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PARADOX, ISSUE #13

SEPTEMBER 1993

TURBO HEADACHE-FREE

CHAMPION EDITION

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Single issues are \$1 each. Semi-annuals and annuals are \$2 apiece. A six issue subscription is \$6. A twelve issue subscription is only \$11. Free subscriptions are also available. Please write to Chris for more information about this.

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All contributions, submissions, letters of comment, fanzines for trade, and any other such miscellany can be mailed to any of the Head Staff members. General matters, advertising rates, and subscription problems can be dealt with through Chris Johnston.

After the school board pryed us off our SF2 Turbo games, we had
little time to finish the...

EDITORS' WELCOME

As you can see, Paradox is back with a completely new text font for easier reading, and a cleaner, laser printed look. I think this will clean up our layout quite a bit, and we will soon be adding more pictures to the text so you won't be so bored by a wall of solid text on every single page. I recently traveled to Nashville to compete in YMCA Summer Longcourse Swimming Nationals (yes, I brought my Super NES), and now I am fully energized to get back to gaming, and doing the fanzine. With school right around the corner (and a possible job at hand), I'm not sure if every issue of Paradox will be out on time anymore, but I hope it'll be closer. Anyhow, enjoy the issue, and contribute for the next one.

-Chris

Chris has done an amazing job on this issue of Paradox. Not to be outdone by issue four and the Semi-Annual, he improved the print quality and gave the `zine a fresh new look. I both commend and thank Chris for doing this, because the writing has always been there, it was just getting it in your hands in an attractive and readable form that was consistently a problem. With such problems solved for the moment, we continue on, doing our best to give you the info you want in an original, fun, and interesting way. With a year under our belt, I hope the experience and all the things we've learned from doing this fanzine will only make it better. I'm not one to throw out shameless plugs, but when you take a look at the new fanzines out there, keep one word in mind... Metropolis. Until next month... See ya later you beef sniffin' crunch dogs! (Cool ending line courtesy Justin Schuh)

-Jason Whitman

Hello. This is yet another issue of the critically ill Paradox fanzine. I'm your co-host, Tim Johnson. This month we will be talking about the Summer CES which all of us went to (visited too.). I hope you enjoy reading about this wonderful event in video gaming while I look through all the bags and bags that I got of free stuff. I had so many bags that I started to get blisters after maybe 3 hours, and had to check my bags (that bag check was god-sent). If you have access to Chicago and read this fanzine (you wouldn't know I was saying this if you didn't) then GO TO THE NEXT CONSUMER ELECTRONICS SHOW!! It's really neat. Plus, there's a way to get past the people taking tickets and money for admission, go back behind the stairs and take a left and there will be a HUGE expanse of open land with no ropes or anything, where you can enter without any FEE!! Let me leave you with this parting statement: Eat my burger for it is my flesh. OK! I'm off to play SNES.

-Tim

Leave me alone. I'm on a f***ing hiatus! And no, I won't put my face in the copy machine anymore!

-Justin

This issue was created and written with the help of the following musical groups playing in the background: B52's, Green Jelly, Depeche Mode (Violator), Talking Heads (Stop Making Sense), Stone Temple Pilots, Porno For Pyros, Soul Asylum, 10,000 Maniacs, Midnight Oil (Earth and Sun and Moon), Blind Melon ("No Rain"), the Jurassic Park Soundtrack, The The, and other various musical selections found on Q-101, Chicago's New Rock Alternative, 101.1 FM. Enjoy the silence...

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...COLOPHON CONTINUED...

HOW TO CONTACT US:

If you're having a problem with your subscription, or you're moving and would like to notify us of an address change, or you'd like to talk about some topics raised in this issue, you can call us (now that we're printing our phone numbers). We can't call you back, so if you don't get us, try again later.

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Subscription problems or advertising inquiries? Call Chris. Otherwise, you can talk to any one of us. Yes, we do fanzine trades, so send any one of the Head Staff your 'zine.

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...and the Happy Little Elves, which provide us with countless hours of non-violent huggable fun on our Nintendo systems. And you said Nintendo loved violence. Shame on you!

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FAN FORUM:

Reader Soapbox and editorial response scratch pad...

RAGAN IGNITES...

Chris-

Sorry about not getting back to you. Here's ish #6 of P:I (as you probably already know) - #@?! jerks at the post office sent it back to me for insufficient postage. Hmm... I guess Arn was wrong about the 12 page thing.

WICKED cover! What did you do, smash you face against the glass copier plate!? I'm quite tempted to follow suit myself. That is you, right?

Oh, about "Paradox". Sorry about the review, but with everyone going nuts about it, I thought it'd blow me away. I guess I can't talk, for my writing can get sloppy at times & most people who read it absolutely despise the layout. If that doesn't bother you (I'm sure it will), you'll enjoy it (hopefully!). As for P:I's future, I'm holding off for a while to find a new computer. My old one's pretty much DOA. It'll take a while, though.

One more thing - how CAN you enjoy "Super Pitfall" for the NES? This was totally mangled by the guys at Pony Canyon, the programming firm responsible for destroying "Winter Games" & "Ultima" on that format, as well as a heaping helping of original compost for that system as well. Very bad call, Chris. To me, FCI & PC dwarf TH*Q's ineptness easily, & I don't take well to their being complimented for what may be the worst NES title ever.

Another thing I'm rather annoyed with - the constant barrage of attacks on the Genesis in fanzines. Nathan Hauke's annoying gibberish as well as a large surplus of anti-Gen sentiment in this ish, needless to say, did not do anything to help my disposition. Jason Whit(less)man's equally putrid piece was not only a sickening Sega slam, meagerly veiled behind an MK article-but much of the attacks contained within it were unsubstantiated, undocumented, & incorrect. The TRUTH is, Arena has added an ARCADE MODE which can allow players to use the goriest attacks. And Nathan? We know you'd rather brush your teeth with plastic explosives than use or say anything kind about the Genesis. If your ignorance shields you from the fact that a 68000 processor is far more flexible

than the one in the SNES, fine - just don't bother us with you ill-knowledged rhetoric.

Oh, that's about it. I'm gone!

Jess Ragan

(ed. -Chris- Truth is, you CAN mail a 12-page issue for 29 cents. But, a 12-page issue is only 6 sheets of paper double-sided. You had a 24 page issue, with 12 sheets of paper, THAT was the problem. No, that's not MY face on the cover. It's Justin Schuh, our cover artist. I think you may see the rest of our faces soon though. Paradox is meant to pretty much be all we can fit in text-wise, and pictures are secondary to our layouts. Personally, I'd like to think of Paradox as a complete wall of text. But, pictures may come in to play sometime in the near future. I merely stated that Super Pitfall has a distant relationship to the Pitfall series, I never said I liked it. I am NOT ANTI-Genesis. I own a Genesis and Sega CD with a lot of games, and the reason that the Genesis was shat on last issue was that the Super NES had a great showing game-wise at the SCES, the ratings thing is a scam, and Nathan was counteracting counteract last issue.)

WHERE'S THE GORE?

Dear Chris,

I must say I've really liked the last couple issues of Paradox. While they may not be done on the best publishing program ever, it's nice to see them come out regularly.

I was a little confused about the Other News column. First you said Sega was implementing a ratings system, then you said Sega called for a rewrite (of Mortal Kombat)! Why? OH! and I must say I wasn't impressed with Jon's findings of Chun Li's rear in SF2. Doesn't he have other things to look for?

By the way, violence is violence whether or not there is blood and guts. Therefore, SNES games are not wholesome.

One last thing: anything new on GEA? Are you still going to do it?

J.D. Clevenger

(ed. -Chris- Well, well. I know that Paradox isn't put

that Paradox isn't put out on the BEST desktop publishing program in the world, but it's the content that matters. Anyhow, yes, I heard that Sega DID in fact ask for a rewrite of the original Mortal Kombat edit on the Genesis. The original edit had all blood and fatalities automatically, and Sega thought that the blood and gore should be accessible through a code, so as to keep the game from becoming MA-17. If I hear anything to the contrary, I'll pass it along. Jon also found the same shot in SF2 Turbo for the SNES. The GEA (Gaming Enthusiasts of America) is up and running, see the classified ad in the back for more info on how to join.)

FEMALE FANEDS FOREVER...

Dear Fanzine Editor,

Hi! My name is Paige. Well, actually my given name is Tabitha Indigo Paige, but a friend started calling me Paige in High School, and it stuck, so please call me Paige.

Anyway, believe it or not, I'm a girl and I'm into video games, and I plan to start my own fanzine very soon. I've read a review of your fanzine in Electronic Games magazine and I'd like to request a copy as an advance trade for my soon-to-follow first issue. I've never seen a fanzine before, so I'd like to get a feel for the biz before I jump in.

I'm a college student going into graphic design and I have absolutely

no girlfriends who are into gaming. I suppose I'm something of a rarity, so it will be interesting to see what kind of response I get for my fanzine.

As I said before, I'm in a graphic design course, but I have no artistic talent (as in drawing) whatsoever, but I know the importance of artwork in any design publication. While my fanzine will most likely be done on a Brother WP-2200 word processor, I would like to include some sort of art, so if you can draw, and would be willing to do some illustrations for me, let me know. Anything game related is cool, but especially female game characters (nothing sexist).

I'm really excited to start my fanzine, and I look forward to seeing your fanzine and any tips you may have for a starting out fanzine editor. Also, can you recommend any outstanding fanzines that are must-sees for prospective faneds and send me their addresses as well?

Well, I'd better cut this off now. I look forward to trading with you in the near future. Ta!

Tabitha Indigo Paige
P.S. - Are there any female faneds already? I haven't seen any in Electronic Games, but I imagine not every fanzine gets reviewed my Mr. Katz.

