

**HOT**  
At the arcades —  
Sega Rally and Tekken,  
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**DATE SET FOR U.S. SATURN — DETAILS INSIDE! pg.18**

GP Publications, Inc.

# Game Players



## SEGA • NINTENDO and MORE

THE LATEST INFO ON



### THE SECRET OF EVERMORE

*Final Fantasy III* was just a warm-up. Wait 'till you see Square Soft's newest fantasy adventure game...

**MASSIVE RPG STRATEGIES:**

- *Crusader of Centy*
- *Beyond Oasis*



### PRIMAL RAGE

For Super NES, Genesis, Game Gear, & Game Boy

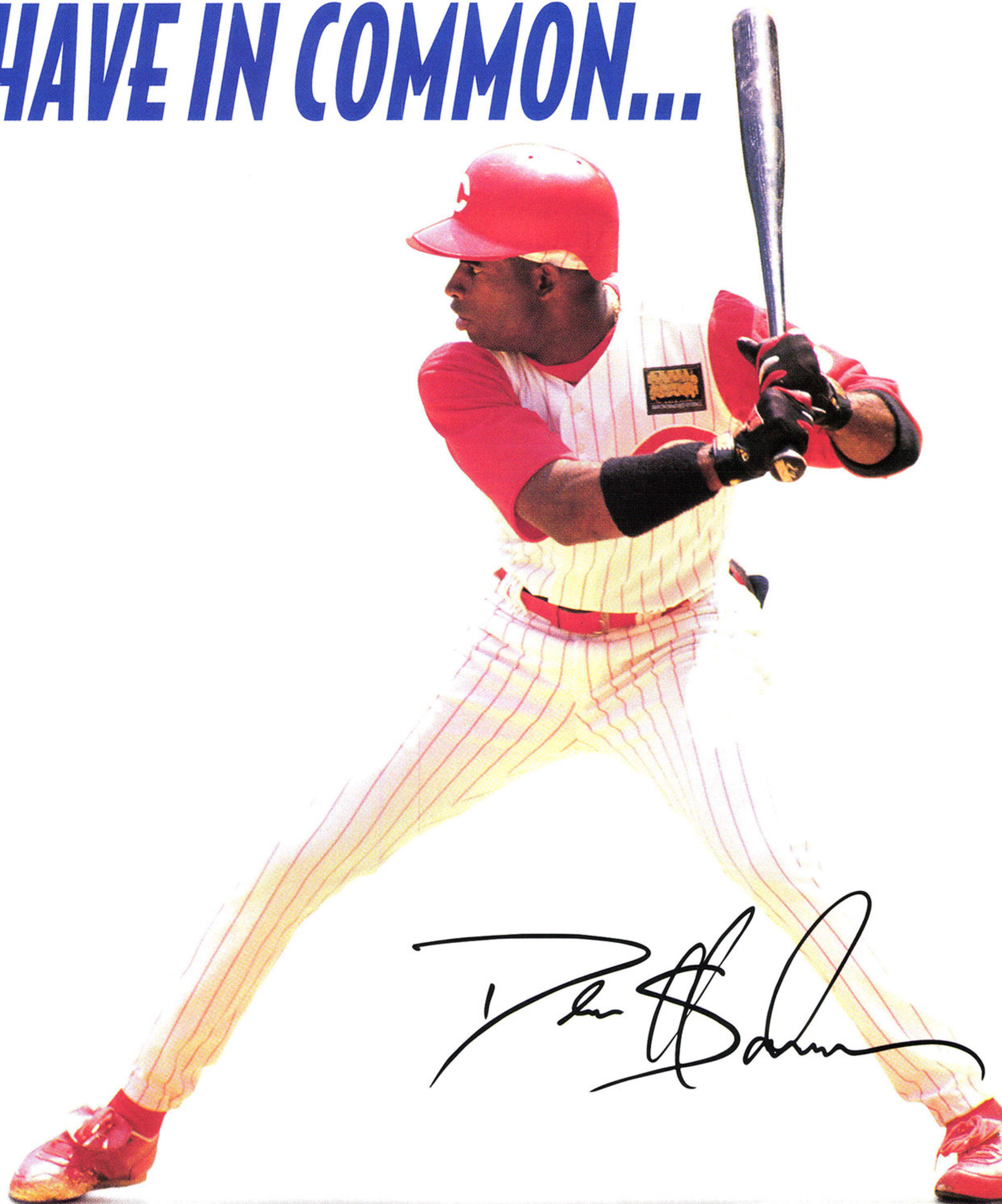
\$4.95 U.S. / \$5.95 CANADA  
MAY 1995 Vol. 8, No.5

