



**NUMBER
70**

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ELECTRONIC GAMING MONTHLY



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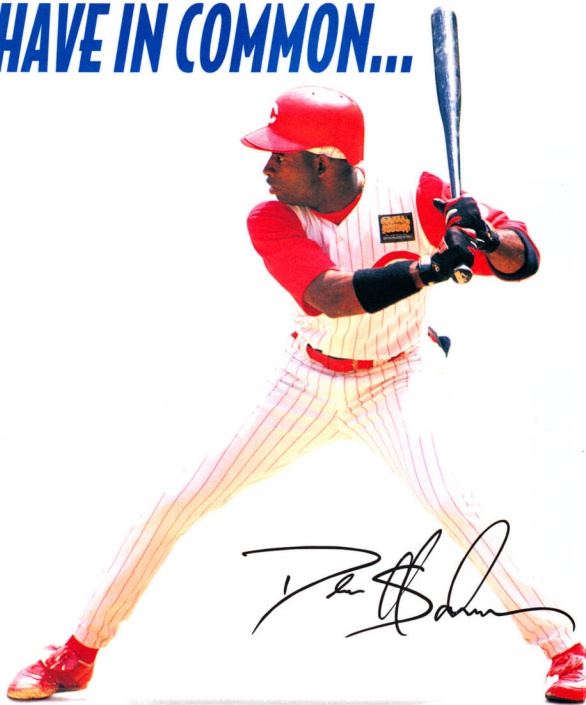
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UNLEASHED SUMMER '95.

ELECTRONIC GAMING MONTHLY

May, 1995

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SILENCE IS NOT ALWAYS GOLDEN... SILENCE IS NOT ALWAYS GOLDEN... GOLDEN!!!

Last month Steve talked about the **DIRTY LITTLE SECRET** in our game industry. Besides price, there are other factors that determine whether a new game system will be a hit or a miss. One of those is the way the product is introduced to the public. Setting aside the millions of dollars that the companies spend on media ads, a lot of product-hype in the form of hands-on reviews by the "experts" at the various game mags goes a long way in free promotion and helps focus the player's interest toward or away from certain systems. Early hype, for example, has been good for Sony's PlayStation, but sometimes things backfire and the press is **UNMERCIFULLY NEGATIVE**. Sega's 32X and Nintendo's Virtua Boy are examples of systems that got trashed by the press. It's a fine line that marketing departments have to walk as to when it is too early to show a product. Problems arise, though, when the companies keep things too quiet for too long. This leads to **NASTY RUMORS** about the various new products. Nintendo's deafening silence about their Ultra 64 has done nothing to help the company's image. Turn to any game forum on the Net and all the positive talk is for Sony or Sega's new machines.

In talking with game developers at the ECTS in London last week, the rumors are pretty much the same there as they are here. It's PlayStation this or Saturn that. Nintendo was rarely mentioned and never in a positive manner. Some of it could be **SPOILED GRAPES** because only a handful of the best are getting the opportunity to do Ultra 64 development but rumors were being spread freely and openly. The press was taking it all in, and over the next few months, there should be a whole new batch of half-truth gossip about all of the items that the companies have been holding back.

Why all the secrecy in the first place? It's a dog-eat-dog world in the game industry and if the press talks too soon about **SEGA'S 64-BIT CARTRIDGE MACHINE**, then Sony has enough time to direct some of their R&D dollars into making a similar product. Similarly, if the fact leaks out that Sega is doing a 32X Virtua Fighter cart, then fewer players will go out and purchase the more expensive Saturn because they want to play that game.

Perhaps there is a happy medium, but with the magazine business as competitive as it is, the days of the old *VG & CE* attitude of "I won't print it until it is in the stores" are long gone. The attitude now is that the **FIRST NEWS SELLS MAGAZINES** and whoever gets the information first wins.

Who's right? Depends on who you talk to. The companies continue to stick to their "I'll tell you when I'm ready" attitude and the magazines run to other second-hand sources for their information. Each complains about the other being unresponsive to their needs. Nothing new, just business as usual.



by
Ed Semrad
Editor in Chief



AIKMAN NFL FOOTBALL™

"Its really impressive...the Jaguar version is the best yet." -EGM
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 "Jaguar game of the year" -Game Informer & Game Players



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 "Recommended." -VideoGames



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

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As if it weren't enough having the most killer system on the face of the earth, we created some of the most mind-blowing, head-exploding games in the universe. All you have to do is take one look at what the magazine critics have been saying and you'll know that the Atari Jaguar is where it's at.

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—Die Hard Game Fan

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"Hover Strike should blow you away."—EGM

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**CANNON FODDER™**

"Detailed and ultra colorful...original and just plain fun to play."—Die Hard Game Fan

"War has never been so much fun!"—EGM

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G 4 C B I T

INTERACTIVE MULTIMEDIA SYSTEM

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Quit your "Kombat" screaming and look to this issue's cover story on *Mortal Kombat III!* Ten pages of *Mortal* madness will make your life saner! STORIES BEGIN ON PAGE 60!



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FACT-FILES



Super NES 120
Stargate and Phantom 2040 will blow your Super NES away!



Game Boy 134
Earthworm Jim saves the day on your favorite portable!



Genesis 124
Be a part of the Skeleton Krew for the Genesis!



3DO 126
Get caught up with Gex and Wing Commander 3!



Jaguar 132
Hover Strike zooms onto the Jaguar this issue!



WIN BIG!

MORTAL KOMBAT III KONTEST SMASHES INTO THIS ISSUE. ...

In addition to the best gaming info you'll find on planet Earth, the issue of *EGM* you now hold in your hands can be your key to a chance to win some of the best stuff you can think of!

SCORE SOME OF THE BEST LOOT AROUND IN *EGM*'S SPECIAL CONTESTS ON PAGES 24 AND 110!

FEATURES

MORTAL KOMBAT III MADNESS BEGINS WITH 10 PAGES OF COVERAGE IN THIS ISSUE!

The powder keg of anticipation over Mortal Kombat III has finally exploded—all over this issue of *EGM*! Ten (yes 10!) glorious pages of this mega-hot game explore every inch of the quarter-muncher. Take a peek at the exclusive pictures of totally awesome special moves, detailed character profiles and much, much more! What you find in this in-depth coverage will astound any game player. You won't find this much detail in just any magazine—*EGM* has it first! The story begins on [PAGE 60](#).

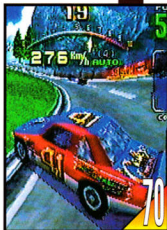
"Long considered a game of secrets and hidden strategies, the third Mortal Kombat will carry the tradition forward with more surprises than can be believed!"



HOP ON THE SEGA SATURN CRAZE! DAYTONA AND PANZER DRAGON JOIN THE SYSTEM!

Just as the planet Saturn has many rings, our coverage on the Sega Saturn has many sections in this issue. Start with an interview with Fumio Kurokawa, manager of AM R&D Dept 2 of Sega Enterprises Ltd., as he discusses developing Daytona USA for the Saturn. Will it be true to the arcade? Travel further to check out the two-page Fact-File on the hot driving game. As well, take a peek at Panzer Dragoon with its beautiful graphics. Let's not forget about the International section that contains even more Saturn games! The story begins on [PAGE 70](#).

"If you enjoyed it at the arcade, the Saturn version will almost be a letter-perfect translation." (Mr. Fumio Kurokawa on the Saturn version of Daytona USA.)



TEAM EGM GETS AN IMPROVED FACE LIFT! CHECK OUT THE HOCKEY STRATEGY GUIDE.

Batter up to Team EGM where the best place for sports gaming information has just improved! Along with the detailed coverage on soon-to-be released sports games, this section will now have exclusive interviews with big-name sports heroes and strategy guides to help the confused sports fanatics score! Team EGM takes it to the ice this issue with NHL Hockey '95. The Iceman and Video Cowboy help hockey fans with tips, codes and cheats on how to beat this cool game. The story begins on [PAGE 108](#).

"NHL Hockey '96 is going to be the best-playing hockey game ever done!" (Kevin Hogan, line-producer at EA Sports.)



Ogre Battle™

March of the Black Queen

It's been 24 years since the Zetegenian Empire first subdued the Kingdoms of Zenobia with a wrath of fear and bloodshed. You are the leader of a rag-tag band of rebels who have fought to preserve the last shred of honor in this desperate time of treachery. This sets the somber scene for *Ogre Battle*, the latest in the superb line of *fantasy, Role-playing and Simulation Sagas* from Enix.



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Over 75 unique and impressive characters wait to join the rebellion. It is up to you to locate the most powerful and persuade them to join your party.

Don't just take our word for it....

"Ogre Battle is a graphical, musical, and strategic tour-de-force! All of the battles are fully animated, to a level surpassing Final Fantasy 3, and this title's only 12 Meg! In the months to come, we'll have more on Ogre Battle. Until then, Strategy and RPG fans gaze at these shots and reserve a couple of weeks in March for an incredible experience!"

- GAME FAN MAGAZINE 1/95

"Ogre Battle combines role-playing elements with war simulations to create a great adventure... The graphics are surprisingly good, with lots of details. The interface is simple, so you can hop right into the game."

- EGM 12/94

"The industry needs more games like this!"

- EGM 12/94



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INTERFACE LETTER OF THE MONTH

This is the section where you can open up your mind and let the rest of electronic gaming see what color your brain is. While you're at it, you can also expose yourself to more than 1 million gamers looking for an easy target. Remember, you have the right to remain silent and anything you say can be used against you in the magazine. Names have been changed to protect the innocent.

Get ConNeCTed!

You can also reach the editors of **EGM** via CompuServe at **75052.1067** or on the Internet at **75052.1067@compuserve.com**. Beginning June 1, you can get access to **EGM's** articles, reviews and more on the World Wide Web via the **NUKE** home page at **www.nuke.com**.

NUKETM

Get your letters into **EGM** today or we kill another editor! You can reach **EGM** by writing to: **Interface, Letters to the Editor** 1920 Highland Avenue, #222 Lombard, IL 60148



WILD WAYNE SHOTS FROM THE HIP AND TELLS IT LIKE IT IS

Dear **EGM**,

Mortal Kombat III is here. ... Where's Street Fighter III? Not funny, huh Capcom? The Jaguar is a good system with a great price, but where's the third-party support? Remember the Lynx (Grin)? Guess Atari will never learn. Nintendo is planning a big marketing campaign for their breakthrough design in color Game Boy that isn't in color. "Mommy, I wanted a yellow one, not a red one!" So far Sega's 32X is a big joke. This is the system that is supposed to boost the 16-Bit Genesis into a next-generation 32-Bit super machine. (Why are the graphics and sounds still better on the Super NES version of MK2?) Takara's Toh Shin Den for the Sony PlayStation is going to blow Sega's Virtua Fighter clear out of the water. (It will probably make Sega go back and rethink the design of Virtua Fighter 2 also!) Speaking of fighting games, have you heard that they're working on a *Street Fighter: The Movie* sequel? Jean-Claude Van Damme won't be returning. Van Damme says that he hasn't yet recovered from the humiliation that he suffered from doing the first one! (Just joking!) Capcom seems to have proven themselves to be the "#*&@*" we all suspected when they announced yet another Mega Man title. ... This is a cry for help, folks. If for no other reason, buy this game out

of pity for a company that was, and is now, fading fast. Now I would like to take a moment to send a message to Nintendo. ... PLEASE DO NOT RELEASE A 32-BIT MONOCHROME SYSTEM! Guys, this obsession that you have with single-color displays is not at all healthy! I suppose the head of your R&D is color blind and doesn't care. Most of us, however, enjoy eye-catching graphics in vivid COLOR, and anyone who would develop a 32-Bit system that can only do 100 shades of red is one sick puppy! That's all I got. ...

Wild Wayne
via the Internet

Wow, Wild, you're brutal! It's great to hear someone vent their frustrations in such a ... um ... articulate manner. We disagree on some points, though. First, the Virtual Boy isn't even out yet. We should wait before passing judgment. Same goes for Toh Shin Den. (Although I must admit, it is an awesome game!) As far as your sarcasm on the *Street Fighter* movie ... well, okay, I guess I'll give you that one! Oh by the way, what's your favorite color? Maybe we'll send you one of those pretty colored Game Boys instead of the joystick for your prize! Wouldn't that be lovely? Who knows, maybe someday those things will be collector's items.

Great letter, Wayne. Your Acclaim Dual Turbo joysticks are on their way

INTERFACE POSTINGS:

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EGM PEN PALS

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THE HIGH PRICE OF BEING FIRST

Dear EGM,

I am a proud owner of the state-of-the-art Sony PlayStation. It is the best investment I have made as far as video games go. Currently, I have Namco's Ridge Racer and Takara's Toh Shin Den. For the unit and the two games I spent around \$780 and with tax the total came to \$835. I bought the system at a store here in western Massachusetts that sells Japanese as well as American video games. For the system alone, I spent \$600 and \$90 for each of the games. The cost of the system was a full \$200 less than the prices of some of the mail-order companies based in California. I think the price of these games are about \$5-10 more. I find this puzzling because I would think that a company based closer to Japan would be less expensive than a store here on the East Coast, because the cost of shipping would be less. Perhaps you could shed some light on this subject. Also, do you find it difficult to go back to playing games of lesser graphic quality after playing games on systems like the PlayStation or the Saturn?

**Jonathan Christie
Springfield, MA**

Most of the places that we called on the West Coast quoted us at about the same price that you got your PlayStation for (including games). Some, however, were substantially higher. It just goes to show you that you should always shop around before you buy! In addition, keep in mind that the PlayStation (and the Saturn) is a hot commodity right now, and that retailers that do sell them will probably be charging berserk



• If you're one of those who has to be the first to own a new system, be prepared to pay!

Andy "Cyber-Boy" Baran
Age: 21 Sex: Not yet, but he's trying!
Lombard, IL
Occupation: EGM editor/Burrito-Eating Champ
Favorite Games: Q-Zar (he's a Pro-League!), Final Fantasy V, Fatal Fury 2, Killer Instinct

prices for them. It doesn't really matter, who is closer to Japan. As for your last question: Yes, it is hard to go back to the 16-Bit systems once you start dinking around with some of the newer hardware. You do get spoiled really quickly, although there are still some killer vids available for the 16-Bitters.

PLAYSTATION TIDBIT

Here's a juicy little trick you can do with a Sony PlayStation. On Namco's Ridge Racer, you can play your own music while playing the game! Here's how to do it. First, insert the game and allow it to load up. When you get to the screen where you pick your transmission type, track, car, etc., simply pop out the Ridge Racer CD and insert your own music CD. It's that easy! The PlayStation will load the game into RAM, and the entire game will be played to your music. You can even hear the announcer and all of the racing action in the background! Imagine listening to your favorite band while playing Ridge Racer!

POSSESSED 3DO WREAKS HAVOC WITH GAMER!

Dear EGM,

I have owned a 3DO since its debut in 1993. I enjoy the system and the games, but there is something that is causing me a great deal of distress. I have had to replace my 3DO three times because of system failure or lock-up. The dealer I bought it from has been very patient and understanding. Now, it has been just six months since the last time the unit was replaced and it has failed again! I take extremely good care of all of my electronics, so I don't understand why all the 3DO units I've tried eventually fail. They all have experienced the same symptoms. Many times, the CD goes in, but the games won't load. My biggest problem now is that my dealer won't replace my 3DO anymore because they have begun to phase out the original Panasonic 3DO in favor of the new flip-top model. Are the new models any more reliable than the old ones?

**Jim Ogles
Manchester, NH**

Pauli Gangi
Age: 7 Sex: Male
Darlen, IL
Occupation: Kid
Favorite Games: Donkey Kong Country, Legend of Zelda and whatever else looks cool.

Whoa. Something is definitely wrong somewhere, Jim. Up until now, we've never heard of any problems quite as bad as yours with the 3DO. Here are a few things to try (although I think it might be wise at this juncture to just give up video games and become a Trappist monk)! First, make sure that there isn't a lot of dust and grime both in the unit itself and on the games. Many problems can occur when the optics that read the disk become dirty. This is a fairly common problem. Second, you may want to check your hook-up for loose connections. I know this may sound a bit elementary, but you wouldn't believe the amount of problems this solves. Third, obtain the name of an authorized service center and take that sucker in! Why would you want to go out and buy another unit before trying to fix this one?



• Hey Jim, isn't that your 3DO beckoning us into the bowels of—GAMER'S HELL!?

WHAT IN THE NAME OF SAM HILL IS A PC ENGINE?

Dear EGM,

I am really out of it! Could you guys explain to me what the heck a PC Engine is? Is it a part of a Turbo Duo? Could you explain the Duo?

**Brad Schultz
Delphi, IN**

You don't know what the PC Engine is? Just for that we're going to publish your address so that all of the world can laugh at your ignorance! Ha, ha, ha! Well, okay, maybe we won't. Anyway, the PC Engine was the Japanese version of the TurboGrafx-16, which was NEC's 16-Bit game console. After the Turbo came the Duo, which essentially was a TG-16 with a CD-ROM built in. The PC Engine was wildly successful in Japan, and was, at one time, their top-selling system. In America, however, the Duo was phased out leaving many Duo owners, shall we say, rather perturbed. Get it? Cool!

Mike Majorsky
Age: 15 Sex: Male
Orlando, FL
Occupation: Student
Favorite Games: MK2, Earthworm Jim, Tempest 2000, Primal Rage



ASK
EGM

Q: My teacher told me that playing too many video games destroys your attention span. He says that if you play games too much, you will not be able to keep your mind on one thing for very long.

Marty Pierson
Beaumont, TX

A: *Huh? I'm sorry, what were you saying?*

Q: What ever happened to all the noise about violence in video games? Why is no one talking about this anymore?

Jacob Siezmiaka
Elk Grove, IL

A: *Elections are over. Just joking! It seems that the people in the government who were making a lot of noise about this have kind of grown tired of this subject. Maybe they will start fighting this "plague on humanity" again—right after they finish their next round of MK II!*

Q: Can playing a lot of video games cause eye strain? Sometimes after playing games for a long time, my eyes begin to burn and tear. Is this a normal thing?

Harris Walters
Milwaukee, WI

A: *Sounds like you're putting quite a strain on your peepers! Here are a few hints to avoid such problems in the future: First, take a break every 15 or 20 minutes (just walk away). Next, look away from the television and focus on something else for a while. This takes some of the strain off of your eyes. Also, make sure that there is ample lighting in the room. If the problem persists, see your eye doctor!*

ANGRY COMPUTER
GAMER GET HIS LICKS IN

Dear EGM,

I own a Sega Genesis, Super NES, TG-16 and a 486 with a double speed CD-ROM. While I like some of the "mindless" fun of the platforms, I have a strong preference for PC games. Yes, it is more expensive to own a PC. However, one cannot even have half the fun of games such as Doom for the PC on a 32X or Jaguar. The big advantage that PCs have is expandability. Doom for the PC has incredible replay value—there are literally thousands of new levels being made for it, and more are on the way. The music/sounds/graphics quality far surpasses anything on the 16-Bit systems. If you want to discuss prices, the average platform game will remain at its current price for a long time. PC games rapidly drop in price after release. In short, don't put the PC down simply because your magazine caters to platform systems.

Rob Horan
Ronkonkoma, NY

Okay, Rob, first things first. I have no idea where you get the notion that we have EVER put down PC games. We have never said that PC games aren't as good as, say, Super NES or Genesis games. That's just one of those arguments no one can win.

DISAPPOINTING GAME
ENDINGS

Dear EGM,

Because you guys are the first word on the video game front, I feel that it is time to write about a matter that I think is somewhat overlooked. What I want to discuss is the lack of a decent ending in many video games. I consider myself to be an excellent game player and I beat games soon after I rent, purchase or borrow them. But when I beat the best and toughest game out there, I feel that I should be treated to a slam-bang finish! I'm sick of beating a hard game and the ending is in two sentences at the credits. Mortal Kombat II (for the Genesis) and Landstalker were perfect examples of this. I feel that an ending should be long and interesting. One of the best endings that I have seen has to be in Dynamite Headdy. It lasted almost 20 minutes! The Street Fighters also have decent endings, especially if you beat the game on the hardest level. I also feel that a bad ending takes away some (but not all) of the

replay value of games. This is especially true of RPGs and action games in which the story is such a big factor. Landstalker had a great story, but it turned out to have a boring ending. Now I know that I am using a lot of Genesis games as examples, but I'm sure that there are a number of Super NES, Sega CD and 3DO games out there with pathetic endings. I also know that there are gamers out there that feel the same way I do.

Chris Kucharski
via the Internet

Yes, there are, and I'm one of them! Everyone has, at one time or another, been disappointed by the ending of a game that we have put our time, money and energy into. There's nothing quite as disappointing. You just sit in front of your TV shaking your head in utter disbelief at a bogus ending to a game that was, up until that point, pretty good. There oughtta be a law!

MORTAL II FOR THE 32X
DOESN'T LIVE UP TO HYPE

Dear EGM,

Recently I rented MK II for the 32X thinking that it would be far better than either the Genesis or the Super NES versions. Before I rented it, I was considering selling my Super NES copy. Once I plugged it in and started playing, I was amazed—there is almost no difference between this version of the game and the Genesis version! The backgrounds were exactly the same and didn't even look as good as the Super NES version. The sad part is that this isn't the fault of the hardware, just the programmers.

Rob Horan
Ronkonkoma, NY

Jeesh, Rob, two letters in one issue? Don't you have a job? (Just joking!) Yup, we've gotten some pretty angry letters complaining that this version of MK II is not all that it should have been. However, judging by sales, many gamers really seem to like it!



• Were you disappointed with MK II for the 32X? Write us a letter and let us know!



ONE MUST BE OF PURE MIND
AND HEART TO VANQUISH THE
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part action! Warlock
conjuges an unbeat-
able spell!!!"

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spells unleash chaotic fury!"



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AND YE SHALL BE
ALLOWED TO PASS!



BEWARE DEMONS
DEEP WITHIN
THE DUNGEON'S
BOWELS!



SURVIVAL
DEPENDS ON
MASTERING
MANY SPELLS!



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horrific
action!"



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and potions entrusted to you
by your Druid ancestors, battle
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breathing dragons...and if you survive, the
all-powerful Warlock! Combining strategy,
intuition, and sorcery, you must be the first to
locate six ancient runestones-and save all creation
from unraveling! Afraid? He already knows that.



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JUDGE DREDD™ THE VIDEO GAME JUNE '95

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What are the hottest new games to cross the **EGM** editors' desks this month? What games do you and your gaming pals think are the best? We have the answers with this exclusive listing of the most incredible softs available for any format—chosen by the editors of **EGM** and YOU—the wired-in readers of the biggest and best video game magazine on the face of the planet!

EGM's TOP TENS

AN UNCERTAIN FUTURE FOR THE 3DO?

Dear EGM,

While I was walking home from school the other day reading your magazine, I suddenly came up with a question for you sultans of gaming. I have been planning on getting a 3DO for some time, but I am concerned. What's going to happen when the PlayStation and Saturn come out? Since everybody's so hyped about these two systems, I'm afraid that 3DO game production will stall while every other company on Earth makes Saturn and PlayStation games. Will this happen?

Tim FitzRandolph
Denver, CO

There is no indication whatsoever that 3DO game production will be dramatically affected by the arrival of the Saturn or PlayStation. Many people scoffed at the 3DO when it was released. ("It's too expensive" or "no one will make games for it.") As time passed, however, the 3DO has silenced its critics. Rest assured, Tim. The 3DO will be around for a while yet.

COOL SHOOTERS FOR THE SEGA SATURN

Dear EGM,

I am a big fan of Nintendo's StarFox. I am planning on buying the Sega Saturn (as well as Nintendo's Ultra 64) as soon as it comes out. I know there have not been that many shooters out in recent months, but are there any slated for the Saturn when it is released?

Tim Esterhause
Billings, MT

Yes, there are shooters scheduled for release on the Sega Saturn. One of them is really wild! It is called Panzer Dragoon. (This name may change when it comes to the U.S.). You fly on top of a large, dragonfly-like creature shooting anything that moves. We have a copy in our office and it totally rocks!



• Panzer Dragoon for the Sega Saturn is one shooter that will really blow you away!

EGM EDITORS



1
Tob Shin Den
PlayStation • Takara



2
Panzer Dragoon
Saturn • Sega



3
NBA Jam TE
Super NES • Acclaim



4
Mega Bomberman
Genesis • Sega



5
Return Fire
3DO • Prolic Software



6
Virtua Fighter
Saturn • Sega



7
Kirby's Aviancha
Super NES • Nintendo



8
NBA Jam TE
Genesis • Acclaim



9
Samurai Shodown II
Neo-Geo • SNK



10
Ridge Racer
PlayStation • Namco

EGM READERS



1
Mega Man X
Super NES • Capcom



2
NBA Jam TE
Super NES • Acclaim



3
X-Men 2
Genesis • Sega



4
NBA Jam TE
Genesis • Acclaim



5
MK III
Arcade • Midway



6
Blackthorne
Super NES • Interplay



7
Mortal Kombat II
Super NES • Acclaim



8
Samurai Shodown II
Neo-Geo • SNK



9
Sonic & Knuckles
Genesis • Sega



10
Earthworm Jim
Super NES • Playmates

LET YOUR VOTE BE HEARD! You can contact **EGM** directly and record your vote for the hottest new and upcoming games by logging onto the **NUKE** Internet Interface at www.nuke.com on the World Wide Web beginning June 1. Until then, just send us a postcard with your fave game!

What are you waiting for?

"This game kicks a hell of a lot of ass!"

— Fire Boy1 - AMERICA ONLINE

"With the six-degrees of freedom, true 3-D game engine, Descent has set the new standard that all other 1st person shoot-em-ups must now live up to."

— Jon Salaga, *Compuserve* 72712.450

Sensory overload in 360° 3D.

Welcome to Descent™ - 30 levels of the most mind-bending, stomach-churning action game ever. Featuring true 3-Dimensional worlds with light source shading, texture mapping, 3-D morphing, directional sound effects and sizzling music, this is technology taken to the limit.

You begin deep below the surface of Lunar Base I where an unknown alien race has taken over the chasm of the Post-Terran Mining Corporation. Lunge straight down mine shafts, twist around never-ending tunnels and fight your way past robotic menaces in an environment that's truly 360° 3-D...move up, move down, shoot everything everywhere. Hang onto your senses (and your lunch) as you drop straight down mine shafts on a ride that'll leave you spinning.

And what's the good of losing your mind if you can't share the experience with your friends? Descent invites you and your buddies to dive into the action together with head-to-head combat and cooperative two-player modem and eight-player network support.

Challenge yourself and experience what everyone's talking about!

"Wow! At last! A true Doom KILLER!!!!!!"

— Patrick Simmons, *Compuserve* 720172374

"The nasty computer game with graphics that change as if the player is moving in three dimensions."

— *The Wall Street Journal*

"Descent is an incredible game. Descent is to Doom as Doom was to Wolfenstein."

— Al Hunt, *Compuserve*

"Descent Kicks BUTT!"

— Rick Johnson, *Compuserve* 74431.1624

"Doom with a Jet Pack...It's not like playing an arcade game, it's like being in one."

— *Electronic Entertainment*

"Descent is superb."

— *Apogee*

"The sensation of speed is amazing, and the 3D texture mapped graphics make this game a genuine joy to behold."

— *PC Gamer*

"It's Doom with a twist, a turn, and a gravity free flip."

— *Computer Gaming World*

"Played it ... and I have one thing to say. Wow."

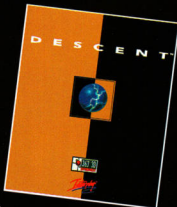
— Sir Ryck AMERICA ONLINE

"If you still have Doom loaded on your HD you're just wasting space."

— Big Joe d. AMERICA ONLINE

"Fantastic graphics, incredible 3-D animation, support for modems and LANs, music, you name it. The best I have ever seen."

— Jon Yardney, *Compuserve* 70563.2311



"The weapons are awesome, the game play is awesome, the motion sickness is awesome..."

— Eric Rose, *Compuserve* 71221.2660

"Cool game, just need to find my Dramamine to play it."

— Mike Hulen, *Compuserve* 74023.3004

"Holy Bat farts, Batman!... I have never experienced an enemy intelligence anywhere NEAR the way these robots act. They peek, they fire, they chase you, they take cover, they wait."

— Marty Peralta, *Compuserve* 74147.33



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Highly advanced AI, with creatures that plot, wait and ambush from all sides.



Explosive 3D, multidirectional sound effects and blazing musical scores.

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PSYCHO LETTER OF THE MONTH

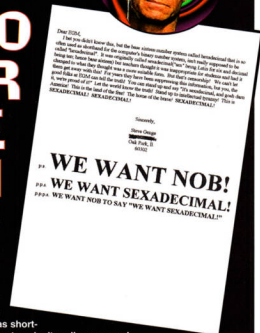
Now for that part of the show where the truly insane get a chance to shine. This month's letter comes from Steve Genge of Oak Park, IL, who seems to be a little hung up on numbers.

Dear **EGM**,

I bet you didn't know this, but the base 16 number system that is so often used as shorthand for the computer's binary number system, isn't really supposed to be called "hexadecimal." It was originally called sexadecimal ("sex" being Latin for six and "decimal" being 10; hence base 16) but teachers thought that it was inappropriate for students and had it changed to what they thought was a more suitable form. But that's censorship!! We can't let them get away with this! For years they have been suppressing this information, but you, the good folks at **EGM** can tell the truth! You can stand up and say, "It's sexadecimal, and gosh darn it, we're proud of it!" Let the world know the truth! Stand up to intellectual tyranny! This is America! This is the land of the free! The home of the brave! SEXADECIMAL! SEXADECIMAL! SEXADECIMAL!

Sincerely,
Steve Genge

p.s.- WE WANT NOB!
p.p.s.- WE WANT SEXADECIMAL!
p.p.p.s.- WE WANT NOB TO SAY, "WE WANT SEXADECIMAL!"



