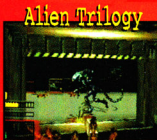


Screen shots from  
the hottest new home  
and arcade games



NUMBER  
**76**

YOUR GUIDE TO:  
Super NES • Genesis  
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Saturn • PlayStation  
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# ELECTRONIC GAMING MONTHLY

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# BULL'S EYE

## VIRTUAL BOY'S SPECIAL DAY HAS GAMERS SEEING RED

**N**intendo set its massive marketing machine in motion and blanketed the entire U.S. with a one-day Virtual Boy promotion over the Labor Day weekend. They pitched their Virtual Boy day tents at Blockbuster Video locations in Chicago, Houston, New York, San Francisco and Atlanta.

The **EGM** news crew took to the streets and attended the Blockbuster/Virtual Boy party in Chicago.

We had our opinions on how much we liked the Virtual Boy and its technology. But we wanted to find out what you, the gamers, thought of Nintendo's table-top system.

We asked some of those who tried the Virtual Boy how they liked the experience and what they thought of the system.



**Gamers young and old—but mostly young—got their first peek at Nintendo's 32-Bit system.**

Then we asked how they feel about paying \$179 for the system and \$39-49 for each of the games that have currently been and will be released for the system.

We asked Diana Love what she thought about the Virtual Boy. "It's interesting. I don't

really understand it, but as you play the games it's interesting and entertaining. I don't think I would pay \$179 for one. Not right now anyway, but I would pay \$99 for it. I think some parents will be hooked on the technology, but I'm a little worried that staring through the viewfinder at the color red might not be too good for you if you stare at the thing for hours on end," she said.

Robert Colon said, "I like the visual effects of the Virtual boy. It is very cool. I'm definitely going to pay \$179—sorry \$169 with the \$10-off coupon that I get after I rent it from Blockbuster. The thing to do is to rent it for a weekend first from Blockbuster for \$9.99 for the three days with the two games, then make up your mind. You can't play it for 10 to 15 minutes then decide, 'Yeah, I'm going to spend that kind of money.' You have to try it and

**PRESS START**

## Batman Forever on Video!

Oct. 31st...a date that means more than people just dressing up in silly costumes and acting like superheroes.

The third movie installment of the Caped Crusader's series, *Batman Forever*, was released on video Oct. 31, so



snag a copy if you haven't already.

With a rockin' soundtrack featuring artists such as U2, Seal and Offspring, *Batman Forever* is one sight and sound extravaganza.

Look for a price around \$20. A special widescreen laserdisc version is coming this fall for \$39.98.

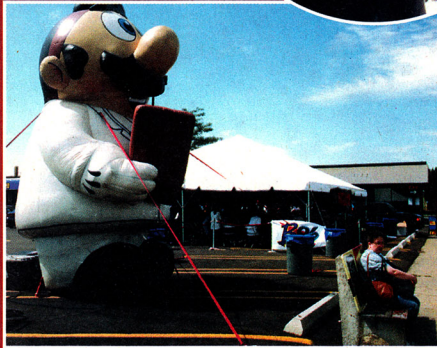
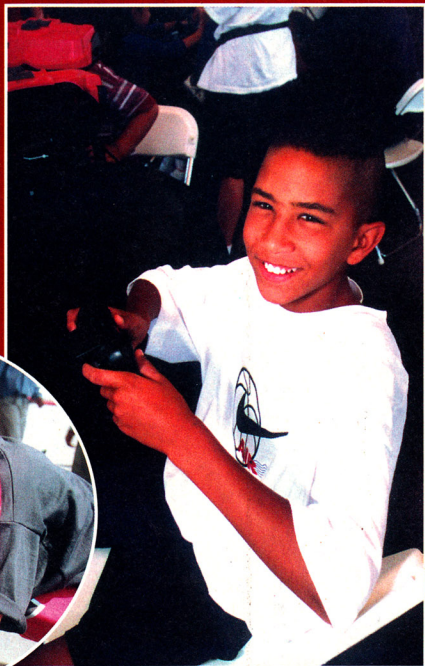
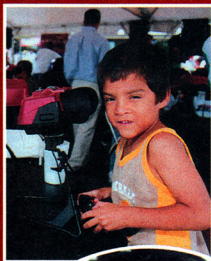
Already out are the video game versions of *Batman Forever* for the Super NES and Genesis.



then decide, it's that simple."

