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PARADOX

#1 VIDEO GAME MAGAZINE

STREET
FIGHTER III

Feature Story:
CGR Interview

Now Hear This...

Reviews and a whole lot more!

PARADOX
PUBLISHING



Paradox
--HEAD STAFF--

Chris Johnston
316 E. 11th Ave.
Naperville, IL 60563

Jason Whitman
155 Westwood Dr.
Park Forest, IL 60466

Justin Schuh
1016 Sierra Ct.
University Park, IL 60466

I Can't Believe It's Not The
EDITOR'S WELCOME

This issue is really tough in coming. First, we had a hard time trying to get the new desk top publishing program to work at Justin's home, and then we found out that once we got back to my house, we forgot the articles!!! So now we're really wingin' it, so enjoy this issue. I'm sure you'll enjoy Sean Pettibone's Now Hear This column, as well as my startling editorial on fandom and "the club". A big hello to Jon Jackson, Street Fighter Champ, for defeating the game on difficulty 7. Remember, there are three of us who work on this fanzine, so it's not just a one-person deal, O.K.?

-Chris

Columnists:
Sean Pettibone
The Captain

Paradox is published monthly by two of the surgeons using an Apple IIGS, GraphicWriter III, and an Imagewriter printer. Single copy: \$1. Make checks out to Paradox Publishing please. Send subscription requests to Chris Johnston please. Paradox is one of the fanzines in MegaZine, published by Chris Larson, 1209 Frisina Ct., Pawnee, IL 62558. Warning: A very small portion of the population may experience epileptic seizures when reading certain kinds of fanzines. We suggest that you consult your doctor if any of the following occur: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions. Enjoy reading Paradox this month, and SEND IN THE READER'S FORM!

We hope that you liked our SFIII GamePro parody cover, as we know Justin had fun making it. We know that this issue isn't laser printed, but please enjoy it anyway, and we'll try to get our layout nailed down and our new programs learned beforehand!!!

Paradox, a great combo of gamers from various parts of the country, has seemed doomed from the start. Both the first and this, the second issue, have been delayed because of problems with various desktop publishing programs. Other problems have also hurt the greatness of Paradox, most recently, the staff member who decides fandom is a great way to get free systems and software, and then kisses up to the company reps, along with some biased reviews, in order to keep the material. Publishing a fanzine definitely has its benefits, but some people decide to abuse this, and consequently milk the generous companies for all they can get. This is something that Paradox, and fandom in general can do without. Thus, such members will not be part of the Paradox Head Staff, and their biased and forced reviews will be omitted from future issues of this publication.

-Jason



SFII REDNESS...

Dear Mr. Johnston,

Hi! I'm Mikey Ciletti. I'm 7 years old and I just love Video Games. Do you play Video Games? I have enclosed a picture of my Buttocks. They're kind of red, because I've been playing Street Fighter II for six hours. Do you like Street Fighter II? I do!!! I like Gyle!! His Sonic Booms are way cool! I think you should quit Paradox and make a 'zine all about SFII. You could call it 'SFII Masters' and put in lots of pictures!!! I also like being Vega, because he has claws like Freddy Cougar!!! I heard you were going to do a music 'zine! Send me a copy. I like Milli Vanilli, The Geto Boys, Metallica, and Hank Williams Sr. Could you do some interviews with them? PLEASE!!!! Do you know anything about Street Fighter III. EGM says it's gonna have sixty guys and you have twenty buttons and two joysticks, I wonder if there will be a SNES version. Well, my mom is calling me, I have to eat dinner and watch Cosby.

Sincerely,

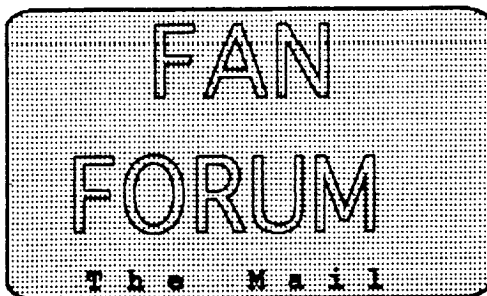
Mikey Ciletti

(ed. --Chris-- I do play video games, and I like SFII quite a bit. Thanks for the PIX of your butt, SFII made my cheeks red too! I tend to play Ken more often now, but Guile's O.K. In fact, SFII Masters was a 'zine that I had heard that was being toyed around with, but not with pix only. EGM was planning a special magazine just called SFII Masters. What!? You don't like Vanilla Ice? SFIII? Not yet.)

NEW COMICS 'ZINE...

Chris,

I was really surprised by the first issue of Paradox. Very impressed, to say the least. The SCES coverage you guys provided was excellent. Add a few game reviews and some artwork, and Paradox should really take off. Noah Dziobecki called the other day and told me you had possibly changed your mind about the music 'zine. While I'm not into music enough to submit any sort of intelligent reviews, I have a friend who will probably want to be a regular contributor. My brother and a couple of his friends are



interested in it also. Let me know if you want their addresses, your contribution policies, etc... Speaking of non-video game fanzines, I'm starting my own publication dedicated to comic book fandom. So far, it will feature 4 comic strips. My Little Brother (by yours truly), Swiss Army Man (by Noah Dziobecki), The Solo Adventures of Nin (by yours truly), and an untitled "mystery man vs. druglords" strip by Doug Bogumil. This fanzine will also have a ton of various reviews (on individual comics, comic book titles, comic characters, and related materials). Free classifieds and artwork contests will be stuffed within the covers. It will also feature a column called The Border Etheral. I had planned for this column to be a "one-shot" fanzine dedicated to comic book based video games, but I've decided to make it a part of my comic 'zine. If you're into comics, let me know your suggestions and if you want to contribute. Tell your friends about it! Until then...

Sincerely,

Jeff "Talon" Bogumil

(ed. --Chris-- Thanks for the compliment on the 'zine. Check out this issue, 'cause most of your suggestions have been integrated into it. As for the music 'zine, here's the preliminary info. The new 'zine should be coming out quarterly (four times a year), and hopefully will be reader-fed. If there's a shortage of articles, then it's a dead deal. I've toyed with names, like Maximum Bass, ALT INC., Feedback+, and others. I really need a name for this thing. A.J. Ramos of Megaforce is the first contributor with a great article on CDs. I'm shooting for the first issue to be out in about a month, and, of course cost \$1 or so, but maybe less. Contributions are welcome, and no copyrights. By the way, contributed material is no longer held under our copyright, so it's as good a time as any to write something. As for comics, I know my brother's interested, so send a copy to

my address and I'll pass it along.)

FAN MAN STRIKES...

Dear Chris,

Thanks for sending me the latest issue of Paradox. I read through it immediately and I must say that it looks as if it has a lot of promise and I can't wait to see what becomes of it. I decided, after reading Paradox from cover to cover, that I absolutely had to write you guys with some of my opinions. Since my fanzine, World Gaming, is no longer in existence; I thought that doing some letter writing would be the best possible way to contribute to the hobby of fandom.

First of all, let me give my opinions on the premiere issue of Paradox... When I received the mag I was surprised to see the merger of several fanzines all into one. It's a great idea that I hope will go a long way. My surprise turned to shock, however, when I turned to page two only to find a not so pleasant letter from "Video Game Specialist", Dan MacArthur. What a dick. This "Video Gaming Specialist" (can we call him VGS for short?) does not know his a**hole from a TG-16 controller port. Mr. MacArthur seems to understand very little about the video game world and even less about the hobby of fanzines. First of all, his criticism of The Bombardier was somewhat harsh and reflected entirely his ignorance on the topic of fanzines. Mr. MacArthur's comments hold no credibility because they mirror precisely his non-existent knowledge of the whole purpose of fanzines. Fanzines are meant to be a way of communicating opinions and thoughts on the focused subject. By no means are they supposed to look like, compete with, or compare with real magazines. Some look better than others, but in the end the only thing that matters is, as Chris said, the fanzine text. Most video gamers are extremely interested in the opinions on thoughts of other players. Fanzines provide an excellent method of mass communication for people of any hobby...not just video games. Looks provide very little towards the quality of a fanzine, although a nice layout and some graphics are always welcome. A fanzine is just basically an expanded newsletter...except it consists of the editors' personal opinions rather than news. It is hard, however, to define the precise point in which a fanzine becomes a real

magazine(i.e., New World News and Bandai Gaming News). When it all comes down to it though who really cares about defining a point. If it is opinionated and entertaining it is most likely a fanzine!

