and delve into the more intricate features later. You can play through a season, or go against a friend. Super RBI Baseball plays well, has lots of stats, and plenty of features that should please even the most hardened couch potato.



Here it is, the classic batting scene. Note all the features found here.



It's a close call, but the nimble runner is safe on the first base.

Acclaim

Virtual Bart

Super NES

Action

It's just not Bart's day. He's been strapped into a virtual reality machine, and he's stuck assuming the roles of all sorts of wacky beings.

For example, he might turn into a pig. As an oinker, he'll have to escape from a slaughterhouse full of clowns. Or he might have a field day pelting his classmates with tomatoes. Another strange turn of the VR machine sends him behind the wheel in a post-apocalyptic world against the bullies that always taunt him. Bart might even become a dinosaur! Swing around Springfield as Baby Bart too!

Virtual Bart is chock full of Simpson's goodness.



In one of the coolest scenes, Bart goes down a twisting water slide!



Chuck tomatoes at the students, but don't hit the teacher or the officer.



It's Mad Max-type action as Bart must race past those annoying bullies.

Win a
SEGA CD™
WITH
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AND **BUBBA
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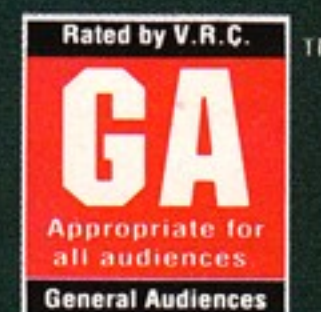
A STRATEGY ADVENTURE



See Packs of Bubblicious
Gum for details



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NEXT WAVE

Sunsoft

Acme Animation Factory

Super NES

Edutainment

If you ever wanted to make your own cartoons (I'm sure we all have), Sunsoft has a fun game that lets you make cartoons starring the Looney Tunes characters. You pick the place, the animations, even the music as the cartoons are under your control.

Have Dizzy Devil, Buster Bunny, Babs, or one of the many other toons act out your wackiest fantasies on your Super NES.

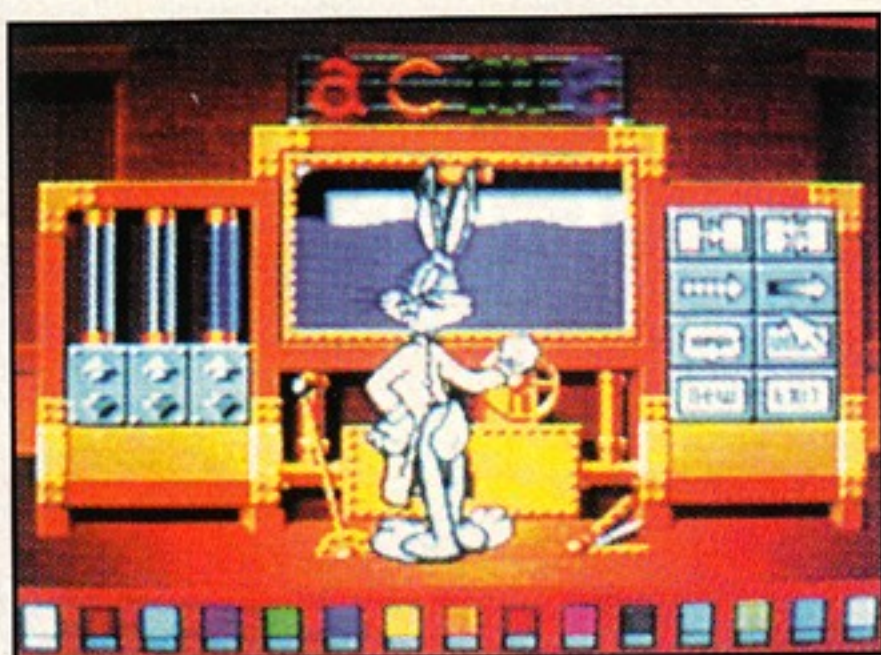
Since this is the first cartoon workshop on the Super NES, this one's worth checking out. This cart will give you hours upon hours of fun. It'll teach you a little about cartoons too!



Sunsoft has created the first cartoon workshop for the Super Nintendo.



You have control of all the Looney Tunes characters at your disposal.



You get to make the plot, get the set, and choose the actors ... er toons!

Konami

Contra: The Alien Wars

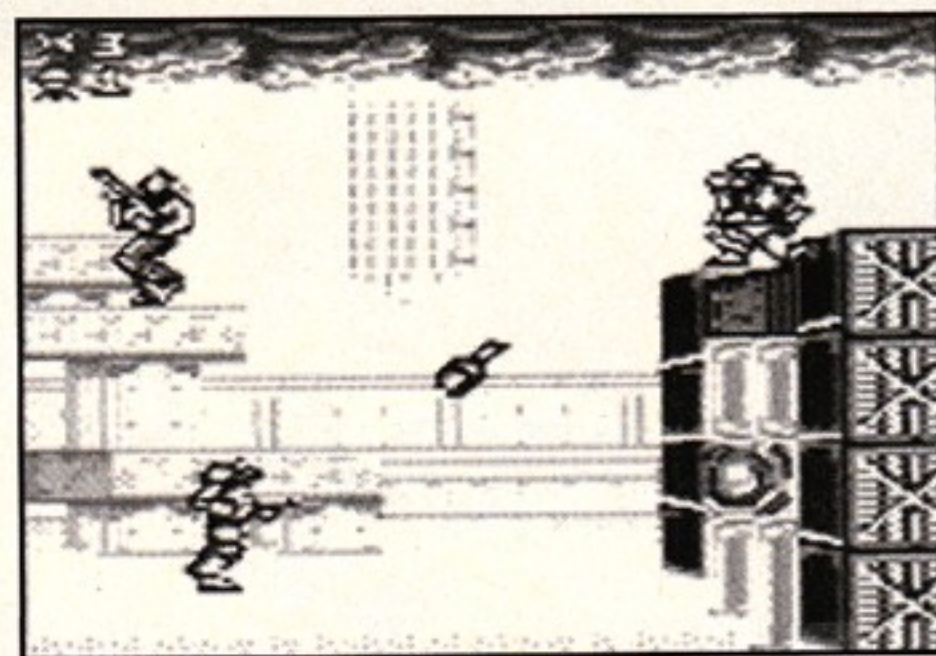
Game Boy

Action

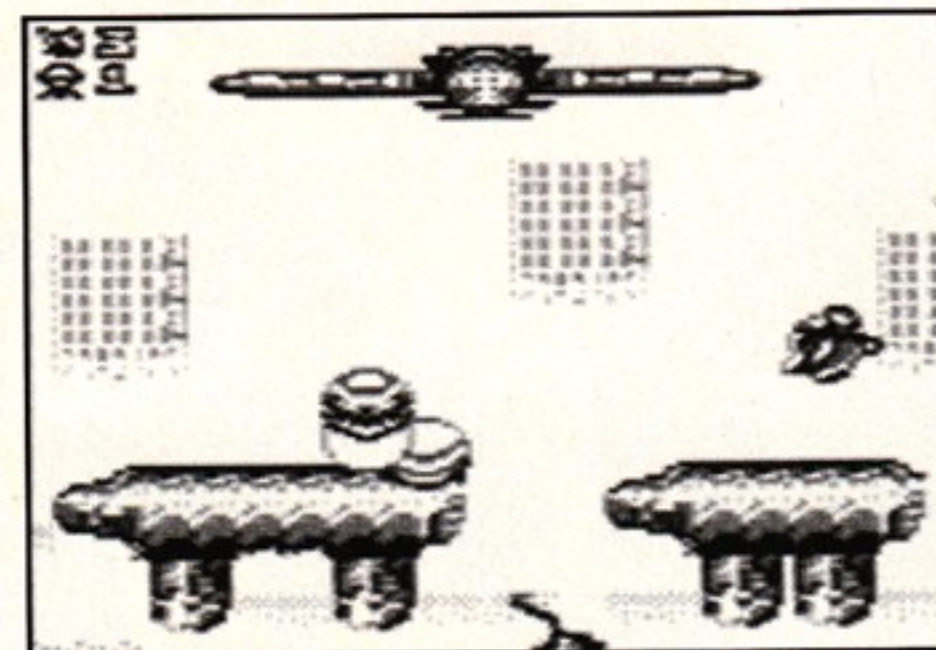
For the Game Boy, Konami's bringing their hottest action series to the portable format. Just like the Super Nintendo game, this one is exact in every way. In fact, even the scaling of that one plane is intact!

Take on the forces of Red Falcon in a fight to the finish. Collect power-ups, and blaze the entire screen with fire-power. Aliens, sentry guns, and other terrors will make this one of the most intense shooters around for the Game Boy.

Contra: The Alien Wars continues the great Contra series, and is done justice on the Game Boy. If you want an exact translation of the Super Nintendo game, then this one is for you. Are you ready to start blasting some alien sleaze?



Aim for the control pod, and destroy it to get past the roadblock.



The alien ship flies by, plunging our hero into a world of flames.

Electronic Arts

FIFA Soccer

3DO

Sports

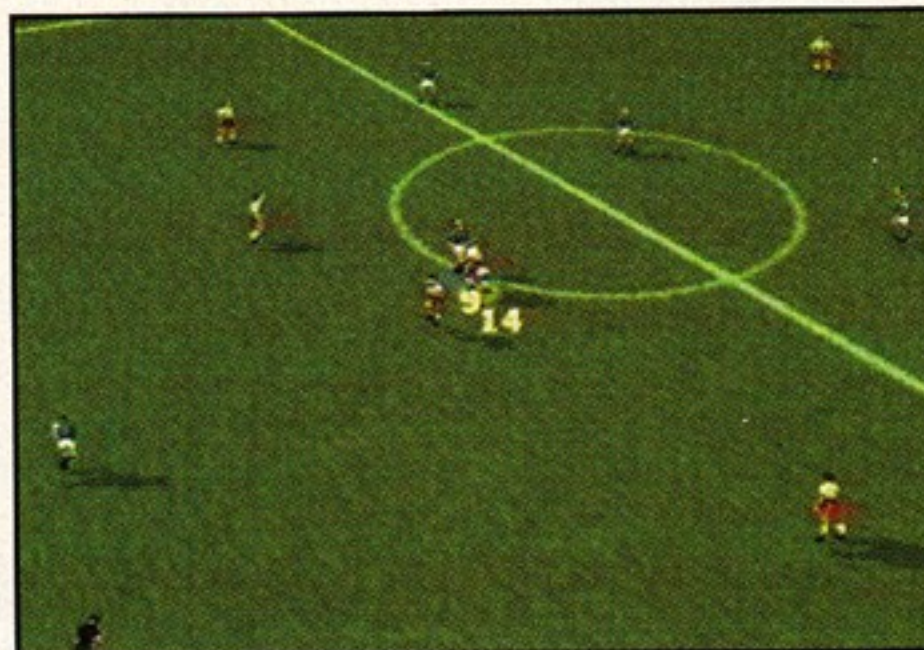
For those of you who enjoy sports games, Electronic Arts has just made one that should turn your head. FIFA Soccer for the 3DO is an impressive, no ... make that unbelievable soccer game. Not only does it look realistic, but it plays great as well. You get the feel of truly controlling your team.

FIFA Soccer shows just what can be done on the 3DO. The field scrolls and scales with lots of special effects. The audio is really well done, too.

If you have a 3DO, or if you just like sports, FIFA Soccer is a must-have in your library. This looks like it might just be the best soccer game yet. I can hardly wait to play it!



The goalie can kick the ball an extremely long distance. It's something to try.



FIFA Soccer has some of the best soccer action to be found anywhere!



FIFA Soccer uses a number of perspectives to bring this sport home.

2 COSMIC GIANTS TO HAVE IN YOUR SIGHTS

SOULSTAR

BATTLECORPS

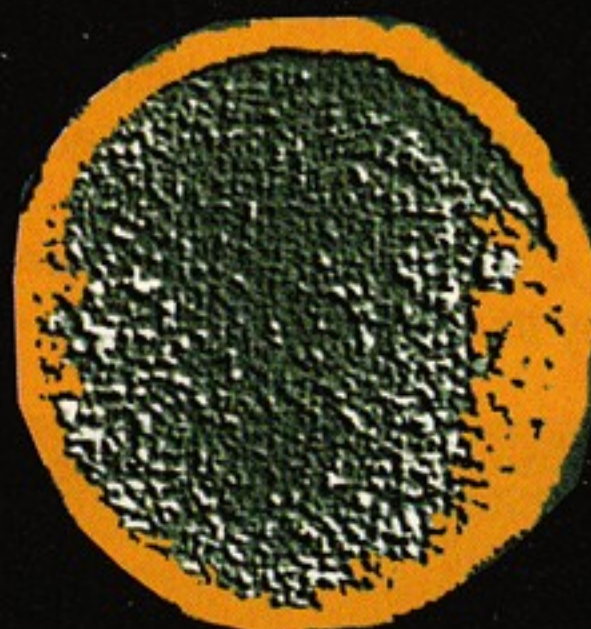


THE BIOSPHERE IS HEATING UP IN SOULSTAR, AND WITH OVER 40 EXCITING MISSIONS TO CONQUER ACROSS 6 PLANETS, YOU'LL NEVER COOL DOWN IN THIS AMAZING 3-D SHOOTER.

"Fans of the Galaxy Force series of games will be pleased to see the creation of this great looking CD!"
Electronic Gaming Monthly, April 94

"The use of three different vehicles, a good behind-the-spacecraft perspective, 3-D graphics and dramatic music intensify the action."
GamePro, CES Showstoppers, April 94

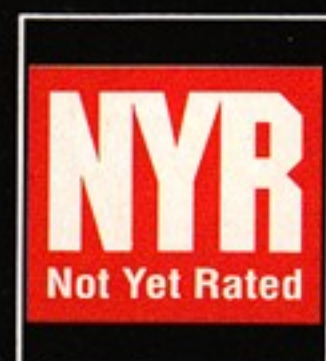
"If you've been waiting for another great shooter for your Sega CD, better dust it off. Soulstar is coming."
Game Fan, April 94



TAKE CONTROL IN THIS HI-TECH, TACTICAL BLASTFEST THAT KEEPS ON BLASTING. KEEP THOSE PLASMA CANNONS CHARGED OR YOU'LL NEVER MAKE IT THROUGH THE MULTITUDE OF 3D TERRAINS - TO THE CYBER-PSYCHOTIC BOSS ON THE TERRIFYING 13TH LEVEL.

"The first Core game is an incredible mech-simulation game entitled Battlecorps"
Electronic Gaming Monthly, April 94

"The control in Battlecorps is awesome ... This gives the game a very realistic feel."
Game Fan, February 94



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NEXT WAVE

Sega

X-Men: The GameMaster's Legacy

Game Gear

Action

The second awesome Game Gear game starring the X-Men is here! The Legacy Virus is threatening to wipe out all of mutantkind, and a mysterious being known as the GameMaster knows the secret to stopping it.

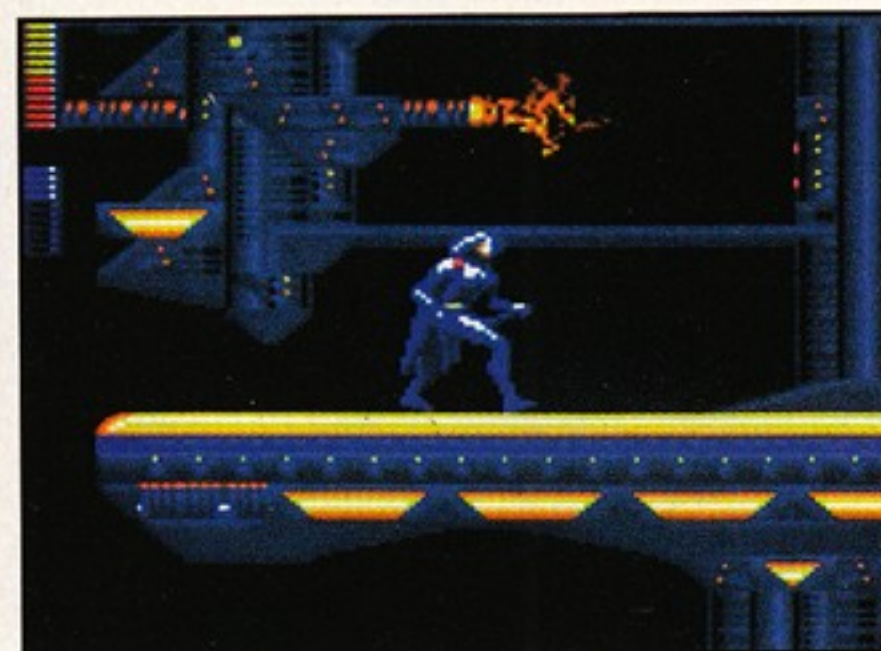
There are eight levels of action, featuring seven of your favorite X-Men. It includes Cyclops, Storm, Wolverine, Gambit, Rogue, Bishop, and Phoenix. Each has his/her own powers and abilities, but will they be enough to save mutantkind? Find out with this great Game Gear game.



Wolverine stalks the GameMaster with his adamantium claws.



The mutant from the future: Bishop is here to save the day.



Storm can summon the forces of nature to take out her foes.

Bandai

Mighty Morphin Power Rangers

Game Boy

Action

Still hot from their TV show that's been the craze for kids everywhere, the Mighty Morphin Power Rangers are ready to do battle with the forces of evil on the Game Boy.

This title's just like the Super Nintendo version, giving you control of each of the Power Rangers. Punch, kick, and throw your way through many intense levels that will allow you to relive your favorite TV episodes. Each Ranger is different, so you can play the game differently every time.

If you can't get enough rubber monster action, Mighty Morphin Power Rangers for the Game Boy is a step in the right direction. The graphics are easy to see, and it's specially colored for the Super Game Boy. Get set to save the world!



You can choose any one of the five Power Rangers characters.



Power Rangers offers fans of the series lots of fighting action.

Sega

Mighty Morphin Power Rangers

Game Gear

Action

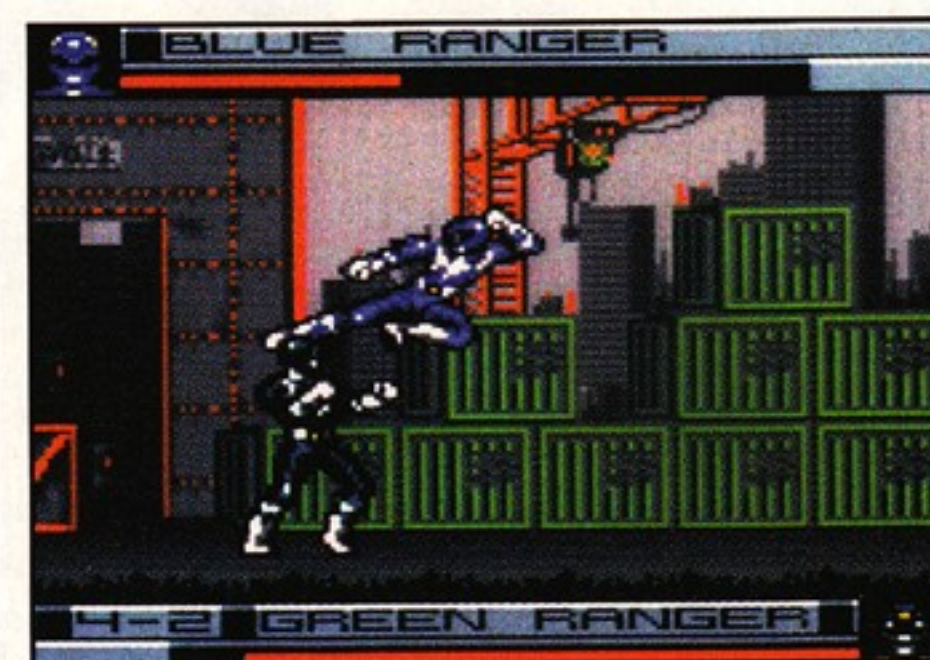
The Power Rangers are going to the Game Gear with all the fun and thrills of the show. Mighty Morphin Power Rangers offers players two types of games. If you want, you can play the Story Mode, where one of the fantastic plots of the show unravels. Or, you can go for a straight beat-'em-up with the Battle Mode.

In all, you can play as any of the five Power Rangers, one of the three Power Zords, or even one of the seven enemy characters! Each fighter has their own special moves and techniques.

If you enjoy the show, you'll probably enjoy this fighting game.



You can play two types of games, Story Mode, or the two-player battle game.



The Blue Ranger takes on the Green Ranger in one-on-one combat.



Take on giant-sized enemies in the awesome MegaZord and its weapons.



THIS TIME YOU HAVE HOME FIELD ADVANTAGE



New York has more terrorists than rats. New transport chopper and ground assault vehicle aid in massive exterminations.



Added firepower of next-generation attack chopper guarantees invading terrorists will leave more than their hearts in San Francisco.



First-ever fight-on-foot capabilities with grenade launchers show the enemy they're gambling with their lives. Viva Las Vegas!

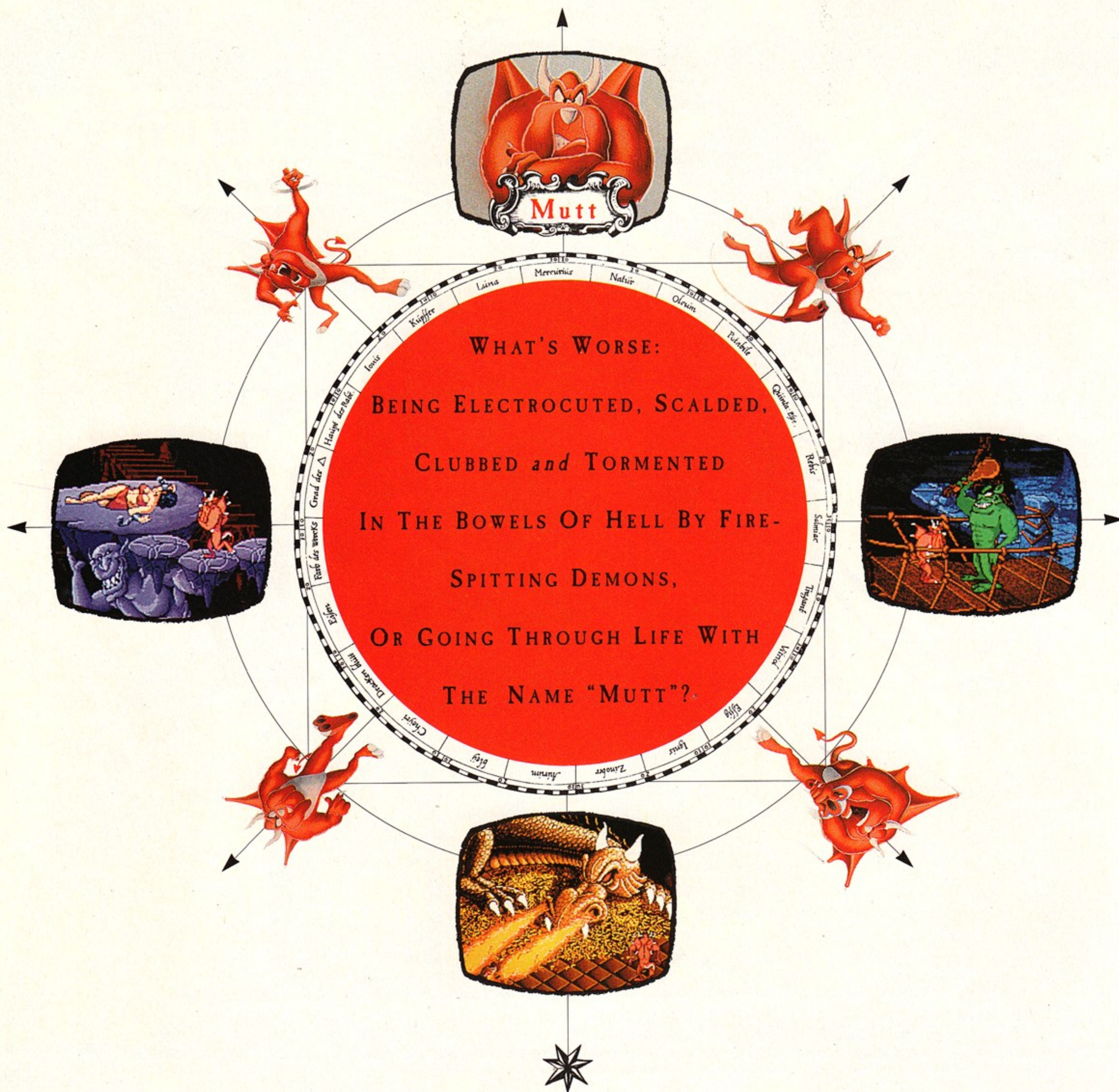


More levels than before including occupied Baja oil rigs. Good thing you've got enough vicious weapons to make the North Koreans jealous.

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ELECTRONIC ARTS®



Litil Divil

Meet Mutt. He's grouchy. He's grumpy. But hey, let's face it, a little time in the underworld can make anyone a little edgy. And now Mutt has a problem. You see, he was chosen to get the Mystical Pizza of Plenty for his friends. And with all due respect to the eternally damned, the service in the underworld really sucks. In "Litil Divil," you can help Mutt as he makes his way through five soul-repenting levels in the Labyrinth of Chaos. Along the way you'll encounter gigantic spiders, demonic fish, and a few other things your priest never warned you about. All in a search for a double pepperoni with cheese. A few hours with Mutt, and you'll really appreciate that 30-minute-free-delivery thing.

PC CD-ROM

CD-i

PC FLOPPY

PHILIPS MEDIA

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Saturday Night Slam Masters

Genesis

Action

You've played it in the arcade and on the Super NES, now see it on the Genesis. All the hard-hitting action is here, along with all the fighters you've grown to enjoy pounding. You can play as Haggar, that guy from Metro City, or as the Great Oni, the demon man from Japan. The man-dicing Grater and the mysterious Scorpion are also at your disposal.

Not only do you have to beat all the opposition, but you also have to hold the title as well.

Saturday Night Slam Masters has been translated faithfully in every respect. If you enjoy a good slugfest (like I do), you'll love to play this game with your friends. Saturday Night Slam Masters is great for a free-for-all fighting fun.



Saturday Night Slam Masters has all the action of the arcade and more!



This is one of the best arcade translations to the Sega Genesis.

Titus

Ardy Lightfoot

Super NES

Action

Ardy Lightfoot is here from Titus. Ardy's a cool fox-like critter who's on a quest to stop the forces of evil. Ardy Lightfoot and his little buddy have to go through their world exploring every nook and cranny for clues that will lead them to their objective.

Ardy Lightfoot is a colorful, well animated game that is a little bit Marioesque in game play. There's lots of technique to be had, especially when you have to find uses for your optional buddy.

If you've got a longing for action, Ardy Lightfoot should whet your appetite. There's lots to find and do. What else can you ask for?



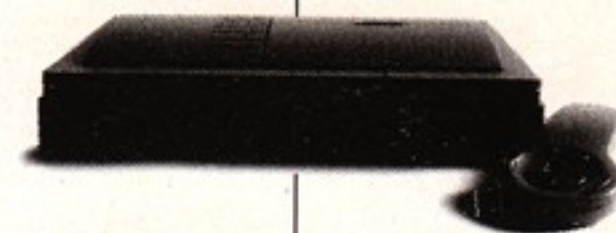
As you traverse Ardy's world, you will come across the many levels.



Ardy must explore a giant pyramid. What secrets will he find inside?



Ardy gets to meet both friends and foes during his epic quest.

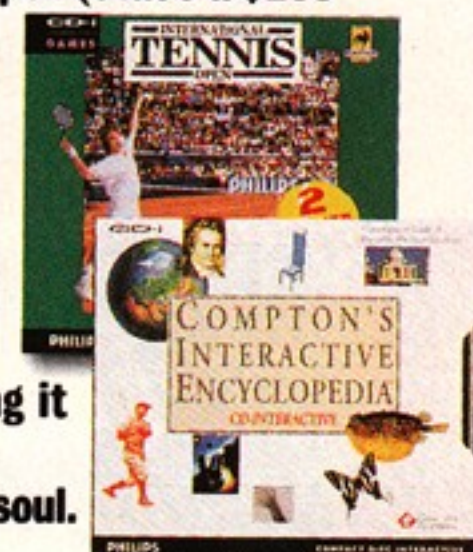


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CD-i

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You Guys Finally Made It To Sega. What Do You Say?

It's about time... so chill!

Sounds like a sweet deal!

Sounds great! ...How 'bout a hug?



The mayhem continues as this carnival-gone-bonkers takes their hugely successful show to your SEGA™ GENESIS™ System. They'll be kicking and screaming all the way as Bad Mister Frosty and the malleable mob smack it out in Clay Fighter™, the hilarious head-to-head action fighting game. Let the clay fly as huge clay animated characters come to life in this major 16-Meg cart.

CLAY Fighter™

Thank you
very
much!

No
crybabies
allowed!



Staggering graphics, amazing digitized sound and voices, and mind-boggling hidden moves and combos will knock your socks off! And the Tournament Mode will let you work all the kids on the block.

So, invite Bad Mister Frosty, Ickybody Clay, Helga and the rest of the gang over for a thrashin', bashin', non-stop brawl on your SEGA™ GENESIS™ system.

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SPECIAL FEATURE!

A long time ago...

Super Return of the Jedi is here and it is the best Star Wars game to date! This game features all of the levels in the movie. In different levels, play as any member of the cast! There are even a few levels on Endor where you take on the roll of a cute little Ewok. If you are a fan of the movies, you will find this game exciting and a lot of fun. The graphics, sounds, and game play all combine to make this a truly awesome experience! May The Force be with you!

Super 3-D



On this level, you will control the guns of the Falcon.



On Endor you will zoom around frantically on speeders.



Target the fighters of the Imperial forces with the sights.



Players



Every character from the movie has an extensive part to play in this game.

SUPER STAR WARS

RETURN OF THE JEDI

Jaba's Palace

Now you are in the palace of the mighty Jaba. Before facing him, you have to face every last one of his minions.



Beware! This level is dark and scary.

The Boss at Jaba's palace hops around like a frog while spitting out tinier versions of himself.



Rancor Pit

It is time to fight the evil Rancor, but first you must find him! This level is totally dark except for the glow of Luke's saber surrounding him.



Be careful, because there are enemies in the shadows.



The Rancor is huge! In the dark, it is really hard to see what he is doing. Stay alert. There will be little enemies coming from behind.

Inside Barge

Now you must enter the barge and meet the evil Jaba—face to face. You play this level as the princess.



Her spin attack not only looks cool, but is very useful.

Be very careful. You will be attacked from all sides!



Tatooine

As Princess Leia, when dressed as a bounty hunter, run on the hot sand.



If you find a thermal detonator, you can use it to destroy everyone.

When you grab the speed-up icon you move unbelievably fast!



The Boss is a huge robot eye-arm beast. Watch for its lightning.



Power Generator

On the planet's surface you have to destroy the power generator that runs the shield around the Death Star. Run Princess Leia through the levels while fighting more forces of the Empire. In this level, Leia has a blaster that you can use to shoot through blocks where you will find various power-ups.



Death Star

The Death Star is the new, mighty space station which is capable of destroying an entire planet with a single powerful blast! Luke must fight his way through the station in order to reach the final showdown against the deadly Darth Vader. This level is full of enemies coming up through the floor. As well, there are a lot of tricky jumps where you are required to leap from falling platforms very quickly.



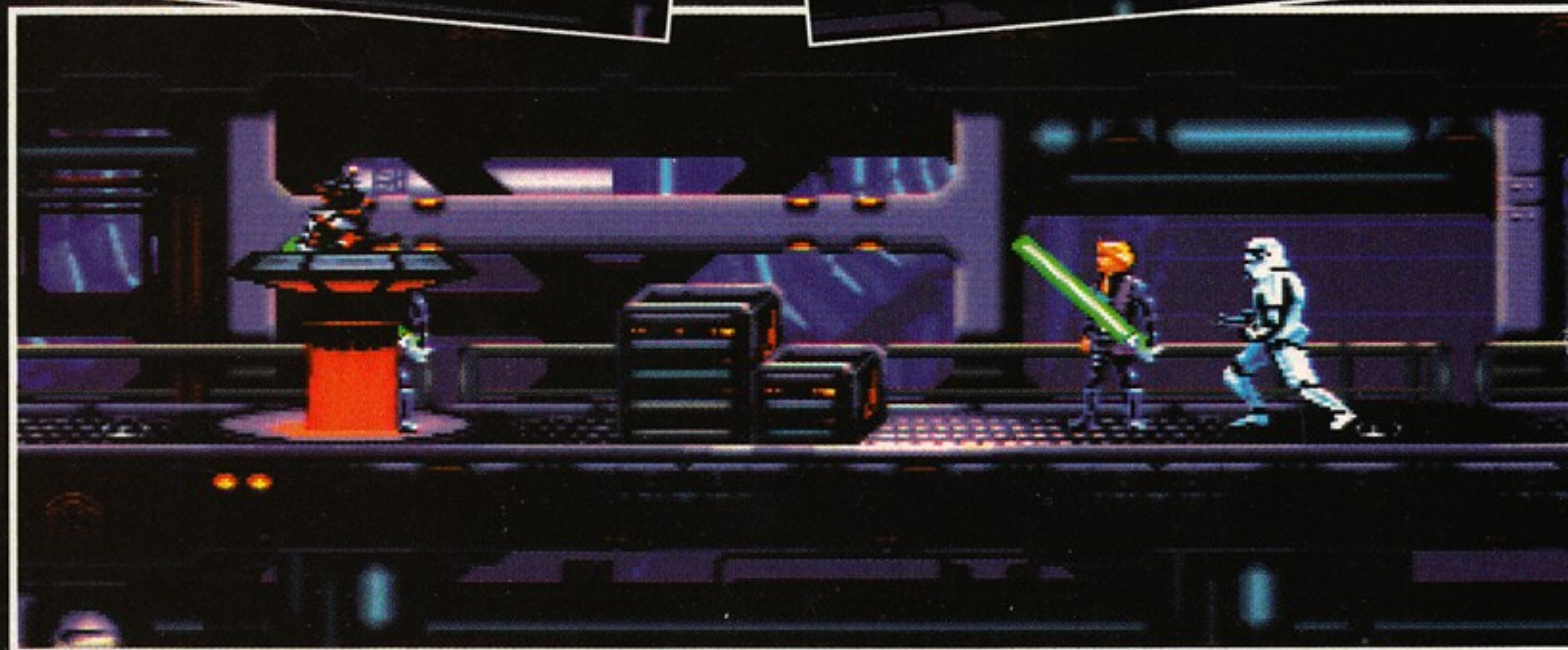
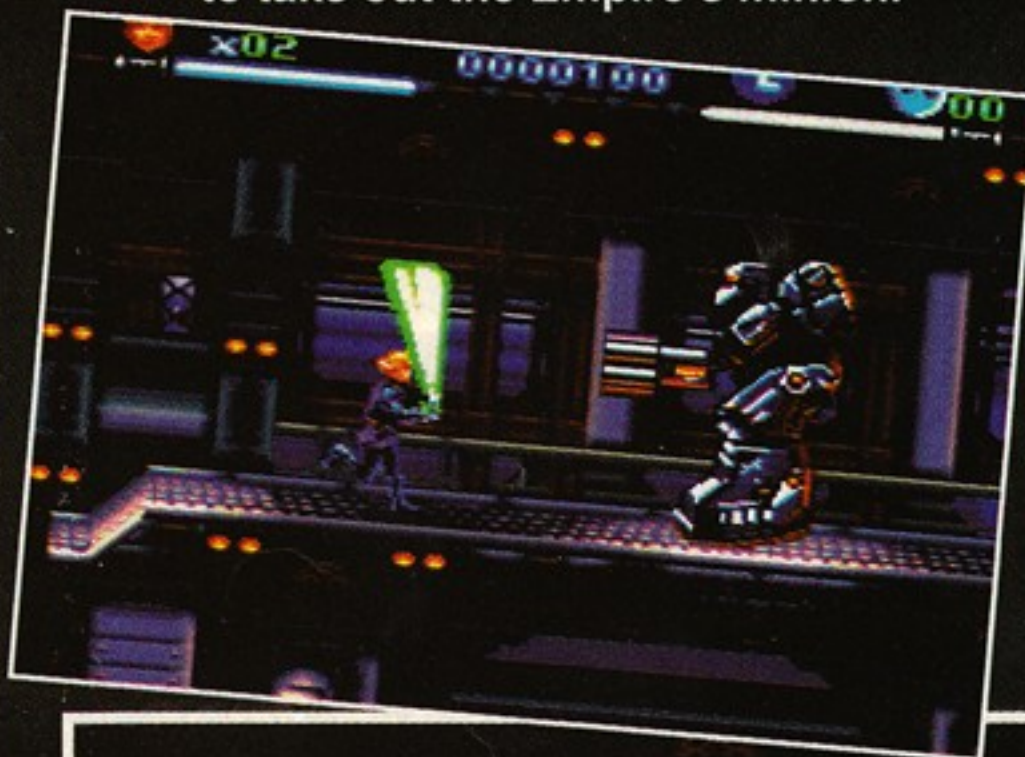
Use the slash of the awesome lightsaber to take out the Empire's minion.

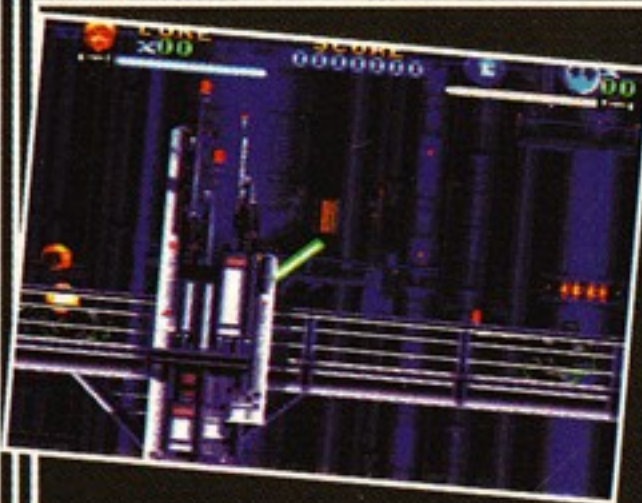


Right after you slash these robots, they blow up violently. Watch out!



Always keep your weapon in hand. You never know when you'll need it!





Throne Room

In the infamous Throne Room of the Dark Emperor, you face many dangers. Avoid the cannons and the stormtroopers.

Your jump roll works well here, but be careful not to fall off the platforms.



Get in close and slash the turrets with your lightsaber in order to get by.

You can also use your light-saber to defend against the guns that are all over the level.



Take out as many cannons as you can with your trusty saber. If you don't get them, they could get you!

Ewok Village

Welcome to the Ewoks' village. Although cute, they're deadly. Help them fight the bad guys.



Climb up on the tree village while looking for the exit, and fight off the enemies.

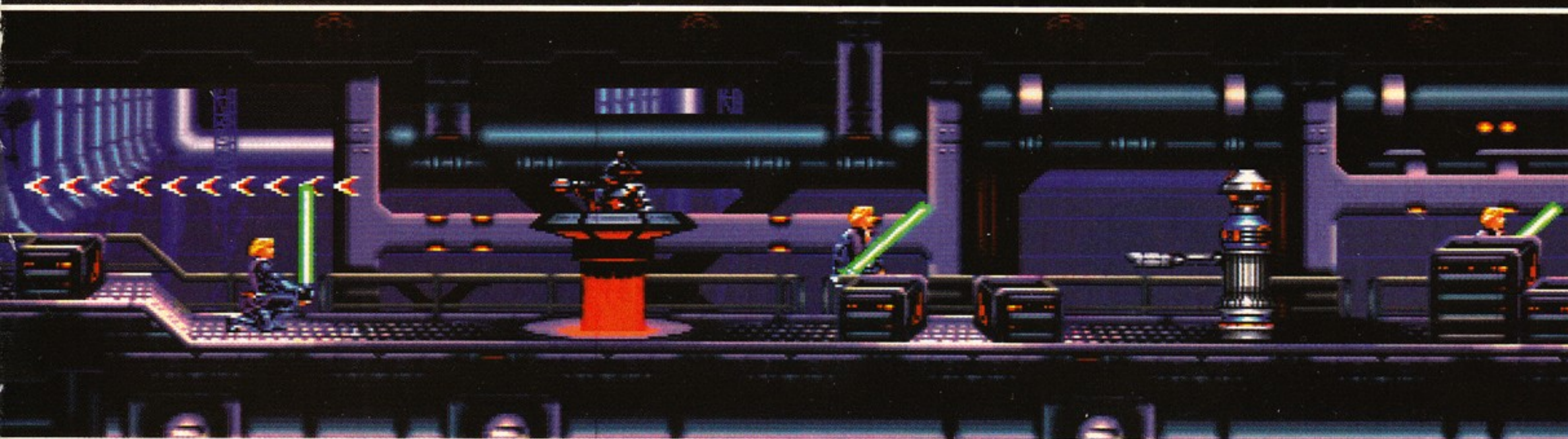


This little guy has a really fast and vicious bow and arrow attack.



This level is really big! It seems that when you fall, you just keep on going.

Although the Ewoks are small, they are extremely deadly. Yet, they need your help stopping the Empire!





**FAILURE TO IDENTIFY ALL 36 OF
THESE HELMETS SUGGESTS THAT PERHAPS
BADMINTON IS MORE YOUR SPEED.**



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Introducing windowless passing
for an unobstructed view of
your receiver [unless he's got
a cornerback in his face].

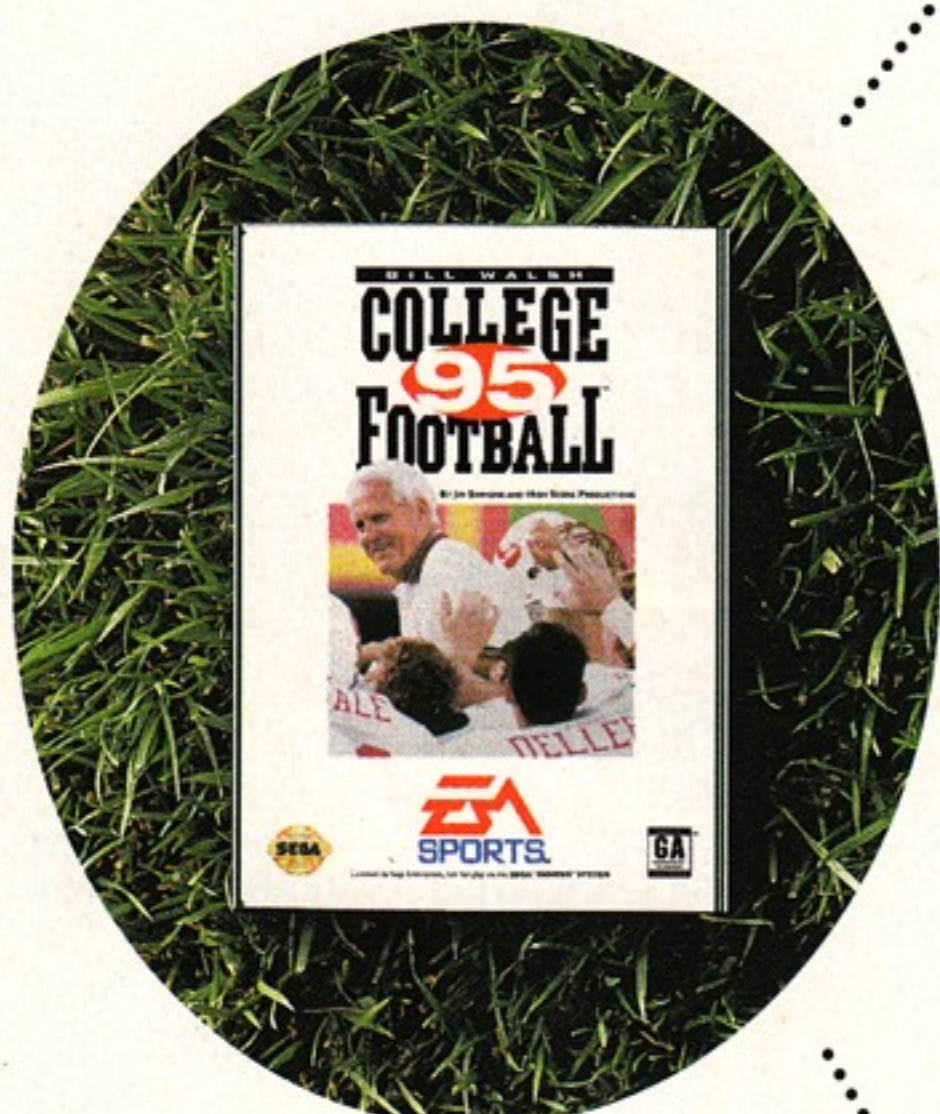


If it's in the game,
it's in the game.™



New ability to check energy
levels adds fatigue factor to the
game. Cot not included.

TEAM ROSTER									
ARMY									
QUARTERBACK									
#19 QB	85%	73	73	100	188	20	46		
RUNNING BACKS									
#21 RB1	28%	73	80	86	204	46	26		
#25 RB2	64%	73	86	73	188	46	33		
#47 RB	61%	80	93	86	236	66	93		
RECEIVERS									
#28 SE	83%	73	80	73	204	20	13		



From formations like the Veer,
Flexbone and Tee [Notre Dame in
the red zone] you can run
36 new plays that would make
Bill Walsh smile [or cry].

