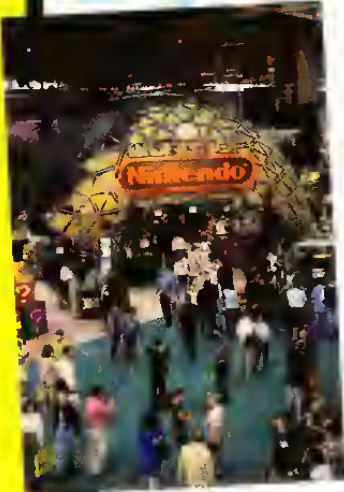


GAMES! GAMES! GAMES!

PLAYING THE SUMMER CES



It's perhaps the largest semi-annual show in the world—and we conquered it! The Summer Consumer Electronics Show is a chance for journalists like us to check out all the new video games coming out for this year and beyond. We also saw new hardware, peripherals, got free stuff like t-shirts, buttons and hats, overheard some wild rumors, went to parties, ate lots of free food and we also played plenty of games. Our thumbs are sore but gaming must go on!



by the editors of **VIDEOGAMES**



CHRIS GORE



CHRIS BIENIEK



BETTY HALLOCK



NIKOS CONSTANT

SUPER NINTENDO



Stunt Race FX (Nintendo)
Stunt Race FX is the racing game that pushes FX technology to its limits. It's fast.



Tetris z (Nintendo)
Alexey Pajitnov would be proud. Some new twists on an old game. Two-player mode, too.



TinStar (Nintendo)
A cute little sheriff guy and a lot of action. Compatible with the SNES Mouse/Super Scope.



Super Punch-Out (Nintendo)
Remember Bald Bull and Mr. Sandman? Now more boxing with new fighters.



Uniracers (Nintendo)
A hundred different tracks for you and your unicycle to go crazy with. One or two players.



Donkey Kong Country (Nintendo)
It's Donkey Kong and his little friend in an all-new platform game.



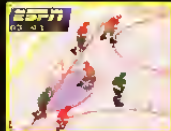
Sonic Blastman 2 (Taito)
Sonic Blastman is back, and he's out to destroy anyone who gets in his way.



Nickelodeon Guin (Viacom New Media)
Bunjee-junk on a 12-foot hoop and scale the Aggro Crag.



Popeye (American Technos)
Popeye and Brutus navigate through tough terrain to save Olive Oyl.



ESPN National Hockey Night (Sony Imagesoft)
Choose a team and play through an entire 84-game season.



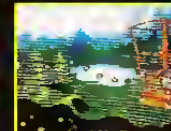
Hurricanes (U.S. Gold)
You control the TV characters and kick that soccer ball across a lot of landscape.



Pitfall: The Mayan Adventure (Activision)
Pitfall is back for the Super NES. Watch out for them alligators!



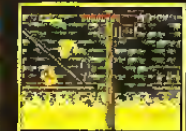
Super Street Fighter II (Capcom)
Now get all the action at home on your Super NES. Right on, Chun-Li!



Yogi (Cybersoft)
Hey, hey, hey, It's Yogi Bear! Check out Yogi and BooBoo in their own platform game.



Super Bomberman 2 (Hudson Soft)
We love Bomberman! More bombs and more things to do with them.



Indiana Jones' Greatest Adventures (JVC)
Indiana Jones makes it to the Super NES. A lot of action there.



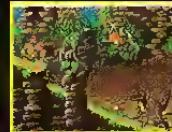
Bebe's Kids (Mandingo Entertainment)
An adaptation of Robin Harris' animated movie.



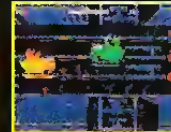
Animaniacs (Konami)
Yakko, Wakko and Dot are out for action. Various scenarios and a lot of fun.



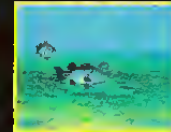
Wolverine: An X-Men Tale (Marvel Software)
It's an X-Men game that stars Wolverine. It's a platform game.



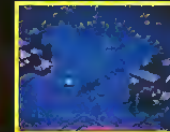
The Flintstones: The Movie (Ocean)
It's based on the movie, so Fred looks like John Goodman. It's funny.



Akira (THQ)
What a license, eh? It's Akira! It's a fighting, driving, role-playing game. Save Neo-Tokyo.



Bass Masters Classic (THQ)
A 3-D fishing game. Compete and place in the Classic.



SeaQuest DSV (THQ)
You're in control of a massive underwater sub, and you've got to complete six missions!



The Mask (THQ)
The green guy from the comic book. That's right. Stanley Ipkiss and the whole bit.

NINTENDO'S NEW ULTRA 64 IS HOT

That's right, I saw the Ultra 64, the first hard evidence of Nintendo's Project Reality hardware. The Ultra is Nintendo's 64-bit home game system that will allow you to play arcade-style games right on your TV.

Set for an arcade release this summer—and a home release next year—the Ultra 64 combines the business acumen of Nintendo the arcade creativity of WMS Industries (that's Bally/Williams/Midway makers of *NBA JAM* and *Mortal Kombat*), and the computing power of Silicon Graphics. The Ultra 64 will "be the first system ever to match arcade-quality game play in the home." A big challenge for a system that is supposed to cost only 250 bucks.

The Ultra is a cartridge based system that uses 64-bit processing, MIPS Technologies. What this means is the machine's supposed to kick! The first games using the technology will be released to the arcades this year, with the home version of the Ultra set for release next year. The first two games for the arcade are *Cruis'n USA*, a driving sim, and *Killer Instinct*, a 3-D fighting game.