You are a true Psycho, Steve! Your T-shirt is in the mail.

WAITING AND WATCHING FOR MEGA MAN VII

Dear **EGM**,

I am a diehard Mega Man fan since the first NES game. Ever since I saw your first screen shot of Mega Man VII, I have been waiting. I loved the Fact File about the game; I think that it looks great! But, what's this? It might not be coming to America? I think that this would be a BIG mistake! If the rest of the game delivers like the screen shots that you've given us, this is a must-have game!

Ryan Huschka
via America Online

P.S. You guys are evil, ABSOLUTELY EVIL for showing us pictures of StarFox 2 when it isn't scheduled for release until August!

NEW COMBO MOVE SWEEPS THE NATION

Dear **EGM**,

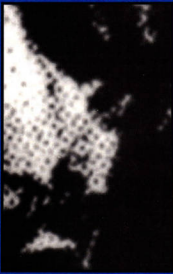
During a recent game of Killer Instinct, I discovered a new combo called The Virtual-Reality-15-hit-I-look-like-an-idiot-combo! You must follow these steps exactly to do the combo right. First, lose your second energy bar then pull down on the joystick twice while screaming, "I hate this game, I hate this game!" Move the joystick in any direction you want, jump up and down while pouting, then fall to the ground screaming, "I want my money back!" The great thing about this combo is that it works on any game! It doesn't matter whether it's a fighting game or an RPG! I have recently performed this combo while playing Donkey Kong Country.

Jason Montoya
via the Internet

Hey, great combo! Here's a couple more for you. This one's a great one for just about any fighting game. It's called the I'm-a-cheap-jerk-and-you're-a-sucker-combo. All you have to do is push up on the joystick, hit any button three times and exclaim rather loudly, "Hey, isn't that Cindy Crawford over there?" Now, when your opponent looks away, use your strongest attack and waste him! Works every time! There's also the famous I'm-a-gloating-moron-who-really-ticks-people-off combo. The only prerequisite to make this work is to win the first match of any fighting game. After you've won, simply do a 360-degree movement with the joystick and begin gloating over your victory. Your opponent will be so ticked that he'll lose every match! Psychological warfare at its best.

BAD PHOTOCOPY CONTEST!

We've dug up a mean one this month, readers, guaranteed to turn your brain to toast! Get your little fingers moving because somewhere in the magazine you now hold in your hot little hands is the screen shot to the left. Let us know what game it is and you can be entered for a drawing to score some cool game wear from your buds at **EGM**. Put your answer on a 5x7 postcard and get it to us at: **EGM's BAD PHOTOCOPY CONTEST**, 1920 Highland Avenue, #222, Lombard, IL 60148. Be sure to include your name, address, age and the month you are entering for.



PUSH YOUR CD TO THE MAX!



FLYING NIGHTMARES

Based on the elite "Flying Nightmares" Marine Harrier squadron, this game really pushes the envelope of CD technology.

Everything is state-of-the-art: Stunning 3D texture-mapped graphics. Intense full-motion video sequences. Internal, external and missile camera angles. Plus the hottest CD-quality sounds and special effects.



It all adds up to the most exciting combat flight simulator on Sega CD. Imagine the power under your command: Harrier jump jets that can turn on a dime and stop dead in midair. Laser-guided missiles, cluster



bombs and radar-jamming pods. It's enough to make your heart pound and palms sweat. It'll also strain your brain. This happens to be one intelligent action-adventure game as well. FLYING NIGHTMARES. Pushing CD technology – and you – to the max.

DOMARK

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EGM LETTER ART

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Put your creative skills to the test by decking out a plain #10 envelope (you know, the long, business type) with your own unique touch. Send your letter art submission to: **EGM** Letter Art, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.

*Or at least get you in the magazine and win yourself a groovy GAC joystick for your hard work (First Prize Only).



WINNER!

Rodrigo Tovar of Pico Rivera, CA, is this month's envelope art winner! Congratulations Rodrigo, your beautiful, shiny new **EGM** T-shirt is on its way! Wear it in good health!



Julian Gunawan • Mississauga, Ont.



Jose Hernandez • Santa Ana, CA



Jeff Hua • Hacienda Heights, CA



Tyrone Hall • Jersey City, NJ



Erick Sanchez • Miami, FL



Craig Wood • Springfield, VA

APRIL FOOLS' JOKE DISCOVERED!

Dear **EGM**,

I found your annual April Fools' trick in issue #69. On page 46 in the top-left corner it says that Sonic and Knuckles is manufactured by Nintendo, which is obviously incorrect. I really hope that I'm right because last year I found the misspelling of streets (streets) and my mother never mailed my entry!

Donald Kenney
North Tonawanda, NY

Way to go, Don! We knew someone would pick that one up! You won yourself a free **EGM** T-shirt. Now you can walk around your neighborhood with dignity, wearing you **EGM** shirt, a couple hurl garbage and rotting fruit at you! Have fun and congrats!

STREET FIGHTER LEGENDS EXCITEMENT

Dear **EGM**,

I just received issue 69 of **EGM** and as usual I was amazed at how quickly you guys get the latest info and pics on

the best of the video game industry. Of course, I am talking about Capcom's upcoming Street Fighter Legends game. I've been a Street Fighter fanatic since the release of the very first one (on the TurboGrafx-16). I was just wondering whether or not Capcom plans to release the first Street Fighter



game (Fighting Street) as a classic on any current or upcoming home system. This

would be a logical step, because they seem to be going back in time with this new Legends game. I know there was a game called Fighting Street on the TG-16, but I was never a big fan of this dead system. By the way, nice job on the mag! Keep up the great work!

E. Lam
via the Internet

There is no indication that Capcom is going to rerelease the game Fighting Street for any of the current home systems.

NAMCO CONVERSIONS COMING FOR 3DO?

Dear **EGM**,

The 3DO game Starblade looks really cool. I was wondering, since Namco released Starblade on the 3DO, are there any plans for other Namco games like Ridge Racer or Cyber Sled to be released for the 3DO?

David Crimm
via the Internet

Our sources tell us that Ridge Racer and Cyber Sled will be released on the Sony PlayStation first. As of right now, there are no plans to port these games over to the 3DO.

This month's letter column was brought to you by Mike Forassiepi, EGM Assistant Editor. We are happy to report that Mike is now "resting comfortably and making progress" at the Cherry Hill Center for Spastic Video Game Magazine Editors. In between "medicine time" and basketweaving classes, Mike likes nothing better than reading your mail. (It makes "the voices" stop.)

Small fine print text on the left side of the page.

"I GO FROM WAY COOL



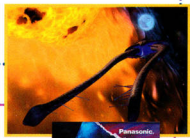
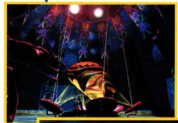
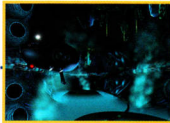
SPACE DUDE TO A

BRAIN IN A BOX."

A REAL Experience from the 3DO Zone, Frankie "One-Speed," NY THE DAEDALUS ENCOUNTER



"The good news - I'm on a ship with Tia Carerre. The bad news - I'm only a brain on life support and we're bein' pulled toward an alien sun. If we don't take out the Krim and change course we're toast. Literally. This is a job for brain man. Great game. Super graphics. Funny lines. 4 CDs. And Tia is not painful on the eyeballs. Later." ■



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The Ultimate Mortal Kontest!

Win 10 tickets to the Mortal Kombat - The Live Tour, PLUS 10 backstage passes, and be a special guest at a private party with the Mortal Kombat characters and actors from the tour and much more! This is one contest gamers will be talking about for some time to come, so don't miss this opportunity to enter the kontest of the decade. Send in your entry today for your chance to experience the thrill of a lifetime and get an exclusive behind-the-scenes look at the world of Mortal Kombat.

PRESS START

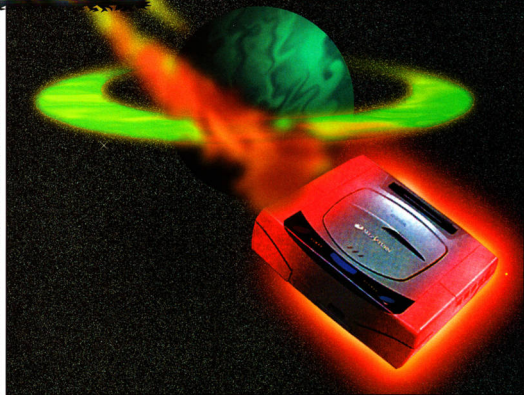
NINTENDO ULTRA 64 EXCLUSIVE UPDATE

Nintendo is being fairly secretive about their plans for the release of the Ultra 64. But that doesn't stop anyone with a nose for news from trying to get to the bottom of the Ultra 64 soap opera.

No developers outside of the Ultra 64 Dream Team have received development systems yet. Those who have are suggesting Thanksgiving (Nov. 23) as a release date with a purchase price between \$199-250.

Nintendo officials have been visiting developers for their input and to allay their fears about the system. They have been dropping a few crumbs along the way. Here's what we know so far: The unit has been completed and it looks as though the Ultra 64 will be on the show floor at E* in Los Angeles this month. Cruis'N USA and Killer Instinct will be up and running on the machine along with samples of other Dream Team games, like Doom from Williams, Alien Trilogy, Frank Thomas Big Hurt Baseball from Acclaim and a surprise game none of us will see until we get there.

The 64-Bit, cartridge-based system indicates that Nintendo may be changing their focus from having the best-looking games to having a combination of good looks and awesome playability. Shigeru Miyamoto is working on the pack-in game, Pilotwings 2 (working title), in Texas at Paradigm Simulations. His old team in Japan is working on a Mario title.



SEGA TO LAUNCH SEGA SATURN ON SATURN-DAY, SEPTEMBER 2

Sega is reaching for the stars, and they're getting some pretty big network television coverage for the announcement of their Sega Saturn system on "Saturn-day" Saturday Sept. 2. CNN and all of the major networks will cover the Saturn announcement. In Japan where the Saturn has already been released, sales have totally depleted inventories, forcing Sega to increase manufacturing activity just to meet demand. In its first month alone, sales of the system topped the charts in Japan with more than 500,000 units sold.

Sega is equally optimistic

about the Saturn's prospects when it is released Stateside in September.

Sega Enterprises in Tokyo anticipates selling 1.2 million units by the end of May; and they hope to sell 2 million units by the end of the year. The Sega Saturn will be the premium hardware platform for the Sega family of products, and will use technology similar to that found in commercial arcade machines, bringing arcade quality home to consumers.

"In less than six months, video gaming will take on a whole different character," said Tom Kalinske, president and CEO of Sega of America. "Sega Saturn will literally transport consumers into an entirely new realm of

inter-active entertainment. Sega Saturn games will use never-before-seen, 3-D-modeled graphics, dynamic perspectives with ever-changing points of view that literally weave players in and around the on-screen action, as well as true 3-D audio and game play speed that surpasses an ordinary multimedia PC and challenges many high-end workstations."

The Sega Saturn is powered with a total of eight processors—three of which are 32-Bit RISC processors. It uses Sega's Titan Arcade architecture to make conversion of their high-end arcade games a breeze. As a result, the turnaround time for these conversions is a matter of weeks as opposed to

SEGA SATURN SPECS

CPU: Two Hitachi SH2 32-Bit RISC chips running at 27MHz/50 MIPS
CO-PROCESSING: Hitachi SH1, 24-Bit DSP, Motorola 68000, two video processors
MEMORY: 36 Mbits
COLOR: True 16.7 million colors
GRAPHICS: 500,000 polygons per second, scrolling and rotation
SOUND: 16-Bit SBCE000, PCM 32 channels, FM eight channels

months. The Titan technology found in the Sega Saturn allows software to migrate from Sega's interactive theme parks to its commercial arcade system to the home-based Saturn system.

The Saturn employs state-of-the-art parallel processing, which provides immersive, first-person game play experiences. Parallel processing is a feature found in super computers that divides computing tasks into pieces that are then assigned to powerful, specialized processors. The Sega Saturn also has a number of upgradeable extensions that include a Video CD MPEG adapter, Photo CD, E-Book, audio CD and digital karaoke and a virtual-reality helmet that is in the works and could be out early next year.

Sega hasn't forgotten about games, either. More than 100 third-party publishers and developers are creating software for the Sega Saturn. More than 20 titles will be available at launch with an additional library of 100 games available by Christmas '95 from both Sega and its third-party development community. Electronic Arts and Acclaim Entertainment are two of the big-name companies who have announced their support for the Sega Saturn. These companies are the market-share leaders on the current gaming platforms.

Electronic Arts plans to release some of their key EA Sports franchise titles as well as some new titles. Acclaim is developing some of its

marquis properties for the Sega Saturn, including *Batman Forever*, *NBA Jam: Tournament Edition*, *Frank Thomas Big Hurt Baseball* and *Alien Trilogy*.

"Acclaim is proud to join with Sega to create the next generation of interactive entertainment software. Combining the strength of Acclaim's properties and motion-capture technology, which allows animation in 3-D with the advanced playing power of the Sega Saturn, we believe we will bring gaming to new elevations," said Robert Holmes, president of Acclaim.

"We've seen previews of software currently in progress at Sega's product development labs that truly illuminate Sega's passion for excellent game play and software superiority," Kalinske added. "Games like *Daytona USA*, *Virtua Cop*, killer sports titles and the arcade-rage *Virtua Fighter* are demonstrative of our commitment to bring the ultimate game play experience into the home."

Currently in Japan, *Virtua Fighter* is selling at a phenomenal 1:1 ratio with Sega Saturn hardware in Japan. Sega will launch its most ambitious marketing effort ever in support of the Sega Saturn. Exact numbers have not been disclosed, but the introduction of the Sega Saturn will mark the largest global launch in Sega's history.

The campaign will include an integrated communications strategy combined with aggressive advertising, promotional and merchandising efforts.

Sega intends on putting the industry on fast forward again with the Saturn. The unit will retail for between \$350-400 U.S., but that number could change depending on what price Sony releases their PlayStation at on or around Sept. 22. Sources are suggesting the price of the PlayStation will be between \$199-300 U.S.



MK: THE MOVIE DELAYED UNTIL AUGUST

Rumors have been buzzing around both the movie and the video game industry about possible problems regarding *Mortal Kombat: The Movie*. Some were suggesting that there was a feud brewing between the Williams Mortal Kombat creators and New Line Cinema over the way the movie turned out. Some were suggesting Williams executives saw the movie and didn't like it, prompting them to spend another \$10 million on the movie, delaying its release and increasing the cost of the project to \$32 million. All that turned out to be fertilizer, according to Larry Kananoff, producer of *Mortal Kombat: The Movie*. We asked him what the real story is behind the move to a late August release, from its original scheduled release in mid-May.

"We've pushed back the movie for good reason, not because anyone doesn't like what they've seen. Williams officials haven't even seen the movie yet. We've shown the director's cut of the film to New Line Cinema's executives and they loved what they saw. They think it will be the biggest movie they've ever released," Kananoff said. "Whenever you make a movie and announce a date early, you leave yourself open to this kind of thing. They liked it so much that they moved it to the summer August slot, and they've even given us more money to add more special effects. The studio feels that the *MK* movie will be a summer smash, like *The Mask* was last year. It could very well be their biggest release ever. We've shown some trailers of the movie to the heads of some of the big movie theater chains and they liked it, too.

"We pushed back the release date of *True Lies* last year at the last minute and that movie did very well."



GET READY TO DRAW WITH NEW GAME GUN

A new, two-player version of the original 3DO Game Gun from American Laser Games will be released in July. The new, two-player gun, designed to enhance the game play of many of ALG's 3DO shooting games will be available for \$59.95. The colored plastic pistol, used in the place of a 3DO game pad, will enable two sharp-shooters to compete against each other within the same game.

The two-player version of the 3DO Game Gun is almost the same as the original, but has the addition of a Y connector on the cord. This two-player feature will work particularly well with 3DO games such as Demolition Man, Corpse Killer, ALG titles like Mad Dog II: The Lost Gold, Crime Patrol and future 3DO games from ALG, including Space Pirates (May), Drug Wars (July), The Last Bounty Hunter (Sept.) and Shoot Out at Old Tucson (Oct.).

ALG is also working on a Game Gun and a version of the Last Bounty Hunter for the Sony PlayStation, both due in November.

GAMETEK ACQUIRES MALIBU INT.

Gametek has been busy in recent months: They acquired the services of longtime Capcom U.S.A. boss Joe Morici, and now they've signed an agreement to acquire the staff of Malibu Interactive, the group who made the Joe Montana NFL Football series, Evander Holyfield Boxing and Batman Returns.

The Malibu team will serve as Gametek's West Coast office in California, and the renamed team will be part of Alternative Reality Technologies (ART) group and a development division of Gametek.

The new team will develop sports games on all of the new gaming consoles. ART and Take 2 Interactive Software, known for developing games for the Macintosh and PC such as Hell, Mantis and Star Crusader, the company was formed to develop cutting-edge software for the PlayStation, Sega Saturn and Nintendo's new and secretive unit—the Ultra 64.

ATARI TO UNLEASH NEW JAGUAR CD AND JAGUAR III

Atari is about to throw kitty litter in the faces of their critics. They have some new and innovative plans for the Jaguar. Whether or not they will be able to pull it off with the Sony PlayStation and the Sega Saturn (both about to splash onto the gaming scene) is anyone's guess.

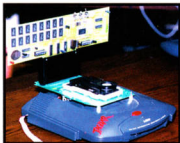
But one thing is for sure, they're trying very hard. A recent trip to their California offices showed the EGM editors some impressive titles and a few of their new technological advancements that they are working on behind closed doors.

With rhetoric flying on all sides of the gaming spectrum, here are the facts: The Jaguar 2 is being readied by Atari and will boast a double-speed CD-ROM drive. Another version with the Jaguar combined with a CD (and some other hidden options that Atari isn't talking about yet) is also being planned. The unit, rumored to be ready for release this fall for around \$350, is being called the Jaguar III (working title).

"We're going to keep the Jaguar III as our ace in the hole. We're not in a big hurry to release it, but we're very confident that it will rival any of our competitors' next-generation systems," said J. Patton, director of third-party licensing and contracts at Atari.

Then there's the Jaguar CD that was scheduled to be released in April or May. They may push that date back until a few more games are ready. The Jaguar CD will cost \$149 and will come without a game. A game would add an additional \$50 to the cost of the CD unit. Market tests suggest that gamers want Atari to keep costs down and would rather purchase their own game than have one thrust upon them as a pack-in.

Atari also plans on releasing a voice data communication modem developed in cooperation with Phylon Communications. The Jaguar Voice Data Communications modem will come with a stereo headset and will enable players to talk to each other while competing at their favorite games. The unit will automatically pause to allow players to receive incoming calls.



THE HOT NUMBER

900.2 MILES

If you placed all 7 million Donkey Kong Country cartridges sold by Nintendo side by side, this is the distance the cartridges would cover (from Chicago to Denver).

3 QUESTIONS WITH

PERRY RODGERS

Sony PSX producer...

EGM: What is your favorite game?

PERRY: My current favorite is Toh Shin Den on the PlayStation. The characters are interesting, the graphics are superb and the play control is great. My all-time favorite is the Mario Bros. arcade game.

What games were you involved in when you were at Sculptured Software?

I spent the last four years at Sculptured before making my move over to Sony. Some of the projects I worked on over there were Acclaim's Roger Clemens Baseball and Electrobrain's Boxing Legends of the Ring. I also managed the Punisher for the Genesis.

What games are you currently working on for the PlayStation? I'm working on some sports titles. That's all I can say for now.



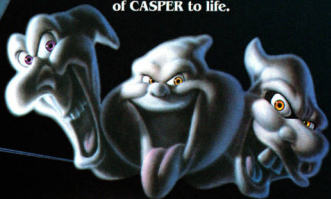
By Todd Mowatt



The Movie Event of the Year in a Spooktacular Card Set from Fleer!



Creating an innovative blend of live-action and breath-taking visual effects Steven Spielberg's Amblin Entertainment, Universal Pictures and The Harvey Entertainment Company have pushed the boundaries of filmmaking to bring the magical characters of CASPER to life.



YOU PLAY IT UP IN YOUR ROOM THIS WEEK...



Hey, every baseball game says they're the best. That's no big deal.

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That, sports fans, is a big deal!

Hudson Soft and *The Sporting News* have teamed up to bring you the first 4-player baseball game; the first game that lets you play day games or night games, in a ballpark with grass or under a dome (there's even a fantasy field to choose); the first and only game where you can draft and field actual big league players, legends from the past

or insert players you make up. You can even name yourself as a starter. There's also a Homerun derby, an All-Star game, and a battery back-up that lets you watch or play a 162 game pennant race.

The *Sporting News* BASEBALL from Hudson Soft.

Looks, feels, plays, and gets sports page coverage like the real thing.



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REVIEW CREW

THE REVIEW CREW



ED Semrad

Current Favorites:
Vector Man
Kolobri-32X
X-Perts

After some more world traveling, the of Edster finally has some time to relax at his home. Little does he know, but his family sold the house to someone else and moved, thinking him dead. ...



DANYON Carpenter

Current Favorites:
Prehistorik Man
Return Fire
EWJ: SE

Recently Dano has been ditching work to enjoy his pastime of jet skiing. He recently met with the Loch Ness Monster and the two are set to wed in a month. Good wishes to him. ...



AL manuel

Current Favorites:
Ridge Racer
Daytona USA
Sega Rally

Al's been in heaven ever since he got to slam with Jordan on the courts. He really put up a good fight, especially when security tried to pry him away from his favorite sports celeb.



SUSHI-X

Current Favorites:
Street Fighter: Movie
Super Space Invaders
Prehistorik Man

After a majorly harrowing trip to Reno and fighting a blizzard, Sushi is fed up with air lines and plans to stay in Chicago for a while, and wrestle with his pet snow leopards for fun and profit.

HOW GAMES ARE RATED...

The reviews that are published in **EGM** are created after each gamer on the Review Crew staff plays through the game in its entirety. The Crew then independently writes their reviews based on the quality of the product, originality and challenge (how long it takes to complete), and bases their numerical scoring on a 1 to 10 scale in relation to other titles available for the same system.

super nes PREHISTORIK MAN

titus



category: **release date:**

Action **Now**

challenge: **back-up:**

Moderate **N/A**

I was really surprised at how much I liked this game. Not only does it sport some above-average graphics, it plays really well, too. The sounds, especially of the caveman talking, add to the humorous aspects of Prehistorik Man. The story is cool, and this one is easy to pick up. I liked the hang-gliding sequence, and the sheer number of secrets kept me going back to the earlier levels. Not many games can hold my interest for long, but I had a good time with this one.

I remember seeing this game at the '93 Summer CES. It didn't have much to offer then, but through all this time, Titus has made this one of the funnest action games I've played in a long time! The control is absolutely superb, the graphics are bright and vivid plus the ongoing story line adds to the enjoyment. If you love to find secret areas in games you play you'll be ecstatic to know that Prehistorik Man is filled with them. The extra time Titus spent was well worth the wait!

Prehistorik Man is one of the few good action platform games to come out this year. First, you are treated to an amusing story about a caveman and the quest he is about to embark upon. It's pretty cute. It kept my interest as did the game's excellent play control. I can also add that the graphics and sounds are exceptional. The game's main hook is its humor. I especially loved the way the caveman communicated. I guarantee it'll make you laugh. Ugh!

Wow, I was really surprised by this one. I expected another Joe and Mac game, but this is very different. The levels are colorful with tons of levels to explore and lots of secrets to keep you searching. There is some interesting game play as well. Elements like the hang glider give you a bit of variety. Graphically and audible, it is a good game, but PM really excels with a cool story, the ability to buy items and the fun game play. Game players won't be disappointed!

Best Feature: **Control, Story**

Worst Feature: **Sorry, no can do**

Time To Complete: **Long**

Also Try: **Nothing quite like it**

super nes OGRE BATTLE

enix



category: **release date:**

RPG **now**

challenge: **back-up:**

hard **battery**

I love the RPG/Military Sim genre, and Ogre Battle is great. While the story may need some help, the fun of building up a power party makes it worth sitting down to play. The graphics are cool, and the audio is excellent. I like the secret items hidden on the maps. The negative effects of certain cards when accepted got annoying. Let's see the rest of this series brought over here! I highly recommend this game. It's fun as well as highly addictive!

Ogre Battle scores points for offering many playing styles in one cart. The first thing to catch your eye is how detailed the graphics are. Very few games can rival the little details apparent in even the smallest of sprites. The interface was a little peculiar at first, but I welcomed the new style. An added bonus is the fact that no two games will end up alike. If you've already finished an RPG you've been jammin' out on, do yourself a favor and snag up Ogre Battle before everyone else.

Ogre Battle is a decent strategy game with a little touch of role playing. One of the best features in the game is that you can have a different adventure each time you start. This is done because you can play the role of a different character each time depending on how you answer the questions before the game starts. The graphics are cool, the music is cool, the magic is cool and I think you should buy this game if you're into strategy. Overall it is a totally cool game!

This is a very fun game that combines some elements of RPG with a strategy-like sim game. One of the best features is the multiple story lines depending on how you answer the initial questions and therefore which character you get. Sure the graphics and sounds are good, but there are some cool weapons and hidden items to really keep your attention. I'm not a big fan of sims but this has enough elements of RPG and action to keep my attention.

Best Feature: **Variety of styles**

Worst Feature: **None**

Time To Complete: **Long**

Also Try: **Any other RPG**

ED
DANO
AL
SUSHI

super nes

FATAL FURY:

SPECIAL

takara



category:

release date:

Fighting

Now

challenge:

back-up:

Hard

None

I've always loved the Fatal Fury series, and it's always interesting to see how the translations look. The Super NES version of FF Special looks pretty good, all things considered. The Dolby Surround effect is cool, but I wish the echo wasn't so extreme. My favorite combos worked, satisfying my need for exact control. The music wasn't too hot, though. If you don't have a Neo, this is the best version of Fatal Fury Special on a 16-Bit system. It wasn't that bad at all!

Hey! Who put my TV in a tin can? That's the first thing I thought when I heard Fatal Fury: Special. That sound is from the Dolby Surround effects. Even if you turn it to Mono, it's still bad. Other than that, the graphics are very sharp and the sounds are decent, but some of the moves are hard to get off (mostly charge moves for some weird reason). The game is old and may have lost some of its appeal, but overall, it's not a bad translation.

It's a step down, but the Super NES version of one of the Neo-Geo's best fighting series isn't a bad fighter at all. The graphics are the best on any platform outside its original format and the control is decent. Words of warning: If you don't have a joystick controller, you are going to have a very difficult time executing the fatal moves. The only other gripe I have is that the sounds are a bit annoying, especially with the surround sound. You have to resort to a monaural setting.

This is a good rendition of the Neo game. The characters are reproduced faithfully and the moves seem to come off relatively easy. The graphics are a bit grainy looking, especially when you're used to the Neo version but they are still good. The biggest drawback is the sound system. The Dolby effect or whatever they were trying for makes it sound like you're fighting in a tunnel. Short of the echoing sounds, this is a good fighting game for the Super NES.

Best Feature: All the characters

Worst Feature: Echo sounds

Time To Complete: Medium

Also Try: SF II, MK II

genesis

SPIDER-MAN:

THE ANIMATED SERIES

acclaim



category:

release date:

Action

Now

challenge:

back-up:

Moderate

None

I'm sorry, but this game needs work. The one-frame animation of the characters' moves, and the chopping between every action he does is unacceptable. Not only that, but the characters are extremely small, and they lack color. The audio is the best feature, but it is uninspiring. The game play is severely hampered by the choppy-ness, particularly when he jumps. Spider-Man was a good idea that didn't live up to the hype. I'd avoid this game. Rent it and see what I mean.

I'm sorry, but games like this don't help to revive the troubled 16-Bit market. Spider-Man offers absolutely nothing in the way of new techniques or new abilities in games. I won't even go into the sound effects or music. The levels have a sizable length to them, but there really isn't much to do and you're better off trying to avoid everything anyway. I can't recommend this game, but if you really must have a Spidey game, consider this one with caution.

After seeing the intro and hearing the poor sound quality, I kinda knew what I was getting into. First, the playability of the game is extremely difficult. Controlling Spidey's movements was a bit sloppy—he didn't have the quick reflexes that he should have. Graphically, the levels are okay but still lack colors at some points and are not appealing. Most of the archenemies are here and they retain the comic-book action. Somebody please turn off the sounds!

I like the new cartoon series, but if this game is supposed to be similar, well ... it isn't. The animation is limited as well as your character's moves. I've seen Spidey do a lot of neat things over the years, but this game doesn't show them. It would have greatly benefitted from more moves and a bit more complex game play. The graphics aren't bad but they don't seem that detailed. Also, your character seems to float in the air and is awkward with the webbing to climb.

Best Feature: Great character

Worst Feature: Animation

Time To Complete: Medium

Also Try: Spider-Man (SNES)

genesis

STARGATE

acclaim



category:

release date:

Action

Now

challenge:

back-up:

Moderate

Password

Stargate uses the same engine as Alien 3, and very loosely follows the movie. The graphics are good, and the audio fits the game quite well. However, the control absolutely kills this one. It's almost unplayable. (Try the Super NES one, it's a lot better.) Trying to run and jump requires more than two hands. The gun you start out with can't even scratch the scarab beetles. Shooting downward is a real chore. I loved the movie, but this game could have been better.

What we have here is a game that looks rushed so it could be out in time for the home release of the movie. The control is what seriously hampers the enjoyment of the game. Just simple skills, like jumping from ledge to ledge or shooting diagonally down, requires some serious effort on your part, and you shouldn't have to do that. On the plus side, your character animates very well, but the animation looks too slow for a character who is obviously running quickly.

Although I thought the movie was okay, I must say I was thoroughly disappointed with this game. First of all, there isn't a Configuration Screen to set the buttons to your preference, making it difficult for players who are accustomed to a set configuration. On top of that, the play control could have been better. Killing enemies who require a low shot is a chore in itself. In addition, the graphics are uninspiringly dithered. This needs to go back to the drawing board.