As far as Mr. MacArthur's comment on Japanese games, I have to agree with him...but only partially. Chris made a good point in his response by including just a handful of the hundreds of American programmed video games, however, overall the ones that originate in Japan seem to be the most fun and popular. I can attempt to explain this from a few different aspects. One seems to be that many American games focus on creating new game play mechanics and pioneering new technology. Of course, I'm not saying that the Japanese don't do that as well. They just seem to do it to a lesser degree and concentrate on improving upon existing themes, which explains the many games which EGM so brilliantly dubs "another Final Fight clone" or "an exciting advancement over previous Mario titles." Duh. From U.S. programmers you'll find Smash T.V., Dragon's Lair, Space Ace, Time Traveler, ToeJam & Earl, as well as several sports and RPG titles which are extremely competitive (or even better) when compared to their Japanese counterparts. The other, more important reason for the lack of quantity and variety in U.S. games is there are far less developers. It's as simple as that.

One final point of Mr. MacArthur's letter that I would like to comment on is a topic that I often see in fanzines. I'm speaking of EGM. I think everyone can agree that the crew from Sendai often gets cocky. This problem was at its worst a little less than a year ago when they started up this 200 page BS. 100 pages with mini reviews of old Genesis games and practically every page mentioning their "200 page landmark". I must, however, give them credit, as they do seem to have improved over the past year in the modesty department. They still do, however, flash somewhat smaller signs of immodesty on more than a few occasions. They do have, by far, the best mag anywhere because of their hard work and dedication to the hobby. The world of video gaming (and mail order video games) owes a lot to these guys. Needless to say, no one is perfect and EGM has had its share of imperfections but I salute them

anyhow for a job well done.

The magazine we should really be jumping on is GamePro. What a pile of Sh**. They bite off EGM so much that it is sick. In their July issue (with the Alien 3) they have a bogus Contra 3 stage select and extra man code that is completely lame. First of all the motion of the control pad required to perform the code is identical to that of the "Sheng Long" move in Street Fighter II (F, D, DF, F). The dead give away is the gamers who supposedly sent in the code. Ken and Ryu S. Long of Thailand wrote all the way from the orient to let us all in on GamePro's little April Fool's prank that was three months late. GamePro is also known for its great game mix ups such as the new Super CD Darius being published by Konami and "Capcom's Bill Elliot NASCAR Challenge". Talk about poor standards.

As for the rest of Paradox, let me restate the point I had made earlier: it showed promise. There are several writers, which of course is good as this gives us several different points of view. The largest fault that I found in Paradox is that although it had about a dozen pages, nearly all of the articles talked about the same thing. I liked the different points of view on the CES, but just when I was getting ready for a game review or some kind of non-CES article, the ride was over. I'm sure however that this problem will be worked out with the coming issue, as you stated on the final page that this was your CES issue and not your "normal" issue. I don't want to jump on you guys about that stuff.

Another thing that bothered me slightly about Paradox is the obvious anti-Nintendo and pro-Sega attitude. Of course, everyone is entitled to their opinion, but you guys need to be a little more open-minded. The old World Gaming had a similar problem with its editors and their "system loyalty". While I myself may always lean towards Nintendo, I try not to be too shut out to new ideas. By being open minded I feel you can enjoy the hobby to a fuller extent. I myself own a Genesis, SNES, TurboGrafx CD ROM, and even a SuperGrafx. By owning a variety of machines you can pick the very best for each and have somewhat of a hybrid cart library. If you are not fortunate enough to own every machine it may be slightly more difficult to avoid a bias, but if you can, it will probably enhance your

enjoyment of the hobby. I, personally feel that at the moment the Super NES is the machine to beat. While I can tell you that Street Fighter II may not be a perfect game from my mere 2 or 3 hours hands on playing time, this game is right now the best game available for any system... Neo Geo and Mega CD included. Millions will flock to the Super NES for this title alone. This winter, however, will be critical. The battle of the CD ROMs will indeed be a heated one and from what I've seen, the Sega CD definitely has the upper hand on the Nintendo unit. We'll just have to wait and see...

By the way, in Mode 7 Chris made a comment that had to make you laugh, "Forget SNES, the top two systems are the Genesis and Duo!" Come on, get real. I like Turbo and PC Engine a lot, but in reality these systems can't compare to the SNES or Genesis. Oh well, I don't want to pick on you guys or anything, but I seriously think you guys should stop shutting out Nintendo.

That's all for now, so until the next time... Later on,

-Jeff Vize

P.S.: Has anyone noticed that in the game "Extra Innings" for the SNES that the names of many of the players are identical to those of many U.S. video game magazine editors. For example, one team was an all EGM squad of "Semrad", "Harris", and "Sushi-X". The was also a VG&CE team with "Katz", "Kunkel", and "Worley". I failed however to find a "Vize", "Tellers", or "Johnston"!

(ed. --Chris-- Thanks for the compliments on the first issue of Paradox, they're appreciated by all of us. As for your rips on Dan MacArthur, those stand alone and I agree with all of them. GamePro is really for children, and I don't read it that much anymore (except in the stores). Really EGM has what we all like, so we rip on it more because we want to see it get better, right? I'd like to see a 500 page EGM, but I doubt they could do it EVER. As for system loyalty, in this issue we start up our SNES coverage with a review of Street Fighter II, Zelda III, and there is more to come! I lean towards Genesis a lot because I just like the games basically. But, now I'm loyal to Sega CD after hearing about it from the Captain.)

Gaming Set Ablaze

by Jason Whitman

Welcome back to the flaming fireball of gaming! After the stressful time Chris and I had for three days straight trying to put together a strong premiere issue, I wasn't sure if I was going to be able to make it back, so I took a vacation. Big help that was! I decided to go fishing in an attempt to relax and relieve some stress. So there I am, in the boat, relaxing, and I cast my line out. Where did it land? In some other guy's boat! The boat wasn't even moving, it was docked at the stinkin' pier! Maybe I should take up golf...

Is anyone as sick as I am of Street Fighter II? Is this the only game out there? Sure, the game is great, exceptional even, but let's give it a rest. It's been on every big name magazine cover, (some twice) and EGM showed us every darn move under the sun for the game. (I still can't believe they gave it two tens!?) The best game since Pong! The best game since Pac-Man! NOT! (Why do I think I'll be getting some hate mail about this one...)

Is the original NES really dead? Seems to be, since many gamers are hungry for 16-bit power. There will be those who stand strong by the old unit, and I'm one of them, no matter how much these mags preach about high-end systems, thousands of colors, and fast processors. Heck, I still have my old 2600 games and play the original Pac-Man coin-op when I see it! If the NES is really dead, then I only have one thing to say: It sure was one hell of a ride! With almost 1000 games, tons of peripherals, and millions of units sold, it goes down in my book as the greatest video game system of all time! (more hate mail on the way, no doubt...)

The Turbo is resurrected! In case any readers missed the last issue, I talked of how the new TurboDuo, its reasonable price and pack-ins, along with the new TurboChip library will put the Turbo back up there with the Genesis and S-NES. Well now the deal gets even better in that the base system with Keith Courage is now \$69.99 and with an added Bonk's Revenge is only \$99.99. The CD-Rom peripheral unit has been reduced to \$149, giving players the opportunity to purchase a complete CD-Rom based system for only \$219.98. The powerhouse color portable the TurboExpress has also been reduced and is going for an amazing \$199. Look out Sega and Nintendo! I hear you doubters, well, you'll see. (I hope I don't have to eat my words on this one...)

