NINTENDO · SEGA · ATARI · 3DO · PHILIPS · SONY · SNK · ARCADES

Game Informer

M A

SEGA UNLEASHES THE ETERNAL CHAMPIONS FOR SEGA CD
PG. 36

February 1995
Vol. V Issue 2 #22

Killer Instinct
Five Pages of Tips and Tactics

Only In Japan
First Look at the Sega Saturn and Sony PlayStation

Plus:
Iron Soldier, Super SFII Turbo and the 1994 Games of the Year

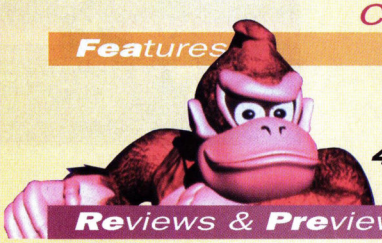
$3.95 Ca
Fe

0 74470

FULL-COURT MAYHEM IN
LOONEY TUNES B-BALL

Contents

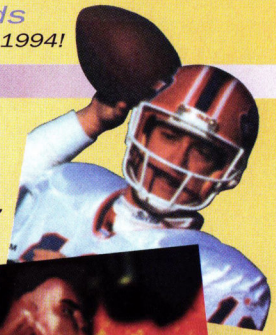
Features



6 **Killer Instinct**
GI Uncovers the Moves and Combos for this Arcade Mega-Hit!

42 **1994 Video Game Awards**
GI Presents the "Cream of the Crop" for 1994!

Reviews & Previews





12 **Genesis**
ATP Tennis, Generations Lost

16 **Genesis At a Glance**
Road Rash III, Brett Hull Hockey '95, Kawasaki Super Bike Challenge, Zero the Kamikaze Squirrel, Mega Bomberman, Death and Return of Superman, NHL All-star Hockey '95, X-Men: The Clone Wars

18 **SNES & SG Dual Reviews**
Quarterback Club

20 **Super NES**
Looney Tunes B-Ball, Uniracers, Carrier Aces, Super Bomberman 2, Wolverine: Adamantium Rage

28 **SNES At a Glance**
Ignition Factor, Biker Mice From Mars, Home Improvement, TNN Bass Tournament of Champions, Pinball Fantasies, WWF Raw, International Super Star Soccer, Lemmings 2: The Tribes

30 **Jaguar**
Iron Soldier, Kasumi Ninja

34 **3DO**
Samurai Shodown, Super Street Fighter II Turbo

36 **Sega CD**
Eternal Champions – Preview

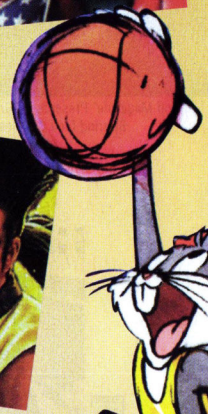
38 **Sega CD At a Glance**
Corpse Killer, Mary Shelly's Frankenstein, Snatcher, Cadillacs & Dinosaurs

40 **32X**
Cosmic Carnage, Motocross Championship

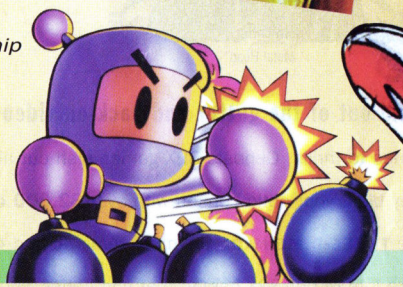
45 **PlayStation**
Ridge Racer – Preview

46 **Saturn**
Virtua Fighter – Preview

58 **Game Gear**
Ristar, Rise of the Robots









Departments



4 **Dear Game Informer**

5 **Letter from the Editor**

48 **What's Hot!**
Mega Man Surfs the Sega Channel and Nintendo Rides the Big Wheel

54 **Play To Perfection:**
A Game Monger's Strategy Guide
GI Uncovers the Secrets of Ristar

57 **Arcade Brigade**
Williams and Nintendo Present Cruisin' USA

59 **Secret Access**
Tips From Our Readers

50 **Tech Talk**
First Pics of Nintendo's Virtual Boy, Sega Saturn and Sony PlayStation

62 **Game Genie/Swap Shop**
Includes Exclusive Codes From Galoob

Game Informer Magazine (ISSN 1057-6392) is published monthly at a subscription price of $19.98 per year, or five trial issues for $9.98 by **Sunrise Publications**, 10120 West 76th Street, Eden Prairie, MN 55344. (612) 946-7245 or FAX (612) 946-8155. Second-class postage paid at Hopkins, MN, and additional mailing offices. **SUBSCRIBERS/POSTMASTER:** Send address changes to *Game Informer Magazine*, 10120 West 76th Street, Eden Prairie, MN 55344-3728. Foreign or Canadian orders must be prepaid in U.S. dollars and must include $20/year additional postage.