The movie was really good but the game, like most translations, just isn't that exciting. Your main character is small and kind of clumsy to control. On the plus side, the sounds are decent as well as the story's innervation. It could have used a bigger main character with a few more strong initial weapons though. The animations are done rather well, however it just isn't fun crawling through caves and fighting the beetles. This may be for diehard fans only!

Best Feature: Smooth animation

Worst Feature: Control

Time To Complete: Medium

Also Try: Alien 3, Stargate (SNES)

genesis

SKELETON KREW

domark



category: release date:

Act. / Shoot.	Now
challenge:	back-up:
Moderate	Password

Skeleton Krew is a decent shooter, with awesome two-player action. The graphics are good and the enemies react intelligently. Sometimes there will be an instant hit or two. One thing that bugged me was the steam that automatically kills. If you're in armor, why would you get hurt? The audio is standard Genesis fare. The action is intense enough to thrill any hardcore gamer, but it does get monotonous. Still, Skeleton Krew is worth trying, and perhaps even buying.

Skeleton Krew gets some originality points in my book simply because there aren't many games like this out there. Although the walking pace is a bit slow at times, there is plenty of everything to shoot at. Rotating the gun independently is an idea that never really stuck with me, but it may appeal to other gamers. The perspective is easy on the eyes and you get a clear view of everything around you. This game is cool and a lot of fun to play.

Normally I do not like games with a pseudo 3-D look, mainly because I think the action is slow-paced and pretty boring. Skeleton Krew detaches itself from this stigma. The action is fast with enemies who seem to come from everywhere. The Two-player Simultaneous Mode is very nice, especially when you're facing a gauntlet of enemies. Controlling your characters is surprisingly good. SK is a decent game, but should have had more levels.

This is an interesting 3-D type of game. Initially I really didn't like the way you had to rotate and shoot the enemies, but the ability to lock your gun helped out a lot. Still, the perspective makes it frustrating at times, but it is part of dealing with a 3-D realm. The levels and enemies aren't all that colorful but it is overshadowed by the two-player simultaneous shooting fest. It could have used a few more levels and enemies, however it is an above-average game with a unique environment.

Best Feature:	Tons to shoot at
Worst Feature:	Quirky control
Time To Complete:	Medium
Also Try:	Not much else

32x

KNUCKLES:

CHAOTIX

sega



category: release date:

Action	Now
challenge:	back-up:
Moderate	Battery

While I'm pleased to see the 32X is finally getting an action game, Chaotix just doesn't live up to the reputation of previous Sonic games. The levels are average, except for the cool Bonus Stages. Those I liked, but 32X games should be better. The idea behind the second character was very original, but the way it was done slowed the game play a bit. The graphics are outstanding and the music is nice. Chaotix does not set new standards.

Look at all the pretty colors. Yikes! Who's the madman that let the colors run rampant on this game. It's a visual overload! Anyway, Knuckles Chaotix tosses some new themes to the tired Sonic genre. In fact, you won't find Sonic anywhere. If that isn't a shock, I don't know what is. Having a second character tagging along doing all sorts of scaling and zooming can get tiresome, but it does add some spice. For the 32X owners, this may be one for you to get.

The Sonic saga continues with yet another superb sequel from the boys at Sega. (part) Knuckles Chaotix is one of the first good action platform games for the 32X. While it is not up to par with previous Sonic titles, KC still has some features that make it stand on its own. I like the added second character who brings a new twist to how the game is played. The graphics are very colorful and the music was pleasant. It is a good game for the 32X.

To me, this is one of the best action titles out for the 32X. It is similar to the colorful Sonic adventure we've grown fond of with a new twist. The extra character has a lot of new game play associated with it and adds a new depth to the game. At the same time, it slows down the game a bit. This game has all the Sonic-type levels and icons that are starting to become a bit overdone. Still, the extra character concept is very original and breathes some new life into the Sonic realm.

Best Feature:	Solid action game
Worst Feature:	Sonic rip-off
Time To Complete:	Medium
Also Try:	Sonic 1,2,3, S&K

neo-geo

ZED BLADE

snk



category: release date:

Shooter	Now
challenge:	back-up:
Easy	None

Zed Blade is not a bad game—it's just boring. The enemies come at you in predictable patterns, and the visuals aren't exciting. I like being able to customize the ship and choose my pilot. The difficulty was way too easy for the first level, and the second had me eating up credits like there was no tomorrow. The audio was really outstanding, especially when cranked up to the max. If you enjoy shooters, you should try this one out. It might bore you at first, but you can get into it.

I'm sorry, but this game did nothing for me. Having played all the way through with Ed, there just was nothing here that I haven't seen already. The Bosses are all huge, but each Boss does the same attack over and over. The graphics are clean, but usually there's so much crum flippin' around the screen that you don't know what's a power-up and what's going to kill you. I imagine you could play through the game for about \$2.50 in an arcade. It's that easy.

A few years ago, this game would have been thought of as revolutionary. Today, it's just a regular shooter without any excitement. Although the graphics are fairly decent, they aren't anything to shout about. Moreover, the music was very incoherent. One level, you're listening to techno, the next it's some pseudo-disco. About the only thing I like was that you can choose from three different pilots and customize their ship. Zed Blade isn't bad. It's just not original.

There haven't been a lot of shooters lately and this one is very welcome. It has a nice assortment of weapons and a lot of configurations from front and rear guns to the type of missile (like R-Type III). The graphics and sounds are very good along with the game play. I've been waiting for shooters to come back and it seems at least we get a little reprieve from fighting games. My only complaint is that the levels are a bit short and they all seem pretty similar in nature.

Best Feature:	Big everything
Worst Feature:	Too easy, too short
Time To Complete:	Short
Also Try:	Any Neo shooter

ED

DANO

AL

SUSHI

Brandish

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NOW that you've mastered games like *Breath of Fire™* and *Brain Lord™*, we think you're ready for a role-playing game where the sun doesn't shine and the monsters grow big, really big!

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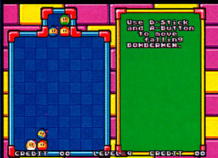
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neo-geo

PANIC BOMBER

snk



category:

release date:

Puzzle

Now

challenge:

back-up:

Hard

None

Panic Bomber is an okay puzzle game. It's really nothing special. The strategies and techniques seem very random, and it's very hard to get used to. The graphics are good, yet simple. The audio gets really weird in the middle of a match with lots of peculiar voices. Panic Bomber should appeal to fans of Kirby's Avalanche and other puzzlers. This is one of those games that you have to try for yourself. Two-player Mode is nice, but again, the matches seem random.

Whoa, this one came out of nowhere. I've always loved the Bomberman Boys for the excellent games, but Panic Bomber is an okay addition. By saying, "Okay" I mean that this game is way too similar to every other Tetris rip-off made. This genre is so flooded that it's hard to come up with a unique angle, and there isn't one for Panic Bomber. For overall fun, it's not bad. But if you've played one Tetris-type game, you played 'em all. Try it, you may like it more than I did.

It was only a matter of time until the arson boy got in his own puzzle game and Panic Bomber definitely delivers the goods for the NeoGeo. Even though we've seen this puzzle format before, it still has enough originality to make it stand on its own. The added humor value in clearing some levels in various ways is welcome. But the best part of the game lies in its Two-player, Head-to-Head Mode. The game is fast and furious. It's a considerable buy for Neo owners.

Basically this is a Tetris game with a little touch of the Bomberman craze. The game is fun, especially with two players, but it could use a few more power-ups and options. The big addition to the basic Tetris is exploding bombs and rocks. I would like to have seen a few more power-ups that are reminiscent of Bomberman, like a speed increase, kick feature and maybe a detonate for the bombs. It's still a fun game but it could have been an excellent game.

Best Feature: Easy to play

Worst Feature: No originality

Time To Complete: Medium

Also Try: Tetris, Kirby's Avalanche

3do

SEAL OF THE PHAROAH

panasonic



category:

release date:

RPG

Now

challenge:

back-up:

Moderate

Battery

Seal of the Pharaoh could have been cool, but the game just didn't play too well. It's not an RPG or an action game, but a hodgepodge of both. The enemies are totally inane, and they automatically hit you no matter what you do. Moving around is way too tedious, and the scrolling is a headache. The graphics are okay, but the things they depict are just plain boring. Seal of the Pharaoh is a big disappointment. Rent it if you want, but don't blame me.

There's nothing special here. Seal of the Pharaoh offers 3DO players a good, old-fashioned RPG, but RPG lovers will turn away after a few minutes. The graphics are rendered nicely and the music is good, but the problem comes in the execution of the game. There's nothing you can really do against enemies, and when you do, they always clock you right back with a very powerful attack. You can miss sometimes, why can't they? The money could be better spent.

Seal of the Pharaoh could have been a pretty good role-playing game, but failed to retain my interest. Let me explain: The game starts off fairly well, but once you get powered-up, the game is a total bore, and the enemies become less challenging. The music is pretty lame. On the other hand, the graphics are done nicely with sharp, well-rendered rooms and other areas, but this doesn't save it from being a game that's just ... well ... blah.

The graphics look quite impressive for the game, and the sounds are pretty decent; however, it ends there. The music gets annoying, but you can turn it off. The real drawback is the boring enemies who you can't dodge. They look pretty simplistic and always seem to hit you. However, once you get powered-up, they aren't a real challenge. The scrolling is decent, but it gets boring real fast lumbering through very similar rooms. It's okay, but nothing too compelling.

Best Feature: Nice graphics

Worst Feature: Sloppy RPG engine

Time To Complete: Long

Also Try: Wizardry, Might & Magic

3do

QUARANTINE

gametek



category:

release date:

Drive / Shoot.

Now

challenge:

back-up:

Moderate

Battery

While I do love the tongue-in-cheek humor that Quarantine dwells in, the game play needs a little work. The driving controls are tough to get used to, and the constant bombardment from the other vehicles is enough to drive you crazy. However, the warped vision of Quarantine comes through. The classy music combined with the graphic violence will tickle your funny bone. The people you meet are equally bizarre. Quarantine is a game that grows on you. I liked it.

I've heard the hype on this one, and truly loved the box art, but after powering it up, I wasn't excited or disappointed. The driving controls were seriously sluggish. If you can force the anger away, you might have fun running into people and blasting the other cars. But after that, there's really nothing left to do. If you resist the thought of bloody, mindlessly violent games, Quarantine may be for you. Give it a shot, but don't expect an exceptional game.

I'm not too crazy about having to drive a hover-taxi armed with weapons that only a tank can be equipped with. Too warped for me. The game is put together rather strangely. The main playing graphics are bad, especially when you get close to the other vehicles and pedestrians. Speaking of which, hitting them isn't done well, as the windshield looks as if ketchup were splattered on it. To top it off, the control needs work. Could have been better if it were simplified.

I don't generally like driving games because they get boring fast. But this one does have a weird sense of humor and some funny things going on. The driving is sort of tough to get used to, and the graphics are nothing exceptional. However, the soundtrack is really cool but is almost overpowering. The best part of this game is its warped sense of humor with strange characters and situations, especially the nice degree of visible violence. This may be a cult hit.

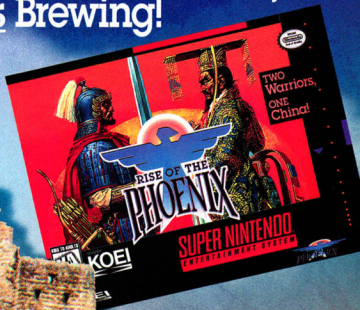
Best Feature: Violent fun, unique

Worst Feature: Repetitive

Time To Complete: Medium

Also Try: Nothing else like it

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3do

RISE OF THE ROBOTS

absolute



category: release date:

Fighting **Now**

challenge: **back-up:**

Hard **N/A**

This is by far the worst fighting game I've ever seen. It dwells too much on cinemas and its (supposed) eye-popping graphics. The game play is almost non-existent. The few moves are normal—impossible to do. In this game, trying to do a normal punch is on par to a special move. The animation really lacks, and it's just plain boring to watch. Rise of the Robots is a game that is just not fun to play. I don't like ripping on games, but ones as poor as this deserve it.

Sorry, no sale. Rise of the Robots comes off as a huge disappointment. For a game that was touted with so much hype during its development, the end result is a pure letdown. Sure, the snazzy cinemas will grab you at first, but just try, and actually play this game. It's just doesn't work as a fighting game, or anything else for that matter. Couple that with pitiful access time and bad control, and you have yourself some disappointment. Avoid it like the plague.

Oh brother! (pulling hair out in disgust) What in the world is this supposed to be? There is absolutely no balance in this game whatsoever. There simply was just too much full-motion video in the game (especially between matches) that I didn't care to play the game anymore. The load time really hurt it. As far as the game goes, Rise of the Robots really isn't much of one. The moves, even the basic punches and kicks are difficult to pull off. (sigh) Sorry.

Well I have to admit that the cinemas are done well. They sure are lengthy and quite abundant in this fighting game. Yet, I don't think it really needs that many. It seems that too much time and resources went into the good cinemas but it's overdone way too much. The characters are sort of boring and the moves are tame by any standard. The controls work okay, but there aren't a lot of moves and fighting strategy to make this work. It needs moves, combos and technique.

- Best Feature:** Nice graphics
- Worst Feature:** Control. Help!
- Time To Complete:** Good Luck
- Also Try:** Rise/Robots (SNES)

Jaguar

DOUBLE DRAGON V

williams



category: release date:

Fighting **Now**

challenge: **back-up:**

Moderate **None**

This is the best fighting game on the Jaguar. While that's not saying much, DD5 is very playable. The graphics are bright and cartoon-like—very different from the original Double Dragons. The audio wasn't anything special, and the sounds needed help. Having to use the lower keys on the control pad really detracted from the otherwise decent control. The Jag needs a different type of controller for fighting games. DD5 is worth getting if you own a Jaguar.

Playing this game and every other fighting game for the Jaguar, Double Dragon V is a much better game. Hey, at least you can play it. But that's not saying much. This game was nothing spectacular on the Super NES and Genesis, plus it's still nothing exciting on the Jaguar. The characters are goofy in appearance but were probably a hit with the younger crowd. Jaguar games are coming along after all this time, and DD5 will be a game for the younger Jaguar player.

Nothing is more frustrating in a fighting game when you can't execute the special attacks. It's so difficult, that it becomes a challenge in itself. Forget trying to finish the game, throwing projectiles and other special attacks is the main objective. To make matters worse, having to use the number pad on the Jaguar makes the game that much tougher to control. The game wouldn't be so bad if more work was done on game play. If you're just looking for a substandard game...

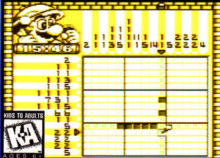
Compared to the other Jag fighting games, it does play okay, but it's still below par for most other systems. The game actually plays better on the Super NES and doesn't look all that different. The biggest problem, once again, is lack of control. Sure it may be the most playable one so far, but it still isn't good enough for this fighting fanatic. I never cared for this game too much, and this version hasn't changed my mind: If you have a Jag, you might want to check it out.

- Best Feature:** It's playable
- Worst Feature:** Seems dated
- Time To Complete:** Medium
- Also Try:** Any other fighting game

game boy

MARIO'S PICROSS

nintendo



category: release date:

Puzzle **Now**

challenge: **back-up:**

Hard **None**

Nintendo's known for releasing top-notch puzzle games, and while good, Mario's Picross lacks the addictive quality of Tetris, Kirby's Avalanche, etc. This cart relies far too heavily on guesswork than actual reasoning skills. Some of the items you uncover really don't look like they're supposed to. Mario's Picross gets boring after a few puzzles. Nothing keeps it fresh, which is a shame. This one is good for long road trips. But I think that it's only average.

It's a Tetris-type puzzle game, but it's not. Got that? Neither do I. You see, this title uses more reasoning behind the game. Rather than letting little pieces fall, you have to use your mind. When I'm playing a green-screened, portable game, I don't want to use my mind—my eyes hurt already. The addictive quality of puzzle games doesn't come through for the game. It's different, but I couldn't see myself toting it around for fun on the run. I gotta go—my brain hurts.

Puzzle games are usually very successful on Nintendo systems, and Mario's Picross is no different. But I must warn you: This title depends heavily on logic and reasoning. If you want something in the vein of Kirby's Avalanche or Dr. Mario, you're not gonna get it here. Anyway, the game is still decent if you have the patience for it. It's a pretty cool game with the first few puzzles, but it kinda fizzled out and bored me toward the end. It's still worth a try.

I like puzzle games and generally think they're even better on a portable. However, this game was just too boring. Chiseling away numbers on the top and side make it seem like a math test instead of a game. It may be good for educational reasons, but it sure is bland to play. I would only recommend this to puzzle fanatics—it may not even please everyone who likes Tetris-type games. It's not a bad game but really not my type of puzzle.

- Best Feature:** Very unique
- Worst Feature:** Too unique
- Time To Complete:** How smart R U?
- Also Try:** Nothing else like it

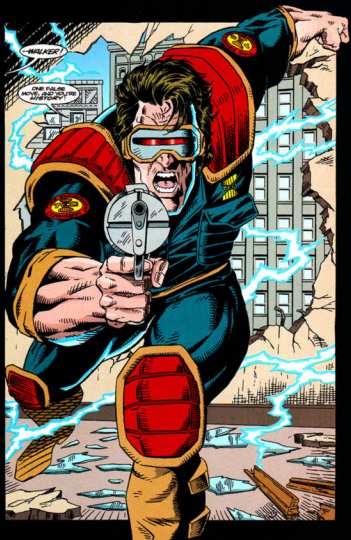
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Afraid you may have missed EGM's review of your favorite product? Curious as to how good that game in the bargain bin is? With more and more new game releases hitting store shelves every week, that could be a bad thing. Never fear, because the EGM 50 details the Review Crew's rankings of the highest-rated softs from the past year. The games on this list, ranking from one to 50, are listed accordingly. The top eight titles are featured in the sidebars.

THE EGM HOT 50

RANKING: #1

Nintendo



Super NES

Donkey Kong Country

This game outperforms a lot of the 32-Bit games out there. It also toasts all the 16-Bit competition. DKC really shows what the 16-Bit systems can do—both in sheer graphic ability and a killer soundtrack that makes you wonder if there's a CD inside your cartridge. It's a winner. (Nov. '94)

AVG. RATING: 9.25

RANKING: #2

Sega



Genesis

Sonic & Knuckles

With fantastic graphics, sound and game play, this is one of the best games around for the Genesis. The use of Lock-On technology even helps you drag out those dusty, old Sonic 1 and 2 carts! So enjoy playing as Knuckles in both Sonic 1 and 2 and also experience new levels. (Dec. '94)

AVG. RATING: 9.25

Interplay

3DO

Alone in the Dark

Another excellent PC translation for the 3DO featuring excellent graphics and sound. Also, it's much more strategy-oriented. Playing as a man or woman is a nice touch. (Sept. '94)

RANKING: 38 AVG. RATING: 8.0

Konami

Super NES

Animaniacs

If you love the cartoon, you'll love the game. It has everything: great graphics, killer sound, challenging levels and, of course, Yakko, Wakko and Dot. (Nov. '94)

RANKING: 28 AVG. RATING: 8.0

Interplay

Super NES

BlackThorne

This is the perfect blend of mystery, strategy and action. The animation is excellent and the graphics are superb. The dark background adds to the mystery. (Sept. '94)

RANKING: 36 AVG. RATING: 8.0

Philips

CD-i

Burn: Cycle

Burn: Cycle is a great, interactive mystery that must be seen to be believed. It's hard-core cyberpunk with nothing left to the imagination. It's a must for the CD-i. (Nov. '94)

RANKING: 31 AVG. RATING: 8.0

Taito

Super NES

Bust-A-Move

This is a thoroughly enjoyable, addicting puzzle game that relies on reflexes and timing. This game contains solid play instead of flashy graphics and effects. (March '95)

RANKING: 42 AVG. RATING: 7.75

Computer West

Jaguar

Cannon Fodder

As one of the best games out for the Jag, Cannon Fodder is a humorous look at war. The graphics are better than the average Jag games and it's highly addictive. (March '95)

RANKING: 46 AVG. RATING: 7.75

Konami

Game Boy

Contra: The Alien Wars

Another excellent Game Boy game. This is an extremely close copy of the Super NES version. This is sure to keep you busy on those long, summer car trips. (Dec. '94)

RANKING: 50 AVG. RATING: 7.75

Atlus

Genesis

Crusade of Centy

Crusade of Centy is one of the best action/RPG games for the Genesis (like the Zelda series on the other system). The control is less refined, with numerous plot twists. (March '95)

RANKING: 44 AVG. RATING: 7.75

Capcom

Super NES

Demon's Crest

Demon's Crest will probably be one of those sleeper games. The graphics are beautiful and the game control is top-notch. Also, the background music really draws you in. (Oct. '94)

RANKING: 18 AVG. RATING: 8.25

Nintendo

Game Boy

Donkey Kong

Donkey Kong is back in this Game Boy variant that gives you more levels, cool cinemas and color using the Super Game Boy adapter. Takes you right back in time. (Aug. '94)

RANKING: 20 AVG. RATING: 8.25

Playmates

Genesis

Earthworm Jim

One of the coolest games of the year, EWJ has it all. The warped jokes and stunning visual effects place this game in a field of its own. It's a great addition to any game library. (Oct. '94)

RANKING: 9 AVG. RATING: 8.75

Playmates

Super NES

Earthworm Jim

Earthworm Jim is a totally unique character, with plenty of animations and characteristics. With huge, challenging levels and hilarious Bosses, this is a must-have. (Oct. '94)

RANKING: 11 AVG. RATING: 8.5

Takara

Super NES

Fatal Fury 2

Fatal Fury is one of the better fighting games out for the Super NES and a great translation from the arcades with all of the characters, moves, graphics and sound. (May '94)

RANKING: 23 AVG. RATING: 8.25

JVC

Super NES

Ghoul Patrol

A worthy sequel to Zombies Ate My Neighbors, the game play is the same, but a few new options are included, like Boss characters and the ability to jump. (Dec. '94)

RANKING: 49 AVG. RATING: 7.75

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RANKING: #3**SNK**

Neo-Geo

Samurai Shodown II

As the only fighting game in our top eight, Samurai Shodown II earns its place. It is a big improvement over SS1. The graphics and sound are simply amazing while the playability is unmatched. (Jan. '95)

AVG. RATING: 9.0**RANKING: #4****Squaresoft**

Super NES

Final Fantasy III

Undoubtedly the best RPG on the market, Final Fantasy III has caused insomnia in some of our editors. RPGs with this much depth and realism come once in a blue moon, so don't pass this one up. (Oct. '94)

AVG. RATING: 9.0**RANKING: #5****Nintendo**

Super NES

Super Metroid

The 8-Bit classic makes its way to the Super NES. Super Metroid is more addictive than the original. With great graphics and music, plus all of the weapons that you can get, this game is way cool. (June '94)

AVG. RATING: 9.0**Jaleco****Super NES****Ignition Factor**

In Ignition Factor, you play as a firefighter trying to rescue people. IF is a strategy- and action-oriented game with decent music and great sound effects. (March '95)

RANKING: 13 AVG. RATING: 8.25**SNK****Neo-Geo****The King of Fighters '94**

Another totally awesome fighting game from SNK. With 24 characters and tons of special moves, this game is bound to keep you up late on many occasions. (Nov. '94)

RANKING: 10 AVG. RATING: 8.5

TRoF '94 by SNK



Lemmings 2 by Psygn

Psygnosis**Super NES****Lemmings 2**

Those lovable critters are back for more action. This title adds some nice twists, like Lemmings with different skills and better-looking graphics. It's a must for Lemmings fans. (Feb. '95)

RANKING: 47 AVG. RATING: 7.75**Virgin****Genesis****The Lion King**

An excellent movie-to-game translation and once again, this one does the animated feature justice. It has knock-out graphics and sound, plus challenging game play. (Nov. '94)

RANKING: 29 AVG. RATING: 8.0**Konami****Super NES****Metal Warriors**

Mechs, mechs, mechs. Metal Warriors offers up a mech-lover's delight. Lots of mechs to choose from, lots of weapon power-ups and huge, challenging levels. (April '95)

RANKING: 24 AVG. RATING: 8.125**Sony Imagesoft****Sega CD****Mickey Mania**

This game was totally unexpected. Its graphics and effects will blow you away. It has good play mechanics and great sound. If you love old Disney classics, get this game. (Nov. '94)

RANKING: 30 AVG. RATING: 8.0**Acclaim****Super NES****Mortal Kombat II**

This is the version of Mortal Kombat II to get. It plays almost the same as the arcade with all of the secrets and combos, and most of the audio included. (Oct. '94)

RANKING: 17 AVG. RATING: 8.25**Electronic Arts****3DO****Need for Speed**

Drive any one of eight supercars like the Viper or Diablo. Race on three types of track from the mountains right down to the congested freeways in a city. (April '95)

RANKING: 25 AVG. RATING: 8.0**Namco****Super NES****Pac-In-Time**

Pac-In-Time has the making of a great game. It combines fast-paced action with puzzle-solving abilities. The graphics and animation make this the best-looking Pac-Man yet. (March '95)

RANKING: 43 AVG. RATING: 7.75**Sega****Genesis****Phantasy Star IV**

This is the fourth installment in the Phantasy Star series with an improved magic system that allows you to combine magic spells for more power. (April '95)

RANKING: 41 AVG. RATING: 7.75**Atlus****Super NES****Pieces**

Another excellent puzzle game, this one's unique goal is putting jigsaw pieces together. The Two-player Mode really makes this game shine. (Jan. '95)

RANKING: 14 AVG. RATING: 8.25**Natsume****Super NES****Pocky & Rocky 2**

This is one of the best adventure sequels out. The graphics are really good, and the music is cool. The new people are a nice touch: Finding out what they do is half the fun. (July '94)

RANKING: 39 AVG. RATING: 8.0**Working Designs****Sega CD****Popful Mail**

Popful Mail is a side-scrolling action/RPG. The story is very humorous at times with the help of spoken text. The animated cinemas are excellent and quite funny. (March '95)

RANKING: 45 AVG. RATING: 7.75

Popful Mail by W. D.



R-Type III by Jaleco

Jaleco**Super NES****R-Type III**

R-Type III is quite possibly one of the best shooters ever produced. Huge levels, deadly Bosses and an overall difficult game make it an excellent purchase. (Sept. '94)

RANKING: 37 AVG. RATING: 8.0

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No purchase required. One entry per person. To enter, fill in the above information or print your name, address, city, state, zip code, phone number, and age on a 3" x 5" piece of paper and mail to the address below. Sweepstakes runs from March 15, 1995 through June 15, 1995. Entries must be postmarked no later than June 15, 1995. Void where prohibited. Not responsible for late, lost, misdirected, or misdelivered mail. This sweepstakes is sponsored by Time Warner Interactive, Inc. and is open to U.S. residents exclusively employed (and their immediate families) in the United States. The two game consoles, collectibles, different age groups. Prizes are approximate retail values as of June 15, 1995. Kawasaki SuperBike 250 Motorcycle (MSRP \$4,495), (2) Top-Prize Kawasaki Ninja 250 (MSRP \$2,995), (2) Grand Prizes, Sets of two Time Warner Interactive video games of the winner's choice (\$27.95 each), (25) Third-Prize Kawasaki water bottles and key chains (\$2.95 ea.). Void where value of all prizes is \$4,495. Chances of winning are determined by total number of valid entries received. Entries will be randomly drawn on or about June 15, 1995 and will be verified by mail. All prizes will be awarded. Judging decisions are final. Cash equivalents or merchandise will be awarded for grand prizes in order of age of 16. Taxes are the responsibility of the winner. For a list of winners, send a self-addressed stamped envelope to Kawasaki SuperBike Challenge Sweepstakes, P.O. Box 360782, Milpitas, CA 95036-0782. Awards must be received before June 15, 1995. Void where prohibited. Void in Quebec, Canada. All federal, state, and local laws and regulations apply. Acceptance of prize constitutes permission to use winner's name and likeness for publicity purposes without additional compensation or permission.