After a truckload of duds, Atari has learned that gameplayers like fun, interesting games. Atari's newest games like Batman Returns, (now free with the Lynx) Rampart, Hydra, and Toki make the Lynx what it should have been so long ago: a high-quality system with high-quality games. Just wait 'till the Jaguar is released. Video game coupl! (I can just see Dan MacArthur cringing now...)

Have you heard that Tengen is trying to combat compatibility between the MegaDrive and the Genesis with the release of their new title, Dragon's Fury? When the Genesis cartridge is inserted in the MegaDrive, the screen goes black, and a message appears, saying: THIS GAME IS NOT FOR THE SEGA MEGADRIIVE DISTRIBUTED IN

JAPAN. This was done at the request of Technosoft, the game's original Japanese manufacturer, that wanted to prevent the selling of the game in the country. For years video game companies have tried to prevent multi-system compatibility, but their systems of doing so have been simple and were easily broken by a simple adapter or a little cosmetic surgery to the system or the cart. This new type of block seems tough to break, and this blocking could become the standard in fighting the importing and exporting of games. I personally feel this would hurt the industry since so many mags depend on foreign games to get new information before their competitors, thus new info. from the Orient wouldn't reach these shores as quick as it does now. How do you stand on this subject? Drop me a line and tell me what you think.

By now, just about everyone has seen the new combosystems: the JVC WonderMega CD/MegaDrive unit and the TurboDuo Supersystem. Technology aside, these two have to be some of the sleekest, most attractive looking systems on the market. I just hope that under that candy coating there is a center just as sweet...Can't wait to get my hands on 'em to find out!

Before I go, I'd like to make one, small correction. In the July issue, I stated in my Game Gear article that the movie Batman Returns was soon-to-be released. By the time the issue was mailed out the movie had not yet been released. Sorry, I must have been in some sort of time paradox. (I love it when I can sneak those subliminal title references into my articles...) 'Till next time, adios, au revoir, sianara, and all that jazz...

A Story of One Lynx's SURVIVAL

by Sean Pettibone

The first trial of many for my portable Lynx system came when it fell without the case, from a height of approximately four feet, landing on a hard floor. The screen cover and the plastic holding it to the system flew off. After placing these back on, I found that the system worked perfectly. Then, several months later, although this accident didn't involve the actual Lynx, Coca Cola was spilled over every game I own twice! A bit of blotting dried everything up and every card worked fine. Finally, much to my horror, enclosed in the velcro case, the Lynx and all the games dropped from a height of two feet and landed in a foot of water. [--Chris-- Sean's getting shorter and shorter!] Although I grabbed it immediately, everything was soaked, with water clearly visible beneath the screen. After air drying and a light blow drier, the only response from the system was a sickly buzzing sound. Several days later, as a final attempt before sending the system out for repair, I plugged it in and popped a game in. Much to my surprise, I heard title music. Then, I saw a title screen! Then the actual game, and everything on screen moved as if nothing had happened. I thoroughly tested every game, and everything was fine. Is its survival credited to the fact it was made in the USA? I don't know. The Atari armor held up and I'm happy, and we all lived happily ever after.

this is what i think...

COMMENTARY by Chris Johnston

Video Game Fandom is a fast growing hobby, and once Electronic Games is released, fandom will be shown to the public in a way never imagined by me, or any faned. I think it is best to predict that there will be many new fanzines before the end of the year, and most of those will never go anywhere. I would advise people who will be reading EG to try contributing to fanzines, getting known by a few people, and then trying your hand at writing and publishing your own fanzine. Many good examples are out there, and I'm sure that everyone will find at least one category of fanzines that they like the best. As a distinct hobby, video gaming offers many windows in which to peer into and explore. Some fanzines go only into the realm of reviewing, some into news, cover one system only or a select few (i.e. 16-bit), and some into opinion only. The majority, covers all topics, like this fanzine, and they convey it in a way that will not talk down to the reader. Instead, a fanzine should write on the level that the readers will be thinking on. When you read a fanzine, do you want to read about which system is better, or even worse, SPECS? Of course not! You want to be entertained with opinions and insights into the world of gaming, not by freaks who get paid to do this stuff, but real gamers who think how gamers should. I've been a gamer myself (hard to believe, ain't it) for about 10 years now, and I've enjoyed playing many arcade games, and home games, and I especially liked the Atari 2600, the Magnavox Odyssey 2, and the Colecovision. All of the games I'd been exposed to had been on those systems. When Nintendo came around, I was ready to jump in, and the Nintendo Fun Club had outlets for that game playing anger. When fans of video games formed local "clubs", that, looking back, was the start of video gaming fandom, you think, "why didn't I start a fanzine then?" Many of those clubs published newsletters, distributed to friends, and, of course, sent to Nintendo themselves. But Nintendo said, "awwwwww, ain't that cute, we're gaining a strong following", and kept raking in the dough. That's what they're still doing today, and, not paying attention to the following that they could have created, and Arnie Katz finally broke in VG&CE. The Fandango article in VG&CE was only the beginning onto bigger, and better things, with the idea of a fan club at hand. However, the fan club has already been around for about a year or so, but no one knows it. The "club" is really the spider web of gaming fans that have been trading 'zines and talking about games. This has put gamers into a tightly knit group that includes a lot of people, and when fandom really hits spotlight towards the end of the year, the web will begin its third spinning. It will grow once again from the old school, new school, to the future school. The people who have always been looking to

write for a major publication will have their chance to collect their thoughts and distribute their feelings through the independent press that has been suggested to us by Katz. Then, the knowns will become knowns, and the thens will become unknowns. Why will this happen? It will be because the old school is losing interest with video gaming, and ready to go on with life. There are a few selected people who will go onto actually producing or working and writing for, a video game magazine. Perhaps we will think up new play mechanics on old themes and turn them into best selling carts. Maybe we will begin seeing the graphic potential of CD's into magazine format as the Japanese have, and video game magazines will come with CDs playable on the Sega CD or Nintendo CD. Maybe Coke or Pepsi will include small Pepsi games in their 24-packs during the Summer, and we will become a more picky gaming audience. Think about it, if the original Pac Man was released on a 16-bit, how willing would you be to go out and buy it? Just a few years back we were hungry for the game and couldn't get enough of it. I'm ready and waiting for the big magazines to include fanzine review columns, and have heard that GamePro is planning one, and other mags are too. When GamePro introduces theirs, it should cater to the younger gamer, and people like Alex Frias and his Video Gaming Monthly will get the attention that it should from the GamePro audience. After all, in my standards, VGM is O.K., but it would be a better choice for a younger, more inexperienced gamer to read, because they might understand it better than, say, cyberBeat's audience. I'm not saying that VGM is bad, it only needs its audience, that's all. Everyone needs an audience, and the fanzines that are inspired by articles in EGM, EG, and GP should be carried to their audiences. No doubt that soon enough, there will be fanzines for every facet of electronic gaming, including all PC, CD, Classic Gaming, Nintendo, Sega, TTI, 16-bit, and all of them combined. These fanzines should do well. From what I have heard, fandom will be in the NEWS section of some magazines, including Electronic Games, and there should be lists compiled of fanzines and how to get them. Without lists, no one will be communicating with one another, and fandom will most likely lose touch with some of its potential.