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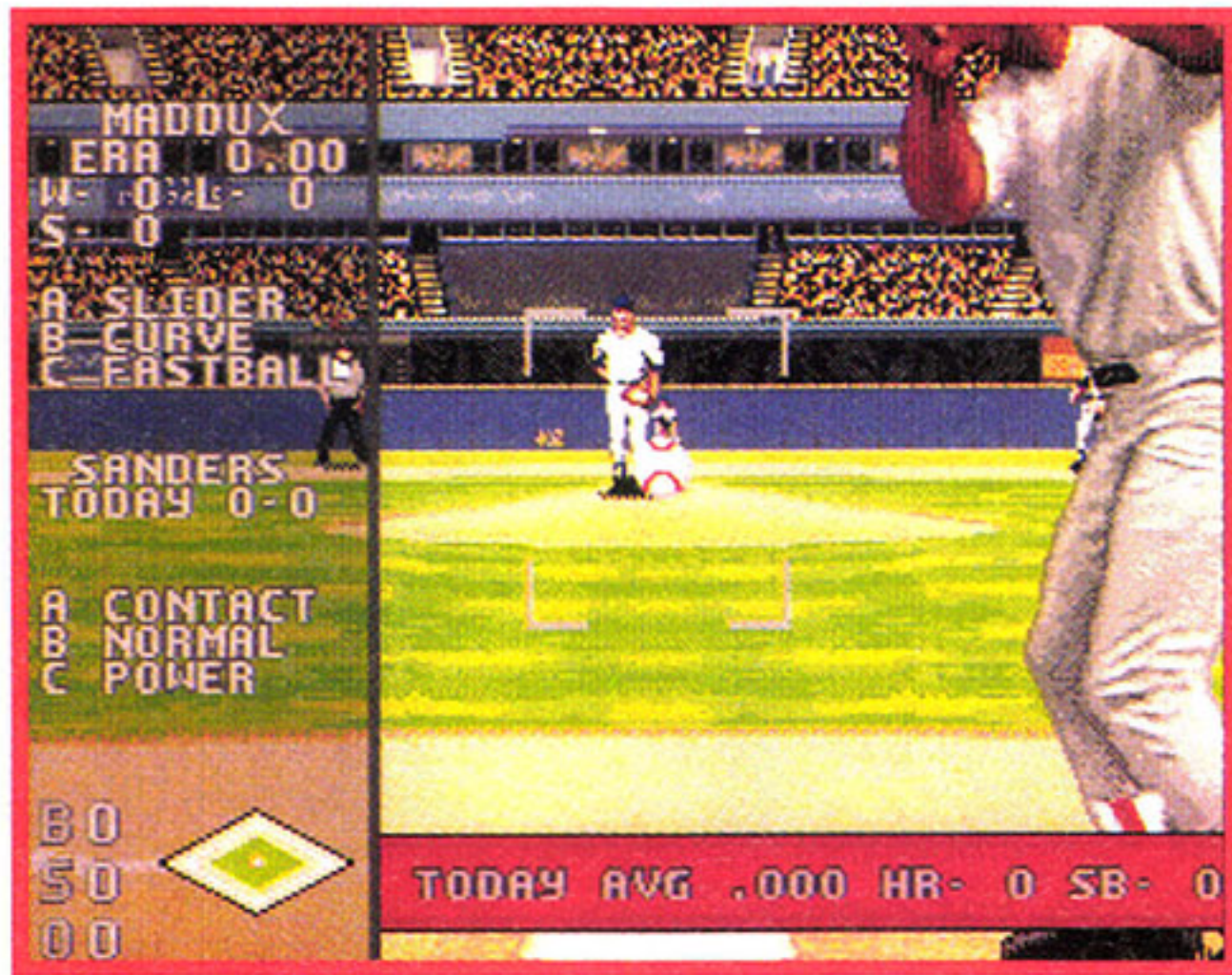