RANKING: #6**Acclaim****Super NES****NBA Jam**

As one of the most popular games in the arcades, NBA Jam has made its way to the home systems. It's no surprise that it's here. It offers great graphics and cool sound. See if you can master it. (Feb. '94)

AVG. RATING: 9.0**RANKING: #7****Capcom****Super NES****Mega Man X**

As the first Mega Man game for the Super NES, this one blows most other action games out of the water. It has 13 mind-bending levels and lots of secrets to find. If you're a fan, don't pass this one up. (Jan. '94)

AVG. RATING: 9.0**RANKING: #8****Interplay****Sega CD****Earthworm Jim**

The special edition of Earthworm Jim contains new levels, new music and more great animations. If you don't already have EWJ and love it, then this is the version of EWJ to get. (April '95)

AVG. RATING: 8.875**Prolific Software****3DO****Return Fire**

Return Fire is a great game that has it all: mass destruction, driving, flying, a classical soundtrack and still more mass destruction. It's a great buy for the 3DO. (Feb. '95)

RANKING: 26 AVG. RATING: 8.0**Konami****Sega CD****Snatcher**

Snatcher is a great title for older audiences. An adventure game with nice graphics and an intricate plot, this one is sure to keep you rooted in your seat. (Dec. '94)

RANKING: 16 AVG. RATING: 8.25**Konami****Super NES****Sparkster**

This one has it all: huge levels, large Bosses, outstanding graphics and excellent music. There is plenty of technique to learn and you won't master this in one sitting. (Oct. '94)

RANKING: 33 AVG. RATING: 8.0

Sparkster by Konami



Spike McFang by BPS

Bullet Proof**Super NES****Spike McFang**

Spike McFang is a huge adventure game similar to Zelda. The twist is that you can pick up partners along the way, but the perspective takes some getting used to. (June '94)

RANKING: 22 AVG. RATING: 8.25**Crystal Dynamics****3DO****Star Control II**

One of the best games out for the 3DO, Star Control II is a translation that surpasses the PC version. Excellent graphics and sound make this an absolute must-have. (Oct. '94)

RANKING: 19 AVG. RATING: 8.25**JVC****Super NES****Super Return of the Jedi**

All of you Star Wars fans look out because Vader's back. This game has excellent graphics and sound, plus some very hard levels that you can't just run through. (Oct. '94)

RANKING: 32 AVG. RATING: 8.0**SNK****Neo-Geo****Super Side Kicks 2**

Here's another great sports game from the guys at SNK. The control is dead-on with intense action. Soccer fans won't be disappointed. Listen to the crowd roar. (July '94)

RANKING: 40 AVG. RATING: 8.0**Panasonic****3DO****Super Street Fighter II Turbo**

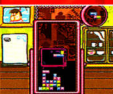
A great translation for the 3DO with arcade-quality graphics and sound, near-perfect control even on the normal 3DO controller and yes, you can even play Akuma! (Jan. '95)

RANKING: 27 AVG. RATING: 8.0**Atari****Jaguar****Tempest 2000**

The best game out for the Jag, Tempest 2000 takes you back to your arcade-hopping days. With a cool, techno score and great graphics, it's a must. (April '94)

RANKING: 12 AVG. RATING: 8.5**Nintendo****Super NES****Tetris 2**

More of the same Tetris fun. If you loved the first, then this is the sequel for you. The Two-player Mode is an absolute addictive blast and will keep a pair up all night. (Oct. '94)

RANKING: 35 AVG. RATING: 8.0

Tetris 2 by Nintendo



Wild Guns by Natsume

Natsume**Super NES****Wild Guns**

One of the best shoot-'em-ups for the Super NES. The Two-player Simultaneous Option and very challenging levels make this one really fun. It's a good product overall. (Oct. '94)

RANKING: 34 AVG. RATING: 8.0**SNK/Alpha****Neo-Geo****World Heroes 2 Jet**

This is another great fighting game for the Neo-Geo. Tons of special moves, excellent graphics and top-notch sound make this one of the best fighters out today. (July '94)

RANKING: 21 AVG. RATING: 8.25**Capcom****Super NES****X-Men**

Quite possibly the best X-Men game out there. The characters are detailed and have Street Fighter-type control for their special attacks. This game requires lots of skill. (Jan. '95)

RANKING: 48 AVG. RATING: 7.75**Sunsoft****Genesis****Zero, the Kamikaze Squirrel**

Zero has great graphics with vibrant colors, cool sound, awesome play mechanics and all the moves of Bruce Lee. This is one of the best action carts out for the Genesis. (Dec. '94)

RANKING: 15 AVG. RATING: 8.25

Average ratings are based on the combined scores of all four Review Crew critics divided by four. Games with identical average ratings are listed in reverse chronological order. Please remember that any resemblance to people living or dead is purely coincidental.

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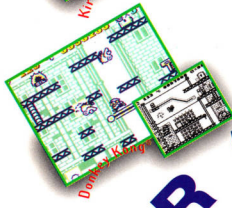
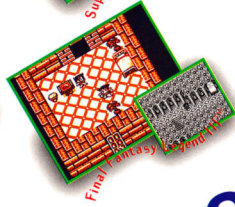
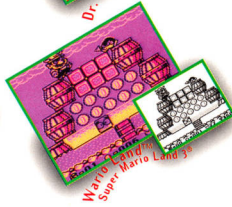
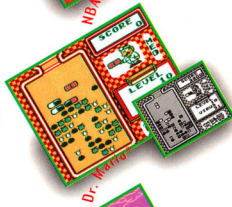
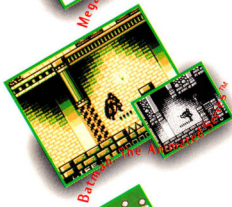
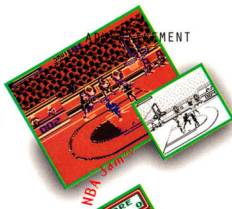
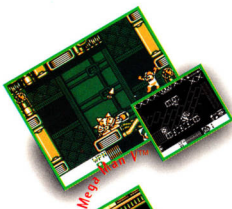
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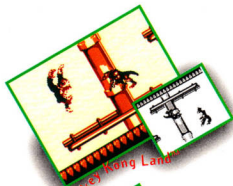
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TRADING GO

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

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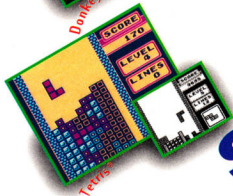
Donkey Kong Land



Mortal Kombat II



Super Mario 64 Golden Coins



Tetris

FOR SHOW



GAMES GAMES

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

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

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Choices

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

BORDER OPTIONS

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

BORDER OPTIONS

BORDER OPTI

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Make your own ADVERTISEMENT



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

Make your own

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



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

Choices



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

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ENHANCED MODE



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

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



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GAMING GOSSIP

... The System ... Final Fantasy 7 To
... Look For Ultra 64 Optical Drive
... 3 Coming To Jag ... Movie News...

... Sega To Launch New 64-Bit Game System ... Final Fantasy 7 To Star Mario? The Ultra Truth ... Look For Ultra 64 Optical Drive ... Sony Suffering The High Price Tag Blues ... Mortal Kombat 3 Coming To Japan ... Movie News ...

... So Jordan's back, we're down to the Final Four and the Eagles just let Walker go. It has been quite a month in sports and to celebrate, the Q is back once again with his hands on some big wood just in time to knock out the hottest gossip you'll find engraved on dead trees. Coming up to the plate this month, kiddies, the Q-Mann has his head full of rumors from the ECTS gala in Merry Old England. From Sony to Sega, Japan to the U.S., the Main Man has the inside scoop. ... Well, we've all been to Saturn and we've done the Neptune thing, but are you ready for Mercury? Seems that may be Sega's next destination as yours truly has dug up the dirt on a new 64-Bit, cartridge-based game machine that may be under development at Sega R&D in Japan. The odd thing about this rumor, however, is that no one from the usually tight-lipped PR machines at Sega U.S. and Sega Europe would actually deny that such a product was in development. Now, let's see, that makes about a half a dozen hardware configs for the big S. ... It may not be news to all you Wall Street Wizards, but for you Quarter-Maniacs word that the dollar continues to buy fewer yen is sending some cold chills down the Sega/Sony/Nintendo trio. The big fear is that the next-generation hardware will hit shelves over the \$300 threshold that will spell certain doom. ...

... The Q hears that Final Fantasy 7 may already be prepped for an Ultra launch this fall. Also on tap for the big U is another RPG starring Mario, Luigi and the Princess. Or could they be one in the same? The Mann will keep you posted with the details, but rumor has it that the deal has been inked and the game is being finished up as we speak. ... File it under Ultra Secret: Quartermann has heard a rumor that Nintendo opted for the cartridge format as the basis of their Ultra 64 game system because Sony and Philips continue to be miffed at the snubbing that both received at various times from the big N back in the early '90s. Talk about holding a grudge. ... A third party will be releasing the optical disk drive that **EGM** originally profiled about two years ago as part of their Ultra release. This device, which was originally created as an attachment to the Super NES, will enable games with enhanced CD-ROM-like features that come encased in special cartridge caddies. ...

... After the hoopla of Saturn Day wears off on Sept. 2, keep your eyes peeled on the totally cyber Virtual Reality helmet created jointly by Sega and Virtua IO. This was the same pair that had originally announced Virtua gyber for around \$200, and although that ware got the axe, seems the new equipment will hit stores soon after Saturn's launch. ... Get set for Virtua Fighter on the 32X. ... Remember the rumor that yours truly passed along a couple of months ago about Sega 32X development systems not utilizing the full potential of the machine? Well, the Q hears that something similar may strike the initial Saturn releases. ... Look for EA to buy into IndieProd, a new, motion-picture company, as well as expect movement from Dreamworks, a movie company, looking to buy into a VERY big software company. ...

... The Quartermann hears that Sony originally planned to launch their new unit on Sept. 20, but they are now trying to move that date forward to counter Sega's Saturn-Day fanfare. Their office is so new they don't even have a coffee pot plugged in yet, according to my Q-sources, but the real problem facing Sony is that evil price point. Seems that someone at Sony was Racing for the door when told that the PSX was targeted at 400 clams. To keep their white shirts from screaming Sega, the Q understands the big guns decided to re-evaluate their decision and try again for that elusive \$299 price point. ... If you've got the big bucks, you can slam down the dough to score a Sony TV, VCR, PlayStation, M-PEG super system that also plays CDs! ... News on other PlayStation products includes the Q's undercover discovery of a digital steering wheel and Game Genie device that are being made by a small British firm. ...

... Dig into Crystal Dynamics for super-charged revs of Gex on the PSX and Saturn, as well as another shooter entitled Solar Eclipse. ... Although the game is close to a year away, yours truly hears Primal Rage 2 is in development. Sources recently told the Q that a new assortment of big-fanged bad guys as well as some old favorites will be back for part two. This time around don't be surprised if the dinos play some stickball or maybe even soccer with the natives. ... Atari is getting ready to take a great big bite out of the backsides of their critics with some very cool games in the works. Besides Thea Realm Fighters, a fighting game featuring Ho Sung Pak and Daniel Pesina (Johnny Cage) of Mortal Kombat and Mortal Kombat II fame, Atari will also get the granddaddy of fighters, Mortal Kombat 3, as well as updated versions of Joust and Defender next year. ... Atari developers are also working on Pong 2000 and the Jaguar 3, an upgrade from the current Jag with a double-speed CD-ROM drive that will have some hefty horsepower under the hood and a price tag of around \$350. Also under consideration are a modern peripheral and virtual-reality headset being rumored to be crafted by California-based Virtuality Entertainment. The headset is rumored to clock in at around \$200 and is scheduled to be released before Christmas this year. ...

... In a little news from Hollywood, Williams and New Line Cinema are regretting they did not use the original characters from the video games in *Mortal Kombat: The Movie*. There's a feud brewing between Williams and New Line and no one wants to go on the record about it. They're pouring another 10 million bills into special effects to make it better, according to sources close to Williams. The movie has been pushed back until August and if the special effects don't spruce up the flick, more work will be done until the movie is tuned up just right. ... As the Q leaves his keyboard and takes to the air doing his best Jordan impersonation, I'm off to the arcade to try the latest MK3 secrets (did someone say I can play as Clinton??!?!?) ...

- QUARTERMANN

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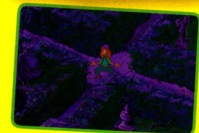


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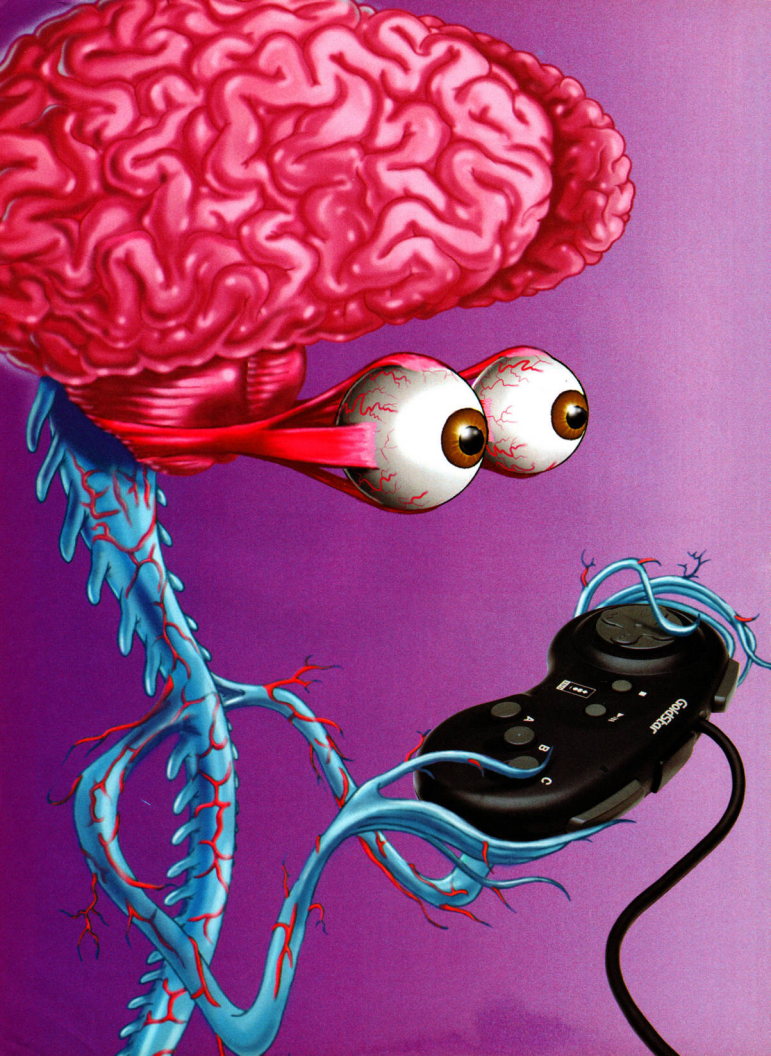
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EGM ECTS

EUROPEAN CONSUMER
TRADE SHOW



Our editors recently flew to London for the annual ECTS (European Consumer Trade Show) to get a glimpse at the U.K. marketplace. Sega was going all-out. Both the Sega Saturn and the 32X had high-profile titles, plus a few for the Mega Drive.

**GAMES COMING
TO THE U.S.!**

GENESIS

X-PERTS ... Sega's Answer to Donkey Kong!!

Sega's whipping up a brand-new game that promises to revolutionize the way 16-Bit games are done. Coming out around Christmas for the Genesis, players are going to be treated to Silicon Graphics Imagery and unbelievable sounds. No pictures of X-Perts are available yet, but we'll be bringing you the latest word.

LAST-MINUTE UPDATE!

EGM has learned that Sega will be selling the Saturn in a few select test markets as early as July 11! The official, nationwide roll-out is set for Sept. 2, 1995.



SPEEDY GONZALES

Speedy Gonzales, the famous mouse of Warner Bros. fame, now stars in his very own Genesis adventure.

DAFFY DUCK

That irresistible duck Daffy is now the star of a new Genesis game. You can be sure that this adventure will be loaded with thrills.



LIGHT CRUSADER

The latest game from Treasure (the makers of Gunstar Heroes) is the stunning isometric, 3-D adventure entitled Light Crusader. From what was shown, this title looks really hot.



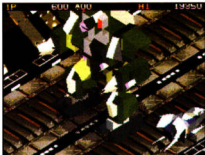
SEGA 32X



ZAXXON'S MOTHERBASE 2000



Zaxxon's Motherbase 2000 brings the classic arcade series to the 32-Bit level. There is lots of intense shooter action with the same innovative, 3-D perspective that wowed players of yesteryear. It's a blast from the past!



STELLAR ASSAULT

Stellar Assault is a cool, new shooter that lets one or two players pilot a starship into heavily guarded enemy bases. SA is done in a style very similar to the 32X Star Wars.



COMING SOON FOR THE 32X ...

VIRTUA FIGHTER

VIRTUA HAMSTER

STRIKER

KOLOBRI

X-MEN

32-XTREME

OUTPOST

RATCHET AND BOLT



EGM EXCLUSIVE!

VIRTUA FIGHTER 32X



THE SATURN



At the ECTS, we were given a better glimpse at what games would be released for the Sega Saturn. Many notable titles were on display. Watch for these exciting titles to come to the U.S. this fall!

NHL HOCKEY

The Sega Sports series gets one of the roughest titles of the year with NHL Hockey. The graphics are unbelievable and should give armchair athletes something to clamor over.



GRAND CHASER

Grand Chaser is racing of the future. With texture-mapped polygon tracks and intense racing action, GC will thrill gamers everywhere. Perfect for Daytona fans.



VIRTUA COP

Sega's latest Virtua arcade title comes home with this brand-new Saturn CD. Expect this game to be very close to the arcade version, on par with Virtua Fighter. Fight terrorists—virtua style!



PINBALL ARENA

Pinball Arena is one of the first pinball simulations on the Sega Saturn. Beautifully drawn playfields and realistic control make it seem as if you are playing the real thing. Pinball buffs, rejoice!



DEADALUS



Doom-style action hits home on the Sega Saturn with Deadalus. Enter a space colony and rid it of vicious aliens and robots.



BLACKFIRE



Take the controls of a sleek, deadly attack helicopter and fly in a series of missions that'll have you breaking out in a sweat.



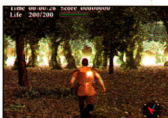
BUG!

Bug! is a cool, Mario-type adventure loaded with eye-popping visuals and secrets for the adventurous player. The game will take a 3-D view in certain areas. Bug! Looks like fun!



VIRTUAL HYDLIDE

The Hydlide series has gone 32-Bit with the latest game having a first-person slant to it. Lots of intrigue, monsters and mayhem await those who wish to delve into its many secrets.



COMING SOON FOR THE SEGA SATURN

The Saturn will be receiving a great number of cool CDs.

CONGO

NBA BASKETBALL

FREERUNNER

CLOCKWORK KNIGHT 2

VIRTUA FIGHTER 2

WORLD STRIKER

REAL YUMEMI





Mortal Month begins with the official release of MK3. This could possibly be the hottest fighting game of all time, as well as the biggest money maker for both the home and arcades. *EGM* introduces you to the characters and game that will sweep the nation!



THE BEGINNING

Thousands of years ago an order of the wisest men from the Far East received visions of a dark realm. This realm came to be known as the **OUTWORLD**. It was dark and chaotic and ruled by a vicious emperor. The wise men knew that travel between the dark realm and Earth would someday be possible if the conditions were right. The conditions being the unbalancing of the furies—negative and positive forces which keep our unstable universe from collapsing onto itself. Knowing that the eminent Outworld invasion would prove too much for Earth, they appealed to the Elder Gods. It was for this reason the Elder Gods created the tournament called Mortal Kombat. Through this contest, we protect not only the safety of our realm, but the existence of our souls.

EVIL REBORN

For centuries Earth has used Mortal Kombat to defend itself against the Outworld's emperor—Shao Kahn. But Kahn becomes frustrated by failed attempts at taking Earth through the tournament battle. He decides to enact a plan which began almost 10,000 years ago. It was during a time in which Kahn had a queen. Her name was Sindel and her premature death was devastating. Kahn's shadow priests, lead by sorcerer Shang Tsung, would make it so Sindel's spirit would someday be reborn—not on the Outworld but on the Earth realm itself. This unholy act gives Shao Kahn the power to step through the dimensional gates and reclaim his queen, thus enabling him to finally seize Earth.

CONQUEST

Upon breaching the portal into Earth, Shao Kahn strips the planet of all human life. He claims every soul as his own. Slowly the Earth begins to transform into a part of the Outworld itself. But there are human souls which Shao Kahn cannot take. These souls belong to the warriors chosen to represent the Earth in a new Mortal Kombat. The warriors are scattered throughout the planet and Kahn sends an army of fierce Outworld warriors to find and eliminate them. Some of the Earth's warriors survive the attacks, but most do not. The remaining few hold the chance at saving all of human kind.

RAIDEN'S CREED

Remember these words warriors,

You have been chosen to represent Earth in Mortal Kombat. Each of you poses a vital threat to Shao Kahn's occupation of Earth. Be warned; although your souls are protected against Shao Kahn's evil, your lives are not! I cannot interfere with these matters any longer. Your Earth is now governed by the gods of the Outworld. These are the words of **RAIDEN**.

Encryption Code

**MORE
MORTAL
KOMBAT**



The little "combination lock" below the Vs. Screen is the doorway to accessing tons of secrets. There are eight possible items to choose from: MK3 symbol, Skull, Question mark, Raiden, yin/yang, Shao Kahn, lightning bolt and peace symbol. Each of the lower buttons for player 1 and 2 correspond to a slot (1-low punch, 2-block, 3-low kick, 4-low punch, 5-block, 6-low kick). By pressing the button any number of times you can select from the eight items and build a code that can affect the game.



Try these codes to start you off:

HANDICAPPING: only 1/2 an energy bar: Shao Kahn—Shao Kahn—Shao Kahn (on your side)
BLOCKING DISABLED: Yin Yang—Yin Yang—Yin Yang—Yin Yang—Yin Yang—Yin Yang
THROWS DISABLED: MK3—Dragon—Dragon—MK3—Dragon—Dragon
DARK FIGHTING: Dragon—Dragon—MK3—Dragon—Dragon—MK3

MOVE KEY

HK=high kick, LK=low kick, HP=high punch, LP=low punch,
 BL=block, U=up, D=down, B=back, F=forward, HCT=half circle
 toward, HCB=half circle back.

If you think that MK3 is just an arcade game, then you don't have the real picture. MK is going to explode like a time bomb! Everything from a live tour, a motion picture and an animated series will fill you so full of MK you will be doing an exploding fatality. If that isn't enough, wait until SEPTEMBER when MK3 comes to the HOME systems. When it hits, the arcade version will simultaneously go through an update, getting more characters, codes and secrets not available in the home version. The people at Midway will definitely make this a Mortal Kombat year!

MOTARO



If you ever thought Goro or Kintaro were bad, just wait until you meet Motaro! This steel-tailed centaur has the ability to deflect projectiles and romp you into the ground in no time! The only way to beat him is to find a pattern that works. So far he is susceptible to turnaround kicks done over and over—they whittle him down—but not much else works.



Special thanks to Diversions of Chicago for being the exclusive, premier location of Mortal Kombat 3.



FATALITY



EGM joins the rage and shows off a few of the first Fatalities along with some extra hints!

MK's trademark Fatalities are back and better than ever, including an all-new pit. Also returning are the Friendship moves, such as Sheeva's plate spinning on a stick routine. In addition, the rumored Animalities are in this version. In order to access them, you must do something similar to the Babalities and Friendship moves of MK II. Good luck!



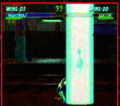
SKELETON PULL



Kano's got a bone to pick with you in this Fatality. Move right next to your opponent, tap forward three times and then press low punch.



PRAY FOR DEATH



Using his spiritual powers, Nightwolf calls the furies of the gods. Tap down, forward, forward and press high kick from a little under a sweep distance away.



KISS OF DEATH



Similar in look to her original Fatality, the beautiful Sonya blows you one heck of a kiss. From anywhere on the screen, press down three times, forward and press low kick.

RED EYE



Always wondered what was



with the red eye mask. From a little more than a sweep distance, tap three forward and press high kick.

SEKTOR COMPACTOR



This robo ninja shows there is more to him than meets the eye. From about a sweep distance away, tap back three times and press high kick.

All moves were performed on a preliminary version and are subject to change without notice.



- MAJ. JAX BRIGGS -
 AFTER FAILING TO CONVINCE HIS SUPERIORS OF THE COMING OUTWORLD MENACE, JAX BEGINS TO COVERTLY PREPARE FOR FUTURE BATTLE WITH KAHN'S MINIONS. HE OUTFITS BOTH ARMS WITH INDESTRUCTIBLE BIONIC IMPLANTS. THIS IS A WAR JAX IS PREPARED TO WIN.

Jax



1) Single Fireball:

B, F, HP

2) Dash Punch:

F, F, HK

3) Gotcha:

F, F, LP

4) Ground Slam :

Charge LK



1) Firebolt:

HGT, HP

2) Teleport Stomp:

D, Q

3) 4 Armed Throw:

F, LP

4) 4-Flit Combor:

HP, HP, LP, HP



- SHEEVA -
 SHE WAS HARD PICKED BY SHAO KAHN TO SERVE AS SINDEL'S PERSONAL PROTECTOR. SHE BECOMES SUSPICIOUS OF SHAO KAHN'S LOYALTY TOWARDS HER RACE OF SHOKAN WHEN HE PLACES MOTARD AS THE LEADER OF HIS EXTERMINATION SQUADS. ON THE OUTWORLD MOTARD'S RACE OF CENTAURIANS ARE THE NATURAL ENEMY OF SHOKAN.

Sheeva

Cyrox



- CYROX -
CYROX IS UNIT LK-404, THE 2ND OF THREE PROTOTYPE CYBERNETIC NINJAS BUILT BY THE LIN KOEI. LIKE HIS COUNTERPARTS HIS LAST PROGRAMMED COMMANDS TO FIND AND TERMINATE THE ROGUE NINJA, SUB-ZERO. WITHOUT A SOUL, CYROX GOES UNDETECTED BY SHAO KAHN AND REMAINS A POSSIBLE THREAT AGAINST HIS OCCUPATION OF EARTH.



- 1) Yellow Grenade:
B, B, D, HP
- 2) Exploding Teleport:
F, F, D, BL
- 3) Electric Net:
B, B, LK
- 4) Grab and Slams:
F, LP



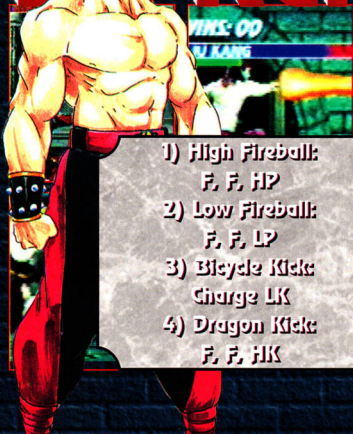
- 1) Bow & Arrow:
HCB, LP
- 2) Shield:
B, B, B, HK
- 3) Hatchet Uppercut:
HCT, HP
- 4) Shadow Dash:
F, F, F, LK



- NIGHTWOLF -
WORKS AS A HISTORIAN AND PRESERVER OF HIS PEOPLES CULTURE. WHEN KAHN'S PORTAL OPENS OVER NORTH AMERICA, NIGHTWOLF USES THE MAGICS OF HIS SHAMEN TO PROTECT HIS TRIBE'S SACRED LAND. THIS AREA BECOMES A VITAL THREAT TO KAHN'S OCCUPATION OF THE EARTH.

Nightwolf

Li Kang



- LIU KANG -
AFTER THE OUTWORLD
INVASION LIU KANG FINDS
HIMSELF THE PRIME TARGET
OF KAHN'S EXTERMINATION
SQUADS. HE IS THE SHAO LIN
CHAMPION AND HAS THWARTED
KAHN'S SCHEMES IN THE
PAST. OF ALL THE HUMANS,
KANG POSES THE GREATEST
THREAT TO SHAO KAHN'S
RULE.

- 1) High Fireball:
F, F, HP
- 2) Low Fireball:
F, F, LP
- 3) Bicycle Kick:
Charge LK
- 4) Dragon Kick:
F, F, HK



- 1) Fireball:
B, B, HP
- 2) Spear Toss:
F, LP
- 3) Tomado Dash:
B, F, LK
- 4) Sword Slice Combo:
HP, HP, D, LP, D, HP



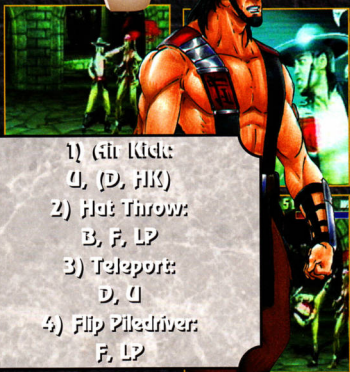
Kabal

- KABAL -
AS A CHOSEN WARRIOR HIS
IDENTITY IS A MYSTERY TO
ALL. IT'S BELIEVED THAT
HE IS THE SURVIVOR OF AN
ATTACK BY SHAO KAHN'S EX-
TERMINATION SQUADS. AS A
RESULT HE IS VICIOUSLY
SCARRED AND KEPT ALIVE
ONLY BY ARTIFICIAL RESPORA-
TORS AND A RAGE FOR END-
ING SHAO KAHN'S CONQUEST.

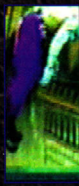
All moves were performed on a preliminary version and are subject to change without notice.



Kung Lao



- 1) Air Kick:
Q, (D), HK
- 2) Hat Throw:
B, F, LP
- 3) Teleport:
D, Q
- 4) Flip Piledriver:
F, LP



- 1) Low Grenade Throw:
HCB, LP
- 2) High Grenade Throw:
HCB, HP
- 3) Nightstick Throw:
F, LP
- 4) Baton Throw:
F, F, HK



Stryker



- STRYKER -
WHEN THE DUTOWORLD PORTAL OPENS OVER A LARGE CITY IN NORTH AMERICA, PANIC AND CHAOS RAGE OUT OF CONTROL. KORTIS STRYKER WAS THE LEADER OF A RIOT CONTROL BRIGADE WHEN SHAD KAHN BEGAN TAKING SOULS. HE FINDS HIMSELF THE LONE SURVIVOR OF A CITY ONCE POPULATED BY MILLIONS.

Kano

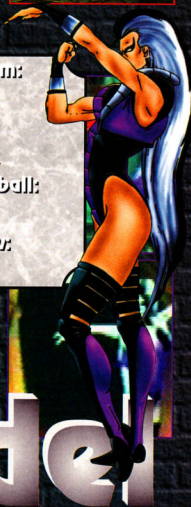


- KANO -
 KANO IS THOUGHT TO HAVE BEEN KILLED IN THE FIRST TOURNAMENT. INSTEAD HE'S FOUND ALIVE IN THE OUTWORLD WHERE HE ONCE AGAIN ESCAPES CAPTURE BY SOYU'S. BEFORE THE ACTUAL OUTWORLD INVASION, KANO CONVINCES SHAO KAHN TO SPARE HIS SOUL. KAHN NEEDS SOMEONE TO TEACH HIS WARRIORS HOW TO USE EARTH'S WEAPONS. KANO IS THE MAN TO DO IT.