Paul Stack, 12, had some interesting things to say. "I like the 3-D graphics. I'm hooked on the Nintendo brand name. As for the price, I would like to see if it will come down. But for this kind of technology, it's cheaper than the other new technologies people are paying for. If it was under \$100, I'd buy it right away. At \$179, I'll have to rent it a couple of times before I make up my mind."

Curtis Cotton, 12, also tried the Virtual Boy at the event. "It's a very cool technology. However, I bought a Super Scope and I don't know if my mom's going to want to take a chance on a system that hasn't proven itself yet. I'm going to wait and see what type of new software comes out by



**Even Dr. Mario showed up on Virtual Day. His Rx for bored gamers: Check out the Virtual Boy, of course.**

Christmas, then I might ask for one."

Maria Arzuago was out shopping and got in line to check out what the hullabaloo was all about. "It was a great visual experience, but I lost. I wouldn't pay \$179 for it. I'll have to check it out some more. I wouldn't buy

it for myself—I'd buy it for my kids. I came here because they wanted to check it out."

We had a chance to talk with Wally Krol for his Virtual Boy opinions. "I think the technology is neat. I wish it was cheaper. If it was three colors, it would be worth it, one color, red, doesn't

**Nintendo's hoping their Blockbuster \$9.99 Virtual Boy three-evening rental with two games will get gamers' attention.**

excite me too much. I think people will buy it no matter what the price is. People have to have some toys to play with, whether it's an antique car, a stereo system or a big-screen TV. If you don't have toys, life isn't worth much and \$179 is not that much money compared to how much some people pay for their toys. Since it's for the kids, parents will pay \$179 for them to have the latest and greatest technology. Nintendo knows what they are doing. They know their audience and they get their message out very well.

"When Intellivision came out after Pong, it seems like it was just yesterday—Pong was the start of what we have today. Where we have gone from that is astounding and incredible. I believe in UFOs—when we find them we'll use their technology

for gaming systems and one thing is for sure: Their technology will be better and cheaper than \$179."

The Virtual Boy party was part of Nintendo's nationwide product sampling and sweepstakes it had entered into with Blockbuster Video. Through December 1995, consumers can rent a Virtual Boy for three nights for \$9.99 at 3,000 participating Blockbuster stores nationwide.

It's a good thing Nintendo has a tie-in with Duracell batteries. The Virtual Boy adapter wasn't on store shelves as of this writing, and the average battery life for six AA batteries is three to four hours—that could get expensive. This was one innovative promotion and Nintendo should be recognized for it.



## From the arcades, to the movie screen, to in your face!

1995 may go down in history as the year of *Mortal Kombat*, thanks to a feature-length MK film, the formation of a toy line and the unleashing of the MK 3 video game. It's no surprise that the marketing behemoth known as MK would spawn an international live-action tour, which kicked off in October in the United States.

"The sale of the video game at home and from the arcades has been so tremendous that there's been more thirst for MK entertainment," said Lloyd Blasen of David Fish of Presents, the firm producing the 200-city tour.

There's not much innovation as far as story line goes: Humans beat overwhelming



odds to save the planet from not-so-human bad guys.

The live tour combines rock 'n' roll, visual illusions and (surprise!) a healthy dose of choreographed martial-arts and gymnastic scenes.

In addition to the high-tech special effects, the show offers lots of interaction to get the crowd involved.

The show features all the characters from the MK series. Some actors from the arcade game also star in the tour. One of the show's treats is the unveiling of never-before-released *Kombat* codes for the arcade and home video games.

"It's a complete entertainment product," Blasen added. "It's really meant to blow people away."



**Fight sequences in the *Mortal Kombat: The Live Tour* were choreographed by Pat Johnson, the same person who directed the stunts in the MK movie.**

# MK LIVE TOUR

## VIDEO GAMES TURNED INTO EYE-POPPIN' ART



**Virtual Boy/Panic Bomberman** PHSCologram by Lou Moiana, Hudson Soft USA; Don Conte, Dieterich and Ball; and Stephan Meyers, Ellen Sandor and Janine Fron of (Art)<sup>1</sup> Laboratory.