Now it's time to talk about something that's plagued me as a Street Fighter 2 beginner. I bought SF2 at our local Babbage's store, and went home to play it. I played it for long periods of time, and, eventually noticed that when I straightened and bent my left thumb, it would snap. So, I was diagnosed by Dr. Mom as having the infamous "Video Game Thumb", which has been affecting control pad players for many years, ever since Punch Out came out. Well, now Mike Tyson's in jail and we can relax because SF2 has arrived, and our

thumbs are ready for the challenge. Not true. My thumb is a precious commodity, and I want to keep gaming as much as possible without ruining it. So, I went out into the vast world of Nintendo looking for a joystick that could help my thumb out and give me some of that SF2 movement a little easier. No luck. It seems that Capcom wanted to release the stick AFTER the fact of SF2. Bad move on Capcom's part, because they could've stashed a ton of dough in between their teeth. I hadn't noticed it as much before, but there are NO sticks for the SNES. The system is almost a year old, and becoming more and more popular, and I would have thought that SOMEONE would've brought a stick to market. ASCII? HAL? BONDWELL? CAMERICA? None. And no way to get rid of that nasty thumb, except to cut it off, but then where would I be? So, looking back at my TWICE (This Week In Consumer Electronics), I looked for controller ads that would solve my endless peril of not being able to play SF2 up to speed. I finally came upon a product called the Turbo Touch 360, which I had seen and tried at the SCES. The Turbo Touch is what I call, miracle! You move your thumb across the little directional control circle, and the sensors inside somehow pick up the thumb movement, turning it into you controls! You don't even have to actually make contact with the pad, and NO PRESSING DOWN. Completely amazing. And, the ad has a snazzy little quote from our friend, Bill Kunkel ("renowned video game editor and reviewer"): "The Turbo Touch 360 is the first significant technology break-through in video games in the last 4 years." I say, "right on brutal!" Word of mouth is what this company needs and wants, and if I'm any sort of a gamer, I think that this will provide any gamer with the chance to respond quicker to on screen movements, and improve the gameplay ability 100 percent, because you won't have to move your thumb a lot to move fast. The Turbo Touch is made for all systems (except the TG-16 and Neo Geo), and info is available from Triax Controls, 11 Computer Drive West, Albany, NY 12205.



I guess everyone but me noticed it, but apparently several months ago the price of EGM jumped to \$4.95. I guess that's the price you pay for all of those fantastic pack in supplements you must cut your way through to get to the actual issue and all of the "free information" you never receive from the reader service cards. Or perhaps this money goes to Martin Alessi's hair gel fund.

Seeing as how I didn't have much of a commentary on the SCES, let me slip a few notes in. Although it's somewhat old news, I have to agree that Sega had the overall winning booth at the show. Nintendo appeared pretty dazzling at first, with monitors as far as

the eye could see, neon tubing, twenty foot screens, and an overall sense of excitement, but on a closer look you would realize that excluding the third party licensees, the actual Nintendo booth display was comprised of a ton of available games with a few new hardware and software innovations scattered throughout. On the other hand, Sega displayed newer games on the whole in their booth, although I wish far more CD games were playable. Yes, the consumers were shorted on what they could see and play, but the majority of the company representatives were courteous and helpful to the industry and public alike. After picking myself up from the oil slick Alessi's hair left behind, I was able to catch a glimpse of the EGM "wolf pack" [--Chris-- that's MY nickname for EGM employees] crew marching around and hobnobbing with the industry like the video game royalty they are. Maybe I'll even get my July issue through the mail in a couple of months.

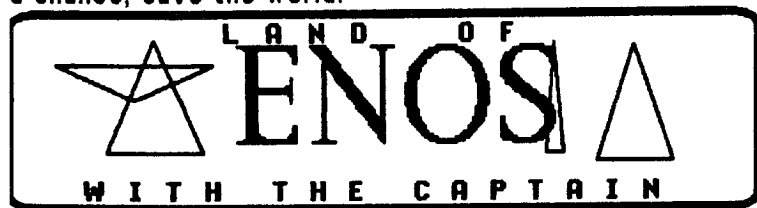
Concerning High End magazine's SNES CD game pictures, I gave them a call to get the full story of what was going on. Todd Capriotti (editor in chief) told me that they never actually said they *played* the games, and that in fact the article *does* say that the screen shots show how the SNES CD games *may* look. Well, while it's true that the High End article doesn't say that the writer (Chris Ryu) played the games, it also doesn't say that the pictures show how the game *may* look, but in fact implies, at least in my opinion, that those are shots of actual games, and not produced images. Mr. Capriotti states that there is bad blood between High End and EGM, and says that Steve Harris told him to, "...get the f*ck out of the industry" when High End debuted last year. [--Chris-- He makes a point of that every time he talks to anyone I guess, 'cause Todd said that Steve said that when I had talked to him last November] He goes on to say that if we gamers believe "...that crap about EGM having contacts with Japanese magazines, we're stupider than EGM makes you out to be."

Speaking of talking to people on the phone, what's with the problem returning someone's call? I've run into this problem with a number of company representatives. Almost everyone at the companies appeared nice enough at the CES, but upon calling them on my return (by their request), I frequently run into voice mail which goes completely unanswered. It also shows an interesting attitude that many of the game companies seem to hold towards fandom. Support fandom and the companies will listen. Exception to the above include Charlene Gigliotti at Manning, Selvage, and Lee (public relations for Sega) and Jane Fox at Hill and Knowlton (public relations for Nintendo) who have both been very friendly and helpful.

Is it really a good idea packing Sherlock Holmes Consulting Detective with the Sega CD? Sure, the CD+G disc and the Sega Classics disc will also be packed in, but wouldn't an action title be able to show off more of the system's effects and interest a wider audience? What does "game review" mean? Does anyone proof read EGM? Will Chris have something to

complain about an article of mine? Will MindStorm take another six month hiatus? Will the SFII to Champion Edition code work? Will Terminator ever be released? Does Shadow of the Beast have the worst ending of a game ever? Or is it Fantasia? Will this issue of Paradox be judged as overly negative again? Does Funco really expect anyone to pay \$17.88 for six issues of Game Informer Magazine? Will a decent video game show ever be produced? I know that I cut into EGM a lot (much of it deserved), but it's still a good magazine providing nice screen shots and some interesting news. However, a mature gamer's magazine is needed, and can Electronic Games hopefully fill this void? Will it provide fandom with much needed, serious coverage? Will a bear in front of a house really appear on the back cover as Chris promised? Why? Will anyone come to the conclusion that Batman Returns has a really cheesy ending?

Well, I'll leave you with that for the first installment of "Now Hear This". If you have any questions, answers, forced opinions, comments, testimonies to the success of the Hair Club for Men, or anything else, let me know. Until next time, if you have a chance, save the world.



Whoa! What a psychedelic place! Where are we? I don't know...ask the Captain about this land, HE NOS. That's right!, the Captain is back for our second issue, with the power to push your video game knowledge to the limit. But first, I've got to settle some things with you. One, I'm not a person in the head staff under a different identity. Two, I'm not trying to be the Q-Mann of Paradox. Three, I'm not a fictitious character, I'm a real person who plays games just like you do. Now that I've settled that, I'll move on to bigger MEG cartridges and brighter games. To start, I want to comment on the first issue of Paradox. I hope you enjoyed reading it, and I hope you will continue reading the fanzine every month. Anyway, back to the first issue, this Dan MacArthur dude really can't consider himself a true gamer because he sure doesn't understand what it is to appreciate the full video game spectrum. I congratulate Chris on responding to Dan's letter in such a defensive, yet sarcastic manner. Bravo! Personally, I think Dan needs to check his seat before he sits down, because it seems that his controllers are getting stuck between his butt and his chair. Oh well. Yes boys and girls, there is a video game system that hooks up to your VCR and forms a complete system. The unit was called the NEMO, and was actually kind of a cool concept. The games were actually movies and you would control the on-screen action. Surprisingly, Hasbro Toy Co. was supposed to bring this little puppy out a couple years back, but they gave it the big thumbs down. DARN! I can't wait until I get my Neo-Geo, I'm counting the days down (about one

more week!). I agree with Chris, that a CD Rom should be a long, enduring R&D project. Sega has definitely created a Jenny gun, and Nintendo thinks a CD ROM should be as easy as baking a cake, unfortunately a CD ROM drive doesn't come with a box of instructions and three easy steps. Sorry Big N, maybe CD isn't your piece of cake (striking Phraseology huh!). While the Sega CD is one of the best CD drives around, I'm tempted to hold off on purchasing one and get a Wondermega. Do any of you gamers feel that way? Would you just sell your Genesis to a used game company, and save up for a more advanced system than the standard Genesis and Sega CD put together? Drop a letter to Paradox about your opinions whether if you would or wouldn't and why. Chris, the Sega CD can display 64 colors on-screen. If you were talking about each background, individually, or full motion video then 16 is right. But a total of 64 different colors can be shown simultaneously. Don't worry about the low color amount, you will be itchin' to play it! The Captain has discovered what he believes was the best video game at the SCES '92. It is a game called The 7th Guest by Virgin Games. It was by far the most incredible game at the show or that I've ever played. Sega had grabs at this game for the Sega CD, but Sega never gave them an O.K. to start programming, so now it's being developed for the Big N's CD ROM (what a shame!). Not many people found this game at the show, as it was only open for trade, and it was on the lower floor in a small room. It's a big game, over 1,000 MegaBYTES, the equivalent to 1,000 Strider games, and stored on not one CD but TWO CD's!! If you could see this game you would be enthralled. Forget Street Fighter II, The 7th Guest wins it all in my book. More updates on The 7th Guest in future installments. Well boys & girls, it's been fun. One last reminder, don't pour sulfuric acid on your game cartridges. One of my friends did that to an old crappy Genesis game, and when he went back to play it, the game said it was made by Nintendo! (OUCH!)..."a walking mall tour"...I loved that one.