(ed. -Chris- MY GOD! I didn't think it would ever happen! Yes, Paige you are the first female fanzine editor. At least you're the only one that is around now. Actually, I am quite surprised that it hadn't happened sooner. I received this letter, and then only a few days or so later, I received the first issue of Counterpoint. I didn't really have enough time to reply, and, I lost the envelope this letter came with that had the address printed on it. So basically, I couldn't respond. Interesting point: In Japan, there are many games with female characters as the lead roles. We just never see them here because game makers are too fixated on the adolescent boy group. Maybe if we saw more female-oriented games out there, there would be more females that would play them! And, of course, write fanzines! Your first issue of Counterpoint is reviewed in the back of this issue.)

Access Time from Genesis...

Dear Chris,

Thank you, THANK YOU,
THANK YOU for the letter, I just LOVE

mail!

Great reader survey. I've changed my favorite fanzine, and although I don't really have a favorite, I think G.U.R.U. is on the of BEST.

By the way, what's your fav fanzine and prozine? I can't wait to see the results of the reader survey, you're gonna have 'em, right?

Paradox is FABULOUS, all the CES stuff in issue #11 was fantastic, I loved all the opinion articles, and the cover was really cool! I think the comic is lackluster and you should have a few more game reviews, but of course, that's just me.

I'll probably be coming out with my own fanzine soon. It will be called Access Time and will mostly cover the Super NES and then a hint of arcade.

Sincerely,

Genesis Krzyzniak

(Ed. -Chris- Hey! The bonus is the ninja fire! Congrats to Genesis for getting his letter printed in the August 1993 GamePro. A question that I think we all were wondering about. Anyhows, to answer your questions this time 'round: G.U.R.U. is very good, but the fact is, I haven't seen the latest issue!!! Amazingly, I've heard this one was the best ish yet with a color cover and a super-hot layout! Right now though, if you're pressing me for a favorite fanzine, I'd say Video Apocalypse. It's one of the best I've seen. Second would have to be High Density though. They're both real good. ALL FANZINES are good though. My fave prozine is a dead TIE between EGM and Game Fan. They're both really cool. Hey Beavis, Alessi's hair is cool... FIRE! FIRE! FIRE! Aaahh... (inside joke). Thanks for the SCES coverage praise. The comic will be back, but most people said it was quite low-brow. But the staff of Paradox is low-brow, so that's what we'll get! Good luck on the 'zine venture! It's always cool to see a new fanzine editor come around. Send it to us and we'll review it!)

If you've got something on your mind and you've got to get it out, then squeeze it onto paper, stick it in an envelope, and send it to the Head Staff members of Paradox. We need mail to live, and LOTS of it every day!!! We print the most interesting ones in this column, and there'll be more next time on The People's Court.

More PROOF that Champion Edition is built into the original Street Fighter 2 for the SNES

The Game Genie reveals several subtle "hints" that a Boss Code or true Champion Edition code is in this phenomenal game. Capcom is laughing their greedy little butts off that no one has found the right code, but here's the cheese:

4A65-67AC - puts arcade apostrophe or dash on the title screen, puts bosses on top line of character select screen.

4D65-67AC - puts apostrophe & only Bison and Sagat on character select screen with NO GLITCHES!

BD65-67AC - Same as above with only Balrog & Bison on select screen. MORE is coming your way. You CAN use your Game Genies on SF2 TURBO for SNES. Jammin'!!

THE ATARI LYNX: The System That Once Was(n't)

By Dan Thomas MacInnes

Like many other gamers, I own an Atari Lynx. We all have this common bond; we all have a love/hate relationship with Atari. We've put up with their waffling bureaucracy, their bungling business decisions, and stuck with our hand-held through thick and thin. Actually, I never remember a "thick" period. It's always been one long lean life, with an occasional oasis, for the Lynx. Despite everything that's been thrown at us, we still love our system. Anybody can like a game system that has advertising and constant software support, but it truly takes a fan to stick with your favorite when the very people who make it hardly acknowledge its existence. That's dedication.

For me, the Lynx always had a decent number of games that are just fun to play. It's too bad that Atari only releases one or two a year. It seems that Atari is locked in a pattern. They bring out a new system, hype it up and boast that they're going to

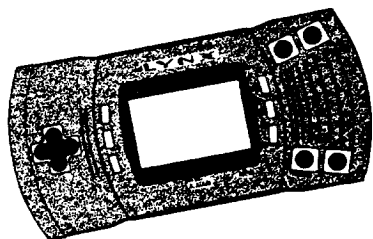
send the competition home crying. They release a handful of games which are very good. Then the CEO gets too involved in reruns of Gilligan's Island to remember about his job. His promise seems to be "no new software". Of course, new games finally arrive, but it's a year later when it happens and it's only another handful of games. What happens is this: the CEO wakes up one morning, remembers the company's portable system, wakes up the software developers, and orders them to work on more games. Unfortunately, all the employees are taken straight out of high school, which means that they can only understand very basic English. Consequently, they think that they've just been complemented. All they feel they have to do is finish one or two games, and go back to lazing around and blaming society for all their problems.

The executives at Atari are another story altogether. It always continues to amaze me that these people, no matter how good the opportunity, can and will

find a way to totally screw it up. They seem to live in some bubble that's hidden miles beneath the Earth's crust, completely separated from the civilized world. For instance, shortly after acquiring the Lynx from Epyx, Atari also got the rights to Super Mario Bros. So what do they do with the game that almost single-handedly revived this industry? They publish Super Mario Bros. on the 2600. I honestly doubt that most of the executives even know what the Lynx is. Judging from the software, they almost never know that the Lynx is capable of Stereo sound. Nobody knows if the Lynx has a 32-bit audio processor, or any processor for that matter. They never know how many systems can be comm-

linked. Over the years, the answer went from 4 players, to "as many as the individual game allows" (suggesting infinity), to 8 players, to "I dunno".

I still trudge along, enjoying my color hand-held, wondering if Atari will ever support it. I recently received Atari's latest advertisement in the mail, showcasing the new Dracula and some, but not all, of the available software. Considering that this is Atari, I would guess that these are the only games that Atari knows about. With the Jaguar supposedly racing for a release later this year, all the Lynx development staff will be assigned to work on the Jaguar. There hasn't been any new software arriving for some time now, and other than a few games that were shown in last year's infomercial, I honestly know of nothing new in development. Atari might very well be turning its back on the Lynx, as they develop the Jaguar, planning out how best to bungle that system while looking like complete fools. As Ross Perot says, "I think that's a shame." It's really unfortunate that this amazing system which never reached its full potential may be about to have its plug pulled. Well, like any devoted Lynx fan, I intend to still enjoy what I have, and stand proud,



"I coulda been a contender!"

knowing that while my portable system may not be in 15% of American households, it is the best of the pack. Rest in peace, Lynx. Thanks for the memories.

NBA JAM

For Atari Lynx
LETTER WRITING CAMPAIGN

By Sal Manfredonia

NBA Jam is one of the hottest arcade games around, with slick digitized graphics of real NBA basketball superstars and exciting gameplay for one to four players. If you've played it in the arcade, you know how intense this game is!

Acclaim is bringing out conversions of NBA Jam for the Super NES, Genesis, Game Boy, and Game Gear. Would you like to see an adaptation of this arcade game for the Atari Lynx system? I sure would. But right now, it doesn't seem like Acclaim has any plans to make a Lynx version. It's too bad, really, as I think the Lynx is suited well to this type of game. If they did a Lynx version, it would probably be the ultimate portable NBA Jam game!

If you want to see Acclaim release a Lynx version of the game, you've got to let them know. That's why I'm starting an "NBA Jam for Atari Lynx" letter-writing campaign!

Yes, I can already hear a few groans out there, from those of you who wrote in about Mortal Kombat. We might not have made quite the impact we wanted with the "Mortal Kombat for Atari Lynx" letter-writing campaign, but with a little more persistence, we can do it with this one!

When you write your letter, don't just tell them you want to see NBA Jam for the Lynx. Tell them that the Lynx has the largest monitor of any portable system on the market, with full color 16-bit graphics. Tell them that the Lynx already has enough buttons for this type of game. Tell them that the Lynx can easily handle four simultaneous players with its standard ComLynx cable, whereas you need to purchase a separate adaptor to do this on GameBoy, and you can't do this at all on a Game Gear! And be sure to tell them that you feel that the Lynx is best suited for a game like NBA Jam, for all of these reasons. We want Acclaim to know that it is

worth their while to support Lynx, and that we would definitely buy a decent conversion of NBA Jam for our Lynxes.

Another thing I'd like to mention is that Acclaim doesn't have any in-house programming, so they contract their projects out to other smaller companies for programming. No problem here. If their usual partners like Probe, B.I.T.S., or Beam Software aren't up to the task, then how about companies like Hand Made Software, Shadowsoft, or Beyond Games that have produced several successful Lynx games? Be sure to suggest these names, or any other Lynx

developers that you can think of, when you write your letter.

Of course, you'll need their address: Acclaim Entertainment, 71 Audrey Ave, Oyster Bay, NY 11771. If you'd rather phone them, their number is (516) 922-2400.

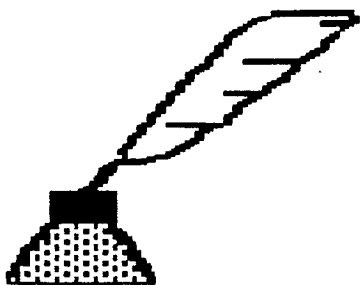
Permission is granted to post or upload this on any BBS, network, or on-line service. Be sure to tell all of your friends about the letter-writing campaign, too. Let's get the message to Acclaim that we'd like to see NBA Jam for our Lynx systems! As Bob Grant says, "Your influence counts—use it!"