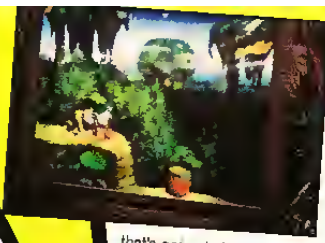
Though the images in *Killer Instinct* have been rendered using 3-D-imaging, it's still a side by side lighting game. Sure the graphics are hot, and there's lots of blood and fatalities (A guy gets hit out of a window into the street below), but this isn't exactly, dare I say it, *Virtua Fighters*.

Only four characters were playable: an American Indian, a white guy, a boxer, and a kind of cheesy monster. The sprites were nice and big, but not much of the control was there to really critique the game.

The *Cruis'n USA* machine has a seat that moves with the game, three play perspectives, and a choice of manual and automatic transmissions. You race across the country in a virtual tour of the states. Unfortunately, most of the scenery repeats every few frames which makes it kind of boring, until you get to a new level. The Beverly Hills level was the same house over and over, but this is an early version. The control was responsive, and I could maneuver well with one hand on the wheel.



NIKOS



DONKEY KONG COUNTRY IS A SURPRISE HIT

With its incredible CGI graphics, *Donkey Kong Country* was the surprise hit of the show! If these are the kind of graphics that can already be done on your Super Nintendo, who needs to buy a \$150 add-on to upgrade your system? (I bet that's going to be Nintendo's strategy against Sega's 32X.) Sure, it's your standard platform game—and kinda easy—but it looks like I could touch my TV screen and peel those bananas. This monkey is an unqualified SNES success.

that's going to be Nintendo's strategy against Sega's 32X.) Sure, it's your standard platform game—and kinda easy—but it looks like I could touch my TV screen and peel those bananas. This monkey is an unqualified SNES success.



GORE



CES'S SASSIEST BOY & GIRL

Richard Brudvik-Lindner

Richard is Sega of America's big PR guy. He was the sassiest and amongst the best dressed. That's not exactly hard to accomplish at CES but I was darn proud of his red sweater at the Sega party on Wednesday night. He's probably why I bought a Genesis and Sega CD. He was smooth. He was down. He was kick back. Unfortunately, we don't have a recent photo of Richard, so you'll have to settle for this shot of runner-up Zach Meston.



Violet Berlin

With a name like that how could she not be the sassiest girl at CES? She's the host of a British video game show called *Bad Influence*. She's punk rock. She's got really short, bleached white hair and pretty rad shoes. We didn't hear her say much but she looked good, and she partied down with the VG staff.



BETTY



Andre Agassi Tennis (Tecmo)

Now you can play tennis and have bad hair too. Is Cher in the video game?



Tecmo Super Baseball (Tecmo)

A new addition to Tecmo's familiar Super sports line-up.



Shien's Revenge (Vic Tokai)

Throw those first-person perspective punches. Fight guys with red suits on.



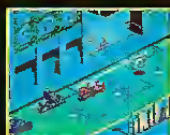
Wild & Wacky Sports (Konami)

Features the Tiny Toon characters. Watch their silly, crazy athletic action.



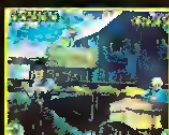
Batman: The Animated Series (Konami)

Look for different perspectives and some Mode 7 techniques.



Inker Mice from Mars (Konami)

3-D motorcycle racing game. The Demolition Race mode sounds like fun.



Lethal Enforcers II: Gun Fighters (Konami)

You've got to make it through five Western stages.



Chavez II (American Softworks)

If you missed the limited-edition *Chavez* cartridge, here's the sequel.



Hammerlock Wrestling (Jaleco)

Exclusive ringside perspective that puts the action in your face.



Zero the Kamikaze Squirrel (Sunsoft)

It's the sequel to *Aero the Acrobat*. And Zero is the star.



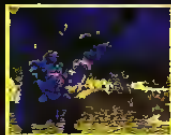
Porky Pig's Haunted Holiday (Sunsoft)

Porky Pig is on vacation, but he's got to make it through a haunted house.



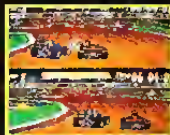
Acme Animation Factory (Sunsoft)

Design your own backgrounds for your own game.



Justice League (Sunsoft)

Batman, Superman, Flash, Aquaman, Wonder Woman and Green Arrow. They fight.



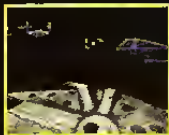
Street Racer (Ubi Soft)

Like a cross between *Super Mario Kart* and *Road Rash* with *Street Fighter*-type characters.



Mortal Kombat II (Acclaim)

Mortal Kombat II is finally here for the Super NES, blood, guts and all.



Return of the Jedi (JVC)

The final sequel of JVC's *Star Wars* trilogy. Play as Princess Leia too.



Hoop It Up (Sunsoft)

A basketball game, but with a bunch of cute Sunsoft characters. The next *NBA JAM*?



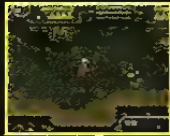
Home Improvement (Absolute)

Tim Taylor is searching through five studio sets for his missing tools.



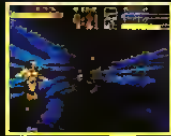
Rise of the Robots (Absolute)

Robot combatants and 3-D visual contouring techniques.



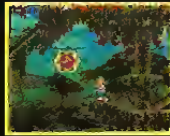
Addams Family Values (Ocean)

A game with Pugsley and Wednesday and all that. It's based on the movie.