**WHAT DO DEION SANDERS AND  
WORLD SERIES® BASEBALL '95  
HAVE IN COMMON...**

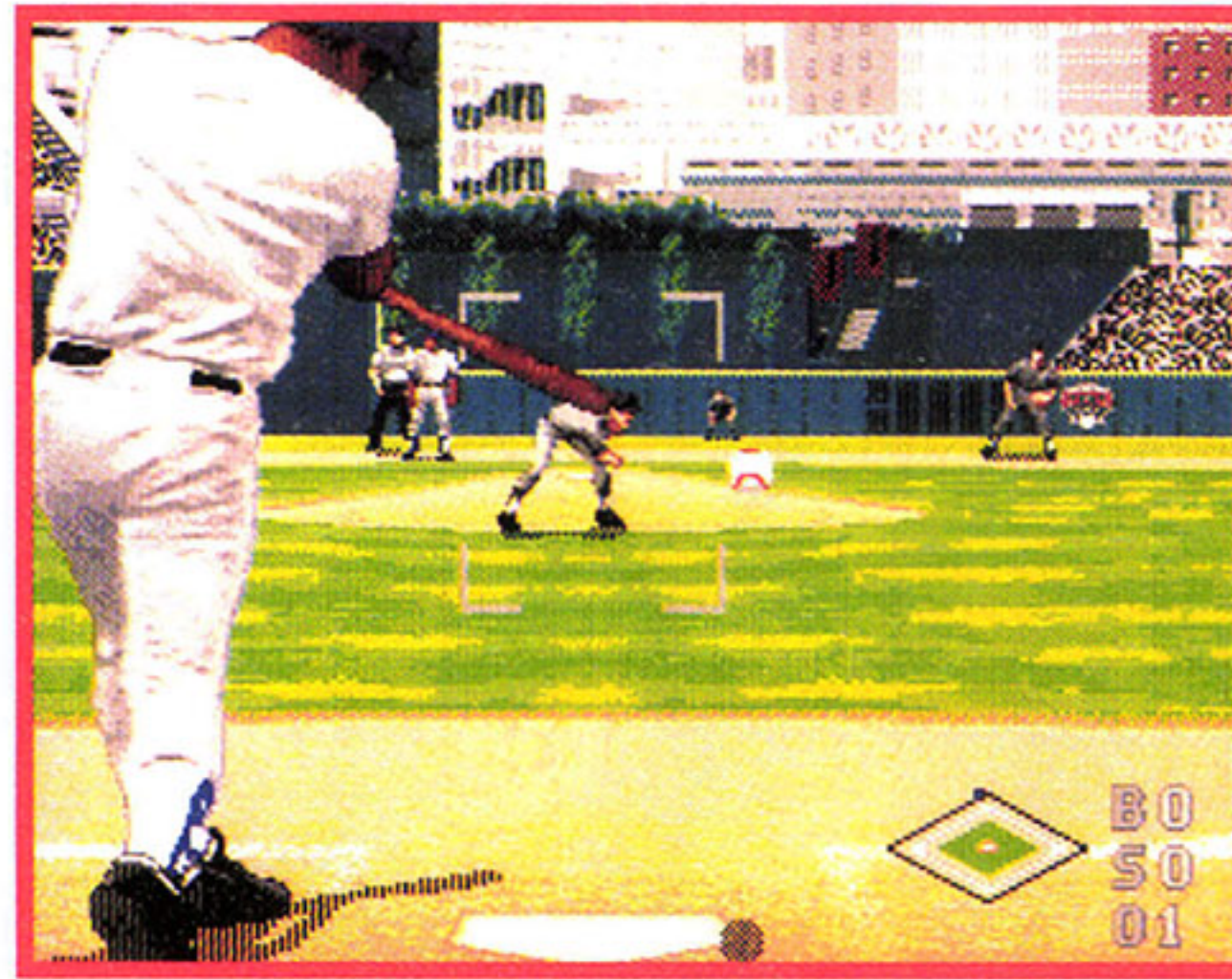




# THEY'RE BOTH IN A LEAGUE OF THEIR OWN.



The Reds' Deion Sanders steps up to face the Braves' Greg Maddux!



Albert Belle of the Indians rips a shot off the Orioles' Mike Mussina!



- All 28 Major League Teams & 700 Major League Players, including McGriff, Bagwell, Key, Canseco and Bonds!
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- "THE BEST JUST GOT BETTER... ALL THE STATS, ALL THE STADIUMS, INCREDIBLE ANIMATION... WORLD SERIES BASEBALL '95 HAS IT ALL."  
-Dave Winding, Game Fan Magazine!



Roberto Alomar faces Jack McDowell in all-star batting mode.