ANDY EDDY WRITES!

By Andy Eddy (off of Prodigy)

(You may know that Andy Eddy is no longer the editor in chief of VG & CE (now VG. We picked this message up off of Prodigy, and we're now sharing it with you).

Well, LFP won't let me use the word "fired", so I'll consider it an honorable discharge (hehe). Let's just say that we parted ways over the direction of the magazine, which will (from the September issue) be called just VideoGames—even though the computer editorial will remain part of the magazine. I too thought the magazine was constantly improving, but LFP and apparently newsstand buyers thought otherwise. So I'm off on a career in



Andy Eddy... FIRED?!

freelance writing, which I had repeatedly considered anyway. I'm still writing for VG & CE/VG, but also for GamePro, Computer Gaming World and Wired, and am looking for other assignments. I'm not going away, that's for sure, because I'm a gamer who writes, not a writer that happens to play games too.

The editorship is kind of up in the air. I recommended on my departure that Mike Davila take over, but LFP put Chris Gore in a top spot. He is editor of Film Threat and is making some radical changes that I

personally don't think will fix the trouble spots. I'd be interested in hearing what the net thinks about the "new VG," but it will be the October issue and maybe the November issue before all the changes are implemented. BTW, the August issue was the last one I worked on as editor.

SF2T. I did not put in ANY codes, and pressed start to get to the game as I would normally do. Unfortunately, I got a blank screen. I tried it again and again, but, nothing happened.

I was convinced that SF2T was not compatible with the Genie. The cart was shaped differently, and would not lock into the Game Genie. Of course, I didn't believe it, and I tried again. I finally got (with no codes entered in) the SF2 Turbo Hyperfighting screen up, then the Capcom logo, then BLANK! What was going on? Other times, the graphics were screwed up (with no codes entered again), and blanks again and again. What was the deal? The Game Genie should not affect the game in ANY WAY when there are no codes entered in. SF2T was the game I wanted to use the Genie with so badly, but now that hope was gone.

The first thing I did was call the Game Genie Helpline. They said that they hadn't gotten any codes in for that game, so they had NO IDEA if it was compatible or not. So much for that. Next, I called Capcom. They told me they don't make the Game Genie (well, duh!), and SF2T only works on the Super Nintendo (duh again!). The forwarded me to game play counseling, and I asked THEM. They said, "call our 900 line for codes on Street Fighter II Hyperfighting." Well, so much for that, the 900 line said nothing and cost me about \$2.

I decided to try normal SF2 with the Genie (with no codes entered). When I entered the Character Vs. Same Character Code, which is a NORMAL feature of SF2, it did not register (i.e. the screen did not turn blue, and the colors were no different). Just to see, I tried the code without the Genie connected, and the code worked fine.

So now I know my Game Genie's broken. In the manual, they say to try CLEANING your system, games, and both ends of the Game Genie. That, as the manual says, may solve your problems. I bought the Nintendo Super NES Cleaning Kit as recommended in the Genie Instructions, and cleaned everything 3 times. Still, it worked as before. It did nothing.

In desperation, I called Galoob's offices, and no one there seemed to know a thing about the Game Genie. Figures, since, they only manufacturer the product. Finally, I called the Helpline again, and this time,

I Have A Beef...

WITH GALOOB'S S-NES GAME GENIE

By Chris Johnston

The Game Genie... What a peripheral it is. The Super Nintendo version of the Genie was introduced just before Christmas of last year, to the awe of many who thought that Nintendo would rock the boat and throw their legal weight around again. Last year, I received a SNES Game Genie for Christmas, and I have used it religiously on the SNES for the past 9 months. I used it to find the 35 codes that we printed for SF2 in our

Semi-Annual issue, and I've used it since to crack the boss code on the original SF2.

When Street Fighter 2 Turbo came out, I expected to do the same with it. I got a great deal of stuff out of the Genie before, and I expected it to be done all over again with SF2 Turbo. Unfortunately, my Game Genie was not prepared.

First, when I plugged my SF2 Turbo into the Genie and turned it on, I was going to see if it was compatible with

they said they would have someone call me and they took down my number. As of this writing, I am waiting for their call.

It's also important to note that the Game Genie has a 90-day limited warranty, and if Galoob had to repair it now (9 months after it was first purchased), it would cost me. I may as well go out and buy a brand new Game Genie, but, now that this one has broken down without any warning or excessive wear on my part, I will be a little bit reluctant.

INFRARED SCOPE:

SF2 & SF2 Turbo SNES Tips 'Til You Puke!

GAME GENIE CODES FOR NORMAL STREET FIGHTER 2!

Last issue, we made a mistake. The version 2 speed code is really: DD6E-D40D. Sorry for any trouble this may have caused.

EE3B-OD64 - Cool and weird mixed-up backgrounds.

EDA8-AD64 - When you play as Player 1, you will not be able to tell if you are close to dying, because your life bar will read that you are dead. You just won't be able to see how much stamina you have left.

ED23-AD64 - Random amounts of energy are taken off or none at all. Weak moves take off little or none, and complex special moves take a lot off!

DD84-DD01 - You no longer need to charge moves.

6DA4-6707 - Most special moves are disabled, but the computer can still do all of them, just like TURBO SF2's code!

STREET FIGHTER 2 TURBO TIPS:

In the VS. Battle, there is a way to give yourself an extra handicap if you are playing against an inexperienced player, or vice versa. It allows you to turn off special moves you select. It only works in the VS. Mode though.

Select your characters as you would normally do. Then, at the handicap screen, press DOWN, R, UP, L, Y, B ON CONTROLLER 2. A new screen will pop up, allowing you to turn off certain moves. Now, all you need to do to get back to the screen is press start on Controller 2 when your back at the handicap screen.

I Can't Believe It's Not

*By the staff and
contributors, no less.*

REVIEWS!!!

Super Mario All-Stars

NINTENDO - SUPER NES

Reviewed By Chris Johnston

OVERALL - 98%

Finally, a Mario game on the Super NES that stands up to its predecessors, and surpasses them on all accounts. I'm talking about the newly-released Super Mario All-Stars from Nintendo, a masterpiece of a game that is challenging and fun from start to finish.

As you know, all of the games have improved graphics and sound from their NES counterparts, but there is also new animation and completely new boss graphics. All of the mistakes or errors are left in. Remember at the end of SMB2 how they got Birdo mixed up with another character, and Clawgrip was spelled Clawgrip? It's all in there man. Even -1 world from SMB1.

The Save feature helps a lot, and it especially saves you from death when playing The Lost Levels. A continuation from the last level in SMB1, this game is almost impossible! But it's great fun, I must say. Probably my favorite Mario game on this collection is SMB2. It has a long quest, great graphics (better than the other Marios on this cart, especially on the ICE level!), and a great, animated ending that I think was one of the best on the original NES. SMB3 has a new feature called "BATTLE GAME", which, believe it or not, is the original MARIO BROS. game in a separate package! Great fun with 2 players.

This is the ULTIMATE MARIO BOX SET! If you were bored of Mario after the "world" flop, then get juiced for these adventures. It may be Deja Vu, but I like it!



THE ULTIMATE MARIO!

QUOTABLE QUOTES: "Don't taunt me because I'm mute!" - Chris

"That is one big pile of sh--" - Ian Malcom

Battle Wheels

BEYOND GAMES - LYNX

Reviewed By Tim Johnson

Wow. Anything else needed?

Beyond Games is the newest Lynx licensee. Yet they know the Lynx better than even Atari does. One example is that with Atari's ComLynx games, you need to turn on the Lynxes within 7 seconds of each other. On Battle Wheels, a person can jump in at any time. That's manipulating the hardware, not some kind of stupid software trick, like Sega's ill-thought "Blast Processing". Blast processing is a load of BS, but I won't get into that here.

BW is a game where you are in a wonderfully armed and shielded car and you enter the battlefield to kick some auto butt. You can play against up to 5 other humans, 5 computer players, or mixed. There is a stocked options screen, where you can change your face, car color, game mode (talked about later), number of computer players, and tons more.

There are two game modes, Action and Custom. In Action, all weapons and cars and stuff are provided for you and refilled automatically after every battle. In Custom mode, you can build or spruce up your own car, and must pay for all refills and repairs after every battle. This is very interesting, as you get paid money for every kill you make, and you may find a money bag or two. I enjoy Action mode more, but I've only used Custom once.

In the battlefield, you see the battlefield as if you were really in the car. You can shift views, and see how much damage has been done to your car. You can easily switch between weapons and steer and such. If you find that your car is about to blow up, you can hold down option 2 until you exit the vehicle and you can run around on foot! This is maniacally and suicidally fun, and so is getting all computer players on foot while you have a very awesome car, then you can run over all the morons!! This is what you call serious fun.

Graphics? Well, it's

Page 7...

hard to show everything in 16 colors, but Beyond Games does magnificently. The graphics are wonderful. The music, well, there's two songs, but the sound effects while in the car are well done.

Play control? Also magnificent. I see no problems whatsoever. The game is also quite addictive. While playing, you may think "OK, this is my last round." Then the game is over, you win, and you say, OK, one more 10 kill game." And you do this for 14 more rounds, and then you miss work, forget to sleep...

The detail is wonderful. There are many nifty screens, from the Win Screen to the Round End screen, to of course the main screen, and many more. I like the win/lose screen because the audience throws garbage at the losers and the losers raise their hand up to protect their face. It's really funny every time you see it.

My opinion is that if you have a Lynx that isn't screwed up and you don't buy this game, you're a @*(&#@()*\$^*. OK?