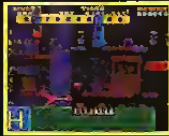
The Shadow (Ocean)

Another game based on a movie. Strategically position your agents throughout NYC.



Mighty Max (Ocean)

Based on the cartoon/toy line, *Mighty Max* has to destroy the evil Skullmaster.



Jelly Boy (Ocean)

Jelly Boy spawned from a vat of jelly that was hit by a bolt of lightning.



World Championship Rally (JVC)

Choose from five souped-up rally cars and race for the trophy.



THE NINTENDO BOOTH

The Nintendo booth was a pretty conspicuous part of CES without the presence of Sega and seemed to take up darn near half of the show-room. Press rooms, its own catelena complete with tables and chairs, information desks, big screen TVs and all those licensees crammed in there. It was bright. It was boomin'. It was all that and a bowl of grits.

The biggest part of the Nintendo booth and the biggest hype at CES, *Donkey Kong Country*. They were giving out T-shirts to those who'd played well enough. They had it on the big screen. They were giving out plastic bananas. Now who can resist a plastic banana? You've got a plastic banana in your hand, and you've already gotta be thinkin', "Man, this game is fresh."



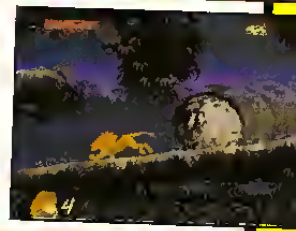
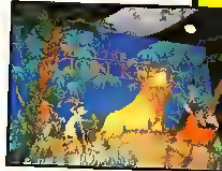
Then there was *Super Punch-Out* (which was still missing the announcer's voice "Left! Body blow!") and *Uniracer* and *TinStar* and licensee stuff like *Earthworm Jim*. But the coolest thing was the two big screens where you could play *Super Metroid*. You'd sit in a big, black armchair with speakers on either side of your head and chill while playing *Super Metroid*. And it sounded sooooo good.

As far as dealing with Nintendo PR, everything was pretty disorganized. They would only let one person from each publication see the Ultra 64 presentation...that sucked. It took forever to get someone to show us around, and when they did, our tour guide didn't tell us anything we didn't already know. Thanks, anyway, Armand.

Thanks, Nintendo

DOIN' THE LION KING THING

Disney/Virgin's Friday morning press reception announcing *The Lion King* for Genesis and Super NES was a very emotional experience for the few hundred people in attendance. After a beautiful breakfast—love those carved watermelons!—Zach and I sat down to a stage show featuring live music from the film, demos of the game and speeches by Disney execs Jeffrey Katzenberg and Michael Eisner. Katzenberg even walked out on stage with a live lion cub in his arms! Let's hope that the families and trends of the hundred-or-so performers were able to see the full singing and dancing production on a separate occasion, it was just too good to be reserved for an auditorium filled with jaded press people and sales reps. Very uplifting, the only thing at the show that came close was the sight of the brunette who spent the weekend demonstrating *Stunt Race FX* at the Nintendo booth. wow!



32X: LOOKING GOOD

Chris B and I checked out the new 32X stuff. *Virtua Racing Deluxe* plays much better than the Genesis cart, faster and with smoother animation. The demo of *Star Wars* was okay, but it needed a lot of work. *The Ecco the Dolphin* full-motion video looked great, which was surprising because it was coming from a cart. The games didn't really show the true capabilities of the 32X. However, things look promising for the system ready to hit the shelves this Christmas.



NIKOS

SLEEK NEW CD-i PLAYER RELEASED

Philips proudly announced that it is introducing a new low-cost player. The Magnavox CD-i 450 will retail for \$299 and come bundled with *Compton's Interactive Encyclopedia* and *International Tennis Open*. This compact and affordable unit should give other CD-based entertainment systems a run for their money. (A higher end model, the CD-i 550 comes with the digital video cartridge, the above-mentioned software along with *Space Ace* and will retail for \$499.) The new players should be in stores now.

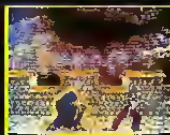


GORE



CHRIS

GAME BOY



Brutal (GameTek)
The fighting game where a bunny fights a bear. And they all know a different martial art.



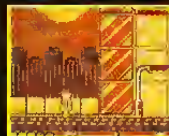
Stop that Roach (Kool)
Try to figure out how to get rid of all the roaches in your house. This is a strategy game.



Tarzan (GameTek)
Lookin' for a crazy time in the jungle? Here it is. Tarzan gets wild.



Robocop vs. Terminator (Interplay)
Robocop and Terminator have it out and shed a lot of blood doing it.

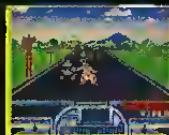


Yogi (GameTek)
A platform game for someone who's smarter than the average bear.



Donkey Kong (Nintendo)
It starts off like the arcade but then breaks into a completely different Donkey Kong concept.

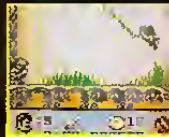
GAME GEAR



Koed Rash 2 (Tengen)
Beat the heck out of motor sports enthusiasts.



Star Trek: The Next Generation (Absolute)
The show has ended, but this looks like the best version of the game.

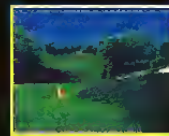


Tarzoo (GameTek)
Naked people running through the jungle. Ah-oooooooooooo-ah-oooo!