RECEIVING									
	RECEPTIONS	YARDS	TDs	LONG	DROPS	FMB	TDS		
#18 SE	1	Michigan	40	538	13.7	42	1	2	4
#85 SE	2	Miami	38	412	10.9	44	3	0	6
#20 SE	3	California	37	375	14.1	46	2	1	3
#04 SE	4	Georgia	35	315	14.7	48	3	0	6
#03 SE	5	Kansas State	33	519	14.8	56	2	1	3
#42 SE	6	BYU	33	478	14.4	57	2	1	2
#80 SE	7	Stanford	32	411	12.8	58	1	1	4
#83 SE	8	Texas	32	341	10.6	34	0	1	3
#12 SE	9	Washington State	32	361	11.2	68	1	0	5
#11 SE	10	Tennessee	31	462	15.0	54	1	1	5

Position stats tracked all
season long let you know who's
hitting and who should be
hitting the showers.

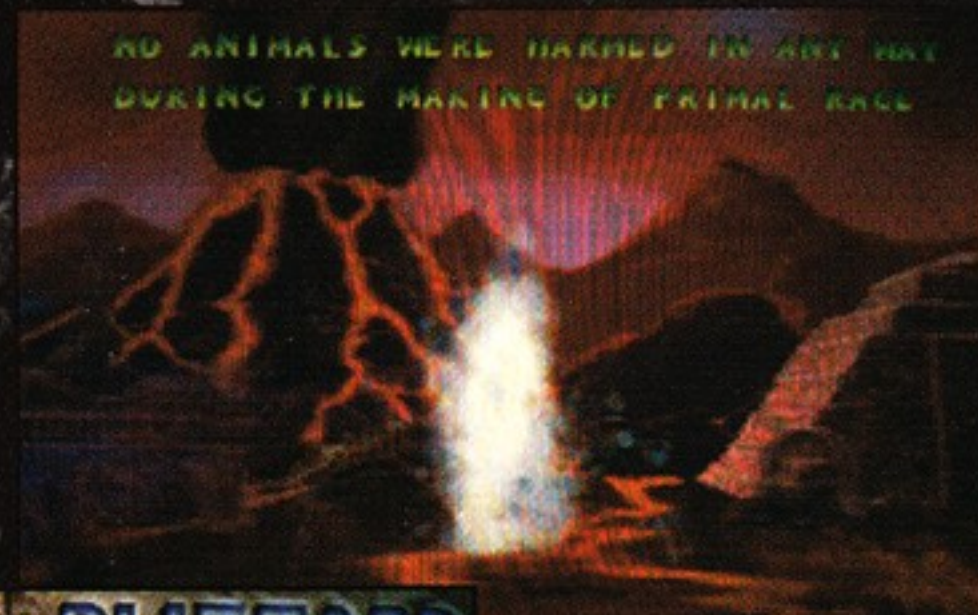


This box contains 100% real
college teams, helmets,
logos, colors, nicknames, rules,
plays, polls and traditions.
Nothing artificial. Dig in.

SPECIAL FEATURE!

Primal Rage is a graphic buffet, coming soon to an arcade near you. It includes seven characters, all of which are fantasy or mythological creatures, including various dinosaurs, giant apes, and more. Some unique features of this game (other than the incredible stop-motion animation that makes the game look light years ahead of the competition) are its four-button joystick configuration which is employed instead of the standard five or six we're so used to seeing, and the two-punch and two-kick buttons which feature specially mapped "power hits" that allow for easier to manage special moves and combos. Revision of traditional fighting games don't stop with the joystick configuration, though. The one-

player game does not end after defeating all the characters. At that point the player is thrown into a shorter sequence, a no-room-for-error second round that's sure to make you kick a few arcade cabinets. The Two-player Mode is reminiscent of the "push-pull" engine most employed in Neo-Geo fighting games. Best of all, this great new fighting game is scheduled to ship in August.



Almost everything about this game is different. From the Character Selection Screen to the conquest of the new Urth. Even the P.C. "No animals were hurt in the making of this

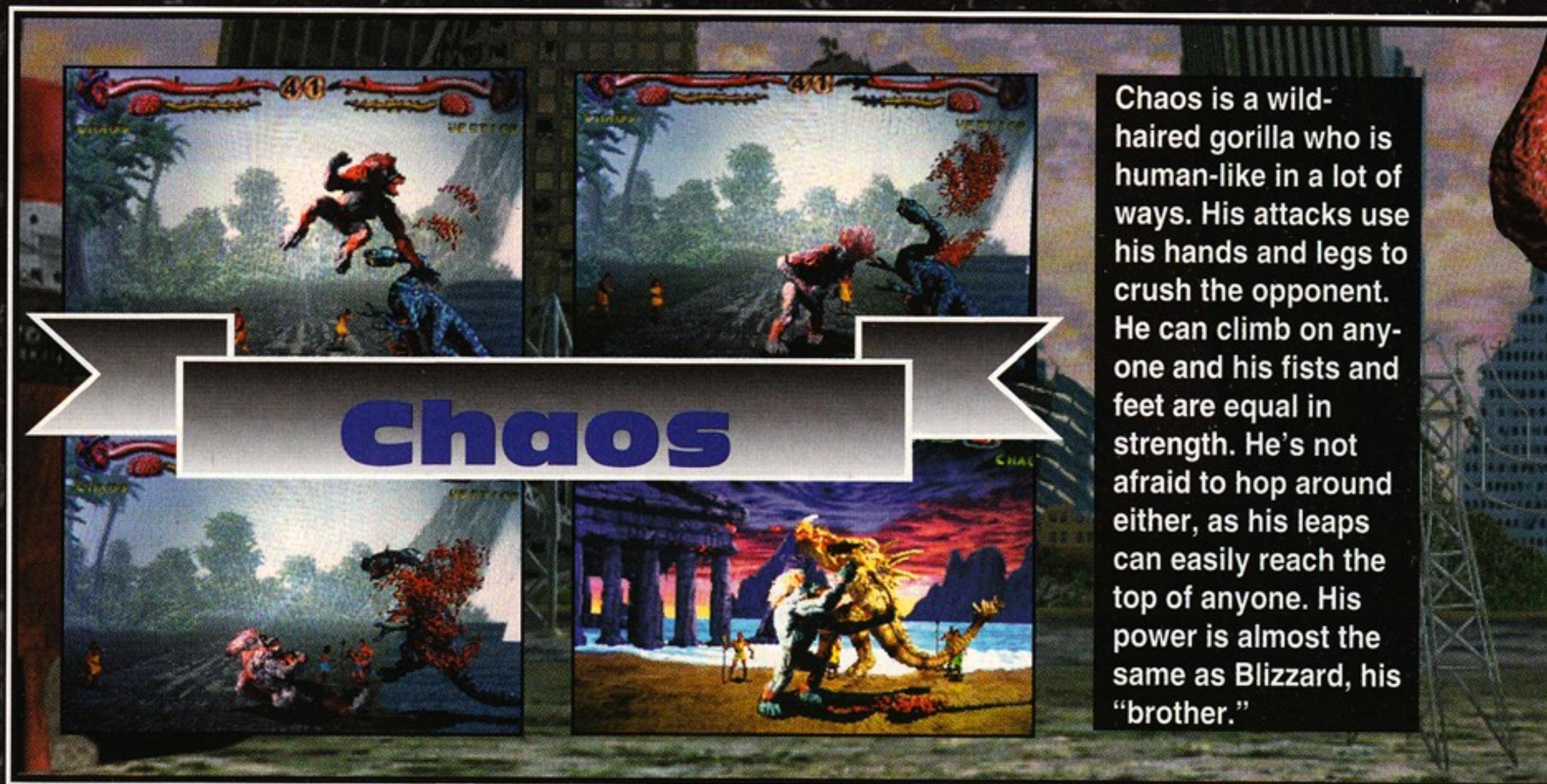


game" Screen is different! The Primal Rage production team, made up of nearly 30, was organized more like a Hollywood film crew than a typical game design team.



Sauron is what this game was originally intended for—the large yellow Tyrannosaurus Rex with a huge temper. His moves are, for the most part, large and bumbling, but he gets the job done. He really uses his size to his advantage, with such moves as an Earthquake Stomp and the ability to rip with those giant jaws.





Chaos

Chaos is a wild-haired gorilla who is human-like in a lot of ways. His attacks use his hands and legs to crush the opponent. He can climb on anyone and his fists and feet are equal in strength. He's not afraid to hop around either, as his leaps can easily reach the top of anyone. His power is almost the same as Blizzard, his "brother."



Blizzard is the "Ryu" of the two gorillas. He doesn't have as many leaping abilities as Chaos does—he prefers to sit back and let his power do the talking. That right hook of his is lethal! He's been known to level buildings on a slow day. His stage is set in the Himalayas, and his powers are mostly freezing moves, with freezing breath and more.



Blizzard



Talon

Talon is aptly named, as he likes to claw his way into anyone. He is almost a cross between the ferocity of a tiger and the look and intelligence of a Velociraptor. He can leap from long distances and be at your throat in seconds. He is also very agile and has been known to climb up an opponent to reach the head and throat.





Diablo, the smaller of the T-Rex creatures, has a fiery personality and the moves to match. Mostly we have fire breath and his volcanic stage matches the color scheme. Diablo is primarily a fiery crimson red with streaks of black. The patterns are similar to what many scientists think ancient dinosaurs may have looked like.



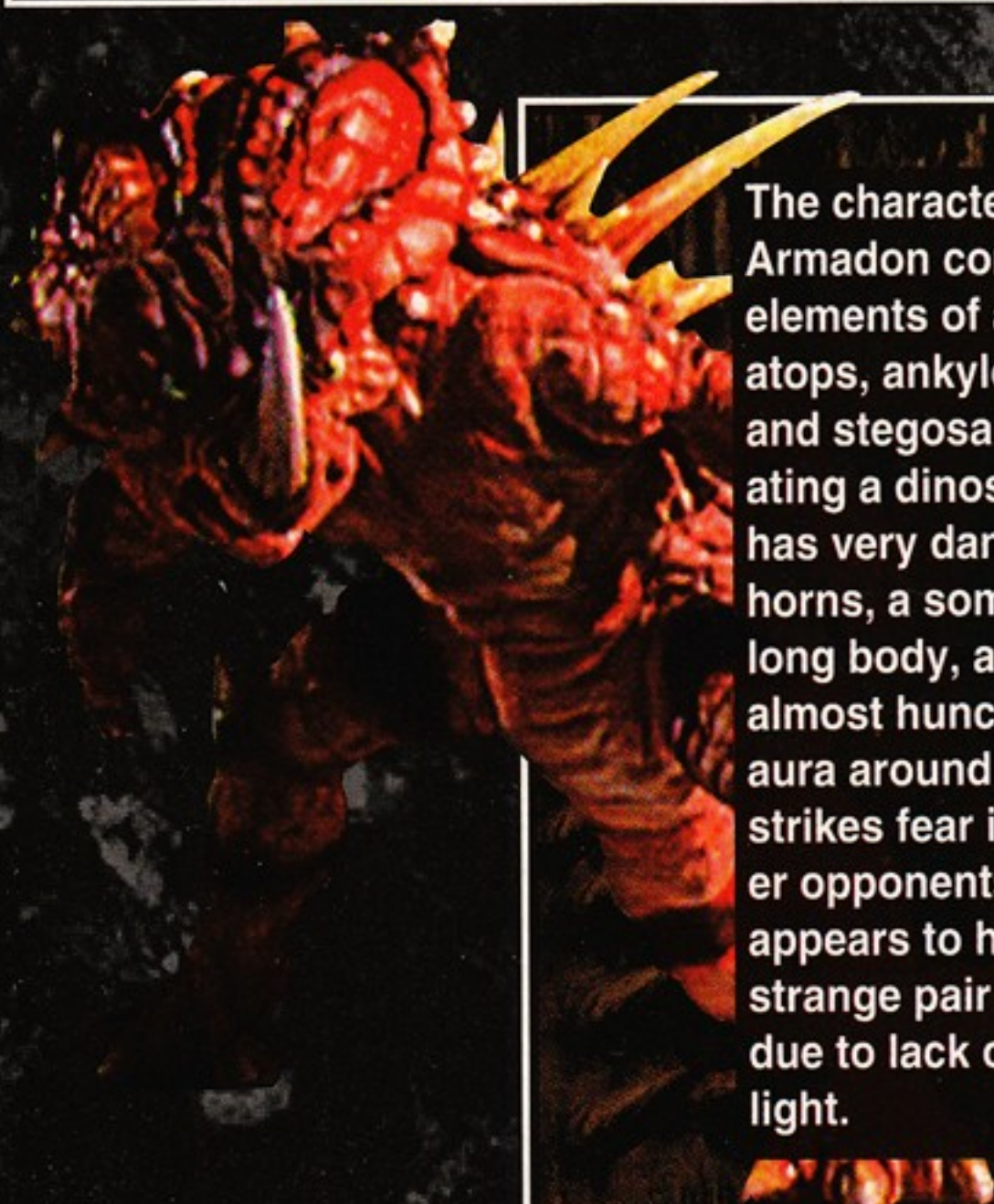
Diablo



Vertigo is part cobra and part effraasia. His attacks are extremely fast and just as lethal. His blue stripings match his stage which is an eerie almost Atlantis-looking city. His tail is the most dangerous part of his body, giving him the longest reach by far of any other character in the game. His neck is almost just as long.



Vertigo



The character of Armadon combines elements of a triceratops, ankylosaurus, and stegosaurus, creating a dinosaur that has very dangerous horns, a somewhat long body, and an almost hunchback aura around him that strikes fear into smaller opponents. He also appears to have a strange pair of eyes due to lack of sunlight.



Armadon



The Making of:



Dennis Harper: Producer

Originated the idea of a stop-motion dinosaur fighting game over two years ago. Originally conceived as a showcase for two ferocious T-Rexes, the puppets looked so incredible, they expanded their original idea, and made seven new ones.



Jason Leong: Animator

Had an idea for a revolutionary dinosaur fighting game, at the same time Dennis Harper did, and went into business with him. They were both certain that the stop-motion process had never been attempted on this scale for a video game.



The intense process starts with creating the actual puppet.



A plaster mold is made of the desired shape.



The heart of the puppet is the flexible endo-skeleton.



The skeleton and mold is then injected with whipped latex.



The whipped latex mold is placed in a special oven.



Last of all, the latex puppet is painted by an airbrush artist.



This is the result—some of the best arcade graphics ever!



The game features seven characters with special moves.



The cast includes many strange characters, mostly dinosaurs.



There's even a little "Finishing Move" action going on!

MULTITAP

"EXPLODES".



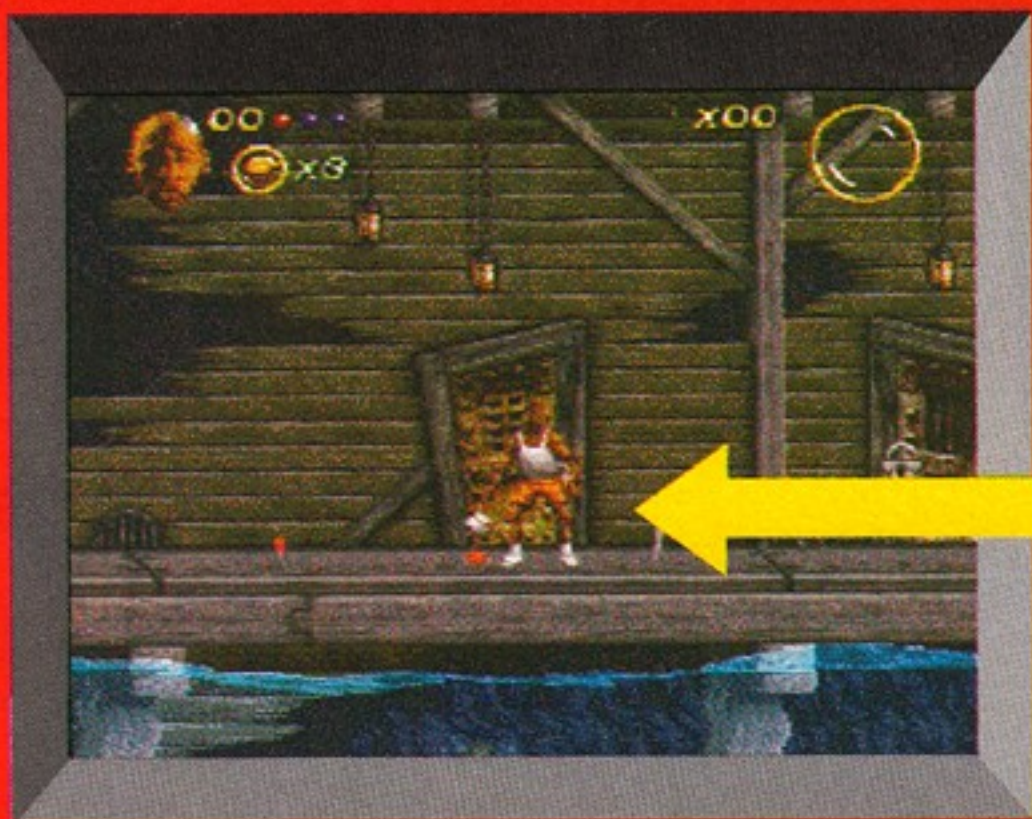
Hey, here's a great "SUPER BOMBERMAN™" game tip: now 4 of you can have a blast together. With Super Multitap.

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Watch out for the slime. Slime multiplies when you hit them.

YOU START
HERE.

Don't fall in the water, danger lurks there.



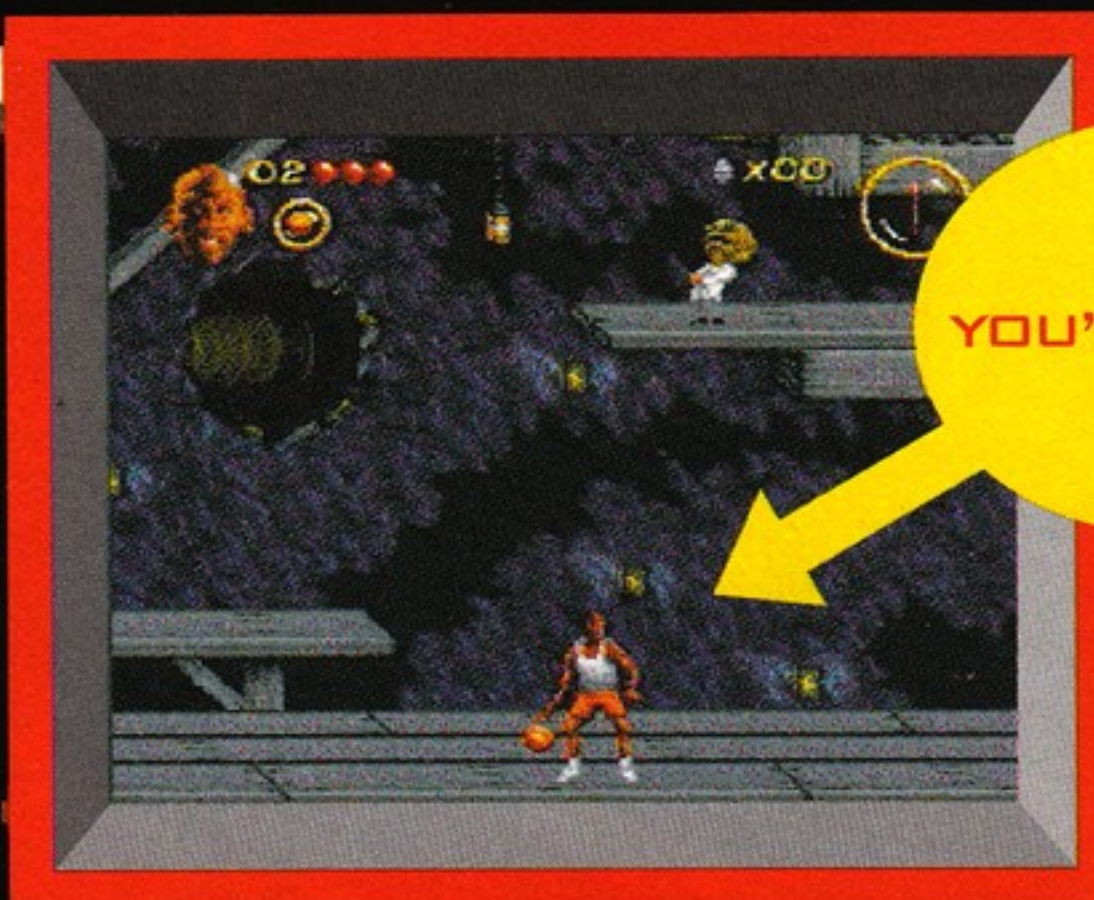
Don't just cruise the boardwalk—find the keys and enter the spooky doors.



Michael's new arsenal includes 7 powerballs [fire, ice, and earthquake to name a few].



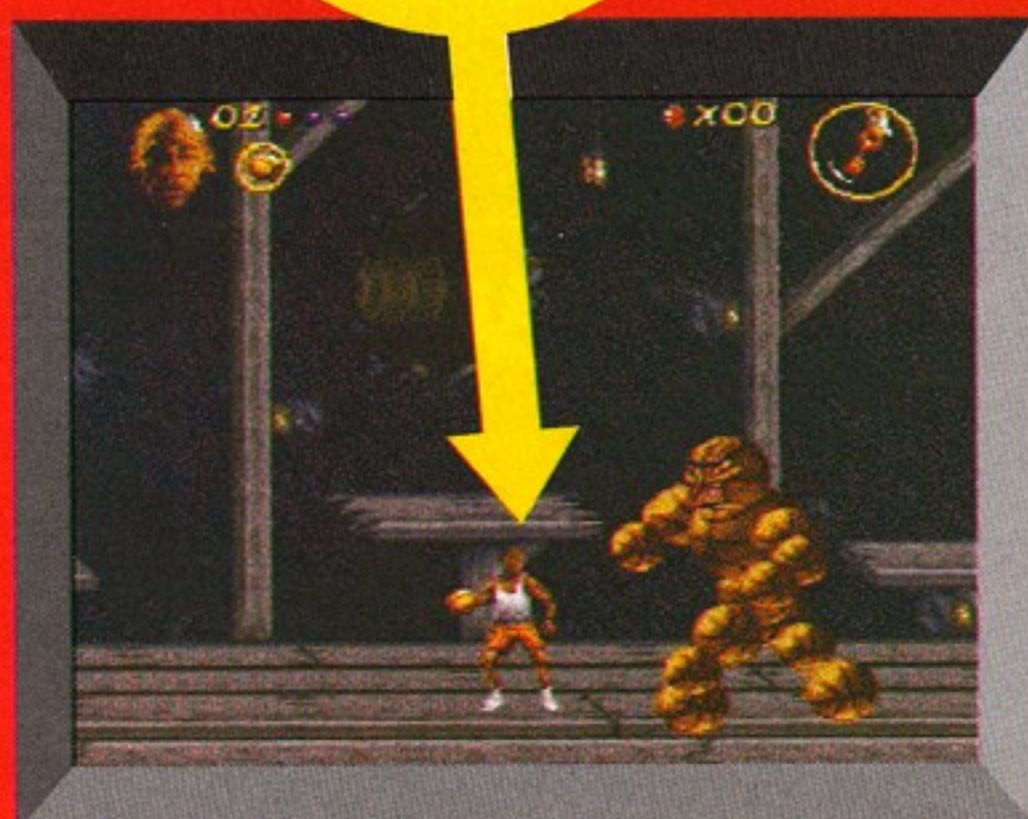
Beware the evil Dr. Max Cranlum and his army of henchmen.



YOU'RE HERE.

Enchanted high tops make you invincible.

YOU'RE HERE.



Collect gold and silver coins to gain an extra chance.

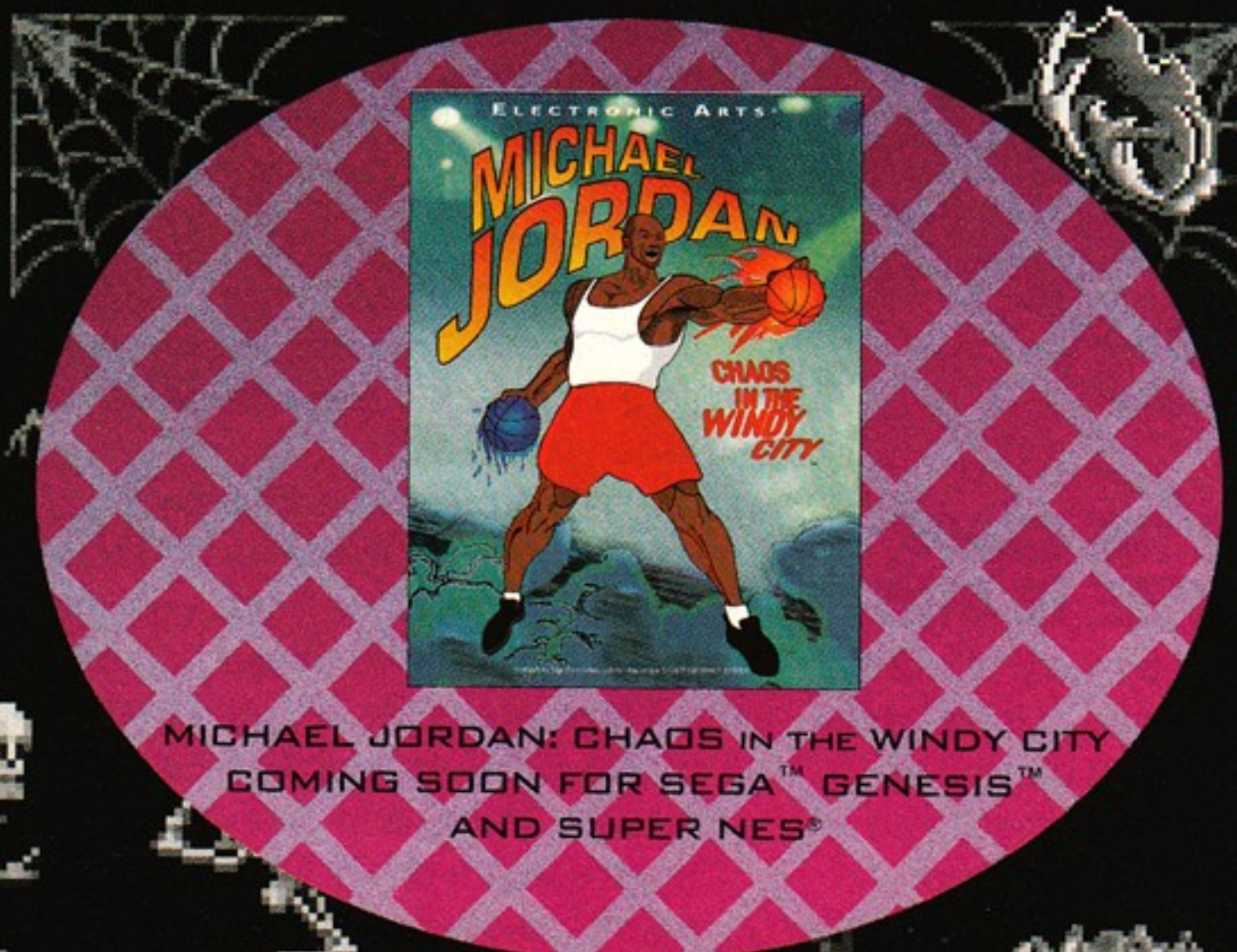
YOU'RE HERE.



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YOU'RE HERE.



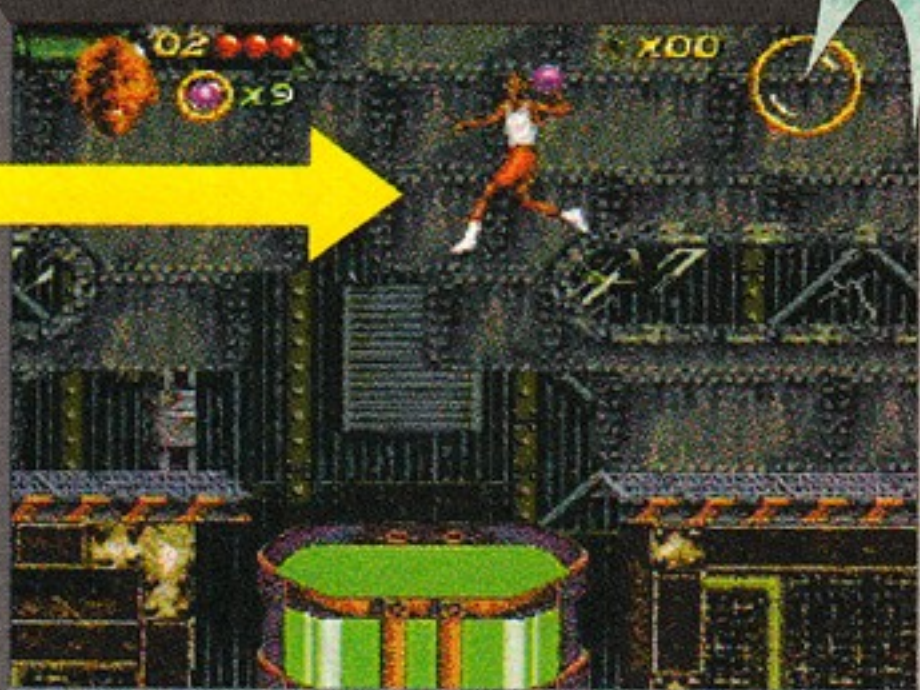
Don't turn your back on those pesky skeletons.

YOU'RE HERE.



Beware the mechanical eels. Especially near water.

YOU'RE HERE.



25 Intense levels in six different Chicago locations.

BUT YOU MAY NEVER GET HERE.





BACK FROM THE GRAVE, ICEMAN IS HERE TO STAY

After many nights of thinking about the Olympics, Iceman realizes that he has a real job to do ... giving you up-to-date news on the latest sports games, with your co-host, The Rookie. Now that Iceman's back, Jacques is pursuing other interests. I guess he can stay around here and give Iceman some challenge on the upcoming games. Yeah right! So put on your reading glasses and see the hottest new sports games that have been reviewed and previewed by EGM's finest sports gurus. Enjoy!

SEGA'S ALL-NEW NFL '95



As I expected, Sega is now releasing another NFL game. Like the other versions, NFL '95 has some

great features that will gain sports gamers' attention. The major feature that will change, however, is the visual perspective of the playing field. In the previous version when you start a play you can only see approximately 30 yards of

the playing field. When you drop back as the QB, the camera angle will rise and you'll be able to see up to 65 yards down the field, allowing you to view your receivers in motion. While all of this action is happening, the players on the field scale as they move.

When you pass the ball, the camera angle will drop again while the ball is in the air and return to its original angle when your receiver catches the ball. You have to see it to believe it!

There are other features that stand out in this game as well. Create your own players, trade, and even revise the team's depth chart. Other options (free agents, records, injuries, stats, league leaders, instant replay, and many more) are also at your disposal. You can even play with up to four players at the same time. With all of these features you'll need a battery back-up (It's included!). Look for this one to come out kicking soon.



PREVIEWS AND REVIEWS



Out of my way punk! See some real-time action on Sony's National Hockey Night.

Check out the latest preview pics of upcoming games as well as the reviews that Rookie and I have compiled. See if you agree or disagree with us. Here are the games that you'll be seeing in the following pages: Cannondale Cup, Elite Soccer for the Super NES, ESPN Football, ESPN Hockey, GP-1 Rapid Stream, Acme All-Stars, and lastly, Elite Soccer for the Game Boy.

ARENA FOOTBALL ... WELCOME TO THE HOUSE OF PAIN!

Arena Football—football played indoors where the field is smaller but the pain is just as intense. The regulations have been changed a bit to add excitement and fast-paced action. This great new sport has gained popularity across the nation. As a treat, V-Real Interactive will be releasing V-Real Arena Football for the Jaguar. As you can see by the



screen shot, the action is taken from the real game. The Jaguar has many capabilities and this one should look great when it is finished.

Team EGM will have more inside pics on this new game soon.





MANUFACTURER
ASC

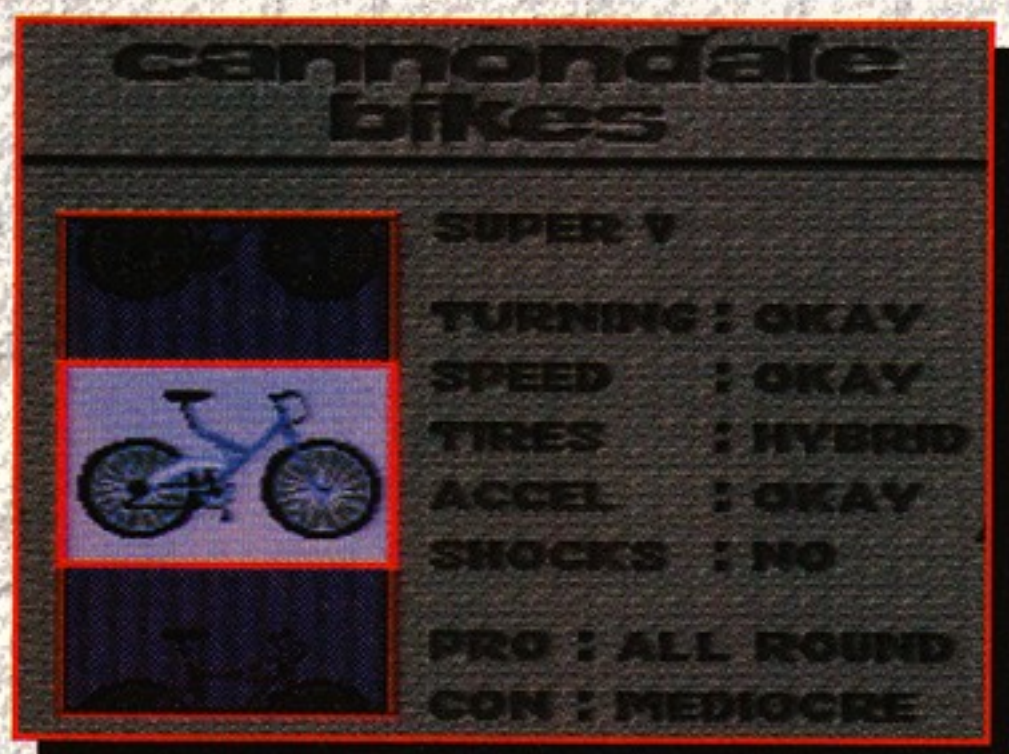
CARTRIDGE SIZE
12 MEG

RELEASE DATE
OCTOBER

OF PLAYERS
1

cannondale cup

SUPER
NES



Pick from a variety of bikes each having different types of track performance.

SURVIVAL OF THE FITTEST

Cannondale, a well-known maker of road and mountain bikes (all handmade in the U.S.) has teamed up with ASC to bringing you the very first bicycle racing game sponsored by a major bicycle company.

Cannondale Cup features the mountain



Pick your bike wisely, because you'll need to pass many obstacles on the tracks.



bikes that Cannondale produces. In this racing game, you will be able to choose from a variety of bikes each varying in road performance aspects like: speed, traction, handling, and so forth. Pick an off-road-type bike to get you through those muddy tracks and don't forget about the all-suspension bike.

All the tracks vary as well. You can start at the bottom and race through the qualifying track and see how you do

against the very best riders around. After that you can attack the harder tracks, if you're good enough. Conserve your energy on the hills by putting your head down to decrease air friction. You can either grab or kick the other riders to get ahead of the pack. Hey, it's survival of the fittest out there! That's what this game is all about. You snooze, you lose.



Still having a problem keeping up?
Grab someone to conserve your energy.

★★★ ICEMAN'S SNEAK PREVIEW ★★★

TOP GEAR 3000 by KEMCO



In this sequel, Top Gear is set far in the future where technology is the basis of winning races. Instead of racing in nearby states, tracks are placed on different planets. As the races continue, you will be able to discover new technology for your vehicle in order to enhance your car's road performance. Options galore! Picture yourself—boldly going where no man has gone before.





MANUFACTURER
GAMETEK

CARTRIDGE SIZE
16 MEG

RELEASE DATE
AUGUST

OF PLAYERS
1 OR 2

ELITE SOCCER



GOOOAAAL KICK!



As World Cup Soccer fever rages, the competition to make the best soccer game continues, too. Elite Soccer from Gametek is a cart to look for in the future.

There are so many options you can pick from, such as changing the weather conditions, the referee's style of regulating, the goalie's skills, and whether to play indoor or outdoor, among others.



Shoot it out, and decide which team will advance to the tournament.

WORLD CUP					
GROUP A	GAMES	WON	LOST	DRAWN	POINTS
U.S.A.	2	1	0	1	3
COLOMBIA	2	1	0	1	3
ROMANIA	2	1	0	1	3
SWITZERLAND	2	1	0	1	3
GROUP B					
BRAZIL	2	1	0	1	3
CAMEROON	2	1	0	1	3
RUSSIA	2	1	0	1	3
SWEDEN	2	1	0	1	3

Play in the World Cup. See where your team stands after the early rounds.

HAVE A FRIEND?

The exciting part about this game is that you can play against another player instead of the computer. Just hook up another controller, and boom!—you're set. Plus, playing against the computer can get easy at times and the challenge is scratch off. So, get with it and invite a friend over for some real action!



ELITE SOCCER BY GAMETEK

Graphics ★★
Sound ★★★

Playability ★★
Realism ★★★

The neat new features are something to look forward to. This is actually an okay game, but the players on the field move like flies! Their movements are too quick to handle. This odd movement kind of takes away from the game play value. Sounds are up to par, but not that overwhelming. This one is alright, but not outstanding.

70%
Iceman

Graphics ★★★
Sound ★★

Playability ★★
Realism ★★

I agree with Iceman. The players on the field look like flies trying to find food. It was frustrating. I'd rather watch the World Cup than look at flies. Being able to choose from the many options is a plus. The options really change the way the game plays. Cool sequence of the shootout. It may not be great, but it's really an okay game.

72%
The Rookie





MANUFACTURER
SONY IMAGESOFT

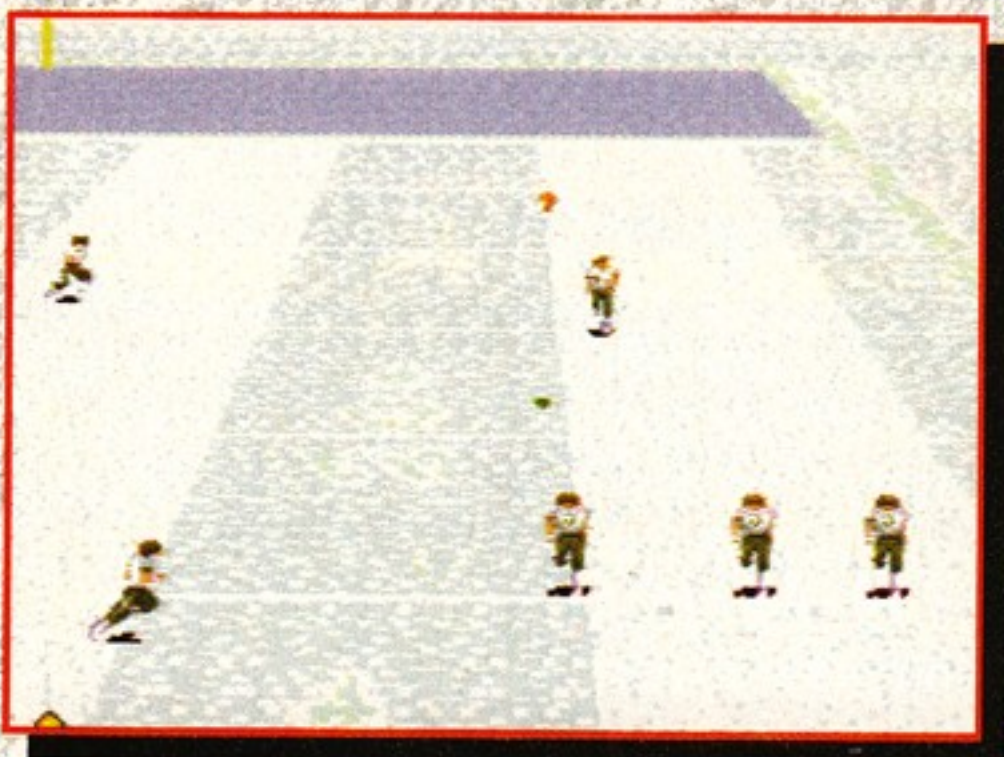
CARTRIDGE SIZE
16 MEG

RELEASE DATE
NOVEMBER

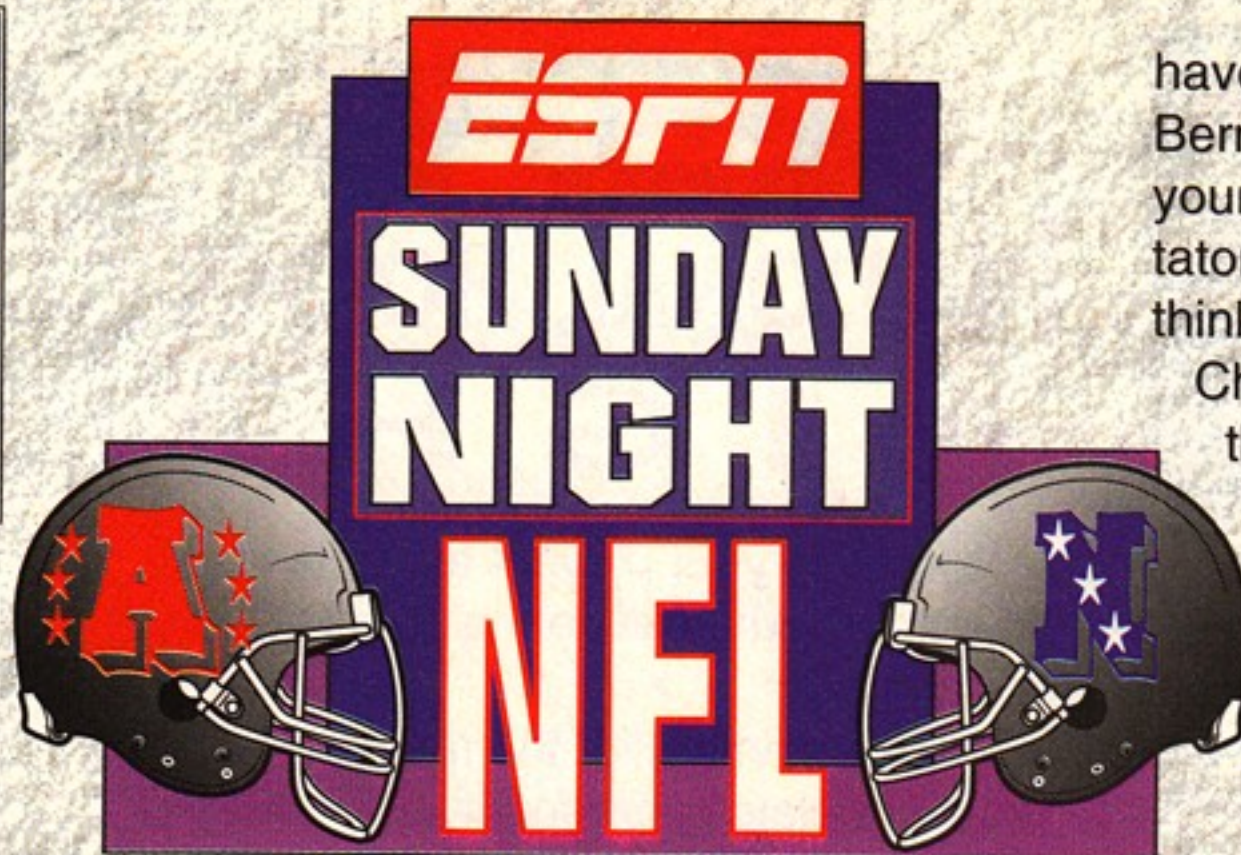
OF PLAYERS
1 OR 2

SUNDAY NIGHT FEVER!

Ladies and gentlemen, welcome to ESPN Sunday Night NFL! Your commentator, Chris Berman, will guide you through this game, providing you with the latest news of the action on the field. At half-time he will be there (ESPN Sports Center) to give an in-depth look of the current game being played, showing you all the stats and scores.



Check out the field conditions. Change the weather conditions that affect the field.



ESPN Sunday Night NFL looks average, but it does have some originality on its side. First of all, pick from various types of plays as well as audibles on the field. You will have to learn the plays that ESPN has offered to defeat your opponents on the field. Do special running abilities like hurdle, spin, and jump to pass the defenders ahead of you. These



CHRIS BERMAN

features may sound familiar, but the hard-hitting action is always different. Plus, do you always

have Chris Berman as your commentator? I don't think so.

Check out the close-up of the referees as they look

at the measuring chain. Others like this will be shown of the ref making penalty calls. This football cart packages everything you need in a football game. Stats, weather, refs, plays—it's all here. Look in later *EGM* issues for more in-depth reviews and play-by-plays.



CLOSE-UPS!



ESPN's own playbook will answer your prayers and take you through the games.