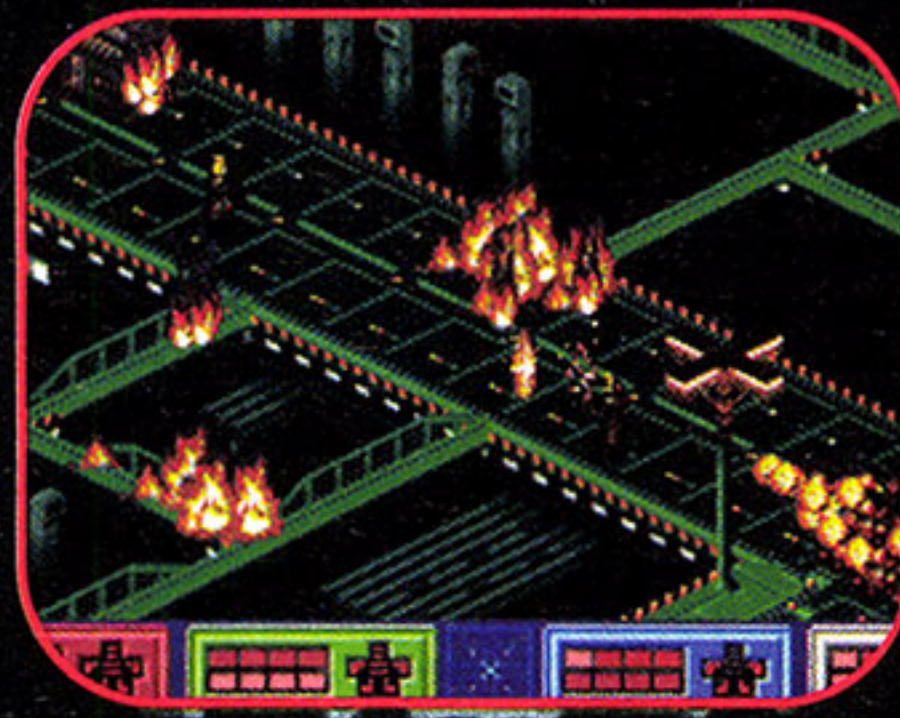


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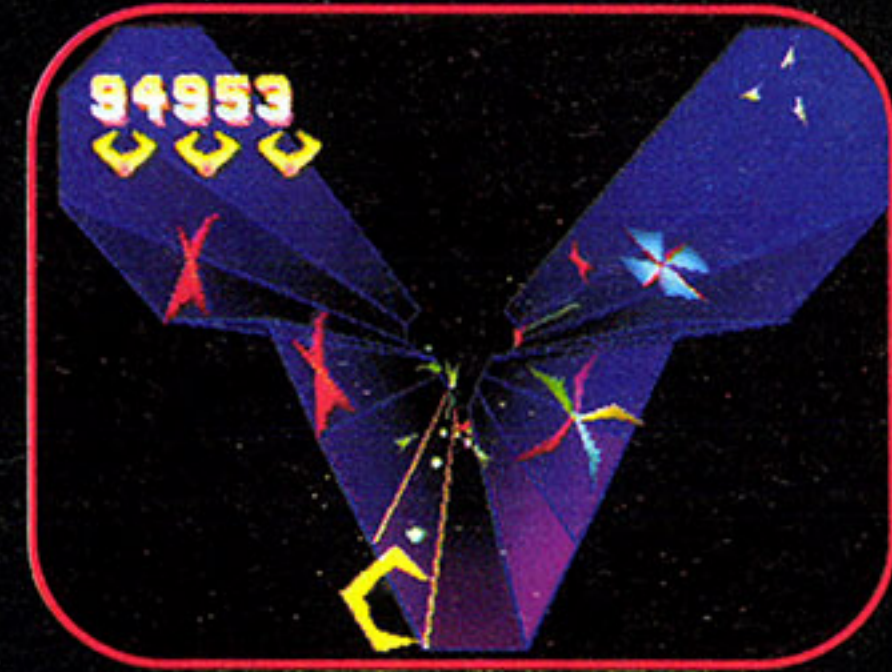


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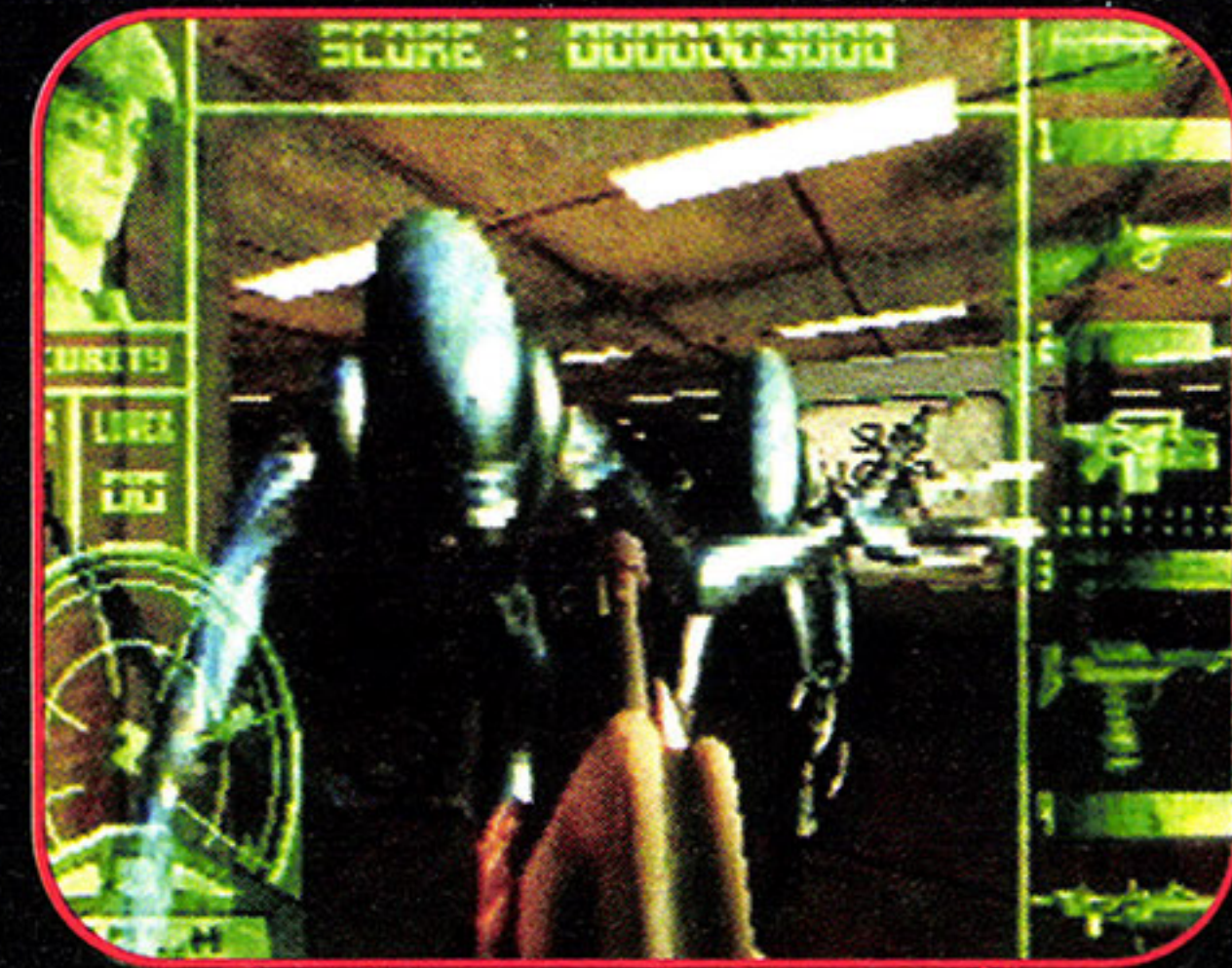
"One of the most intense video gaming experiences ever." -Next Generation  
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Best system.  
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your butt and  
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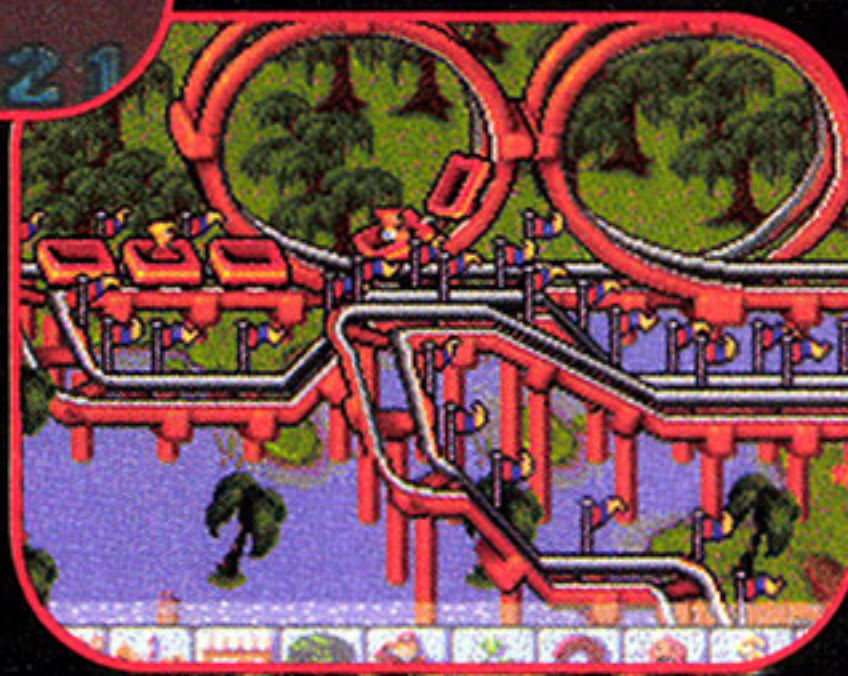
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the face of the earth, we