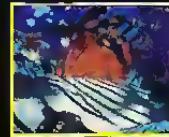
32X



Star Wars Arcade
Saw an early version of this that needed a lot of work. If it all comes together it will be awesome.



Golf's 36 Greatest Holes
Another golf game for fat cats that smoke cigars.



Shadow of Atlantis
Submarines and a lost city sounds like a favorite TV show of ours.

SEGA CD



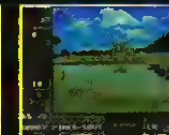
Dune (Virgin)
Battle for the planet of Arrakis in this game that has nothing to do with David Lynch.



Shadow of the Beast (Psygnosis)
A creepy game from the company with the creepy name.



World Champ Rally (JVC)
The popular Atari arcade game comes home.



Links (Virgin)
Another golf game for old people in funny pants, or washed up rock stars.



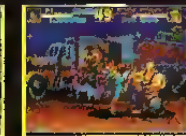
RDF (Absolute)
Rapid Deployment Force, silly, not Really Dumb Friend.



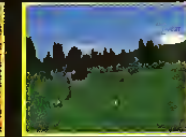
Samurai Shodown (JVC)
Yes!



Snatcher (Konami)
A conversion of a really bloody PC Engine game from Japan.



Fatal Fury Special (JVC)
Wow, this is one to tantalize the fighting kids.



World Cup Golf (US GOLD)
Just can't get away from these golf games.

YOUR WITS BETTER BE AS
SHARP AS YOUR DAGGER.

THE LORD OF THE RINGS™

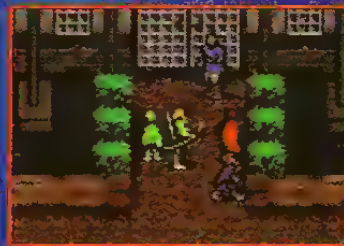
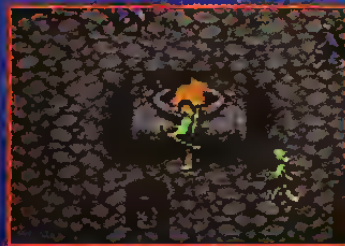
J.R.R. Tolkien's epic saga, *The Lord of The Rings*™, comes to life on your Super Nintendo Entertainment System. As Bilbo Baggins, you'll join The Fellowship in their quest to find the one ring that has the power to destroy Middle-earth. You'll match your wits, your strength and your cunning against the evil Lord

- The largest use of rotoscoping in any SNES game ever produced—thousands of frames of rotoscoped animation.
- Each character has his own unique personality and decision-making skills.

Sauron and his sinister servants.

If you are one of the millions who have read the classic trilogy, or if you're new to The Shire, you'll be captivated by this ultimate fantasy adventure role-playing game. There is nothing like it on earth.

- First action adventure RPG with multi-player real-time combat.
- Friends can join the play or leave the game anytime, without interrupting or restarting.



Nintendo

© 1991 InteroPlay Productions Inc. All rights reserved. Nintendo, Super Nintendo, and the official seal are trademarks of Nintendo of America, Inc. (1991) Nintendo of America, Inc. Lord of the Rings is published with the cooperation of the Tolkien estate and their publishers, George Allen & Unwin Publishers LTD. The plot of the Lord of the Rings, characters of the hobbits and the other races from the Lord of the Rings are © George Allen & Unwin Publishers LTD. 006, 007, 009, 061.

InteroPlay
17922 Fitch Avenue
Irvine, CA 92714 (714) 953-6678

CIRCLE #114 ON READER SERVICE CARD.

SEGA FOUNDATION

SEGA Foundation is the philanthropic arm of Sega of America and Sega Enterprises, Ltd. Established in 1992 as the Sega Youth Education & Health Foundation, the Foundation has since committed itself to sponsoring and assisting several programs which support the improvement of children's education and health. Everything from the "Sega Scholars Program" to the L.A. Children's Health Project in South Central L.A.

Sega Foundation continues to bring direct medical attention to kids who would otherwise receive no medical care or medical care of unreliable quality care by supporting the Children's Health Fund's fleet of mobile medical units. These units are mobile clinics that provide kids in urban and rural communities with free medical care.



3DO MAKES STRONG SHOWING

Even though 3DO continues to distance itself from the gaming pavilion, what was shown in Chicago was far better than what we saw in Vegas. Would you believe *Samurai Shodown* for the 3DO? Well it's true and the early version we saw looked killer. Only one character was programmed, but the playfield zoom was incredibly smooth, looking just as good as the Neo-Geo. Another hit for the much maligned system was *FIFA Soccer* by EA that looked like a cleaner version of SNK's *Super Sidekicks 2*. 3DO had it going on!

The funkiest game was *Duelin' Firemen!* by Runandgun!, Inc., a surreal gaming experience to say the least. Produced by some cool underground filmmakers, *Duelin' Firemen!* stars Rudy Ray Moore (Of *Dolemite* fame) as a fireman in the Great Chicago Fire of 1995 caused by the collision of Air Force One and the Space Shuttle. The maniacal firemen must run around the city putting out fires and choreographing musical dance numbers. The game also has special appearances by acid guru Timothy Leary, Oevo member Mark Mothersbaugh, music engineer Steve Albini, and Jesus Lizard frontman and punk rocker David Yow (Who also sings the title song).

Also, in a surprise announcement, 3DO will be releasing *Super Street Fighter II Turbo!* Yes you heard the "T" word, that's *SFH Turbo!* 3DO will be doing the translation in what promises to be the best home version yet. It'll be like having the arcade machine at home.