See you next level,
Captain



- "Don't touch my kangaroo!" - Matt Whitman
- "That's possible..." - Justin Schuh
- "Oh my god! I erased the entire issue!" - Chris J.
- "I can't believe how funny it is (click)" - Jason W.
- "What do you mean?" - Sean Pettibone
- "Let's take it outside" - Pete Schuh
- "Sonic 2 was on Nick Arcade!" - Matt Whitman
- "We still need a quote for you, man!" - Jason W.
- "No, don't kick me man!" - Chris J.
- "I'm f**kin' quittin' man!" - Sean Pettibone

OPEN LETTER to GameBusters from Sean Pettibone

July 21, 1992

Gamebusters

Attn: Michael Connors, Vice President

580 Cape Cod Ln., Suite #3B

Altamonte Springs, FL 32714

Dear Mr. Connors,

When I purchased my Action Replay in January, for my Sega Genesis, I was promised to receive twelve free issues of Gamebusters magazine, on every month for one year. These issues were supposed to contain updated codes for the newest games for use with my Action Replay. Well, to anyone who owns an Action Replay, obviously these issues did not come out monthly, and in fact, not even bi-monthly. To date, I have received only three issues of this flimsy pamphlet, with each issue packed with fewer codes than the previous one. Then, with my last issue, I found enclosed a letter. It started to say that Gamebusters (formerly Coast to Coast Technologies) is switching to a code phone hotline so all of the AR owners can get up to the minute, late breaking codes on the newest games. Now this sounds like a practical system, and I would have no problem with it except for the fact that it is not toll-free number, but, in fact, a regular toll call that's not exactly cheap for most. Even in the most recent ad for your product you state that "More parameters are available every month - free of charge of Action Replay owners!" Since when did a long distance call become free? It seems as if it was just too difficult to get a ten page pamphlet out on time, and it would be much easier (and more economic?) to have the customers call.

So, in closing, I would just like to ask that you seriously consider my points and realize that what you are doing completely contradicts your advertisements. Thank you for your time.

Sincerely,

Sean Pettibone, Paradox

FEATURE STORY:

CGR

Steve Honeywell UNBOUND!
by Chris Johnston

About a week or two ago, Chris Larson of The Panic Zone got a chance to go and interview Steve Honeywell, editor of CGR (Computer Game Review). CGR is done by Sendai Publications and Chris let me go along and ask some questions about EGM too. So Chris made that long journey up from Pawnee to the exciting hustle and bustle of Naperville, to go to the Anvil Office Building (where EGM, CGR, Mega Play, and all the Sendai Pubs are done). It's really unbelievable that Sendai is so laid back about everything. I already knew that they don't exactly have much of a dress code, but Chris was amazed that the office and people working in it looked as if they were just hobbyists, which they are. Sendai is made up of people who really like to play games and write about them, and, in CGR's case, make some sense out of this entertainment for other people to read. The CGR office is mostly like a fan's "place of work", or the "wreck room". It looks like my room after an issue is completed, and we were there, CGR and EGM had just finished their September issues. The lead time on CGR and about every other Sendai Pub is about a month (and I thought it was a week!), and in that time, they must come up with strategies, tips, reviews, new hardware to review, rumors, and other things that will fill the pages of an issue.

Steve really liked the Super Lemon candy, and we ended up munching some a few times during this. The little waiting space (it's not a room) has copies of EGM, CGR, Mega Play, the Super NES Buyer's Guide, and all the Sendai pubs for the month. Hey! That's the new copy of EGM! I STILL haven't gotten it! ARRRGH!

As any gamer that subscribes to EGM would ask, "why do I get my issue about 3 weeks after I see it on the stands?" The answer to that is that they've been having problems with their old publisher, and, from having now changed printers, that problem should clear up. I seriously think EGM should put a letter in there that talks about this so people will know why, and think about re-subscribing. I think I might renew after hearing that encouraging news from Steve. Electronic Games' first issue is finishing up, and unfortunately, we couldn't get a look at the fandom column, but expect fanzine reviews.

"This is what I wanted to be doing, I didn't know that I would end up writing about computer games, but I knew I wanted to write. Computer games, to me, is a bonus, but I would be writing even if it was for Sewage and Waste Management Monthly, I wanted to write. Computer games though, is much cooler than doing a magazine called Compressed Air." Which is true.

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I myself write about video games because it's a lot of fun and it's a great way to get your ideas across and trade 'zines with other faneds.

"Is Electronic Gaming Retail News still around?"

"Yeah, it comes out twice a year now, and I do that one. EGRN was mine, and coming out monthly, but we just decided not to do it anymore. Actually, I was doing Mega Play and Super NES for about three weeks, and then started up with CGR, so I did one issue of Mega Play."

In EGM's offices, which we visited for a few brief moments, they have every system you could possibly imagine, including an arcade (MVS!) Neo-Geo, a home Neo-Geo, Super Famicom, Turbo, SuperGrafx and everything! It's pretty amazing that EGM, the best gaming mag in my opinion, around can operate in this small of an office! It's packed together! When we were there, they were remodeling, and expanding on to more of the second floor. Right now they have about the whole right hand side of the second floor! Everywhere you look, there are posters of past EGM covers, Super NES covers, and Mega Play covers. And, in Steve's office, there are copies of CGR all the way back to number one!

"What is CGR's greatest strength?" asked Chris Larson, Panic Zone editor and MegaZine Head Ed.

"I think a lot of it is the fact that we are young, three guys that live and die computer games, and being enthusiastic about games carries over into the magazine. The three reviewer format's a big thing, a big plus. The fact that we're not afraid to have fun, that's the biggest advantage."

So now, the big question, "what's your advice to faneds?"

"You shouldn't be afraid to speak your mind. Say what you want to say. You've got no one to offend, no company to answer to, no company to pull ads away because you've said that their game sucked, you really need to print what you feel. That puts you guys in a position, and who knows, someday you may be right here, and you'll have a bit of experience with deadlines, and printing your own fanzine."

So it was a calm day at Sendai. Steve Honeywell said good-bye, and off we went. Of course, we didn't miss taking a picture of EGM's toilet!!! As for why this article's so short, MegaZine wants to run most of the computer stuff, and I was supposed to take the EGM stuff. So, to read the entire interview, flip to MegaZine (address in colophon). That didn't end the day, we also went to Yaohan Plaza to pick up a few copies of Famitsu, get some Super Lemon packs, taste some Yakitori, observe ans SFII SOLD OUT SIGN and check out a Famicom Disk Drive system.

A great day washed down with Super Lemon and Crystal Pepsi, what more could you ask for? Thanks to Steve Honeywell for letting us interview him on a busy Saturday. And of course showing us some Castle Wolfenstein 3D and Car & Driver. WOW!