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the universe. All you have to

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know that the Atari Jaguar

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**6 4 - B I T**

**I N T E R A C T I V E M U L T I M E D I A S Y S T E M**

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# THE BEAT BACK

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**Play It Loud**



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### Banana Bucks Order Form

Please fill out all information below, printing clearly. Orders must be postmarked by 5/31/95.

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Diddy Kong Cap	102		X	12 =	
Donkey Kong Country Soundtrack CD	103		X	14 =	
DKC T-Shirt	104	S M L XL	X	18 =	
DKC Sweatshirt	105	S M L XL	X	28 =	
DKC Jacket	106	S M L XL	X	45 =	

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 Shipping & Handling Required  
 1 - 20 \$4.00  
 21 or more \$6.00

Banana Bucks cannot be used to help pay for shipping and handling.



# Welcome to GAME PLAYERS



OK, I admit it — I'm a little on edge this month. Although this has traditionally been the slow time of the year for videogaming,

you sure can't tell it here at *Game Players*. Not only are we in the process of redesigning much of the magazine (check out next ish!), but we've also been going through some major rearranging here at the office. We lost an entire week when the *GP* team wandered too close to Trent's area and got sucked into the mess. Days later, they walked out with missing games, Jimmy Hoffa's body, and a case of dysentery. No questions were asked. And as if all that wasn't enough to send an Editor on a spree of murder and mayhem (case still pending), my split personality took the week off! Oh well, enjoy the issue!

*Chris*

## COLOR KEY

Use this color key to identify systems throughout the magazine. Whenever you see **RED** in a rating box or info box, for example, you know you're looking at a SNES game; **DARK BLUE** always signifies Genesis.