A Goldstar 3DO unit will also be coming out this fall and cost only \$399. There's also a rumor that 3DO units will be available at Christmas for only \$250. At that price they could fly off the shelves.



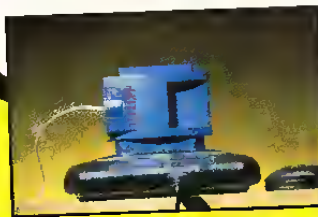
GORE



NIKOS

CAT-APULT TO SUCCESS

Aside from Nintendo's Ultra 64 and Sega's 32X technology, the best new hardware on the show floor was undoubtedly the Catapult modem for Super NES and Genesis machines. Unlike the previously-announced Edge-16 phone-play system developed by PF Magic, these peripherals will allow gamers to play existing multi-player games over the phone lines. That means *NBA JAM*, *Mortal Kombat*, *Street Fighter II*—you name it. By modifying game program code in RAM, the modem will be able to fully synchronize the operations of the game systems, essentially tricking them into thinking there's a player with a control pad sitting next to you. I've seen a lot of great video game products in my time, and this thing is just too cool for words. It's also way more complicated than we have room to explain in this quick CES wrap-up, look for an extensive feature in an upcoming issue for the full scoop on this powerful peripheral.



CHRIS



BETTY

The Pediatrics AIDS Foundation also benefits from the Sega Foundation's help. The Sega Foundation distributes *A Challenge to Us All*, an educational video that outlines how to organize successful community meets on HIV/AIDS and how to talk to kids about HIV/AIDS.

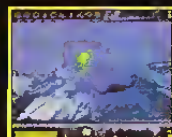
But you didn't know Sega funded something like this. It's cool. And we were glad to have the opportunity to speak with Sega Foundation program associate Sally Bock.



Flashback (US Gold)
J SWIFT's favorite comes to the Sega CD.



Wheel of Fortune (Sony)
Vaana White goes buck wild in this Sony game.



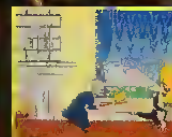
Novastern (Sony)
A space game with a generic title.



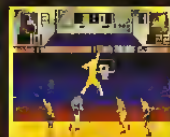
Mary Shelley's Frankenstein (Sony)
I loved the book, can't wait for the movie, and here's the game!



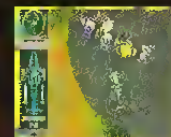
Lion King (Virgin)
Based on the hit Disney movie, this is one that'll make your mom cry.



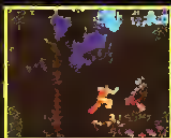
Sylvester and Tweety (Sunsoft)
This one will get you some action.



Dick White College Hoops (Time-Warner)
Vitale yells "Awesome baby!" while the screen rotates Mode 7 style.



Commando Raid (Tengen)
Play out your Green Beret fantasy without getting your lens blown off.



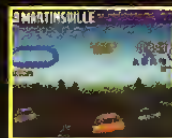
No Escape (Sony)
Not based on the real bad movie.



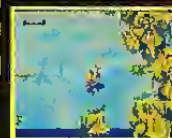
Prima (Sony)
This game is not about the meat standard or the Transformers figure Optimus.



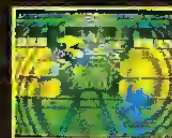
ESPN Sunday Night NFL (Sony)
Just like TV!



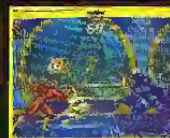
ESPN Speed World (Sony)
A game based on my favorite ESPN show except for *Surfer Magazine*. I like!



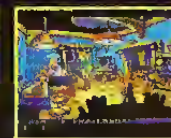
Generations Lost (Tengen)
Cheesy looking comic about the game came with the press kit.



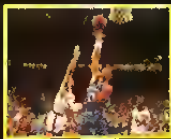
Rise of the Robots (Absolute)
They're still planning on releasing this robotic fighting game.



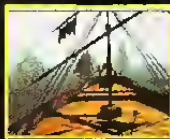
Justice League (Sunsoft)
This looks like the hottest game that's going to come out of Sunsoft this year.



Scooby Doo (Sunsoft)
Oh wait, I lied, this is going to be Sunsoft's hottest game. Shaggy is blunt.



ESPN NBA Hangtime '95 (Sony)
B-ball done ESPN style.



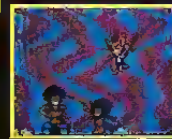
Myst (Sunsoft)
The popular PC CD-Rom title comes to the Sega CD.



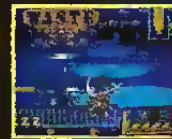
Space Pirates (ALG)
When I first saw this, I thought it was *Ice Pirates*, the cool 3D movie from the early 80s.



Penn & Teller (Absolute)
This game will be the best I've ever seen if there's a cameo by Run DMC.



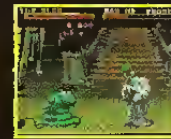
Aero the Acrobat 2 (Sunsoft)
Fans of the first will be stoked to see this.



Zero the Kamikaze Squirrel (Sunsoft)
Aero's arch nemesis gets his own game.



Mortal Kombat II (Acclaim)
You will buy this.



Cley Fighter (Interplay)
The SNES hit finally comes to the Genesis.