- 1) Sword Throw:
HCB, HP
- 2) Cannonball:
Charge LK
- 3) Sword Dash:
HCT, HP
- 4) Grab & Strangle:
HCT, LP



- 1) Sonic Scream:
F, F, HP
- 2) Float:
B, B, F, HK
- 3) Floating Fireball:
HCT, LK
- 4) Hair Throw:
F, LP



- SINDEL -
 SHE ONCE RULED THE OUTWORLD AT SHAO KAHN'S SIDE AS HIS QUEEN. NOW 10,000 YEARS AFTER HER UNTIMELY DEATH SHE IS REBORN ON EARTH. HER EVIL INTENTIONS ARE THE KEY TO HIS OCCUPATION OF EARTH.

Sindel

All moves were performed on a preliminary version and are subject to change without notice.

Sektor



-SEKTOR-
SEKTOR IS ACTUALLY THE CODE NAME FOR GUY LIK-98. HE WAS THE FIRST OF THREE PROTOTYPE CYBERNETIC NINJAS BUILT BY THE LIN KOBAY. SEKTOR WAS ONCE A HUMAN ASSASSIN TRAINED BY THE LIN KOBAY. HE VOLUNTEERED FOR AUTOMATION BECAUSE OF HIS LOYALTY FOR THE CLAN. SEKTOR SURVIVES THE OUTWORLD INVASION- HE HAS NO SOUL TO TAKE.

- 1) Homing Missile:
FCB, HP
- 2) Chest Missile:
F, F, LP
- 3) Mechanical Arm:
F, LP (close)
- 4) Teleport :
F, F, LK



- 1) One Flaming Skull:
B, HP
- Two Flaming Skulls:
B, B, F, HP
- Three Flaming Skulls:
B, B, F, F, HP
- 2) Fire Eruption:
D, F, B, B, LK
- 3) Rolling Throw:
F, LP
- 4) Sub-Zero Morph:
F, B, F, HK



Shang Tsung



-SHANG TSUNG-
TSUNG IS SHAO KAHN'S LEAD SORCERER. HE ONCE FELL OUT OF FAVOR WITH HIS EMPEROR AFTER FAILING TO WIN THE EARTH REALM THROUGH TOURNAMENT BATTLE. NOT THE EVER SCHEWING SHANG TSUNG IS INSTRUMENTAL IN KAHN'S CONQUEST OF EARTH. HE HAS NOW BEEN GRANTED MORE POWER THAN EVER.



- SUB-ZERO -
THE NINJA RETURNS UNMASKED. HE WAS BETRAYED BY HIS OWN NINJA CLAN, THE LIN KUEI. HE BROKE SACRED CODES OF HONOR, LEAVING THE CLAN AND MARKED FOR DEATH. BUT UNLIKE THE NINJA OF OLD HIS FORGERS COME AS MACHINES. HE MUST NOT ONLY DEFEND AGAINST THE OUTWORLD MENACE BUT MUST ALSO ELUDE HIS SOLELESS ASSASSINS.

Sub-Zero



- 1) Ice Shower:
HCT, HP
- 2) Ice Statue:
HCB, LP
- 3) Slide:
B, (LP, BL, LK)
- 4) Opponent Toss:
F, LP



- 1) Air Punch:
F, B, HP
- 2) Bicycle Kick:
B, B, D, HK
- 3) Leg Grab:
D, BL, LP
- 4) Rings Fireball:
HCT, LP



- LT. SONYA BLADE -
SONYA DISAPPEARED AFTER THE FIRST TOURNAMENT BUT WAS LATER RESCUED FROM THE OUTWORLD BY JAX. ON RETURNING TO EARTH SHE JAX TRY TO WARN THE GOVERNMENT OF THE LOOK OUTWORLD MENACE. LOCKIN PROOF, THEY WATCH HELPLESSLY AS SHAO KU BEGINS HIS INVASION.

Sonya

SPECIAL FEATURE

THE CREATION OF DAYTONA, AND THE FUTURE PROJECTS OF AM2.

EGM's behind-the-scenes interview with Sega's top development team for the arcades, plus Sega Saturn reveals the details behind their hit coin-muncher Daytona USA, its conversion to the home platform on the Saturn and other new titles that are currently under way.

Interview By Nob Ogasawara

EGM: What games are you currently working on?

FK: We're working on the almost-complete version of Daytona USA for Saturn. After that, we've begun doing preliminary studies on Virtua Fighter 3.

What about AM2's next game? Virtua Fighter 3?

Pretty well without a doubt.

What about Virtua Cop 2?

We're not sure if there will be VC2. However, since the original VC did well at the arcades, we are certainly thinking about something to follow up.

Perhaps something like VC2 with full texture mapping and buckets of blood?

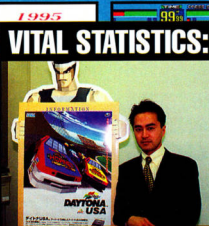
Uh, no, we don't think so. As far as Sega is concerned, we don't make games with bloody scenes.

Oh! What about Van Battle (renamed Battle Monsters and now to be released by Maxat) and Cyber Brawl (Cosmic Carnage)?

Uh, yeah. Well, there are games like that. But okay, as far as AM2 is concerned, we probably won't be involved in making games with blood or excessive violence. It's really in line with our section's game-design policies to make more realistic games. The games we made so far have been more like simulators, for instance, games like Virtua Racing and Virtua Fighter. So since we've focused on more realistic, simulator-type games, we probably will



Converted by its own development team—Daytona will be a near-perfect clone of the arcade hit!



Mr. Fumio Kurokawa
Manager, AM R&D Dept. 2, Sega Enterprises Ltd.
Age: N/A Home: Tokyo, Japan

First Game: After Burner
Last Game: Daytona Saturn
Next Game: Virtua Fighter 3

Message To EGM Readers:
If you loved it at the arcade, the Saturn version will almost be a letter-perfect translation. Bet on it to be a winner!

were involved?

That's sort of confidential. I guess we began working on it about half a year before the original VF was introduced... about November '93. I think Daytona was introduced in about April or May of '94. So say about a year? But before that, we did Virtua Fighter and Daytona. So in that context, Daytona can be considered having taken close to two years.

How long did the Saturn version of Daytona take to do?

Officially, we didn't really begin work on it until the Saturn Virtua Fighter was completed. That was released simultaneously with the Saturn on Nov. 22, so I guess a little before that. So say from November onward? Approximately five months.

How far along is Daytona now?

At this point, it's about 90 percent done. So the version you played here is pretty much what you can expect to buy on April 1. Of course, there are still a few tweaks that need to be fixed, such as the way some mountains and other polygon objects in the background suddenly disappear, but we intend to iron those out.

So you feel Daytona has maximized the potential provided by the Saturn system?

No. We think that the Saturn still has plenty to offer in terms of performance. Although we feel we made very good use of Saturn's twin CPU potential, according to Yu Suzuki, our department GM, we still haven't fully tapped the vast potential of the multiprocessor system. So when we can finally make full use of all processors, we should be able to make even

avoid making games with excessive blood or violence.

Okay, let's focus on Daytona. How well did Daytona do at arcades?

It did very well. We think its operation level was consistently over 80 percent, which is very good. We also think Daytona did very well in America.

How long did it take to produce the arcade Daytona? How many people





more spectacular games.

What changes have been made from the arcade version?

We tried to do a faithful translation of the arcade version. Of course, we have added several features to make it suitable for playing at home. Actually, there was an Endurance Mode available on the arcade version to see how many laps you could do. Unfortunately, arcade operators wouldn't let us use that mode, for obvious reasons. That mode is incorporated in the Saturn version. There's also a Mirror Mode in which you can drive the courses facing the other way, kind of like the Extra courses in PSX Ridge Racer.

So essentially there are six tracks?

That's right. There are no other courses, though. Other than that, there's the Saturn Mode in which you can change the color of your car.

Are there any differences in the performance specs of the cars?

No. You just get the one car.

There's not even a hidden car you can access with a code?

I can't comment on that. Maybe the next time we talk ... Actually, I don't think there is any other car you can use, but there are other features of the home version that I'm not allowed to reveal yet. As

for tricks that were in the arcade version such as playing a slot machine, all those have been ported over.

How about hooking up two Saturns and TVs for a Two-player Mode?

Not at this point. We think it would be great if we could actually do that, but it just wasn't possible given the time we had. Perhaps in the future we could do it as a different version. But right now we have to get rolling on VF2 for Saturn.

How well do you think Daytona will do?

Response from retailers and wholesalers has been outstanding. It's guaranteed to be a major hit.

We understand that VF has sold on almost a one-to-one ratio with Saturn. How close will Daytona come to that figure?

The initial orders for Daytona are very close to that ratio. Also, we think that Daytona will be bought not only by those people who have a Saturn already, but will also motivate people who don't have the system yet to buy one. Like you, for instance. (Laughter)

Yup! I'm sold! When you finish development on Daytona, what game will you be doing next? Virtua Fighter 2? Virtua Cop?

To Sega, VF2 would be the more important game. Actually, before Daytona got very hectic, we were

actually progressing on VF2. But when things got tight, we ended putting all our development crew to work on Daytona, so VF2 had been on the back burner. But we'll get back to work on it right away. Of course, Virtua Cop is also highly demanded by fans, so I think we will be preparing that also.

Will AM2 be doing the VC Saturn port?

Certainly.

What about a gun?

We'll probably make it. In Daytona's case, we did develop the racing controller.



Riding on the success of the Virtua series of sims, AM2 is now hard at work on Virtua Fighter 2!

Well, the original VF came out at the end of '93, and VF2 came out at the end of '94, so we'd like you to draw your own conclusions.

When is the Saturn VF2 coming out? Is it possible to just apply texture mapping to the original VF? Or do you have to redo it from the ground up?

We have to redo it entirely. As for the release date, we can't really say at this point since we're just about resuming work on it. Put it this way, when VF2 hit the arcades at the end of last year, VF was released with Saturn. That helped hype interest in both versions, so we're hoping to be able to do the same thing again.

So when Saturn is released in America, I heard sometime this autumn [at the time of the interview the Sept. 2 release date had not yet been announced], it might be tough to have VF2 ready?

We can't really comment on that. But we think a large selection of top-quality games will be available, including the original VF, Daytona, Clockwork Knight and Panzer Dragon.

Is AM2 working on any 32X softs?

No, we're not.

We've heard that SOA President Tom Kalinske has said that there will be 32X versions of VF and VF2.

Well perhaps, but even if someone is working on such games, they aren't being done by AM2.

Are such games being done in Japan?

Maybe, or maybe in America.

Is there any possibility that other AM2 games such as Daytona will be released for the 32X?

Maybe.

But not by AM2!

Right. We're concentrating solely on doing arcades and ports to Saturn.

What can we expect to see in the way of other new titles?

We're working on a number of new projects, but we can't reveal them quite yet. But don't worry, we've got many great titles coming. Keep your eyes on us!

"Daytona will be bought not only by those people who have a Saturn already, but will also motivate people who don't have the system yet to buy one."

After that, I guess you've got VF3 for the arcade coming.

We've begun

preliminary planning on it.

What sort of changes have you planned?

Now we're getting into top-secret stuff. (Laugh)

The last time we spoke you mentioned that VF2 tended to emphasize a lot of Chinese martial arts. Will we be seeing more Western fighting styles?

We certainly would like to. Another thing, when we went from VF to VF2, there was a considerable amount of improvement in terms of graphics, so when we go on to VF3 we'll probably see a similar evolution.

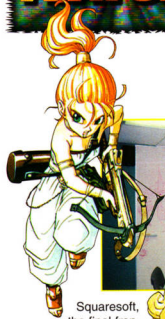
Wow. You'll still be using the Model 2 board?

That's hard to say right now. We haven't fully tapped the potential of Model 2 yet with VF2. There's the possibility that we'll use Model 2, and there's also the possibility of using a different board.

What about the arcade VF3 release date?

A DAY IN THE LIFE OF SQUARE

by John Gurka

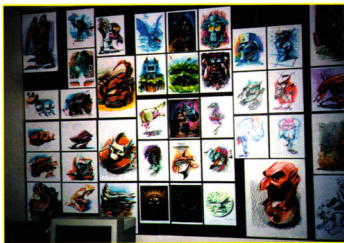


Squaresoft, the final frontier. I have been able to boldly go where not many have gone before. I wish I could relive those two days over again. ... Redmond, WA, is definitely the place to be! Not only is there some absolutely gorgeous scenery, but it is home to some of the best video game companies anywhere, including Nintendo and most importantly, Squaresoft. In 1992 when the Super NES came out, I bought the system about three months after its debut. I had already played Final Fantasy for the Nintendo 8-Bit system and loved it. So seeing Final Fantasy II on the Super NES is what made me buy the system. As soon as I left the electronic store with my new system in hand, I went to the local video store.



I practically ran to the video game section and grabbed a copy. I got home and hooked up my system. Final Fantasy was already up and running. On that day, I had yet to play a better video game. That is, of course, until Final Fantasy III came out. On that first day that I played FF2, I fell in love with Squaresoft. It had been a dream of mine to visit their headquarters since '92, and it finally came true.

I could barely contain my excitement on the plane ride to Seattle. Once I landed, I knew that Square was only a hop, skip and jump away. Mirko Freguia, the assistant product manager



at Squaresoft, picked me up from the airport. Some 20 minutes later, we had arrived at the headquarters. Walking through the doors made me realize that my dream was becoming a reality! They sat me down in the conference room where they had a fantastic home-video system set up: a big 35-inch screen with one heck of a sound system. When they fired up The Secret of Evermore, it nearly knocked me over. I talked with Alan Weiss, the producer over at Square, for about a half hour about Evermore and all the features it had. He played through it for about 45 minutes, showing me some of the really unique features in the game. This game is done in a very Mana-like fashion. The fighting is the same, and you even bring up ring menus just like Mana. You have an Energy Bar at the bottom of the screen that

works almost exactly like Mana except rather than going from zero to 100 percent, you are allotted a certain amount of energy in that bar. Once you use that energy by running or swinging your sword, you must wait a fairly long time in order to fill it up again. Also, there is magic in the game—only this time, it is alchemy. You must learn combinations for spells then find all the right ingredients in order to cast them. All in all, this looks like a really cool game. The only thing I haven't





IT WILL TAKE
YOU
A MILLION
LIGHT YEARS
FROM HOME.

STARGATE™

BUT WILL
IT BRING
YOU BACK?



BATTLE RA'S
MORPHING
HENCHMEN!



DESERT DOGFIGHT
IN A STOLEN
GLIDER!



O'NEIL HEATS UP
THE PALACE
GUARDS!



FIREFIGHT IN
THE STREETS
OF NAGADA!



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you about that, but I do look forward to getting a copy of this game and playing it. After I got my footage of Evermore, I was taken on a tour of Squaresoft.

I met just about everyone who works there. I got to see some of the projects people were working on like David House (left). He is working on a rhinoceros-type enemy for the game. I talked to most of the artists and some of the programmers about the kinds of things they're working on.

SAGE (Square's Amazing Graphical Editor) is an in-house tool that is used to convert and collect conceptual designs into binary data for

the game. They have special tool programmers who work full-time on creating new tools for the artists to make their lives a lot easier.

After I met the artists and programmers, I got to meet Jeremy Soule (pictured in the upper-right corner) who is the main music and sound guy for Evermore. I must say it was a treat to hear some of the preliminary music that he had written and composed. It is amazing how good computerized sound can be. I heard some of his demo tapes that he used to get the job at Square and it is phenomenal.

I also had the chance to talk to Ted Woolesey who is the main translator for most of Square's Japanese games we have all come to love. He translated all of FF3 and Mystic Quest, and half of



Final Fantasy Legend III and Secret of Mana. He studied Japanese in college and lived in Japan for five years. He will soon be working very hard on Chrono Trigger but is going to have help translating that game. He says that we may see Front Mission over here but nothing is set in stone.

As far as Final Fantasy V goes, keep writing those letters. There is a good chance we may get to play that awesome game yet!



Here are some of the people who that work at Square. (Those lucky devils!)
From the front row, left to right:

- Row 1 (kneeling): Rebecca Coffman, Doug Smith, Al Dumo, Rick Ryan
- Row 2 (the two guys leaning forward): Damon Conklin, David House
- Row 3 (standing): Kevin Pun, Stephen Magladry, Jeremy Soule, Alan Weiss, Rick Saenz, Clayton Kauzlaric, Bill Kristiansen, Brian Fehdrau, Daniel Dociu, Jeff Petkau, Brad Clarkson, Beau Folsom, George Sinfield, Bart Kijanka (not pictured) James Gillis



pinball

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INTERACTIVE MULTIMEDIA SYSTEM

ARCADE ACTION **ACT II** 95

Reno or Bust!

The show got off to a slow start—or a quick end—due to the freak weather in Reno, NV. For the first time in a long while, a blizzard closed the entire airport. Flights from all airlines were backed up and few passengers escaped the nightmare of jet lag. Once there, the big attraction seemed to be Midway's MK3. There were several live actors and demos running to promote the MK3 experience. Not to be outdone, Capcom had a few of the X-Men characters walking around to pump up the current arcade release, X-Men: Children of the Atom. Actually, the real attraction at the Capcom booth was the latest Street Fighter update—a digitized movie version. Capcom, along with Gameworks, are putting out a new look for SF that plays the same, but is still different enough to catch your eye. Street Fighter and MK3 were not the only games to be seen. Sega had an impressive lineup of games—from their current driving king, Daytona, to the more recent Sega Rally and Cool Riders motorcycle sim. Sega also had Virtua Striker, the most incredible soccer game yet! SNK was hot as well, showing off earlier games like Double Dragon and Shodown 2, as well as the all-new Fatal Fury 3, that adds an all-new, 3-D flavor to the now-classic title. Namco had one of the more impressive booths, with a 40 percent-complete copy of Alpine Racer; a new skiing sim, Air Combat 22, connected to a VR-type Cyber Sphere and Cyber Cycles. Look for more coverage with interviews and awesome pictures in the next **EGM!**



The king of the show had to be Mortal Kombat III by Midway. Several of the actors were at the show and demos were being performed by Ed Boon and John Tobias.



Not to be outdone, SFM from Capcom was causing a big stir. It plays better than ever and may outdo MK3!

SNK Fatal Fury 3

The third time is a charm with this Neo-Geo/arcade game. With all your favorite fighters included and a few new guys, this has the looks and sounds that Neo is known for. There are some new features as well, such as the ability to dodge projectile attacks.



NAMCO Air Combat 22



Namco was on hand with their newest games Cyber Cycles, Alpine Racer and Air Combat 22. The latter was the most complete and impressive at this point.

SEGA Virtua Striker



Sega had Sega Rally (their newest motorcycle sim), Cool Rider and Virtua Striker. Striker puts Virtua characters in the most realistic soccer game yet.



AMERICAN AMUSEMENT
MACHINE ASSOCIATION

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

-Nietzsche



MK3. The Arcade Game.

STREET FIGHTER LEGENDS

FACT-FILE

Street Fighter Legends By Capcom

CPU:

No info yet

Sound:

Yes!

Multiplayer Mode:

At least two players

Save Options:

Probably not!

Other Notes:

See *EGM* #69 for more info on this hot new title!

Release Date:

No info yet

It's the announcement you've all been waiting for ... Street Fighter Legends is coming! This game is sure to be a big hit in the arcades, which is why we're giving you the latest pictures of this ground-breaking title!

If you haven't heard the rumors by now, it'll combine the characters from the first Street Fighter game (the original SF, not SF2), with improved, Darkstalkers-like graphics and animation. With the addition of three different levels of power-ups (a la X-Men), this version of the Street Fighter series is sure to turn some heads.

In the original Street Fighter, you could choose only one of two characters, Ken or Ryu and fight your way to the Boss, Sagat. No word yet as to how many characters will be playable, but stay tuned for the latest!

—Jason Morgan



Here's a look at a new character added for this game: Nash. Nash is rumored to have Guile-like moves, such as the uppercut (pictured above), and a Flash Kick. Ken is garbed in his familiar red (no word yet on whether there will be a choice of color) and is now sporting a pony tail. He still has his flaming DP.

Sagat now looks like an even more formidable foe! The musclebound Thai retains his mastery of the Tiger Shot. Ken meets him halfway with an improved fireball. This fight appears to be taking place in a train yard of some sort.



The new animation for Chun Li's Whirlwind Kick is impressive. Even more impressive is the Great Wall in the background. Capcom spared no effort as far as backgrounds go! As

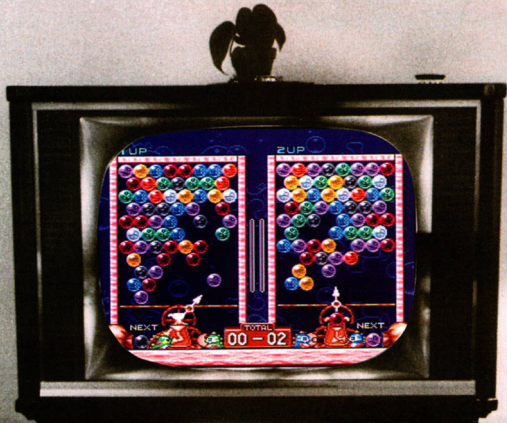
you can see in this picture, Ryu is charged up to level two, which will allow him to ...? We'll let you know when we find out!

Birdie, the brawler from England, looks buff in this version. Adon joins him in some mano-a-mano, with a Sagat, Thai-boxing

look. This battle has gone to the streets, where it's supposed to be! Looks like Mardi Gras, only not as violent!



IT'S WHAT TV WAS INVENTED FOR...BUST A MOVE!




Bust-A-Move is the new puzzle solving game that will have you busting for hours. Line up three of the same color balloons and bust them before they come towering down.

You can play alone or split the screen to bust a friend. There's even a handicapping option so the whole family can play. Find out what TV was invented for and Bust-A-Move!

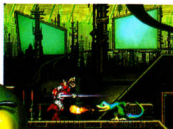
TITO

Taito America Corporation

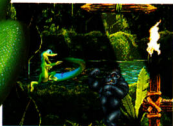
A close-up photograph of a person's open mouth. The tongue is extended and has a cicada (a large, winged insect) resting on it. The cicada is illuminated with a bright, colorful light, possibly from a camera flash or a light source, creating a shimmering effect on its body and wings. The background is dark, and the overall lighting is dramatic, highlighting the texture of the tongue and the intricate details of the cicada's anatomy.

Contains **none** of the U.S. Recommended Daily Allowances of **vitamins** and **minerals**.

Whether the FDA approves or not, your eating habits are about to change. Meet **GEX™**, your tongue-snapping, smart-ass alter ego. With this **gecko's** gravity defying grip and thrashing tail, you'll prowl a twisted world of TV-villains and B-movie scoundrels, hurling **wicked one-liners** and fireballs. It's one brain-frying, TV-land trip, where dining out means **crunchy dragonflies**, juicy grasshoppers, tasty fleas and caterpillars. Not exactly the colonel's snack'n pak, but lip-smackin' good, just the same. Without these **skanky nuggets o'bug guts** to munch for power, you're roadkill, baby. Oh, you'll **bust** a few of Miss Manners' rules in this 32-bit battle. But hey, only **wussies** worry about good taste, right?



Dana Gould, hyperactive star of his own HBO® cable comedy special, lends tons of digitized voice and attitude to GEX.



3D gecko action, 450 frames of GEX animation, hand-rendered backgrounds and CD-quality sound boost realism to eye-popping proportions.



Each world inspired by either Kung Foo, Shmuck Rogers, that Indiana dude, Boris Carloff, and Roger Rabbit. (Legal vessels require us to yagge.)

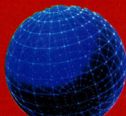


Call 1-900-737-4767 85¢/min. 18 or older touch-tone phone only to hear Dana Gould's hilarious GEX routines. Yeah, it'll cost you a little, but you'll cough up a lung as he sends you reeling with side-splitting laughter like only a guy who OD'd on 70's TV can.

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CRYSTAL DYNAMICS

INTERNATIONAL OUTLOOK



WORLD NET

8 GAMES PREVIEWED!!!

INTERNATIONAL NEWS

Howdy gang, this is Field Operative Nob reporting from deep under cover of the night in Tokyo. The 32-Bit CD system war is still raging with Sony and Sega claiming to have sales of 600,000 units respectively on PSX and Saturn as of March. PC-FX is still chugging along on its own way back from these machines so it shouldn't be long before it joins 3DO as a machine primarily for ogling skin, if you catch my drift and I think you might. The Jag? Where's it at? I haven't seen a unit on sale anywhere over here yet. Other than that, both the PC Engine and Mega Drive (and with it, 32X) seem to be fading. Super Fami is still going quite healthy, thanks to Chrono Trigger, Front Mission and the upcoming Dragon Quest VI.

By Nob Ogasawara
Edited By Mike Vallas



Here's the Title Screen of Takara's first Saturn action game Steamgear Mash. Is it as good as Toh Shin Den?

Sega of Europe/Sega of America

The Ooze

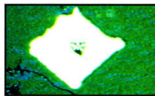
Mega Drive



Fall 1995

Action

Unknown Price



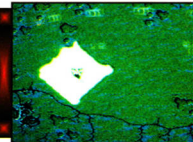
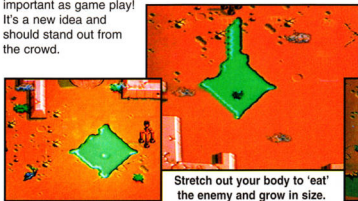
EGM has just learned that Sega of America has been working on a new **Top-Secret** Genesis game that they plan to unveil at the E³ trade show next month.

The game concept is new and from the early version that we played, it certainly isn't another hack-and-slash, run-of-the-mill side-scroller. Picture being an amoeba-type character where you can stretch out your body to 'eat' the enemy. Do this and you grow in size. Get hit, and your size reduces. But the larger you are, the easier you are hit. Strategy is just as important as game play! It's a new idea and should stand out from the crowd.

**EGM
EXCLUSIVE!**



The first level Boss is a power generator which has to be destroyed. Short out the terminal to finish him off.



The playfield extends both vertically and horizontally. Engulf the enemy to gain energy and search for the Boss which is located somewhere in the level. Grab power-ups which change your color and add strength.

Grab This! promotion.

Buy **GEX™** plus any one of the products listed below, including

SLAM 'N JAM™ '95, Crystal Dynamics™ in-your-face **basketball** game with a new 3D "fast break" perspective and receive a **FREE GEX t-shirt**.



5 ON 5 FAST BREAK ACTION puts you courtside for all the 3D breakaways and thunder jams.

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Samurai Shodown™



The Horde™



Star Control II™



Just purchase GEX and any of the Crystal Dynamics titles listed on this page between 4/1/95 and 6/30/95. Place your original dated sales receipts and copies of the UPC bar codes from each of your software packages, along with your name and address in a stamped envelope and mail to: Crystal Dynamics, GRAB THIS! Promotion, 87 Encina Ave., Palo Alto, CA 94301

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Call 1-800-771-3772 for information on Game Ratings.

CRYSTAL DYNAMICS™



Sega of Japan

Wing Arms

Saturn



July

Shooter/Sim

Unknown Price

This cool polygon shooter/sim has you in an airplane taking out bases, battleships and



other cool enemies. With what we've seen so far, this should be one smooth sim!



Sony Computer Entertainment of Japan
Jumping Flash!

PlayStation

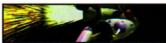


April

Action

¥5,800

In the PSX vein of unusual polygon games comes this cute but crazy title. You pilot a rabbit-like droid and must collect your carrot power-ups within a 3-D polygon environment. Here's the fun bit: You can execute some devastating super jumps and view your fall by looking down at your feet. Great for high places and enemy smashing!



Your rabbit bot can execute super jumps!

Sony Computer Entertainment of Japan

Gunners Heaven

PlayStation



April

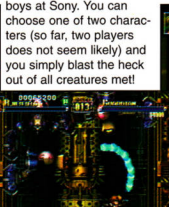
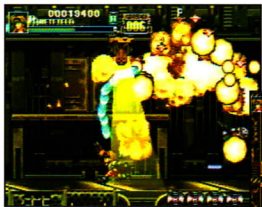
Action/Shooting

¥5,800

In the vein of many a blast-a-thon (namely Gunstar Heroes) comes this explosion-riddled, action title for the PS from the



boys at Sony. You can choose one of two characters (so far, two players does not seem likely) and you simply blast the heck out of all creatures met!



Of what has been viewed so far—no slowdown occurs, even in scenes like this!

Like all good shooting games, mean Bosses with equally mean skills pop up everywhere!



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A James Cameron Film

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HARRIER ACTION!



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CRIMSON JIHAD

"It's not like he's saving the world or anything." Oh, yes it is! As special agent Harry Tasker, it's up to you to prevent a nuclear holocaust and stop the Crimson Jihad! Experience all the explosive intensity of TRUE LIES™—including never-before-seen secret missions! All the action of the movie megahit—and none of the romance!



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POWER

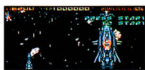


SUPER NINTENDO

GENESIS™ GAME BOY GAME GEAR™

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Taito of Japan

RayForce

Sega Saturn



Unknown Release

Shooter

Unknown Price

The rad galactic shooter is coming to the Sega Saturn from arcades with almost no loss in quality. (That's right, what you see here is the Saturn version, with the sideways flip-your-TV View Option.) The lock-on laser system for zapping enemies below your craft cranks up your capacity to do some butt-kicking of enemy bogies!



With all this action, will there be any slowdown?



Use your lock-on lasers for optimal attack power.

Shogakukan Production of Japan Ranma 1/2 Ankoku Ja-anken

Super Famicom



July

Puzzle

¥8,800



The popular manga and anime crew now have their own puzzle game! The rules: a paper, scissors, rock game where you can whip out power moves by the number of

combos made!



Masaya of Japan

Der Langrissler

Super Famicom



June

War Sim/RPG

¥10,800

Masaya's popular Mega Drive/PC Engine war sim is finally being brought to the SF! The object is similar to that of Shining Force: Move units on a map and engage in combat turns. You can hire mercenaries, along with your own defenses.