**GENESIS**

**SUPER NES**

**SEGA CD**

**32X**

**GAME BOY**

**GAME GEAR**

**JAGUAR**

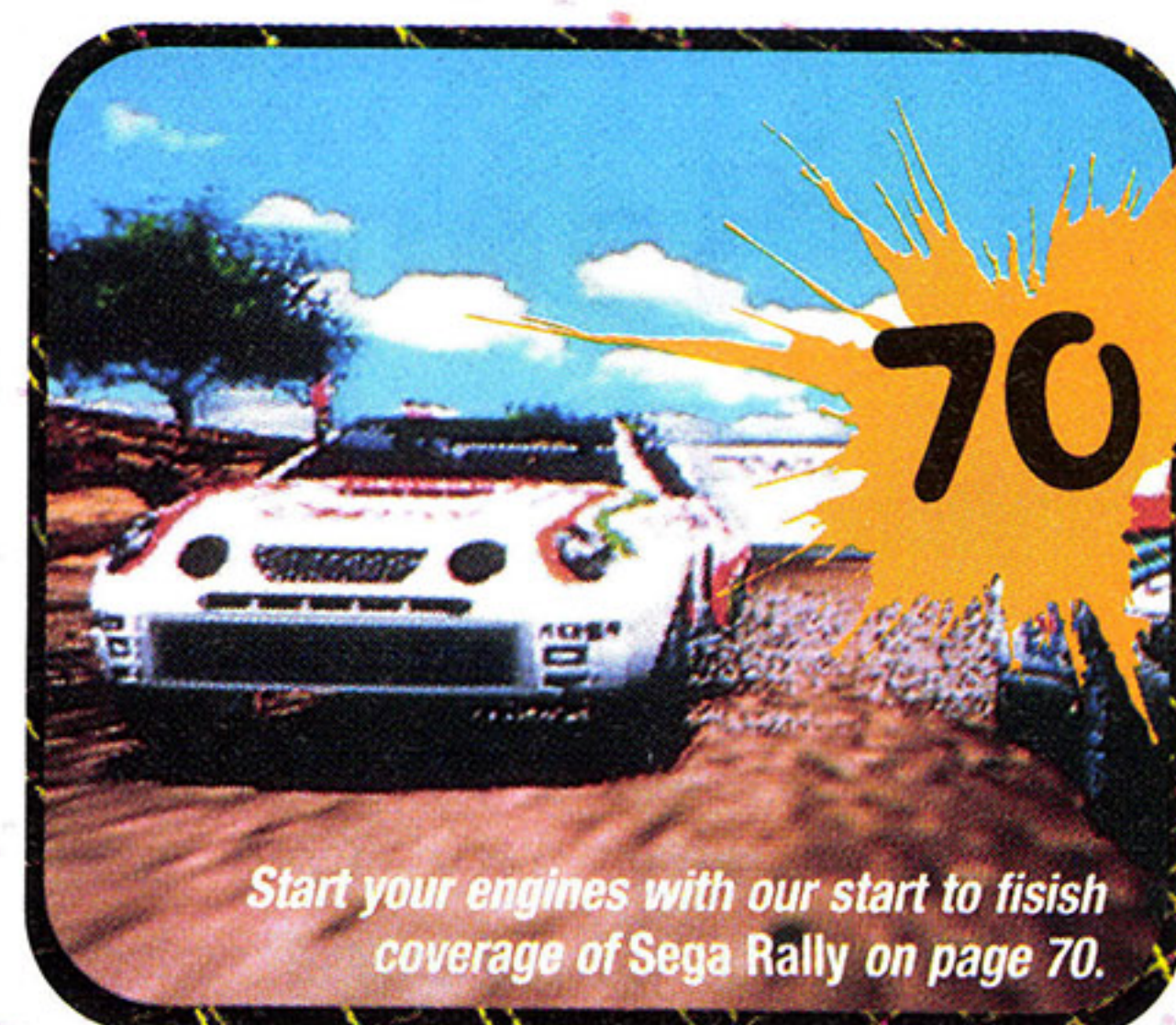
**3DO**

**17**

Mortal Kombat III will steal your soul on page 17!



**70**



Start your engines with our start to finish coverage of Sega Rally on page 70.

## INFOTRAK 16

Why guess when you can know for sure?

**InfoTrak 16**

Who needs 60 Minutes when you can read this?

**Hit List 23**

You tell us what's hot... we can take it.

**Game Gossip 20**

Hot, nasty, and just possibly sleazy — we love it!

**Coin-op Crazy 70**

More new stand-ups that want your lunch money.

**World View 72**

Well, from here it kinda looks round and blue.

## PREVIEWS 24

We see the future and live to talk about it!

## READER'S SAY 10

We listen to you. We laugh, but we listen!

**Reader's Network 10**

This gets really weird and ugly this month. Hooray!

**Pushing the Envelope 14**

You drew it, we had to look at it. Now we're blind!

**Back Talk 112**

Find out why Cap'n Slate is talking to ashtrays.

## SUBSCRIBE 82

Or, you could just give us your wallets!

## PRIMAL RAGE

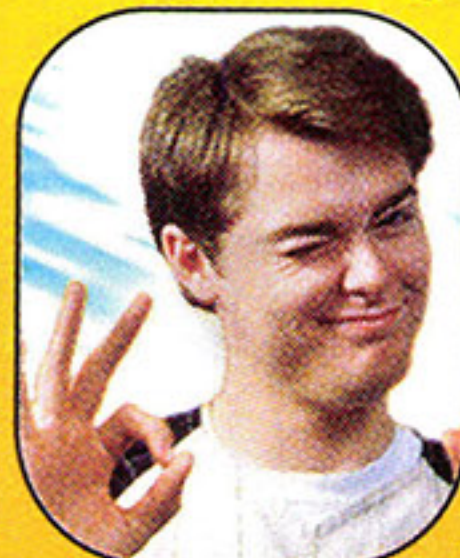
Primal Rage finally comes home! Don't believe us? Just check out our super preview! Will it look anywhere as good as the smash coin-op? For the answer to that question and more, see page 26!



**27**

## MEET THE TEAM

How do you feel about all the changes going on here at *Game Players*?



**Chris**  
They're my changes, but they're still real cool. I think the staff will agree with me — or else!



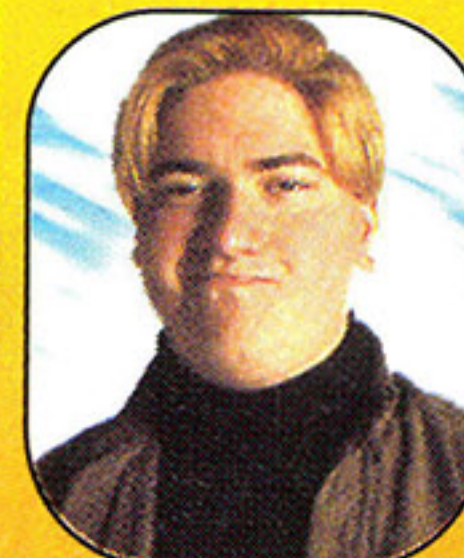
**Jeff**  
I can stand just about anything, but when they moved the coffee machine, that was the last straw!