SEGA CD

GENESIS

RAGE FOR QUARTERS

One of the best games on the show floor was *Primal Rage*, a new arcade game from Time-Warner Interactive. This one-on-one fighting game features prehistoric characters which have been digitized from stop-motion animated models. I freaked when I saw the lifelike, fluid movements and incredible detail of the dinosaurs in this killer coin-op, and the secret moves and hidden features make it even more appealing. For example, if your dinosaur picks up a human from the crowd in the background, he can eat it or throw it at his opponent—it's your enemy whacks the unlucky person back at you, you can get a volleyball game going, complete with a net and scoreboard! I spotted a bunch of guys from Midway checking out this game, including members of the *Mortal Kombat* design team, definitely a good sign.

CHRIS

ATARI'S JAGUAR NEEDS A MATH LESSON

While I have been a big supporter of the Jag from the beginning (I actually bought one) I was pretty disappointed with their display at CES. Sure the games look great—but more than six months after this cat hit the shelves there are still only 4 games on the shelves. Hey Atari, do some math of your own—FOUR GAMES!!! I must have seen about 15 games at the booth that were all less than 20% finished. Atari should stop wasting time on peripherals like the Jaguar CD, the roller controller or modem connections and get good games in the stores. I am told that by September there should be an explosion of games out there for the Jag. Here's an equation for you Atari: Lots of good games + Hungry Jaguar owners = money. Only an abundance of new software will help this 'David' of a video game company beat the 'Goliaths' in the market. (ON A SIDE NOTE: I enjoyed the selection of Jagware—cool t-shirts and goodies with the Jag logo on it. But I couldn't scam one lousy thing for free except for a couple of stinkin' bumper stickers.)

GORE

SEGA SCIENCE

In an attempt to become one of the first Hollywood-style production studios in Silicon Valley, Rocket Science Games, Inc. teamed up with Sega and BMG New Technologies (A subsidiary of the international musical publishing powerhouse BMG) to produce games for both the Sega CD and PC CD-ROM. *Loadstar: The Legend of Tully Bodine* takes you on an outer space adventure on the moon where you have to get a load of contraband camels off of a 22nd century moon base. The second game, *Cadillacs and Dinosaurs* takes you into the Xenozoic world of comic writer Mark Schultz, 600 years in the future, where dinosaurs and humans fight to drive the best American car ever made: the '53 Caddy. Both games will be out this Fall!

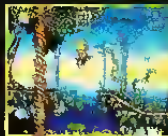
NIKOS

CORE BLIMEY!

I couldn't help noticing that the games shown by Core Design at the Time-Warner Interactive booth were all extremely high-quality, innovative titles that blew me away even though they weren't complete. The Sega CD products *SoulStar*, *BattleCorps* and *B.C. Pacer* (formerly known as *Chuck Rilly*) were understandably excellent—Core had a head start over the majority of

Sega CD developers—but the Genesis game *Skeleton Krew* is also a class-A cart for one or two players.

CHRIS



The Misadventure of Flink (Psygnosis/Sony)
This game has nothing to do with Don Knotts or Ross Meyer.



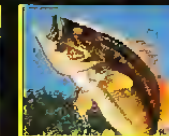
Penn & Teller (Absolute)
My favorite magicians show Doug Henning and David Copperfield that they're lame.



Rock N Roll Racing (Interplay)
Cruise the Genesis with your baby playing this SNES convert.



Troll Adventures (American Softworks)
This game will probably only be released in Europe.



Bass Tournament of Champions (American Softworks)
Co-sponsored by TNN, the channel that has the best Bog Racing coverage.



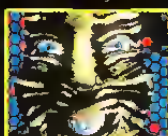
Indy Car (Acclaim)
A racing game.



Rainbow Island (Taito)
Betty loved this game until a bunch of creepy fanzine boys crept up on her and started bugging her.



Star Gate (Acclaim)
This is not a new version of the old arcade game.



Lawnmower Man (Tengen)
Trio out to this VR nightmare.



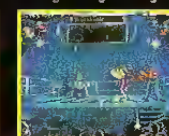
Izzy's Olympic Quest (US Gold)
Bearing up for the Olympics in Atlanta, this is not Izzy of GWR.



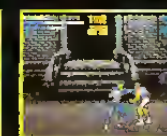
Mickey Mania (Sony)
This looks like the best Mickey Mouse game that will be coming out, ever.



Mary Shelley's Frankenstein (Sony)
Based on the movie that's coming out this Christmas.



Best of the Best (Electro Brain)
A karate game that looks more like Muay Thai boxing than karate.



The Punisher (Capcom)
The vietnam vet with the tight black pajamas shows you more than his arsenal.



Mega Man The Willy Wars (Capcom)
This looks really good. I'd probably buy it.



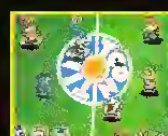
The Great Circus Mystery (Capcom)
Mickey goes to the circus and does like Sherlock.



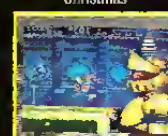
Raw (Acclaim)
WWF action with the toughest wrestlers in the world. Hell yeah!



Virtual Bart (Acclaim)
This was a hot game because it was clever and fun.



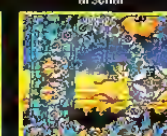
Acme All Stars (Konami)
The Animaniacs get their own basketball game.



Sparkster (Konami)
Hey, another platform game with the Rocket Knight.



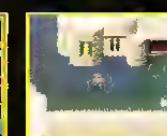
Dragon's Lair (Taito)
This game has come out so many times that it's not even worth writing this sentence.



Jim Power (Electro Brain)
Will this 3D game ever be released?



Boxing Legends of the Ring (Electro Brain)
Done in association with the oldest boxing magazine in the country.