Set up in a style similar to Shining Force, you must move sets of troops and characters in a sim-like grid fashion.

Sega of Japan

Greatest Nine

Sega Saturn



May

Sports

¥6,800

Sega went all out for this sports title! The graphics make extensive use of polygons and digitized images. Sampled play-by-play announcements enhance this hot, new CD!



Sega even digitized footage of Japanese ball players to capture their play styles.



SATURN

FACT-FILE

THEME

Shooting

DIFFICULTY

Moderate

TIME TO COMPLETE

N/A

MEG SIZE

CD-ROM

BACK-UP

None

OF PLAYERS

1

AVAILABLE

Now

% COMPLETE

100%

DEVELOPED BY:
Team Andromeda
PUBLISHED BY:
Sega of Japan

PLAYER'S NOTES:

FIRST IMPRESSION

After watching the long, fantastically rendered CG intro, you are then placed into the game. First impressions: beautiful scenery, original and unique flying creatures and plenty of animation on just the merest of beasts.

BEST FEATURE

The lock-on dragon breath. With unlimited ammo, you will learn that this is a life-saver!

WHAT'S MISSING

If anything, a different variety of your standard weapon. Maybe even different dragon breaths or other dragons for that matter. However, the standard gun and lock-on breath are good enough! If there's a sequel, though ...

WILL YOU LIKE IT?

If you are a fan of Lock-On or even Space Harrier, you'll love this. But this game is also tweaked enough (unlimited ammo, for a start) to make it just a whole lot of fun for any type of player!

—Mike Vallas



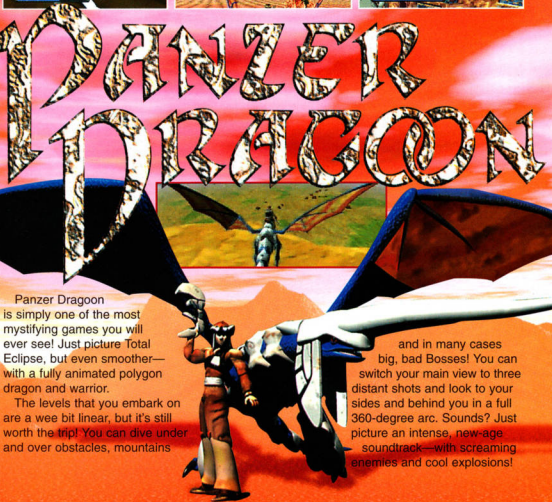
views APlenty!

The x,y,z select how far the camera is from your dragon. With the L/R keys, you can turn your view to the dragon's left, right and back sides.



DRAGON WEAPONS

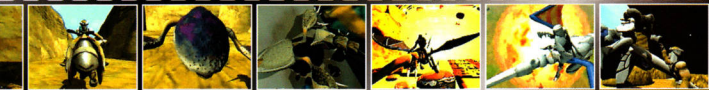
You have two weapons: a standard shot and your dragon's lock-on breath.



Panzer Dragon is simply one of the most mystifying games you will ever see! Just picture Total Eclipse, but even smoother—with a fully animated polygon dragon and warrior.

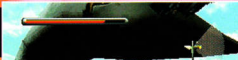
The levels that you embark on are a wee bit linear, but it's still worth the trip! You can dive under and over obstacles, mountains

and in many cases big, bad Bosses! You can switch your main view to three distant shots and look to your sides and behind you in a full 360-degree arc. Sounds? Just picture an intense, new-age soundtrack—with screaming enemies and cool explosions!



EPISODE 1-THE OCEAN

Fly atop this sunken Roman-type city with archways and falling pillars to dodge. Dangers to watch for are birds hanging on arches and flying eels.



There are giant flower-traps that will eat you or enemies.

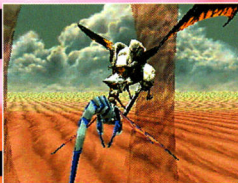


After the cave system, you must battle an airship.



EPISODE 2-THE DESERT

In this level, several small flying bugs and burrowing beasts attack you in the desert and inside a short cave system. Watch for the gigantic worms!



Giant worms will burst out of the sand to chase you!

After the worms, the dragon from the intro attacks you!



EPISODE 3-CAMP ATTACK

Here, you must deal with more airships spewing fireballs. There are also corridors filled with fireball-spitting turrets and roving sand trucks.



Use the lock-on breath to dispose of the turrets!

The Boss is comprised of a fan blade and a big stomper.



SATURN

PLAYER'S NOTES:

FIRST IMPRESSION

I'm impressed! Given the difference of processing power and graphic capabilities of both systems, AM2 and Sega have done a top-notch translation on the arcade smash.

BEST FEATURE

The new Saturn Mode is a plus, along with the fact that everything seems to be here!

WHAT'S MISSING

It's a no-brainer that not every single polygon of detail has been included in this version. Little nit-picks like the fact that the clouds moving from up to down on your rear window aren't as realistic as the arcade's moving-in-all-directions clouds.

WILL YOU LIKE IT?

Fans of the arcade will quickly notice that it's not quite as smooth as the arcade original, and it shouldn't be. Newcomers, however, will find themselves highly addicted to it, especially since it doesn't cost \$1 a pop.

—Tim Davis

FACT-FILE

THEME

Racing

DIFFICULTY

Moderate

TIME TO COMPLETE

Medium

MEG SIZE

CD-ROM

BACK-UP

None

OF PLAYERS

1

AVAILABLE

April—Japan

% COMPLETE

90%

DEVELOPED BY:
AM R&D Dept. #2

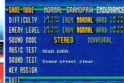
PUBLISHED BY
Sega of Japan



The Saturn home version offers two modes of play: the Arcade original and the new Saturn Mode!



While the auto transmission seems easier to drive, it's slower.



All three courses have been faithfully translated for your driving freaks!

ALL THE VIEWS ARE HERE!



That's right, all you quarter-munching maniacs! From behind the car to behind the wheel, all four playing perspectives have been included! Just don't change views right before a hairpin turn.

IT'S ABOUT TIME!

Sega of Japan is planning to release a steering wheel simultaneously with the release of



Daytona! Any other companies out there listening?



Take the checkered flag to victory!



As if your car wasn't damaged enough, this has to happen!

DAYTONA USA

THE SUPER SPEEDWAY



Your chief mechanic will yell at you to not trash the race car!



The end celebration may seem cheesy, but it gets the job done!



The Speedway Circuit

Course is fairly simple to learn on with few sharp turns to watch out for. Keep an eye out for the Sonic wall!



In the beginner's track, you start rolling so you're right with your opponents!



THE GRAND PRIX



Look out behind you!

Each checkpoint adds 10 seconds to your time.



Go through traffic on the straightaways. Be prepared for some rough turns ahead!



With practice, you'll learn to take turns better than this!

THE INNER CITY



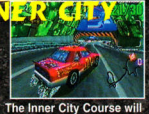
This course starts with a freeway bridge a la Virtua Racing!

**GENTLEMEN
START
YOUR ENGINES**

Watch the walls underneath the city!



through the very heart of the city and into the countryside for a total of two laps.



If you feel daring, cross the median to maintain your speed in this turn.



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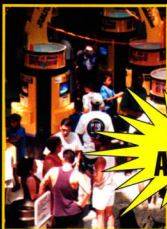
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NEXT WAVE

MOST WANTED ACTION

The Cybster is back at

you once again with even more tidbits of video game insight. With the Sega Saturn and Sony PlayStation already here, the fact that there are less and less 16-Bit games around is no surprise. However, for those of you who haven't upgraded, there are still plenty of good games on the way. For example, for the Sega CD, Domark has licensed two terrific games, *Syndicate* and *Theme Park*. The portables are doing well with previews of *Earthworm Jim* and *Sports Trivia* for the Game Gear. The simulation masters at Koei have the latest in the *Romance* series for the Super NES and the Sega Saturn.

Speaking of Sega Saturn, Mindscape is translating *Theme Park* for the Sega system. I can't wait to see it.

I'll be reporting to you from E³, and you'll get more info than you can handle.

Dark Legends for Sega Saturn ...

Data East was one of the first companies to develop games for Sega's Titan arcade system. Their first release was called *Dark Legends: Outlaws of the Lost Dynasty*.

By combining the best features of the hottest fighting games, *Dark Legends* is a top-notch fighter. The 11 playable characters are all based on Chinese mythology. They can fight using armed or unarmed

(CONTINUED ON PAGE 96)



Data East will provide arcade-style fighting for the Sega Saturn.

Electronic Arts

Space Hulk

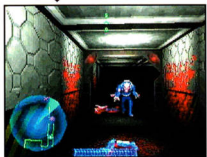
3DO

Action

Space Hulk is based on the old Games Workshop miniatures war game. The video game version puts the player in the role of a Blood Angel Space Marine. You have been given the honor of cleansing a *Space Hulk*, which are giant conglomerations of metal drifting through space. Inside lurk the Gene Stealers that you must destroy.

Space Hulk is done in a similar fashion as *Doom*, with you strategically eliminating the aliens in a 3-D environment. You are armed with several deadly weapons like *Flamers* and *Bolters*. You'll need them, because the Gene Stealers swarm around you. Also aiding you is your motion detector, which can help prevent deadly surprises.

The 3DO version bears some resemblance to the PC game, but it is much more action oriented. This is great for players who like the Games Workshop titles.



Amid the blood-strewn corridors, Gene Stealers attack you.



Some Space Marines have betrayed the order and hunt you down.



Gene Stealer Mages can cast deadly spells from a distance.



Sometimes the Gene Stealers will get really close to you, and you must parry their attacks, plus counter with moves of your own.

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NEXT WAVE

More On Dark Legend ...

styles. Each warrior has his own special moves, along with a number of deadly combos.

The screen scales out, in a fashion similar to the popular Samurai Shodown by SNK.

Dark Legends: Outlaws of the Lost Dynasty uses a standard six-button configuration. By inputting certain combinations, you can attack, draw your weapon or even feint. Despite the many choices, the game play is simplified, so players aren't bogged down.

The Sega Saturn version of Dark Legends looks astonishingly like the arcade coin-op. The Sega Saturn is put through the paces with lots of eye



Lots of special moves make this a spectacular fighting game.

candy. Parallax and smooth animation are prevalent throughout.

This should be one of the first fighting games to be released when the Sega Saturn debuts.

A Brand-New Virtua Racing!

If you thought that they couldn't make Virtua Racing any better, Time Warner has come along to prove you wrong.

This new version contains a whopping 10 tracks, compared to the measly five the 32X cart has. It also has five cars total. It still has the great game play of the previous Virtua Racing games. To test your abilities, there is a Grand Prix Mode.

The Sega Saturn version features improved graphics and sound. Time Warner has decided to push the Sega Saturn beyond the arcade. If you enjoy racing, this is the one for you.



Domark Syndicate

Sega CD Act./Strategy

I'm sure that all you true, diehard gamers out there are already familiar with Syndicate. If not, shame on you! Just kidding, but listen up.

Syndicate is an action/strategy game where you control a group of four Corporate Agents through a series of missions that will grant you control over the world. The variety of missions you will embark on will vary from assassinations to converting enemy agents. As you gain more power, you'll be able to upgrade your men and equipment.

Syndicate was hot on the computer, and the Sega CD version looks just as sizzling.



Buy body modifications and arms for your upcoming missions.



The firepower at your disposal can pulp almost any enemy you meet.



Pick up weapons from the enemy; they raise your tech level.



Domark Theme Park

Sega CD Simulation

Theme Park has been translated to several formats already, and it's about time we see a version on the Sega CD.

Theme Park is a simulation on par with SimCity. It allows you to build your own amusement park from the ground up. You choose the rides, and you open up the shops. You can even have a few mascots strolling about.

As you experiment with your park, you'll have to keep the visitors happy. Trying to please everyone is pretty tough, but it's half the fun. Theme Park is a good game that makes use of the Sega CD.



A successful Theme Park needs a lot of planning. Location is everything.



Certain shops have certain effects. For example, fries make kids thirsty.



Cinematic sequences show the people enjoying the many rides.

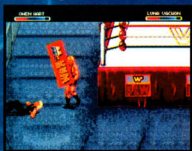
NEXT WAVE

32X SLAMS WWF RAW!

Heavy-duty wrestling action is on its way to the 32X. Acclaim is well known for its WWF titles, and the 32-Bit version of WWF Raw really looks like it'll be hot.

It seems like this series has been improving with each successive game. WWF Raw uses the same game mechanics as the previous titles, with several nice additions.

There are more wrestlers than before, and each one has his own specialized moves (unlike the first WWF game.) There are illegal holds and more items with which to cheat. You can even get down and dirty with a battle royal, where everyone gets into the ring to bash a few skulls.



WWF Raw has more wrestlers—each has his own special moves!

The addition of colors from the 32X, and the extra sprites really add to the game's authenticity. The series looks better than the Sega CD version of Raw. A must for wrestling fans.

32X Gets RBI '95!

Time Warner is working on the latest RBI game for the 32X. RBI '95 sports (no pun intended) some really cool graphics.

RBI '95 is your typical baseball game, complete with loads of stats and all the typical batting and fielding sequences.

The 32X's abilities are used to their fullest, with better looks and sound. Sports fanatics should find a lot to like about RBI '95. It features realistic stats to which the players actually conform. RBI '95 is one of the few baseball titles actually on the 32X. If you like baseball, you try it!

Domark Formula One WCE

Genesis Racing

Formula One World Championship Edition is the latest driving extravaganza that will test your mettle in some of the hairiest races around.

FOWCE sends you to speeds of 220+ in a F1 race car. Challenge the eight real racing teams on one of the 16 official 1994 FIA circuits. You'll have to master your car if you want to win. There are three difficulty settings for enthusiasts, as well as different weather conditions to make life difficult.

Domark has gone wild with this cart. For heavy-duty racing thrills, check this one out.



For realistic racing on the Genesis, Formula One WCE looks impressive.



Two players can challenge each other in the Split-screen Mode.



Choose one of eight authentic Formula One racing teams.

JVC Big Sky Trooper

Super NES Adventure

Big Sky Trooper is an adventure for the younger audience. Using a simple interface, players are invited to join the war against the blobs who are taking over the universe.

During the course of the game, players must fulfill a number of missions. Commanding a canine class spaceship, you'll have to fly from planet to planet, collecting items and battling slime creatures.

When roaming around on the planetary surfaces, you will don a special, armored suit that allows you to zap the buddies.

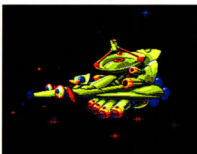
This is an excellent game that should be fun for hours.



You can perform a variety of activities aboard your spaceship.



Search each planet for items to use in your epic struggle.



This is the canine class spaceship you pilot through the cosmos.

Wimps & Wannabe's need not apply



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NEXT WAVE



Feel The Primal Rage!

Primal Rage has been in the arcades for a while, so it's no surprise that the home versions are on the way. Last issue we gave you a glimpse of the Genesis game.

Primal Rage is your typical one-on-one-style fighting game. Players control one of several giant dinosaurs (with two nasty apes as well.) There are two T-Rexes and a Raptor, too. Add in a Triceratops and a snake-like creature and you have the makings of some major carnage.

Each creature has a number of deadly attacks to decimate his foes. Some of the fighters are themed, like the ape whose attacks are ice-based and the T-Rex who seems to be a pyro at heart.



The arcade game comes home with lots of primitive fighting.

Primal Rage may have had a lackluster showing in the arcades, but it should shine on the home versions. Primal Rage will most certainly bring out the beast in you.

Hey Look, Fat Guy!

The chubby champion of pool, Minnesota Fats, is proud to lend his name to the first Sega Saturn pool game. Minnesota Fats: Pool Legend (Data East) uses the popular Side Pocket format. As expected from the new hardware, the visuals are outstanding.

Every aspect of pool is here, from the minute measurements to trick shots. You can compete with notable pool players from around the country, and test your skills like never before.

If you've ever played Side Pockets, you'll have a good idea of what this game is like—addictive and fun.

Atari

Ruiner

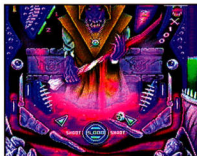
Jaguar

Action

Ruiner is a pinball game with a morbid theme. With several different boards and lots of cool ways to rack up points, this is a great way to play pinball.

In one level, you must bounce the ball around demonic beings and bloody eyeballs. In another, nuclear annihilation is the theme. It is here that the flippers are drawn like nuclear missiles!

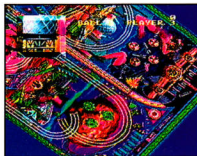
There are lots of bonus zones and ways to shoot your score into the atmosphere. There is nothing like relaxing with a good game of video pinball. Ruiner is warped, twisted and totally cool.



Amid the death and destruction, you must keep the ball in play.



With a game like this, who knows what tilting it will do?



Between the boards, the game will scale around to show you the field.

Sega

Sports Trivia Champ. Edit.

Game Gear

Sports

Hey, Mr. Know-it-all, think you're good? Trivia buffs and sports fanatics alike should enjoy Sega's latest Game Gear title. Sports Trivia Championship Edition takes a unique angle by having you answer some puzzling football questions. This all happens with a football game as the backdrop. When you guess correctly, your team gains yardage. Answer wrong, and you might fumble, lose yardage or just plain look bad.

Best yet, Sports Trivia Championship Edition is portable. You'd never expect a game like this on the Game Gear, but here it is!



If you answer enough answers correctly, you'll get a touchdown.



Mess up, fail miserably and interceptions will take place.



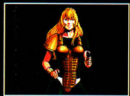
This has got to be the most original sports trivia game around.

Beautiful WOMEN Brave SPACE PIRATES, Outrageous ADVENTURES...

(Did We Mention The Beautiful Women?)



A new face. A prosthetic firearm. Impenetrable skin... You're ready to party!



One action-intensive RPG—containing plenty of thrilling twists and turns.



Waste Pirate Guild guards and beat Crystal Boy to the buried treasure!



Relax dude, it's just a photograph... Wait until you meet the lovely Ms. Armoroid and her bikini-clad friends—in 3D! Slapped with an M rating (Excellent!), **THE SPACE ADVENTURE™** lures you into an exotic underworld filled with intriguing mysteries, exciting Japanimation, unyielding role-playing adventure and yes, plenty of beautiful women.

If not for the enormous bounty on your head, this game would be true paradise.

THE SPACE ADVENTURE™

SEGA CD



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Ever Fly A Comanche?

Nintendo's latest achievement for the Super NES is a shooter called *Comanche*. This cart has you piloting a military chopper deep behind enemy lines in a number of danger zones around the world. But don't worry, you're armed heavily with machine guns and missiles.

Comanche resembles the full-motion video games of the Sega CD. Believe it or not, this is a cart. Once you get used to the extreme pixilation of the graphics, you're set for an intense trip.

You control your chopper across a wide variety of terrains to take out the enemy tanks, SAMs and helicopters.

Comanche uses the Super F/X 2



While it's pixilated, it is a shooter like no other on the Super NES.

chip that boosts the Super NES' capabilities far beyond what you'd believe. While it takes getting used to, *Comanche* shows that the Super NES can mimic full-motion video.

Devcon 5 Under Attack!

Data East has a hot, new game called *Devcon 5* for the PS-X and Sega Saturn. Originally shown here as *Incoming*, this game is a story of one man trying to keep a colony from the hands of an alien invasion force.

You are in control of the colony's defense system. You must blast enemy missiles (sort of like a 32-Bit Missile Command) and keep the life support active. So essentially you must run around the colony, jerry-rig the power systems and blast incoming enemy attacks.

Devcon 5 looks like it will be a hot game. Look for it soon.

Koei

Romance of the Three Kingdoms IV

Super NES/Saturn

Simulation

The ever-popular *Romance of the Three Kingdoms* series continues with the fourth game entitled *The Wall of Fire*.

Set in the second and third centuries of ancient China, you must assume the role of a warlord bent on controlling all of China.

This game offers so much more over the previous titles, fans will have a hard time going back. As you control villages and wage wars, you are able to recruit officers into your army. You can play a realistic scenario or a fictionalized one—it's all up to you!

Also, you can create your own

officers, name them, choose their skills—whatever you wish. You control almost everything in this game!

R.O.T.K. IV is much more user friendly than the previous versions. There are a lot more options that make you feel like you are in control. You can have naval combat, burn fields and even betray your own side! This is the ultimate strategy game.

Unique to the Sega Saturn version that is on its way is full-motion video scenes that enhance the drama. Certainly a must for dedicated simulation fans.



Position your troops, and try to fight overwhelming odds.



This is one of the first strategy games for the Sega Saturn.



R.O.T.K. IV offers more options than ever before.



Digitized scenes like these show off the diplomatic sequences.



You can challenge the enemy leader to a duel to the death!



The Sega Saturn version of R.O.T.K. IV offers enhanced graphics.



NEXT WAVE

Playmates

Earthworm Jim

Game Gear

Action

Everyone's favorite earthworm is now on his way to the Game Gear. This is as exact a translation as you can get for a 16-Bit game.

As you probably already know, Earthworm Jim is an imaginative, side-scrolling action game that has had gamers across the country in an uproar.

You play as a worm in a power-suit who is trying to rescue Princess-What's-Her-Name. Along the way you'll brave Heck, pools of mucus and a sinister laboratory.

This looks to be one of the hottest action games for the Game Gear. It's most excellent.



Whip the refrigerator and launch the cow. Ever wonder what it does?



What is this place? It's Heck, the home of Evil and a few lawyers.



Queen Slug-for-a-Butt's level is teeming with deadly spikes.

American Laser Games

Bounty Hunter

3DO

Shooter

American Laser Games (well known for their excellent shooter games like Mad Dog McCree and Who Shot Johnny Rock?), has a brand-new shooter on the way.

This one's called Bounty Hunter, and you must shoot various enemies who will net you various bounties. You'll have to avoid hitting civilians as your quarry has set up ambushes for you to blast through—if you're good enough.

Bounty Hunter uses lots of full-motion video to put you right into the action. You can use the 3DO gun or the joystick. A must for fans of American Laser Games.CDs.



You have to act fast, or the enemies will hit you first, costing you a life.



Interact with various parts of the background for explosive results.



If you accomplish your missions, you'll receive a special award.

F/X Fighter Is On Its Way!

Nintendo and GTE have teamed up to make an excellent new fighting game. Done in a style reminiscent of Virtua Fighter, F/X Fighter uses polygon characters and extreme camera angles to send you right into the middle of the action.

Each fighter is unique. You find a single Ryu-like character, a lizard man named Terak and a rock creature called Krag. There's even an insect expert and a jungle warrior. All the characters have their own, unique fighting styles.

If you like Virtua Fighter-style games, F/X Fighter will give you hours of entertainment. It may not have the looks of an arcade game, but



Nintendo and GTE are working on their own virtual fighting game.

there is enough to hold interest.

F/X Fighter utilizes the Super F/X Chip 2 for its smooth polygon usage. If you want to see the most unique 16-Bit fighter around, this is it.

Kirby's Back In Dreamland!

Nintendo's radical little ghost, Kirby, has returned for yet another cool adventure on the Game Boy. Entitled Kirby's Dreamland 2, this brand-new quest blows away the first. Like the original, this cart is a multi-scrolling action game. Kirby must solve puzzles by sucking in enemies and harnessing their powers. For example, if you inhale a flying baddie, you can float for a short time. Needless to say, this adds a lot of strategy.

The original Kirby was a sleeper hit, and hardcore gamers should plan on picking up this great sequel.

PITFALL: THE MAYAN ADVENTURE

System

Super NES

Publisher

Activision

CHEAT SHEET:

Level Select

When the Title Screen appears, take controller one and press X, SELECT, A, SELECT, Y, A, X, SELECT. You'll get the Level Select.

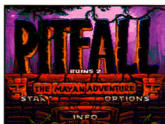


At the Title Screen, take controller one and press X, SELECT, A, SELECT, Y, A, X, SELECT. You'll see the



After the Title Screen appears, put in the correct code.

level name in the middle of the screen. Press the top L or R button to change the levels of the game!



The Level Select will appear in the middle of the screen!

PATAANK

System

3DO

Publisher

PF. Magic

(Note: Cheats can *only* be entered from the Options Menu. Cheats are entered by holding either the top L or R button and then tapping the remaining buttons.)

Start your game and go to the Main Menu. From the Main Menu, move to Options and press the B button. In the Options Menu, enter the following codes:

Enable Name Entry Cheat: This allows players to jump to the High Score Entry and Hall of Fame Entry Screens automatically.

Press and hold the top L button. While holding it, press A, P, A, P, B, B. Let go of the L button. After entering this code, press START. Press the top R button + C twice to

jump to the High Score Entry Screen. Press the top L button + C twice to get the Hall of Fame Entry Screen.

Tester's Cheat:

This enables the player to solve rooms and warp to the Nexus to beat the Metagame. Press and hold the top R button. While holding it, press A, B, B, UP, C, C, B, A. While in the game, press P to pause and then press B to warp to the Nexus. If you want to beat the Metagame, this is the best way to do it: Go in the

Carnival of Luv. Press P and then Right to beat the level. Go into the Tunnel of Luv to set the heart on fire. Next, do the same with the Surf level. (Press P then Right.) Ride the wave to become the Big Kahuna. In Disaster Central, press P then Right. Hit three of the green panels and then hit the Panic button. Go in and defeat the core.

Unlimited Fuel; No Tilts:

Press and hold the R button. While holding it, press C, B, C, UP, B, B, C, A.



In the Options Screen, enter any of the codes provided.



Enter the code to put your name in the Hall of Fame!

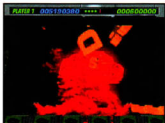
CHEAT SHEET:

A Plethora of Cheats

Press and hold the specified L or R buttons while entering the codes in the game's Options Screen.



After pressing P then Right, light up these three panels.



Hit the Panic button, defeat the core and you win!

TRICKS OF THE TRADE

KILLER CODES

PATAANK

PF. Magic/3DO

(Note: Cheats can *only* be entered from the Options Menu. All cheats are entered by holding either the top L button or the top R button and then tapping the remaining buttons.)

Start your game and go to the Main Menu. From the Main Menu, move to Options and press the B button. In the Options Menu, enter the following:

Camera Cheat:

This will allow you to enable the "High Zoom" and "Free Camera" in the game. Press and hold the top L button. While holding it, press C, B, A, A, C, B, A, A. While playing the game, press and hold the X button when you are on a magneto for a new view of the pinball game!

Flip Pataank:

This will give you an upside-down view of the game! Press and hold the top R button. While holding it, press A, C, B, RIGHT, B, C, B, A.

Bird's-eye View:

Press and hold the top L button. While holding it, press B, C, C, LEFT, A, C, B, A.

Sky Pataank:

You'll be up in the air all the time! Press and hold the top R button. While holding it, press A, C, A, RIGHT, B, B, C, B.

Buick Pataank:

This code will let you move anywhere in the playfield with the control pad. Press and hold the top L button. While holding it, press B, B, C, UP, C, C, B, A.

THE PAGEMASTER*

KILLER CODES

PITFALL: THE MAYAN ADVENTURE

(Activision/Genesis and Sega CD)

Level Select:

To access a Level Select Screen in Pitfall, just enter the following code at the Title Screen: B, Right, A, DOWN, Right, UP, B, Left, A, UP, Right, A. The Level Select will appear in the middle of the screen.

Move the boomerang to the word, "Start" and then press UP with the control pad to change your level! Infinite Continues:

At the Title Screen, enter the following code with controller 1: C, C, C, C, Left, A, DOWN, UP, DOWN. When you need to continue your game, the continues will read nine. If you continue again, the continues will still read nine! You now have infinite continues!

Super Speed:

At the Title Screen, enter this code with controller one: B, A, Right, C, Right, UP, DOWN. Now in the game, you will run much faster than you did before!

RADICAL REX*

(Activision/Super NES)

Level Select:

To get a Level Select Menu in the Super NES version of Radical Rex, go to the Title Screen where it shows the One- and Two-player Options. Take controller two and press Right, A, DOWN, Right, Y, X. You'll get the Level Select Menu!

System

Super NES

Publisher

Fox Interactive

CHEAT SHEET:

Level Cheat

At any point in the game, press **START** to pause the game. Now take controller one and press **UP, DOWN, Left, Right, B, A, SELECT**.



Press **START** to pause in the game. Now take controller one and press **UP, DOWN, Left, Right, B, A**,



Press **START** and the screen will darken. Enter the code.

SELECT. Now you can go to any stage on any level in the game! What a cheat!

Bobby Wedgworth; Parsons, TN



You can now warp to any part of any level!

THE TICK*

System

Super NES

Publisher

Fox Interactive

CHEAT SHEET:

Level Select

Enter the Options. Choose the correct settings.



From the Title Screen, access the Options. Put your Lives at seven, Continues on four, and choose two Arthurs. Go to Test Sounds, put it on "Teleport" and press **START**. Begin your game and Press **START**, then **SELECT** for the Level Select Screen.



Set the correct options.

RADICAL REX*

System

Genesis/Sega CD

Publisher

Activision

This trick will get you a Level Select in Radical Rex for both the Genesis and the Sega CD! To do this, go past the first Title Screen with

CHEAT SHEET:

Level Select

At the second Title Screen, take controller two and press **A, C, DOWN, RIGHT, UP, B** for a Level Selection Screen.



controller one until you get to the second Title Screen with the One- and Two-player Options. At this screen, take controller two and press **A, C, DOWN, Right, UP, B**. This will bring you to the Level Select Screen. Choose the level you want and press **START** to begin in that level!



The Level Selection Screen will appear. Now, choose!



At the second Title Screen, do the code with pad two.



You can start in any level; even the bonus levels!

*The trick was done on a preproduction version of the game and is subject to change.

TRICKMAN'S TOP TIPS...