QUOTABLE QUOTES

from the staff and others

"CROTCH BITE" - Justin Schuh

"Does that mean you have social appendicitis?" - Jason Whitman

"Nice plant there." - Justin Schuh

"Oh no, I've got a zit on my arm!" - Nathan Hauke

"Wait, hold on a minute, someone inject me with something." -- Justin Schuh (based on a situation involving Jason)

"I have the Wall Street Journal!!!!" - Sean Pettibone

"I like having fur on my head." -- Justin Schuh

"To quote the master, dumb ugly bitch." - Justin Schuh

"Ow... My head... Feels like Zangief Clotheslined me." - Chris Johnston
Got a quotable quote for yourself? Send it to us marked QUOTABLE QUOTE, to Chris. Or, of course, you could say it to us sometime. We look everywhere for these.

FEATURE REVIEW:

Street Fighter II Turbo

CAPCOM - SUPER NINTENDO ENTERTAINMENT SYSTEM

Reviewed By Chris Johnston

OVERALL: 93%

Street Fighter 2 Turbo - the only home game that accurately depicts an arcade game on a home system. The game itself is mind blowing, and the graphics and sounds are top notch.

You already know about how great the game is, so now I'll let the bad parts stand out. First off... the game is evil! The computer cheats so badly it is not even funny, and seemingly amazing combos are pulled by the computer without a flaw. It wouldn't be bad if the computer didn't cheat all the time, but it does, even on difficulty 1. I can't even fathom difficulty 8, it's HELL.

Capcom, Capcom, Capcom... You disappointed me with the lack of original arcade music in this version. If you've heard the SNES SF2's original music, then you'll hear nothing new on this version. Absolutely dumb.

I didn't have much of a problem with the game at first, but now I know that it is in fact sent from somewhere very evil. The instruction manual is absolutely useless, as it doesn't tell you the many differences between the Champion Edition and Turbo Edition moves, and there's no description of MANY of the characters' special attacks. The maximum amount of special moves even described in the manual is 3. Hardly enough to get people who have not mastered the arcade off to any kind of start. My suggestion to anyone who will be checking this game out would be to buy GamePro's issues with Turbo strat guides (on sale now near you).

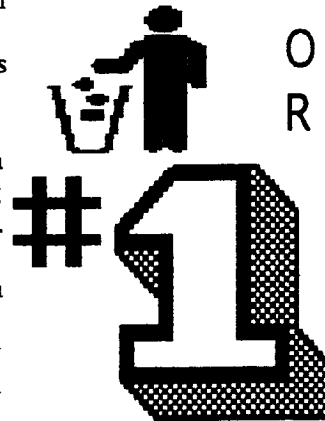
Balrog's Final Punch may be there, but, the arcade announcements of "1..2..3... and FINAL!" are absolutely gone! It makes the flavor of a fight using Balrog go stale. It is now VERY VERY VERY difficult to use Dhalsim's awesome Yoga Teleport, because it is completely different from the arcade. Now, the

motion is basically a backwards Dragon Punch motion (easy), and all three punch or kick buttons simultaneously (difficult with the standard SNES pad). The arcade's relatively easy way to teleport is charge down for 2 seconds, up and any two punch or kick buttons simul. The computer teleports every other second, yet I can't even do it! Unfair!

The Vs. Mode is exactly the same as the original SNES SF2, with absolutely no variance(except the special handicap code- elsewhere in this issue). It would have been fun for a little tournament option to be included. It's fun to get a huge group of friends together to play, but it'd be nice to be able to keep track of each player's records. Also, if a tournament mode were included, why not have a save option to battery save the player's names and controller configs so you don't have to go through the same thing every time. Plus, if Player One doesn't press select after the Handicap screen, you screw it all up if the other player wanted to config his controller.

The complete difference between difficulty levels is amazing! Capcom... there is no evidence of ANY "artificial intelligence" programming at all. Sega's got Dynamic Play Adjustment, but as you win fights, there's absolutely no evidence that, during the rounds, it gets harder or any easier. The same attacks come from the computer player time and again, no matter what. I can predict to a tee what the computer's first moves will be for any character.

Now that I'm done complaining, I must say I enjoy this game, no matter how mad I get at it, and how many times I've come so close to completely trashing my Super NES and its controllers. It's a small price to pay for such a game. A game that transforms your home into an actual arcade with all the sounds and sights (no smells, of course). This game comes SOOO



close to getting a "10", but, it never can in my opinion, due to the reasons stated above.

Super Street Fighter on the

SNES?

BURN,

CAPCOM,

BURN...

By Jason Whitman

Capcom has really great timing. They are spacing out the Street Fighter II games just enough to get the gaming public to buy ALL of them. While it's true that SFII Turbo is an improvement over the original SFII on the SNES, is it worth the price? Even more interesting, will anyone be willing to lay down another seventy bucks for Super Street Fighter II, Capcom's newest fighting game creation. It's a given that this game will see its way onto the home systems eventually. Is it greed or just a strange coincidence that right after Capcom's newest SFII game comes out for the home systems, a new SFII arcade game suddenly pops up? It could be said that Capcom is just trying to "make a good game better", but considering the time it takes to design a modern video game, is this theory believable? While it is true that the new SFII games have been merely upgrades, which may not have needed as much programming time, Super Street Fighter is rumored to be completely new, supposedly hitting arcades by the end of the year. If this is true, the game has definitely been in the works for quite a while, which forces me to think Capcom is taking a popular game and is running with it. Sequel after seventy dollar sequel, Capcom will pump them out, because hell, its Street Fighter, and all the little kiddies will want it for Christmas. I guess you could accuse many companies of doing what Capcom is doing though, because it seems every good game has a sequel sometime. The only problem in this situation though, is price. Numerous sequels on the eight-bitters were never a problem, but when each one is costing an arm and a leg, gamers become disgruntled. Another complaint I've been hearing is that the two SFII games "just aren't different enough". True, and some owners of the original SNES SFII are pissed that

that game isn't anything all that new. Let's see how this is working out now. Capcom makes SFII. It sells. Capcom makes SFII Turbo. It sells, but many gamers are looking for something new. Along comes Super Street Fighter, a NEW SFII, just what gamers desire. Convenient? Oh yeah, and Capcom's loving it. Their uncanny timing has paid off, and we're all scrambling to scrape up yet another seventy or so bucks to play. "Let's go roll around naked in the money!" chant Capcom execs as the non-stop cash flow continues. Some words of warning though, Capcom. There are a hell of a lot of gamers out there that, after being toyed with for three years and spending a large chunk of money to have all three SFII games, will be more than willing to torch the offices of one Capcom USA. Just a thought, because that pile of money may not be as exciting when it's going up in flames.

Concordant Opposition:

The Paradox Edition

By Jeff Bogumil

"The beast is here! I can smell it."

True; CO:TPE is back. Thank your maker, tell your friends, and then be a kind one and mail me all your cash. You won't regret it..., too much.

Re: Paradox #10. My apologies for the dull, outdated material; the prozines answered all of my questions a month before my article graced your retinas. But hell, I wasn't too far off. (That is, until Capcom increased the meg count.)

U.S. Gold bringing the Incredible Hulk to video gaming; finally Batman on every damn system out there, with the X-Men starting to give ol' pointy some competition. Spider-Man making his rounds, Data East doing a dismal job with Captain America and friends, and The Punisher soon to join the world of coin-ops. Comics and video games hand in hand; it's a natural.

WISH LIST:

-Praise be to U.S. Gold for the mighty green one on the SNES and Genesis. But by the looks of things, we're getting the old "Hulk Smash!", which will make a grade-A DULL action platform. Instead,

let's see a bitchin' cart inspired by Peter David's current storyline, and some Dale Keown cinemas. Come to Papa.

-The world of Image. Let's see a Savage Dragon cart with related character guest stars (Super Patriot, Frank Force, Mighty Man). Spawn would make an excellent translation; awesome cast for an action theme, and strategy would be required to keep Spawn's energy usage down. Wildcats would do nicely: something akin to Sega's X-Men.

-Marvel's new line, 2099, would translate well. Begin by choosing your character: Spider-Man, Doom, Punisher, Ravage, or the Hulk. Blast thru various levels, with certain characters more suitable than others. Your typical cart, but the variety would add much.

-New comic licensees would be watched VERY closely by those who created the source material. It's a major pisser to see Marvel turning over the ropes to the likes to LJN [and Acclaim], who then dump a poor product on the market. I have noticed, however, that a bit more care has been taken in the past year or so.

-Can't forget CDs money making...er...innovative storylines. I've heard Sunsoft is already working on a Doomsday based Superman adventure for the SNES. I'm hoping to see a loosely oriented Reign of the Supermen cart from 'em also. The new Batman could easily fuel a great, technique-filled adventure.

And so ends another CO:TPE. If you've got your own ideas for comic translations, jot down your ideas and ship 'em off to your fave video game company. Couldn't hurt.

The Not-So Official Street Fighter 2

*Turbo
Slang Dictionary*

Compiled by Chris Johnston

Fucduppercute - When you attempt a Dragon Punch with Ryu or Ken, or a Tiger Uppercut with Sagat, and it ends up coming out as a punch and fireball, which was easily countered by your opponent.
Fully Loaded - Being "fully loaded" means you are ready for the next round or fight. Or, you are completely undefeated and are feeling unstoppable.

Got any definitions for us from your own SF2 Battles? Send them in, and we'll print them! Send to Chris, Head Staff.

"Nintendo Makes Reality a Project? Since When?" or "More Vaporware Pollutes Nintendo"

An argument by Chris Johnston

Nintendo has announced a new system. I can hear the oohs and aahs from where I'm sitting, and frankly, I couldn't care less about what Nintendo does. They introduced what's called Project Reality. You guessed it, it's a 64-bit system for the arcades (in '94) and the home (in '95). It's not compatible with the Super NES, nor is it an add-on. And, there's no system around right now to show us anything, yet. Nintendo has teamed up with Silicon Graphics, the company responsible for imagery techniques used in Jurassic Park and T2. At the press conference, they ran a "demo" on SGI workstation machines that exist now (for over \$10,000 a pop if you want to get one), to show the kind of graphics that will be available on the machine. 3D glasses (note, not face-huggers like the Sega Virtua) will be provided with the system, making it pseudo VR. However, like I said, Nintendo had no machine to show, yet.