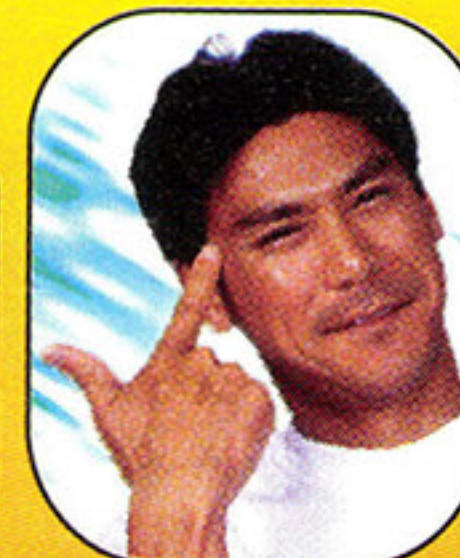
**Doug**  
You should change your underwear every day, just in case you're hit by a car or something!



**Mike**  
Change? No, I don't have any spare change! Get a job, ya lazy bum! Hey, let me bum a smoke from ya.

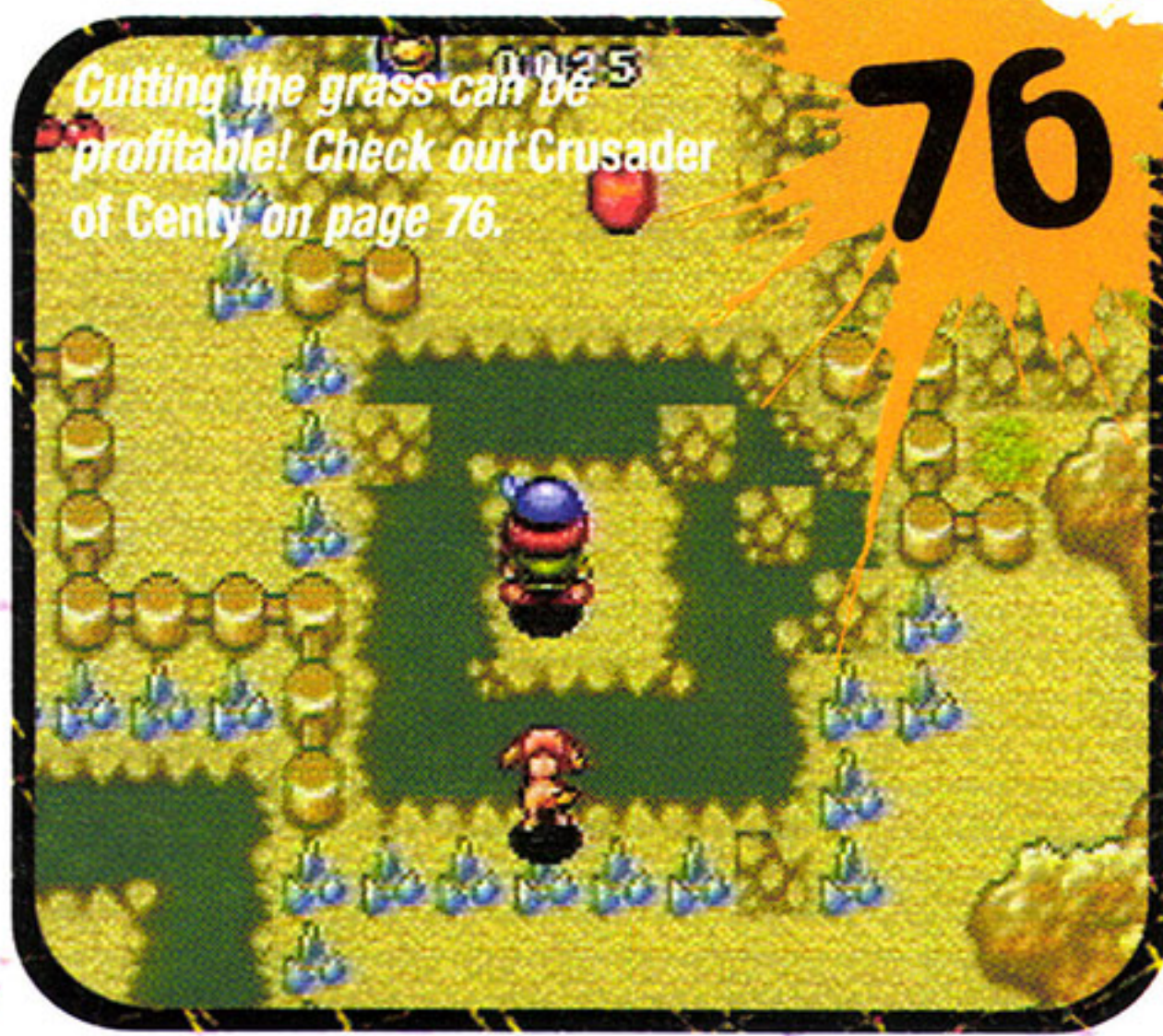


**Trent**  
The voices in my head keep changing what they say. This month it's 'Have another beer!'



**Darrell**  
I think the changes are OK... I just wish that when they changed the office phone number, they woulda told me!





Cutting the grass can be profitable! Check out Crusader of Centy on page 76.

76



What's more fun than dropping boulders on your head? See our Kirby's Avalanche review on page 42!

42



Puck off with Brett Hull Hockey '95 on page 68!

68

## STRATEGY & TACTICS 75

We'll help you win, but it's gonna cost you 50 bucks to use any of this stuff!