TRICKS OF THE TRADE

SUPER WING COMMANDER

System:

3DO

DEBUG MENU:

This trick will allow you to access the Debug Menu. In the Debug Menu, you will be able to turn on and off your invincibility, collision, Finger of Death, view cinemas, choose your mission/campaign and more. To access the Debug Menu you must be in the Lounge. On controller one press X, B, B, C, C, A, A. If done correctly, you will hear a sound. Then hold both L and R shift buttons and press START. This will bring you to the Debug System File. From here you can access all of the goodies. To become completely invincible, go to the System Flags Menu. Turn both the Killable and Bangable to False. To complete missions the easy way, set the Finger of Death to true. Now, when you're in a mission and locked on a target, hold R shift and press the B button. It is instantly destroyed ... no matter how big it is! Set the Picker to true to choose your own missions and campaigns. (Note: To choose your missions, after setting the picker to true, exit the lounge, then re-enter. Move the D-pad around until you hear the voice say, "Choose mission" or "Choose campaign.")



EARTHWORM JIM

System:

Genesis

DEBUG MENU:

Go into the game and press START to pause. Take controller one and press Left + A, B, B, A, Right + A, B, B, A. If done correctly, you will hear, "CHEATER!" This brings you to the Debug Menu. From here choose which level to start on, make yourself invincible, turn Map Mode and Freezability on. Use Map Mode and Freezability together to move yourself to any point on any level and start at that point.



At the Debug Menu, you can set invincibility and more.

TRUE LIES

System:

Genesis

LEVEL PASSWORDS:

If you are having trouble with this game, these passwords will help you out tremendously. From the Main Menu access the Password Screen. Enter the following passwords and select END to go to the corresponding levels:

2. BRMKNRD
3. CXGJMOC
4. FVJBKXF
5. HCHDXVH
6. FBJNDBN
7. HJBBGJC
8. JFFFZHB

(NOTE: This trick was done on a reproduction copy of the game.)

NEED FOR SPEED

System:

3DO

DIFFERENT VIEWS, HIDDEN PICTURES, ETC.:

These tricks will allow you to race with two new views, zoom in on the map and view a picture of the Need For Speed Staff.

Change Views: Now there are three new views to race: with speedometer and rearview mirror, with just speedometer or nothing at all. To change the views you *must* have a second controller. When using the "in-car" viewpoint, on controller two press L shift + A button + Up simultaneously on the D-pad. This will toggle you between the three other views.

Zoom in on Map: View the action close-up by pressing Start. If you need to get an even closer view, press button C to zoom in.

View the Staff: To view the Need For Speed staff, wait for a minute or two after a race until the credits start to roll. Then press the R and L shift button to toggle between the regular picture and the Need For Speed Staff picture.

SAMURAI SHODOWN II

System:

Neo-Geo

Hidden Fighters and Moves:

Note: This trick only works on the home

cartridge and CD versions of the game and in the Two-player Versus Mode.

To play as the awesome hidden fighter Kuroko in Samurai Shodown II, do the following: Start a two-player versus game and do the following on either or both controllers: Up, Down, Left, Up, Down, Right + A (the last Right and A are done simultaneously). There will be a cloud of smoke and Kuroko will appear! However, no matter who wins or loses, the game will reset after the match.



TRUE LIES

System:

Super NES

LEVEL PASSWORDS:

Enter the following passwords at the Password Screen and select END to go to the corresponding levels:

2. BRMKNRD
3. CXGJMOC
4. FVJBKXF
5. HCHDXVH
6. FBJNDBN
7. HJBBGJC
8. JFFFZHB

(NOTE: This trick was done on a reproduction copy of the game.)



Enter the Password Menu from the Main Menu.



TIME TO KICK OFF THE NEW- AND-IMPROVED TEAM EGM!

INSIDE TEAM EGM

PREVIEWS:

SPORTING NEWS BASEBALL (SUPER NES)
V.R. RACING (SATURN)
SLAM & JAM '95 (3DO)

VERSUS MODE:

TOUGHMAN TAKES ON SUPER PUNCH-OUT

SCORING BIG:

NHL '95 (GEN, SUPER NES) SCORING STRATEGY

REVIEWS:

SLAM CITY (32X)
THE NEXT GLORY SUPER STICKERS 3 (NEO-GEO)
TOUGHMAN BOXING (GEN)
KYLE PETTY RACING (SUPER NES)
SPORTING NEWS BASEBALL (SUPER NES)

NEXT MONTH SPRING TRAINING

Welcome to the new look of Team EGM. We've listened to our readers and think we have all the ingredients to make this the best place to come for sports gaming information. We'll be providing in-depth coverage on upcoming games and will be giving you strategies each month on the top sports titles.

Like any sports team, our goal is to put numbers on the score board. To help you improve your winning percentages this month, we have an NHL Hockey '95 strategy guide.

Next month we have a lot of things planned, including Spring Training where we preview a number of new baseball games that will be released this summer.

Whether the boys of summer are back or not, you'll



EA Sports is already hard at work on Madden '96 during the NFL off-season. At Super Bowl XXIX, they were hard at work on one of the coolest events held there—Madden Bowl '95. EA Sports sponsored the event that took place at the NFL Experience. The finals of the 32-man tournament featured some big-name sports stars, all playing Madden '95. This year's event benefited Youth Education Town, the official NFL Youth Center in South Florida. From the left, Reggie Brooks of the Redskins (the eventual champion) played Lamar Thomas of the Buccaneers; Jerome Bettis of the Rams played Hardy Nickerson of the Buccaneers; Hardy Nickerson of the Buccaneers is seen playing Jimmy Spencer of the Saints.

want to round the bases with the Iceman and me for this one.

Team EGM goes into the locker room when we start our exclusive interview of the month with one of the biggest names in hockey, Wayne Gretzky.

Sports gaming is at a turning point, and with the new systems being launched only four months away, things are going to get interesting.

Recently, we toured some of the big-name gaming companies and saw the next-generation of sports games. They

look incredible! Sports games will make up close to 50 percent of all of the titles released between now and the end of the year.

Everything from rendered, polygon baseball games, to incredibly large, digitized basketball players are about to make their debuts. We'll have them all for you here at Team EGM.

For all of you who are clamoring to get your hands on a new system, don't be too hasty. The big-name gaming companies still plan on supporting the Sega

Genesis and Super NES platforms, and so do we.

At EA Sports, they've already started work on Madden '96 and NHL Hockey '96 for the Genesis.

We aren't afraid to toss a bad game out at the plate. Team EGM still has the great reviews!

The Iceman and I hope you enjoy this new-and-improved Team EGM sports section.

Remember, if you want to run with the big dogs you have to get off of the porch, my fellow buckaroos.

THE RASH IS BACK — WITH 7 WEAPONS

If you can find all 7 *Road Rash 3* weapons hidden in this issue of *EGM* you may win \$1,000 cash and a cool denim jacket sportin' the hot *Road Rash 3* logo on the back!



HOW TO ENTER:

Look through this entire issue of *EGM*. Find all seven weapons, write the page numbers where they're hidden on the entry form and send it in to:

Road Rash 3 Has 7 Weapons
1920 Highland Avenue, Suite 285
Lombard, IL 60148

1 GRAND PRIZE:

\$1,000 in cash, a denim jacket embroidered with the *Road Rash 3* logo and a *Road Rash 3* game.

5 FIRST PRIZES:

A denim jacket and a *Road Rash 3* game.

Contest Rules: 1. No Purchase Necessary. To enter, fill the entry form or a standard sized postcard containing your name, address, and phone number (please print) and correctly list all hidden *Road Rash 3* Weapons by identifying pages from the May Electronic Gaming Monthly issue and send to Road Rash 3 - Hide and Seek Contest, 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 and postmarked by June 15, 1995. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. Sponsor and Electronic Gaming Monthly assume no responsibility for lost, misrouted, late, illegible, incomplete, postdated, or undelivered entries. Only one prize per family, corporation, or household. 2. Prizes: 1 Grand Prize: Grand Prize winner will receive \$1,000.00 cash, 1 denim jacket containing the *Road Rash 3* logo, and 1 *Road Rash 3* video game. Grand Prize has an approximate retail value of \$1,200.00. 5 First Prizes: First Prize winners will receive 1 denim jacket and 1 *Road Rash 3* video game. First Prize has an approximate retail value of \$150.00. Winners will be determined by a random drawing from all valid entries by Electronic Gaming Monthly whose drawings are final. Drawing to be held on or about June 20, 1995. All prizes will be awarded. Prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Sponsors should the featured prize(s) become unavailable. 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 and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize(s) notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal representatives shall sign an affidavit of eligibility (proof of residency) in accordance within 30 days of receipt of forfeit prize. By acceptance of prize, winner(s) agrees to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Senda Publishing Group, Inc.™ and Electronic Arts and their respective affiliates are not eligible. Neither Senda Publishing Group, Inc., Electronic Arts nor their affiliates, subsidiaries, divisions, or related companies are responsible for any damage, loss, or expense that consumers might incur as a result of this contest or receipt of prize. Winner accepting prize agrees that all prizes are awarded on the condition that Senda Publishing Group, Inc., Electronic Arts and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes. Winner further acknowledges that said prizes have neither made nor are to be in any manner responsible or liable for any warranty, representation, or guarantee express or implied, in fact or in law, relative to any prize, including but not limited to its quality, mechanical condition or fitness. 5. Winner's Lien: For a list of winners, send a stamped, self-addressed envelope to Road Rash 3 - Hide and Seek Contest Winners, 1920 Highland Avenue, Suite 285, Lombard, IL 60148. Requests for winners lists must be received by July 1, 1995. Allow 4 weeks for delivery of winners list. 6. Restrictions: Where prohibited or restricted by law, federal, state and local regulations apply. 7. Sponsor: Contest sponsored solely by Electronic Arts. Electronic Gaming Monthly is a trademark of Senda Publishing Group, Inc. ©1995. Senda Publishing Group, Inc. All rights reserved. Road Rash is a trademark of Electronic Arts. Sega and Genesis are trademarks of Sega Enterprises Ltd. All rights reserved. Printed in U.S.A.

OFFICIAL ROAD RASH 3 ENTRY FORM

Name _____

Address _____

City _____ State _____ Zip code _____

Phone number _____ Birthdate _____

Hardware system owned:

Sega Genesis Super NES Sega CD Sega 32X
 PC-CD Mac-CD 3DO Other

Page numbers of weapons:

- Nunchakus
 Oil can
 Crow bar
 Chain
 Cattle prod
 Club
 Defense spray

ELECTRONIC GAMING MONTHLY

ELECTRONIC ARTS™





I LOVE THE SMELL OF BURNING RUBBER!



Australia, if you bump into the trees, a cute little Koala bear will slide down the tree then climb back up.

There are even polygon-rendered kangaroos that hop around the track, but they're hard to hit. (In other words, you don't have to worry about kangaroo road kill!)

If you already own a Genesis and/or a 32X version of V.R. Racing and are wondering whether or not you should bother spending money on this version, burn rubber to the bank. This game looks great and plays even better.

V.R. RACING



There's also a Practice Mode that lets you familiarize yourself with the cars and the tracks so you can get up to speed.

Cinematic sequences provide information and an introduction to some of the new aspects of the game. Expect some tips on the new tracks as well as some shrewd commentary on your racing abilities.

I had a chance to try this game when I visited the Time Warner offices in California, and I found this to be a well-tuned game. The programmers have been working hard to give Virtua Racing fans enough new twists and turns to make this game a real arcade driving experience for your home.

They've left no coconut unturned by adding a lot of details. For example, if you run into a palm tree (if you make your way off of the track), coconuts will fall from above. When racing in



out as V.R. Virtua Racing. It's out in Japan now and will be ready to head to the track as soon as the Sega Saturn is given the green light in September.

The game stays true to Sega's arcade classic, but is different enough to make it an option for the racing fans.

The three-dimensional polygon cars are back, and you go up against 15 ruthless opponents with four different views of the action. A new Grand Prix Mode adds four more cars to the competition and seven more tracks have been added.

You can also take part in a 10-round World Championship before taking the ultimate challenge. Choose from one of 15 competitive teams. In this mode, you use Formula cars and the standings are based on the World Championship system.

Get ready to take to the track with the best racing game to ever come out of the arcades.

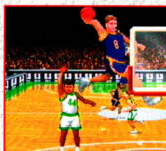
Sega ported this game over to the Genesis and the 32X, and now they've sold the rights of the game to Time Warner Interactive. The people at Sega have gone under the hood to add some features and tweak this fast-paced game. They will be bringing this game





ROCKING THE RIM WITH VAN EARL WRIGHT

Basketball fans get ready to be blasted into another dimension of gaming. Crystal Dynamics has a winner on its hands coming out for the 3DO.



Slam & Jam '95 is the name of the game, and Van Earl Wright (former sportscaster with CNN, turned big-time sports guy on a Detroit station) uses some of his high-powered phrases to keep you on the edge of your seat.

paint and rock the rim, Van Earl keeps you posted as he tosses out hilarious one-liners. There'll be no mistaking whether you scored or were rejected at the net. Slam & Jam '95 is a new look for basketball that others will be copying.



Although the game doesn't have a big-name NBA license, it is a solid basketball title.

The players are huge,

Crystal Dynamics is planning on using the same winning hoop strategy they employed in Slam & Jam '95 for versions on the PlayStation and the Sega Saturn.

These games will come out under Crystal's new Championship Sports brand.

As you take it to the



SLAM & JAM '95

the action is fast and furious plus the dunks are thunderous. The gang at Crystal Dynamics should get a round of applause for putting out a well-rounded hoop classic.

The only thing missing from this title is the NBA and NBA Player's Association license. But it's still a good game!

TEAM		BOSTON						
		Pow	PF	3P	FG	FT	T	
F	44 SEAN HUTCHINSON	100	1	0	2	1	5	
F	54 LEONARD NUGENT	100	3	1	2	0	5	
C	0 SAM MARRON	100	0	0	3	0	6	
G	7 JOE BRAY	100	1	1	3	0	7	
G	20 MICHAEL HERRON	100	0	0	0	0	0	
SUBSTITUTE								
CONTINUE		QUIT GAME						
BOSTON		23						
DENVER		32						
END OF 1ST QUARTER								



1st and 32X

Score with this season's QB and team attributes!



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CELEBRATIONS!



HIGH STEPS!



SACKS!



DEFLECTIONS!



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



VARIABLE FIELD AND WEATHER CONDITIONS!

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

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

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GREATEST HEAVYWEIGHTS TOUGHMAN VS. SUPER PUNCH-OUT

TOUGHMAN BOXING LIVES UP TO ITS NAME



Comparing Nintendo's Super Punch-Out to EA Sports' Toughman

Boxing is not an easy job. Only one can be the champ and Toughman gets the Team EGM decision.

First of all, Toughman doesn't get repetitive and has plenty of replay value. You can choose from one of four different tournaments, or you can customize your own tournament. This game is tough and it is a very competitive

boxing product. All of your movements are based on strategy and precise timing. Opponents are not predictable—you don't know what they are going to do next. In Super Punch-Out, the boxers telegraph their movements and you know when they are going to throw a super punch. The AI (artificial intelligence) of Toughman can hang tough and go toe to toe with the toughest boxing enthusiast. In Punch-Out, you have 14 special punches to pick from and can initiate these at any time. You don't

have to wait for them to charge up. This adds some fun, especially when your opponent is on empty and you can knock him out of the ring. Graphically, Toughman has a more realistic view of the boxing. But it has clearer animations and better use of boxing strategies—the characters are even more believable.

At first, Toughman Boxing is difficult. Utilizing the moves and combos will take you on the road to Butter Bean himself. This game is tough enough to be the champ.



TOUGH BOXERS

Pick from 24 boxers, each with different fighting skills and techniques, from four different regions around the world.

INCREDIBLE COMBOS AND SPECIAL PUNCHES



... AND IN THIS CORNER, SUPER PUNCH-OUT!

There are a number of reasons why Super Punch-Out is a worthy competitor for Toughman Boxing. For starters, the game is very easy to get into. Once you plug the cart into your system, you're ready to go.

Controlling your boxer is easy to master, and your opponents are all on patterns, however, this is something I don't like. The fighters are very predictable. If you're looking for a true boxing simulation, this isn't it. The game isn't very realistic, but despite

that, the game is too arcade-like and cartoony. But the fast-paced action will keep you on your toes. With three-minute rounds, the action keeps coming.

Comparing the graphics and sounds to Toughman, this one comes out on top in the sound department. But at times, the cartoony graphics and "super-dizzies" get tiresome. Other punches lack variety in the boxer's movements and it doesn't have multiple moves and combos like Toughman does. There are special moves that you can do, but you have to wait and charge up.

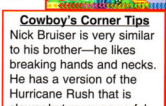
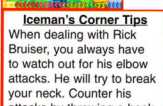
There are three circuits you can go through plus a special circuit. You can get to the special circuit if you have four wins and no losses.

It's cute, not too bloody and delivers a boxing experience for all ages, especially younger gamers.

WORK YOUR WAY TO THE SPECIAL CIRCUIT



THE FINAL MATCH WITH THE BRUISER BROTHERS!



Ice man's Corner Tips

When dealing with Rick Bruiser, you always have to watch out for his elbow attacks. He will try to break your neck. Counter his attacks by throwing a hook punch, then follow with an uppercut or punch when he's not stunned. Watch out for his counterattack. Always dodge on the same side you threw your punch. Good luck with this one.

Cowboy's Corner Tips

Nick Bruiser is very similar to his brother—he likes breaking hands and necks. He has a version of the Hurricane Rush that is slower but more powerful. Counter his punch with one of your own to the same side he threw at you. If you master this, you can damage him big time. Keep doing this and you will earn the championship title!



HardBall '95 lets
you trade players
and build any team
into a contender.

We expect to
sell thousands in
San Diego alone.

You live by the trade. You die by the trade. Just the way you'll find it in HardBall '95. So you can trade, say, a Milwaukee reserve for a Montreal star. Or deal for a lefty to strengthen the Seattle rotation. Or, if you've got some time on your hands, try to rebuild San Diego. But the front office is not all we've made more realistic. Stadiums are more detailed, from the wind at The Stick to the altitude at Mile High. You get night games. You get 700 MLBPA players with 1994 stats. Digitized graphics that are swear-word real. And a computer opponent that's now even tougher. Get HardBall '95 for Sega Genesis now. It could go fast. Especially in San Diego.



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HE SHOOTS! HE SCORES!!!

NHL Hockey '95 - Road to the Stanley Cup



Howdy, sports fans. The Iceman and I have been busy this month getting this NHL Hockey '95 strategy guide ready. It's one great game. If you are finding it hard to score in key situations, the following tricks and tips should help you bulge the twine in the last seconds of the game.

We've put a lot of trigger time in on this game and talked to EA Sports programmers to come up with the ultimate NHL Hockey '95 strategy to help you win Lord Stanley's Cup.

Here are a couple of hidden tricks we've come across. If you own the Genesis version, you can play 30-second periods in the game. At the Match-up Screen hit A, C and Start then you'll be able to choose 30-second periods.

Here are a few ways to score consistently: This year the team of programmers at EA Sports made the computerized goalies harder to beat, and those cheap moves of years gone by have been tossed out the window.

If you own the Genesis version of the game, the wrap-around is easy to execute and it works most of the time. If you master this move, you'll be hearing nothing but the wail of the sirens after you score. You can execute a wrap-around by going to your opponent's end of the ice and behind the net from the left or right side with the puck, then skating around the net. As you come around the other



Set Up Plays For One-timers



side, the goalie will move to the near post, as you come out from behind the net. Wrist the puck by tapping the C button and you should score. If you're still having a hard time, go into the Practice Mode to try all of these moves.

Another way to score is to take one of your forwards and skate down the ice heading toward the opposing net. Do a fast pass by tapping the B button. Sometimes this shot is too hot for the goalie to handle, and it will skip by him into the net. The only thing is you must have a clear path to the net. If someone skates in front of it, the shot will be blocked. This technique works best on breakaways.



The third and probably the best way to score is the dreaded one-timer. You can practice executing this very effective technique by going into the Practice Mode. The easiest way to pull this move off is to carry the puck down either side of the ice with one of your wingers. Your centerman will automatically go into the slot. All you need to do when he is in place in front of the net is press the B button to pass and then immediately hit the C button—the puck will find the back of the net.

The Super NES version is another story. It's a great game, but because of the button configuration, but the Genesis version plays better. Despite the slower pace, NHL Hockey '95 for the

Super NES is the best hockey game out for the system.



To score consistently in this version, master the deak. The easiest way to do this is to go at an angle toward the opposing goal; the goalie will shift to the far post. You'll see a gap on the other side of the net. Using the directional pad, move the puck away from the side the goalie moved to and tap the A button. You will wrist the puck into the opposite corner.

To execute one-timers in the game, use either winger and carry the puck down the left or right side of the rink. Wait until the centerman sets up in the slot, then hit the B button to pass the puck and A immediately to initiate the one-timer. Once you've perfected this move you'll score and turn on the red light with a GOAL.

I didn't really see NHL '96, when I visited EA Sports headquarters recently, but I heard it and it sounds very cool. According to Kevin Hogan, line-producer on the game, "NHL '96 is going to be the best-playing hockey game ever done." I can hardly wait!

Hope these techniques help. Expect more strategy and more ways to have fun with the best sports games (and magazine) on the planet.



A LETTER TO TECMO® GAME PLAYERS

TECMO® SUPER BOWL™ II SPECIAL EDITION



Dear Tecmo Game Players:

For those of you who were unsuccessful in your attempt to purchase a copy of Tecmo Super Bowl II: Special Edition, we at Tecmo would like to apologize for the time and effort which many of you spent and for any disappointment.

The production cycle for video games is around 3 months from the time an order is placed until a game is available at retail. The length of this cycle makes it very difficult for Tecmo to accurately predict demand for any game.

The demand for Tecmo Super Bowl II was much greater than we could have anticipated, and we sincerely apologize for any inconvenience. Unfortunately, Tecmo Super Bowl II is now sold out at most retail stores and will be discontinued in favor of a new fall release.

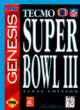
We are pleased to advise you of the planned fall release of Tecmo Super Bowl III: Final Edition. In addition to all of the great new features, Tecmo Super Bowl III will feature most of the changes in the NFL for 1995.

As the time for release of Tecmo Super Bowl III approaches, we will be inserting a SPECIAL RESERVATION FORM in most video game magazines, which you can take to your favorite participating video game retailer to help you reserve a game.

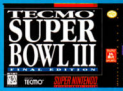
Thank you for your time and effort and continued support of Tecmo games.

Sincerely,

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TECMO® SUPER BOWL™ III™: FINAL EDITION
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GENESIS™



This official seal is your assurance that Sega product meets the highest quality standard of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ System.

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Phone (310) 787-2900



KYLE PETTY NO FEAR RACING (SUPER NES) BY WILLIAMS

Graphics *** Playability ***
Sound *** Realism **

Left, right, left, right... this is so linear. There's not much here to do. The races tend to be easy and you can practically win most of the courses even if you started last at the starting block. Animations could use more frames to give the cars realism—it wasn't there at all.

5
Iceman

Customizing your car is a neat feature, but basically this didn't cut it out for me to press on the pedal.



Graphics *** Playability ***
Sound *** Realism **

I guess I'm getting spoiled playing Ridge Racer and Daytona. This game runs out of gas before the first turn. The frame rate is low and very annoying to watch. The tracks look the same and I just couldn't get into this one. For the Super NES, it's not a bad racing game. But there are plenty of other games I would rather play than Kyle Petty No Fear Racing.

6
Video Cowboy

SPORTING ALL-STAR BASEBALL (SUPER NES) BY HUDSON SOFT

Graphics *** Playability ****
Sound *** Realism ***

Baseball is the hardest sport to translate to a video game. This is not bad because the game gives you the very perspective of a baseball game. Although it doesn't have play-by-play commentary or full-motion video, the playability is excellent. Real players and their current stats add realism to the game. Instead of watching exhibitions, play the real thing at home.

7
Iceman



Graphics *** Playability ***
Sound *** Realism **

This game plays decently, but it doesn't get me too excited. Hitting at times is difficult. But if I had a choice of whether to take to the field or sit on the bench, I'd sooner sit on the bench spitting sunflower seeds. I guess with all that is going on I'm not really into baseball just yet. If you own a Super NES and don't own Ken Griffey, Jr. give this game a rent or two first.

6
Video Cowboy

TOUGHMAN BOXING (GENESIS) BY ELECTRONIC ARTS

Graphics *** Playability ****
Sound *** Realism ****

If you want a boxing game filled with moves, combos and super punches, this is the one for you. Excellent AI keeps you on your toes, blocking and throwing punches at your opponents—it's all about strategy here. Competitive tournaments will take you around the world and reach Butter Bean himself. If you want to see blood fly, you'll see it here.

8
Iceman



Graphics *** Playability ****
Sound **** Realism ****

The question is: Are you tough enough? This game has some killer combos, but takes a little bit of patience to master. I'm in Toughman's corner. It's a solid game for die-hard boxing fanatics. There's even strategy and the artificial intelligence of the game is incredible. The characters don't telegraph their movements like they do in most boxing games. I'm sold.

8
Video Cowboy

SLAM CITY (32X) BY DIGITAL PICTURES

Graphics *** Playability ***
Sound *** Realism **

An upgrade to the Genesis version, but there are hardly any changes except the quality of the full-motion video. The game doesn't really change—you must memorize the video and press the right key at the right time. Bystanders and players' comments are comically corny, but it tends to get tired as you keep playing the game. I'm disappointed.

5
Iceman



Graphics *** Playability ***
Sound *** Realism **

I've played a couple of different versions of this game, and is just too darn hard to score. The concept of the full-motion video with one of the NBA's finest players is a good one. But the game could have been put together so that it is easier to play. I can understand the need for a game not to be too easy. I'm going to reject this one at the buzzer. Too hard!

6
Video Cowboy

THE NEXT GLORY: SUPER SIDEKICKS 3 (NEO-GEO) BY SNK

Graphics **** Playability ***
Sound **** Realism ****

I love the second edition, but when I saw this upgrade, I couldn't wait to play. Everything is better: graphics, sounds and the easy playability of the game. Cool super kicks! It's another Super Sidekicks but way better. It's always good to have an arcade machine in your home and not worry about the quarters, but you still have to pay for the game.

8
Iceman



Graphics *** Playability ****
Sound **** Realism ***

If you've got the big bucks and are looking for a big-time soccer title for your NeoGeo, this game kicks. It's easy enough so you can get into the game and there are enough hidden bicycle kicks and strategies that will keep you coming back for more. The sign of any good game is how addictive it is. This game is definitely addictive and full of action!

8
Video Cowboy

Hey,

It's **Baseball** Action So Authentic,
The **Only** Replacement
Player **Is You.**

For real video baseball action, forget about pressing buttons on a boring controller. Get your hands on the new Batter Up™ electronic bat. Batter Up is compatible with the most popular baseball games around. So you can take your swings against the toughest pitchers in the majors. Chances are, they're all well-rested by now. Batter Up is also available for IBM® PC games, so look for it at your favorite video game or computer stores.

BatterUP
IT'S A HIT!

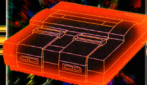
LOOK FOR YOUR \$5 OFF BATTER UP™
COUPON INSIDE THESE GAME CARTRIDGES:

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- TRIPLE PLAY™ BASEBALL

 **SPORTS
SCIENCES** INC.

Interactive Baseball Accessory for SEGA™ GENESIS™, SUPER NES™, and IBM PC's. Software not included.

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SUPER NES

THE DUNES A sandstorm separates the mission team from Colonel O'Neil. To make matters worse, someone stole the nuclear bomb! Search the catacombs for your equipment, then go to Nagada to find the rest of your team.



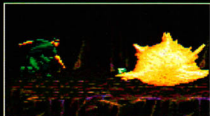
Hello? Where is everybody? O'Neil wakes up after the sandstorm to find his team and bomb missing!



Daniel Jackson informs you that the base camp was overrun by Horus guards.



Watch out for the landmines.



The easiest way to kill the creatures would be to roll a grenade at them.



The openings lead to the caverns. Press up to enter them.



Locate your lost equipment boxes in the caverns.



You will find yourself in precarious situations a couple of times, such as this one.



Your radio holds a wealth of information, such as a number of collected bomb pieces, collected hieroglyphics and your password.

STARGATE

Colonel O'Neil and his team walk through the Stargate and find themselves on Abydos, a planet on the other side of the known universe. Suddenly, a sandstorm comes and separates the team. O'Neil wakes up to find the team gone, along with the nuclear bomb he brought! Play as O'Neil as you try to find your team, your bomb and a way home.



RAPID FIRE
Grabbing this icon increases your rate of fire—big time!



AMMO
This icon increases your ammo strength.



HEALTH
Grab this icon to restore some lost health.



EXTRA LIFE
Grab this helpful icon for an extra life.



ALIEN GRENADES
Grab this icon twice as strong as normal grenades.



GRENADES
Snag these and add two more grenades to your arsenal.

FACT-FILE

THEME

Action

DIFFICULTY

Moderate

TIME TO COMPLETE

Medium

MEG SIZE

16

BACK-UP

Password

OF PLAYERS

1

AVAILABLE

May

% COMPLETE

100%

DEVELOPED BY:

Probe

PUBLISHED BY:

Acclaim

PLAYER'S NOTES:

FIRST IMPRESSION

I saw the movie twice, and I really liked it. Even so, it's been my experience that movie-to-game titles don't do that well, so I wasn't expecting much. But after playing for a while, it occurred to me that Stargate uses the same engine as Alien 3, and that game was awesome!

BEST FEATURE

The music soundtrack grew on me, especially in some of the later stages. The Mode 7 flight scenes were good as well. The graphics were crisp and clear on those scenes.

WHAT'S MISSING

The graphics are a little grainy... almost like a Sega game. I think the programmers could have done a better job with it.

WILL YOU LIKE IT?

If you liked the movie, you'll like Stargate. (If you haven't seen the movie yet, well, go see it!) If you like action games in general (especially if you liked Alien 3), give Stargate a whirl.