How can we sit here, with our 2 available Nintendo systems, and say we want more from them? Did we all get up and say, "we're fed up with our Super NES". We want an incompatible system that has Virtual Reality and even better graphics!" We said nothing like this at all. I'm happy with the Super NES, and I think that the Super NES' capabilities have not even been tapped yet. The last thing I would need to see is yet another system from Nintendo. This \$250 system will debut in 1995. How the hell they're going to get a \$10,000 SGI machine down into a \$250 case is beyond me. Nintendo doesn't know if it will need a CD-ROM drive, which, of course, would drive up the price (\$250 is for a "basic set", not including the CD ROM, which would cost more, and be an add-on). Wait, wait... I've heard enough. Nintendo has blundered one too many times, and this system, I'm sorry, will FLOP (or it won't even get made)!

And I'll tell you why. Virtual Reality or even interactive television is not for game systems. You can tell a thousand or even a million people that Virtual Reality gaming is where it's at, and people will

laugh at you. Virtual Reality has not yet reached a point where it can be mass marketed as a home system and as a TOY. Nintendo makes toys, and parents will not exactly be too thrilled with the idea of their kids interacting with aliens in a simulated, toned down, and tame cyberspace world for hours on end. Heck, how would Nintendo ever create a portable system!? They'd be totally turning their backs on their 3 most successful systems, not to mention 2 with more potential not yet tapped!

VR is not where it will be. Sega and Nintendo can drool over their high tech technology all they want, the fact is that it won't sell. I can just imagine the thrill of the first game, Dactyl Nightmare! Oh joy! I could get bored with this game in seconds. Maybe in the arcades I've played it and liked it, but at home it would lose flavor, and quickly. How would I play a game like Zelda on a VR-esque system? Would it be any different from the Super NES feel? How many controller buttons would this thing have to have?

The Super NES is too young, and not yet used to its full potential. It has been around for 2 years. By 1995 it'll be 4 years old. The NES was 6 years old when Nintendo brought out the SNES. The NES though, was drained. It had nowhere else it could go. Nintendo made the right move then, but the move to make now would be to do nothing (go back to the 32-bit CD-ROM add-on if anything). Wait... In two years, 64-bit may be obsolete and we can all say hello to the 128-bits. Face the facts Nintendo, you cannot make this system, and you know it.

You've teamed up with Silicon Graphics, the guys who know everything about high definition graphics and interactive television, and they know how to channel it into a home system (these guys are pros). But, are the two companies willing and able to work together? Silicon Graphics is an American company, Nintendo is Japanese. Not that that's bad, it's just that the major tech-heads would be so far away from each other, that communication would be stifled (not to mention language barriers). You teamed up with Philips, and what came of it? OK, maybe a licensing agreement with Philips, but where's my SNES CD? You teamed up with Sony, and what came of it? You said in press releases upon press releases that the next system would be CD and attach to the Super NES,

and you reneged on the deal.

What kind of games will you make for this system? Say goodbye to side scrollers! Say goodbye to any kind of game. Puzzles? Gone. Arcade translations? Gone. You can't do a successful VR version of an arcade side-scroller!!! How would 3D imagery help a game like SF2? It wouldn't! Until more arcade games start using this new technology, it's worthless.

OK... Say Nintendo ditched the VR side of the system, it still will make no difference! Sure, they say "Amazing graphics!", "Amazing graphics!". There is more to games than amazing graphics. Why, there's amazing play control, amazing sound, amazing plot, amazing characters, and what about the amazing flicker and slow down? How'd that get in there? What if the new machine has slow down? I wouldn't be too happy. Star Fox has slow down and it pisses me off, they call that "Light years beyond!" It's freakin' NES-age!

Question Nintendo: How many more colors can we see on-screen at one time? How much faster can the processors get? How much action can there possibly be on-screen at one time that we can control? Are you going to release this system in Japan? Because if you're not planning to, then Japanese companies will not make games for it, and that's all Nintendo's systems have got going for them. See what happens when you release something in the U.S. only? You get the Super Scope, and you get crud games like Blastis and Lazerblazer, and Battleclash! What kind of crap is that? The Japanese wouldn't buy that! The Power Pad, and the Zapper! None of them were released in Japan!

A Question to Nintendo's partner, Silicon Graphics: Can you work with Nintendo on this technology? Can you meet Nintendo and compromise on this system to make it the best? Would you be able to price it at \$250? Can you make this system substantially better than any system that will be on the market in the next two years?

Nintendo said of its CD drive, it did not make a substantial game play difference. Will this system be more substantial, than even a Super NES with a CD attachment? I thought a CD drive would be THE thing. I would want one for the Super NES. Anything, anything, ANYTHING but a new system, PLEASE, spare my change!

However, I'll bet that at Page 10...

the Winter CES, they'll close the deal, and maybe we'll see it in the arcades, but not at home. Best bet: wait and see if it's ever printed in Nintendo Power. If it isn't, the deal will never go through. The Sony and Philips deals were never highly announced in the pages of Power, and if this one isn't...kerplunk! It didn't hear that stone skipping very far. You can book it all on that, because Nintendo of Japan likes to develop the hardware and software themselves. If NOJ doesn't say they plan to release it in Japan, it will never come out. PERIOD!!!



Digital Output is back! I'm sure most, if not some of you, have noticed that Digital Output was off-line last month. Well, as Justin put it, this is a hobby. One of those if I have any spare time to do it, I'll do it kind of things. With other things like a job, and living the married life, I sometimes don't have time to write, let alone do my own 'zine. So with that in mind, Digital Output may go off-line from time to time, but until then, on with this month's program. This month I'll be taking you on a visit to a place I call the 2600 arcade. Here I'll be looking at some classic coin-ops that were translated into carts for the 2600. I hope you enjoy this look back at these classic arcade titles as much as I did. And don't worry, no tokens are needed for this arcade. Maybe just a fond memory of those dusty classics.

SPACE INVADERS : One of the first popular coin-ops, Space Invaders had you defending the Earth against rows upon rows of marching and bomb dropping aliens. The 2600 version is an almost exact copy that is even better than the coin-op itself, as it has over 100 variations of play.

JOUST : Although sparse on the graphics, the 2600 version of this Atari hit has all the gameplay of the arcade machine. Mounted on giant ostrich-like birds, 1 or 2 players try to joust each other or the computer opponents with lances. Repetitive but fun.

REACTOR : Based on a little seen coin-op, Reactor has you bouncing sub-atomic particles around in an effort to cool down the core of a nuclear reactor.

Good concept, but doesn't offer long play value as it is very repetitive. The blocky graphics don't help either. Somewhat better when played with a trackball.

MISSILE COMMAND : A faithful version of another Atari hit. But here you only get one missile base to protect your 6 cities from nuclear attack. Has all the intensity and gameplay of the arcade. Plays great with the trackball, as it gives the home version the arcade feel.

DIG DUG : Good translation of a cute Atari arcade game that had you digging underground to destroy Pookas and Fygars with an air pump. A nice change of pace from shooters. Whimsical music & sound effects really add to this game.

CROSSBOW : A decent home version of the Exidy coin-op. Here you must protect a band of adventurers from harm as they venture through various lands on their way to a castle. Good graphics make up for the shallow gameplay. Can be played with the trackball as well.

BATTLEZONE : Interesting home raster adaptation of Atari's vector graphics tank combat coin-op. Colorful but not too challenging, as you only face 2 enemies at a time. And there are no obstacles to get hung-up on. As it is, it's a good game, but it's Battlezone in name only. I'd recommend Activision's far superior Robot Tank over this one.

VANGUARD : OK translation of an early arcade shooter. Besides having both vertical and horizontal scrolling action, this game features a ship that can shoot in 4 different directions. Graphics are overly blocky, but extensive use of Atari's rainbow-like colors makes up for it. Gameplay is good, but suffers a bit from repetition, as the game cycles through only 2 levels.

KANGAROO : So-so home version of Atari's arcade answer to Donkey Kong. As a mother kangaroo, you must rescue your little Joey who has been taken by mean, apple-throwing monkeys. Good gameplay and 3 screens make up for the sparse graphics. Way better than Donkey Kong.

MOUSE TRAP : Boring maze game based on a better coin-op by Exidy. As a mouse looking for cheese, you are stalked by 4 roaming cats. Collecting bones allows you to turn into a dog and eat the cats. Good graphics, along with nice cat and dog sound effects, are ruined by gameplay that's too slow and easy.

JR. PAC-MAN : The best 2600 version of all Pac-Man games. Other than the fact that the playfield scrolls vertically as

opposed to horizontally in the coin-op, the great gameplay is still retained. By 2600 standards, the graphics and sound are close to the arcade as well. A far superior effort over that original 2600 dog called Pac-Man.

GALAXIAN : Great home version of the souped-up Space Invaders style shooter by Midway. The big difference here is that the aliens now break formation, and make dive bombing attacks on the player. Graphically, the game almost mirrors the arcade with its colorful insect-like aliens. The gameplay is excellent as well. The longer you play the harder it gets, as the alien attacks get faster and more dangerous. It's too bad Galaga, the update of Galaxian, was never made for the 2600.