★★★ ICEMAN'S SNEAK PREVIEW ★★★

SUPER BASEBALL SIMULATOR 1000 2 by CULTURE BRAIN



If you thought Baseball Simulator 1000 had some of the coolest baseball tricks, wait until you get your hands wet with this. Of course the graphics and sounds have been greatly improved, especially the animations of the players batting and on the field. There are so many tricks to batting and pitching. This sequel is definitely a winner for baseball fans who are looking for an extra twist.



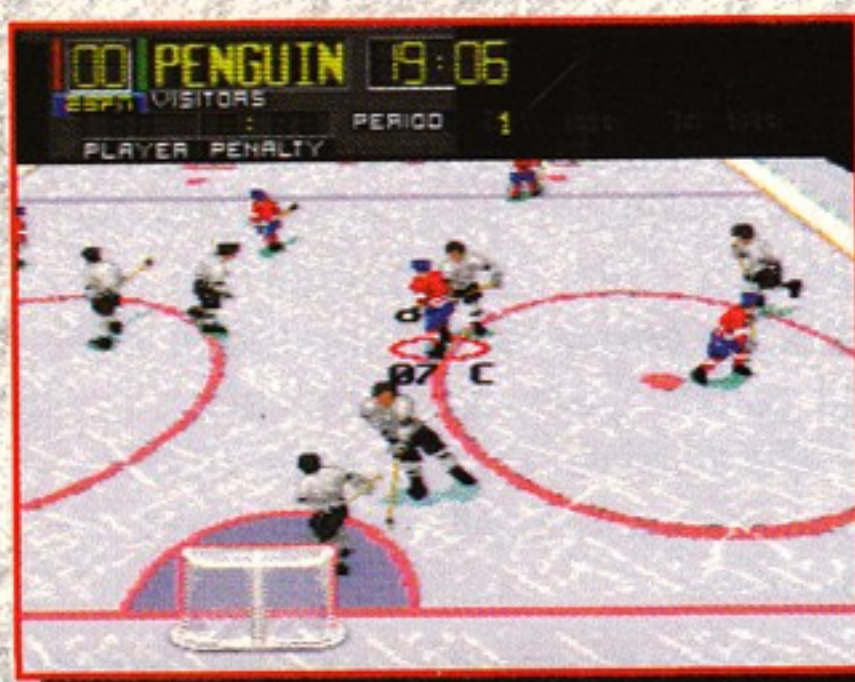
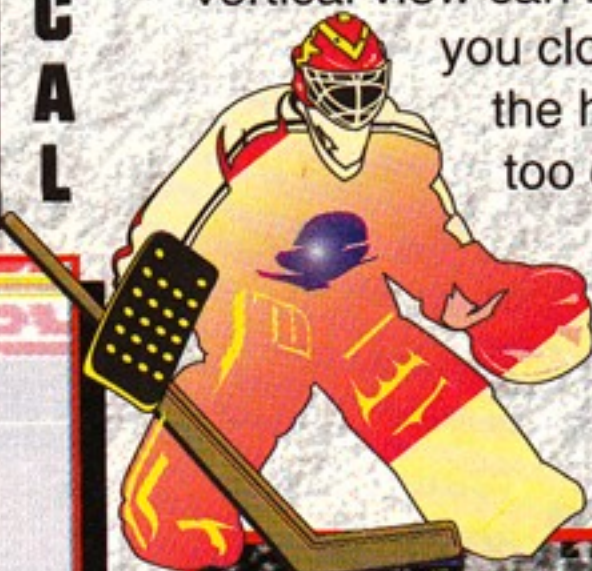
MANUFACTURER
SONY IMAGESOFT
CARTRIDGE SIZE
16 MEG
RELEASE DATE
NOVEMBER
OF PLAYERS
1 TO 4

ESPN NATIONAL HOCKEY NIGHT

Round up your players and edit your line to see who will be the starters on the ice.

Hockey games, for the most part, have only one playing perspective. For ESPN NHN, however, you can pick either a horizontal or vertical perspective. The vertical view can be difficult, but it brings

you closer to the action than the horizontal one. That's too cool! Pictured below is the horizontal view where you can see the action clearly. Get ready to really jam with this one!



V
E
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C
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L



H O R I Z O N T A L H E S H O O T S ... H E S C O R R R E S!!!

Sony Imagesoft scores with another title sponsored by ESPN. ESPN National Hockey Night is still in the works, but it shows off enough to convince us that this game could be one of the best hockey games of the year.

Featured in this title are the teams from the National Hockey League. Every team has their current stats. Go even further by viewing each players' stats.

From either view it is crystal clear that the action never stops!

Sony Imagesoft, not known for their sports games, is rising from the depths and showing its colors on these sports games. Especially with the help of ESPN's crew, where else can you turn for a real-time sports game? It's hard to beat this one!

ON ICE						
POS.	NUM.	STA.	OVR.	ENG.	DEX.	SPD.
C	99	ICE	13	15	15	12
LW	20	ICE	13	15	11	11
RW	17	ICE	11	15	12	8
LD	4	ICE	11	15	12	12
RD	2	ICE	10	15	11	11
G	32	ICE	8	15	7	6

PRESS **S** TO SUBSTITUTE LINE

Check out individual stats and compare them with others from the NHL.

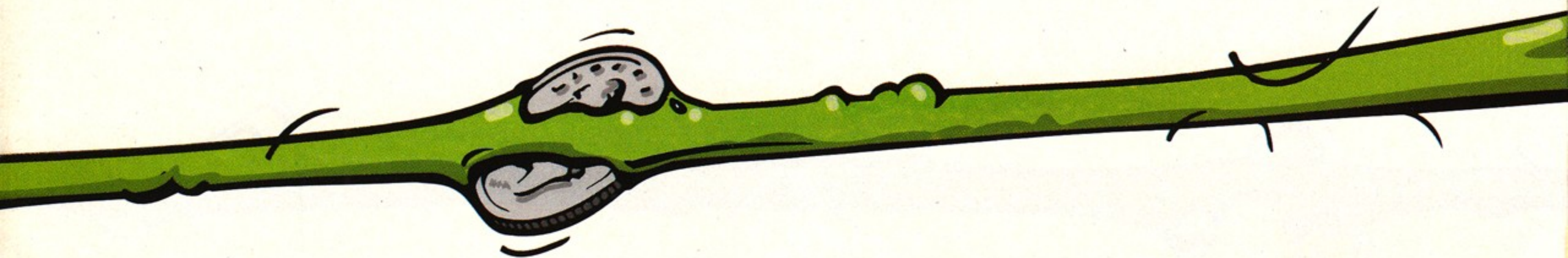


★★★ ICEMAN'S SNEAK PREVIEW ★★★

LOONEY TUNES HOOP IT UP by SUNSOFT



Oh boy! Those people at Sunsoft will make anything to keep you playing their games. What can I say? It's a jam fest for the Looney characters. Play two-on-two with the characters from the Looney Tunes cartoons. Use special powers and items as you race down the court in an attempt to score a basket. Furthermore, do incredible, but funny, dunks that will rock the backboard!





MANUFACTURER
ATLUS
CARTRIDGE SIZE
12 MEG
RELEASE DATE
DECEMBER
OF PLAYERS
1 OR 2

UM ... RRR ... RRRRRRRRRR

WOW! This is excellent! Even though racing games are not my favorite type of sports games, GP-1RS is something that I've been looking forward to for some time now. Thanks, Atlus.

First of all, the variety of bikes to choose from is totally cool. Each bike has different road performance which adds to the challenge for the rider. The specs on

GP-1RS

RAPID STREAM

the bikes are so realistic, you can't get any closer to the real thing.

Secondly, the racing aspect is the thing to look for. The fast-paced graphics of the tracks never slow down. You can actually feel the pull of your bike as it takes the upcoming sharp turns. The handling of the bike is incredibly smooth. Awesome S-turns and curves! As far as tracks go, you can pick from various countries where they have actual racing tracks. Try racing in each of them to see if you can beat the best lap and time record.

Furthermore, this game enables you to race against a friend where the screen



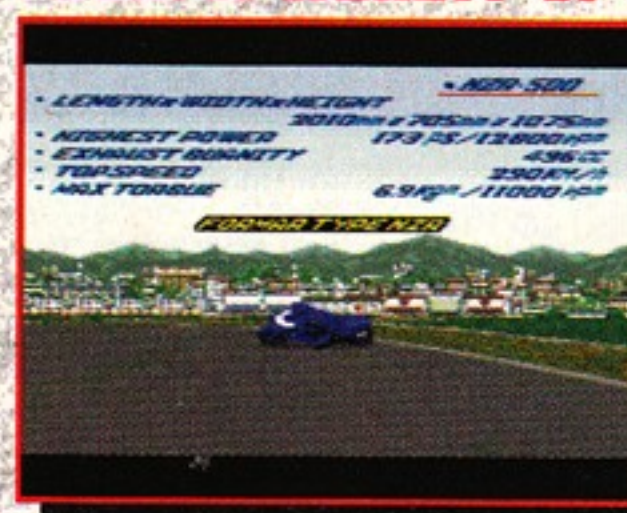
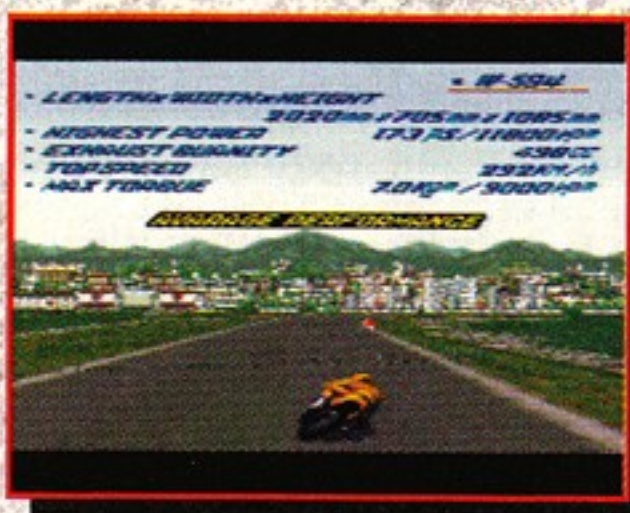
Competition too easy? Why not plug in another pad and race against your buddy.

splits and both of you are visible on the track. This is good practice in learning the tracks and knowing when the turns will come up. Or you can race against each other and see who's the fastest racer around. This is one terrific racing game. I never thought I would get stuck on it. This is definitely one to save your money for.



Watch out for the surprising, sharp turns. Try to turn early in these situations.

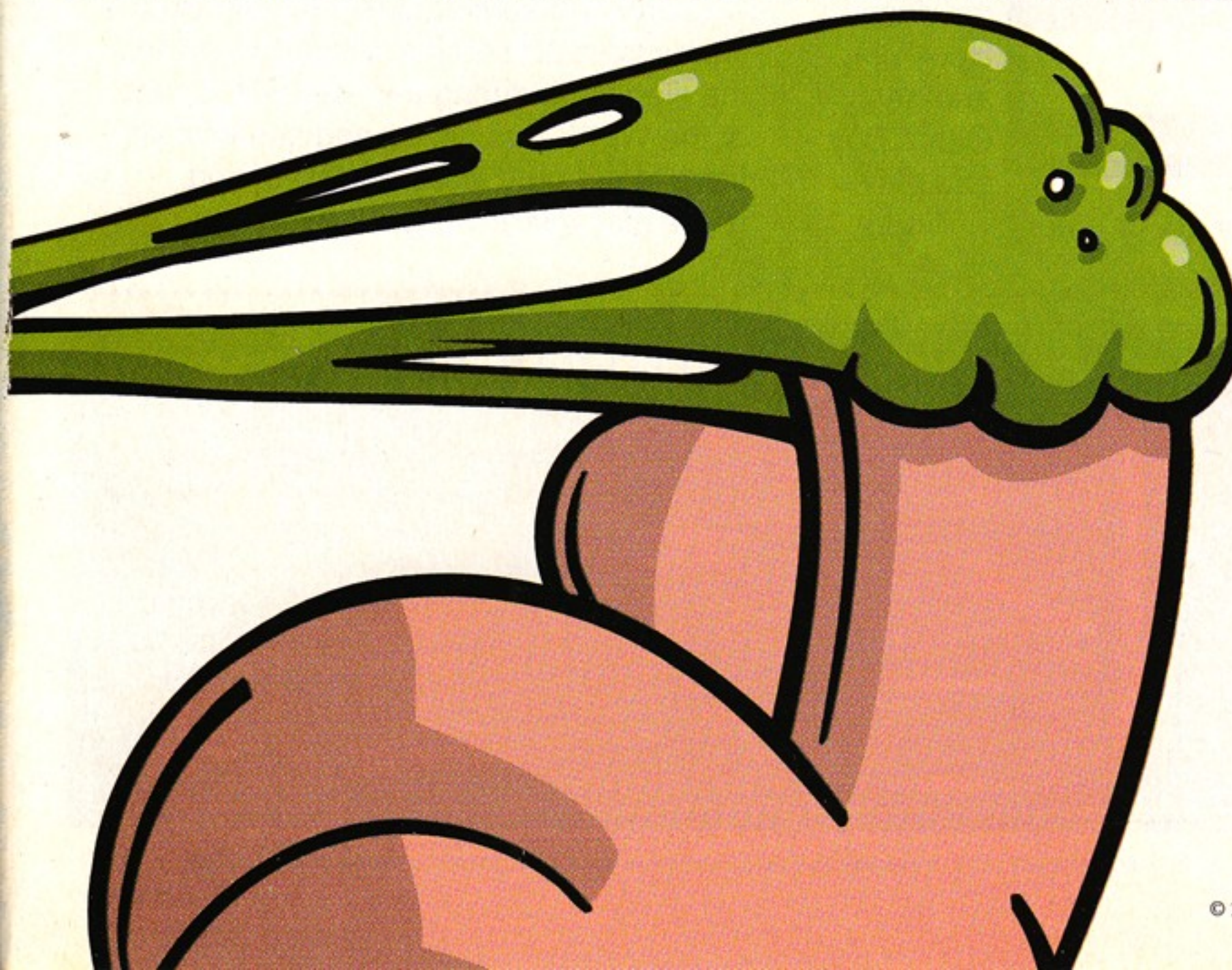
PICK FROM A VARIETY OF BIKES



★★★ ICEMAN'S SNEAK PREVIEW ★★★

NFL FOOTBALL HALL OF FAME by PHILIPS

Philips Media has shown some of the greatest games for the CD-i. NFL Football Hall of Fame is a great addition to your library. This intensive high-graphics game consists of the very best football action for this all-CD system. Pick from all 28 teams from the league with their up-to-date stats. It is filled with awesome features that you will enjoy every time you play. Catch this if you can!



Dig it!

Coming soon from



Or don't play at all.



MANUFACTURER
KONAMI

CARTRIDGE SIZE
8 MEG

RELEASE DATE
OCTOBER

OF PLAYERS
1 TO 4

TINY TOON

ACME ALL-STARS Adventures

THE TINY TOONS ARE HERE!

Those crazy cartoon characters are back battling it out on the playing fields and deciding who has the best team in Acme Looniversity. All of your favorite characters are here either for you to defeat or to use to defeat others on the basketball court, soccer field, bowling

TINY TOON ADVENTURES ACME ALL-STARS BY KONAMI

Graphics ★★★
Sound ★★

Playability ★★★★★
Realism ★★

This is a very cute and fun game to play. The character animations are too funny, especially when doing their special powers. I also like the fact that you can play different sports. Add in a story line and you have a quest for sports. Pretty weird, but it's a nice touch concept-wise. I'd rather play real sports with real players, but this does it for me.

83%
Iceman

Graphics ★★★
Sound ★★

Playability ★★★
Realism ★★

I liked the series and I definitely like this sports event. Younger kids will enjoy this game because of the easy playability, but it will also draw older gamers. The special powers and tricks the characters can do are funny and cute. I know this may be geared toward the younger ones, but I grew attached to it. Great ideas make great games.

77%
The Rookie

alley, obstacle course, and lastly in Montana Hitting where you have to hit Montana coming out of



there's an option to save. Players of all ages will like this hilarious cart from Konami.



the gopher holes. Quite interesting if I may say so. If you're in the Story Mode,



If you like the animated series, you'll love this game. I certainly did.



MANUFACTURER
GAMETEK

CARTRIDGE SIZE
2 MEG

RELEASE DATE
AUGUST

OF PLAYERS
1

ELITE SOCCER ON GAME BOY!

I'm not really a Game Boy game fan, but if it's a sports game—I have to see it. Everything from the Super NES has



been transferred, except some colors ... okay, a lot of colors,

ELITE SOCCER



versus with a friend, or enter the World

and some of the features are the same. Hook up another Game Boy and play



One of the features you can choose is the shootout event. See who's the better player.

Cup and compete against the very best teams from around the world. Check out the standings during the very first rounds of the World Cup series and see who you have to defeat. Cool animations and game play value bring out the game.

F-1 ROC 2 BY SETA



F-1 rocks! This sequel can't get any better. Noticeably, the graphics and sounds have greatly improved. As for the racing aspect, smoother controls allow you to handle your vehicle's turns with perfect precision. Too cool! Start savin' up, gamers!

SUPER NES

86%
Iceman

F-1 WORLD CHAMPIONSHIP BY SEGA



I've always liked the racing games on the Sega Genesis, but this CD version had my eyes the entire ride. The cinemas are cool. The first-person perspective is the one thing I liked the most. It's like driving the real thing. Cool sounds. It's a CD after all.

SEGA CD

88%
Iceman

YOUR WITS BETTER BE AS
SHARP AS YOUR DAGGER.

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- Each character has his own unique personality and decision-making skills.

Sauron and his sinister servants.

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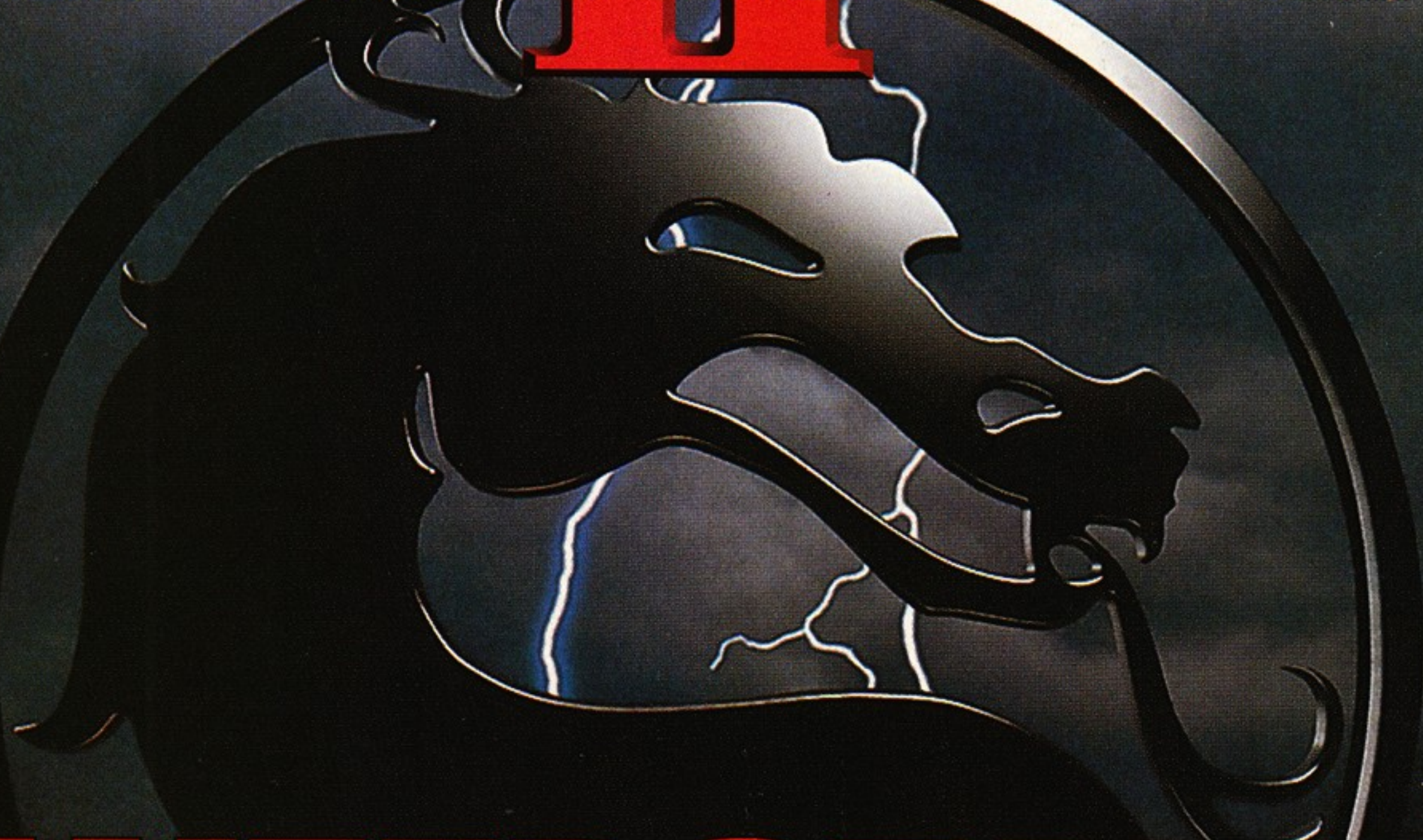
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MIDWAY

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GAMING
MONTHLY**

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The things that you will experience at Space Camp will open you up to the fun of learning about space travel and aerospace technology. You'll experience what it's like to be weightless, and what it's like to be involved in a real launch.



Experience the rush as a member of shuttle crew or mission control.

Level One is a five-day mission for those who are in grades

7-9. You are divided into two, 10 member teams to discover new technology and study environmental topics.

To experience the feeling of weightlessness, you'll use a simulator like the 1/6th Gravity Chair, and the 5 Degrees of Freedom trainer. In a simulated weightless environment, you'll work on the Zero "G" Wall as a mission specialist. Ever capture a satellite? With Extra-Vehicular Activity, you'll get to witness it all hands-on.

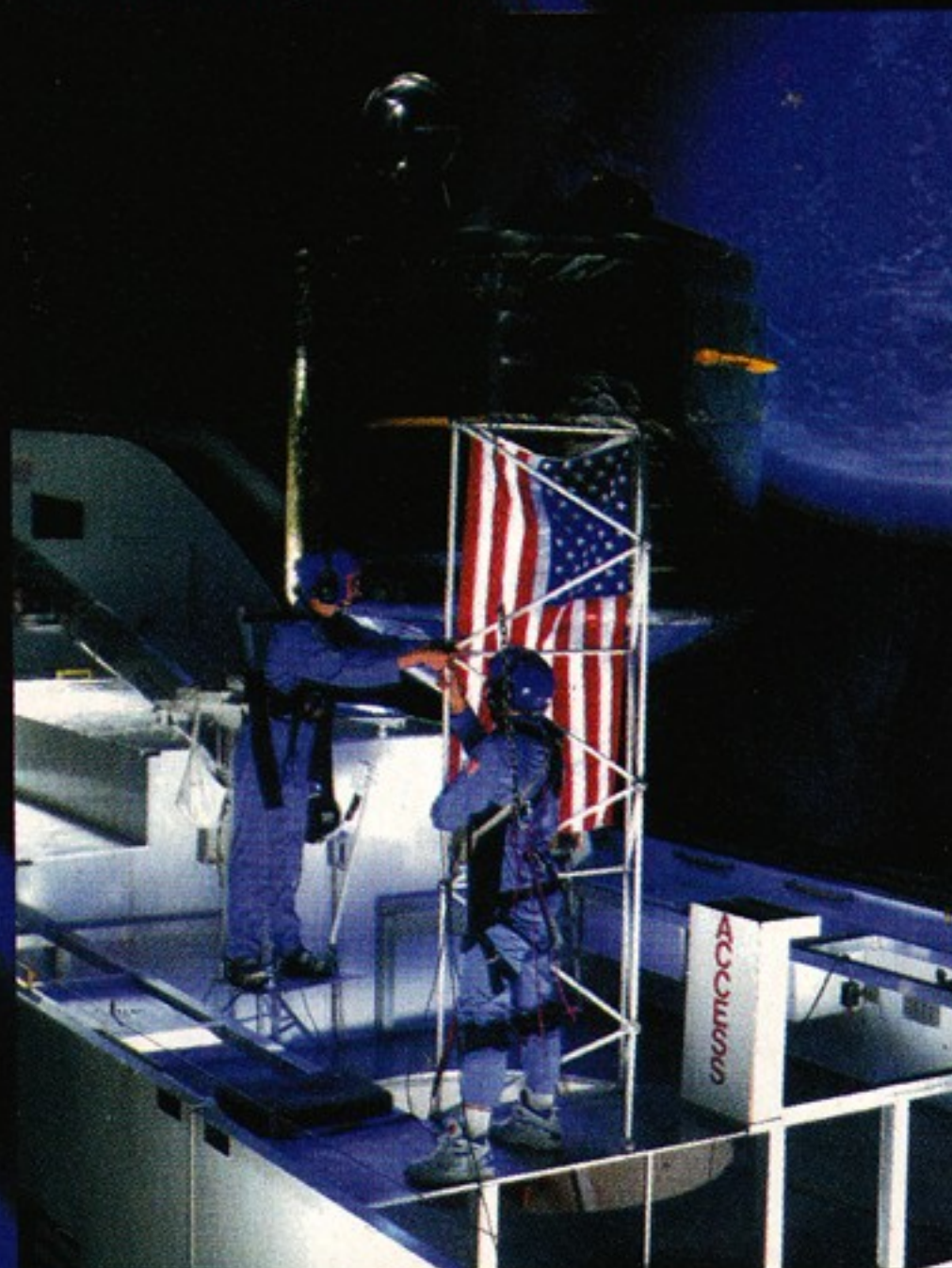
Special I-MAX projection films like *The Dream Is Alive*, *Blue Planet*, and



To Fly will teach you more about a mission into space.

When you've learned how it all runs, it's time to get ready for two missions, using critical teamwork elements to successfully launch, dock with a space station, and return to Earth unharmed.

Level II is an eight day mission for grades 10-12, mixing classroom learning and hands-on training. This level has three tracks of study which students may choose from: Space Science, Engineering, and Aerospace.



In the Space Science track, become a payload specialist, conducting experiments on the shuttle and station simulators. SCUBA training will help you conduct experiments in the "microgravity" of the space station.

The Engineering Track lets you go hands-on to conduct EVAs, and perform a number of tasks using the Zero "G" Wall. Learn robotics, optics, engineering fields, and what it takes to accomplish tasks while in space.

The Aerospace Track focuses on the educational requirements needed for a

career in aerospace engineering, shuttle command, shuttle pilot, or aviation professional.

Exercises in different Mission Operations and Control Room scenarios will help you become acquainted with the knowledge needed for a career in aerospace.

The Parent & Child program is a three-day mission for ages 7-11 and a parent. In this program, you will learn about the history, present, and future of space flight. Tour NASA facilities, listen to speakers, and experience astronaut simulators.



All three of the above mentioned programs include one thing: the fun of discovering space. No doubt you've seen the shuttle launches on TV, now you can study what allows these to take place, and you can have the pride of knowing what's going on in one of these complicated launches.

At Space Camp, you'll familiarize yourself with the technology and experience to become the world's next astronaut. After experiencing this awesome program, you could prepare for a career in aerospace. The Space Camp program gives you the chance to experience things that you would never get to normally. Space Camp is something you'll remember for a lifetime!

WIN A TRIP TO U.S. SPACE CAMP!



**ENLIST IN
THE ALLIANCE!**
Star Wars: Rebel Assault
Available Now
On The Sega CD.

Enter the JVC /EGM *Star Wars: Rebel Assault Space Camp Contest* and you could win a trip for two to U.S. Space Camp®.

As a Space Camp cadet, you'll experience many of the physical and mental rigors of being a real NASA astronaut, like weightlessness, critical thinking and decision making, hands-on mission simulations, even space food!!!

Space Academy program* options include:

- 1/6 th Gravity Chair
- 5 DF (Degrees of Freedom)
- Zero "G" Wall simulated weightless environment
- Extra-Vehicular Activity task boards
- Space Station Mobility Trainer and Maneuvering Pod
- Simulated Flight Missions!!!



TO ENTER-

1) Fill out an EGM Rebel Assault Contest Entry Form or a 3" x 5" card printed with your name, address, telephone number, age AND answers to the entry questions. (See entry form.)

AND Mail it all to:

Rebel Assault Mission Control Center
2121 Broadway, Suite 200
Redwood City, CA 94063

One Grand Prize winner will receive: A trip for 2 to U.S. Space Camp or Space Academy (Level I or Level II or the Parent/Child program depending on the winner's age group). Depending on the winner's age group, the program will last three, five or eight days.

Prize includes: Round trip airfare, U.S. Space Camp housing and meals, and bus shuttle from airport to Space Camp and back.

Estimated Retail Value: \$5000.00 per person *Not all Space Academy program elements are available for all age groups. The winner's age will determine which program the winner will embark on.

For a free 28 page booklet about U.S. Space Camp programs, please call 1-800-63-SPACE.

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Name _____

Address _____

City, _____

State _____

Zip Code _____

Telephone _____

Age _____

Go to your local retailer and see the back of JVC's Star Wars: Rebel Assault package for answers to entry questions.

1) As a Rebel Assault cadet, you will embark on how many missions (levels)? _____

2) As Rookie One, where do you take your first training run? _____

Contest Rules

Mail-in contest only. No purchase necessary. Enter by mailing your completed EGM Rebel Assault Contest Entry form or name and complete address, and contest answers on a 3" x 5" piece of paper to: Rebel Assault Mission Control, 2121 Broadway, Suite 200, Redwood City, CA 94063. Contest runs from September through October 31, 1994. Entries must be postmarked by October 31, 1994. Limited one entry per person. Illegible or incomplete entries will be disqualified. Contest Drawing will be held on November 7, 1994. The Winner will be notified by registered mail and the winner's name will be announced in EGM's January, 1995 issue. Prizes are not transferable. Grand prize winner must complete travel between April and August 1995. Personal expenses, transportation between the winner's home and airport, meals and any taxes and gratuities, if applicable, are the sole responsibility of the winner. Employees of JVC Musical Industries, Inc. and Sendai Publishing, their suppliers and their affiliates and the immediate families of each are not eligible. Judges decisions are final. Contest is open to residents of the U.S. only. Void where prohibited, taxed or restricted by law. Taxes on prizes, if any, are the sole responsibility of the winner. Sponsor not liable for late, lost, postage due or misdirected mail. To request the winner's name, available after November 7, 1994, send a self addressed stamped envelop to: Rebel Assault Mission Control Center, 2121 Broadway, Suite 200, Redwood City, CA 94063. JVC Musical Industries, Inc. reserves the right to cancel this contest at any time with appropriate notice. All federal, state and local laws and regulations apply. Winner's name, likeness and prize information may be used by JVC Musical Industries, Inc. for any advertising or promotional purposes without further compensation. Not sponsored by Sega of America, Inc.

JVC

SEGA CD

SUPER NES



FACT FILE THE GREAT CIRCUS MYSTERY

MANUFACTURER

CAPCOM

OF PLAYERS

1 OR 2

DIFFICULTY

MODERATE

AVAILABLE

OCTOBER

CARTRIDGE SIZE

12 MEG

NUMBER OF LEVELS

7

THEME

ACTION

% COMPLETE

95%

THE GOOD

This game has everything that it takes to be a winner. Everything from play to graphics is awesome.

THE BAD

Some players may think that this title is too cute for them.

THE UGLY

This game is too cool to have an ugly. Even the bad guys are cute!

The Great

CIRCUS MYSTERY

Starring Mickey & Minnie



The Great Circus Mystery is a new game by Capcom that stars Mickey and Minnie. The rest of the cast are also present in this all-star presentation. The world's two most famous mice are on their way to the circus when something



The mid-Boss juggles fire that he throws at you.



This is the huge Lion Boss. Don't jump on his head when his hair is spinning.

goes wrong. As they try to piece together what caused the chaos at the circus, they get started on a journey that is more than they bargained for. As they go through the game they will get different suits that will give them special abilities. You can change suits at any given time during the game to get past certain parts.

Level 1

Something has happened at the circus and Mickey and Minnie are off on an adventure to find out what caused the commotion.



In your regular outfit you can stomp on enemies, then pick them up and throw them.

Level 2

Now Mickey is in the jungle and he acquires a new suit that will help him out. It lets him walk on walls and swing on hooks.



Jump on the heads of the snakes to stun them. Then you can climb them.



The Boss of this level is a big monkey. Wait for him to stop rolling then jump on his head.

Level 3



Ride through the mansion shooting pesky ghosts with your cork gun!



In this part of the level you will run up, over, and around obstacles.



If you use your hook on the lamp the whole screen will rotate.



The Vacuum Suit will blow out the candles, then you can step on them.



The Ghost Boss is really easy to beat. Shoot him when he first appears.

Level 4



Much of this level is done under water. Swim from bubble to bubble to avoid losing health.



The Dinosaur Boss will send little creatures after you. Use the cork gun.

Level 5

Now you are in the snow caves. Use the hook to get past the spikes.



The Boss will try to freeze you before he hits you with lightning. Use the vacuum.

SUITS



In the Horsey Suit you can ride and shoot.



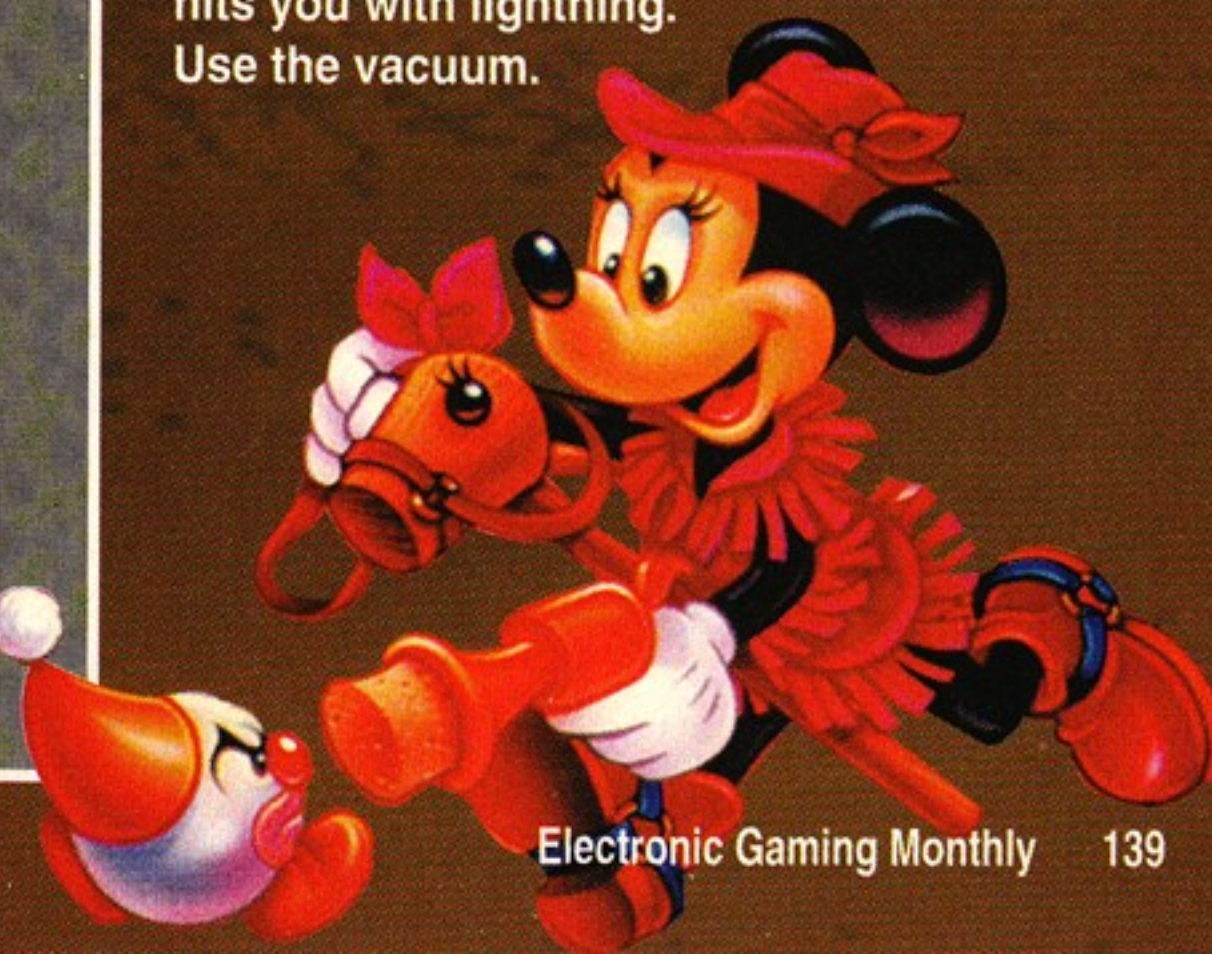
In the Safari Suit you can climb and slide.

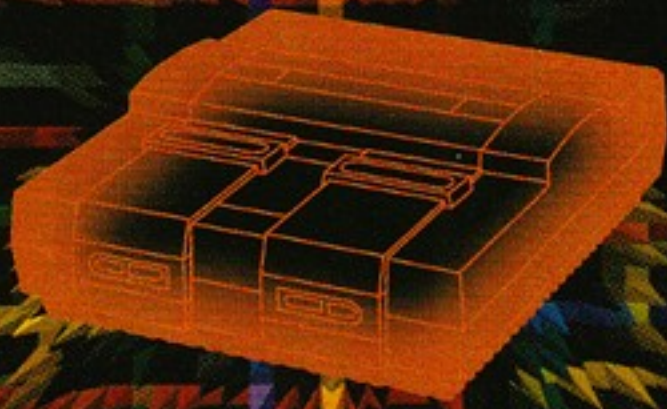


The Vacuum Suit lets you suck up enemies.



In your regular Suit you can throw enemies.





BEAVIS AND BUTT-HEAD

Beavis and Butt-head are here and they are



badder than ever! One afternoon while doing what they do best, watching TV, they see that Gwar is coming to their town. Bound and determined to go to the concert, they decide that if they do lots of cool things Gwar will let them into the concert free. They waste



no time getting started, either. At the beginning of the game you decide where to go first by changing the TV channels. Once you are there you must keep them alive and evade a lot of different enemies. At the Turbo Mall 2000 you can search for change and then play two different sub-games.



FACT FILE BEAVIS & BUTT-HEAD

MANUFACTURER

VIACOM

OF PLAYERS

1 OR 2

DIFFICULTY

MODERATE

AVAILABLE

OCTOBER

CARTRIDGE SIZE

12 MEG

NUMBER OF LEVELS

6

THEME

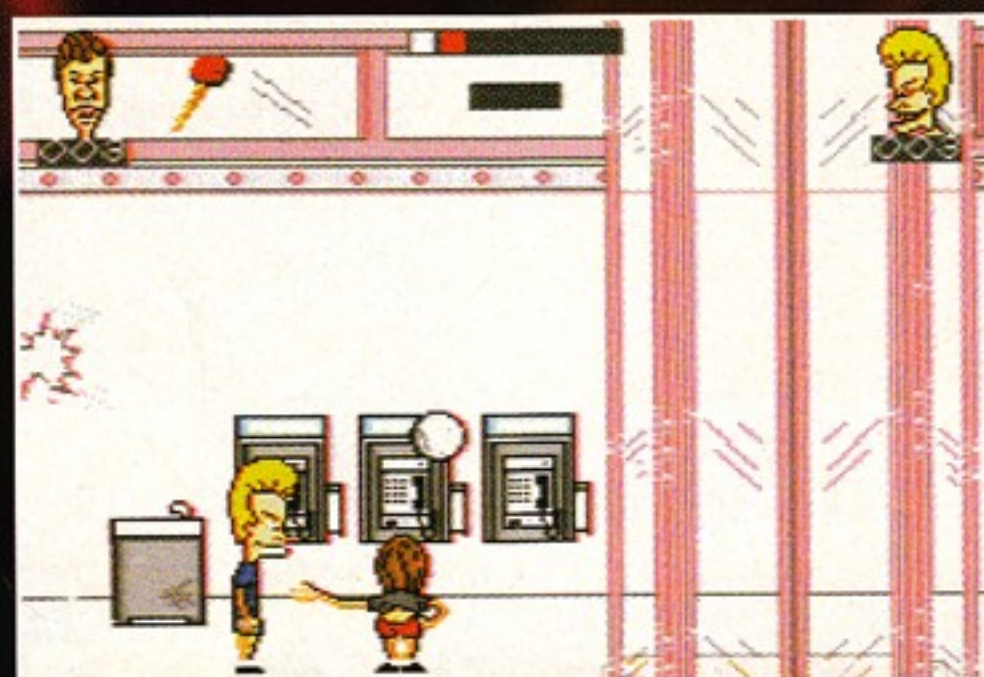
ACTION

% COMPLETE

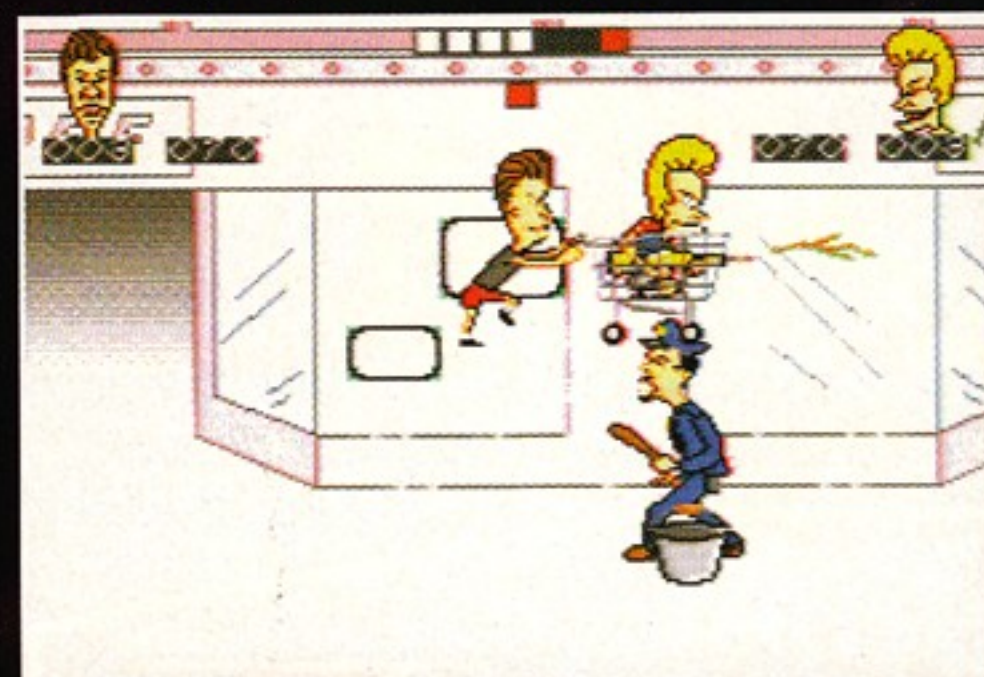
90%



When you get to the arcade be sure to try out the sub-games. They're fun!



Search the pay phones for cash. Maybe you'll find a quarter or two.



Push Beavis around in a shopping cart while he shoots enemies with grease.

TURBO MALL 2000

When you enter the mall the first challenge you come across is the pet store.



Jump over the dog. You can now grab the bat and do with it what you will.

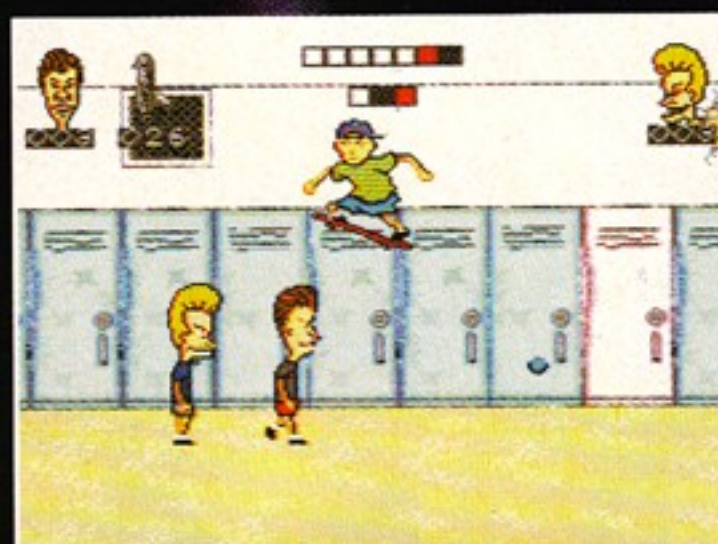


The snakes at the pet store haven't been fed. Don't get eaten!