What's the recipe for a great piece of pop-culture art? Well, a group of graphic wizards may have found the main ingredients: video games and imagery.

Known as the (Art)<sup>1</sup> Laboratory, the group makes PHSColograms. (The letters stand for photography, holography, sculpture and computer graphics.) PHSColograms are taken from a set of 13 or so computer images or photos.

When modified and combined together via a special patented process, they create a high-resolution, full-color 3-D image.

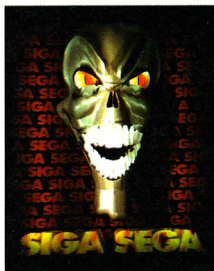
"Some say 'it's commercial,' but it's for a newer generation of art collectors and exhibitors, and it's being a little more respected," said (Art)<sup>1</sup> Laboratory Director Ellen Sandor.

The innovation has been used by scientists to visualize the structures from viruses to the space shuttle. Its newest application involves computer-generated artwork—and what better subject to handle than computer games? To date, (Art)<sup>1</sup> has made artwork from Nintendo's *Virtual Boy* and Rare's *Killer Instinct* and

Donkey Kong Country.

With a price tag of \$2,000-4,000 per piece, the PHSColograms are meant for serious art collectors. "It's a part of pop culture," said Sandor, who added that 2-D photos don't do justice to the stunning impact of the PHSColograms.

For more information on (Art)<sup>1</sup>, check out the laboratory's World Wide Web site, which contains detailed background information on the firm's growth and an electronic art gallery. The site's address is <http://www.artn.nwu.edu>.



**Siga Sega** PHSCologram by Leonardo Barbastefano, Pedro Barbastefano Jr. and Clóvis Cordeiro, meta29, São Paulo; and Stephan Meyers, Ellen Sandor and Janine Fron of (Art)<sup>1</sup> Laboratory.



# GAMING GOSSIP

Sony's cartridge case crisis...  
Williams paves the way for MK4...  
Ultra 64's wicked controller...  
Is Saturn falling out of orbit?...  
Why Virtual Boy may not make the cut...

...Whattup, my loyal Q'sters, it's Q-Mann ready to bust out this month's bloated bag of believe-it-or-not babble. This month has been tough on the ol' Q-Master, as I've staked out a new secret headquarters to take my gig even further incognito. The Q-Mann spares no expense to search and disclose the latest and grittiest gossip. Now take a drag off that pacifier and hitch up your diapers my little Q-Babies, it's time to rattle off this month's dribblings...

...At PlayStation Central, Sony apparently turned to Sega shortly before the PlayStation launch. Sony couldn't get enough plastic sleeves to house games, so they used Sega Saturn game cases for titles like Playman from Ubi Soft and Battle Arena Toshinden. Did this have an impact on sales? N-O-T. More than 100,000 people preordered PlayStations and more than 130,000 units were sold in the first week. Sega's Saturn has just reached the 120,000 mark despite its two-month headstart on PlayStation...

...At Nintendo, Q-Radio is reporting the Ultra 64 controller will be a highly innovative *analog* controller. Instead of just moving the direction pad or pressing buttons, the controller will be sensitive to the touch. For example, in an auto racing game you will be able to steer much more realistically because the controller will be able to determine how hard you are pressing. Another bonus comes with the cross-pad controls and buttons, so players can do different things at the same time. For instance, in a war simulator the cross-pad will enable players to control the movement of a tank, while at the same time he can move around the turret crosshairs to blow up something. Also—and here is the big news—there is supposedly a memory card slot *in the controller*. Rumor has it you will be able to save back-up data (remember there are four controller ports on the Ultra 64) and bring it to your friend's house and pick up playing where you left off. Reports that the Ultra 64 will be further delayed are running rampant throughout the wild world of gaming, but it has been confirmed by the Q-York Times that Nintendo will have 100 Ultra 64 machines on the floor at the Shoshinkai/Famicon Space World trade show Nov. 24-26. There will be 10 titles on display to play; and rest assured Q-Mann will be there pressing his face firmly against each of the 10 game screens...