CRYSTAL CASTLES : This is a surprisingly good translation of Atari's 3-D maze-chase coin-op. You play the part of Bently Bear, wandering about collecting gems on a variety of 3-D castle-like platforms. In your way are various creatures that need to be either avoided or destroyed. Graphically, the characters are nicely drawn and colored. And although the castle-like platforms are blocky, the effect of 3-D is still good. Control is good but it takes a bit to get used to. Plays great with the trackball.

Here is a notice for all you Atari home computer gaming fans. I am changing my 'zine, **CLASSIC 8-BIT ATARI**, to a software catalog format. For a catalog, send \$1 and a long legal sized SASE to: **CLASSIC 8-BIT ATARI CATALOG**, c/o James Catalano, 639 W. Grace, Apt. #336, Chicago, IL 60613 .

NEXT ISH: *Digital Output Part II Arcade Quarter Crunchers on the 2600!*

If you needed a brain, you would get one, if you had the knowledge, you would be successful, if you had the skills you'd do it yourself, if you had some money, you could buy it all, if you hired employees, they'd do it for you, if you bought land you could build a factory, if you needed more opinions you'd...

READ PARADOX!

(subscription information in colophon)

We Don't Need Another

EGM!

By Jason Whitman

I must say that I was both surprised and depressed when I heard about the firing of Andy Eddy from VG & CE. It certainly came about suddenly, although everyone knew VG & CE was changing. The news of the magazine's name changing to just Video Games had become common knowledge, and the new, fancier headlines were not typical VG & CE. But the firing of the head editor? When this happens, you know a magazine is in for some changes. The disturbing part of this is that I truly think these changes are for the worse.

VG & CE had always been a good magazine, but it had really come into its own within the past year. The writing had become outstanding with great editors like Chris Bieniek and Mike Davila contributing the bulk of the material and Zach Meston adding his humorous (and uncannily truthful) reviews to spice up the mix. The re-additions of Fandango and Yea & Nay were definite pluses, and helped raise VG & CE to the point where it was the best pure gaming magazine available. Although others have claimed to be, VG & CE was the "mature" gamer's magazine, pure and simple.

With Andy Eddy gone, VG is sure to be different, definitely not vintage VG & CE. Chris Gore is the new Editor-in-Chief, with Mike Davila and Chris Bieniek sure to be moving up in rank. I'm not sure how much Eddy contributed to the direction of the magazine, but in his farewell letter (which wasn't even printed in VG, an insulting and disrespectful move), Eddy states major changes won't be seen until the October or November issue. Some changes like a new, flashier logo, bigger (and more) pictures in the review section, and the sub-title of The Ultimate Gaming Magazine have already been added, with many more, EGM-like additions sure to come.

This revamping, I'm afraid, is a mistake. From the few changes in the September issue, it's apparent that VG is going to be a flashier, more eye-pleasing magazine. In other words, it's going to be a clone of EGM, something I surely don't need. No offense is meant to EGM, it's a very good magazine, but it has its own style, and imitations are sure to come up

short. VG & CE had a style all its own, one it should have been proud of. Instead, it has become VG and in the process may have committed suicide. If the magazine continues on the path it looks to have diverted to, it's sure to fail. To LFP Publishing, Chris Gore, and the staff of VG: We have an EGM, we don't need another.

Counteracting Counteracting Counteract Which Counteracted On Tap... Or Something Like That

By Noah Dziobecki

Now ain't this interesting: a reply to a reply to a reply to an article. Let me give you a brief synopsis before I begin. In issue #7/8 of Paradox, Andy Saito slammed Sega with his article "On Tap." The following issue, Chris Dyer responded with "Counteract," slamming Nintendo. Then, in the last issue of Paradox, Nathan Hauke slammed Chris and Sega in "Counteracting Counteract." And now here I am, countering everyone.

First of all, the SFX chip isn't crap, Chris, it's a damn good idea (except for the price increase). But, Andy and Nathan, Star Fox IS crap. I'm sorry, but I have yet to meet someone that is impressed by this pitifully slow, horribly drawn, not-even-close-to-#-D game. I'll play Wing Commander, thank you.

Uh, Nathan, there is a big deal about Megahertz. Street Fighter II was a stupid example of a fast SNES game because, well, it isn't. And what's your problem with Lightning Force? That's one mother of a fast (action) game. Want more examples? How about Sonic or Batman Returns for the CD (driving scenes)?

Nathan's right, Chris, Sega does copy Nintendo, but damn it, Nintendo copies Sega too. Uh, Nathan, Nintendo didn't make the Power Glove, Mattel did, and the Activator in NO way copies that, it's a -GASPI- original device. And why do you list a whole mess of "examples" where Sega copied Nintendo but simply gloss over Nintendo copying Sega? Like, their 16-bit system, CD-ROM, upcoming cable channel, upcoming VR system.... Come on, people, everybody copies everybody; this is no one-sided issue here.

There is no two-sided issue, either. Why do people forget to mention the Neo Geo or Duo, they are both excellent

systems. The fact is, this is just a case of anal retentive, pompous asses screwing over a system simply because they don't own it. How intelligent. Get this, people: EVERY SYSTEM IS GOOD. Yes! I mean it! Now, stop this stupid bickering before I have to go around and personally kill each and every one of you. Not that I'm bitter.

5200 - LYNX - JAGUAR ATARI'S SOFTWARE SHUTDOWN

By Jason Whitman

Atari once was the king of the hill of the electronic gaming industry; their 2600 was the top system on the market during the early 1980's, and it still has a strong cult following today. When the 2600 died as the dawn of home computers came about, it not only signified the end of the reign of the 2600, it ended all possible success Atari hoped for in the future. Their future endeavors in the gaming market all progressively died, not because the system wasn't high quality, but because software support was close to nil. Such was true of my favorite system, the 5200. This machine was an outstanding console that duplicated many of Atari's arcade hits to a tee (including the now-classic 5200 Pac-Man). While Activision stuck with Atari and the 5200, other third-party companies did not. There were some, but the majority decided to stay exclusively with the 2600, not wanting to get involved with a new, incompatible system. This spelled doom for the 5200, because now all software support was left on the shoulders of Atari. They didn't have any trouble getting games out on the market (like they do with the Lynx), it was just that their games were merely spruced up versions of 2600 carts. Although many of these new versions are MUCH better than their 2600 counterparts, when consumers saw that the only games available for the new 5200 were ones they already had for their 2600, interest in the new system quickly diminished, and the 5200 died and died fast. The system, like the 2600, has a cult following with some die-hard supporters, but the 5200 never got off the ground and was the first of Atari's major failures.

I remember the VG & CE cover with the human hand holding the then new Atari Lynx between two fingers. Although the system is of course not that small, it caught attention, and many gamers were dismayed that a portable color system could exist. Well, the Lynx does exist, although it's hard to tell based upon the software support for it. A "dandy piece of hardware", the Lynx was more powerful than many of the home consoles available, making it a true landmark in video gaming. The first color portable system was quickly overlooked, though, because of a high price, only four games, and better advertising by Nintendo for their GameBoy. The system caught on when Atari lowered the price and excellent titles like Klax and Warbirds were released, but the Lynx has since been ignored by Atari, with almost no new games being released. Having no third-party support has killed the Lynx, because Atari just doesn't have the in-house staff to put out their own games. Most Lynx games are done by smaller software companies (i.e. Hand Made Software and Sculptured Software), and Atari basically just slaps their name on them. The only real third-party company for the Lynx is Beyond Games, probably the most promising new software company in the industry. They have new games for the Lynx, but if a system doesn't even have the support of its parent company (as it seems with the Lynx), it is bound to fail. Software stores are dumping the Lynx and Lynx software, so those who DO want to try to stick with the Lynx are having trouble doing so. Unless we see some sort of miracle, the Lynx will be joining the 5200 in Atari's closet of "great" failed systems. Now up comes the almighty Atari Jaguar. Once again, Atari's newest creation has the hardware capabilities to be a great system, but the software support will decide whether it will succeed or fail. Without third-party support, Atari may as well scrap the Jaguar right now, because it will be the Lynx all over again. If Atari can get some reliable, established software manufacturers to make games for the Jaguar, and if Atari can throw in some respectable games of their own, the Jag certainly has a chance to make it. If they can steal some third-party support away from Sega and Nintendo (i.e. Konami, Virgin, Interplay, Capcom etc.), the Jaguar has a chance to really rock the industry. The Atari 5200 and Lynx are proven examples that great hardware doesn't

always make a great system. Software support needs to be there, and as Atari has readily proven, systems without good games just don't make it. This fact seems simple and logical, but I just hope Atari takes this into consideration before they

I may not be a consultant, but I'm going to advise **Atari** about the **Jaguar**

By Chris Johnston

Since this issue seems to be mostly aimed towards Atari, let me add my 2 cents in to let Atari know my suggestions for their Jaguar.

OK. First of all, great looking machine. Definitely futuristic, and it's priced right. First of all, when introducing a system, you've GOT to have a great pack-in game. That's the entire selling point of your system. The pack-in game for the Jaguar better be spectacular. And I'm not talking Tempest 2000, even though that may be a good game. I'm talking about the #2 arcade game through 1992 and '93. I'm talking Mortal Kombat!! What other game has challenged Capcom's Street Fighter II and has been programmed in the U.S.A.? Midway is the greatest coin-op producer in America, and I suggest that you form some sort of partnership - licensing agreement with them. Either that or get Acclaim to be a

licensee. The last thing I want to see is yet another system joining the 5200 and the Lynx in Atari's junkyard of promising consoles that just didn't have the games to keep them going.

licensee.

If you have a great pack-in, the system will sell. Sounds like a Field of Dreams, eh? Well, it'll all become a field of nightmares unless you continue to produce great software for years to come, and you've got to continuously shoot those out, even if you're the only company doing it. Atari Games' arcade hits like STUN Runner, Escape from the Planet of the Robot Monsters, Pit Fighter, Race Drivin', and countless others. With Midway on your side, you could get great, 64-bit arcade-perfect translations of NBA Jam (with a 4-player Tap too), Mortal K, and others they put out. Get MK 2 first and you'll be golden!