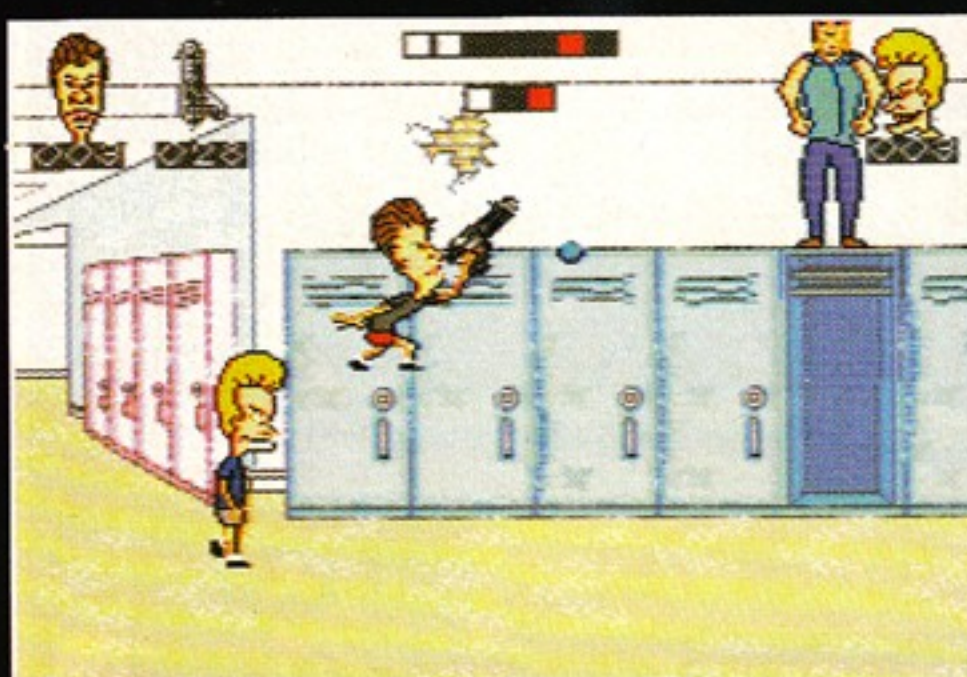
Have a little fun by turning around and slapping Beavis!

Watch out for all the guys on skateboards. They move fast!



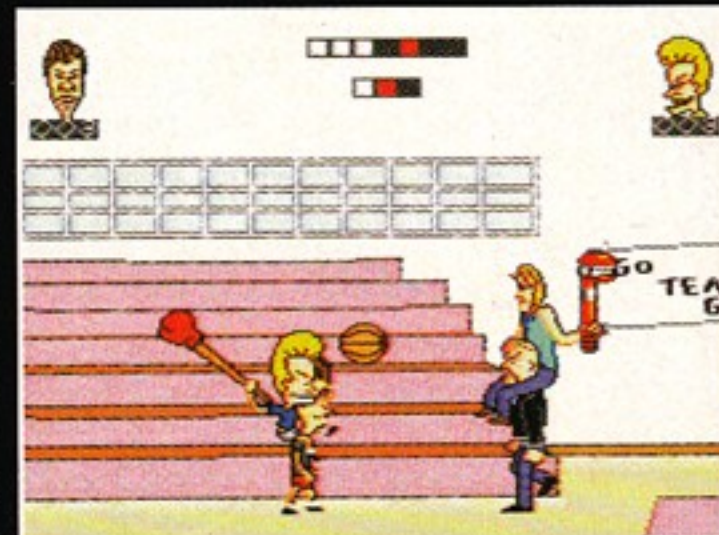
HIGHLAND HIGH

You are now at school—the very best place to wreak havoc! Watch out for the guy kicking lockers open and the skateboarders.

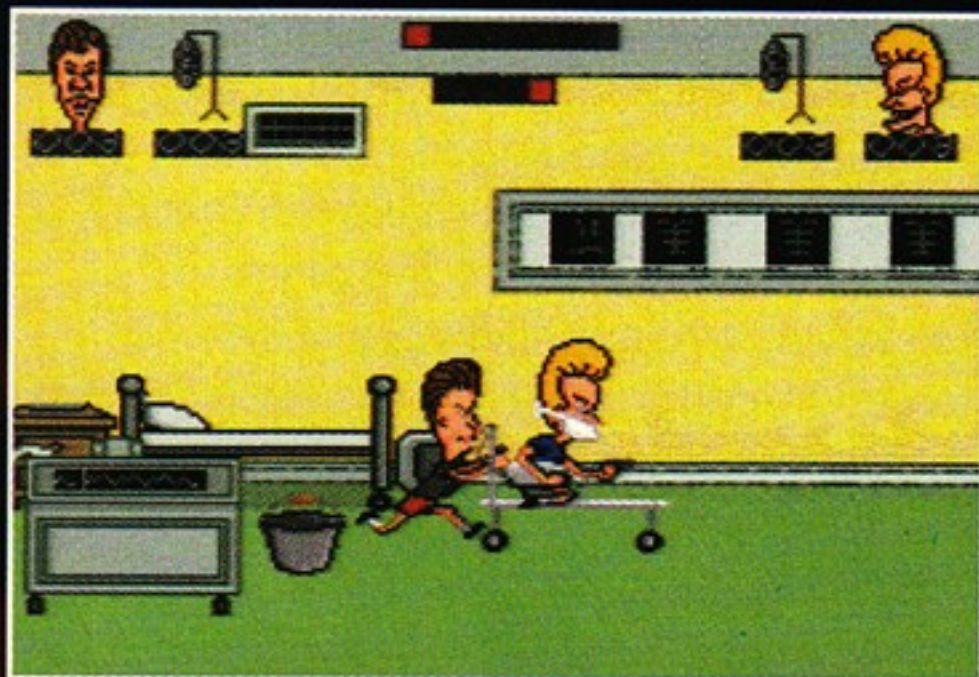


You can pick up a gun and shoot the enemies that pop up out of nowhere.

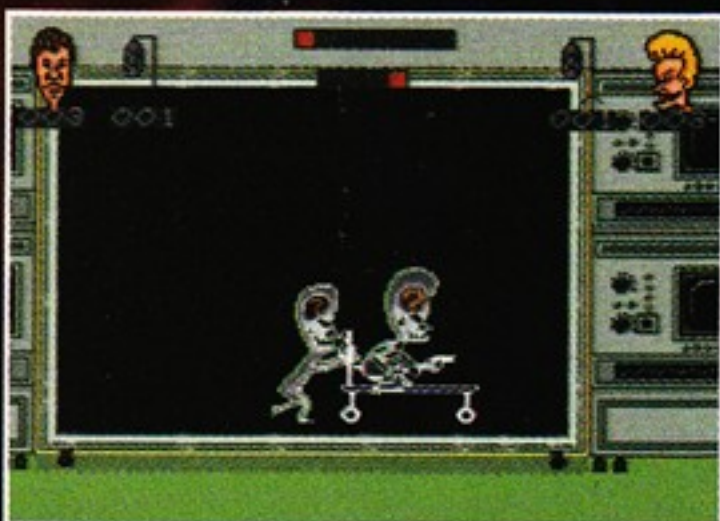
Pick a Chicken Fight with these two guys at the end of a level.



After the fight, go back to the house to choose another level.



Butt-head pushes Beavis on a gurney. Pick up I.V. bags to get ammo.



They really don't have a clue! Just look at the X-ray!

HOSPITAL

At the hospital Beavis and Butt-head are bound to get into more mischief. Search the vending machines for change.



Jump from lamp to lamp but don't fall onto an operating table.

At the end of this level you have to battle the crazy nurse.



ON THE STREETS

Run around the town doing cool stuff and cause as much trouble as possible.



Use the bat to take out the shopping cart and the big dog.



The dogs on this level are everywhere! Be sure to avoid them.



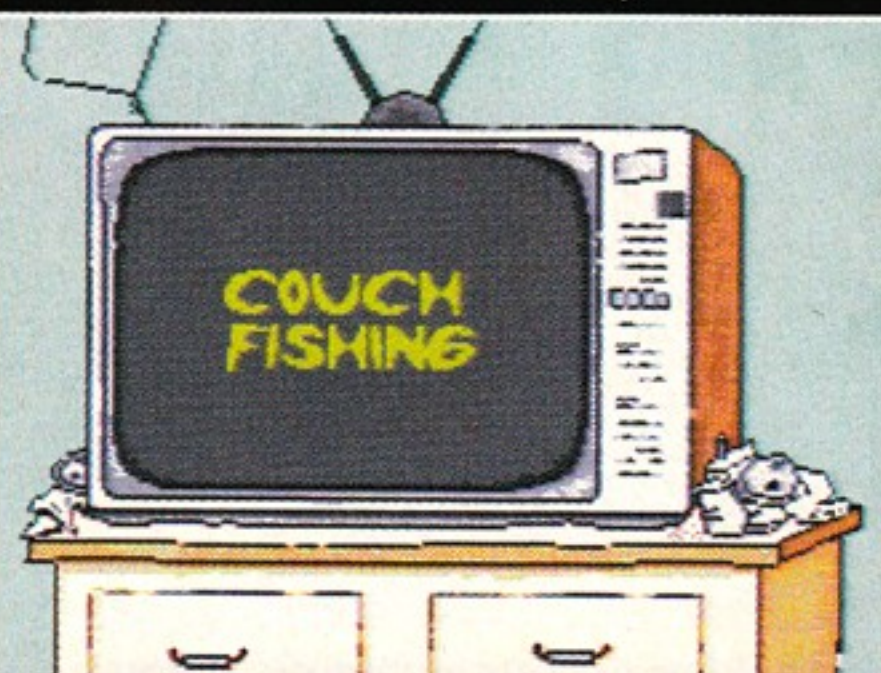
Here you have to jump from clothesline to clothesline to dodge the mutts!

First the sewer lid flies off and then an alligator comes out to get you.



COUCH FISHING!

After every level you can choose to play a level of Couch Fishing. Move your hook around to try to catch things like cheeseburgers and ice cream cones. Just try not to catch the old lady or the dog.



Remember, when you Couch Fish you must avoid the old lady and the dog.



As if avoiding the enemies weren't enough, you also have to watch out for rakes!

THE GOOD

Fans of the show will enjoy the chance to play as the popular pair.

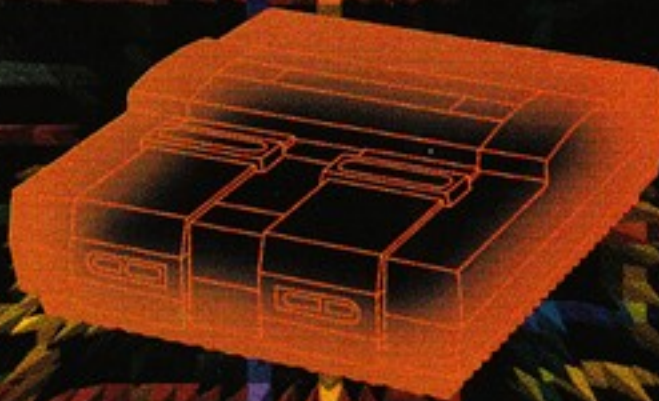
THE BAD

This game is full of cheap hits that you just can't avoid.

THE UGLY

Okay, one cheap hit I can deal with, but when one pushes you into another it becomes really annoying.

SUPER NES



FACT FILE

PAC-MAN 2

MANUFACTURER

NAMCO

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

OCTOBER

CARTRIDGE SIZE

12 MEG

NUMBER OF LEVELS

4

THEME

PUZZLE/RPG

% COMPLETE

80%

You will find guides like this that will instruct you on how to control new things like a hang glider.



The game control is very weird. You make Pac-Man move around by shooting things with a slingshot. That draws his attention to it. Or, you press Y and a direction and he will look that way. To help you understand, Pac-Man will teach you in the beginning.



This is the entire Pac-Man world. You can't go everywhere at once, but you will earn passes to move on.

Here we have a truly unique video game. Pac-Man 2 definitely changes the way a normal game is played. The game is played in third-person perspective. You don't actually "control" Pac-Man, instead you guide him through a bunch of different levels. Plus you can even get him to fly a hang glider, ride in a mining cart, and go skateboarding. When Pac-Man is really happy he'll listen to every order given and try to do them to the best of his abilities. But if he is

unhappy or sad, he won't do a darn thing you tell him. Once that happens, you must find him some food or something for him to look at that will make him happy. The ghosts are all over the place. However, power pellets are scattered everywhere for you to eat in order to stop the ghosts. There are tons of different animations that Pac-Man will perform. I guarantee you that 98 percent of the animations will make you laugh.



THE NEW ADVENTURES



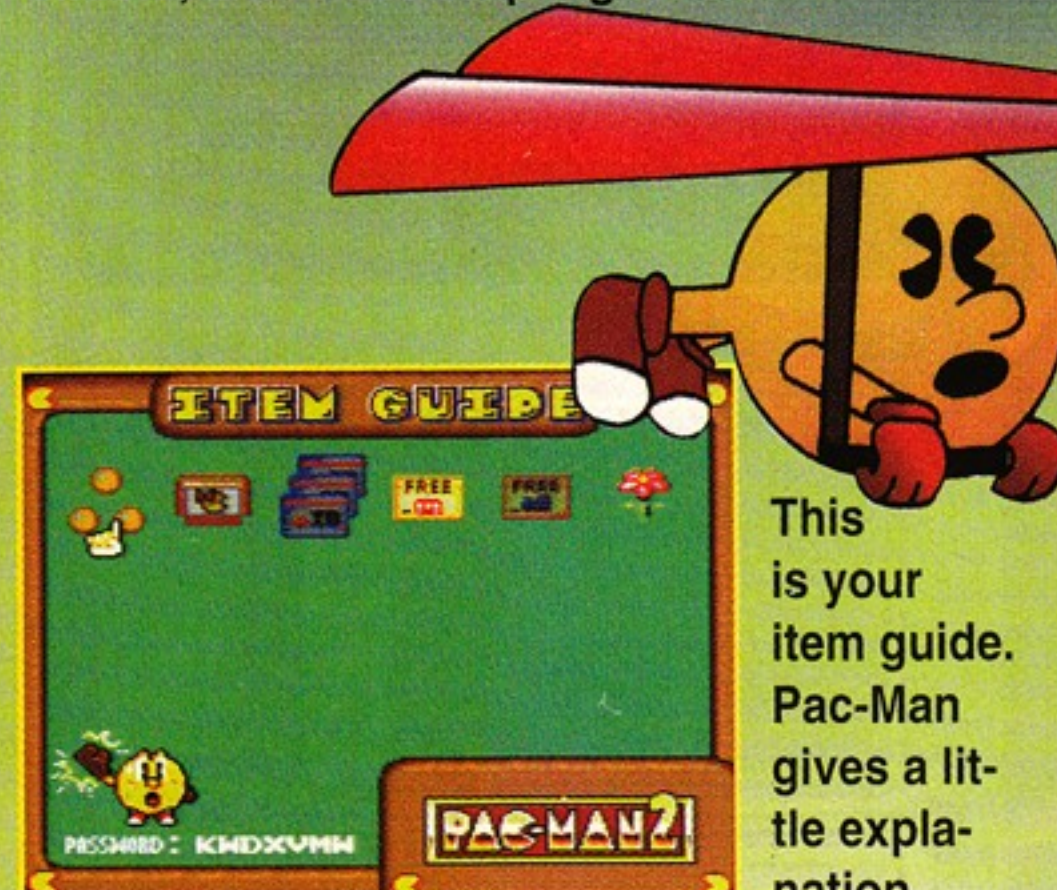
This evil Ghost witch is behind all the troubles you encounter. She gets really mad every time you defeat the ghosts and tries even harder the next time to totally trip up Pac-Man's plans to save Pac-Land!



The original Pac-Man game that was so popular in 1980 now can be played again in its nostalgic form. Everything remains the same, including graphics, sound effects, and those stupid ghosts.



The original Ms. Pac-Man which came out in 1982, was a mega success as a sequel. It can also be played in its true form, but you have to earn the right to play it by finding the three parts of the cartridge.



This is your item guide. Pac-Man gives a little explanation for everything in your inventory. If you pause for too long, Pac-Man gets mad.

THE GOOD

This game has so many funny animations, you'll laugh until your side hurts or til the ghosties get to you.

THE BAD

You can get frustrated very easily. If Pac gets mad, he won't follow your instructions.

THE UGLY

Watching the poor, hungry alley cat beat the bloody #@*! out Pac-Man for his hot dog.



First things first. Ms. Pac-Man tells you that the baby is still hungry. Go out and find Pac-Baby a bottle and some milk to feed his empty stomach.



Leave Pac-Man's house and walk to the right. You will see a milk bottle that you just can't reach.



Shoot the raven with your slingshot to scare it away. The raven then flies at Pac-Man, scaring him, but also knocking the bottle off for Pac to grab.



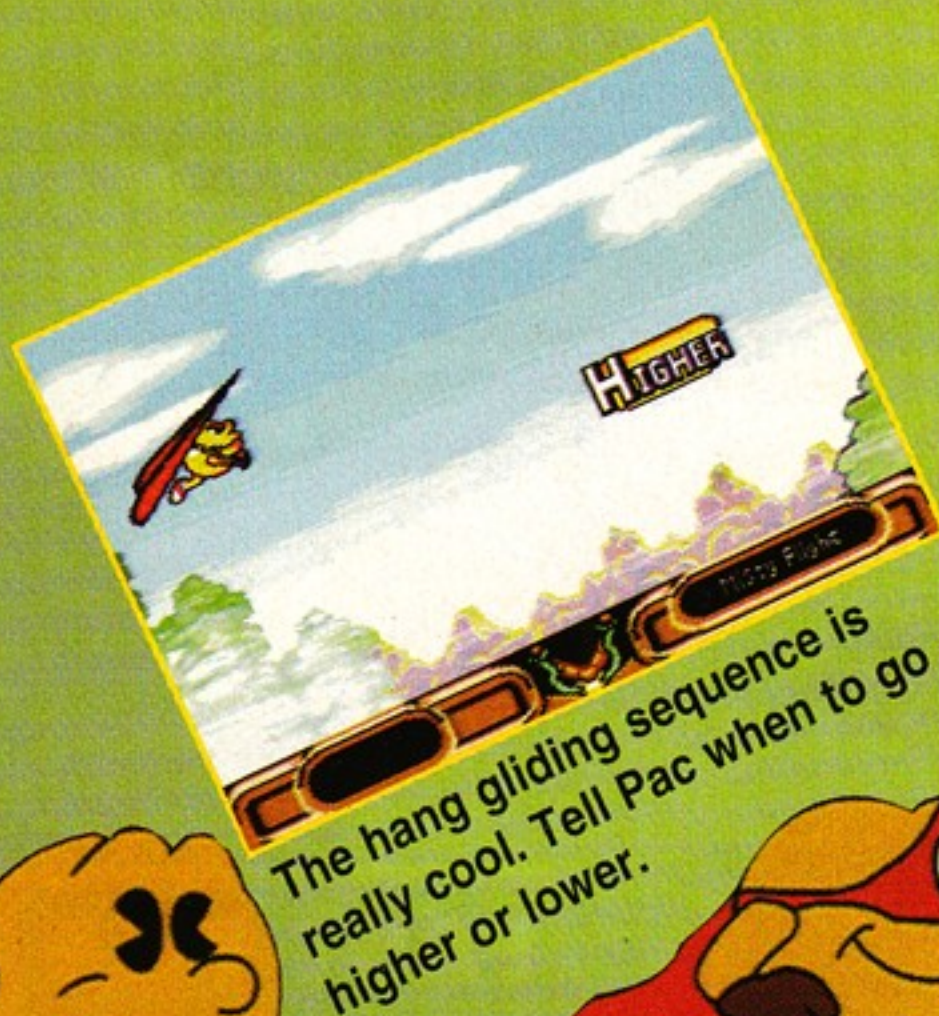
After the raven leaves, pick up the bottle and go by the cow. Pac-Man will fill up the bottle and you can return home.



The next thing you must do is to go to the mountain and pick Lucy (Pac-Man, Jr.'s friend) a flower for her birthday.



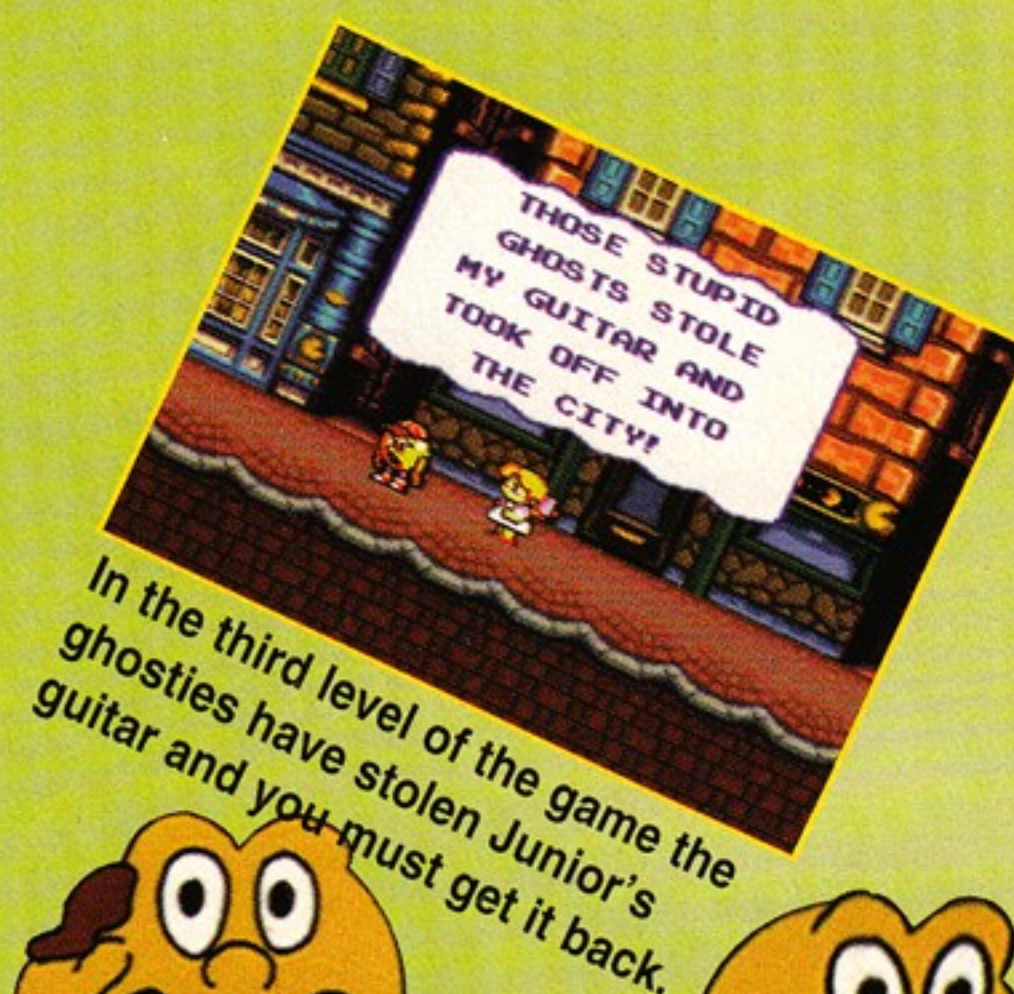
With the ropeway pass that Ms. Pac-Man gives you, go to the mountain and find Lucy's precious flower.



The hang gliding sequence is really cool. Tell Pac when to go higher or lower.



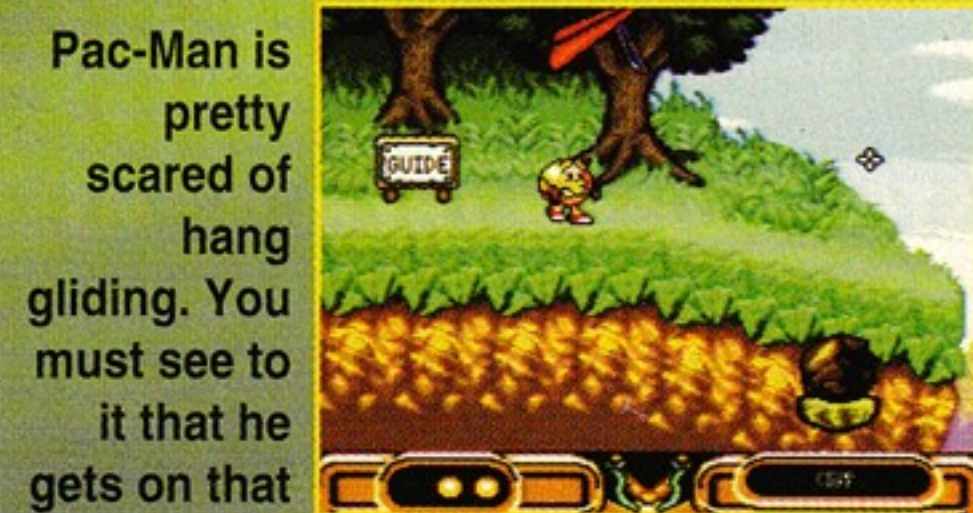
There will often be ropes you must climb to go elsewhere. Just have Pac-Man look up at the ropes to make him climb.



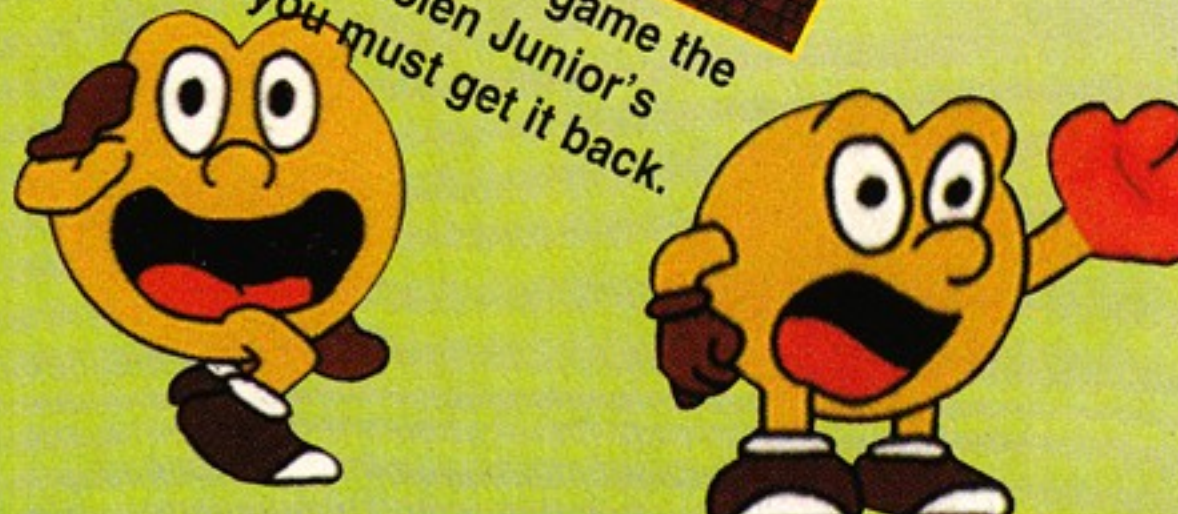
In the third level of the game the ghosties have stolen Junior's guitar and you must get it back.



If you find this flower on the mountain, you are guaranteed to make Lucy one happy little girl.



Pac-Man is pretty scared of hang gliding. You must see to it that he gets on that glider. If Pac-Man is too scared or depressed, he won't fly. When you get here, make sure he is very happy.



So many ropes to choose from. Some give you items while some make you fall a level.





BUBSY II

THE ORIGINAL BOBCAT



The original Bubsy game was very successful and remains a Nintendo classic today.



In Bubsy the Bobcat's first adventure, Claws Encounters of the Furred Kind, our Bobcat was pitted against every kind of enemy that you could think of! Now Bubsy's back and ready for more action!

TWO-PLAYER FUN!



Two players can team up on this one with a style reminiscent of Sonic 2.



Using the warp loop is a great way to get out of any stage without having to reset all of your record so far.

Bubsy must defeat all the stages in each floor to activate the portal which leads to the floor guardian.



THE GOOD

This game has many in-depth levels as well as bonus levels, adding to the replay value.

THE BAD

Bubsy's life meter could have been a little more accurate than just being a picture of his mug.

THE UGLY

That Bubsy jingle that plays in the beginning! Arrrrgggh!

BUBSY'S BODACIOUS ATTACKS!

JUMP



Stomp on all of your enemies from above!

GLIDE



Use the glide technique if Bubsy falls too fast.

BUBSY RAGE



Bubsy becomes furious after hitting an enemy.

SPONGE GUN



Attack from a distance with a sponge gun!

BONUS GAMES!

FROGS FOR LAUNCH



Launch frogs into the pool below with help from Bubsy's instant launch-o-matic.

IN THE LINE OF TIRE



Help this poor armadillo roll through the truck without getting squashed!

OH, A SHOOTIN' WE WILL GO



Shooting stages have been included as a nice break from the side-scrolling action.

STOCK UP ON THEM ITEMS!



It is important to stock up on items. You never know what you may need during the game!

Many times when a sequel is released to a popular title—whether it be a book, a movie, or a video game—it often fails to recapture the excitement of the original. Bubsy II is not the case. The sequel to our bobcat's Claws Encounters of the Furred Kind, Bubsy continues his adventures on the Super NES with some new tricks, while retaining much of the original fun. Bubsy II is divided up by floors, with many stages and a guardian per floor. Two players can compete in this one in much the same way as Sonic 2. Evil dudes beware, the bobcat is back!



FACT FILE

BUBSY II

MANUFACTURER	# OF PLAYERS
ACCOLADE	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	30
THEME	% COMPLETE
ACTION	100%

HAMALOT

Floor Boss



Don't stare too long at the beautiful backgrounds here or else Bubsy will become very impatient.



Although complex levels are a plus to any game, it's also easier to become lost!



If you happen to see a lion head, give it a push and it may open up to reveal a secret wall close by!



Poor Bubsy's going to be sore in the morning! Fortunately the fire pits don't hurt our bobcat.



At the end of the east wing on the first floor, Bubsy must battle a giant pig Boss. Jump on his helmet to defeat him or else he'll try to pin you against the ceiling!

If you remember that there is a way to get to any hidden room or item you see, you'll soon be rewarded!



The only thing that these enemy statues will display is their shame after you defeat the final Boss!

THE DARK SIDE OF THE TOMB



The tomb is filled with traps just to keep you on your toes. One false step, though, and it's bye, bye Bubsy!



Be sure to search everywhere! There are tons of special items and hidden games to be found!



Whoa! That was too close! Take your time or else this might happen to you.

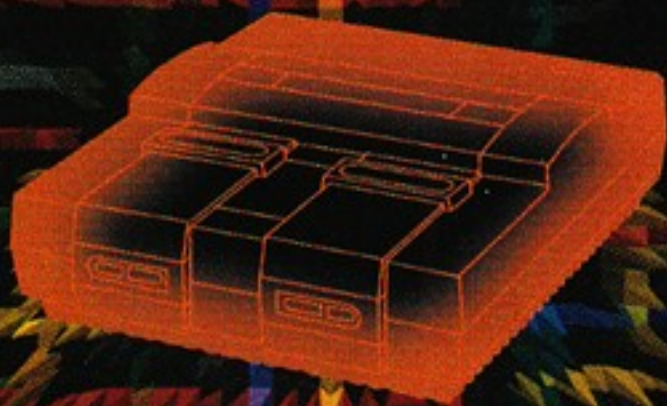


As soon as you see this snake-like statue, jump for it! Otherwise you'll be in for a swim.



Although it may be tempting, don't follow all the streams of water to see where they go!





R·T·Y·P·E III

The Third Lightning



FACT FILE

R-TYPE III

MANUFACTURER

JALECO

OF PLAYERS

1 OR 2

DIFFICULTY

MODERATE

AVAILABLE

AUGUST

CARTRIDGE SIZE

16 MEG

NUMBER OF LEVELS

N/A

THEME

SHOOTER

% COMPLETE

90%

R-Type III The Third Lightning is finally coming to the States courtesy of the folks at Jaleco. In this installment of the popular series, you will witness awesome sound effects, intense graphics, and some totally unbelievable Mode 7 scenes! This shooter has everything you could ask for and a whole lot more. Now you can equip your ship with three different types of force pods, giving you more choices than ever before. Each pod is unique and different from one another when powered up. There is also a sound test so you can hear the great sounds without the enemies.

THE GOOD

This is the perfect shooter! The graphics and sounds along with the guns and game play make this great.

THE BAD

This game, like all good shooters, is very challenging and a little hard—maybe a little too hard.

THE UGLY

Since the game plays so well, you have nothing and no one to blame but yourself when you die!



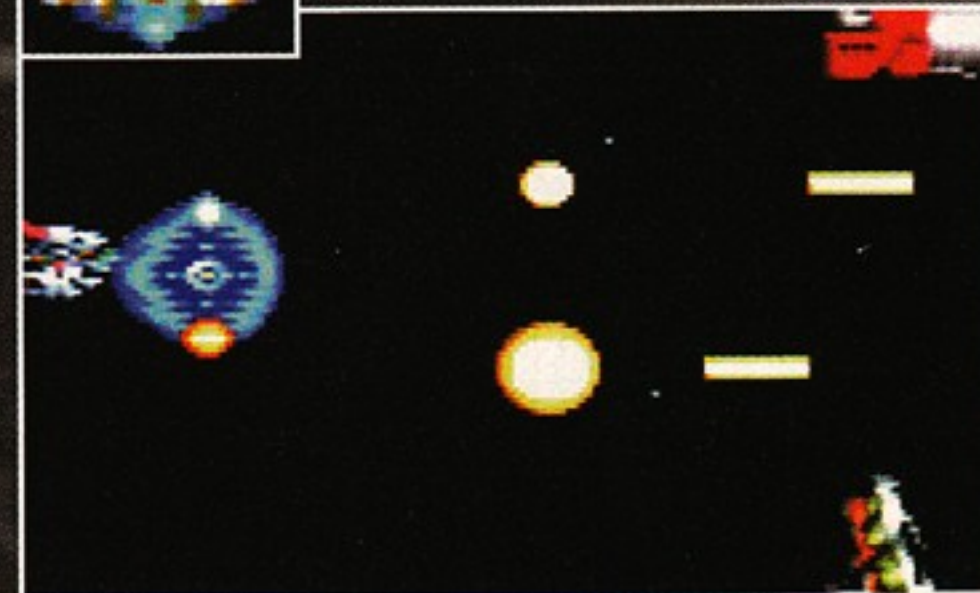
ROUND



SHADOW



CYCLONE



These guys come out of the background very quickly. Have a blast ready for them.



Level I



This guy was really tough to beat, until he forgot to look where he was going!



The space station you are flying through uses thrusters to spin.



When the station starts to spin be alert for the huge laser from the middle.



This part is hard but it doesn't last very long. Try to hold out long enough to get through it.



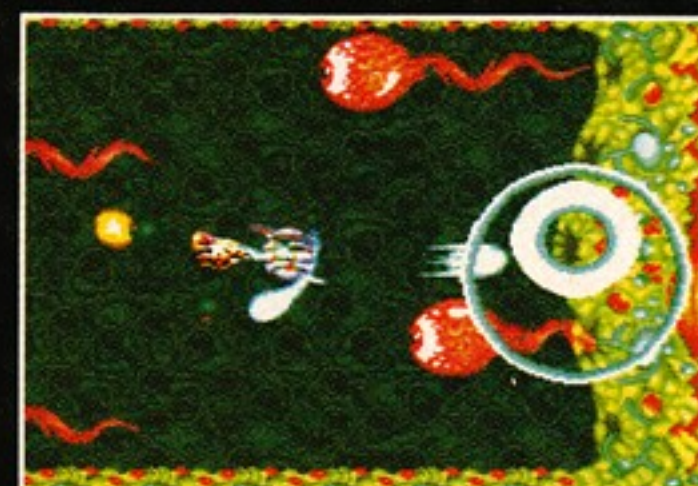
Charge up a hyper blast to hit the Boss when he gets close to you.

When you come up through the floor have a hyper beam ready.



Level 2

There is not much room to move around in this level so keep your movements very precise.



The Boss can only be hit when its eye is open.



Level 3



The enemies are everywhere and the action is really intense!



Use your pods to hit the Boss when it jumps off of the walls.



This level scrolls both horizontally and vertically making it really tough on you.

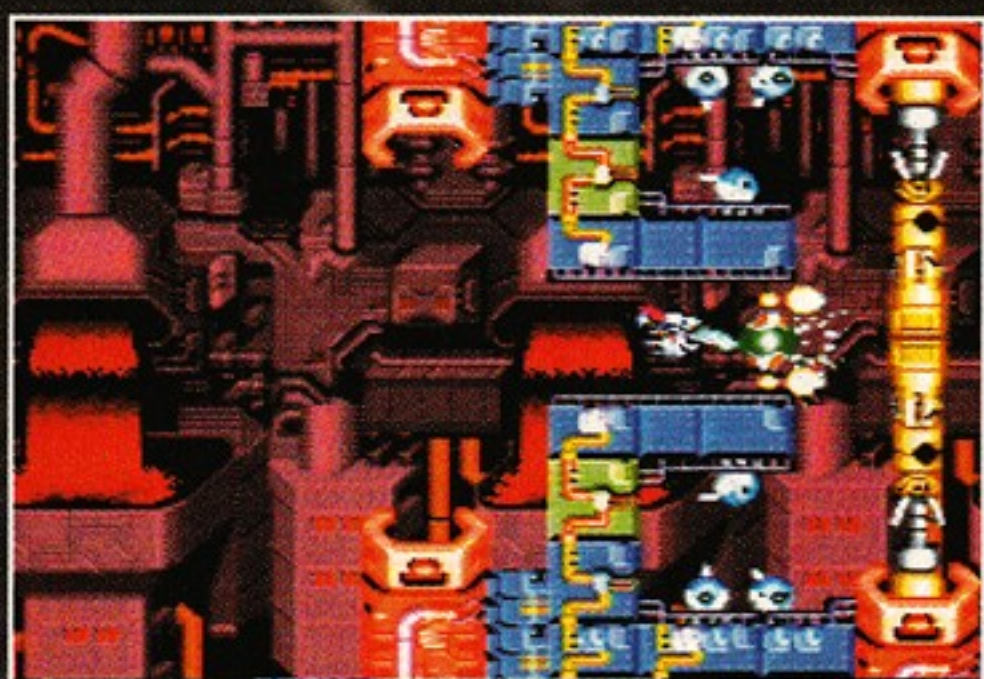


Going up at this part of the level is challenging, and a little tense.

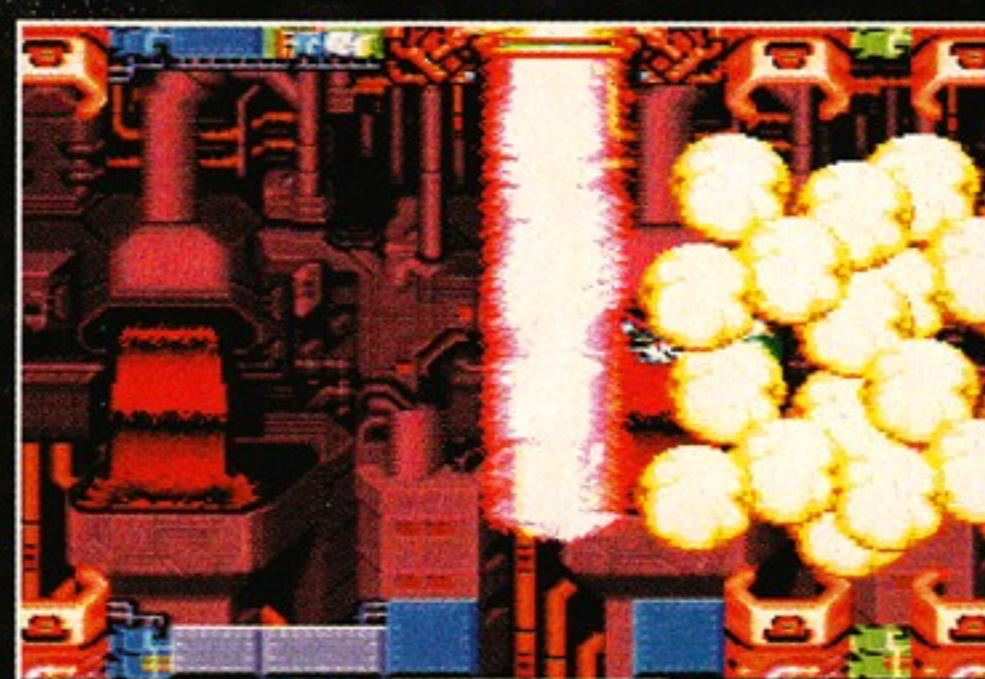
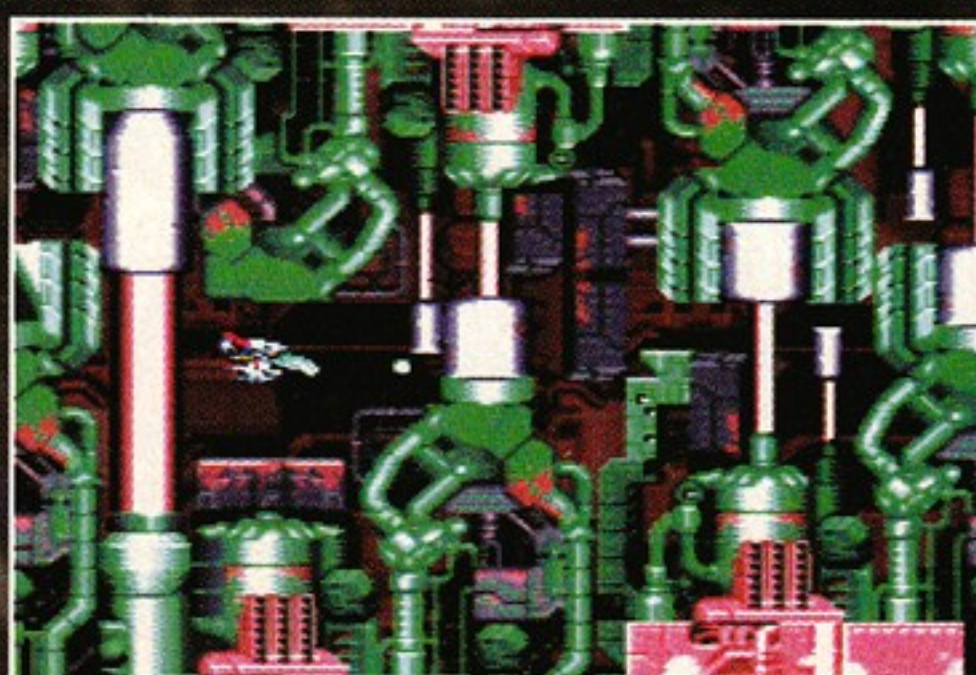


Again the passage-ways are really tight so hold it steady and you'll be okay.

Level 4



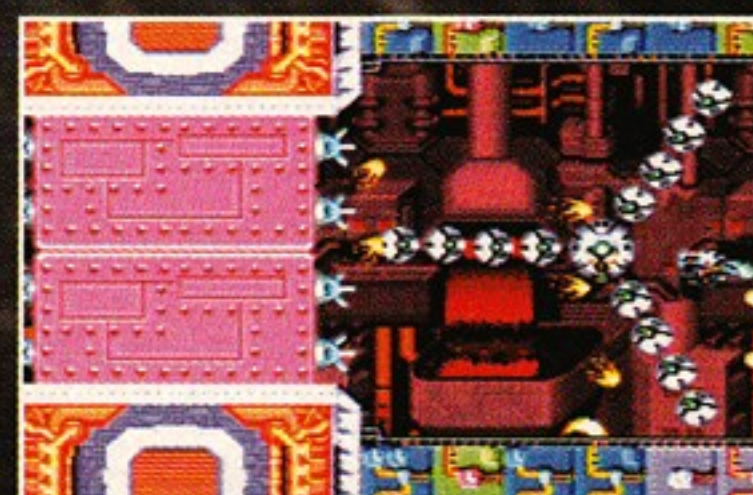
The yellow walls come slamming down in front of you very fast.



With all of the explosions, its hard to keep track of what's up.



Don't go too fast or you'll get caught in the yellow doors.



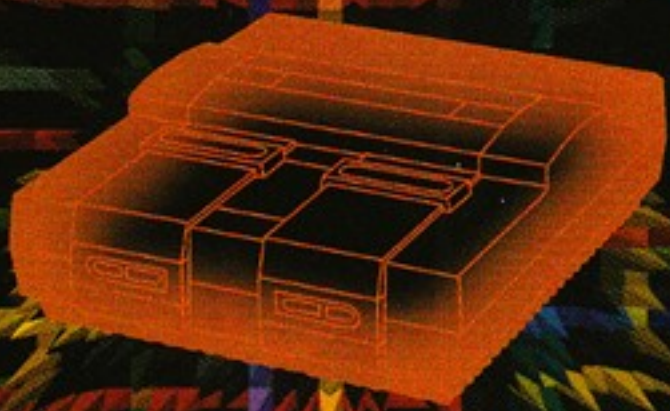
Get through the walls before they shut you out.



This is the hardest part. Learn the pattern of the lasers.