Mode 7

with Chris Johnston

Many new things to talk about this month in Mode 7. First of all, I've been trying real hard to get my own phone line, with no success. When there is one though, you can call me on it and talk games or whatever. It would be a change of pace, but you never know. This issue is really not too fun to put together. First, we go to Justin's and try to get it laser printed and scanned, but Justin never learned the program! So we trek back to my house to do the issue, cut and paste all the text, and we think we're done, right? Wrong. It takes us a LONG time to print it and we go over to Mr. Outside Interference's house (Dave Prazak), and see if he has any pointers. Not much for luck, we go back to my house, and I erase the entire file! What a dimbo I am! I'm writing this, along with the rest of the typed material and 3:47 in the morning!!! Why me? More video gaming news that's on the cutting edge: Sewer Shark is nearing completion, and 7th Guest for Sega CD is complete. The Wolf Team's "Thunder Storm" has been retitled and programmed for release here as "Cobra Command", although different from the NES title in every way. Mario Paint is getting very annoying REAL FAST! A big hello to The Intrepid Gamer of The Star for reviewing Paradox in his Games column. It was appreciated by all of us. The SNES CD won't become a reality very soon (1994). SFII is a very good game, and I've whipped both Jason and Justin at it. While I haven't beaten it on high difficulties, I have mastered a few moves. Really, are we going to see more peripherals like the Menacer and Super Scope 6 around? I hope not, and I hope I don't hear that the ads for the Super Scope were the driving force behind the SNES' sales in July, because it was all SFII. Do you like the new look and feel of Paradox? Get ready for another switch next issue. Swimming is now over and I'm looking at a full school year in front of me. What am I going to do about my games? Actually, this issue was going to be a landmark, but it never got to it. Maybe we should look back and see that Atari did make great games during the early '80s, and that they could do it all over again in the '90s. Don't you think? Sure, the Lynx is O.K., but the Jaguar will be great! Oh my gosh! I can't believe I'm not Doogie Howser! But, I must give big thanks to Chris Larson for giving me a can of Crystal Pepsi, it was superific! Anyway, I'll wrap up this shortend edition of Mode 7 by saying that I really like what EG is turning out to be, and fandom should become pretty big by the next Summer CES, and maybe a Nintendo game counselor will write for a fanzine. It could happen! Yeah, and monkeys might fly out of my butt!

BYE!

-Chris

For the past couple of months in Arnie Katz's Fandango column in VG&CE, he has been criticizing those faneds who feel fandom should be a money making profession instead of a hobby, and those who discourage new faneds from going on because of the low number of potential subscribers. I must agree with Mr. Katz because being fairly new to fandom, I once felt the same as those Mr. Katz is criticizing. Instead of thinking of fanzine publishing as a hobby, I treated it as a business and when it didn't pan out (no profits), I quit. When I began work on Paradox, I remembered the reasons why I first wanted to publish a fanzine, and focused on those when founding Paradox Publishing with Chris.

The reason I began working on my first fanzine was because I felt dissatisfied with the information presented by the big name magazines, especially their lack of editorials. I thought that my associates and I could present the same information better, and could portray the industry from a completely different point of view. When a faned loses sight of those ideals and begins focusing on the dollar instead of the gamers out there, he or she are falling prey to what they were first trying to counter: big business. As for those faned who discourage newer ones, they too have lost sight of the reason they are what they are; they are trying to monopolize the gaming publication world, which is what they were trying to combat in the first place.

Video game fandom is a hobby, period. It began as a hobby and should remain one. Those fanzines that break into the mainstream and make lots of money, we, good for them. Let's just hope that when they're king of the hill they stay faithful to the gamers out there, taking a look back to their 'zine's early days in order to keep their priorities straight and to force the realization that although fanzine publishing can become a lucrative business, its true purpose is and always has been to serve the gaming

Fandom VORTEX

by Chris Johnston and Jason Whitman

world, to benefit it by voicing various opinions on the industry, opinions not controlled or manipulated by the almighty dollar.

Welcome to the Fandom Vortex. There are a few changes this issue, including the expansion of this column so you know about the fanzines we get each month, so you can send for a copy too! To start off, we'll review the 5th issue of cyberBeat, the latest issue of Phanzine Star, and Video Views.

cyberBeat
2211 Lakeshore Dr.
St. Joseph, MI 49085
(checks to Mike Ciletti) \$1

cyberBeat is the true master of fandom. It's easy to see why the team of the gruesome foursome have teamed up once again. Parallax is a monthly column that deals with those hard electronic gaming issues, and is written by all of the editors, and in issue #5, they look at the impact the Duo will have on the TurboGrafx system. Lance Rice's EGM Jr. Syndrome article is quite good, and looks with a critical eye on fandom, mentioning Aaron Buckner and Chris Larson as two totally different faneds. Rich Karpp's cyberTech column is about the technical standpoint of gaming (Rich should know, having worked on Star Control). The reviews contained in cyberBeat are informative, and have no stupid "rating system" to bog down the overall content of the "objective" reviews. Ed Finkler's Against the Grain column is thought-provoking and interestin, and you can almost hear Ed thinking. Yet another friendly rip on Buckmeister is placed into this issue, with Buckner as Mr. Testosterone after his fourth Miller at the Sendai party. A new Max

Flack adventure entitled, "Gray Anatomies" is spun off of the original Flack, and tken to new heights, plus Mike Ciletti's Checkmate looks at the CES in general, and the public eye. Overall, this "new" cyberBeat is very well done, but then again, what can you expect from the cyberTeam? Even though issue #5 is dot matrix printed, it is very well put together, and easy to read. Overall, I think you should read this 'zine and get the offerings from electronic gaming fandom's finest writers and editors.

Phanzine Star by Noah Dziobecki
4436 E. 5th St.
Long Beach, CA 90814
\$2.66 pages

I can't believe it! Noah has topped the copper-top! The original Phanzine Star, which was great in itself has been totally revamped and re-styled with a better layout and more articles thanever! This issue is put together masterfully by the very talented and spontaneous Dziobecki, and he has acquired quite a new staff of contributors then ever seen before! Including Erwin Rijnen (former Bombardier Eurogaming editor), and Jeff "Talon" Bogumil. While totally missing page 6, this 'zine's continuity is incredible, with no continuations and an amazingly easy to read format with tons of reviews, great newsbits, and opinions from a variety of people, plus "The Radiation Rat Invasion" comic book adventure by "Talon". Articles on VR, reviews of arcade games (SF2&CE), a look into the future of CD ROM, movie reviews, computer coverage, tips and a letters section makes this fanzine one to watch out for! I'm glad he's a contributor to Codename: MegaZine, and his fanzine is really one of the best next to cyberBeat, The Panic Zone, and Video Views. Another fanzine to get!

Video Views, by Ulrich Kempf
4732 Glenwood Cr.
Emmaus, PA 18049
\$1.50

Video Views is a fanzine that never ceases to bring something new and interesting to the fandom world. Supposedly, this fanzine looks like MindStorm, but I just don't see it. For on thing, VV has a lot of cool art, which is needed in any fanzine, and it seems to come out on a regular basis. Ulrich lashes back at Buckner in his Scaling column, and from what I've heard, most fans agree with him (i.e. A.J. Ramos of Megaforce). The staff of VV includes Scott Boehmer (former Porta-Play editor), Francis Cone Jr., Jeff Lin, The Masked Avenger, "Dangerous" Billy Masters, Andrew McNaughton (of Super Power Bi-Monthly), and Sean Pettibone. The articles are all well written, clear, and to the point, and in ish 12 they focus on the Summer CES like most 'zines did. Video Views is a great 'zine, better than MindStorm because VV doesn't hold a "god-like" ego around it, and it has a very relaxed layout. This one is definitely one to check out!

If you have a fanzine, send it to us (all of the head staff please). You never know which fanzines will get caught inside the Fandom Vortex

Reviews

by the Staff and Contributors

STREET FIGHTER II

Capcom/SNES
by Chris Johnston

Street Fighter II is the best game of the year, period. There's no beating the awesome action, intense graphics and mind-blowing sounds. It's the closest thing to on-screen fighting you can get, and that's what it delivers! It's your basic knock down drag out fight, so play it against someone you totally hate. The phenomena of Street Fighter addicts has grown from arcade hungry pack rats to SNES gamers, with many being introduced to the feel of arcade at home for the first time. Everything in the arcade is retained, with a little bit of the graphics in the background being removed for the sake of avoiding slowdown or flicker. Some flicker is present when you do really difficult moves. Overall, this game is simply great on the SNES, and how can anyone beat it? But you knew that already, didn't you?