...Taking Capcom's lead, Williams is considering making a new Mortal Kombat game based on the movie. Since Mortal Kombat got rave reviews and two fatalities up from gamers, it has made a killing at the box office with six weeks in the number one spot. Apparently, the extra \$10 million spent to spice up the special effects was worth it. Insiders are suggesting that for Mortal Kombat IV, Williams is planning on using the same technique it did for its new arcade game War Gods. In that game, Williams only motion-captured two actors doing various movements, and then texture-mapped other models' faces onto their two bodies...

...Over in Japan, Sega just released Netmark, an arcade game with a VR headset that provides a 360-degree playing field of vision. In addition, the game also has a gun that shakes when fired (simulating the recoil of a real gun). Sega developed the hardware with Virtuality, a British VR company. In other news from overseas, Victor recently released a Video CD attachment device for the Sega Saturn (and for the V-Saturn, Victor's version of the Saturn). The device has a time skip, number search, intro, slow motion, flash play, zoom and has a few other functions. It is compatible with Sony's Video CD 2.0 MPEG 1 format. So far there's been a computer graphics version of Virtua Fighter 2 out for it, along with Vampire Hunter and Virtua Special...

...In other news, is the Saturn falling out of orbit with gamers and retailers? Rumor has it one major retailer has shipped back its 32X stock and left it on Sega's doorstep. Some major retailers are refusing to carry the Saturn system or any games. They still have a bad taste in their mouths over the early release of the Saturn because Toys 'R' Us, Babbages and Electronics Boutique were given Saturn units while other retailers were shut out...

...And finally, I've found out why the Virtual Boy was brought out in North America. Nintendo of Japan forced it down Nintendo of America's throat, much like my Grandma Quartermann did when she tried to make me eat a hunk of Spam like an apple. I'll stick to my diet of Snapple and video games, thank you very much. Sources within Nintendo aren't too hopeful that they'll be seeing too much green over sales of their lean, mean, two-color machine. Some have even suggested to me that if folks do buy the Virtual Boy, consumers will be seeing red because only a limited number of titles will be made for the 32-Bit system. Some are suggesting that the Virtual Boy could be another Super Scope Six.

...On the Panasonic front, the company will be releasing Mortal Kombat 3 for the 3DO next year, but more recently some insiders are suggesting the 3DO could see a further price drop to \$199 or \$249 this Christmas, or before Nintendo releases the Ultra 64 next year. Rumor also has it Capcom may be working on a version of Mega Man for the 3DO along with a new version of Street Fighter that will use the new M2 technology. Sources within 3DO are now saying the M2 technology will not be released this year and that we will see it in March or April of next year. That's it, Q-Readers. I've got to go now, the folks who set up NORAD are on their way over to help Q-Mann with security measures in his new digs. With Christmas just around the corner, be prepared for Q-Mann to stuff your stockings full of foil-covered gossip next month. Until then, may all your quarters have strings on them...Aloha!

**-QUARTERMANN**



## KILLER CODES

### RED ALARM

(T&E Soft/Virtual Boy)

In the first stage of the game, play the game as normal until you reach the room with people running on the floor. Destroy all of the enemies in this particular room and then turn yourself around so you're facing the way you came into the room. Fly along the right wall toward the place where you first entered. When you reach the point where you see the wall in front of you, shoot it until a house appears. If you look carefully, you'll see two people inside sitting at a table with a hanging lamp above them!

**Matt Hershberger**  
Mentor, OH

### TELEBOXER

(Nintendo/Virtual Boy)

This simple trick will allow you to control part of the introduction cinema for the 3-D game, Telero boxer. Turn on the game and wait for the introduction to appear. As soon as you see your fighter standing there, press the left and right punch buttons on the underside of the controller. This will make your guy punch at the screen. You can keep doing this even when your robot boxer appears behind you. This will end when your robot finally punches the screen, but it's still a fun little trick to see.

**Casey Li**  
Pembroke, Ontario

## MECHWARRIOR 3050

**System**  
Super NES

**Publisher**  
Activision

At the Title Screen, move down to the "Options" and choose it. On this Game Options Screen, move to the "Password" option and

access it. Now put in the password: M1R0G3 and choose "Enter." Back at the Title Screen, begin your game. You will then get to your mission objective and then the Weapon Selection Screen. Any weapon you choose will have an unlimited amount of ammunition!