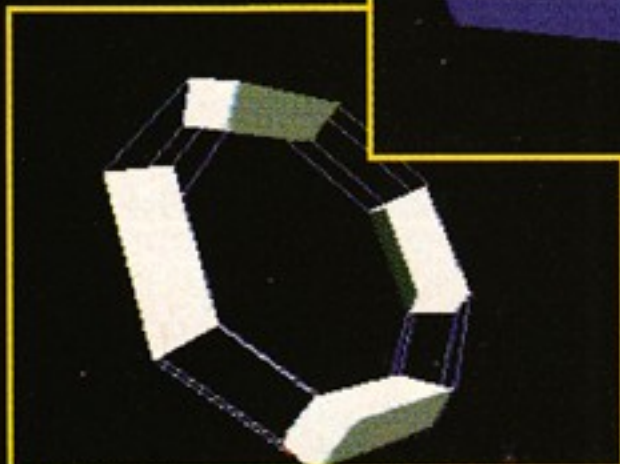
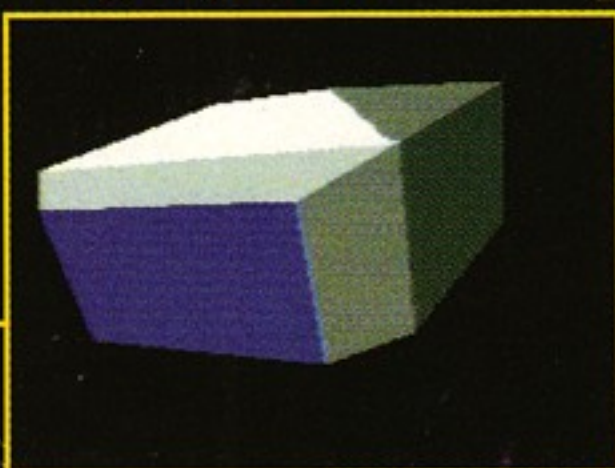
Just keep shooting the Boss—he'll die eventually.



ENTER THESE

ELEVATOR

Your MBS will be elevated to another level in the stage.



PORTAL

Your MBS will be transported to another sector.



FACT FILE

VORTEX

MANUFACTURER

ELECTROBRAIN

DIFFICULTY

MODERATE

CARTRIDGE SIZE

4 MEG + SFX CHIP

THEME

SIMULATION

OF PLAYERS

1

AVAILABLE

OCTOBER

NUMBER OF LEVELS

10

% COMPLETE

98%

HELP FROM OTHERS



DEFENSE DROID



THIS WILL ASSIST YOU

One of these is found on each planet, and they are programmed to help the MBS. When you find a defense unit, it will follow your ship and attack nearby enemies.

ITEMS

There are various items that you can pick up. Note that these can only be obtained when in the Walker Mode.



BONUS CONTAINER



ENERGY BALL



INNER CORE SEGMENT



OUTER CORE SEGMENT



PASS DISK



TRIANGULAR KEY



TRIANGULAR LOCK



BOMBER



COPTER



DIPOD



GUN TURRET



PATROL



STIKER

FOES

Be on the lookout for these alien baddies. OOH! They're so bad!

VORTEX

Barbarians from the Aki-Do system have stormed the Deoberon Capital of Trantor via an Interdimensional Vortex, and have seized control of the capital city, Trantor, and the powerful AI Core that defends the peaceful Deoberon world. Unable to destroy the AI intelligence, the dreaded Black Troop Generals removed the Core from its housing and hid the four data banks and the central Core on their own heavily defended wasteland planets. It's up to you, as the pilot of a robot (known only as "Morphing Battle System") to reclaim these data banks and restore the AI Core. Use your extraordinary transforming abilities that allow you to become a Sonic Jet, a Landburner, a Walker, or a Hard Shell to compensate for the varying terrains of the planets, from the frigid Cryston, to the scorching Magmemo. You will combat the Black Troop's vicious guardians with your vast array of rockets, cannons, lasers, and missiles. Even if you are skilled enough to reclaim the data banks, you must return through the dimensional gateway to Trantor, to face the Black Troop Master in the most brutal battle ever!



BATTLE SYSTEMS OF THE MBS

WALKER

The main MBS shape. It's designed for exploration and defense.



SONIC JET

A jet aircraft that allows the MBS to fly to areas that are inaccessible.



LAND BURNER

A low-wheeled car capable of very high speeds, making it hard to control.



HARD SHELL

A defensive weapon, damage is taken through fuel tanks and not shields.



THE GOOD

Cool transformations into the many forms add a lot of variety to this science fiction game.

THE BAD

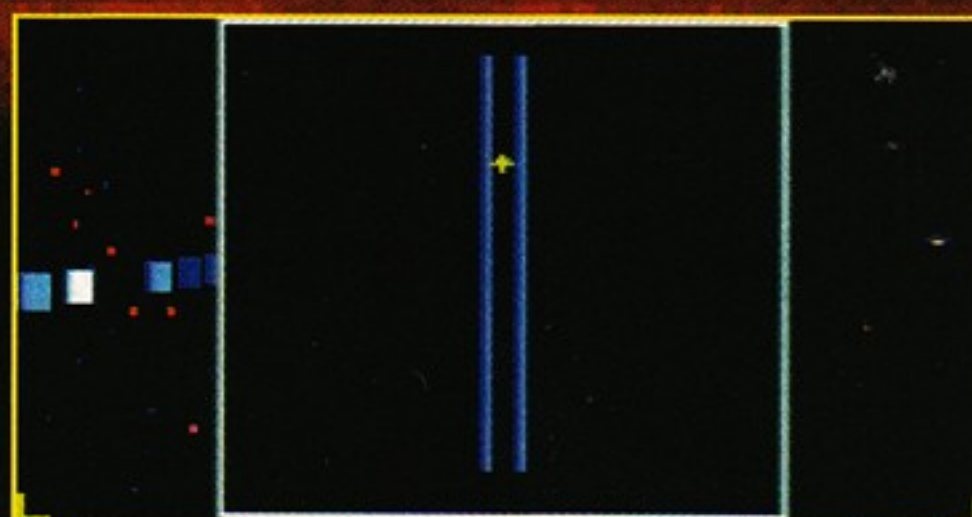
At times it's hard to make out where an enemy is because of all the polygons.

THE UGLY

Switching between the different Transformation Modes is a bit confusing. It should have been easier.



Lt. Dante, who pilots the mother ship, will drop you off in an enemy-infested area.



When you pause the game, a view screen appears to show how far in the level you are.

Be careful not to let enemies get too close. It's hard to dodge their shots.



Use your targeting system and lock on to an enemy. Fire your missiles when ready.



If you don't destroy an enemy early, they'll gang up on you—then you're in trouble.

LOOK OUT! THERE'S A BIG, BAD, MEAN BOSS AHEAD!



Hey look! There's a big and ugly Boss far off in the distance. You better watch out!



Transform into the Hard Shell Mode and use the super-powerful electrobomb!

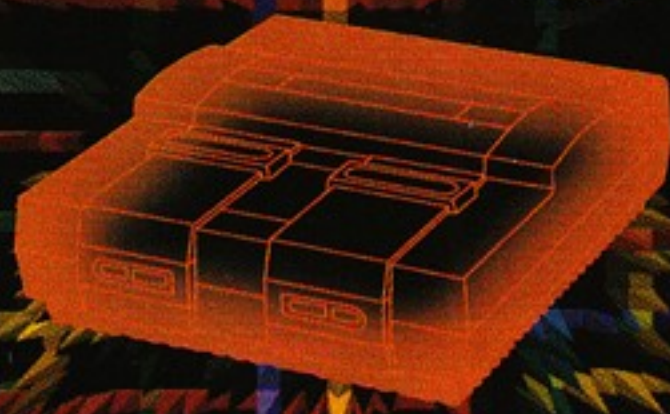


Unload all your missiles on the Boss and spray him with all you can muster!

ENEMY OVERLOAD AND SOME BAD PILOTING CAN COST YOU YOUR LIFE!



SUPER NES



FIRETEAM ROGUE



FACT FILE FIRE TEAM ROGUE

MANUFACTURER

ACCOLADE

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

OCTOBER

CARTRIDGE SIZE

16 MEG

NUMBER OF LEVELS

N/A

THEME

ACTION/PUZZLE

% COMPLETE

50%

MEET THE TEAM



THE GOOD

This game has some very serious potential. Its rich background story keeps you gripped to the very end.

THE BAD

This version of the game is very early, still it's difficult to form a bad opinion.

THE UGLY

After becoming familiar with the FTR universe, you may loose touch with all of us here on planet Earth!

Life Power

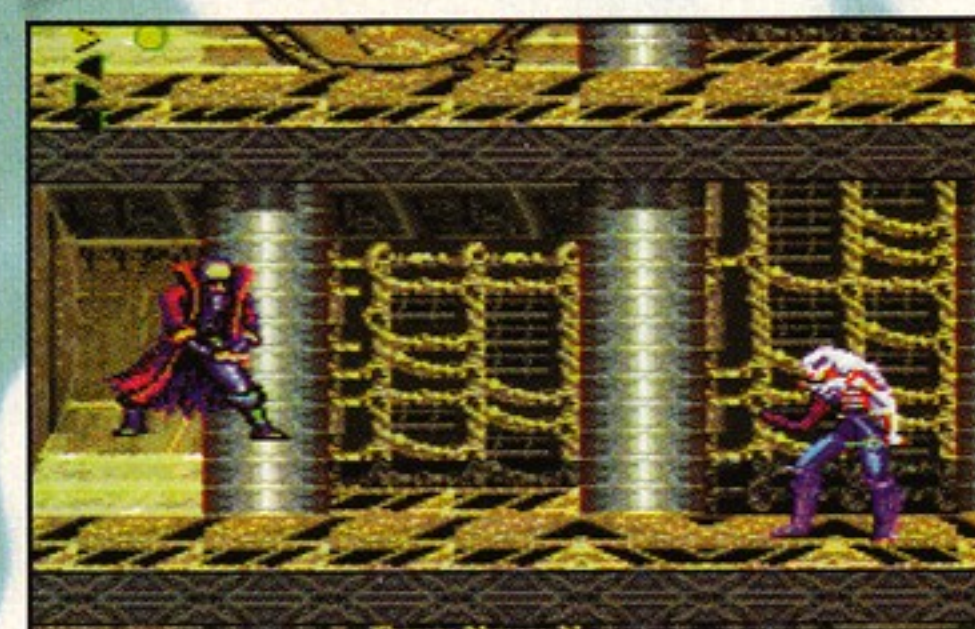
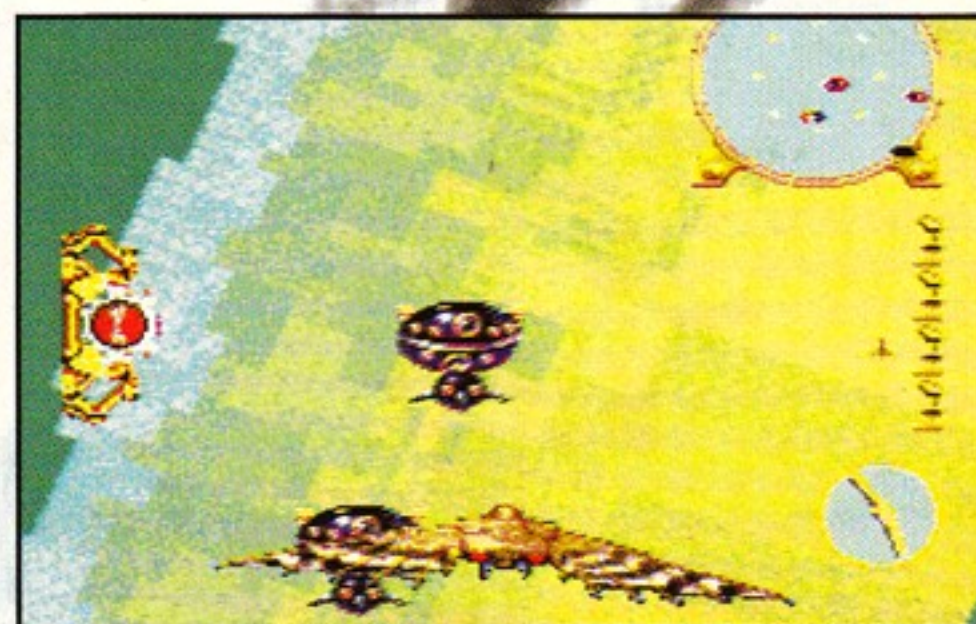
Collect the small green shards to restore power to your life bar.

Weapon Power

These grant you improved weapons with varied powers and ranges.

FOUR DIFFERENT QUESTS

Each character starts with his/her own adventure.



Enter the realm of the Spiral Arm where a millennia ago, a dedicated band of five outcast heroes called FireTeam Rouge are all that stand between the evil Umbran empire and its diabolical plans for the Dark Talis of Kangor Thrang—the ultimate weapon of destruction.

The FireTeam Rouge genre deals heavily with the use of the technology derivative of the Talis, a crystal from the Spiral Arm. A gift from the Anari, ancient beings who have seemingly vanished from known space, Talis technology is simple to use, but varied in its almost infinite applications.

Talis technology is seen in everyday life, providing simple services such as lighting a room. However, this technology may be used for the creation of weaponry as well. It is this technology which forged the Dark Talis of Kangor Thrang, a most destructive weapon FTR must protect.

PSY-CROW KILLED
HIS PARENTS.



Earthworm
JIM™

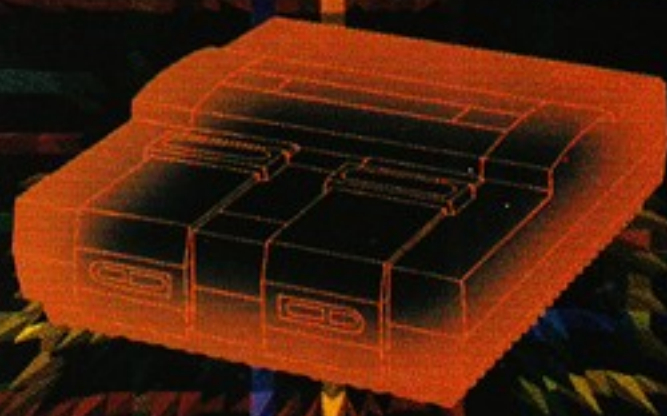
SNES® • GENESIS™

Coming In October.



Earthworm Jim™ © 1994 Shiny Entertainment, Inc.™ All rights Reserved.





STONE PROTECTORS



FACT FILE STONE PROTECTORS

MANUFACTURER

KEMCO

OF PLAYERS

1 OR 2

DIFFICULTY

MODERATE

AVAILABLE

NOVEMBER

CARTRIDGE SIZE

16 MEG

NUMBER OF LEVELS

10

THEME

FIGHTING/ACTION

% COMPLETE

70%

MOVES AND TECHNIQUES



PUNCH



KICK



THROW



SPECIAL



SUPER PUNCH



SUPER KICK



CLOSE ATTACK



SUPER SPECIAL



JUMP KICK



BACK ATTACK



CLOSE ATTACK



BLOCK

THE GOOD

A wide variety of attacks, weapons, and special moves plus two-player action keep this game interesting.

THE BAD

Many times, if the enemy hits you, you'll take an additional three or four hits before you fall.

THE UGLY

Watching the enemy get shot point-blank in the face with your bazooka.



There are many cinematic screens hidden throughout the game, including the metamorphosis of the Stone Protectors!

INTRODUCING THE STONE PROTECTORS!

CHESTER



Chester is the strong man of the group.

Special: Swiss Army Knife

MAXWELL



Maxwell can fly in his in-line skates.

Special: Twin Swords

CORNELIUS



Cornelius is a bad martial arts master.

Special: Sharp Sword

ANGUS



This Army dude carries a bazooka!

Special: Hand gun



Special items are everywhere!

CLIFFORD



Clifford always has a trick up his sleeve.

Special: Plunger

LEVEL 1: IN THE SNOWY MOUNTAINS



BOSS: ZOK



At the end of Level 1, Zok will charge at you with his giant battle axe. Simply avoid his axe swings to enter the cave.

SOON: MORPHINOMENAL VIDEO GAMES

Morph into action when the number one Fox television show and the number one toy line in America become all new video games for your Game Boy, coming in July, and Super Nintendo Entertainment System, coming in September.

The Game Boy cart features all five Power Rangers™ and Super Game Boy compatibility.

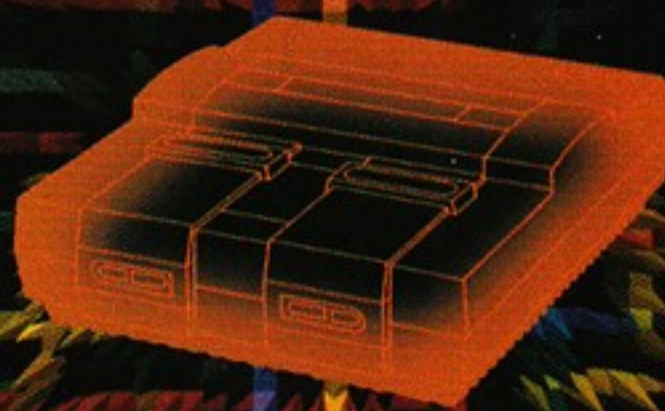


The Super NES cart features five teenagers who morph into Power Rangers™ in this 16 meg side scrolling action adventure game. Then a secret code magically transforms your game into a one-on-one fighting game. Two Player Simultaneous!

Video games this exciting can only be called "Morphinomenal."



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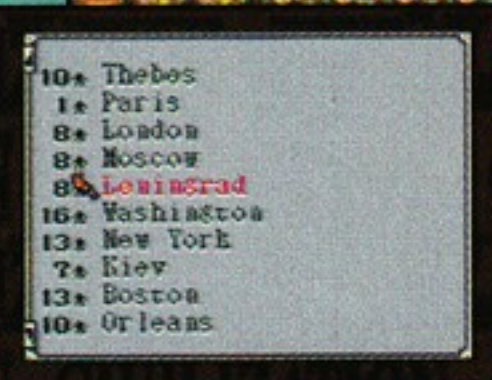
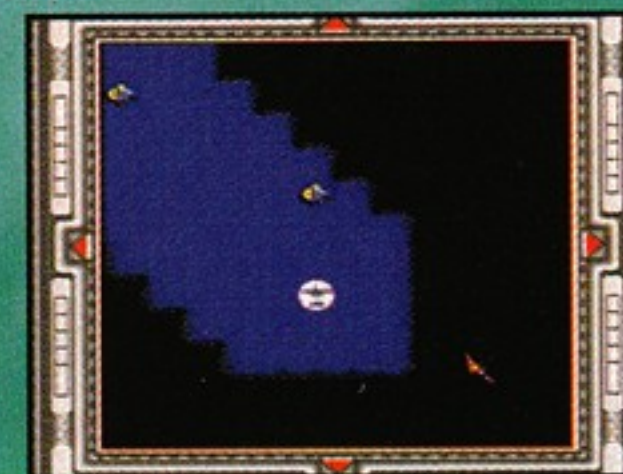


CIVILIZATION

Civilization is a strategy game that puts you in the age of 4,000 B.C. Create a brand new civilization starting from the ground. You are given two sets of settlers and are expected to build an entire empire out of it. That is no easy task! You have a little over 6,000 years to try and accomplish one of three things. World domination: build your empire and destroy the rest of the world. Space Exploration: be the first one to build a spacecraft and successfully land on Alpha Centuri. stand the test of time: Survive the 6,000 years without being taken over by a possibly more powerful enemy. This game will appease anybody who loves strategy games and will challenge even those who think they can rule.



Once you have established a couple cities, have your people make some military units so you can explore your continent (right). Once you have the technology to build ships, use it to explore other continents and get a general idea of your enemies' territories. Land some military units and have them explore the land area of your enemies.



There are tons of different options that you use to control the events of the game. The ones I have pictured are the View Option which allows you to see your city, the Jump Option which allows you to jump to any city you own, and the Production Option which is where you control what items a particular city is producing.

THE GOOD

This game sets a standard on how much fun strategy games are to play.

THE BAD

Civilization is so addictive, you won't want to eat, sleep, or do anything which makes you leave the TV.

THE UGLY

Things will get pretty ugly when you lose your job because you're home playing this game.

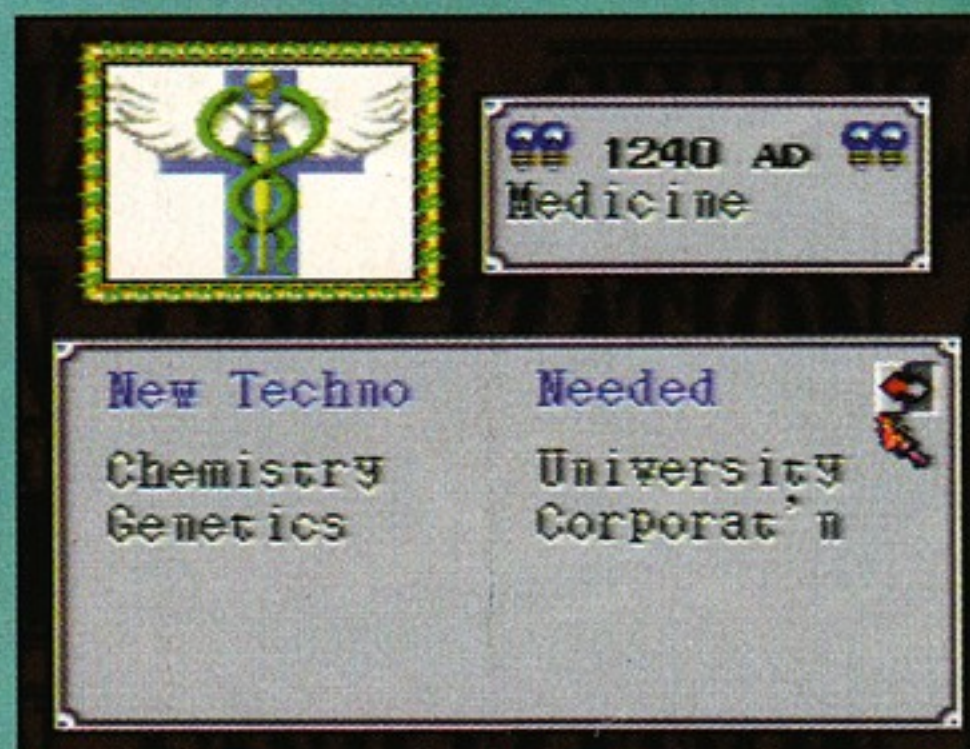
You start out with two settlers. Use them to irrigate land and make your first cities.

The first city you build will be your capital. Keep your capital off the shore and put it on a river to avoid enemy attacks later on.



Attack your enemies when you have enough troops built up and when you

can make ships like the frigate or ironclad. Make sure you can last in a war with your enemies or you'll be open for an attack.



Your scientists will discover new technologies all the time. The cool part is, you get to choose what new advances they'll discover. You can even steal or trade technologies with your enemies.

FACT FILE

CIVILIZATION	
MANUFACTURER	# OF PLAYERS
MICROPROSE	1
DIFFICULTY	
HARD	AVAILABLE
	NOVEMBER
CARTRIDGE SIZE	
12 MEG	NUMBER OF LEVELS
	N/A
THEME	
STRATEGY	% COMPLETE
	95%

BEWARE!



FROM THE CREATORS OF THE 7TH SAGA...

BRAIN LORD

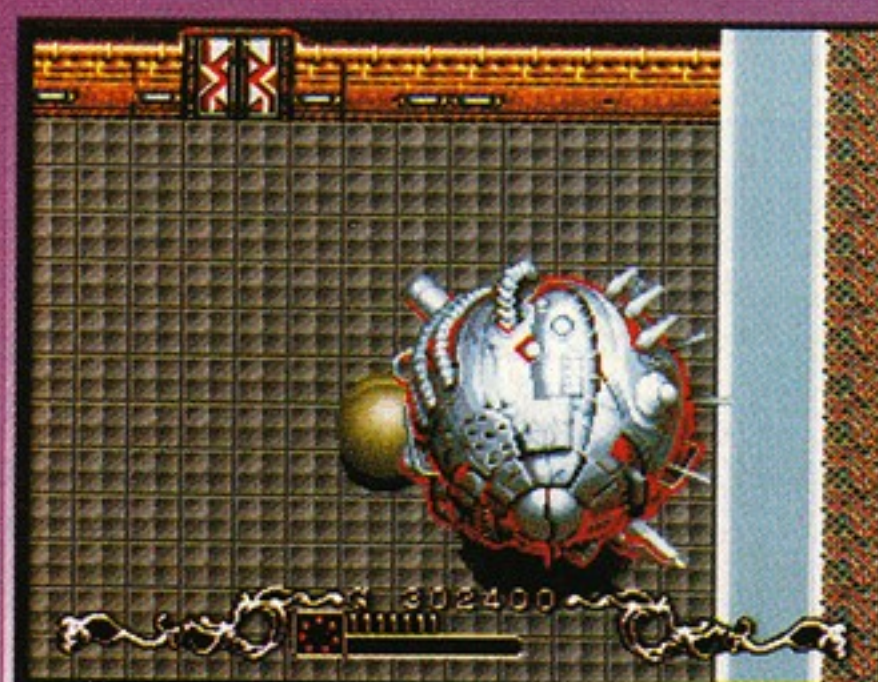


At last we meet....

Strange visions crowd my mind...
Reality or Dream?



This place seems to go on forever.
There must be a way out...



The door is locked! I can't get out!
I guess this is it...Do or DIE time!

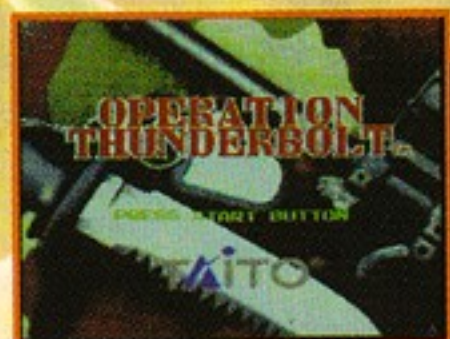
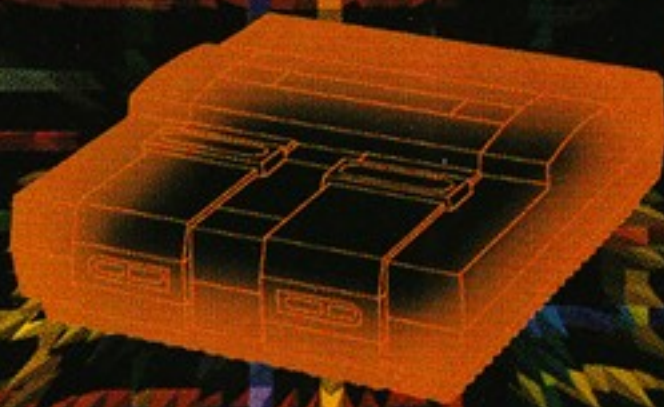
My father is dead. Everyone thought he was crazy.
I didn't.

He believed that long ago, men rode the skies on the
backs of dragons. They were called Dragon Warriors.
Now, all the dragons have vanished. My father spent
his lifetime searching for dragons...a life spent in
vain. Now, I am the only descendant left. It is up to
me to find the missing dragons.



They say only the gifted can unlock the secrets of the
many mazes that lie before me. "If you don't go crazy,
you'll go insane." Whatever that means. It has been
thousands of years since anyone has seen the dragons.
I doubt I will live that long. I have a scrap of paper
someone placed in my pack. I wish I knew who left it.
Only one line is written: "Are you a Brain Lord?"

I hope so...



FACT FILE OPERATION THUNDERBOLT

MANUFACTURER

TAITO

OF PLAYERS

1 OR 2

DIFFICULTY

DIFFICULT

AVAILABLE

NOVEMBER

CARTRIDGE SIZE

12 MEG

NUMBER OF LEVELS

8

THEME

SHOOTER

% COMPLETE

90%



OPERATION THUNDERBOLT

STAGE ONE: COLLECT INTELLIGENCE



Run through an enemy base, kerblasting the grunts as they come by. This one's easy—just collect all the icons and power-ups that come by and you're set.



Monitor your meters. Displayed here are your ammunition stores as well as your life meter.

Are you ready for the intense action ahead? Check out the cool cinemas between certain areas.



STAGE TWO: LOCATE AMMO/TRANSPORTATION



Jog along, toting your weapon, filling your opponents full of lead. Unfortunately, every so often they get down to business with a tank or other large weapon.



Select your method of destruction. This cart is compatible with the Super NES Mouse and Super Scope 6, as well as the controller.

Choose from several characters, each dedicated to following the orders of the commanding officer of the Operation Thunderbolt team.



STAGE THREE: PROCEED TO THE HQ



Hop in a boat and take off on your way to the HQ. Things get serious with a variety of war machines between you and your goal. Avoid the missiles if you can!

Shoot down the wooden boxes to collect more icons for weapons/health.



THE GOOD

I like the idea of being able to choose from a selection of different grunts. Nice touch.

THE BAD

It seems that the firefights are way too overdone. Sure, I can survive a couple direct missile hits. Not!

THE UGLY

It's not a pretty sight when you've taken five or 10 too many grenade hits. Can you say, "GAME OVER"?

SMASH ARCADE HIT!!!

COMING
THIS
FALL



1 OR 2 PLAYER
SIMULTANEOUS
SHOOTING
AWESOME FIRE
POWERS

McO'RIVER

- ✈ 8 DIFFERENT FIGHTER PILOTS AND AIRCRAFT TO CHOOSE FROM
- ✈ 4 LEVELS OF POWER-UPS
- ✈ AWESOME SPECIAL WEAPONS

- ✈ BEAT 3 DIFFERENT FINAL BOSSES
- ✈ FIND HIDDEN SPECIAL BONUS STAGES
- ✈ EXPLORE 12 POSSIBLE ENDINGS
- ✈ UNIQUE 2P JOIN-IN FEATURE

AERO FIGHTERS



F-18 U.S.A.

ARTILLERY
SNAKE NAPALM
SPECIAL WEAPON
F.A.E.



BLASTER KEATON



FSX JAPAN

ARTILLERY
NINJA MISSILE
SPECIAL WEAPON
NINJA BEAM



HI-EN



AJ-37 SWEDEN

ARTILLERY
METAL STORM
SPECIAL WEAPON
THOR HAMMER



KOHFUL THE VIKING



AV-8 U.K.

ARTILLERY
CROSS MISSILE
SPECIAL WEAPON
SUPPORTING BOMBER



VILLIAM SID PRIDE



F-14 U.S.A.

ARTILLERY
PHOENIX MISSILE
SPECIAL WEAPON
TOMAHAWK



KEITH BISHOP



F-15 JAPAN

ARTILLERY
GULL-LASER
SPECIAL WEAPON
E-WAVE



MAO-MAO

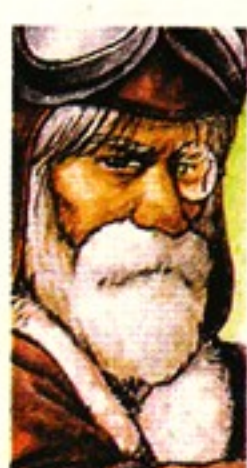


JAS-39 SWEDEN

ARTILLERY
FLOAT MINE
SPECIAL WEAPON
GRAND NAPALM



TEE BEE-10



IDS U.K.

ARTILLERY
NAPALM DISPENSER
SPECIAL WEAPON
RING BOMB



RIVER. N. WHITE



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SUPER NINTENDO
ENTERTAINMENT SYSTEM

GENESIS

Bonus Stage

In typical Sonic tradition, the Bonus Stages here are unique and completely different from each other. You must rotate around the spheres and try to launch yourself onto the higher spheres. Your main obstacle is a flexing ribbon that follows you throughout the stage. If it hits Sonic or Knuckles, the Bonus Stage is over.



Play as Sonic...



Play as Knuckles...



The ribbon that follows you moves at a brisk clip so you can't take any rest stops.

FACT FILE SONIC & KNUCKLES



MANUFACTURER	# OF PLAYERS
SEGA	N/A
DIFFICULTY	AVAILABLE
MODERATE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
ACTION	70%

Sonic's back and this time, he has brought along someone new for the trip: Knuckles. Sonic & Knuckles is the latest action game starring our familiar friend. As reported back in the June 1994 issue of *EGM*, Sonic & Knuckles is the add-on cart that plugs in-between the Sonic 3 cartridge and the Genesis. This activates more levels and features that weren't found in the previous cartridge. The most noticeable feature is that you can play as Knuckles the Echidna. What's an Echidna you ask? It's an egg-laying mammal with a shiny coat, slender snout, and a sticky tongue for



catching insects. Sounds like a cool mascot to me! Anyway, Sonic & Knuckles features all new levels and new techniques like Knuckles' gliding and wall climbing abilities. Plus, Sonic still has his blistering speed and spin-dash abilities.

There are also new items to interact with throughout the game, such as a manual crank to climb up ledges and flower umbrellas that allow you to float to the ground safely. All this and more add up to yet another exciting adventure in the world of Sonic the Hedgehog. This add-on cartridge should breathe some new life into the Sonic genre.



is next

Mushroom Hill Zone

The adventure begins in the land known as the Mushroom Hill Zone. Here is where Sonic and/or Knuckles can see what the levels have in store for them. Practice Knuckles' high-flyin' gliding technique and his wall-climbing skills. Of course, what Sonic game would be complete without 360 degree loops? The most interesting part of this level is the weather control station that constantly alters the environment from a warm, summer setting to a frosty winter environment. Dare to be different, I guess.

Bounce on enemies in the traditional style to destroy their mech suits.



Knuckles uses the mechanical lift to reach new heights in this large stage.



Robotnik is back! Bash his machine while jumping over the spikes in the columns.



There are many secret passageways that unveil themselves in odd ways.

New Techniques



Not only is Knuckles a cool, new character, but he has some abilities that Sonic could only dream of. Try his wall climb or glide technique to explore new areas.



Sonic blazes through the loop with the style and finesse that made him famous.

THE GOOD

Knuckles is a nice addition to the game and has some cool techniques to break up the monotony.

THE BAD

It's more Sonic. Again.

THE UGLY

Dr. Robotnik. Hasn't this guy had enough by now?



Once you finish the level, jump on the button to set your animal buddies free.



Here's a look at the Flying Battery Zone. Take to the skies for another battle.

GENESIS 32X

WELCOME TO THE NEXT LEVEL™

GENESIS

SPARKSTER

ROCKET KNIGHT ADVENTURES 2

SPARKSTER'S ATTACKS!



FACT FILE

SPARKSTER

MANUFACTURER

KONAMI

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

OCTOBER

CARTRIDGE SIZE

8 MEG

NUMBER OF LEVELS

8

THEME

ACTION

% COMPLETE

50%

Our little buddy Sparkster is back again on the Sega Genesis format. In this sequel, Rocket Knight Adventures 2, Sparkster is fighting against lizards instead of pigs. Other than that, this game still has the familiar Sparkster feel to it. You must use your agility and spin attack to plow your way through various stages fighting anything from machinery to monster trees. In order to dominate the game, you must use a combination of quick wits and ingenuity, because some of the Mid-Bosses require certain attacks to kill them. Sparkster includes some very good animation and cool-looking enemies. If you were a fan of the original Rocket Knight Adventures, play this sequel, and you won't be disappointed. Be warned, it's addictive!



Use the roll attack to defeat charging enemies. It definitely comes in handy when cornered!

When facing multiple enemies, use this charge attack to plow through a number of nasties.



The sword is the basic attack of Sparkster, but can be used in almost any situation!



After picking up the fire icon, you receive the fire sword, which is more powerful than the sword.

POWER-UP ICONS!

Sparkster's adventures can be made much easier by finding and utilizing these power-up icons scattered throughout the levels.



Worth 20% of life meter!



Powers up your sword!

Worth a power-up!



10 gems equal one red!

Powers up your rocket!



THE NASTIES



These quick lizards emerge out of rocks and other places, so stay on your toes!

This is the lizard's mean machine. It takes quite a few hits to destroy it!



EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...



Take a look at the first Rocket Knight Adventure on the top. Whoa! Deja Vu! Konami kept our little Sparkster looking the same in the sequel. The game even controls the same. Take a look for yourself and see!



STAGE 1



Watch out for your lizard foes popping out of the rocks and attacking you!



Use your dash abilities to search the skies for valuable gems and power-ups!



To beat these annoying robots, you must use your spin attack quite a few times!

STAGE 2



The conveyor belt spews bombs and debris, so watch your step!



Spin attack the knob to open doors to various areas!



Pay attention to these signs to know where to venture next!



To pass through this machine you must dismantle it!

STAGE 3



The vines come at you from any angle, so use your agility!



Dash at the lizards in the carts before they throw their bombs!



The purple slime stops you from dashing, so shake it off!



Bop Mr. Tree in the nose when his arms are outstretched.

STAGE 3 BOSS

In order to kill this Boss, you must use the blanket the little critters are holding for you. When the Boss spins, he is invincible. You must wait until he's stationary and hit him on his head. When he's hit, he might release power-ups, such as apples, meat, etc. Good luck with this Boss, he's a tough one!



THE GOOD

The game has definite replay value. The graphics and sounds are clean.

THE BAD

What's with the mandatory hits?! I can't stand being hit with vines from every angle!

THE UGLY

Purple slime that sticks to your back! If you try to shake it off, you get more stuck to you! Frustrating!



A worm is hiding in his hole, trying to escape a hungry crow. Wondering if it is safe for him to come out, he sticks his head out. He looks left and right, unaware of a suit falling from the sky. By the time the worm sees the suit coming, it is too late to get out of the way. The suit lands on top of him, completely covering his body. A strange interaction of the worm's flesh and the suit's particles creates a mutation of the worm's body and brain, transforming him into "Earthworm Jim." The suit has come from a battle in space where Psy-Crow is trying to retrieve a stolen suit. Amidst the chaos, the suit gets lost and



falls to Earth. Psy-Crow goes to Earth and sees Jim and the suit, and thus begins the chase.



Find these continue icons all around the game. If you touch one, you can continue from that point should you die. So, either find these icons or don't die through the entire game!

Level 1-New Junk City



Level 1 is really easy to get through. As easy as it is, it does teach you the controls and gives you some basic skills like using your whip to swing around, to climbing up on ledges that are too high for Jim to jump on.



You will find this moosehead in the first level. Use your whip to grab onto his antler, swing up to an unreachable ledge, and find a hidden area chock full of items.

Your trusty gun will always be at your side. However, ammunition will not!



Your ammo supplies drop pretty rapidly. There is, fortunately, lots of ammo lying around. Make sure you grab all of it.



This is the Boss of Level 1. He'll spit fish at you while a magnet drops crates and horns on you. Whip the crates onto the spring to launch them up at your foe.



Earthworm Jim has many different animations when he stands still. They're all hilarious.



FACT FILE EARTHWORM JIM

MANUFACTURER	# OF PLAYERS
PLAYMATES	1
DIFFICULTY	AVAILABLE
MODERATE	SEPTEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	20
THEME	% COMPLETE
ACTION	80%



Use these pulleys to jump up to the ledge and receive some of your super-powered gun blasts.



You must use superior whipping skills in order to get this column of spikes.



Sometimes, you must use your whip for things other than killing and swinging.



This fire trail is hot on your heels. Run as fast as you can and jump at the top to avoid being licked by the fire.



Take these hives out first because the bees that come out are nasty and can drain your life fast.



The bonus game pits you against Psy-Crow in a fierce race to get out of the hole first.

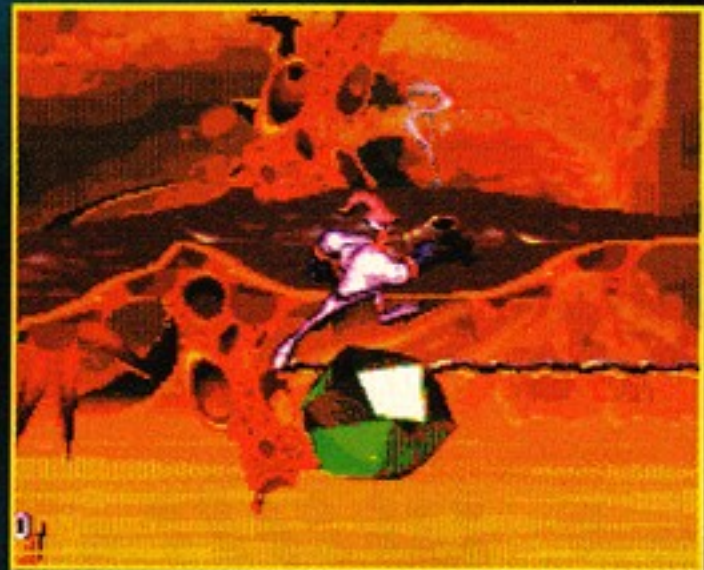


Here you must defeat this chicken-thing while falling. If you look in the corner, you'll see that Prof. Monkey Head is watching intently as you fall and fight.

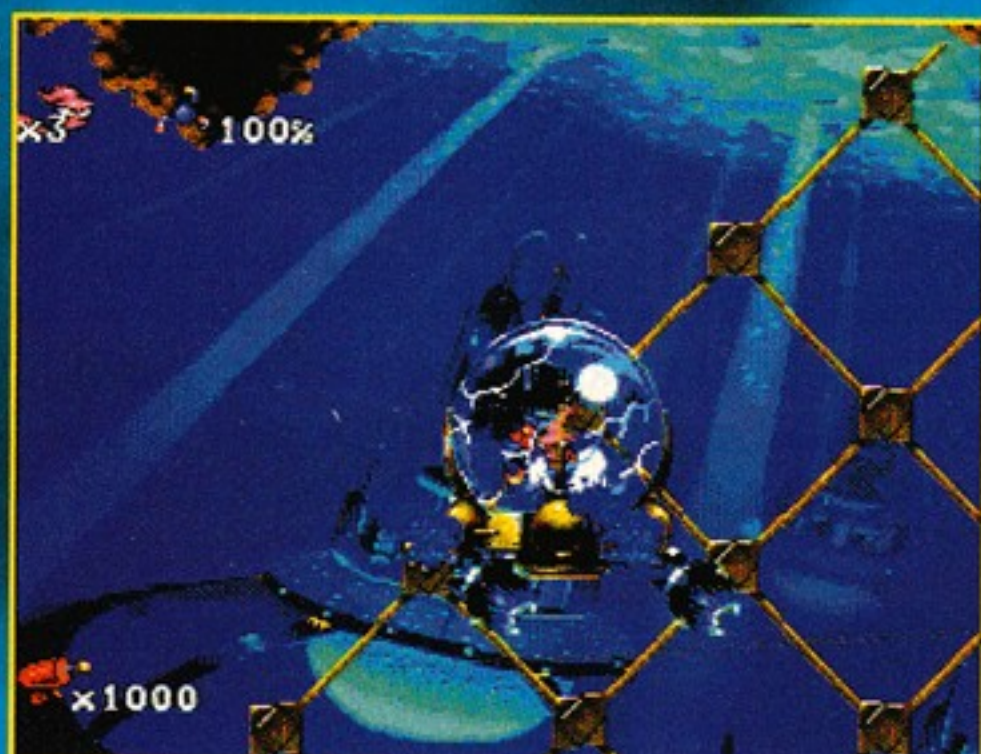


Here you will have to battle this snot monster while bungee diving. The idea is to snap his bungee cord before he snaps yours. Wear his cord down by pushing him into the wall. Beware though, for the snot monster will be doing the same thing.

When you run on this gem, that causes it to rise, allowing you to get higher up in the level.



Using this option, you can float so you don't fall quite as fast and control your fall.



You get to maneuver this small ship in the sea tunnel level. You must drive the ship from one dock to the next. It is a lot tougher than it may sound. If you run into too many walls, your ship will crack and eventually break open.



I really can't say that I mind having to rescue her! But there is one problem, I need your help. So please, pick up your controller and play this great game!

THE GOOD

This game has superb animation, sound, and is just overall fun to play.

THE BAD

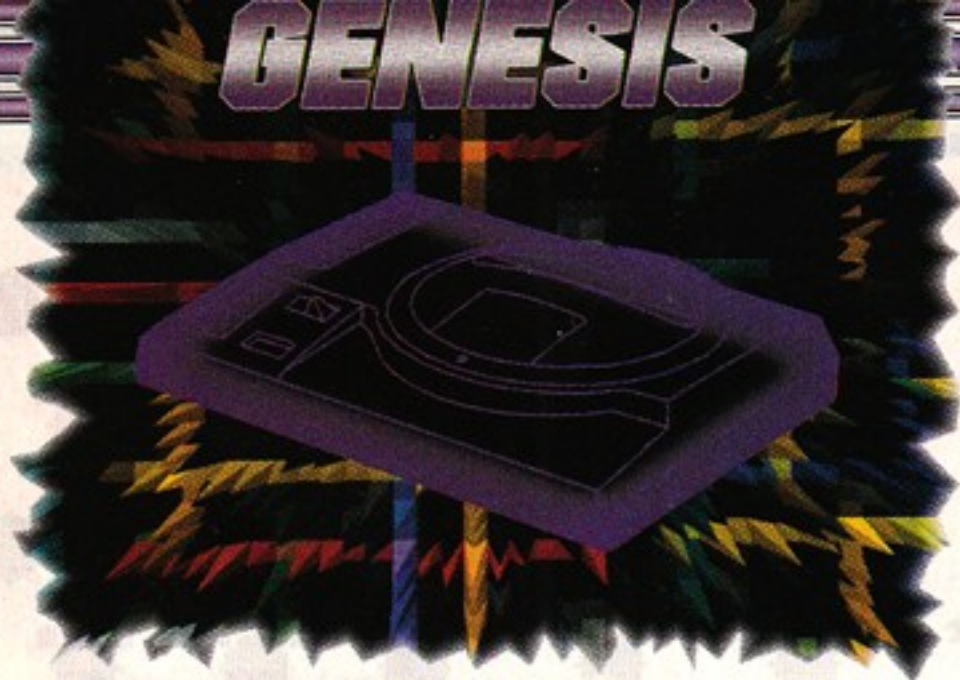
The game is only half completed, the bad being I wasn't able to play more of the game.