Legend of Zelda: A Link to the Past

Nintendo/SNES
by Sean Pettibone

Having made a habit of steering clear of any RPG oriented game, I really was not looking forward to playing this...What a mistake in judgement I made. This is a fantastic game that really shouldn't be passed up by anyone, regardless of your gaming tastes.

Ganon, trapped in the Dark World, is at it

again, and plans on capturing the land of Hyrule and twisting it to his own demented wishes. The long-time peaceful land of Hyrule is once again plunged into despair as the wizard Agahnim, a pawn of Ganon, begins to abuse his position as a royal advisor and mysterious disappearances of maidens point to him. As the hero of this story, you must find the three pendants of Virtue, fight Agahnim, and venture forth into the former Golden Land, and land of Triforce: The Dark World. Free the seven maidens within the crystals, fight Agahnim (or is it Ganon?) once again, possess the Triforce, and restore peace and harmony to Hyrule and the entire Light World.

Before you finish your quest, (no "second quest" in this one), you must fight through land and water (with Zora's Flippers, of course), solve puzzles, and venture through dark tunnels of labyrinth-like dungeons in search of the nefarious dungeon keeper. If you said you had to forge your sword, throw coins into wishing wells, speak with thieves and witches, and master magical spells, I would only be listing a fraction of the items you must find and the obstacles you must conquer before victory.

To say the least, The Legend of Zelda: A Link to the Past is an amazing game. Truly, when you think you're close to winning, you suddenly realize how far from it you really are. The tip book really didn't bother me and I appreciated some of the help it produced. Nice graphics, great sound effects and music, combined with excellent play control come together to make The Legend of Zelda: A Link to the Past one of the best video game I have ever played and a definite contender for game of the year.

SUPER CASTLEVANIA IV

Konami/SNES
by Jason Whitman

Is a storyline really necessary for this one? We've heard it all before, Dracula's back, and Simon Belmont is out to get him once again. So much for storylines, let's get down to the nitty-gritty.

If you thought the first three Castlevania games looked and sounded good on the NES, then you're in for a treat with the fourth in the series on the S-NES. Eleven levels of dark, ghoulish graphics, eerie music, improved gameplay, and challenging bosses make this a great cart for action/adventure loving gamers.

The graphics follow in the tradition of the previous titles, featuring parallax, layered, and scaling backgrounds, and Simon is now much bigger and animates better. The music is excellent, and the scary tunes complement the graphics well to give the game a great ghoulish feel.

Konami has always been a company that put out high-quality games, and it really shows through with Castlevania IV. They improved the problems in the control of the previous CV titles, and used the power of the S-NES to add great graphics and sound to make an exceptional cart that is a great addition to the series.

SUPER ADVENTURE ISLAND

Hudson Soft/SNES
by Jason Whitman

Hudson Soft once again has brought Master Higgins to the Nintendo machines, this time for the SNES. The storyline and atmosphere is the same as before, but the graphics and sound have been greatly improved and are excellent.

The cartoon-like graphics and characters look great, and Higgins is now twice the size he was before. The backgrounds are highly detailed and colorful, as are the bosses at the end of each of the six levels.

The music in SAI sounds excellent, with catchy tunes playing in each level. The soundtrack in the bonus and boss screens is the best, with a toe-tapping beat pounding in the background.

Although the game excels in the areas of graphics and sound, it unfortunately falls short in others. The gameplay is not very good, and Higgins seems clunky and doesn't move smoothly. The whole act of jumping is made into a downright chore, and becomes frustrating.

If you're a gamer that lives for graphics and sound only, then Super Adventure Island is right up your alley. But if you're looking for something more, this game's major flaw may be just enough to pass it by.

SUPER SOCCER

Nintendo/SNES
by Jason Whitman

This game is one of just a handful of soccer games for the home systems. Super Soccer is a complete soccer simulation with some realistic features that make it a fun cart to play, especially for fans of the sport.

The graphics in this game are excellent, and the players look realistic and animate very well. The cinema displays after each goal look cool, as does the scaling used to give the playfield an illusion of depth like that used in Madden Football. The music throughout is excellent, as is the digitized voice that calls out GOAL! after someone scores.

Super Soccer is a great simulation that portrays the sport in very realistic fashion, with all the features of the real thing. Nintendo may be trying to reach a very small gaming audience with the release of a soccer title, but Super Soccer is definitely a great soccer game that sports fans will enjoy.

TAZMANIA

Sega/Genesis
by Chris Johnston

Tazmania is one of the games that was at the Sega booth during the Consumer Electronics Show in Chicago. This game takes fluid animation and graphics and puts it together with great action and challenge. The

one major thing I don't like about this cart is the lack of music. Sure, it blurts out a note or two when you land from jumping, but basically the soundtrack is made up of bass lines, which makes the game seem somewhat uneventful. I was waiting for another masterpiece of game music from Sega, but they just didn't include it. I don't know why, especially because this game is only 4 meg, but, you never can tell what you'll get. The levels are amazing! the first 3 or so in the desert get on your nerves because of the lack of any great obstacles, but the later levels knock you out! The elevator shaft in the mine is so fun to play, even though most of the time you end up dying a horrible death on spikes below. Really, this game is great for graphics and playability, but it just doesn't cut the sound mustard. The Practice Mode is a big plus, so you can learn how to use the controls, and you can advance to EASY and HARD as you become more knowledgeable. HARD is really hard, because when you spin, you're not always invincible like on EASY. The controls are responsive, but not accurate. You can't push down a game that's fun to play, and this one will give any player the scrambles. Nice work Sega!

SPORTSTALK BASEBALL

Sega/Genesis
by Chris Johnston

Sportstalk Baseball is yet another attempt to make a sportscast game a reality. However, this game just isn't fun to play. I found no fun in challenging this game, because the computer seems to move faster than you ever could in your life! The ball moves unbelievable slow, and you have no idea where your outfielders are when the ball lands. Playing the game without the announcer is a bit better, but not much. I would wait until the Sega CD is out to make games like this, and improve the voice, speed, and control of the entire game. If you want a better baseball game, try Super Professional Baseball Stars 1 & 2 for the Neo Geo, and I'm sure you have the money for the Neo Geo. Nice try Sega, but leave sports up to EA.

SPLATTERHOUSE 2

Namco/Genesis
by Jason Whitman

Yes, the gore-filled classic has returned, this time for the Genesis. Rick is back once again to rescue Jennifer in this eight level, eight meg cart.

Dark, gloomy backgrounds fill some levels, while others are bright and colorful, some using parallax scrolling for an added effect. The animation throughout is excellent, and the bosses are drawn well and are the ugliest things I've ever seen since Splatterhouse I. The sound is good, with spurts of slime and goop throughout, but it could have been just a touch better.

The gameplay at times can be tough, since Rick is a bit clunky and moves haphazardly, but it is easy to get used to and the game is too good overall to

condemn it for tricky control. Overall, Splatterhouse 2 scores with its stomach-turning graphics and animation, and is now one of my personal favorites for the Genesis and is highly recommended.

YOSHI

Nintendo/NES/GameBoy

by Chris Johnston

Yoshi is Nintendo's latest attempt to put the muzzle on the puzzle. Actually, this game isn't half bad. It's better than Dr. Mario, but a little less addicting than Tetris. The graphics are good on the GB, and the NES version's aren't that bad either. The two player simultaneous feature is a great option, because Tetris was missing it, and because the competition is fun and it becomes a little addicting. While if you don't enjoy Tetris clones you shouldn't play this game, players who can't get enough of the puzzle til you puke theme will enjoy this title and play it a lot. Not a great game, but passable.