Entire contents copyright 1994. *Game Informer Magazine*. All rights reserved; reproduction in whole or in part without permission is prohibited. *Game Informer* is a trademark of FUNCO, Inc.

Products named in these pages are trade names, or trademarks, of their respective companies.

Putting PC Games on the Big Screen

Tired of looking at those incredible **PC graphics** on a lousy little 13 inch monitor while the big screen TV sits in the living room? Now you can pump up the size of your display without spending thousands of dollars on a high price computer monitor. Your first option comes from the **Dobbs-Stanford Corporation** and their **GRAND Vision Pro**. This unit will output up to 640 x 480 resolution and 16 million colors through a standard RGB or (ideally) S-Video input to your 40-inch television (or 27-inch, or 19, or whatever). This unit is marketed towards the business presenter and serious gamer, and carries a price of $349 per unit.

For those of us with less money to spend and no need for the multiple video outs, simultaneous microphone audio input, or the ability to use the unit with a laptop computer, **Advanced Digital Systems** is offering the **Game Zapper** at the amazingly low price of $59. The **Game Zapper** will put out 640 x 480 resolution and 256 colors to a composite or S-Video plug. In addition, **Game Zapper** is being bundled with the PC version of Doom, which should be even more devastating when coupled with a huge TV.

Truly, gamers with an inferiority complex about the size of their monitors need no longer feel shame.



New Products for 3DO

A couple of exciting things are happening in the **3DO** market this year. The first is the release of the new **GoldStar 3DO** Interactive Multiplayer System. This unit will run software developed for the **3DO** technology and provide a little competition to the other **3DO** units out there. With a starting price of $399.99, it should be fun to watch **Panasonic** and **GoldStar** battle it out to top of the **3DO** market.

In another development which has a more direct effect on the **3DO** gamer, **Panasonic** now has a six-button controller available. Fighting game fans should rejoice, as they will no longer have to use the L and R buttons or even (horrors) the Play/Pause button to punch or kick. The controllers sell for $29.95 each. The fair way to play of course would be to order two, but if you buy only one you'll have a serious advantage in your home competitions.



Game Boy + Virtual Reality = Virtual Boy!

Feast your eyes on this new super-hot, exclusive, super-pic of the new **Virtual Boy** from **Nintendo**.(Just kidding!)

Just to refresh your memory, **Virtual Boy** is a stand alone, table top unit which will not connect to a TV or monitor. The eyepieces are two high resolution, mirror scanning LED displays run by a RISC-based 32-bit processor. The visual effect will be a 3D image which is red against a black background.

The system will have built-in headphones and a specially designed, double grip controller which will allow for multi-spacial movement.

If everything goes according to plan, **Virtual Boy** should be available here in April. We don't know the exact price of the unit, but as long as the dollar holds strong against the Japanese Yen, expect a unit price of roughly $200 for the unit and $50 to $70 for the game cartridges.



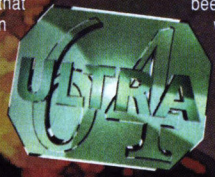
The Ultra 64 Paradigm

Nintendo announced that an exclusive development contract has been signed with **Paradigm Simulation, Inc.** to develop a three-dimensional game for the Ultra 64 using Paradigm's real-time software technology.

Paradigm Simulation will be working directly with a team headed by Shigeru Miyamoto, creator of the monumental *Donkey Kong* and *Super Mario Bros.* Howard Lincoln, chairman of **Nintendo of America**, was overheard saying, "[Paradigm Simulation is] recognized worldwide as a leader in 3D virtual reality software and consequently will be able to develop a game to maximize the capabilities of the Nintendo Ultra 64 system." The as of yet untitled game is scheduled for release in late 1995.