THE UGLY

Watching poor Jim's head fry when his suit explodes.



This rather attractive ant is Princess What's Her Name. She is the twin sister of Queen Pulsating, Bloated, Festering, Malformed, Slug-for-a-butt. You must rescue her to save the day. Once you do, she'll be calling you her hero! Is that something to look forward to, or what?!



MICKEY MANIA



FACT FILE MICKEY MANIA

MANUFACTURER	# OF PLAYERS
SONY IMAGESOFT	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	25
THEME	% COMPLETE
ACTION	85%

THE GOOD

The best-looking Genesis game yet, and just about the most fun to play as well!

THE BAD

Not a whole lot of icons to choose from here—you can pick up four, but that's about all you need.

THE UGLY

The onslaught of games half as good as this. If they all looked like this, Nintendo'd be out of business!

ICONS

There are only four power-ups in the game which are all listed below.



Marbles

These are your principle weapons of choice.



Rocket

This one really makes the level easier.



Mouseketeer

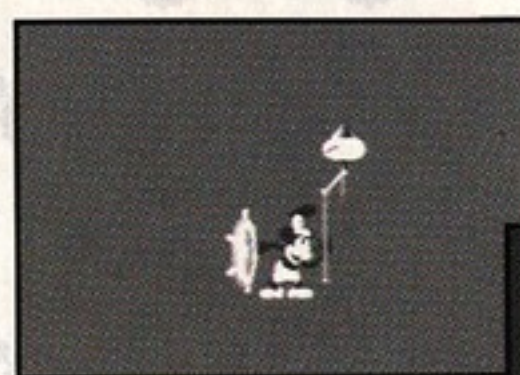
This gives you an extra life to utilize.



Star

This will give you one finger of life back.

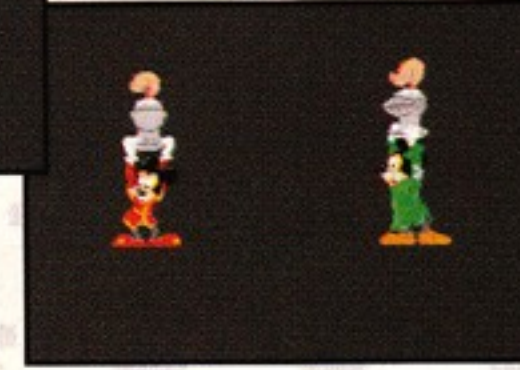
Mickey Mania is an awesome game that spans 62 years in the life of Mickey Mouse, from Mickey's first incarnation, Steamboat Willie in 1928, to the Pauper of the 1990 short movie *The Prince and the Pauper*. The animation in this game is so incredible, it has to be seen to be believed! This beats out most Mode 7 games on the market. If you grew up with Mickey, you're in for a treat with this game!



SAVE THE

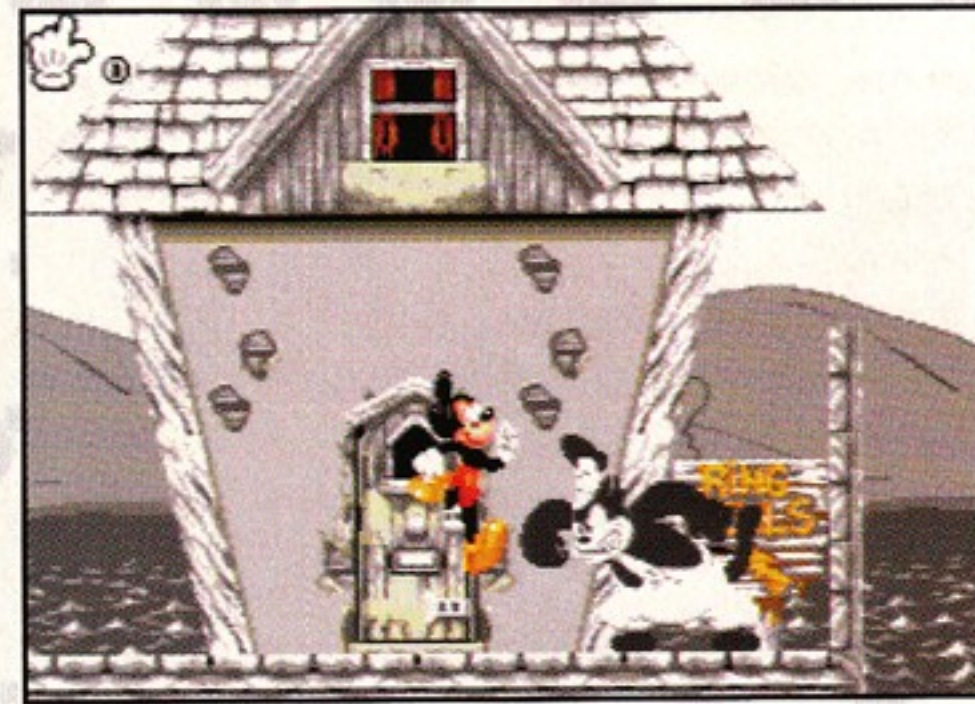
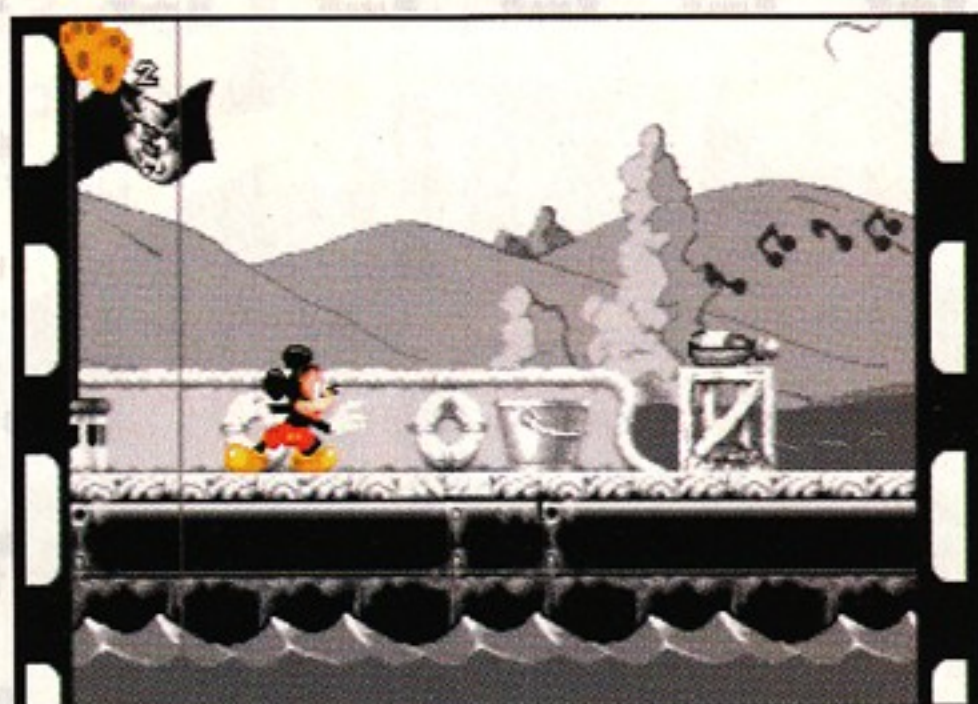


MICKEYS!!

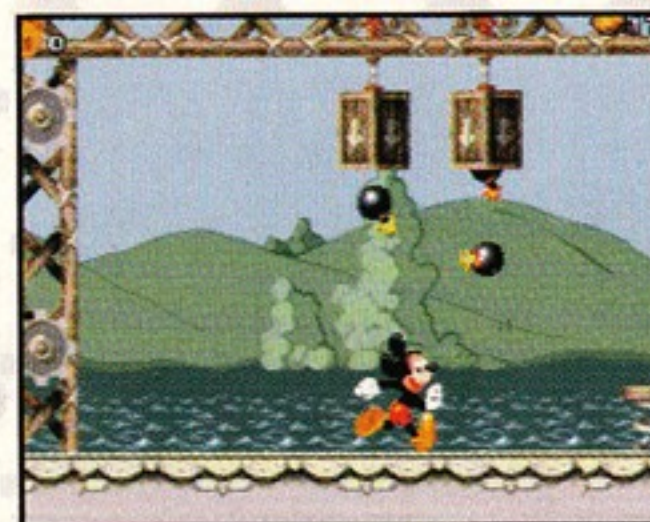


Steamboat Willie

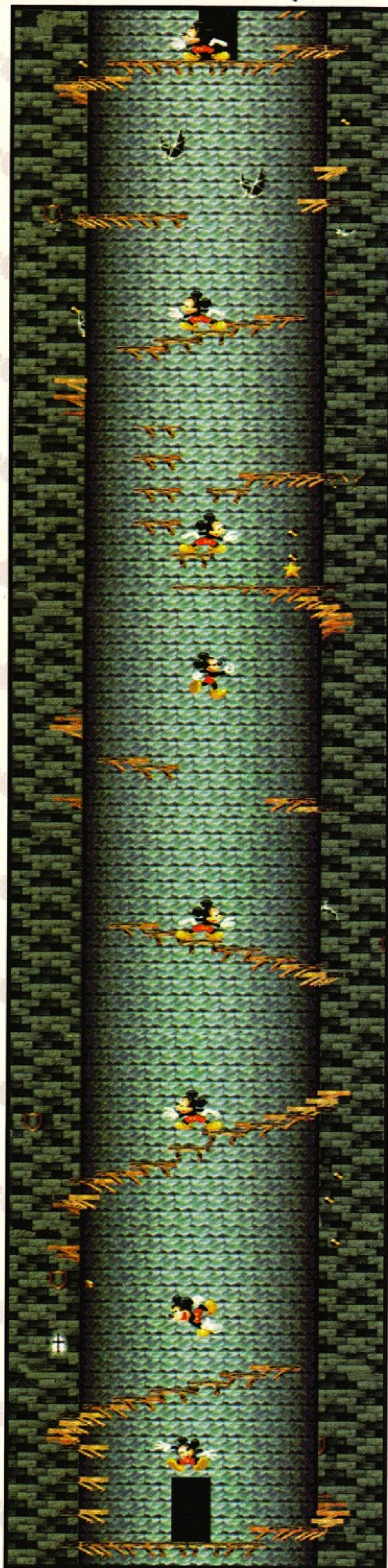
Nov. 18, 1928



As you enter the year 1928, you find yourself on a dock of some kind. You pass by a ship about to set sail, and out of curiosity you peer in to see who the ship's captain is. You are startled to see an earlier incarnation of yourself! Steamboat Willie is startled as well, and runs off. You have to go find him!



Level 2-4 Map



The Mad Doctor

1933



This stage takes place in the world of a mad doctor intent on giving you the closest hair-cut you've ever had. Pluto has been dognapped as well, and you have to rescue him. However, finding Pluto is not that easy. There are seven sub-levels you must go through before your final confrontation with the evil doctor himself.



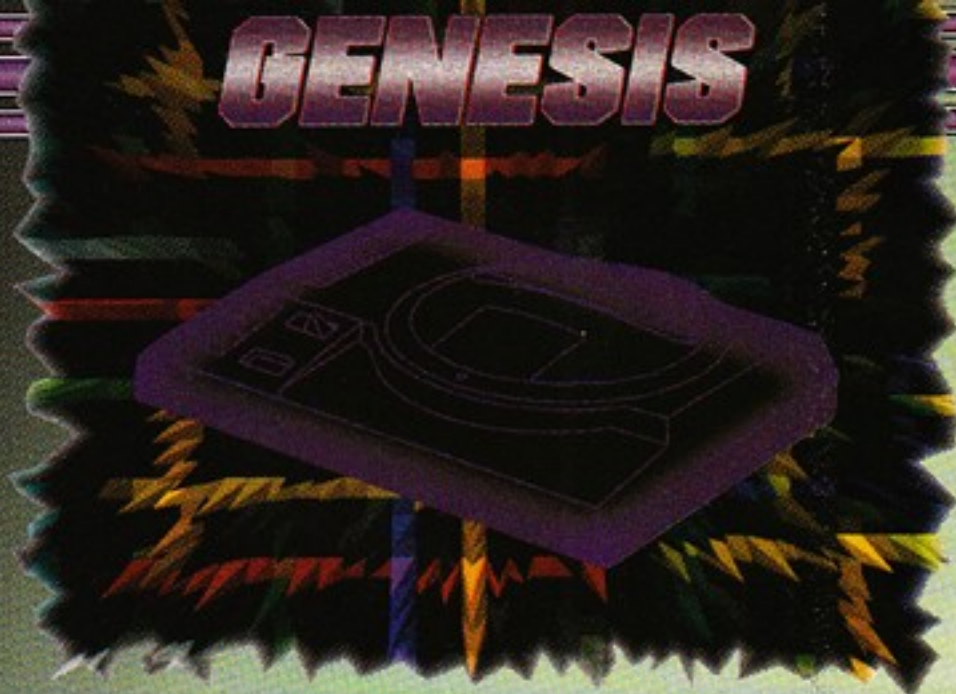
Moose Hunters

1937



It's time to do a little moose hunting. Based on the movie, you're in search of Moose Hunter Mickey. However, once you find him, you also happen to find an angry moose. This level really shows off the scaling capabilities of this game, especially as the moose is about to trample all over you. Be sure to watch Pluto for his reactions!





THE GOOD

The flying perspective is just too cool. Neat 3-D effect.

THE BAD

Learning the field is very tough especially when there are too many anti-aircraft missiles.

THE UGLY

Talk about some blood fest! Walk on a corpse and watch the blood flow.

HAPPY LANDINGS

Throughout the battlefield you'll be able to land on certain spots where you can replenish your health and armaments.



Low on your rockets and bullets? Find this landing spot where you can replenish your weapons.

Fuel is very vital in your missions. Do not waste time wandering around wasting your fuel.



When you think you have suffered enough damage, you need to find the health icon.



Finds these icons to get through the buildings.



RED ZONE

**YOU HAVE
24 HOURS**

**DICTATOR
DECLARES
NUCLEAR WAR**

A mad dictator named Ivan Retovitz has announced war against the world. He has threatened nuclear destruction to any country trying to stop him. Many of Ivan's war machines have now been strategically placed on the battlefield. You, a well-known Apache ace, have been chosen to go deep within enemy territory to carry out a vital mission that will hopefully turn the tides

around. Your first mission involves activating a virus in the enemy's computers in order to hinder the enemy's communication and to slow down the enemy's activities. Later, you'll have to attack certain targets, leveling airports and bunkers, and finally taking out the nuclear missiles. The whole world is counting on you to get rid of the madness. Hurry, you only have 24 hours.

IN THE LINE OF FIRE

In this game you will face many war machines that will give you something to think about. Rely on your radar to pin point where they are located on the field.



This is your primary radar read-out. Use this information to find the safe routes that will lead you to the targets that are shown.

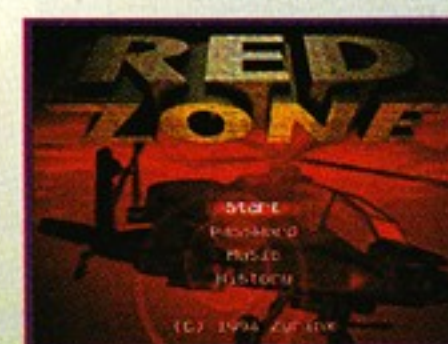


One way to stop them from detecting you is to wipe out their radar system.

THE ASSAULT TEAM



This is where you'll get your hands dirty—in enemy buildings. Pick from three characters with different weapons ready for action. Don't let them die so easily. You only have them to do your dirty work.



FACT FILE RED ZONE

MANUFACTURER	# OF PLAYERS
TIME WARNER INTERACTIVE	1
DIFFICULTY	AVAILABLE
HARD	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	26
THEME	% COMPLETE
SIMULATION	95%



I'M PREPARED



COMING FALL 1994 FOR THE
SUPER NINTENDO ENTERTAINMENT SYSTEM.

Interplay[™]

Or don't play at all.



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The Gogetsu Clan ... every five years there is a tournament to determine the leader. Any descendant may enter and the current leader Oume has been there for 60 years. Little does the 78-year-old champion know that her younger sister who ran away from home, as well as six others, will be trying to take her place. Fight for the right to lead the powerful clan and become its leader.

THE GOOD

The game plays very well and really resembles its arcade counterpart.

THE BAD

While offering new twists to street fighting games, PI will have a hard time up against SSF2 and MK2.

THE UGLY

The Granny lady who throws her teeth and smashes her face at you. Geeze Granny, take a chill pill.



FACT FILE POWER INSTINCT

MANUFACTURER	# OF PLAYERS
ATLUS	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	10
THEME	% COMPLETE
FIGHTING	50%

POWER INSTINCT



D, DF, F, UF + KICK



D, DB, B + KICK



D, DB, B, + PUNCH



B,DB,D,DF,F + PUNCH



F, D,F + PUNCH



A + C SIMULTANEOUSLY



HOLD DOWN + UP AND KICK



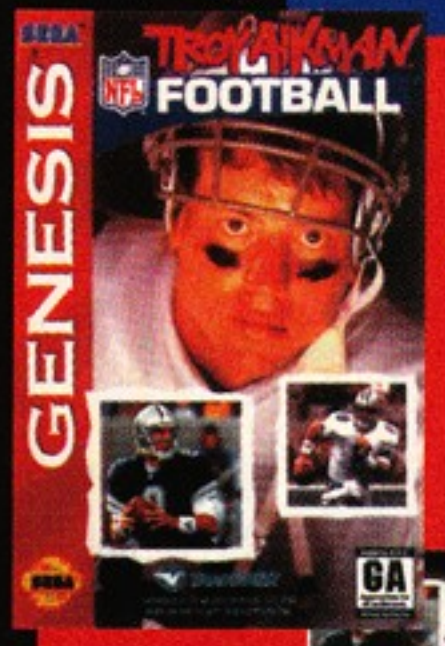
HOLD DOWN + UP AND PUNCH



D, DF, F + PUNCH



TROY AIKMAN FOOTBALL



**WIN A QUARTERBACK SACK OF TROY'S TOYS
BY SOLVING THIS PRE-GAME SCRAMBLE!**

**You can win a QUARTERBACK
SACK OF TROY'S TOYS!**

ONE GRAND PRIZE:

- Troy Aikman autographed official NFL football
- Official Troy Aikman NFL football jersey
- Autographed Troy Aikman photo
- Troy Aikman NFL Football game for Super NES, Genesis, or Jaguar
- Congratulatory letter from Troy Aikman

FIRST PRIZES: (eight winners—like Troy's jersey number)

- Troy Aikman NFL Football game for Super NES, Genesis, or Jaguar

SECOND PRIZES: (eight winners)

- One-year subscription to EGM



In the new Troy Aikman NFL Football game, players can customize everything from offensive and defensive plays to weather and field conditions! It's the ultimate football video game and you can enter to win a quarterback sack of Troy Aikman's toys by unscrambling the different field conditions available in the game.

1. S A R S G 2. U M D 3. R T D I 4. W O S N 5. N A R I 6. I T F A R C A L I T F R U

Unscramble the field conditions and send it in along with your name, address, phone number, and age to Troy Aikman Contest (EGM), 1920 Highland Avenue, Suite 285, Lombard, IL 60148.

Contest Rules: 1. No Purchase Necessary. To enter, mail a standard sized postcard containing the correctly unscramble field conditions above to Troy Aikman Contest (EGM), 1920 Highland Avenue, Suite 285, Lombard, Illinois, 60148. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by October 1, 1994. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. 2. Prizes. 1 Grand Prize: Troy Aikman autographed official NFL football, Official Troy Aikman NFL football jersey, Autographed Troy Aikman photo, and Troy Aikman NFL Football game for Super NES, Genesis, or Jaguar. Grand prize has an approximate retail value of \$500.00. Eight First Prizes: Troy Aikman NFL Football game for SNES, Genesis, or Jaguar. First prize has an approximate retail value of \$70.00. Eight Second Prizes: One-year subscription to EGM. Second prize has an approximate retail value of \$24.95. Winners will be determined by a random drawing from all valid entries by EGM™, whose decisions are final. Drawing to be held on or about October 15, 1994. All prizes will be awarded. Prizewinners will be notified by mail on or about November 1, 1994. Prizes are non-transferable. No substitutions of prizes is allowed, except at the option of Sponsors should the featured prize(s) become unavailable. Prize substitution would be of equal or greater value. 3. Odds of Winning. The odds of winning will be determined by number of valid entries received. 4. Eligibility. Sweepstakes open to residents of United States. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree of the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Employees of Sendai Publishing Group, Inc., Williams Entertainment Inc. and their respective affiliates are not eligible. Neither Sendai Publishing Group, Inc., Williams Entertainment Inc. or their respective affiliates, subsidiaries, divisions, promotion agencies or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List. For a list of winners, send a stamped, self-addressed envelope to Troy Aikman Contest Winners, 1920 Highland Avenue, Suite 285, Lombard, IL 60148. Requests for winners lists must be received by November 1, 1994. Allow 4 weeks for delivery of winners list. 6. Restrictions. Void where prohibited or restricted by law. All federal, state and local regulations apply. 7. Contest sponsored by Sendai Publishing Group, Inc. and Williams Entertainment Inc. EGM™ is a trademark of Sendai Publishing Group, Inc. Troy Aikman NFL™ Football ©1994 by Leland Interactive Media. Licensed to Tradewest, Inc. by Leland Interactive Media. Certain rights related to properties formerly owned by Tradewest, Inc. have been assigned to Williams Entertainment, Inc. NFL trademark used with permission. All rights reserved. Nintendo, Super Nintendo Entertainment System, Super NES®, and the Official Seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc. Sega™ and Genesis™ are trademarks of Sega Enterprises, Ltd. All rights reserved. Jaguar™ is a trademark of Atari Corporation. All rights reserved. Printed in the U.S.A.



The timeless Neo•Geo classic shooter that ruled the arcades (and some wealthy players' homes) is now hitting home on your Genesis! American Sammy is re-developing the 16-Meg smash that, unfortunately, many people have never seen before. Color loss and background music aside, this game has a type of playing perspective that has not been seen since the days of Zaxxon. All the stages from the arcade are here as well as the all-around intensity that shoot-er fans can relate to.



FACT FILE

VIEWPOINT

MANUFACTURER	# OF PLAYERS
AMERICAN SAMMY	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	6
THEME	% COMPLETE
SHOOTER	60%



Watch your fiery demise in beautiful 16-Bit color! Hopefully you'll never have to see this scene.

EGM X-TRA DARE TO COMPARE

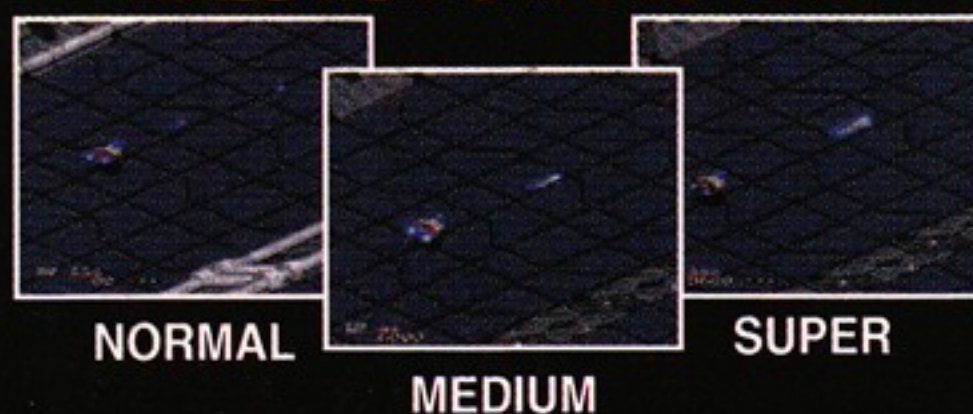
A LOOK AT OTHER FORMATS...



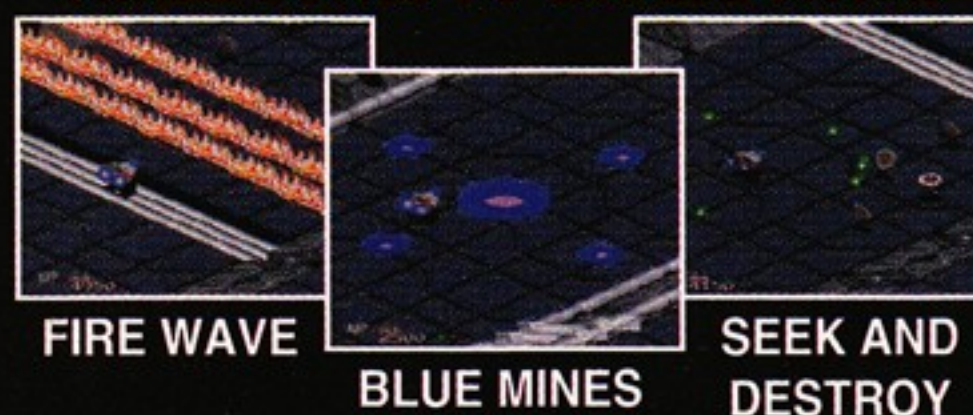
At first glance, notice the amount of color loss in this translation. Being that this is still a very early copy of the game and the Genesis was not made to be an arcade machine, it holds its own.

VIEWPOINT

THREE WEAPON POWER-UPS!



THREE BOMBS TO CHOOSE FROM!



You'll face some bizarre enemies throughout this game. Battle the giant gears and slinkies!

THE GOOD

Players everywhere will get to play this now affordable classic.

THE BAD

You're going to have to wait a little while longer because only a level or two was finished to date.

THE UGLY

I'll never understand why our team only sends one fighter to battle an entire enemy armada.

Check out some of these later stages. There are six in all! Be sure to start those thumb exercises!



LEVEL 1



Concentrate your firepower on one of these rotating objects at a time.



These gears will change course right in front of you!



The pattern for this Boss is pretty simple to learn. Avoid its charge when its neck stretches out, its two main guns, and its spread shot.

LEVEL 2

Watch out for fish ambushes waiting for you in the metallic river.



The action really gets intense during the second stage!



During this stage, you'll face a pair of turtles. They will circle around you and shoot at the same time. Other enemies will attack you as well, so be on your toes ... er ... thumbs!

A small illustration at the top shows Daffy Duck and Road Runner on the Earth. A yellow sign with the SEGA logo and '238,900 miles' points towards the planet. The background is a starry space with a large red planet in the center.

TAZ-manic Panic!



TAZ



IN ESCAPE FROM MARS



The tornado with teeth returns in a hilariously action-packed journey from Earth to Mars – and back again! Deploy an arsenal of all-new buzzsaw moves, ricochet jumps and spacey spin-attacks as you whirl through animated, slapstick levels with cameos by Daffy Duck, Road Runner, Wile E. Coyote and the entire Looney Tunes gang!

Go Galactic on SEGA™ Genesis™ and Game Gear™!

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This game is a timeless classic on the PC and now it has been brought home to your Sega CD. Something evil is lurking in the sewers beneath the city of Waterdeep. The lords of Waterdeep have hired four hirelings to seek and destroy the dread looming over the city. Play as the four hirelings and take them through the sewers in order find out what is causing the problems. When you walk into the sewers, you turn around to see the ceiling collapse behind you, thus sealing the entrance. Now the only thing you can do is go through the sewer and hopefully find another way out.



Each level will have a ladder or stairs leading down to the next level. Some levels require passage through a portal, though.



This game has a map feature. Find the map on every level in order to find your way.

There are tons of monsters to fight in this game. The fighting is set up in a real-time situation. You can be attacked by an enemy as



you're walking through the maze. It doesn't switch to a fight screen like other RPGs—you fight on your 3-D. Fighting is much



easier with a mouse. You will find lots of enemies everywhere and there are tons of different monsters to fight with. They get



progressively stronger and have more attacks the farther down in the dungeon you go.



FACT FILE EYE OF THE BEHOLDER

MANUFACTURER

SEGA

OF PLAYERS

1

DIFFICULTY

HARD

AVAILABLE

AUGUST

CARTRIDGE SIZE

N/A

NUMBER OF LEVELS

N/A

THEME

RPG

% COMPLETE

100%



Slash your weapon at the web to open it up. Beware! A spider is usually lurking behind. They are nasty, because if they bite you, poison will be injected into you.

THE GOOD

The game play is a lot of fun and will have you instantly addicted. Plus, the music is killer.

THE BAD

Some of the puzzles can get very frustrating at times.

THE UGLY

Having to eat rations that have been in the dungeon for God knows how long.



Can you figure out what to do here? You must place a rock or something on the switch in the floor and then press the button on the wall to open the door.

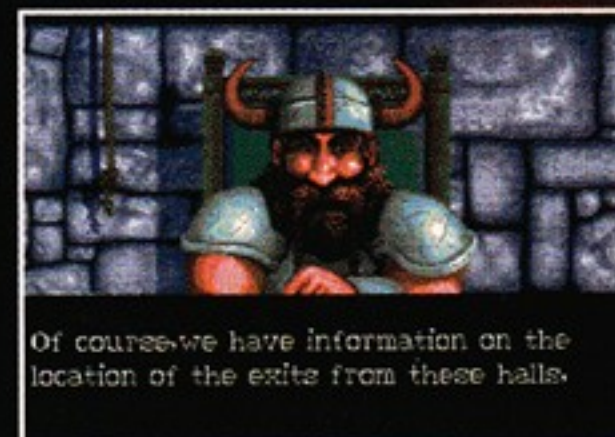


you petty hirelings of the Lords of Waterdeep managed to make it here after all.

This is the beholder. He is the monster that the lords of Waterdeep have sent you to find. His

fortress is very deep in the dungeon and he is extremely tough to beat. You must have the Wand of Silvias to beat him.

The cinemas are incredible. There are voices talking you through the game.



Of course we have information on the location of the exits from these halls.



All of your party has been defeated. The minions of evil will be able to carry out their plans unhindered!

Game Over, Man. Let's just hope you don't ever have to look at this screen.

Can you beat Mad Dog
to the Lost Gold?

MAD DOG II

the Lost Gold

LIVE ACTION
MOTION PICTURE
CD Shooting Game

This action-packed adventure will challenge your shooting skills confronting banditos, renegades, and Mad Dog's men. Select one of three different guides and experience a variety of trails in a quest to beat Mad Dog to the lost gold and return with it to the old mission where the longest interactive battle ever filmed awaits the more-skilled game player.

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STAR CONTROL II

Take heed all you sci-fi fans, Star Control II is here and there's never been anything quite like it! Combining the incredible fun of an RPG and the all-out action of a shooter, SCII is a blast from beginning to end.

Based on the wildly successful PC version, this one employs a full-motion, silicon graphics rendered intro featuring

the ship in the game and the whole story of what happened.

Basically, your mission is to seek out the answer to removing the slave shield put around Earth by the Ur-Quan, an evil race that believes all inferior life forms should either be enslaved or join the ranks of the Ur-Quan forces.

This game is no walk in the park. Major exploration of hundreds of star systems must be searched for minerals and clues

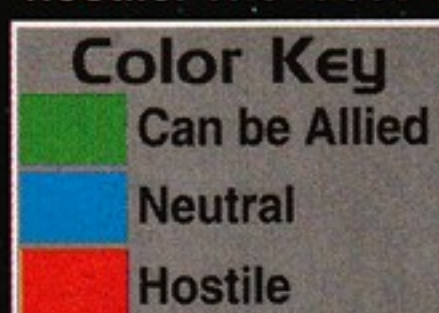
leading to the Ur-Quan homeworld.

Alien races that you stumble upon will often help out, but others aren't exactly friendly neighbors.

Loaded with actual voices, incredible music, and a story that will take weeks to solve adds up to one heck of a winner. This game is exactly what the 3DO needed and Crystal Dynamics came through in a big way. You don't want to miss the adventure of a lifetime.

The Alien Races

Throughout the game, you will encounter many alien races, some friendly, some hostile. The races shown are just a small portion of the total number you'll meet.



Remember to speak nicely and watch out behind you at all times.

Arilou



The Arilou are eager to help out humans.

Druuge



Race of traders; lives only for profit.

Ilwrath



Can't be befriended. Hates humans!

Melnorme



Have useful info on biological life forms.

Mycon



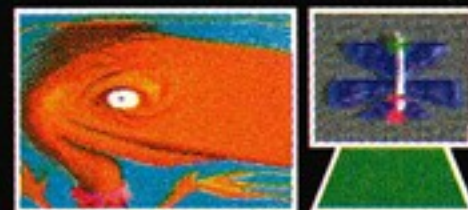
Feel they must cleanse the universe.

Orz



The Orz race speak in confusing riddles.

Pkunk



Spiritual birds related to the Yehat.

Shofixti



Mean little rodents who love war!

Spathi



Cowardly but good allies.

Supox



A good source for getting information.

Syreen



Related to humans in almost every way.

Umgah



They're under control of the Ur-Quan.

Utwig



They're intelligent forms of humans.

Vux



Feel humans are ugly and hate them.

Yehat



Has a queen who hates humans.

Zoq-Fot-Pik



Three species living in harmony.

Super Melee Combat

To break up the tension of the Normal Game, there's the Super Melee Mode. Here, one or two players get to fly the ships that the alien races possess during the Normal Game. With 25 ships at your disposal, this mode can be played forever! As an added bonus, you get to utilize all the special attacks that each ship has.

At the Selection Screen, each team can choose a fleet of 12 ships for battle. There are two windows on the right side of the combat screen that show the status of your crew, which act as hit points, and a power meter which shows the battery charge of the ship. Simply fly around and try to blast each other while avoiding pesky planets and asteroids that get in your way.



At the Selection Screen, choose your fleet of 12 ships to engage in battle.

In the Combat Screen, you fly around and try to blast your enemy with heavy weaponry.

Normal Game

The Normal Game is the RPG section where you must try to free the Earth from its slave shield put there by the Ur-Quan forces. Piloting a Precursor starship, you must seek out allies who wish to aid you on your quest. Of course, there are other races completely faithful to the Ur-Quan and will resist you. You'll explore hundreds of star systems in search of minerals, life forms, and information needed to defeat the Ur-Quan hierarchy.

At the Starbase

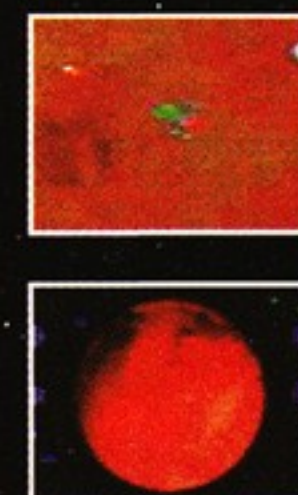


At the Starbase, you can unload minerals in exchange for credits to outfit your starship with stronger weaponry.

On the Surface



The surface is where you'll mine for minerals to lug back to the Starbase. When you enter a star system, you can scan the planet and get information such as seismic activity and scan for mineral, energy, or biological life. You can then land on the surface and rake up the riches.



FACT FILE

STAR CONTROL II

MANUFACTURER

CRYSTAL DYNAMICS

OF PLAYERS

1 OR 2

DIFFICULTY

HARD

AVAILABLE

AUGUST

CARTRIDGE SIZE

CD-ROM

NUMBER OF LEVELS

N/A

THEME

RPG/SHOOTER

% COMPLETE

100%

Encountering Races

It is inevitable that you meet alien life forms in space. Each race has a unique story and can either be allied with you or try to blow you out of the stars, depending on how you talk to them. Some races, like the Melnorme, are very helpful at giving information in exchange for alien life forms you pick up from the surface. Be a good negotiator and you might just succeed.



Every time you encounter a race, you take part in a series of question and answers. Say the wrong words and you could be eating space dust.

Solve Mysteries

There are many little twists and turns in the plot to keep you involved through your entire trek. Mysteries such as the Rainbow Worlds, the Spathi slave shielding, and the fearsome Dnyarri race are just a small part of what you'll come up against.



Hyperspace

Using Hyperspace is the only way to get around the galaxy. Use the StarMap to locate a star system you wish to explore. Out in Hyperspace, you will run into the many life forms and often battles ensue when you enter unknown territory. Travelling in Hyperspace uses a lot of fuel.



Use the Star Map to locate new alien worlds and travel among the stars at high speeds.



In Hyperspace, the skies are a bright orange. They are green in Quaspace.

THE GOOD

What isn't? The plot is fantastic, the music is awesome, and the game is simply too much fun!

THE BAD

Um ... okay, the voices of some of the aliens are a little difficult to understand.

THE UGLY

The entire Pkunk race looks like distant relatives of Toucan Sam. How about some Froot Loops?



OOHHH! IT'S SO SCARY!

HOW TO FIGHT

To survive the game, you must know how to fight. Hold down the A button and press in any direction on the control pad. Press Down or Up for kicks. Press Right for a right cross and Left for an uppercut.



Find a key to open certain chests around the house.



Read a letter to find out more about what's ahead.



Push this chest over a trap door to avoid the monster.



Watch out! Don't get cornered by an attacking monster.



If you die, the monster will drag your body to the dungeon.

ITEMS TO OBTAIN



1. BOOK
2. BOW
3. INDIAN COVER
4. KEY
5. LETTER
6. OIL CAN
7. OIL LAMP
8. SABER
9. RIFLE



THE GOOD

I like the impressive animation and the fact that you can move almost anywhere in the house.

THE BAD

The fighting sequences need to be refined a little because the controls lag.

THE UGLY

The game is a great horror story. Some players may even get a few chills running up their spine.

ALONE in the DARK

MAIN CHARACTERS



EMILY HARTWOOD
Jeremy Hartwood's niece. She remembers her uncle showing her a secret drawer in the piano.



EDWARD CARNBY
A private detective, hired by an antique dealer. His job is to make a list of Derceto's valuables in the house.

Derceto, with its steeply angled roof and sinister appearance, guards in its basement the secrets of Astarte, the goddess of fertility to whom the house was dedicated. The owner of this mysterious building, Jeremy Hartwood, died a few days ago. The police report concluded that he had taken his own life. Derceto is now empty. Rumors abound of a curse or of an evil power dwelling within its walls. For some days now a cloud of doubt has hung over your mind. What are those lights inside the house at nightfall? What could account for the eerie noises? Why did Jeremy commit suicide? And what compels you toward the house? What is Derceto's secret?



FACT FILE ALONE IN THE DARK

MANUFACTURER

INTERPLAY

DIFFICULTY

MODERATE

CARTRIDGE SIZE

CD-ROM

THEME

ACTION

OF PLAYERS

1

AVAILABLE

AUGUST

NUMBER OF LEVELS

N/A

% COMPLETE

100%

**REVENGE IS SWEET...
THEY AREN'T!!**

**Fight
or
Die!**

**BASED ON
A TRUE
STORY!**

**REVENGERS OF
VENGEANCE™**



STARRING: **VENUM ALGOS BARKO FUCHIDA MAGNUS ORGANA PSYBART TALON**

JOIN THEM ON A **HEART-STOPPING** ADVENTURE TO A **FANTASTIC** AND **VIOLENT** WORLD WITH **LIMB-TEARING**, **FIST-THROWING**, **HAND-TO-HAND COMBAT ACTION** AND
WITNESS **SAVAGE** AND **BRUTAL** STRUGGLES WITHOUT QUARTER. IT COULD BE THE **VIDEO GAME** THAT CHANGES YOUR **LIFE**.

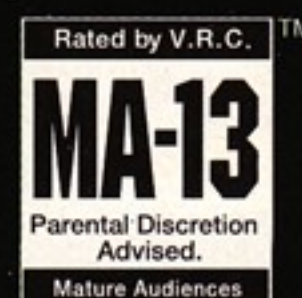
WARNING: SOME SCENES MAY BE TOO INTENSE FOR THOSE WHO DO NOT SEEK VENGEANCE.



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SEGA CD™



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GEX'S AWESOME ANIMATIONS



BOUNCE



CRAWL



CLIMB



TAIL WHIP



LASH



PUSH

THE GOOD

This game has incredible graphics and smooth animation which make it a joy to play!

THE BAD

By bouncing off your tail, you are vulnerable to enemy attacks. Watch out when you do this.

THE UGLY

I just wish it was more complete! There is a lot to be added, so I'm looking forward to seeing more!

Bleah! That isn't nice! Use your tongue to lash out against this guy.

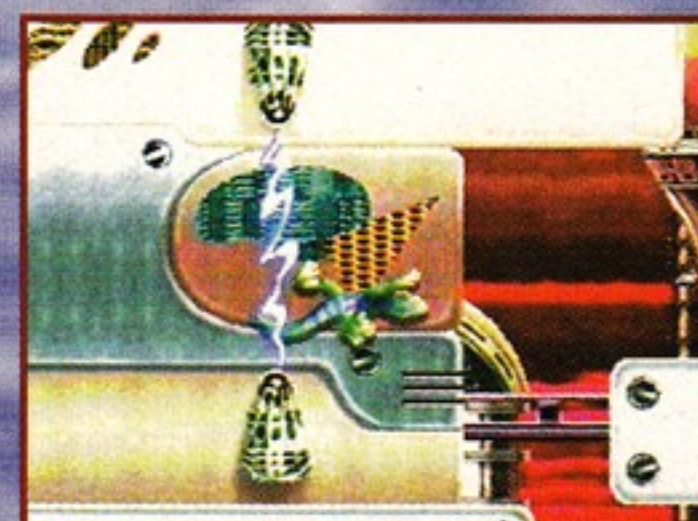
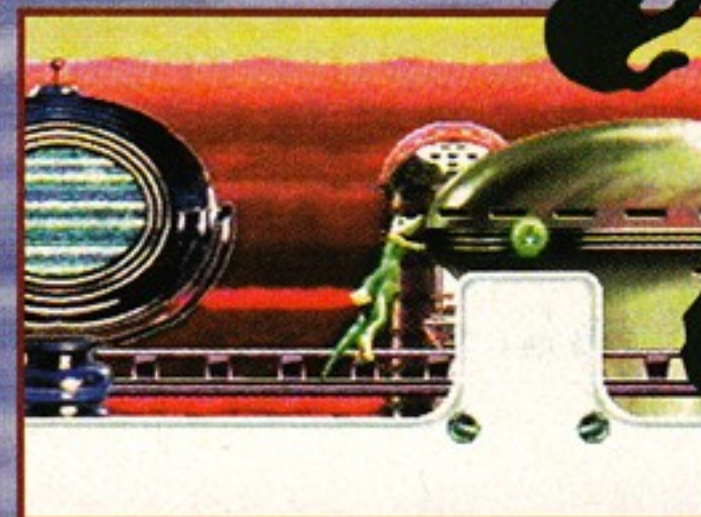


By crawling walls in the Cartoon Zone, you can get to places faster!

When you are on the wall, spin around to use your tail as a whip on your foes.



In the Sci-Fi Zone, jump and then use your tail to get the firefly power-up!



Climb underneath this electricity beam to get past it in the Sci-Fi Zone.

Watch out for shooting aliens! Take them out with your tail whip.



FACT FILE

GEX

MANUFACTURER

CRYSTAL DYNAMICS

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

NOVEMBER

CARTRIDGE SIZE

CD-ROM

NUMBER OF LEVELS

24

THEME

ACTION

% COMPLETE

15%

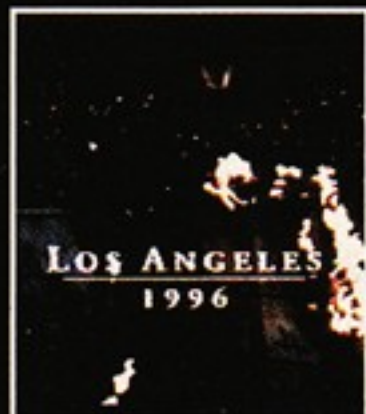


The Kung Fu Stage will be filled with characters such as this enemy minion.

Are you tired of the same old 16-Bit characters? Let Gex, the wise-cracking 3-D gecko, crack you up with his twisted sense of humor! With the digitized voice of Dana Gould (headliner of HBO and Showtime comedy specials) teamed up with comedy writer Rob Cohen, this game will be filled with hilarious one-liners! Gex's movements are superb with over 450 frames of animation! He uses his suction cup paws to grab onto walls and scramble about. Gex's main attacks are his tongue lash and thrashing tail. When he gets firefly power-ups, he can throw fireballs, iceballs, and electricity!

Expect 50 enemies, 100 interactive objects, six unique worlds, six Bosses, 24 levels, plus secret bonus levels! This gecko is nobody's stuffed animal!





DEMOLITION MAN

DEMOLITION MAN

FACT FILE DEMOLITION MAN

MANUFACTURER

VIRGIN

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

NOW

CARTRIDGE SIZE

CD-ROM

NUMBER OF LEVELS

N/A

THEME

ACTION/SHOOTER

% COMPLETE

60%

From the box office comes the most explosive video game to appear for the 3DO! Demolition Man gives you the chance to play as Detective John Spartan. As the most dangerous cop in the late 20th century, you must track down the most notorious criminal of all.

Repel down an abandoned building and take on Simon Phoenix's men. Then make your way through all the doors and corridors on your way toward the evil villain himself.

Demolition Man comes complete with footage taken directly from the movie, plus some really cool computer-rendered images not in the film!