BIG GOLD STAR OR A PIPE

Over The Head

by The Paradox Staff

- A Big Gold Star to Sega for the fantastic Tasmania.
- A Pipe Over the Head to Chris for erasing the issue and having to start over again.
- A Big Gold Star to Chris for typing it up all over again.
- A Pipe Over the Head to all the companies that feel fanzines are written by a bunch of immature kids and blatantly reflect this by not returning calls.
- A Big Gold Star to Justin for the great cover.
- A Pipe Over the Head to faneds who use fanzines as a tool to get free games from companies.
- A Big Gold Star to Mikey Ciletti for the pix of his butt!
- A Pipe Over the Head to Dan MacArthur wherever he is.
- A Big Gold Star to Virgin for making Out of This World a great Sega CD game.
- A Pipe Over the Head to THQ for making crappy games like Home Alone.
- A Big Gold Star to Capcom, for making SFII.
- A Pipe Over the Head to Aaron Buckner, because MindStorm's always late.
- A Big Gold Star to Video Views for giving Mr. Buckner the needed rip.
- A Pipe Over the Head to Atari for stopping production of the 5200.
- A Big Gold Star to Paradox for realizing that classic systems and games are actually good.
- A Pipe Over the Head to everyone who disagrees with the last one.

Classifieds

If you want to sell or buy something, lookie here!

Anything you want to buy or sell, you can put it here! Just write 30 words or less of what you want or need, and we'll print it for free! Just write it down and send it in. Since we have no classifieds for this issue, I'll put one of mine, and Jason will put one too.

WANTED: Colecovision in good condition w/games and controllers. Atari 7800 wanted also. Any chance of having Kangaroo, Q-Bert, Frogger II or Jungle Hunt? Write to Chris, with phone number please.

WANTED: Atari 5200 in usable condition preferably w/games and usable controllers. Intellivision, Odessey, 2600 and 7800 games also wanted. Contact Jason w/ phone #. Address in colophon.

NEXT ISSUE

Next issue will be surprisingly fun to do, and we've got a few little secrets up our sleeves to make you even more interested in getting it. But, now that we're done with this issue, you might as well wait by filling out the **READER'S FORM**. It's great how we keep reminding you of that, isn't it?

More columns will be included in the next issue, and we want you to get in on it! Write your column and send it off. We'll read it and if it's good, we'll put it in! It's as simple as that.

Now Paradox is more user-friendly because we've got our new classifieds section, and we've got a better Fan Forum. But, you'll have to see for yourself how the next issue will go. I hope we don't have any more printing problems, because this has happened the last few times we've done an issue (even though we've only done one).

More Gaming Set Ablaze, Mode 7, Land of Enos, and more editorials.

Until then, see the Subscription Plea!

BYE BYE

Reader's Form

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

What systems do you own? _____

What is your favorite system? Why? _____

What is your favorite game? _____

What is your favorite arcade game? _____

What did you think of the second issue of Paradox, and how could we change it to make it better? _____

What other fanzines do you read? _____

What was your favorite section/column in this issue? _____

What do you think is a reasonable price for a fanzine of Paradox's size? _____

Send in this form to be entered in our monthly contest. This month, we're giving away a Japanese gaming magazine, Famitsu, to the lucky winner. Last month, The Game Lord (actually Chad Okada of SNK) won a pack of Super Lemon candy. Will you be the next winner? Send it to: Paradox, 316 E. 11th Ave., Naperville, IL 60563. BYE!

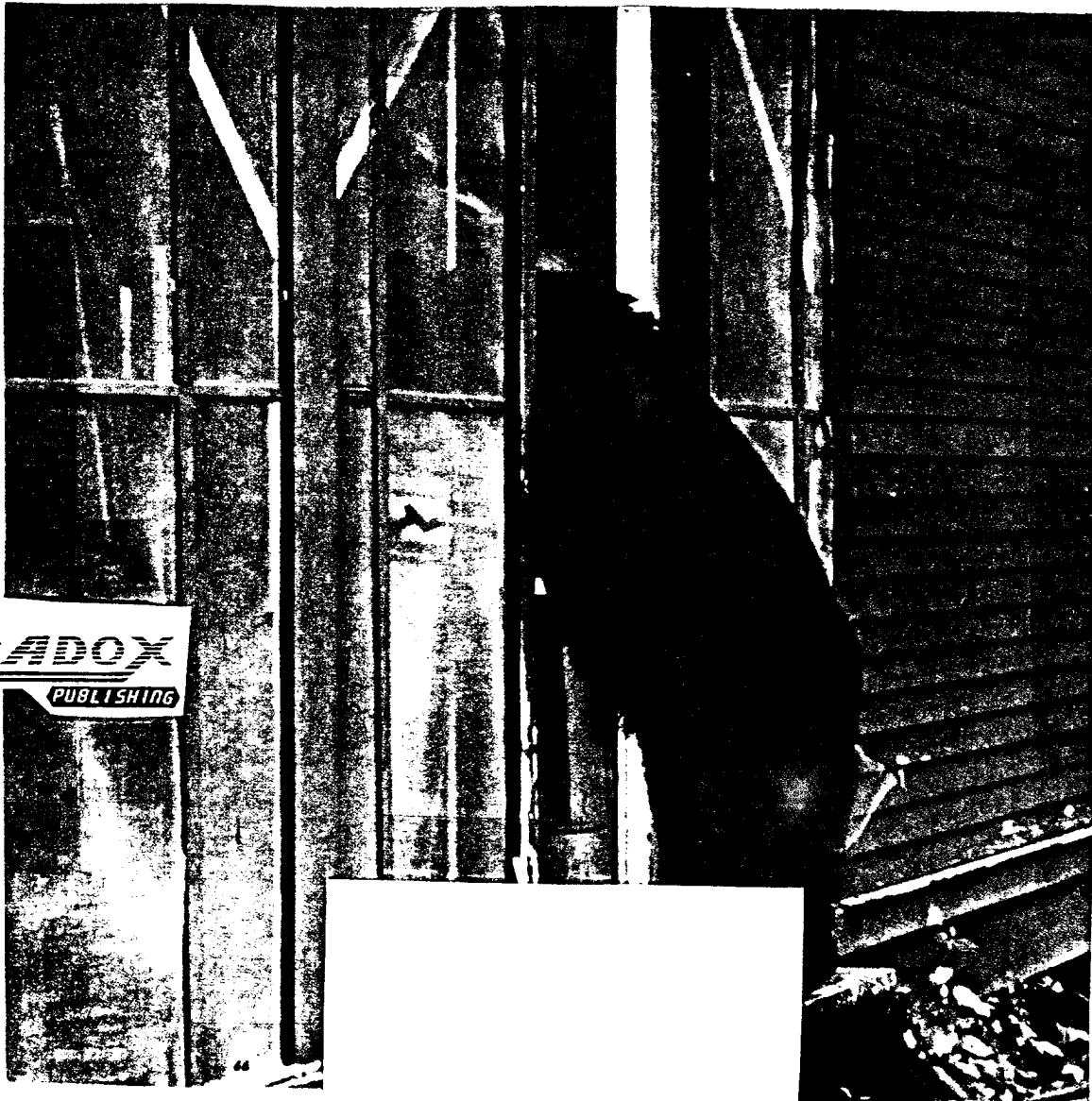
COMMENTS:

Subscription Plea!!

This house is guarded by Paradox! You guessed it, we're asking for your support to keep this fanzine going strong, because without your readership, we wouldn't be around. This is our first normal issue, and we hope that you've enjoyed the long journey through the pages. Now you can get back to playing Street Fighter II, but before that, we ask the ultimate question: Have you subscribed to make sure you get the next issue of Paradox delivered right to your door? Make it your objective to drop a buck into an envelope and send it off to us with the Reader's Form. We'll be sure to put you on the list for the next issue. We're ready to give you the kind of gaming opinions that are thought provoking and really get you going, unlike those "pro" gaming mags. So hop to it, here are the rates once again:

1 year: \$10, 6 months: \$5, 1 issue: \$1

You had your chance to subscribe during the low rates, but you just didn't take advantage? Get in on it now before a copy of Paradox is in demand! We're begging for your patronage! These rates good until Aug. 31, 1992, then we go back to \$6 and \$11, but we stay at one. Make checks out to Paradox Publishing please, and send to the reader's form address.



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