Lufia (Taito)
An RPG that has already been released on the SNES.



OUR FAVORITE GAME: MORTAL KOMBAT II
 The most common post-CES question is always "What was the best game at the show?" Sure, there was a lot of hype surrounding *Donkey Kong Country*, but as far as straight-up fighting goes, papa's got a brand new bag with Acclaim's *Mortal Kombat II*. The playability, graphics and sound of the Super NES version are awesome. No "blood code" here, just fighting to the death, the way we like it. The Genesis version is also much improved over the original *MK* cart, and if you like to fight on the road, you'll dig the Game Boy and Game Gear versions. Hats off to developers Probe and Sculptured Software for learning from their mistakes on the first *MK*.



CHRIS



NIKOS



GORE



BETTY

BREAKFAST OF CHAMPIONS

Sunsoft held a breakfast at the Hotel Nikko and showed a video which included a great selection of games. The best game I saw was *Legends of the Justice League: Task Force* for the SNES and Genesis, a side-by-side fighting game featuring your favorite characters from the DC Universe. You can play as one of nine different superheroes including Superman, Flash, Wonder Woman and Aquaman. *Zero the Kamikaze Squirrel* (SNES/Genesis) is an off-shoot of *Aero the Acrobat* where you can play Aero's enemy. There's also *Aero the Acrobat 2* (SNES/Genesis), and a whole slew of SNES Warner Bros titles including *Looney Tunes Basketball* (NBA JAM with bunnies), *ACME Animation Factory* (a paint program), *Porky Pig's Haunted Holiday* and *Sylvester & Tweety* (a couple of side scrollers). Other classics from Sunsoft include *Scoby Doo*, a *Day of the Tentacle*-style RPG that has Shaggy and Scooby Doo, a *Day of the Tentacle*-style RPG that has Shaggy and Scooby Doo, a *Day of the Tentacle*-style RPG that has Shaggy and Scooby Doo, a *Day of the Tentacle*-style RPG that has Shaggy and Scooby Doo.

Myst, the PC game for the Sega CD

GULE AND CAMMY

Hey, you! Yes, you drooling reader! We already checked—unfortunately the babe playing Cammy IS married.



ZACH CHOWNED HOMHIE-KING

The recurring *Bomberman* competitions have been a staple of the CES for a few years now, but none has ever been won more decisively than the *Super Bomberman 2* battle held by Hudson Soft at the Nintendo booth in Chicago. This year's individual winner was VIDEOGAMES' own Zach Meston, who trounced competitors from *Electronic Gaming Monthly*, *Nintendo Power* and various fanzines in his quest for the throne—and he didn't even get a chance to face defending champion Matt Taylor from *GamePro*, who was eliminated in the semifinals.



NIKOS



BETTY



CHRIS

JAGUAR



Blue Lightning CD

This is going to be one of the first games for the Jag's CD peripheral. Texture-mapped backgrounds aplenty.



Battlezone 2000

An advanced version of the old *Battlezone* arcade game.



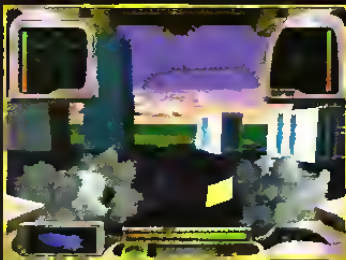
Kasumi Ninja

Like a combination of *Mortal Kombat* and *Way of the Warrior*, this is going to be Atari's first fighting game.



Ultra Vortex

This beat-'em-up from Beyond Games has psychedelic backgrounds and cool-looking fighting styles.



Iron Soldier

A Gundam-styled first-person robot game that looks like one of the better robo-jock games to come out on any system.



Double Dragon V

Tradewest's multi-platform fighting game comes to the Jaguar with better graphics.



Cowboys

One of the first "serious" sports games for the Jaguar, this one's from Tradewest.



Rayman

A cutesy platform game from Ubi Soft with a funky character that's missing his elbows and knees.

38.SEGA SPORTS PRESENTS



32 College Teams. 1 National Champion. Settle it on the field!



Exciting Play Modes:

- ★ Exhibition
- ★ 11 Game Regular Season
- ★ Race for #1 Ranking
- ★ National Championship Tournament

Great Collegiate Football Features:

- ★ 2 Point Conversions
- ★ Wishbone/Option Offenses
- ★ College Playbooks
- ★ School Fight Songs, Logos, and Team Colors
- ★ 32 National Powers



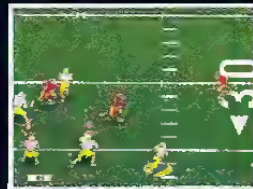
Play the field! These are just two of the 32 collegiate powerhouses you'll meet from across the nation!



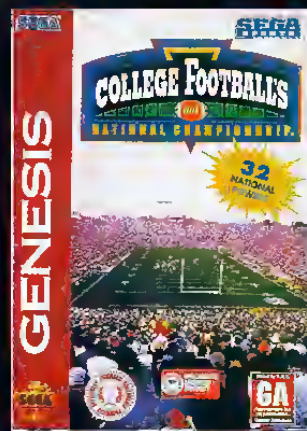
Nail 'em again! Michigan makes its move against Nebraska—and you relive it all on Instant Replay!



Race for the #1 ranking then go for gridiron glory in the National Championship Tournament!



Rev-up the rivalry when the Fighting Irish of Notre Dame take on the Trojans of USC!



