

# CES

THE BEST OF THE SHOW

## The Best from the Summer Consumer Electronics Show!

By The GamePros

SCES is usually the last opportunity for game companies to showcase their wares before Christmas, but this year's show had some noteworthy absentees. Even though several major game companies chose not to have full-blown displays (such as Sega) and some chose not to attend at all (including Electronic Arts), we examined and played some very good stuff. Here's what made the final cut as the highlights from the show. **G**

SHOWSTOPPER

CES

### Killer Instinct

Nintendo Ultra 64



Project Reality has a harsh new reality – Killer Instinct – and a new name – Nintendo Ultra 64. At CES, Nintendo displayed the arcade version of the Ultra 64 with Killer Instinct. Instinct mixes Street Fighter II and Mortal Kombat action with fighters that can use either controller motions or tapping moves, as well as a combo system that enables you to do both SF two-in-ones and MK juggling all in one



combo! Killer's 64-bit effects include perfectly smooth scaling when characters move away from each other on a long bridge across a chasm and the appearance of background rotation when fighters move around an arena. Nintendo staffers also said you'd be able to throw foes through windows and doors to fight in hidden areas.

By Nintendo  
Available Fall '94 in Arcades  
Available Fall '95 for Ultra 64

BEST SUPER NES

CES

### Mortal Kombat II

Super NES

Mortal Kombat II turned out to be a killer in more ways than one! See the Special PreView on page 30.

By Acclaim  
Available September



SHOWSTOPPER

CES

### Primal Rage

Arcade

CES isn't the place to see coin-ops, but Primal Rage's dinosaur fighting action had 'em lined up in the aisles. See this issue's "Hot at the Arcades" and watch for our upcoming strategy guide on this game – it has the Rage to dethrone MK II.

By Time Warner Interactive  
Available Now



BEST SEGA CD

CES

### Samurai Shodown

Sega CD

Super NES

3DO

Three versions of Samurai Shodown were sharpening their blades at CES. This hot arcade fighting game is due out this year for the SNES, Sega CD, and 3DO. The Sega CD version was a knockout! Each game will be a direct port from the Neo•Geo arcade game, featuring 12 fierce weapon warriors in one-on-one blade-to-blade fighting action. Samurai Shodown II? SNK wasn't at CES to say.

Sega CD:  
By JVC

Available Fourth Quarter '94

Super NES:  
By Takara  
Available November

3DO:  
By Crystal Dynamics  
Available December



Samurai Shodown for the Sega CD.



Samurai Shodown for the 3DO.

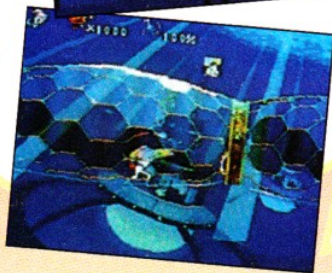


**BEST GENESIS - TIE**



**Earthworm Jim**

Genesis Super NES



A little earthworm crawls into a strange spacesuit and becomes Earthworm Jim, a ragin' superhero equipped with a powerful laser blaster. EJ's creator, David Perry, created Disney's Aladdin, which used the Digicel technique of turning cell-based drawings into game animation. Now Perry's at Shiny Entertainment, where he's refined Digicel into Animation. EJ will feature intense run-n-gun action, serious sound effects, and strange characters like Princess What's-Her-Name and Major Mucus.

**By Playmates Toys**  
Available October

**BEST 3DO**



**Gex**

3DO

Gex, a gecko lizard, is caught in the Media Dimension, where cheesy movies and second-rate TV shows rule; a wicked Western world and bad kung fu theater are among the weird videoscapes. To fight past the TV bad guys, Gex pulls a roundhouse tail attack, whips a gelatinous tongue lash, and hurls fireballs. Of course, his suction-cup paws enable him to cling to any surface. And no, he doesn't wear a T-shirt!

**By Crystal Dynamics**  
Available November



**BEST GENESIS - TIE**



**The Lion King**

Genesis Super NES

The Lion King is the latest collaboration between Disney Software and Virgin Interactive Entertainment. As Simba the lion cub, players relive the events of the movie and try to avenge the murder of Simba's father at the paws of the nasty Scar. The 24-meg cart includes Elton John's movie score, 2000 frames of animation created by Disney artists, and a cool 3D wildebeest stampede. Simba even grows from innocent cub to King of the Jungle as the game progresses.

**By Virgin**  
Available Fourth Quarter '94



**GRAPHIC ACHIEVEMENT**



**Donkey Kong Country**

Super NES

Donkey Kong's swinging back into action in a game that utilizes a hot new rendering technique to create outta-this-world graphics. Nintendo's teamed up with Rare and Alias to create this hop-n-bop platform-style adventure with more than 90 levels. A 32-meg cart, the game is a multiscrolling romp through jungles, caves, and a mine. The 3D-rendered graphics are fab, and the tunes sound great too.

**By Nintendo**  
Available November