—Ken Badziak

THE CITY OF NAGADA

Ra, in a rage of fury, attacks Nagada. Now four elders are missing, lost in the city during the resulting confusion. O'Neil must find them, or he can't proceed to find his team.



The different levels of Nagada are connected by fragile bridges.

Immediately upon entering the city of Nagada, an elder will confront you with a dire request.



The Horus guards are out in force looking for you.



Some of your paths are narrow. *Really* narrow.



Everyone's out to get you!
Kill or be killed!



Scratch one creepy crawly!

Find Kawalski, your squad leader, at the very bottom of the first cavern.



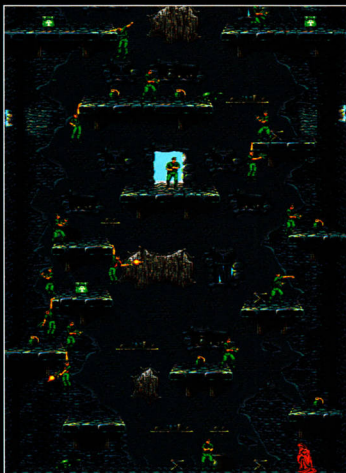
A secret passage leads to Ra's pyramid, where you can find a few Marines scattered around here and there.



One Marine can be found guarding some gun coolant ... and a piece of your stolen nuclear bomb!

LOCATE YOUR TEAM!

Your team is scattered in some dank catacombs, as well as in Ra's pyramid. Scattered around are a couple of bomb pieces, and a couple of hieroglyphics Daniel needs to get home!



The cellars hold tons of useful icons, as well as the occasional lost elder! They're also infested with things that go "bump" in the night, so be prepared to expel a few rounds.



TAKE TO THE SKIES!

Later in the game, O'Neil will come across a downed glider. Hop in and fight Ra's Horus guards in the air! This level plays much like the Mode 7 levels in the Star Wars games.



SUPER NES

FACT-FILE

THEME

Action

DIFFICULTY

Moderate

TIME TO COMPLETE

Medium

MEG SIZE

16

BACK-UP

Password

OF PLAYERS

1

AVAILABLE

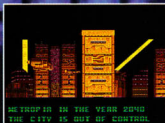
July

% COMPLETE

80%

DEVELOPED BY:
Viacom New Media

PUBLISHED BY:
Viacom New Media



What's this? A city under siege? They need a superhero to save the day.

Metropolis is a city under siege. Every day crime escalates to new heights and the good people are under attack. As the Phantom, it's your job to stop this crime spree and restore justice. You will need to work your way there by taking on some of the smaller troubles of the city. Don't worry though, action and danger are everywhere, and there won't be a waking moment that you are not being pursued or fired upon. Fight to win!

PHANTOM 2040

KNOW YOUR ENEMIES!



This robot is only a threat when you are really close to him. Try to destroy this defective toaster from a distance!



This particular robot is always a threat due to his mobility. As soon as you see him, try to take him out quickly or he will become a problem.



Another challenge for the Phantom. This guy has a long-range gun. When you see him duck and shoot, stay down to dodge his shots.

ICONS FOR SURVIVAL



The large and small skulls will restore either a lot or a bit of energy depending on the size of the skull. Gather as many as possible!



Collect this icon for an extra life. It's a must for any hero!



These energy clips will keep your weapons firing. Watch the energy bar at the top to see when you need some of these to recharge your battery.



The First Aid kit and the pulsating skull will fill your health bar back up completely. Keep an eye out for these hard-to-find specials!



These two icons are some of the most important. The S icon will increase health and the E icon will increase your energy pack.



LOOK AT THESE PHANTASTIC MOVES!



The dash is very useful—it will make you jump farther and move faster.



The foundation for the game: Kill the bad guys before they blow you away.



The swing will get you to those hard-to-reach places with ease.

WAREHOUSES AND DOCKS



The warehouse is a dangerous place filled with robots and wall climbers, dead ends and electronic doors. All these obstacles must be overcome so that you may find the necessary clues to continue with the mystery. Luckily, it isn't always dangerous. There is a good supply of power-ups and short cuts throughout the level. This is a good level to learn how to develop your wall climb—a skill that will definitely be necessary in later levels. Also, take the time to learn some of the robots' patterns so that you will be able to kill them in later levels.

BOSS: GRAFT



Although this Boss seems threatening, he is not very smart. It does not take long to get his pattern down. The easiest ways to defeat him is attach yourself to the wall right when you enter the room and hang there. If you are a quick shot, you will be able to take out the robot's arm and legs before he shoots at you. When the legs are blown, drop from the wall and destroy the cockpit to finish him off.

PLAYER'S NOTES:

FIRST IMPRESSION

This game is pretty good, considering the virtual sea of games that are similar to it. The graphics are not much to see, but the conversations were a pretty good addition and kept me interested in the game the whole time.

BEST FEATURE

The fact that if you run into the enemies you don't get hurt.

WHAT'S MISSING

One thing that I noticed missing was the clear and helpful guidance of a companion. This is not necessarily a bad thing, just something that was missing from the current examples of action games.

WILL YOU LIKE IT?

It is a good possibility that if you like the action/adventure-type games, then you will be attracted to this title. With a good plot and interesting cinematics, the game will keep you jumping, shooting and ducking for your life. Being able to wander around is a good feature also.

— Scott Augustyn

INDUSTRIAL ZONE



In the Industrial Zone, you will have to fight the same robots as the warehouse. This level is quite confusing and you will probably find yourself saying, "Where do I go now?" Be sure to search for any and all door switch boxes. They will make your trip a lot easier and will help you find your way out of this industrial maze.



The Phantom overlooks the city, but can he solve the crime problem by himself? He has got quite a challenge in front of him, but he must save the city and the world!

PLAYER'S NOTES:

FIRST IMPRESSION

When I was handed this title, I really didn't know what to think of it. However, all it took was one play and I was hooked! The clear and colorful graphics really look great for a Genesis title.

BEST FEATURE

The two-player simultaneous game is a blast! Players can now cover each other's backs when rounding corners!

WHAT'S MISSING

The levels. While this game has great graphics, eerie music and sound effects, it also only has six sound levels, which makes you wonder, "Is this it?" A good gamer will be able to make his/her way through even the hardest level without too much trouble.

WILL YOU LIKE IT?

Fans of the classic Contra series might enjoy a shooter with a nice, new playing perspective. So if you're looking for a good, two-player, shoot-anything-that-moves action game, then look no further.

—Tim Davis

PROFILE: JOINT

Conception:

2034

Height:

6'5"

Weight:

504 lbs.

Weapon:

Blastor gun

Crew Member:

2059



Joint is a good shooter, first-and-dodge-later character.

PROFILE: SPINE

Conception:

2031

Height:

6'4"

Weight:

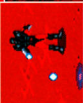
240 lbs.

Weapon:

Plasma beam

Crew Member:

2050



Spine is your average, well-rounded character.

PROFILE: RIB

Conception:

2039

Height:

6'

Weight:

140 lbs.

Weapon:

Triblaster

Crew Member:

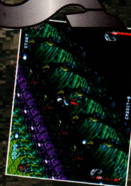
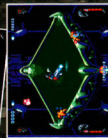
2058



Rib may not have much armor, but she's really quick!

SCHEFFON CREW

TWO-PLAYER ACTION!



GENESIS



FACT-FILE

THEME

Action/Shooter

DIFFICULTY

Moderate

TIME TO COMPLETE

Short

MEG SIZE

16

BACKUP

Password

OF PLAYERS

1 or 2

AVAILABLE

May

% COMPLETE

100%

DEVELOPED BY:

Core Design

PUBLISHED BY:

U.S. Gold

THE MONSTER CITY

At the beginning of this mission you'll run right into a wall! Show 'em the kind of firepower the Krew carries!



If you're playing one of the more heavily armored characters in the game, you can get by this enemy platoon virtually unscathed.



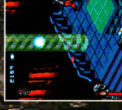
Destroy the grey generator to lower their shields.



Avoid this mid-Boss' fire on either side and shoot his engines to take him out.



Just keep moving to stay out of their range of their green energy beam!

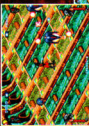
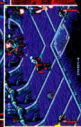
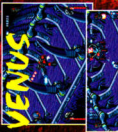


THE PLANET VENUS

In the second side room you'll run directly into an ambush from the left of your screen, so stay alert!



Each side room has one or more computer cores that you must put out of commission to get back on the main planet.



The layout of this room is almost as big as the main level itself!

Destroy the main computer when the enemy isn't looking!



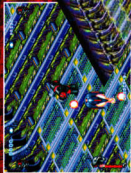
The third room has a total of three computer outlets you have to destroy to proceed further.



of computer terminals that are heavily guarded in secret sub-rooms throughout the planet's surface.

Make your way up to the top of this room by using the air lifts to propel you. You'll find the last computer terminal on this floor.

The planet of Venus is a sewer-infested wasteland covered with enemy goons. To leave, you must deactivate a series





3DO

Does he kiss
his mother with
that MOUTH?

FACT-FILE

THEME

Action

DIFFICULTY

Moderate

TIME TO COMPLETE

Medium

MEG SIZE

CD-ROM

BACK-UP

Battery

OF PLAYERS

1

AVAILABLE

April

% COMPLETE

90%

DEVELOPED BY:
Crystal Dynamics

PUBLISHED BY:
Crystal Dynamics

Rez and Television

After getting sucked into TV land by the evil Rez, Gex must locate remotes to escape!

The digitized voice of comedian Dana Gould, who has appeared on HBO, does the voices for Gex. Plenty of nifty, little sound clips randomly occur while bounding through the levels.

Gex must travel through a world of bad reruns and monitors of static in order to reach Rez.

Guiding Gex along the way, you should have no trouble enjoying the unique atmosphere and setting this game has to offer. The television idea is repeated throughout the levels. Small cracks in walls are filled with a static effect, adding more to the environment and backgrounds. This game is a major breakthrough for the 3DO!

**Side-Scrolling
Action for 3DO!**

Gex is an unusual game with a unique character. Boldly traversing into the realm of side-scrolling action on the 3DO, this game breaks new ground. Featuring excellent sound, some unique character techniques and a great soundtrack, Gex should provide 3DO gamers with a basis for similar titles to come.

Can this
Gecko make
it through
a world of
cheesy TV
shows?

the Graveyard

Denizens of undead attempt to stop Gex from reaching any remotes and progressing toward Rez's lair. For the most part, this is a pretty easy set of stages, based more on tricky maneuvers than enemy danger.

Disco Fever



This stage is primarily environmental danger. Avoid the pits of green liquid.

PLAYER'S NOTES:

FIRST IMPRESSION

WHOA! This is a 3DO side-scroller? I was definitely more than impressed with this groundbreaking title for a system that is considered FMV only. Absolutely excellent.

BEST FEATURE

It's so hard to decide. Is it the excellent graphics, the game play or the nifty little sound bites by comedian Dana Gould?

WHAT'S MISSING

More diversity in the stages. Although there are unique features to each individual stage, some of the motifs used throughout the levels get tiresome.

WILL YOU LIKE IT?

If you like the various Mario- and Sonic-type games, you should enjoy this one. If you are looking for something new from your 3DO, I guarantee this title will NOT disappoint you. Gamers of all types should find Gex enjoyable.

—Jason Streetz

It is good practice to avoid spikes like this.



Warp Zones



Warp Zones are indicated by static-like rips in space. They take you to other places in a level or to bonus rounds for extra points and icons.

BONUS

Almost like a *Friday the 13th* movie, you must fight off scores of masked weirdos.

Grave Danger



BOSS



Reminds me of *The Exorcist*...

Frankie & Heli



Undead little lizard meenies provide only minimal resistance on this stage.

Tomato Soup



Some rather unique foes inhabit a challenging background.

THE ICONS

ACT NOW while supplies last!



Twin Towers



Once again, this game leans more toward coordination and timing than enemy bashing. In a number of spots, some fancy footwork will be necessary to reach the top. There are plenty of power-ups along the way. The freeze tongue is handy in the later sections of this stage.

Rings of foes will split up to hinder your travel through this maze stage.



Knock Knock!



Increase your skills of coordination and timing. Some jumps are nearly impossible.

The graphics of this stage are excellent, as is the game play.



BOSS



His name is the Flatulator for obvious reasons. Knock his flying, fat buttocks



from the sky for a quick win, while avoiding his dive-and-get-you attacks. Every so often he will return to the machine for more flab power. Try to prevent this.

New

It's attack of the killer looney toons in this set of stages. Only the most skilled jumpers and divers will progress further.

Cartoon

Large warp maps get confusing, but with patience it's quite possible.

Land

Bonus Stages



If you enter a warp door (see second page of this Fact-File) and see a screen like this, you have entered a bonus round: a chance to get items!



Remind you of Street Fighter? It should. You must destroy barrels that are being brought in on a conveyor belt. Smack 'em with your tail.



Some zones are simply a free-for-all gathering spot of icons. For instance, run through a minimap and collect as many insect icons as possible.



See if you can catch all of the Fly icons that are coming from the overhead falls. Some lightning-speed controller work will be needed.

BONUS

KUNG FU



Chop Chop
As you cross the bridge, be careful of the snake charmer's tricks.



Fish Bait
Rolling treads make things difficult for poor Gex. Watch out for killer TVs and the unique underwater effects of the enemies. Truly a great level.



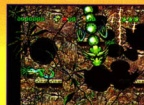
BOSS
It's Gamara! No, actually it's just a large, flying turtle(?) out to get you. Use the icons provided.



Boat-throwing guys in hats, large-gutted sunnos and yes—even a super-huge animal. It's all here, the perfect mock of Asian television. As entertaining as this may all be, Gex must still plod through these challenges in order to reach Rez.



The Jungle



Still a tad raw at this time, but still challenging! Rope-swinging, vine-jumping action for Gex!



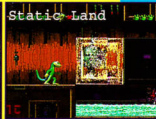
Rez Knight Fever
Rez himself squares off with Gex for the final fight. Avoid his dashing attacks and falling TVs.



Large suction stations make maneuvering more complicated than usual.



On the Move
Tractor treads make things difficult for Gex. Watch out for killer TVs.



Static Land
Phasing blocks of wall make timing a must. Brush up on wall-walking skills.

This is the moment of truth. Using the skills amassed throughout his quest, Gex must defeat the TV king himself. Rez drops TVs on you, and his levels are nowhere near as easy to complete. Prepare yourself!

Rez's Lair

MORE ICONS...

ACT NOW while supplies last!



RESTORE ONE LIFE



INVULNERABILITY



ICE TONGUE



3DO

WING COMMANDER

III

Heart of the Tiger

FACT-FILE

THEME

Action

DIFFICULTY

Hard

TIME TO COMPLETE

Long

MEG SIZE

CD-ROM

BACK-UP

Internal

OF PLAYERS

1

AVAILABLE

May

% COMPLETE

40%

DEVELOPED BY:
Origin Systems

PUBLISHED BY:
Origin Systems

IN-DEPTH STORY LINE



Wing Commander III is the second Wing Commander game for the 3DO. You may think an action game's story line is not important, but Wing Commander III has a very well-developed story. It is woven into and is an important part of the whole game. The decisions that you make in your conversations with your shipmates will affect both the morale and the performance of your wingmen. The Kilrathi are very well animated and look as convincing as a 10-foot-tall, walking upright cat can look.



TWO VIEWS TO FLY FROM



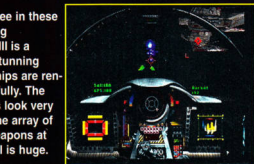
In Wing Commander III, you can fly in two Cockpit Modes. The first is the Cockpit On Mode. In this mode, you will have an active dash in front of you. The second mode is the Invisible Cockpit Mode. In this, the only thing displayed is your shell strength, radar and target MFD.



As you can see in these pictures, Wing Commander III is a graphically stunning game. The ships are rendered beautifully. The Kilrathi ships look very menacing. The array of ships and weapons at your disposal is huge.



In these two pictures, you are witnessing both the destruction of a Capital ship and the precise marksmanship that it takes to down some of the more maneuverable Kilrathi fighter craft.



PLAYER'S NOTES:

FIRST IMPRESSION

After beating the tar out of the computer version, I heard that WC3 was coming out for the 3DO. This made me very happy. Although the prospect of throwing 20+ key commands into a six-button controller made me very leery.

BEST FEATURE

The best feature is the great interactive cinemas. WC3 will draw you in and make you feel like you are in the game.

WHAT'S MISSING

As I mentioned earlier, the sheer number of controls really needs a keyboard. Also, the standard controller really takes a lot to get used to. You might want to invest in a joystick-type controller like the Flightstick Pro by CH Products.

YOU WILL LIKE IT?

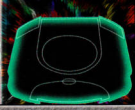
If you want to become involved in a space opera or just blast things away, then you'll love this game. Take it from me: I have owned and beaten every Wing Commander game ever produced.

—David Ruchala



Pictured above is a Kilrathi who has been locked on by your computer. It then projects a red crosshair at the point where your shots will impact the enemy ship. Below is a missile lock on a ship.





JAGUAR

FACT-FILE

THEME

Simulation

DIFFICULTY

Hard

TIME TO COMPLETE

Very Long

MEG SIZE

16

BACK-UP

Battery

OF PLAYERS

1

AVAILABLE

April

% COMPLETE

100%

DEVELOPED BY:

Atari

PUBLISHED BY:

Atari

HOVER STRIKE



Blip/ing target. Press any key to launch.

In every mission there is one main objective for you to accomplish, and you are debriefed on what that main target is. Sometimes the number of things you need to destroy to complete your mission reaches as many as 15 items.



After you beat a mission, you are treated to a cool cinema of your drop ship coming down to pick you up. If you don't want to watch it, hit any button to cancel it.



There are some pretty basic options in the game. You can adjust the volume of the music and sound effects. You can also change the buttons around to your specifications.



There is a really neat option to be able to change the view to outside and behind the tank. Playing like this gives you a better view of what is going on, but your vision is limited. Your radar, compass and special weapon is still viewable, making it easy to change your direction. It is, however, extremely tough to maneuver your tank from this view. Aiming your guns and missiles can be an extreme pain as well. All in all, it does give a little bit of a twist to the action.

This is the screen where you pick your missions. There are six to choose from on every level. This screen also gives you details about each mission.



Lives: 1
Missiles: 0
Guided Missiles: 19
Mortar Shells: 25
Score: 2250

Terrain: Ice
Mission Target: 4
Floater Factory
Entrances
Difficulty: EASY

Select: Left/Right ~ Fire: B: Launch

PLAYER'S NOTES:

FIRST IMPRESSION

I fired this game up not really knowing what to expect. I played for a while and found myself getting more frustrated with the game than anything else. You take damage if you come down a mountain too fast—I thought this was supposed to be an all-terrain vehicle!?

BEST FEATURE

There are quite a few weapons you can use to blast the enemies but they are in short supply and hard to find.

WHAT'S MISSING

Really good control. I understand that this is a hovercraft, but when you turn left or right, you don't actually move left or right. You're still floating in the same direction you were going before you turned. That was annoying.

WILL YOU LIKE IT?

I doubt it. While it is always fun to blow up enemies for no apparent reason, I found this game way too frustrating to play. Unless you play this game endlessly and master the controls, forget beating it.

—John Gurka

VULCAN SHOOTOUT



In this mission, you must blow up two generators. Your drop ship is nice enough to place you



down almost directly next to one, leaving only one to find. Shoot the enemies rather than avoid them.

THE UNNATURAL NIGHT



This mission is a real pain. Not including the fact that your visibility is ... um ... like zero! The enemies can really put a drag on your day. Use your targeting system to seek out new enemies, destroy new worlds and boldly kill what no one has killed before!



Use your flares throughout the level. Good luck on finding anything.



Destroy four of these items. Also, use your photons to light your way around.

AMPHIBIOUS STRIKE



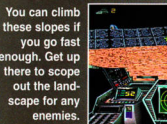
This level is played entirely on water. Being a hovercraft, you glide right over as if it were any other solid surface. There are some



mines floating about throughout this level, so stay alert. Destroy them before they blow up your vehicle.



You can climb these slopes if you go fast enough. Get up there to scope out the landscape for any enemies.



There are two radar dishes you must destroy for this mission. It is very easy compared to the others.

DESERT SWARM



There is a plethora of enemies just waiting to kill you. Get close to them and they come running. Also watch out for the floating mines, there are a ton of them.



Fortunately, your five targets are a group of supply ships and are very close together. Navigate around the moun-



tains until you find a valley. Cross into that valley and fly until you find them. Homing missiles work well.





GAME BOY

EARTHWORM JIM

They should call this guy Action Jim. He is very flexible and moves like a madman. You will find coins throughout the game. Collect as many as possible, including plasma guns that will power-up your plasma blast! You will need this, especially against the big, bad Bosses.

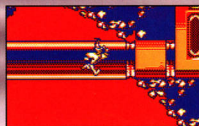


You never know what's ahead at For Pete's Sake. Don't let Pete fall, or you'll have to deal with his temper.

It doesn't take much to get chomped on in this level. Keep a lookout for meteor showers and aliens.



Down the Tubes is where you'll find the underwater lair of Bob the Goldfish.



FACT-FILE

THEME

Action

DIFFICULTY

Moderate

TIME TO COMPLETE

Medium

MEG SIZE

4

BACK-UP

N/A

OF PLAYERS

1

AVAILABLE

July

% COMPLETE

90%

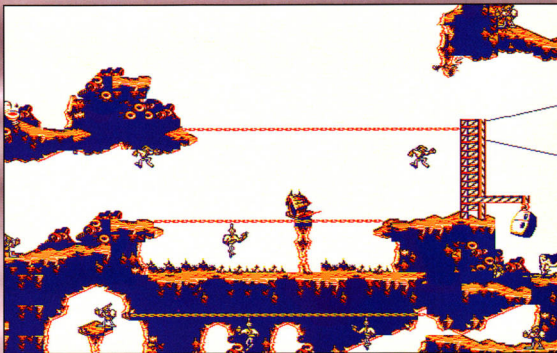
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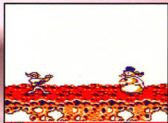
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Playmates

New Junk City! Level 1



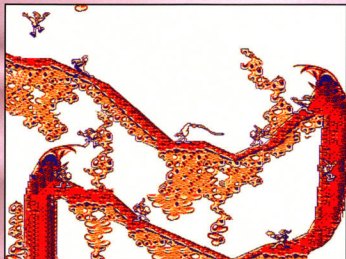
Snowman Boss



Think you're good enough? Take your chances against this behemoth of a blizzard. His snowballs are killer, so power-up your plasma.



Ever wanted to bungee jump? Well, have a go at it as Jim stretches like a rubber band. Knock your opponent against the cliffs and try to snap his cord. Just be cautious of the little surprise at the bottom!



What the Heck?

Take a wild ride in the Asteroid Zone! It's neck-and-neck here with your challenger, Psy-crow. Avoid asteroids and collect orbs for points. Psy-crow plays dirty, so keep your eyes open!



PLAYER'S NOTES:

FIRST IMPRESSION

I'm already an Earthworm Jim fan, and I enjoyed playing it again. The dynamic colors aren't in this version, but for a Game Boy, I felt they did an excellent job with the graphics and movement. He still has character and doesn't take anything from those pesky crows!

BEST FEATURE

Without a doubt, the greatest feature of the game would have to be the animation. The characters are much like the originals, and their movements aren't bad either. You just can't beat a worm in a super-space suit!

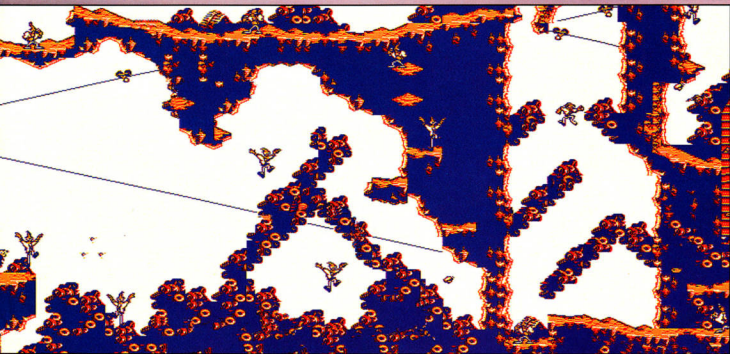
WHAT'S MISSING

Surprisingly, there isn't too much they left out of the game, except some of the cool sounds that are in the Super NES and Sega.

WILL YOU LIKE IT?

This is one game I would actually recommend for the Game Boy. It offers 90 percent of the cool characteristics that made Earthworm Jim a hit and shrinks them all down for the Game Boy, making a game that is still great to play.

—Carey Wise



Godzilla and his bendy-pal Gumby?!

What better way to destroy New York City than with everyone's favorite monster, Godzilla!

A new toy set, the *New York Attack Set*, features Godzilla stomping his way through the streets of a miniaturized New York City play set, shooting spring-loaded fireballs at anything that gets in his way.

Trendmasters, maker of many Godzilla toys, is bringing this set out soon.

Also from Trendmasters are the Gumby bendable figurines. These malleable

dolls will bring back fond memories of the original, entertaining, stop-motion animation show.

The figures are nearly identical to those of the show. Along with many familiars like Pokey, evil members of the hit cast (including the Blockheads) will join in to unleash their fury on the Gumby world once again.

Rush to your toy stores soon to check out the Gumby bendies and the *Godzilla New York Attack Set*. You won't be disappointed!



Strange but true

Even Clive Barker gets grossed out. ... During a panel discussion recently, famed horror writer Clive Barker said that he was sickened by the violence in the movies *Interview With the Vampire* and *Pulp Fiction*. If that made him spew, he's bound to love Quentin Tarantino's next movie—it's about vampires!

I guess we're associated with satellites. ... In an attempt to do away with Western influences, a law was passed recently in Iran that bans the use of satellite TV antennas. If caught, an offender could face up to \$57,000 in fines. Hey look man, I just wanted to watch *The Simpsons*!

MTV animation gets totally Fleered

If there is one thing Fler card company does effectively, it's produce high-quality trading cards for everyone to enjoy. They should—it's their business!

A new set of cards is due to be released that will incorporate MTV animation. The Fler Ultra set will feature cards based on Beavis and Butt-head, The Brothers Grunt, The Head and The Maxx.

These bizarre and sometimes rude characters will be immortalized in this set and will have fans and collectors alike scrambling to get their hands on the cards.

The set will include special foil cards, chromium cards and hologram cards.

The foil cards, 18 in all, will form a puzzle depicting all your favorite MTV animated characters.

Now you can watch the MTV cartoons and say, "Hey! I have that animated guy on a card!"



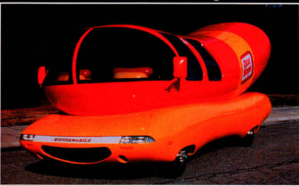
This car is one to relish!

What would you do if you saw a giant, 27-foot-long, 63,000 pound hotdog riding down the street at speeds of 90 mph?

Oscar Mayer has recently unveiled the wiener of tomorrow—the new 1995

Weinermobile. People will be able to see the Weinermobile at top events like Mardi Gras, the World Series and the Indy 500.

The vehicle even features a big-screen TV and two cameras! Frankly, this dog is deeee-licious ... mmmm, hotdog.



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Seek the knowledge, go to Mars

Some people say life on Earth is hard ... wait until they try life on Mars!

With *Next Step: Mars?*, a CD-ROM for IBM, you're placed in the role of the "Seeker of Knowledge." You must gather informa-

tion about Mars to convince the Intergalactic Council of Planets that Mars is safe to inhabit.

Based on the popular public television show, *Space Age*, this futuristic CD will test your skill and knowledge of space and Mars.

To find info, you must search through different databases containing over 80 video clips about space. Patrick Stewart of *Star Trek: TNG* narrates the introduction to this cool game.

Are you ready to take the next step ... to Mars?



The cartoon dynamic duo

There's a little phrase that rings in the ears of people around the world when the hit movie, *The Lion King*, is mentioned. That is, "Hakuna Matata."

The two energetic sidehackers who introduced this phrase, Timon and Pumbaa, will be jumping on to the Walt Disney afternoon wagon this fall.

The show will be based on comical adventures the two characters take part in. When Timon and Pumbaa are together, what else could happen but hilarity?

These two jungle friends



will be traveling anywhere in any time as long as a funny situation presents itself. Greg Krisel, president of Walt Disney animation, knows these two are bound for humor no matter where they go.

The Broadway actors who did the voices for the characters in the blockbuster movie will be back to do the voices for the afternoon cartoon. What more could you ask for?

Live in a Dr. Seuss world

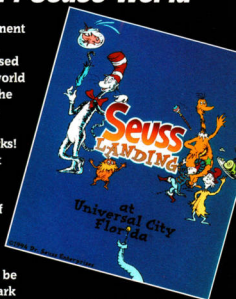
Let's take a moment and imagine a theme park based solely on the world of Dr. Seuss and the wonderful fun therein. Now open your eyes because it's in the works!

A new theme park at Universal Studios Florida, called Seuss Landing, will be part of a multibillion dollar resort called Universal City Florida. Though Seuss Landing will not be open until 1999, the park will be well worth the wait.

Seuss Landing will offer Universal Studio's state-of-the-art entertainment technology that all of their current rides and attractions feature. The park will show in vivid reality the

world of Theodore S. Geisel, better known as Dr. Seuss.

Start packing for a theme park that will bring a plethora of imagination and creativity to your world. In other words, get ready for Seuss in 1999!



It just ain't right...

Back in the old days, kids played cops and robbers. They'd run around the block chasing after each other and shooting one another. Well, times change and so do the toys. A new set of toys features various power tools with REAL sounds! Though it just ain't right, the good thing about the toys is the bond that develops between kids and parents when they help their parents do work around the house.

I guess instead of playing cops and robbers, kids will now be playing carpenters and mechanics!



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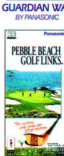
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