### CHEAT SHEET: Unlimited Ammunition

From the Options Screen move to "Password" and enter the code: M1R0G3. Begin your game—you'll have unlimited ammo!



In the game's Options Screen, move to "Password."



Enter the code: M1R0G3. Go back to the title and start.



Now you can shoot without worry of losing ammunition!

## STREET FIGHTER: THE MOVIE

**System**  
Saturn

**Publisher**  
Acclaim

### CHEAT SHEET: Secret Configuration

Pause the game with START and press A or C.



This method isn't mentioned in the manual. All you have to do is press the START button to pause the game during play. Now press the A or C button to get the options to configure buttons.

**Adam Hunter**  
McKeesport, PA



Configure while playing!

## LEMMINGS 2: THE TRIBES

**System**  
Super NES

**Publisher**  
Pygnotis

### CHEAT SHEET: Closed Captioned Game Option

On the Lemmings 2 Title Screen, move up to the dot above the "I" in the title. A balloon will read, "Hi!" Now press button B.



At the title, move the cursor up to the dot above the word, "Lemmings." Press B and a balloon will read, "Hi!" In the



On the Title Screen, move to the dot and press button B.

game, they'll make their noises, but they will also have words for what they're saying. **Jon Sakura; Albuquerque, NM**

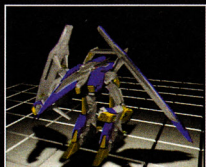


Every "oof" and "squelch" can now be seen in words!



# Three Ways You 'Em

In the near future, Moonbase  
'HAMLET' is overrun by alien  
invaders from an unknown source.  
The A-MAX FACTORIES Corporation  
sends you and five other highly-trained  
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Your way of dealing with them is to  
use the latest in high-tech armor and  
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Explore the mysterious base in this gripping  
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Pilot your Tri-formula Griffon into the  
toughest fight this side of the Milky Way!



Your armor adapts into  
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Use your high-tech  
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enemies away!



Collect multiple weapon  
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charge your Griffon!



Obtain vital clues  
for your next  
assault!

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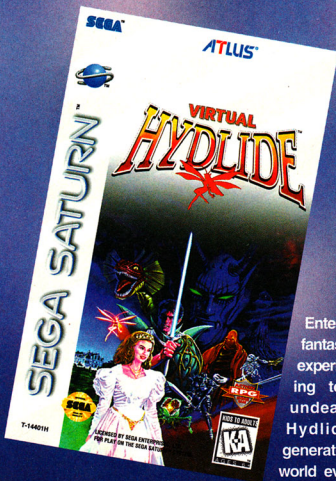


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Call 1-800-771-3772 for Game Rating Information.



# Can Give

# Hell!



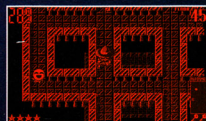
Enter two different fantasy realms and experience the chilling touch of the undead. In Virtual Hydlide, you can generate your own world every time you play! Save the spirit of the land (before you lose your own).



The Jack Bros. are out for some Halloween fun, but they have to get back to their home world before midnight...or they turn to dust! Help Jack Frost, Jack O'Lantern and Jack Skelton through devilish mazes in their action-packed quest to go home!



The First 3-D polygon Action RPG for any New Generation System!



Six horrifying levels with a multitude twisted mazes and spooky monsters!



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3-D action enhanced by Virtual Boy technology!



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# Finally, baseball with



Nice screen shot, huh?



Cool 3D Graphics

*Abbbb, yes. The boys of summer. Leaning in. Taking their cuts. And blasting you out of the park with those long, foul floaters they get from stadium food. Phew-ee. Good thing there's Virtual League Baseball™ — with big league pitching, slugging and fielding in bigger-than-life 3D. You can choose from 18*

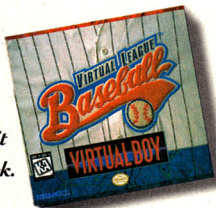






# out the chili dog farts.

*world-class teams. Set your own pitching rotation. Pick your DH. And play Single Game, All Star or Pennant Race modes. Catch this, too: It's the only ball game good enough to play in the Virtual Boy ball park. So don't just sit there waiting to hurl. Slide into the store, and give it a crack.*



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