Sega, Genesis and Sega Sports are trademarks of SEGA. The university trademarks depicted herein are owned and licensed to SEGA by the respective universities. The Videogame Rating Council, its Rating System, symbols, and indicia are trademarks of Sega of America, Inc. ©1994 SEGA, 3335 Arden Road, Hayward, CA 94545. All rights reserved.

CES LOWDOWN

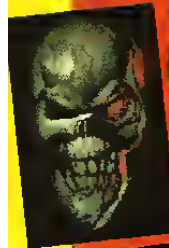


This will be the most confusing Christmas for consumers ever. Not only because of the number of systems but the amount of good games. Prediction: virtual reality games like *Doom* will replace fighting games as the most popular genre. Anyone that doesn't believe me should see the reaction from kids glued to computer screens playing this nightmare of a title.



OVERHEARD (SECRET INFO)

SEGA AID One Sega insider described the 32X as "a band-aid" and a reaction to 3DO and the Jaguar. **SUPER NAZI** The preliminary version of *Super Punch-Out!* shown at the Nintendo booth included an Aryan character named "Aryan". **AHOY MATIES** The "pirate" programmers of Sega's *Subterrania* are back, their new helicopter game, *Commando Raid*, has been picked up by Time Warner Interactive and is said to be red-hot. Currently titled *Red Zone*, the game was shown at the CES under the name *Commando Raid*. **MOST UNCOMFORTABLE MOMENT** An associate publisher of one of our foreign-owned competitors approached members of the *VIDEOGAMES* staff with the somewhat veiled threat, "I like you, but watch your back." What kind of game player would do that to a fellow colleague? **BAD GAME ALERT** Sega apparently has told its licensees that the 16-bit market is on the downswing and they should avoid releasing any bad games. **OTHER BITS** Will Dynamite Headdy replace Sonic as Sega's mascot? With Nintendo officially loosening its policies regarding game content, *Mortal Kombat II* is not the only upcoming SNES game with blood effects. NEC's getting ready to introduce its high-end FX game console in Japan, but the machine will never be released in the States. Is Ho Sung Pak (Liu Kang from *Mortal Kombat*) working with Atari on a fighting game for the Jaguar? Look for some cool Easter eggs in the Super NES version of *Mortal Kombat II*.



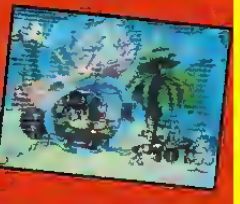
I was very impressed by the 3DO booth and now I want one for Christmas. It would be cool if Nintendo's *Donkey Kong Country* came with a plastic banana joystick. Chicago CES was a refreshing change from the hell known as Las Vegas. (And I did get a free picture of Fabio!)



Now I know what I want for Christmas—MK2, Sega's 32X, *Donkey Kong Country* and maybe even a 3DO. (Who would've thought that I would be thinking about Christmas in June.) 3DO and Nintendo made the strongest showing, but the absence of Sega was definitely felt. I can't wait until Vegas. (Wow, I must be getting used to this.)



While I missed companies like Electronic Arts, Activision and Working Designs, the Summer CES still kept me busy with great games like *Vortex*, *Earthworm Jim* and *Contra Hard Corps*. This final show in Chicago marked the end of an era for me, I still remember all of the new Atari 2600 games I played at my first CES in the summer of '83. So long, McCormick!



Kingdom (Interplay)
Fight demons and kings in this 3DO action/RPG thriller.



PaTank (PF Magic)
A first-person pinball game by the same people who are bringing out *Battle* for the Genesis.



Mad Dog II (American Laser Games)
Another ALG arcade conversion, draw your light gun and shoot.



Who Shot Johnny Rock? (American Laser Games)
I wish they would make a Jim Thompson simulation.

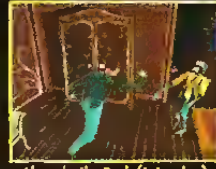


Mathemagics (L3 Interactive)
Brushing up on your math for fun is not my idea of a good time.



Way of the Warrior (Naughty Dog)
The first 3DO fighting game with rednecks, ninjas, and monsters.

3DO



Alone in the Dark (Interplay)
The PC classic based on the works of HP Lovecraft haunts the 3DO.



ESPN Golf: Tom Kite (Intelimedia Sports)
As close to having a pro for a coach as you'll get.



Shockwave (Electronic Arts)
A crazy guy just called to ask if we like this game, I told him he'd have to wait for the review.



Star Control II (Crystal Dynamics)
3DO is cranking out the flying spaceship games.



Guardian War (Micro Cabin)
Like a stone cast into a sea of ants, this one moves quickly.



Burning Soldier (Pack-In-Video Co., Ltd.)
Can you smell the flesh as it peels off the bone?



Walaie Country Club (TCE Soft)
More golf, this time for 3DO.



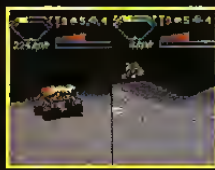
Teisujin (Synergy Inc.)
Not based on the cult movie, this is just about robots.



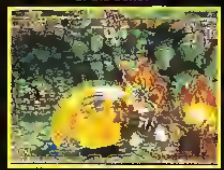
ESPN Soccer (IntelliPlay)
Faces stiff competition from EA's *FIFA Soccer*.



Soccer Kid (Studio 3DO)
This game made me cringe.



Orion Off-World Interceptor (Crystal Dynamics)
Just drive, she said, in this two-player dune buggy game.



Samurai Showdown (Crystal Dynamics)
This is the game that will sell the 3DO to the masses!