Licensees... Hmmmm... Here's where it gets hard. Try American game makers. They might jump on. Try Tradewest, Spectrum Holobyte (Super Tetris???), Acclaim, and others. Get 'em there. Give them a deal on development hardware and manufacturing/distribution and they'll do it.

Advertising. You MUST get word of mouth started somewhere. TV ads are good. Offer a free demo video like TTI

Atari Aims Jaguar at Nintendo And Sega



Associated Press

Atari President Sam Tramiel introduces the Jaguar video game during a news conference in Sunnyvale, Calif., last week. -

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did showcasing hardware, software, capabilities and future enhancements. And of course, if you gain fanzine editor trust and appreciation, that wouldn't be bad either! GOOD LUCK ATARI!

Late Breaking Noose...

From Robert Macheska

I just got some info, I thought I'd pass it along to you. The Panasonic 3DO player will come with 2 discs - "Crash & Burn" (from Crystal Dynamics), and a sampler disc of several short interactive programs & information on the 3DO system and software. The machine will come with one controller. The controllers will sell for \$39.95 each and up to 8 controllers can be hooked up. There'll only be 8 discs on sale at first, not the 15 thy said there would be. A brochure 3DO put out lists 30 upcoming titles, but there's no telling when they'll be released.

Commodore dropped their CDTV machine earlier this year and are now trying to resurrect it and its software as the "Amiga CD32" 32-bit game machine. Commodore says it'll go on sale in October at \$400 and there'll be 30 discs available at first, most of which are video games & educational titles, about half of which are upgrades of old CDTV titles. The "Amiga CD32" uses a double speed CD drive w/Amiga's advanced graphics architecture graphics chip which can display 256,000 colors and the machine has an 11 button controller. Some of the game titles talked about are "Mortal Kombat", "Jurassic Park", & "Lemmings".

Nintendo is still keeping their CD-ROM unit on the shelf. Maybe next week. [this next part reprinted from TWICE magazine. This, notably, was put in BEFORE Nintendo announced the deal with Silicon Graphics that is commented on in this issue]: "Recent reports from software developers in Japan indicate Nintendo could ship a 32-bit CD accessory in that market later this year if it wanted, though U.S. developers haven't yet been given development specifications. So far, we haven't seen the CD-ROM become very successful, and we haven't seen truly compelling games. From a hardware standpoint, we could deliver a CD system in a matter of months, but our decision will be totally

software driven."

Sega won't be an exhibitor at the Multimedia show in Atlanta, GA, next April, so they will still be at the CES

shows. And next Summer's CES will be for the retailers [and industry] only, there will be no Consumer Days anymore.

Problem? Try dialing

1-800-IDUMB-ASS
B y J a s o n W h i t m a n

Now let me see. My game isn't working correctly, I have a question, or I'd like some new info on an upcoming game. Okay, no problem. All I have to do is call this handy-dandy 1-800 help line printed in the game's instruction book and in their newest ad. The phone rings, an operator answers. I state my question, expecting some high-tech answer that will really impress me, but all I get is "Um, let me connect you with another department." Okay, I can handle it, my question would be more thoroughly answered by someone in a different department. No problem. "Um, we don't make that product." Excuse me? Yes, that's the type of answer I get. Either that, or I get put on hold for a few hours (literally). I thought this was an INFORMATION LINE. Talk about false advertising! If a company hires people that know absolutely nothing about their games (THQ programmers?), they really aren't giving the gaming public a very good impression of themselves.

One company that does give adequate answers to questions are the counselors at Nintendo. They may be getting all of their information from a computer, but at least they can tell me something. Their answers are always complete, and they act like they care about what I think and if I'm satisfied with their product. Companies like Atari, on the other hand, do just the opposite. Their people are so misinformed it's sickening. As you talk to different people, answers and information become hilariously inconsistent. One person can send me this list of games but the next person I speak to isn't even aware of the list's existence, insisting they have no such thing.

Just a quick recommendation to game companies. If you're going to have a help line, tip line, whatever, hire people who know about your games and the systems they're made for. If you don't, as so many companies have done, you and your

employees look like fools. It's tough to have respect for a company whose employees are ignorant about the industry they work in. Don't put public relations people on information lines, because they are sometimes the most confused about how the product works. They know retail prices and can talk real big about the company, but they are far from informed. There are plenty of unemployed electronic gaming experts out there who would jump at the chance to work for a big game company. Try to hire them, because I'd rather have no 1-800 number at all than one that is polluted with imbeciles who are supposed to inform me, yet know less about their products than I do.

"Hey Everybody! Get a FREE subscription to Paradox!"

Just checking to see if you were actually looking at the headlines of our articles. No, really, we ARE currently giving away FREE SUBSCRIPTIONS to Paradox, and it's as easy as 1-2-3...4

1. Bring this copy of Paradox to your local vid game hangout. It may be an arcade, a video store, book store(?) or even a local shop that carries games.
2. Ask them if they'd be interested in putting copies of Paradox out for either sale or for customers to take. It's no charge to them, and they can collect full profit on them if they decide to sell them. Make sure they know we're making a switch to 11x17 paper next issue, too.
3. If they say yes, get their business card, and, of course, get the number of issues they'd like per month. Of course, say thank you (for us, of course), and then go back home screaming and jumping)
4. Send it all to us, along with your own name, address, and of course, phone number (this is essential, especially if you are trying to SCAM US). We'll check everything out, of course, so no cheats. That's all! You've scored a free sub!

Welcome again to Fandom Vortex. An amazing amount of fanzines has appeared suddenly on my desk and now it's time to review some of them...

UPROAR, Edited by Michael D. Pittaro, \$1 ISSUE REVIEWED: #5
18 Old Coach Rd.
Hudson, NH 03051

Finally, after many issues that were dot-matrix printed, this one is copied, double-sided. This alone makes the 'zine much easier on the eyes to read (something with the copier blending the dots). It's like reading a video game idea page, more like reading little informative notes than long, boring articles. It has a lot of energy, and it is channeled through the writing. The font tricks are interesting, as are the boxed text. It makes it much more interesting to read, and there are varied opinions on every page IN CAPS, OF COURSE. So, if you want to get the basic point of an article, skip to the caps. Very good reading, I must say, and, hopefully, Uproar will improve more in the coming months. But, this fanzine is one that is recommended for a 'zine that's a little bit out of the ordinary.

VIDEO APOCALYPSE, Edited by MJ Lesnick, \$1.50, ISSUE REVIEWED: Issue the third
15803 Signal Creek Dr.
Houston, TX 77095-1624

Another GREAT fanzine that I received this month was from MJ Lesnick. The winner of the Fanzine of the Month award for the past 2 issues of Paradox gets a bit of a rest, but this is still one of his best issues yet. Usually, the third issue of most fanzines swings into the "normal" gear, and with VA, it's just slipped a tiny bit from where it was last month. However, this fanzine is highly recommended reading for anyone who enjoys a good fanzine. MJ's "Anarchomics" is the best comic in fandom (next to Noah Dziobek, of course), and it is worth every penny to get

FANDOM VORTEX

an issue just for the comic! I would say this one deserves a vote for Best Fanzine of 1993, as it's one of the best I've seen in a long time.

VIEWPOINT, Edited by Alex Frias, \$1.50 ISSUE REVIEWED: #2, July/August
265 Cherry St., Suite 6-J
New York, NY 10002

few wording errors. It shows me that Viewpoint is actually a pretty good 'zine, and that it can improve more in the future. Alex's got Erik Schimek on his side (that's good), plus he didn't go overboard on the exclusives or anything, so that's even better. The reviews are fewer, for the better, and I like the layout. Only one more suggestion Alex: **SMALLER FONT SIZING=LESS SPACE TAKEN UP!!!** Otherwise, this 'zine is recommended.

FANZINE OF THE MONTH:

COUNTERPOINT, Edited by Paige, 50 cents, ISSUE REVIEWED: #1, Sept. '93
P.O. Box 88042
Kentwood, MI 49518

COUNTERPOINT!

issue 1 "Redefining Fandom - One Paige At A Time" **sept.93**

KENTWOOD, MI - Hi!!! My name is Tabitha Indigo Paige, although everybody calls me Paige, so it's sort of become my name. I'll keep it, cuz I think it's cooler than Tabitha, but I just hope I don't marry a guy who's last name is Turner! Uh...then if I went back to Tabitha my initials would be T.I.T.I. Sorry...

Anyway, even though I use my full name (the Indigo is for the color of my eyes - my parents were hippies), I go by Paige informally. So please call me Paige.

So, you probably think that a girl who's into video games is pretty odd, and I'll be the first to admit that it's odd, but I like it as a hobby. When I read about fanzines and fandom in Electronic Games magazine I thought it sounded really cool, a chance to correspond with other fans of gaming and maybe even discover another female gamer (gasp!).

I sent out a letter to several faneds who were reviewed in EG and I'm thankful to all who responded. After seeing some fanzines I decided that I definitely had to do one of my own. And here it is!!!

I want COUNTERPOINT to be different (as if having a female editor isn't different enough!), so I've added some political opinions, and a decidedly female-minded review system for games (games without female characters are frowned upon here). I also put more emphasis on originality, character development, and music than most magazines and fanzines. I hope you like my perspective on video gaming.

As of right now, there is no schedule for COUNTERPOINT, but it's a mere 50 cents an issue, so a buck'll get you 2 issues and we'll go from there. I've seen that many fanzines have cover art, a lot by the same guy (I know where you live, Pat), but I don't think I'll go for that luxury (I need all the room I can get). Also, no contributions, please. I'll have a letter column next issue, but other than that I'd like to keep the content strictly my own. What I do want is clip art or other small illustrations to pep up the pages a bit.