THE GOOD

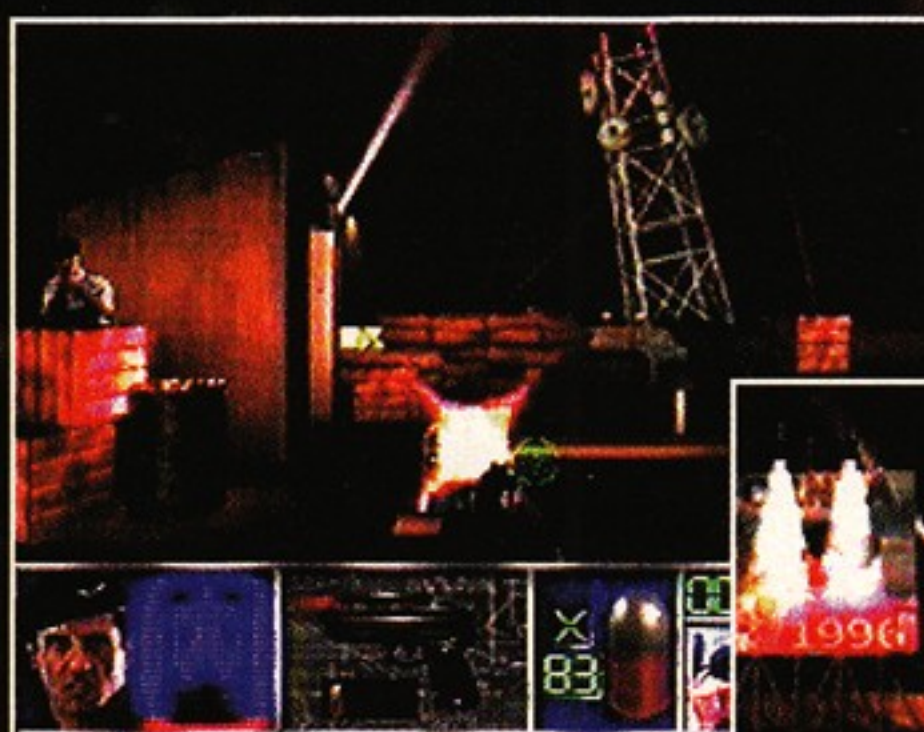
This game is loaded with awesome graphics as well as some original computer-rendered images.

THE BAD

Controlling the targeting sight is kind of difficult. It might have been better with a mouse.

THE UGLY

I think the game could have been better without the close-ups of Wesley Snipes' ugly mug.



Enemies will sometimes throw hand grenades at you. Shoot them as soon as you can.



These guys will do whatever it takes to kill you. You'll be attacked from every direction, so watch out and nail anything that moves.

Be careful when you first land on top of the building. There are gangs of Phoenix's men hiding out behind crates and doors.

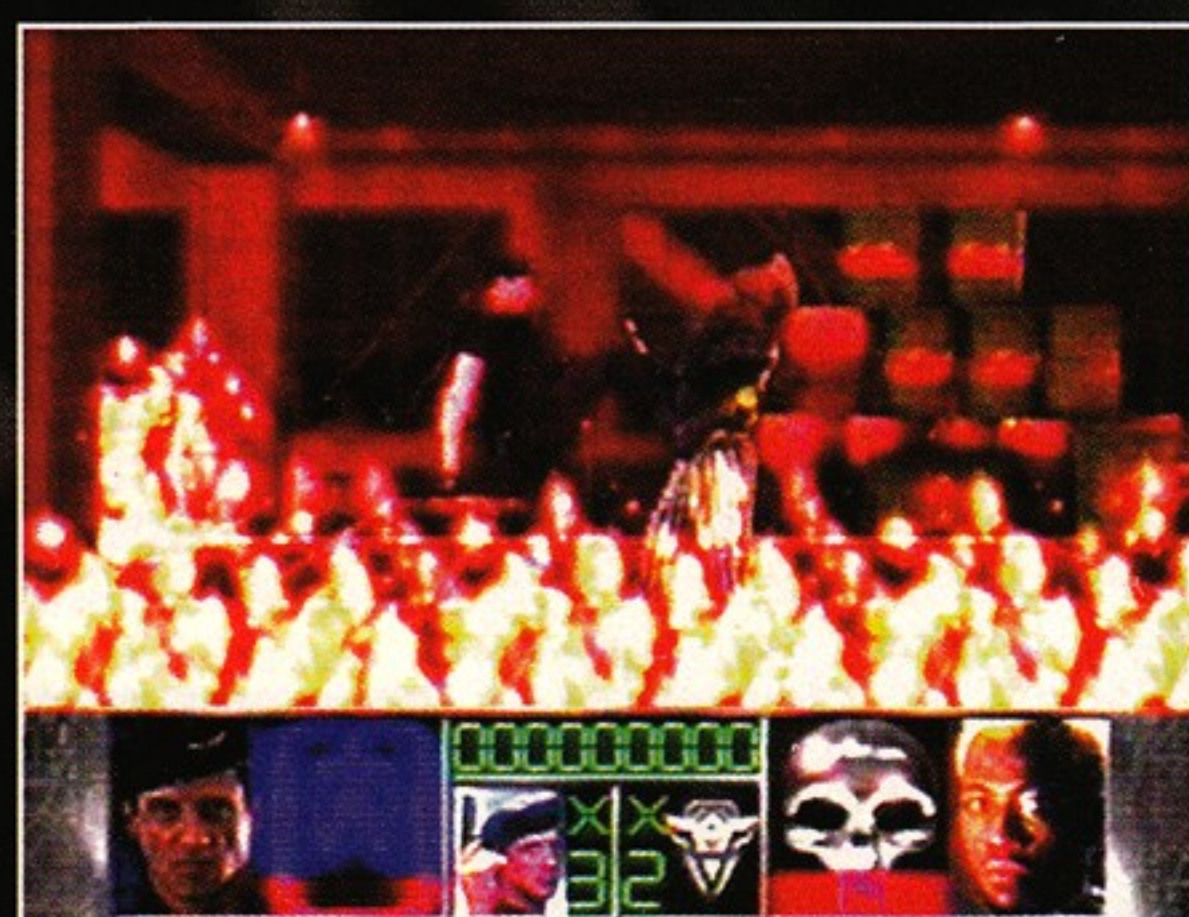


There are times when enemies will sneak up real close on you. Blow their big, fat heads away!



BATTLE IT OUT WITH SIMON PHOENIX

Get far enough and you will enter a side-scrolling stage where you must fight the evil Simon Phoenix. May the best man win.



STATUS SCREEN



Players must always keep an eye on the Status Screen located at the bottom of the main screen. Using this can help you win the game.

1. HEALTH METER
2. CURRENT WEAPON
3. AMMUNITION
4. LIVES REMAINING

DIMO'S QUEST

THE GOOD

This has got to be one of the most addictive puzzle games I've ever played! Excellent game!

THE BAD

The game seems to be suited more toward the younger age. Older players may not enjoy it.

THE UGLY

The game falls a tad short on manners. After you finish a level Dimo lets loose with a disgusting belch!

Dimo's Quest is a new puzzle game coming your way for the CD-i! At first glance, the game seems to be directed more at the younger age group. That doesn't mean the puzzles you're going to encounter are a piece of cake though! Join Dimo on his quest to grab as many pieces of candy as possible throughout each level of mayhem and madness! Each level has a goal you must reach before you can progress through the game. In order to reach the exit, you

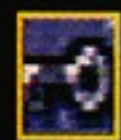
must figure out the many mazes and puzzles within each level. The game has excellent graphics, vibrant colors, plus the music and sound effects are done to perfection on the CD-i! Dimo's Quest is very addictive to play. At the same time, it teaches the little ones many different skills, such as identifying numbers and colors, reading, and most of all, major motor skills! Remember, just because it's educational, doesn't mean it can't be fun!

PUZZLE PIECES!

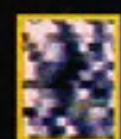
Candy and sweets aren't the only things you'll be searching for in Dimo's Quest. Here's a sneak peek at some of the cool items. Check it out!



Before finishing each level, collect all the sweets.



There seem to be more doors than keys, so grab all you can.



To crash through a weak wall, try to break it with a stone.



The orange arrows control the vacuum cleaner. Suck 'em up!



When walking on the tracks, be careful of the wires!



The only way to get across the water is with a life preserver.



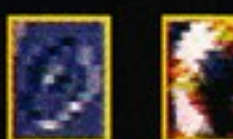
The fire extinguisher allows you to safely cross the lava pits.



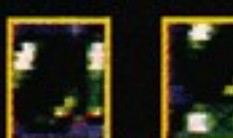
These blocks get weaker every time you walk on them!



The locks can only be opened with the same color keys.



These blocks are always safe to walk on.



The bullets can be deadly, but they only shoot in one direction.



Watch your step when you reach one of these traps!



To get across the electric railway, hop on the train.



The ice can be slippery unless you have the right boots.



If you walk over these, you will be transported to a new area.



There are many switches that do many different things.



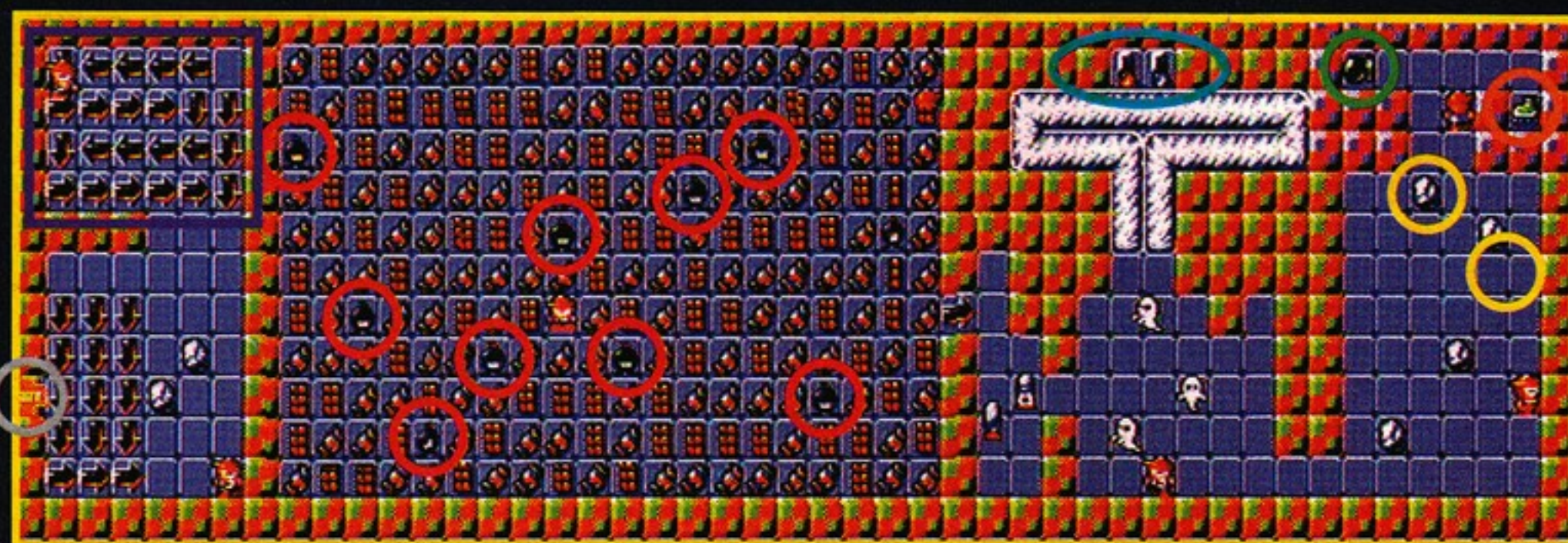
These solid blocks can never be destroyed by anything!



Be careful! These arrows will take you for a ride!



The explosives are very small but dangerous!



Check out this awesome map of Level Eight, sugar freaks! Begin this level in the middle of a whole bunch of candy and chocolate! Grab all of the sweets, but be very careful! There are **explosives** placed throughout the sugar field! When you make it over to the right, you need to shield yourself from the **bullets** by pushing one of the **boulders** in front of it. Go all the way to the upper right, and grab the **ice boots**, so you can flip the two **switches** above the top of the ice. Cruise all the way over to the left side and hold on to your shorts when you ride the **arrows**! Now you're at the **exit**. The only problem is: can you figure out how to get to it?



FACT FILE

DIMO'S QUEST

MANUFACTURER	# OF PLAYERS
PHILIPS	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	51
THEME	% COMPLETE
PUZZLE	90%

VIRTUAL BART

who needs reality?

Yipes! Bart's stuck in a virtual reality machine! Enter the Jurassic era as Dino Bart. Face a post-apocalyptic Springfield as Domsday Bart. Deploy your diaper-chute as Baby Bart. Hog the spotlight as Pork Factory Pig Bart. Then there's the butt-squeaking thrill-ride down the dangerous Mt. Splashmore and more!



SUPER NES®
GENESIS™



MATT GROENING

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Acclaim
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The very popular TV game show *Jeopardy!* will soon be making its way over to the CD-i! First of all, whether you're a fan of the TV show or not, *Jeopardy!* is so much fun, you'll forget how educational the game can actually be. The game itself was done very well. Instead of wasting the CD-i's capabilities on a bunch of fancy screen shots of glitzy graphics, the emphasis was placed on using the memory for tons of different categories which means the game has excellent replay value. With the ability to have four people playing at once, *Jeopardy!* has my vote for being the best family game out yet for the CD-i.

THE GOOD

Most games with this type of theme are more work than they are fun due to all the typing. Not this time!

THE BAD

You should be able to see a little more of Alex, and maybe some commercials in-between rounds.

THE UGLY

The ugliest thing about *Jeopardy!* is the control. The cursor seems to drag a lot when playing.

WAGER	SCIENCE	SPORTS	SPES	WORLD	WISDOM
\$400	\$400	\$400	\$400	\$400	\$400
\$600	\$600	\$600	\$600	\$600	\$600
\$800	\$800	\$800	\$800	\$800	\$800
\$1000	\$1000	\$1000	\$1000	\$1000	\$1000

You can place a wager on the Daily Double question, considering you have the money to back it up.



FACT FILE JEOPARDY!

MANUFACTURER	# OF PLAYERS
PHILIPS	1 TO 4
DIFFICULTY	AVAILABLE
MODERATE	SEPTEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
PUZZLE	75%

EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...

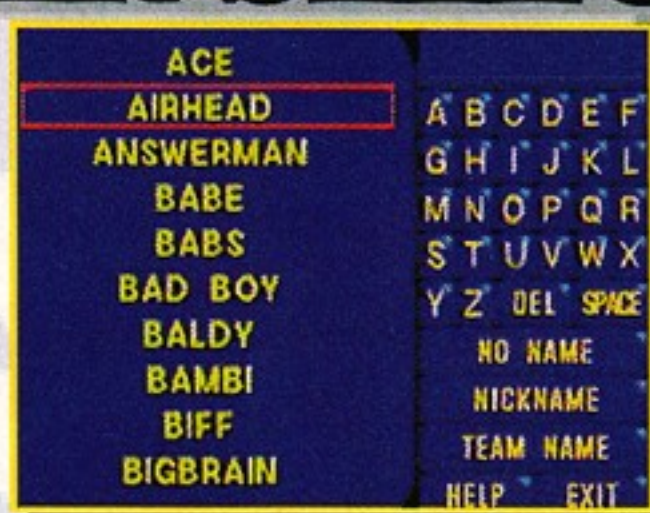


On the top is a picture from the Super NES version of *Jeopardy!*, and the bottom is a picture of the CD-i version. The Super NES shows still-shots of Alex Trebek, while the CD-i has real live footage of the big man himself.

PLAYER SELECTION



At the Player Selection Screen, you can choose between one to four players.



When picking names, you can choose team names and even nicknames!



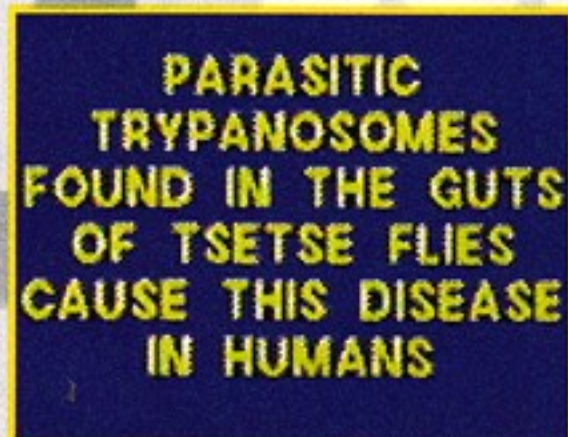
Alex will refer to you by your name throughout the game. Cool!

CATEGORIES

Because of the huge amount of memory that the CD-i can handle, *Jeopardy!* is loaded with different categories to choose from!



When you reach the harder categories, some of the questions can be near impossible to answer!



Instead of typing in the whole word, you can scan from a list of possibilities when you get the first couple of letters in.

This game can be enjoyed by the whole family, and all of the questions are current and up-to-date.

If you make it past rounds one and two, you will be able to enter the Final Jeopardy round. Good luck!



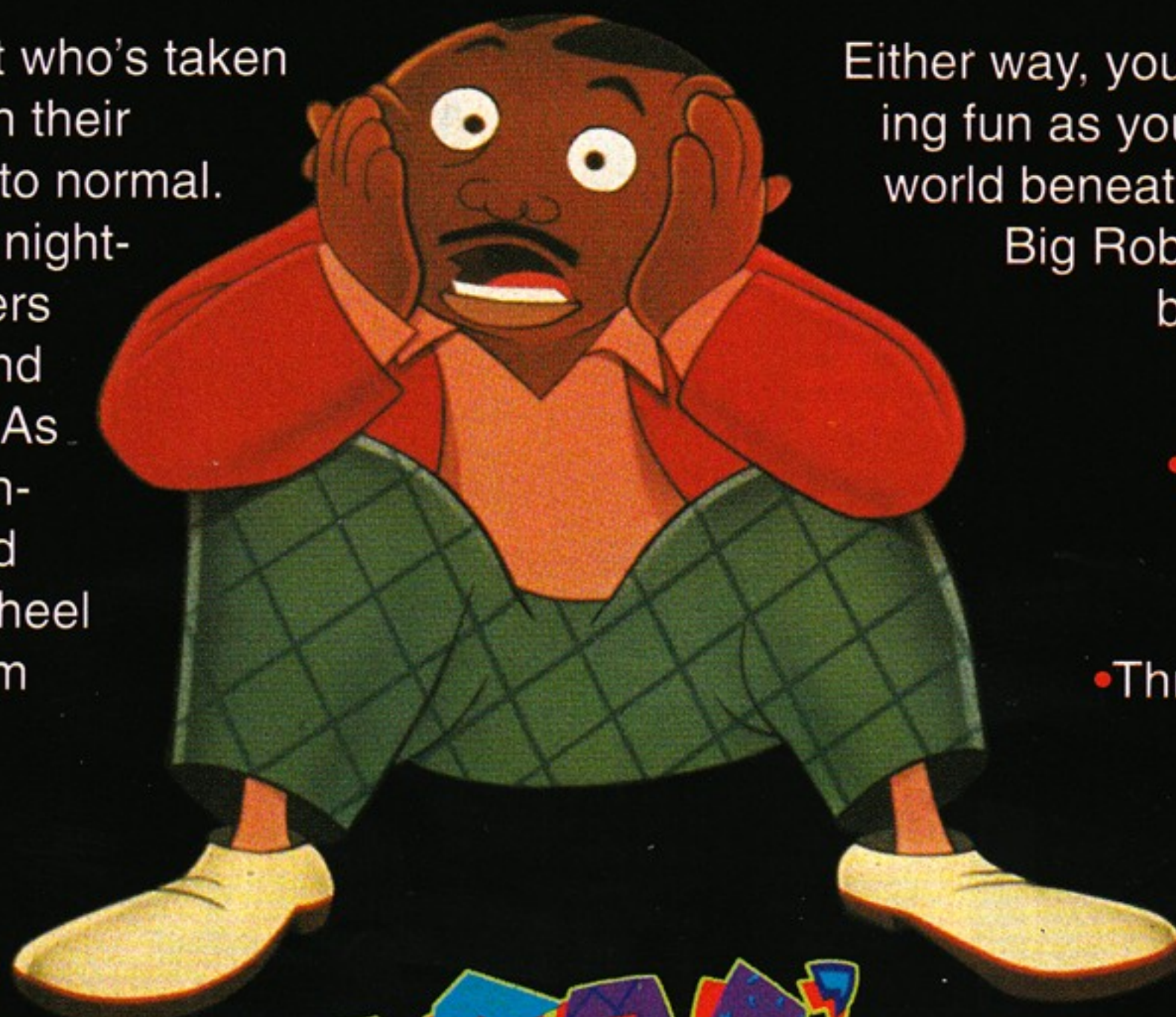
JEOPARDY!

FOR A LITTLE ACTION! ADVENTURE AND DANGER GRAB ON TO BEBE'S KIDS!



RAPJAM VOL. 1
COMING SOON!

BeBe's Kids gotta find out who's taken over Fun World and return their favorite amusement park to normal. Creepy security men and night-marish animated characters are out to grab the kids and boot 'em off the grounds. As Kahlil, use a powerful spin-tuck move to slam the bad guys. As LaShawn, cartwheel into action and knock them all down!



Either way, you'll have hours of challenging fun as you go into the subterranean world beneath the park in search of the Big Robotic Boss! It's up to you to battle it out for the freedom of Fun World!

- Special Moves and Super Punches blast enemy characters!
- Throw baseballs, basketballs and more to knock them senseless!
- All the humor and craziness of Robin Harris' BeBe's Kids in a great action adventure game!

BEBE'S KIDS

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SUPER NINTENDO
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YOGI IN BEAR

YOGI BEAR'S GOLDRUSH

THE GOOD

There are so many places you can find where hidden items are located ... it's a quest for treasure!

THE BAD

The jumping of Yogi Bear is quite frustrating at first. It will take time to get used to it.

THE UGLY

I always wondered how a little mushroom could injure a character like Yogi. Please, meaner enemies.

THE ART OF JUMPING...

Yogi Bear's jumping ability can get tricky at times. If you feel that you have to jump to a higher level, press the jump button longer to maximize your jumping ability. Press it a bit longer and you can double

jump off a platform. This takes time but it will eventually be natural to you. Don't be scared to jump on monsters.



Here comes YOGI!!! The hilarious cartoon character now stars in his own video game for the Game Boy.

Like his adventures in the cartoon series, he runs around picking up picnic baskets and other interesting objects. Of course he gets into some trouble throughout the game and can't really rely on his friends to get him out of it. In this game he has his own way, no Ranger Smith to worry about. The main mission of this game is to collect as many items on the way as you can to increase your

bonus points. Bosses are there as well to stop your raiding. At the very last stage of the game you'll know why you've been going through the dangerous levels, avoiding the menacing enemies all the way. It's worth it!



COUNTLESS ENEMIES



HELPFUL ICONS

Don't worry! There will be more items you can pick up to help you through the game.



EXTRA LIFE

Find this icon to increase your number of lives.



BONUS POINTS

These are scattered throughout the game.



HEALTH

In case you're feeling a bit drowsy, pick up this icon.



Watch out for obstacles ahead of you. Take your time throughout the game.

Later on in the stages jump on platforms like this to find hidden items above you.



FACT FILE

YOGI BEAR

MANUFACTURER

GAMETEK

OF PLAYERS

1

DIFFICULTY

EASY

AVAILABLE

SEPTEMBER

CARTRIDGE SIZE

1 MEG

NUMBER OF LEVELS

24

THEME

ADVENTURE

% COMPLETE

100%

BONUS ROOMS



Find the hidden revolving stars in the first level to unveil the secret room where you can increase your bonus points. Others like this will be hidden throughout the game.

MORTAL KOMBAT II



NOTHING, NOTHING
CAN PREPARE YOU

K O M I N G F R I D A Y S E P T E M B E R 9



SMOKE AWAITS!



FINISH HIM!



KINTARO 'S REVENGE!



NO MERCY!



FRIENDSHIP?



IS THAT YOUR BEST?



SUPER NES[®] GENESIS[™] GAME BOY[®] GAME GEAR[™]

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BLUES BROTHERS Jukebox Adventure



The Blues Brothers are back in another adventure dealing with music. Jake and Elwood have their hands full with this one as they search out the jukeboxes in order to complete the levels. It's not as easy as it sounds. They have to confront enemies from below and above. Using records as their weapons, they have a chance to destroy these irritating foes. Look out for traps and falling rocks. Find hidden items, like the hourglass, health hearts, and others that will get the Blues Brothers through the game. Hey, rock 'n' roll is here to stay!



JAKE AND ELWOOD

The Blues Brothers are here to stay! Play as Jake or Elwood, but if you're having problems passing the stages, why not play both characters so you can use all of the lives?



PICK UP USEFUL ICONS ON THE WAY

Throughout the levels and stages, you'll be able to find items that will be useful on your quest. Some you have to find above and in hidden areas. Good luck in finding them!



EXTRA HEALTH

Replenish your health by finding the Heart icon.



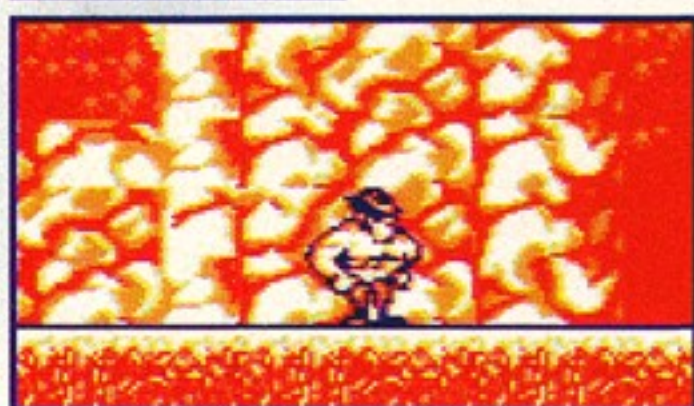
HOURGLASS

Running out of time? Find this to increase your time.



POWER-UP!

I'm gonna pump you up! Find this icon, and really give your enemies a big-time scare. As you achieve this power-up, you will notice that



RECORDS

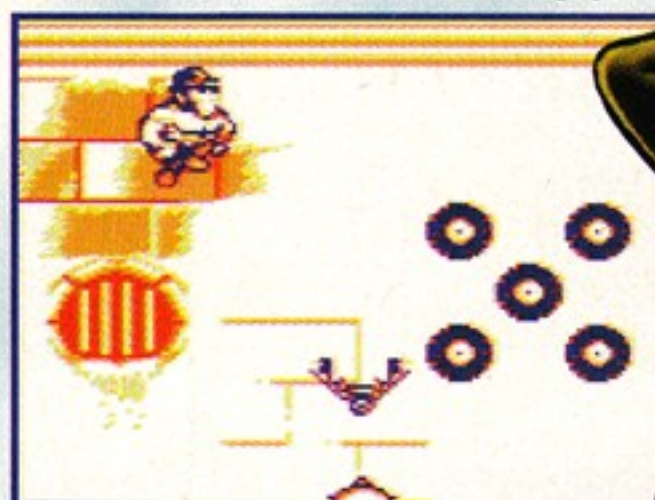
These are your weapons. Use them to survive.



MUSIC NOTE

Find these notes and in the end you'll be rewarded.

you've gained a little weight. Hey, this is the way to go. This power-up enables you to jump higher than normal, meaning you can avoid all of those troublesome enemies and obstacles on the way.



THE GOOD

The ability to play as both characters is a riot. Too funny!

THE BAD

It is quite annoying when you get hit by enemies and you can't control yourself.

THE UGLY

Are records that sharp that they can get rid of enemies? Hmmm...



Jump on the mushrooms to find hidden items hanging above you.



FACT FILE BLUES BROTHERS

MANUFACTURER

TITUS

OF PLAYERS

1 OR 2

DIFFICULTY

MODERATE

AVAILABLE

NOVEMBER

CARTRIDGE SIZE

1 MEG

NUMBER OF LEVELS

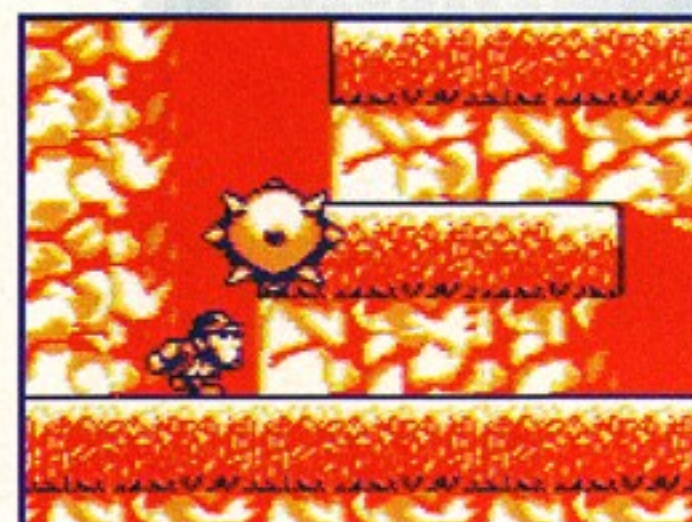
17

THEME

ADVENTURE

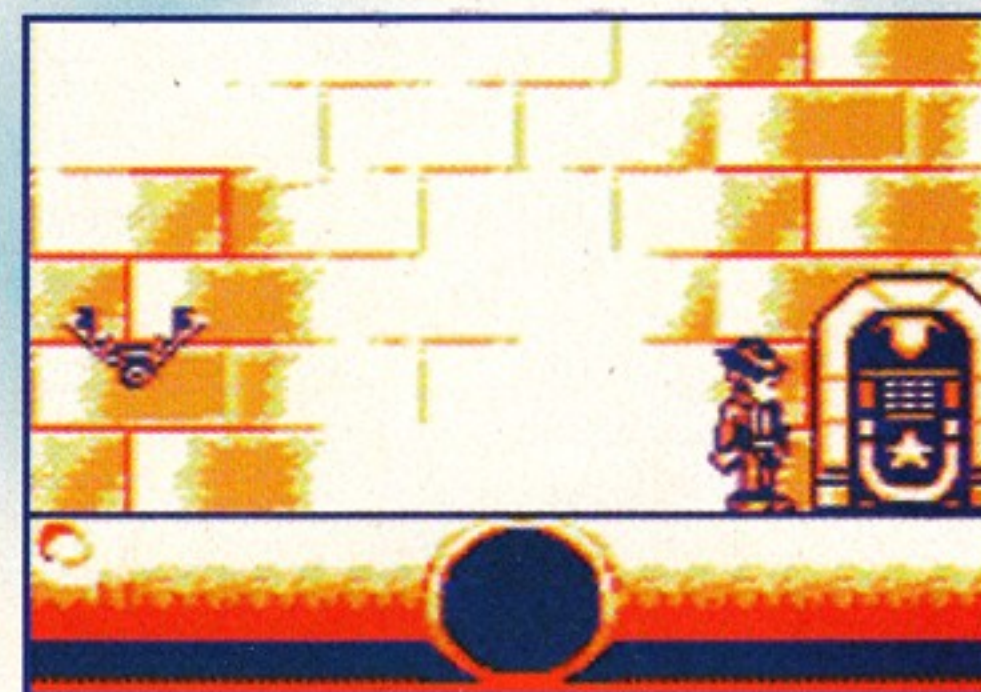
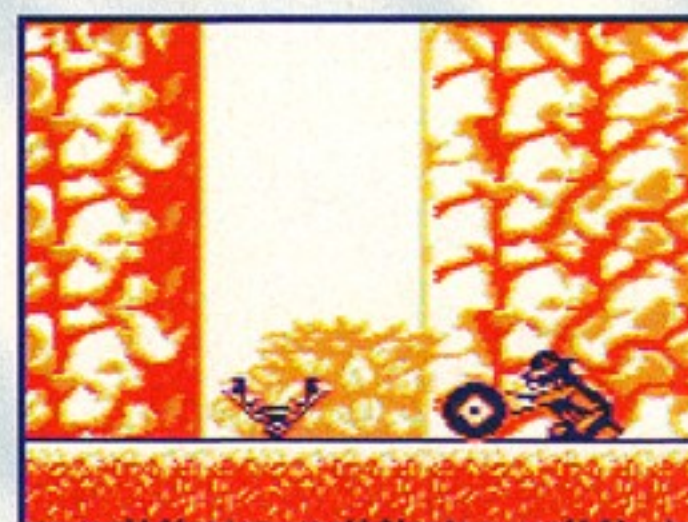
% COMPLETE

100%



Duck to avoid the spiked balls. Don't take too much time, though.

Throw your records you have collected at your enemies.



You will have to find the jukeboxes in every level to exit the current stage.

WE'RE LOOKING FOR A FEW GOOD MICE!



Characters from the popular animated movie, "An American Tail," and the hit home video are now in America's Most Wanted video game!

"Fievel Goes West," for play on Super NES, features the world's feistiast mouse in a Wild West adventure with multiple levels of challenging fun. Incredible graphics and



awesome stereo sound bring the magic of the movie right to your fingertips. Yep, pardner, mosey on down and lasso it for yourself!



Call To Order: 800-HU-BEE-10

Mon. - Fri. 8 AM - 6 PM

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FIEVEL GOES WEST... YOU CAN TOO!

WIN A TRIP FOR FOUR TO FIEVEL'S PLAYLAND AT UNIVERSAL STUDIOS HOLLYWOOD!

Grand Prize includes:

- Two-night hotel stay and rental car
- Two-day admission passes to Universal Studios Hollywood
- Round-trip air transportation to Los Angeles on USAir



Celebrating 30 years of movie-making action, adventure and fun.

USAir

The Official Airline of Universal Studios Hollywood

Mail completed entry form (copies okay) before October 10, 1994 to: "Fievel Goes West" 8652 Thornton Ave • Newark • CA 94560

NAME _____

ADDRESS _____

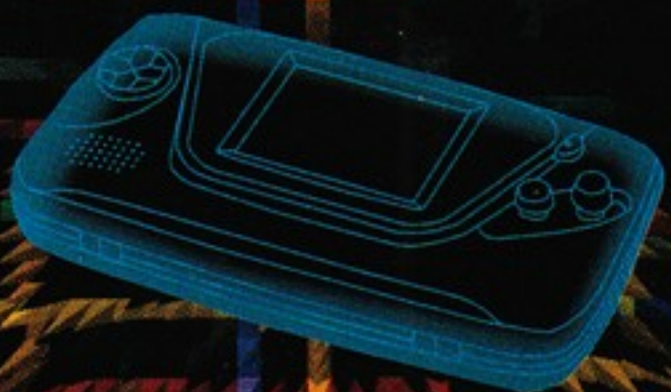
CITY _____

STATE _____ ZIP _____

PHONE (____) _____

BIRTHDATE Month/Day/Year _____

No purchase necessary. Limit one entry per household. Winners notified by telephone. Winners under 18 must be accompanied by parent or guardian. Entries must be postmarked by Oct. 10, 1994. Entry forms property of Hudson Soft, USA. No cash equivalent prize awarded. Air transportation not available in certain cities. Other restrictions apply. Entries restricted to Continental U.S. only. Void where prohibited. Trip must be taken before May 1, 1995. Employees and their families of Universal Studios Hollywood, its subsidiaries, divisions and related companies, its promotional agencies and all participating promotional parties not eligible. Taxes apply. For complete entry rules and list of winners send S.A.S.E. to contest address above. © 1994 Universal City Studios, Inc., An American Tail: Fievel Goes West © & © 1991 Universal City Studios, Inc. & Amblin Entertainment, Inc., All rights reserved. Licensed by MCA/Universal Merchandising, Inc.



FACT FILE SONIC: TRIPLE TROUBLE

MANUFACTURER

SEGA

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

OCTOBER

CARTRIDGE SIZE

4 MEG

NUMBER OF LEVELS

11

THEME

ACTION

% COMPLETE

80%

SONIC THE HEDGEHOG TRIPLE TROUBLE

Sonic and Tails are back! The evil Robotnik has once again caused a royal mess for the high-speed team to clean up. Tricking Knuckles into thinking that Sonic and Tails are troublesome and have plans to steal the Chaos Emeralds, Robotnik pits him against Sonic and Tails! It's a showdown of the speed demons!



The chase is on! The nasty Knuckles has taken the Chaos Emeralds!

GREAT TURQUOISE



Bounce off the trees and collect the scattered coins.



Certain useful items can be collected along the way.



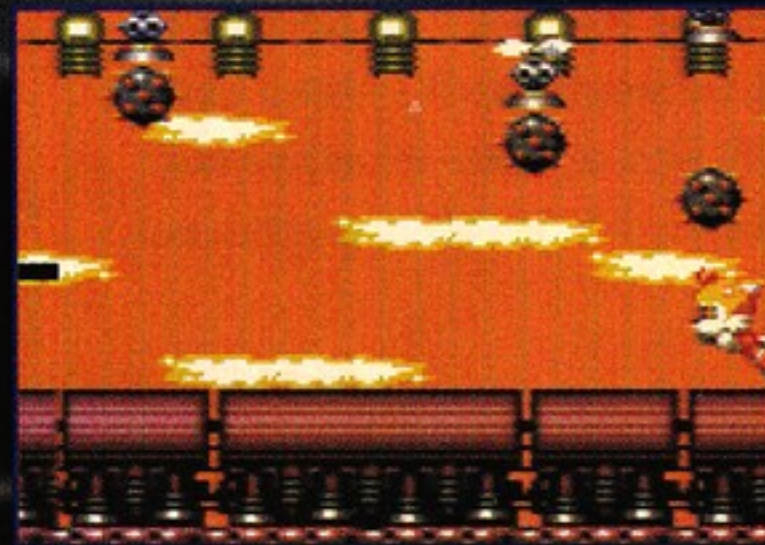
Keep propelling yourself at the underbelly of this Boss!



Hop into a cart and let loose with some speed.



Avoid the annoying fan blades—they interfere with your jumps.



To beat this level, you must destroy some bombing foes.

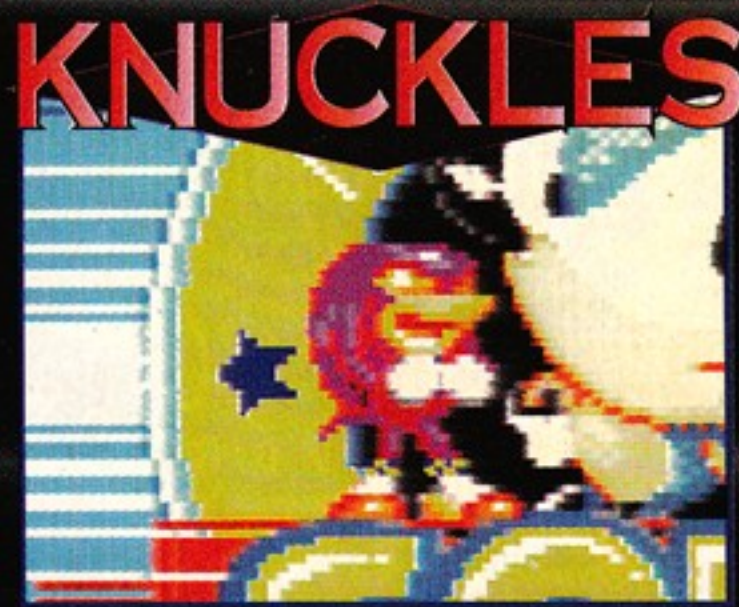
SUNSET PARK



The heroic hedgehog returns with all kinds of speed!



The fox spins back into action to aid Sonic against Robotnik.



Has Sonic met his match? Knuckles challenges the hyper duo with his abilities.

THE GOOD

Once again, another truly good cart for the Game Gear. Fantastic translation of the Sonic game.

THE BAD

The Bad? Hmm ... I can't find much bad to say for this one. It's a well done game.

THE UGLY

With the Game Gear screen, some of the levels get pretty tweakin' if you spend too much time playing.

META JUNGLE



Explore the large system of jungle tunnels.



Rebound into the strange obstacles to clear your path.



BOSS!

Again, keep rolling into this guy low. Watch out for his reach!



Try not to sink into the quicksand-like snow pits.



Watch out for the strong winter winds. They'll blow you away.

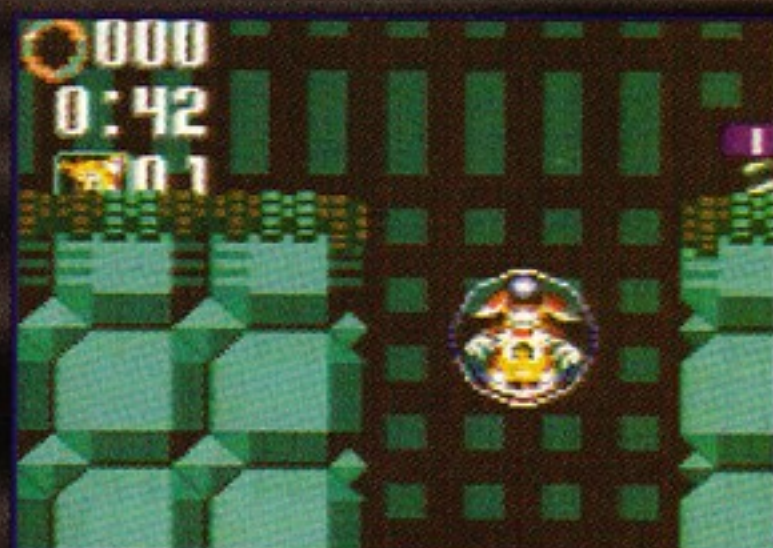


BOSS!

This thing spits ugly little nasties at you. Avoid and attack!

ROBOTIC WINTER

TIDAL PLANT



Explore underwater caverns. Be sure to ride in a bubble for air.



You can't hold your breath forever. Watch out for the timer!



BOSS!

It's Knuckles! You'll need skill for this high-speed showdown.



Navigate the complex warp tunnels of the atomic structure.



Avoid some of the switches. Flip them and say hello to trouble!



BOSS!

It's attack of the Sonic wanna-be Mechasonic. He's fast!

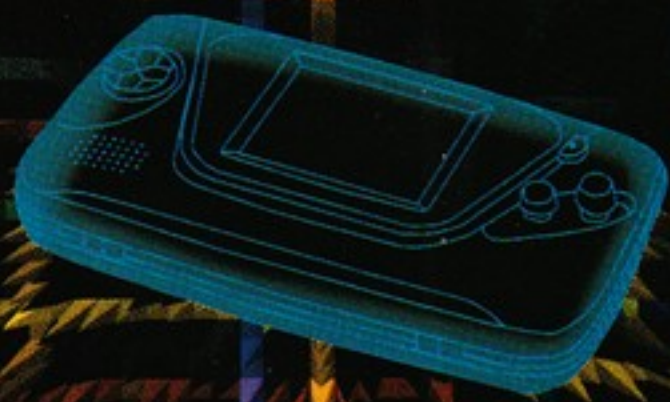
ATOMIC DESTROYER

A WESOME BONUS STAGES



If you can find the stages with secret warp icons, you can be teleported to special areas where you can collect up to 120 rings. (Without being bothered by enemies!)





FACT FILE BEAVIS AND BUTT-HEAD

MANUFACTURER

VIACOM

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

OCTOBER

CARTRIDGE SIZE

4 MEG

NUMBER OF LEVELS

N/A

THEME

ACTION

% COMPLETE

80%

Level 1



Jump over the obstacle to reach the ice cream on the other side.

Here you can get hit twice so your timing has to be perfect.



Whoa! What's this guy's problem? Run past him quickly to get by.

Be careful!

Don't eat too much food or you will end up in the bathroom and lose power.



Level 2



Now you are at the school and you have guys in the lockers.

Beware of this bully. He'll try to keep you from your goal.



THE GOOD

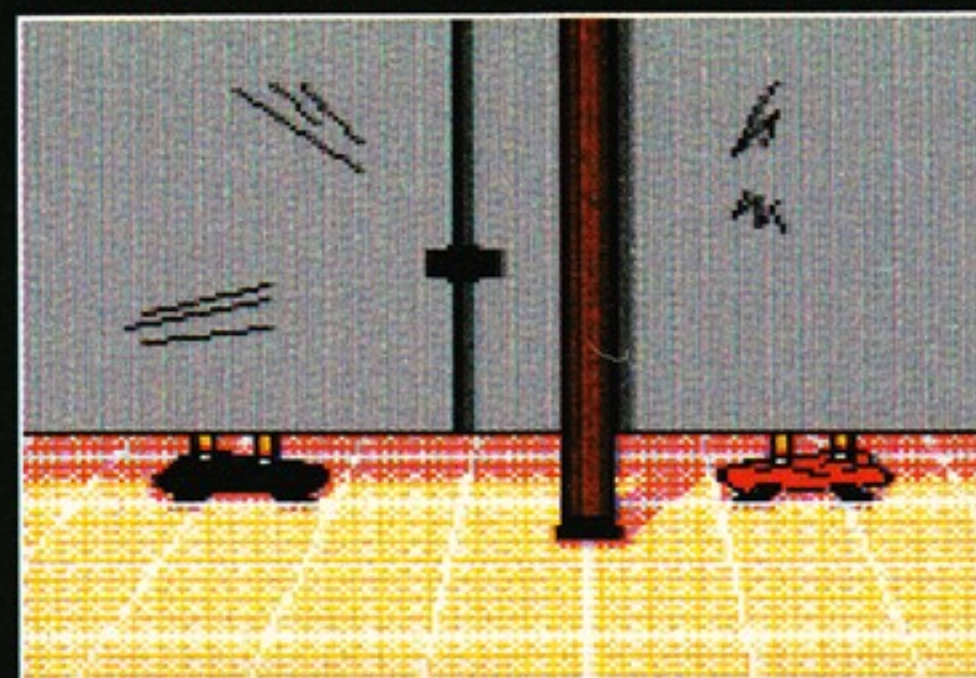
The sounds in this game are really good and the voices are very cool!