In other Nintendo News, it looks as though **Virtual Boy** will be the only video game unit which will utilize **Reflection Technology**, Inc's virtual display technology, as per an agreement with this company late last year. Reflection Technology was founded in 1987 by a team of MIT scientists to make good on a breakthrough in LED (light emitting diode) technology.

The **Virtual Boy** will combine two of these displays which, when positioned close to the eye, will produce 3D graphics that were previously available only in units costing thousands of dollars. The **Virtual Boy** unit will be available in April, for a price under $200.



Legal Battle Over Fighting Games Averted by Settlement

Capcom Co., Ltd. of Japan has agreed to settle a copyright suit with **Data East** which dealt with *Street Fighter II* and *Fighter's History*. Capcom had strong evidence that Data East had set out to emulate important elements of *Street Fighter II* in their own game. However, because of the difficulties of enforcing copyright protection for video games under Japanese copyright law, and the fact that sales of *Fighter's History* had not made a significant dent in sales of *SFII*, **Capcom Co. of Japan** decided to avoid a drawn out suit and take the easy settlement. In conjunction with that decision, **Capcom USA** dismissed a suit pending against Data East in San Francisco.

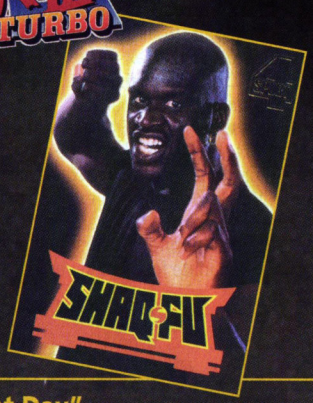
Perhaps the best way to settle this case would have been to have the fighters in each companies' respective games battle it out in a massive brawl. This would have been more in the spirit of the video game way, don't you think?



What's Up With Shaq?

Collector's of **Classic 4 Sport** trading cards found an extra bonus in their packs. One of 25 *Shaq-Fu* trading cards was added to regular trading card packs. The cards featured tips about the game including: 12 "*Awesome* Character Tip Cards", 12 "*Radical* Move Cards", and 1 "*Way Cool* Tip Card." Collect them all and you'll know everything you ever wanted to know about *Shaq-Fu*.

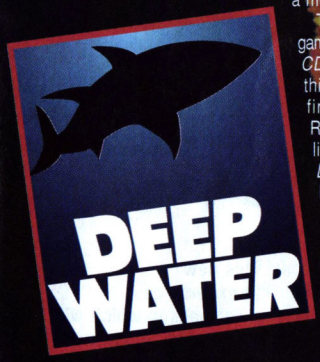
This promotion provided a common bond between regular buyers of **Classic 4 Sport** trading cards and those who own the video masterpiece, *Shaq-Fu*. One should always remember, however, that the ancient art of Shaqido can only be learned through years of practice and meditation, not from a simple card.



Sega Sails into Deep Water

Sega of America has been known for producing quality games for all ages, such as *Sonic the Hedgehog*, *Ristar*, and *Dynamite Headdy*. Sega, however, would like to put out some more mature titles, and keep the Sega name synonymous with family entertainment. Much like Disney did with Touchstone Pictures, **Sega** announced they will begin putting out games under a different heading, *Deep Water*. *Deep Water* games will still have **Sega's** strict measure of quality, but will be geared towards a more mature audience.

The first of the *Deep Water* games, *Eternal Champions Sega CD*, has been previewed in this issue, and is loaded with fine **Sega** gamemanship. Remember, **Sega** titles are like 'G' rated movies, and *Deep Water* titles will be PG-13 to R to (maybe) XXX. Drool...



Silverball "Judgment Day"

Pinball wizards from all over the world are gathering together in New York City to find out who's got the killer wrist when the **Professional and Amateur Pinball Association** present the **PAPA 5 World Pinball Championships**. On February 3-5, 1995, over 1,000 players are competing in 9 divisions for over $30,000 in cash and prizes.

Although the games used in competition are kept secret until the contest begins, appearances are expected by *Freddy: Nightmare on Elm Street* (*Premier Technology*), *Guns 'n' Roses* (*Sega Pinball*), and *World Cup Soccer* (*Williams Technology*). PAPA Czar Steve Epstein has extended invitations to over 18 countries, and expects a good turnout from the foreign pinballers. "With that much foreign talent in the field, and the strongest American slate ever assembled, PAPA 5 will be a war. I have no idea who'll be left standing; it'll be **Judgment Day**."