Here's my gameplan for COUNTERPOINT. Each issue will have an editorial and opinion column, a couple of subject-related articles, and one review for each of the following systems: Genesis, SNES, Game Boy, and Sega CD. I've noticed that fanzine review columns are pretty popular among many 'zines, and I might include one soon as well. Also, I should probably mention this - if you don't like my opinions, Screw you!!! I know me, and you won't change my views on anything, so don't waste your breath. I don't pull punches, either, which is why I might not do fanzine reviews - I don't want to offend anybody.



Counterpoint gets Fanzine of the Month!

Yeah, I know. I trashed this 'zine a few issues ago, but luckily, I was heard, and VIEWPOINT has changed, and in fact, for the better. He took the suggestions, and Viewpoint is a much better 'zine for it. Personally, I liked this issue a lot. No spelling errors that I saw stood out, and

Counterpoint is a very opinionated fanzine. In fact, it's the only one I've seen that stands up for women's rights in video games. Heck, that's because it happens to be published by the first female fanzine editor! Very good writing and reviews of games from a woman's point of view is definitely a change from the normal male trash and bash action game fanzines of the moment. Counterpoint #1 features an introduction to the 'zine, an opinion "Paige", "Review Paige", an SF2 Turbo Guide, a Politics column, and a bio on the editor. This fanzine goes highly recommended to anyone (male/female) out there who wants to see gaming from a definitely unique perspective. How can you possibly resist? Heck, it's worth it!

RANDOM ACCESS, Edited by Scott Boehmer, \$1, ISSUE REVIEWED: #2
Carman Hall
Rm. 374
Charleston, IL 61920-4260

Random Access is also a very good fanzine, even though the layout is solid text, it is very informative and fun to read. Info not in the prozines or even in the best fanzines is in RA, and this issue includes a HUGE SCES editorial Page 15...

company-by-company. Also included are reviews of video-game related books, reviews of the latest games, a cool Shot Pots comic by the "Dangerous" Billy Masters, an article about the Jaguar ("Atari's Ticket to Success?"), different and definitely unique bowling techniques, a HUGE fanzine review column (like this one), and of course, a miscellaneous section ("Various Other Junk"). This fanzine comes strongly recommended for those who haven't read Scott's writing before, or who need a break from boring fanzines.

PROJECT: IGNITION Edited by Jess Ragan, \$1.50, ISSUE REVIEWED: #6, July and August
12830 M-60 East
Burlington, MI 49029

Project: Ignition is probably one of the most controversial, cutting-edge fanzines out there. Among the crazy illustrations, unreadable text, and basically annoying writing, there's definite content that will get you arguing over anything. It's a very hard core 'zine, not for tame readers. It's really one of my fave 'zines now, because I have seen Jess' work in many other fanzines in the past year. I would say if you're ready for the next level of 'zine, and are ready for opinions and cutting edge humor and writing, then Project: Ignition is for you. Highly recommended.

THE VIDEOGAME REVOLUTION, Edited by Nathan "Nate" Hauke, \$1.50, ISSUE REVIEWED: #7, July/August
2915 E. Allerton Ave.
St. Francis, WI 53235 (the only person with the same zip code forwards and backwards)

VGR is one of the fanzines featuring a Pat Reynolds cover, and it looks very good compared to past VGR covers. The content of VGR is always good, and I found the letter column to be the best in this issue. The shorter reviews help to keep the reader from getting bored, and there's a cool article called Talk N' Talk from MJ Lesnick of Video Apocalypse fame. Hey Nathan, maybe Becky should write something in VGR... Very well-written articles about Capcom's SF2's status, an article about EGM's strike against Game Fan called "Grow Up" (which I would have to agree with, of course),

good CES commentaries, an original article by George Wilson of Video Universe, quotes from the SCES, and Russ Perry's interview with the all-too frisky Heather Hook from the SCES. One of Nate's best issues yet. VGR is definitely recommended reading.

Well, well. It's been a very long Fandom Vortex column this month. With all the great fanzines out there, I wonder if this column will get any larger! We'll hopefully be seeing new 'zines from a bunch of people, and you will also see reviews of those first issues in the pages of Paradox. Fandom is a great hobby, and Paradox supports it with reviews of the latest and greatest fanzines every month. So, if you've got a fanzine, send it to any one of the Head Staff. You might get reviewed in the pages of Paradox. Have fun!

HOT TIP OF THE MONTH:

Here's a one-up loop for the original Super Mario Bros. on Super Mario All-Stars. If you're having trouble getting through World 8 with only 5 lives, and you need to have a few more tries, here's a way that can get you up to 99 extra Marios to use (if you need them). On World 8-1, between the 2nd and 3rd pipes on that stage, you'll see a Buzzy Beetle. You'll need to avoid him in order to get the hidden 1-up between the pipes. The 1-Up is closer to the 3rd pipe, about 1 normal block away. Hit it and jump onto the 3rd pipe so as not to get cornered by the Buzzy, and just on the edge of the pipe so the Piranha Plant won't eat you. Once you've scored the 1-UP, save and quit your game. When you go back into the game, you'll still have that extra life. Repeat this process for up to 99 Marios!

Paradox Catalog Items ON SALE:

High End magazines are still available! Only while supplies last, \$5 each.
Back issues of Paradox: #1, #2, #11/12 \$2. #3, #4, #5, #6, #9, #10, \$1.50.
NO MORE COPIES OF THE SEMI-ANNUAL #7/#8 ARE AVAILABLE.
Famitsu Weekly from Japan: \$6 each.
Sega Force, Sega Power, N-Force, Megatach, and Mega are available while supplies last for \$10 each. No S&H required, it is included in the prices.

CLASSIFIEDS:

THE VIDEO GAME TRADER - Bi-weekly video game ad publication from fanned Tim Duarte. 50 wordsds are only \$1 during Tim's "Dollar Days". HURRY, it ends soon. SUBSCRIPTIONS are \$6 for 6 issues, \$11 for 12 issues, and \$20 for 24 issues. Send ads/subscription money to The Video Game Trader, P.O. Box N664, Westport, MA 02790-0606.

GEA WANTS YOU! as a member of the premeir video gaming organization in America. Take part in letter writing campaigns, make your voice heard by companies, and actually take part and learn more about the electronic gaming industry. A must-join for all fans! Membership is \$10 a year and includes a year's subscription to GEA News, the official publication of GEA, a membership card, a member roster, and free admission to all GEA sponsored events or conventions. Send to: GEA Membership, 155 Westwood Dr., Park Forest, IL 60466-1333.

WANTED: Third-party NES games, especially adult games like Peek-A-Boo Poker, or religious games like Bible Adventures and Exodus; Gamate and Supervision cartridges; APF MP 1000/ Imagination Machine; Entex Adventure-Vision; old Japanese game magazines, unwanted fanzines and brochures; many old and older game cartridges. Russ Perry Jr., 5970 Scott St., Omro, WI 54963, (414) 685-6187.

SUBSCRIBE TO SPECTRUM! Covers all the major gaming systems and MORE! For a free sample issue, write to: Ara Shirinian, 10904 Haislip Ct., Potomac, MD 20854-2251.

HEY Super NES players! For an insightful, interesting, and informative look at Super NES games, accessories, and news, send for a copy of SNES Gaming. \$1.50 for a sample issue or six bi-monthly issues for \$9. Rich Wigstone, 770 Concord Ln., Hoffman Estates, IL 60195.

WANTED: Video game soundtracks. Captain Enos, 551 E. Wabash, Apt. 2, Frankfort, IN 46041.

The Patented Paradox (Edible) Reader's Form!!! ©

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

What did you think of this issue of Paradox, and how could we make it better? _____

What video game systems do you own? _____

What is your favorite game right now (home and arcades)? _____

What do you think about Nintendo's announcement of their new SGI team-up, the Project Reality system? _____

What is your favorite fanzine? _____ Prozine? _____

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

What do you think of the GEA, and do you plan to join? _____

If you could say anything to Atari about the soon-to-be-released Jaguar, what would you say? _____

What is your opinion of the 3DO compared to the Jaguar? _____

What would you say to Capcom about the Street Fighter series? _____

O.K., enough already. This month, we are awarding a prize to Genesis Krzyzniak of Austin, TX. He gets a copy of the weekly Famitsu magazine that covers video games in Japan! Nice job Genesis! Anyhow, to be eligible for our drawing, all you have to do is send in your reader's form! You could win a copy of Famitsu too! Tear away or photocopy the form, fill it out, and send it on back to us in an envelope and you'll be eligible. We are hoping to print some responses from this reader's form next issue. So, send it in today!

COMMENTS:

In the next wonderful ish of Paradox!:

Next issue will be a doozie! If you thought this one was good, we've got a line-up that will blow you away! And the cover's only part of it! We will be going back to 11x17 paper, of course, so you'll get a clean, magazine format for your \$1. You will want to read every page of it as we'll showcase:

GAMES, GAMES, GAMES! Reviewed!

Justin shoots out a 3DO article, back from his hiatus

Tim comes back with more articles than you'll know what to do with!

Jason will go absolutely crazy!

The Fan Forum becomes a heated discussion...

and MUCH MUCH MORE!

Heck, we don't know what'll be in it! You'll just have to wait and see.... But, to get it, you'll have to send \$1 for that one issue, \$6 for six issue of Paradox (which includes the fabulous next ish), or \$11 for a full 12 issues of Paradox (including this spectacular ish). Or, take advantage of the FREE DEAL described in this issue in detail.. JUST DO IT! SUBSCRIBE TO PARADOX!

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