THE BAD

Sometimes there are so many enemies that you have to take multiple hits.

THE UGLY

The dude standing in the middle of the street, wearing leather, attacking you with a whip!

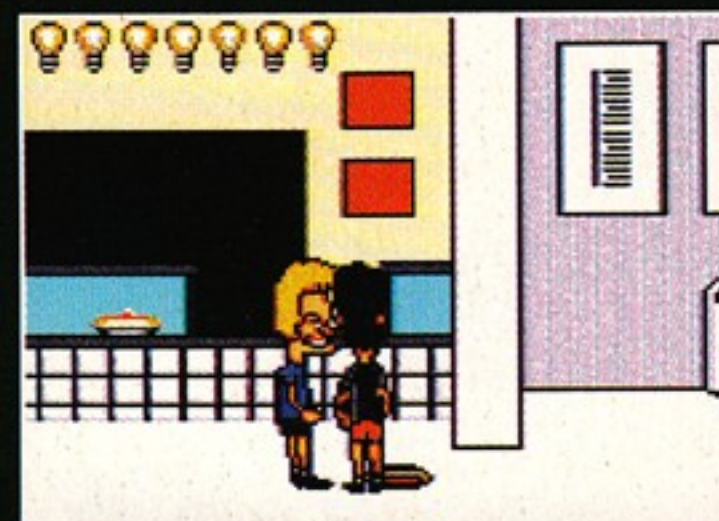
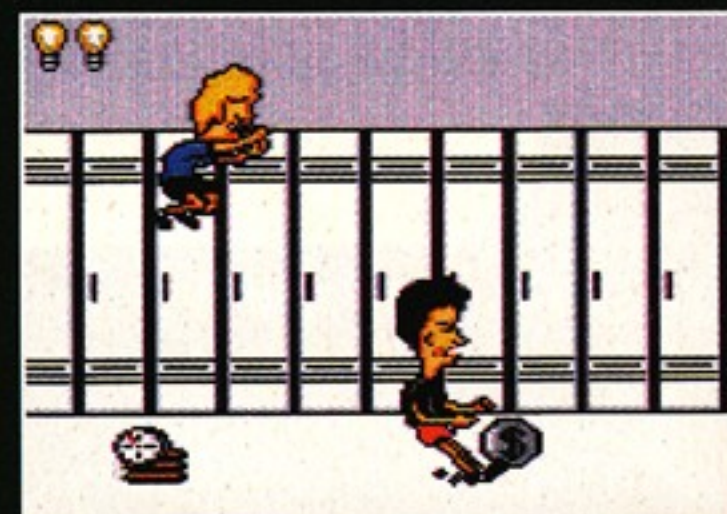


BEAVIS AND BUTT-HEAD

Beavis and Butt-head are finally here in their own game for the Game Gear! This game is a side-scrolling action game where you control the rude pair through some crazy adventures. You have to jump over fire hydrants and other obstacles while you search cash machines and phones for money.

The money will be used later in the game to buy food to keep them alive. But don't eat too much or you'll end up on the toilet! The game features some really cool effects like voices that are directly from the game. If you are a fan of the terrible twosome, then you will get a real kick out of this one!

Pick up the money so you can buy food for health.



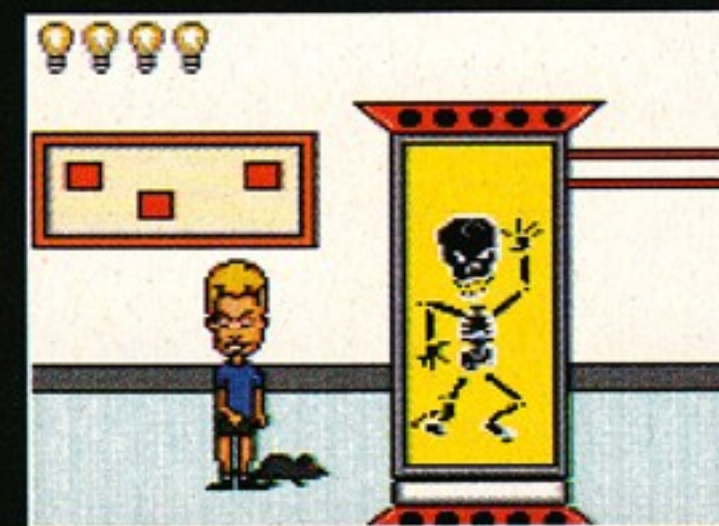
Push up at the food counter and they will give you health.

Level 3



Even at the hospital there are exploding time bombs.

It's hard to stop and buy food when there are carts everywhere.



This is a hard part to get past because this takes so much power off.

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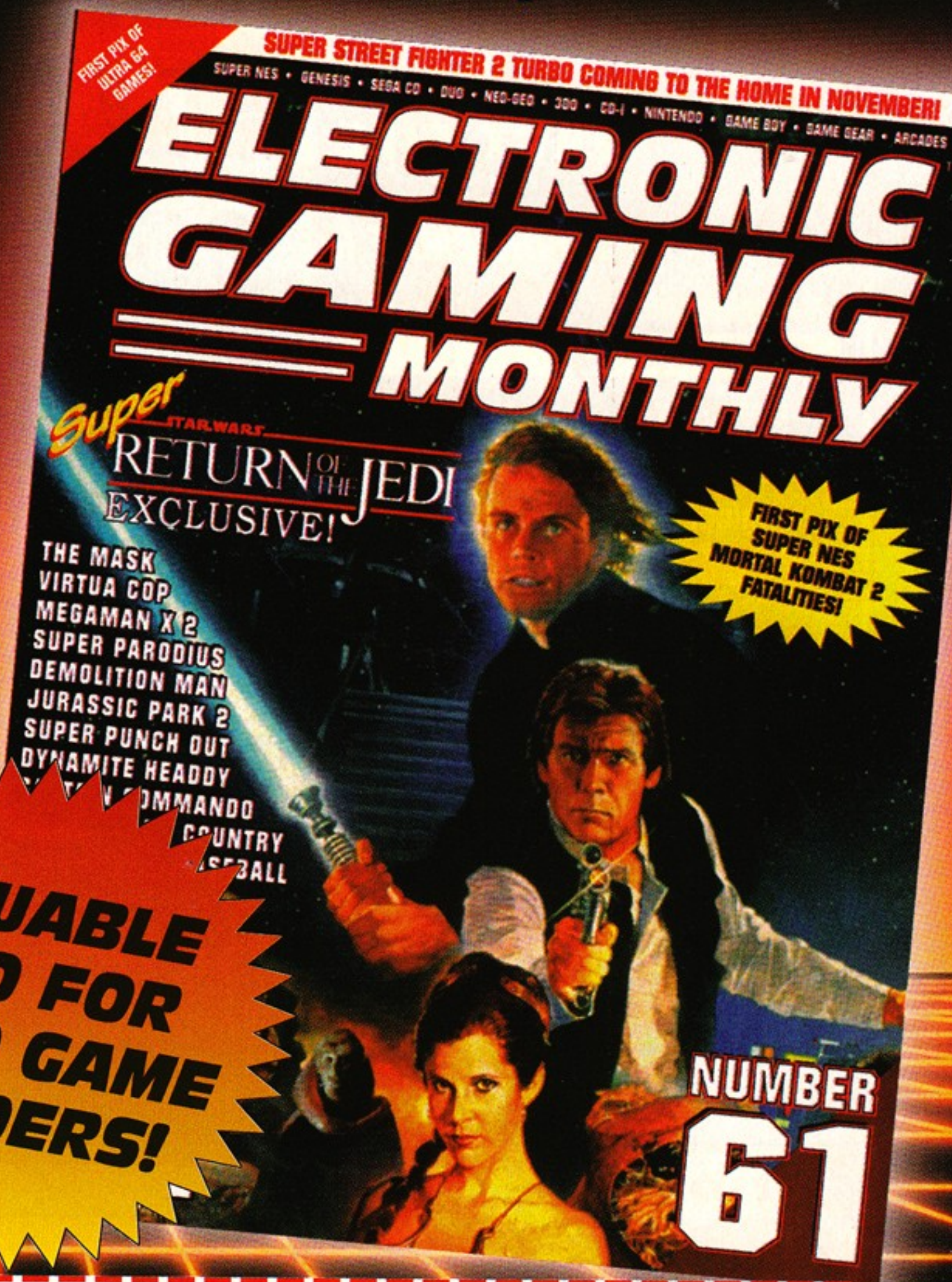
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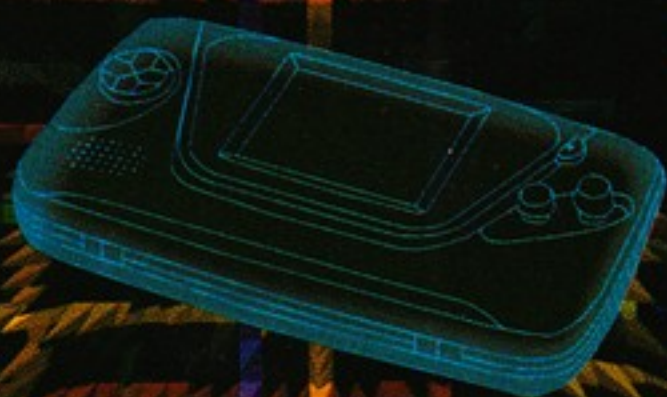
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HEMJ5



F-15 STRIKE EAGLE II



FACT FILE F-15 STRIKE EAGLE II

MANUFACTURER

MICROPROSE

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

4TH QTR. '94

CARTRIDGE SIZE

2 MEG

NUMBER OF LEVELS

7

THEME

SIMULATION

% COMPLETE

95%

Strap yourself into the cockpit of America's hottest jet fighter, the F-15 Strike Eagle. Fly hundreds of different missions, each with primary and secondary targets, through six game worlds. A streamlined weapons console targets enemy planes so you can concentrate on flying and fighting. Enemy pilots and missile crews act and react intelligently. Pilot your F-15 on dangerous missions in the Persian Gulf. Locate and destroy chemical warfare plants, blast entrenched positions, and lead an all-out assault against the enemy's capital city.

THE GOOD

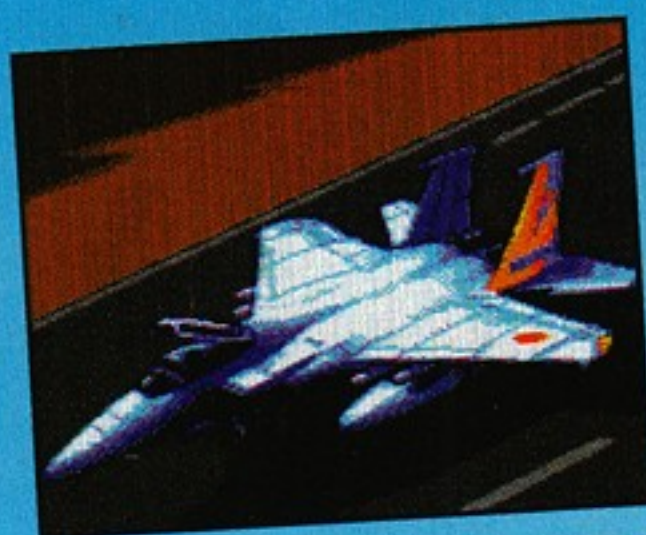
There are plenty of cool missions you can undertake and the digitized voices are pretty good, too!

THE BAD

The graphics are bland and the lack of detail makes it hard to tell if an object is an enemy.

THE UGLY

Although the voices are done very well, I can't really say the same thing about the sound effects.



OPTIONS

Choose the difficulty setting and set the music options.



At the beginning, choose a new game or play a saved one.



MISSIONS

After choosing the mission, you'll be briefed on what's ahead.



Select from among a huge assortment of missions.



Your targeting system will lock onto an enemy, increasing your chances to hit him.



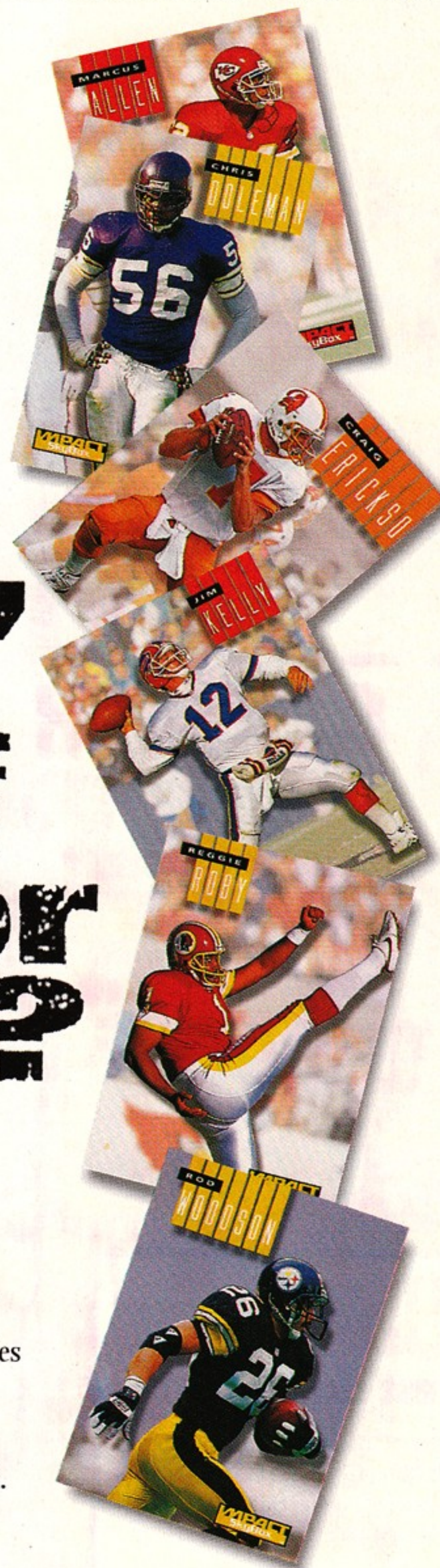
Other missions involve other weather conditions. Here is a foggy fly zone.



Use your missiles on locked targets. They're great for large targets.

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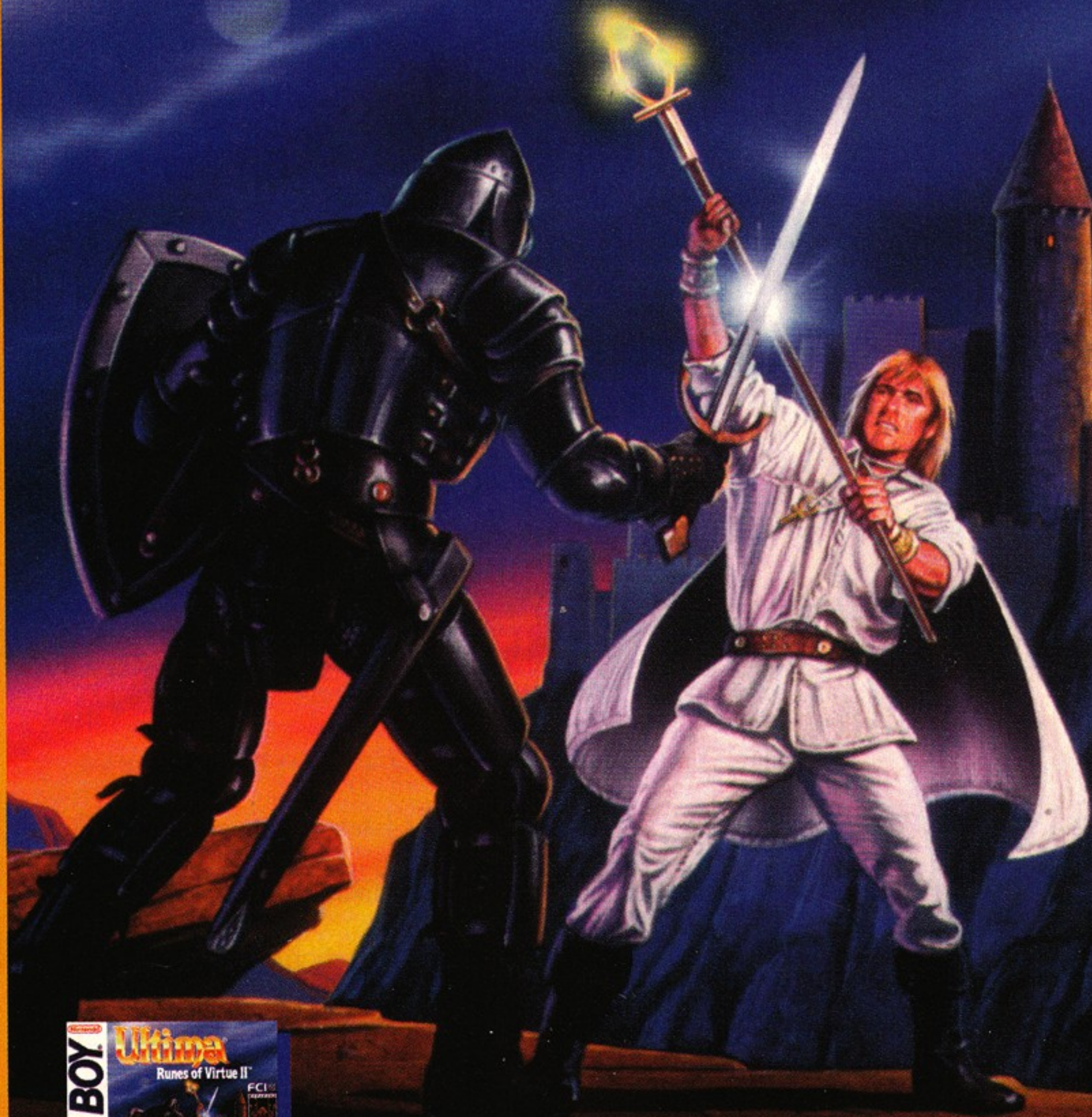
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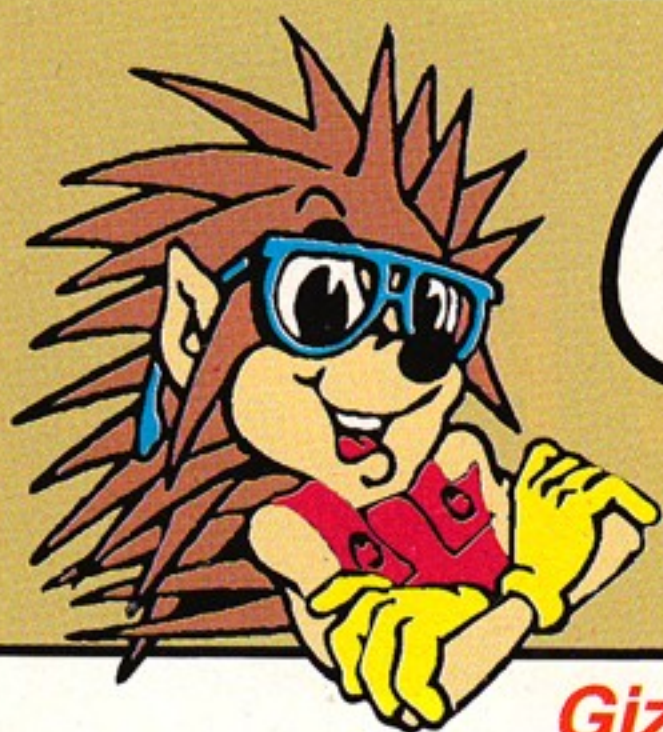
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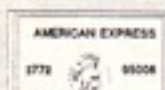
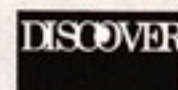
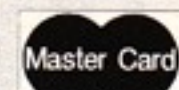
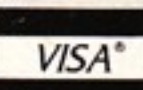
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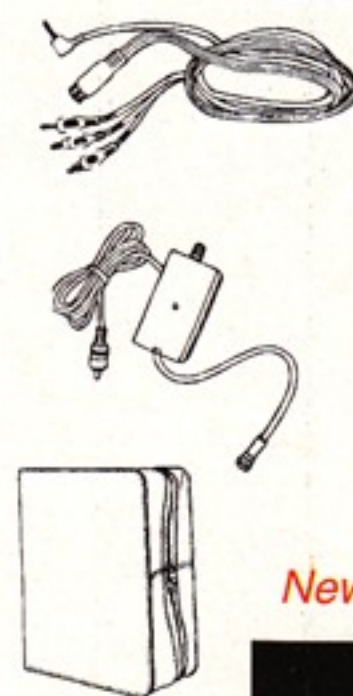
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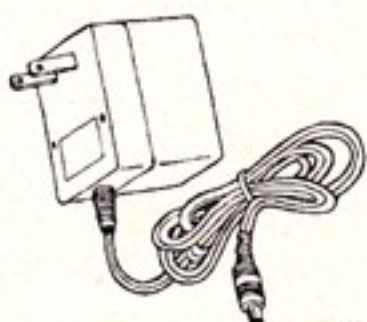
G102 Genesis Mono AV Cable	\$ 5.99
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Plug-in Power

If you need a replacement plug-in power supply for your system, they are here !!

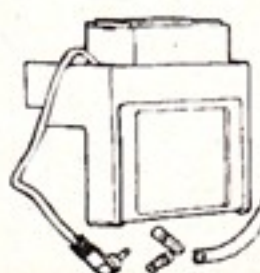


E181 NES	\$ 7.99
E248 Genesis I	\$ 8.99
E250 Genesis II (Sega) .	\$ 9.99
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D110 Rebuild Kit for 2 NES Controllers.	\$ 5.49
D320 Rebuild Kit for 1 Genesis Controller	\$ 3.89



The Wristwatch Meets Telecommunications

Step aside, Dick Tracy! Your days of wristwatch communicator exclusivity are numbered. Unveiled for the first time at the Summer CES, the Telewatch from MicroTalk Technologies is a wrist-worn cordless telephone and wristwatch all in one.

features often not found on even full-sized cordless phones, including alpha-numeric memory speed dial, a "hold" function, a scrambler circuit for excellent electronic privacy, and an intercom feature that allows you to communicate directly with other Telewatch users.

Like a cordless phone, the Telewatch range is limited. It is intended only for home or office use.

However, MicroTalk Technologies is presently working on a cellular version that would

virtually free up the user to phone from almost any location.

With the days of the Dick Tracy wristwatch communicator already upon us, can the Maxwell Smart ShoePhone be far behind?



Harnessing the very latest in advanced miniaturization technologies, the Telewatch measures a mere 2.2 x 1.6 inches, and only slightly more than 1/4 inch in depth.

But in spite of its size, the Telewatch includes several

Mountain Bike Indoors

Put on your biker shorts and get ready to race. Nintendo

Entertainment and Life Fitness, a leader in interactive sports equipment, have joined forces to introduce the Life Fitness Exertainment System.

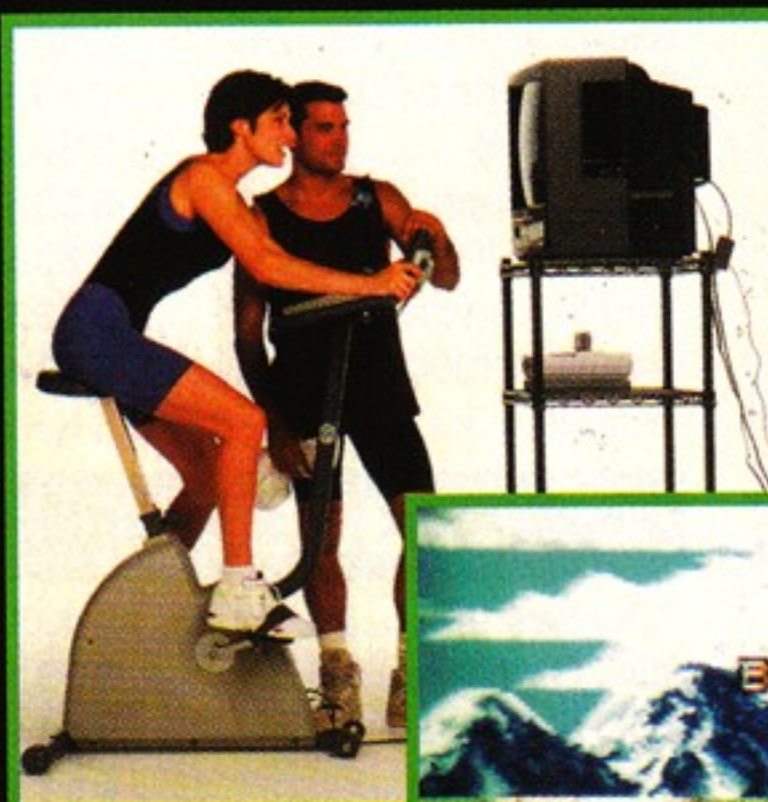
Making its debut at the Summer CES, the Life Fitness Exertainment

dangerous pitfalls.

Bike resistance changes with new terrain and interactive steering allows the rider to dodge any unexpected obstacles.

The second title, *Program Manager*, is a traditional Lifecycle trainer program. It allows exercisers to retain workout information, track progress over time, and obtain fitness goals.

With the Life Fitness Exertainment System, the drudgery and boredom of a regular workout routine are gone. Each race is an exciting new challenge, filled with different surprises along the way.



System caught the eye of exercise aficionados and video game enthusiasts alike.

Plugging in to your Super NES, the system includes the Lifecycle 3500X aerobic trainer and two software titles.

The first title, *Mountain Bike Rally* is a knock-down, drag-out, in-your-face road race.

Players can choose to ride as one of a host of shady characters, including California Jack, Mystery Rider, and Raging Beast to maneuver through road bumps, oil slicks, and other



Nintendo fully intends to release new games for the Exertainment System on an ongoing basis. And Life Fitness plans to release a whole line of fitness equipment compatible with the Super NES including a Life Fitness treadmill and a Lifestep stairclimber.

And due up sometime soon: pedal-powered Pac-Man for the Exertainment System.

Strange but True

Where Is Spider-Man When You Need Him?

Three climbers representing the Greenpeace organization recently scaled the 47-story Time Life building in New York to protest the use by *Time Magazine* of chlorine-bleached paper. The three were arrested by police on charges of criminal trespassing.

Princely Pronouncement

In an interview with *Vibe Magazine*, the artist formerly known as Prince told interviewers that the symbol which he now uses to represent himself is actually unpronounceable. So what the heck do you call him?

CULTURE SOURCE FOR EGM READERS

Batter Up is a Home Run Hit

Mom always said, "Don't play ball in the house!"

Well Mom, get ready for all of that to change as Sports Sciences introduces the

wireless version also comes with a wireless hand controller to give you and your opponent the best interactive baseball experience.

So if you have the mettle to stand in for a Randy Johnson fast-ball or the skill to hit the Greg Maddux curve, then make like Frank Thomas and give your

opponents a taste of "the Big Hurt"

Warning: The Batter Up Interactive Baseball Bat is not suitable for corking.

new interactive Batter Up.

Batter Up is the first-ever interactive video baseball bat. Compatible with both the Sega Genesis and the Super NES, Batter Up works with all baseball games designed for either system. From Nintendo's *Ken Griffey, Jr. Presents* to Sega's *World Series*, get ready to step up to the plate and swing for the stands.

Made by the makers of last year's TeeV Golf, Batter Up is a foam-covered plastic bat that actually lets you swing at the video pitch. Timing is the key as your cut must turn the plate at the moment the pitch crosses it. All offensive moves are controlled with the bat.

Batter Up is available in both standard and wireless versions. The

New Phonecard Makes Cents

Say goodbye to those days of pumping quarters into payphones; TLC's PhoneCash is the calling card anyone can get.

PhoneCash is an innovative, new calling card service. The card works like any other calling card—callers dial an 800 number and a PIN—but with one slight difference; the PhoneCash card is already pre-paid.

That's right. Buyers can purchase PhoneCash for \$5, \$10, or \$25 at

convenience stores and other retail outlets. As the card is used, a computer voice will tell the user how much time remains on that

particular card. When that card is spent, callers simply need to purchase another.

The beauty of the PhoneCash card is not only does it eliminate the need for quarters at a payphone, but it can eliminate that nasty end-of-the-month phone bill, because it allows you to better budget your phone time.



Rare Football Card Discovered

This football card is considered by experts to be the last one of its kind still in existence. In a series of bizarre mishaps during the 1970s, office fires and natural disasters destroyed what was thought to be all of this limited edition series. Produced by the now-defunct Swill Cards, the card highlights the illustrious career of gridiron legend and Beat poet, Frank Kurtz. Sotheby's of New York estimates the actual worth of the card to be somewhere in the neighborhood of \$20,000.



FAST FACT: Frank is pictured here during his famous halftime "speech" at the Bulldog's 1961 championship game against the Chattanooga Bearcat. Frank passed out cold soon after this photo was taken, but his speech propelled his team on to 32 unanswered points and a 49-48 comeback victory. Frankie Avalon later immortalized the speech in a famous scene from the 1962 blockbuster "The Loose Cannon."

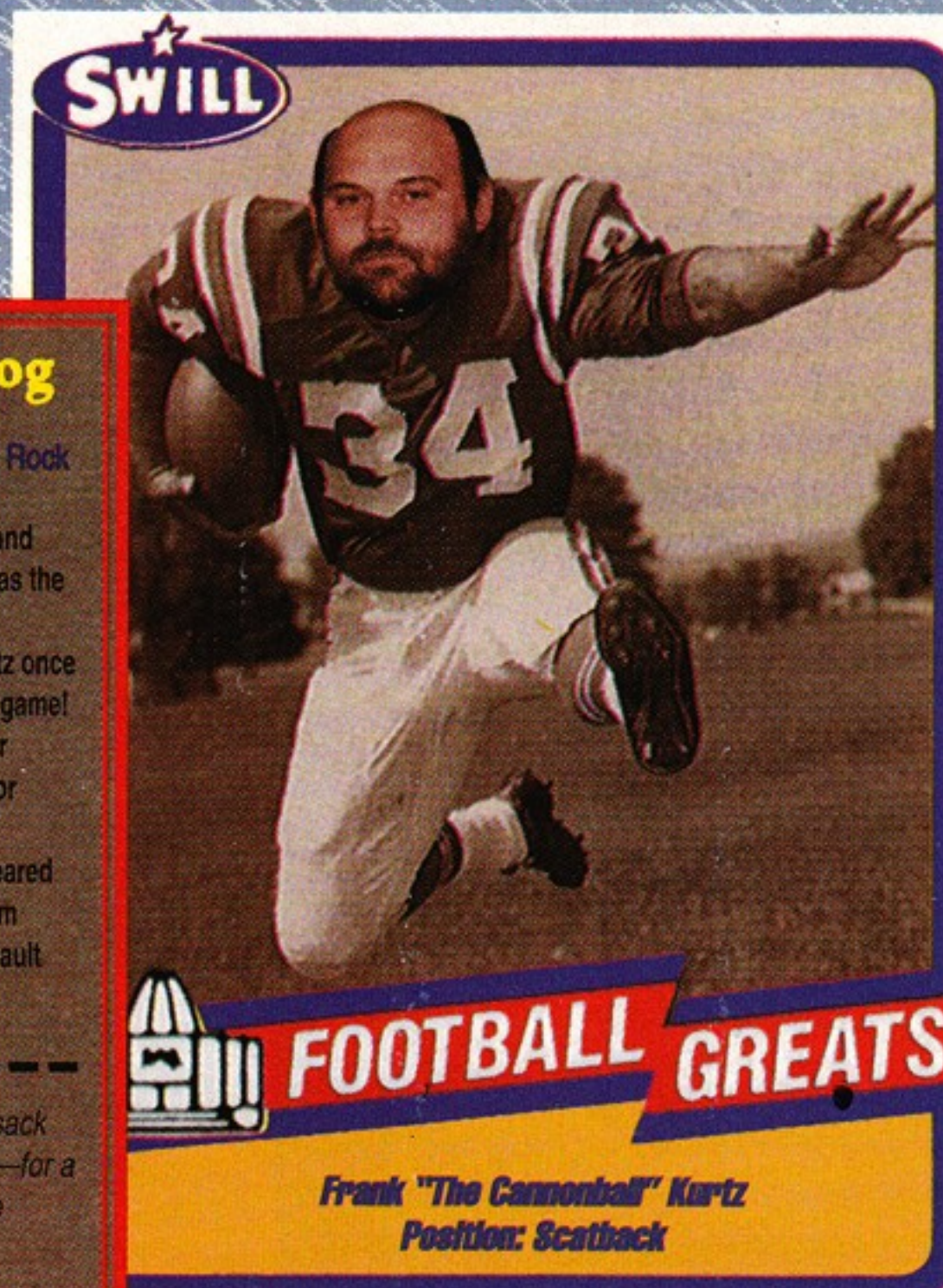
1953 Pittsburgh Bulldog

Ht: 5'8 Wt: 200 lbs. Born: 9/13/28 School: Slippery Rock

The first player ever to gain over 1,000 yards rushing and passing in the same season, many experts hailed Kurtz as the first great fullback of the modern era. Nicknamed "The Cannonball" for his fierce running style, the rugged Kurtz once broke seven helmets (including three of his own) in one game! Kurtz amassed 8,875 yards during his brilliant five-year career, which many say was cut short by his fondness for genuine Kentucky Sourmash.

At the peak of his playing days, The Cannonball was feared by not only the opponents, but also by the opposing team fans. His police record is peppered with incidents of assault against Bulldog fans.

Frank's snafu in a 1948 game against the Hackensack Steamboat, when he ran 98 yards—the wrong way—for a touchdown still ranks in highlight reels as one of the greatest sports flubs of all time.



Frank "The Cannonball" Kurtz
Position: Scatback

The Next Generation: The Adventure Lives On...

Spectrum-Holobyte to Release New Title for the PC CD-ROM

Has the cancellation of *The Next Generation* left you catatonic? Do you find yourself watching the re-runs and salivating for more? Does your overzealous anticipation for the *Star Trek Generations* movie throw you to a sweat-drenching frenzy?

Well Trekkers, if you answered yes to any one of these three questions, then take heart. Help is close at hand with *Star Trek: The Next Generation A Final Unity*, a brand new CD-ROM adventure for the PC.

The game is true to the look and the feel of the show. With all eight of the show's principal actors lending their actual voices to the CD-ROM, "*A Final Unity*" delivers to game players the personal experience of a genuine *Star Trek* voyage.

The story is epic in the grand tradition of graphic adventures, incorporating elements of a sophisticated space-flight simulation. Players embark on various missions in the name of the Federation and find themselves trapped in the middle of an unfolding mystery with the Enterprise crew.

Within this intergalactic adventure, players must maneuver the Enterprise within a 3-D tactical space, beam down Away Teams to investigate alien planets, explore the many hundreds of stars that lie within known space, and employ the vast resources of the U.S.S. Enterprise to meet the challenges that lie ahead.

With seven of the main characters to choose from, players must decide which crew member is best suited to tackle each and every

given situation.

A Final Unity is the latest title from Spectrum-Holobyte, the folks who earlier beamed home *Star Trek: The Next Generation Futures Past* for the Super NES.

In addition, Spectrum-Holobyte has recently inked a deal with Paramount Pictures, allowing them the rights to develop new games based on the highly anticipated *Star Trek Generations* movie due out in November.

In the meantime, *Star Trek* enthusiasts will want to whet their appetite for adventure by checking out *A Final Unity* for the PC CD-ROM. Available in October, look for it to move at Warp Factor 8 off the shelves of your local game dealer.



From Coast to Coast SuperTour '94 Delivers

Building on the unprecedented success of SuperTour '93, this year's **EGM/HERO**

SuperTour looks to be an even greater success.

With over 20 stops nationwide, SuperTour '94 will hit mega malls and comic book conventions in almost every major metropolitan area, giving kids everywhere a taste of the action.

Comic fans love the SuperTour for the chance to meet some of the hottest artists working on their favorite comic books. Image Comics, as the sole comics sponsor of SuperTour '94, has brought onboard a slew of fantastic artists and characters to make guest appearances at each and every stop.

Video gamers love the SuperTour for the opportunity to try out some of the coolest new games and systems before anyone

else does.

The second annual SuperTour features some of the best new video games like Charles Barkley Shut Up and Jam!, Claymates, Mega Turrican, and John Madden Football.

Gamers can check out first-hand new systems like the Atari Jaguar and the Panasonic REAL 3DO, as well as exciting new products like the ASCII Super Controllers and the Interactor virtual reality vest from Aura Systems.

On top of all that, SuperTour '94 offers plenty of excitement in the way of contests, competitions, and giveaways with great prizes like an Atari Jaguar and a *Tales from the Crypt* pinball machine from Data East. Everyone walks away from the SuperTour a winner.

SuperTour '94 grinds to a close very soon with a final stop September 9-11 at the Southcenter Mall in Seattle, WA. But don't worry too much if you missed the bus this year; SuperTour '95 is right around the corner.



A special thanks to ASCIIWARE, Captron G&G, Electronics Boutique, Software Etc., The Wherehouse, and the following SuperTour sponsors:

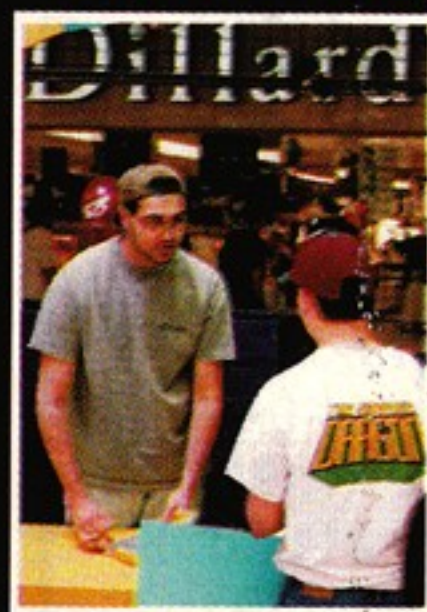


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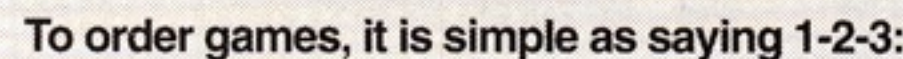
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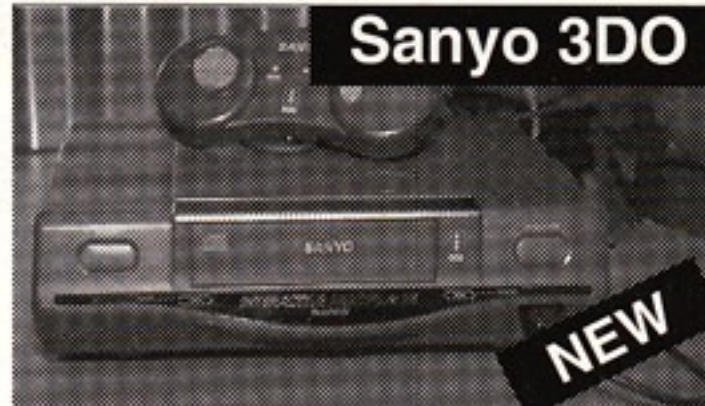
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MINUTE UPDATE!!**

PLAY AS AKUMA!



YES!! It's true!
You CAN play as the most
fearsome Boss character
ever created! Follow the
instructions to the right, and be
ready to amaze your friends at
the arcades!

Don't get too confident,
though, because
Akuma's power is
toned down to
make matches
fair. For example,
Akuma can only
throw one Air Fireball
instead of two, and all dam-
age ratios are weak. Two play-
ers can pick Akuma using this
trick as well! Look for the new
special Akuma ending, too!

This Super Trick comes
directly from Steve
Warwick, of Los
Angeles, CA. Many
thanks, Steve!

INSTRUCTIONS

The first step to Akuma's trick
starts with a machine set on
Free Speed Select. You must
select Speed 3 with the Fierce
button when your character's
cursor is on Ryu (player one or
two). Once you press Fierce to
select the speed, pause two
seconds on Ryu. Move directly
to T.Hawk and pause two sec-
onds. Move to Guile and
pause two seconds. Move to
Cammy by passing through
Dhalsim. Pause for two sec-
onds again. Move directly to
Ken then up to Ryu, where
you pause for two seconds
one last time. Then press all
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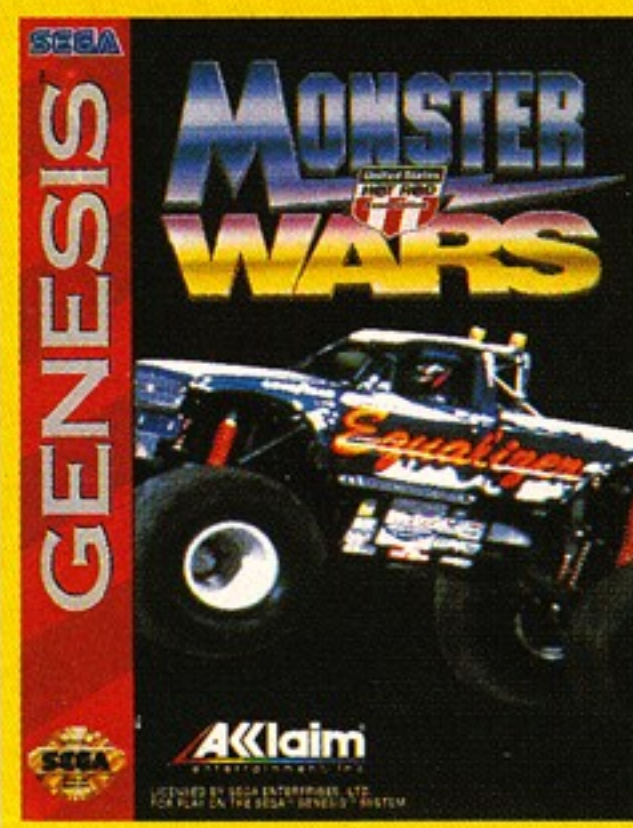
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PRESS START

3DO UPGRADED TO 64-BIT IN 1995!

EGM has learned from its sources that 3DO will be upgrading its current REAL system to 64-Bits in late 1995.

This upgrade will make the 3DO a full-blown 64-Bit machine. Not only will it have specifications vastly superior to those of the current 32-Bit system, but it will also be significantly better than those of the highly touted Sony PlayStation!

More specifically, besides going from 32-Bits to 64-Bits of power, the clock speed will be bumped up to the pentium range—68 mHz. In addition, the systems bus bandwidth will be an unbelievable 400 Mb per second wide. This, it should be known, is three times greater than the current spec being talked about for Sony's PlayStation. Another bonus will be the fact that the current add-on MPEG-1 cart may be built in. When the MPEG-2 standard is finally agreed on, the new system will be ready for it via another optional plug-in cart. One of the big specs, being talked about by Sony and Sega (Saturn), is the number of texture-mapped polygons that can be rendered per second. The new 64-Bit 3DO will be able to approach and hit the magical 250,000 number. Ancillary specs include 100,000,000 pixels per second, 150,000 triangles per second, and texture mapping done in hardware rather than software. All system specs are preliminary at best and none have been confirmed by 3DO.

Owners of current 3DO's, or those players who plan to buy the present machine, will not have to worry about any type of hardware incompatibility as everything discussed here will be built into an upgrade cartridge that will plug



The existing 32-Bit 3DO REAL system will be upgraded to 64-Bits through the addition of a plug-in cart!

into the side of the current machine! This cart, sources indicate, could be as inexpensive as \$100, but analysts point out that it could go as high as \$250.

While some sources indicate that 3DO will be bringing out a whole new machine, people inside 3DO are indicating that this upgrade will only be done via the add on cartridge.

When we contacted the 3DO company for comment, Bob Faber, for the record, could only state that they could neither confirm nor deny any of the above information.

Other officials at 3DO stated that a formal announcement regarding any possible upgrade will be made within the next two months.

These officials almost acknowledged the plug-in module upgrade concept when they told us: "When we think about ways of upgrading capabilities in the system, we think about things in

the fashion of a digital video module. And when you get it [the expansion module] this allows you to use software that allows you to use that capability. You know, so that it becomes just another feature of the system. It is almost the same as adding a memory card, some of the software can take advantage of it and when you buy the card you can use that feature."

For the record Bob Faber did say: "If you're a gamer and you really care about the very best gaming experience then 3DO today is a very safe purchase for you. We know that 3DO is the best system today and the 3DO system that you buy today will continue to be the best one tomorrow."

He went on further to say: "It is a fair speculation that 3DO is always looking at new technologies and we intend to respond appropriately whenever our competition decides they are going to catch up to where we are today."

"If you're a gamer ... then 3DO today is a very safe purchase for you ... 3DO is the best system today and the 3DO system that you buy today will continue to be the best one tomorrow."

**— Bob Faber
3DO**

Some pretty heavy words here. Of course we all will have to wait a couple of months to really see what 3DO is planning for 1995, but for now the main point that 3DO is trying to make is that, no matter what happens in the future, they never will make their older game system obsolete. More next month!

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