Aero the Acro Bat 2	98
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Beavis and Butt-head	103
Beyond Oasis	84
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Checkered Flag	99
Club Drive	98
Contra Hardcorps	102
Crusader of Centy	76
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Final Fantasy III	103
Killer Instinct	100
Mega Man X <sup>2</sup>	96
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Power Rangers	98
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We took these game carts apart! Aren't you glad we reviewed 'em first!

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If you wanna see our awesome preview of Square Soft's new *Secret of Evermore*, or if you just wanna see this guy poke something with his sword, simply turn to page 24!

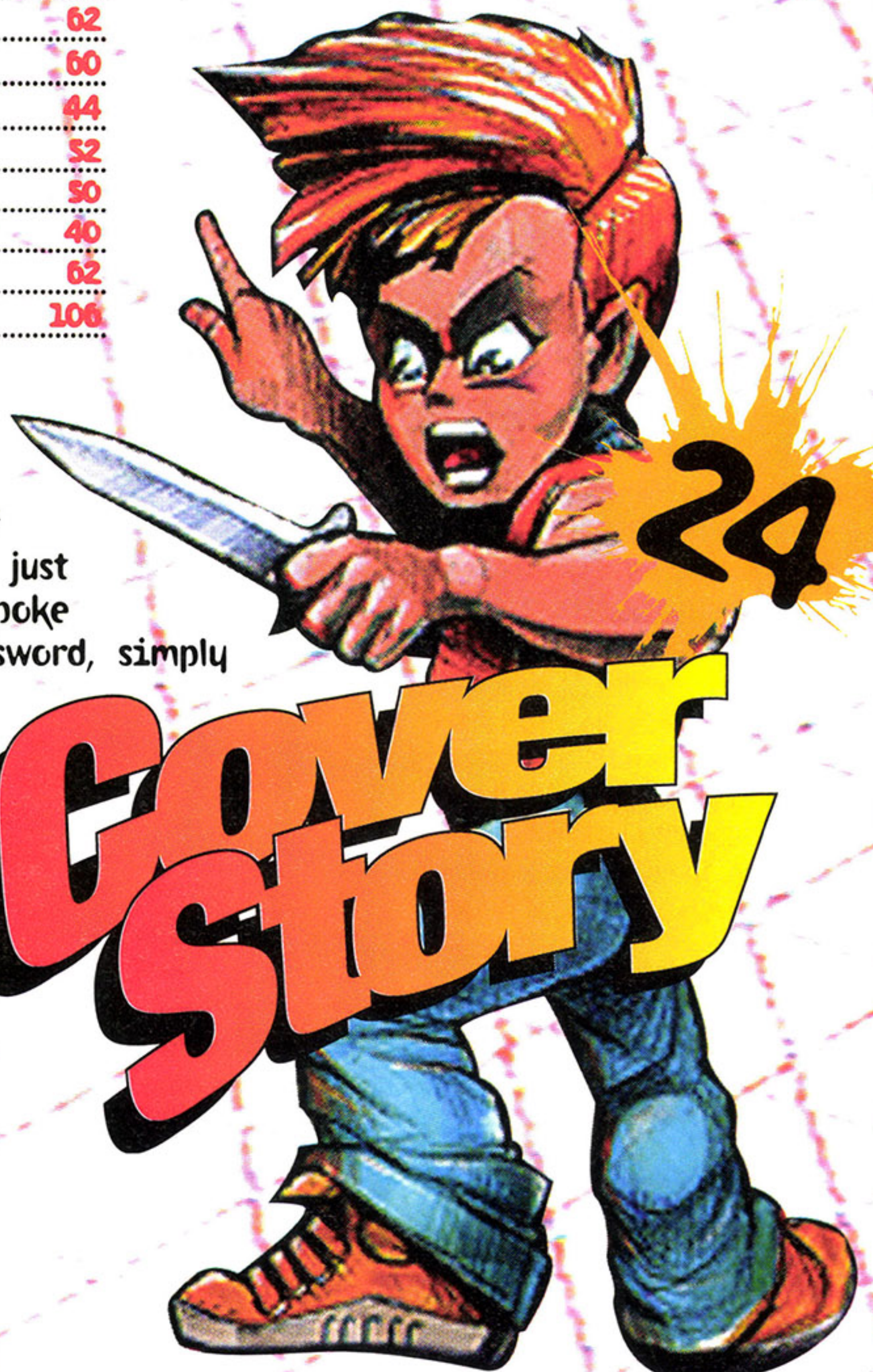
## SPORTS REVIEWS 65

Hey, we're not on strike!

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Brett Hull Hockey '95	68

## NOW PLAYING 106

We give you all this for free! Don't ask us why!



# Cover Story



**Neil**  
I'm trying to get everyone here to change to the metric system! And have tea instead of lunch!



**VINNY**  
I don't know what they're doing with those chains. Why do we need chains? Oh... you mean 'change'!



**Bill**  
I smoked some change back in the '60's. Next thing I knew, I woke up and it was '93. Too much! Wanna try some?



**Gamer X**  
No one will suspect that it is I who control all change. Cluck, cluck. Now I must leave... there seems to be an egg in my pants. Cluck, cluck.



**The lunatics are still in charge of the asylum, as shown by the barrage of mail we've received. This month, we fry a fuehrer, identify some skeletons, and walk to San Mateo wearing only high heels and a top hat! Enjoy!!!**



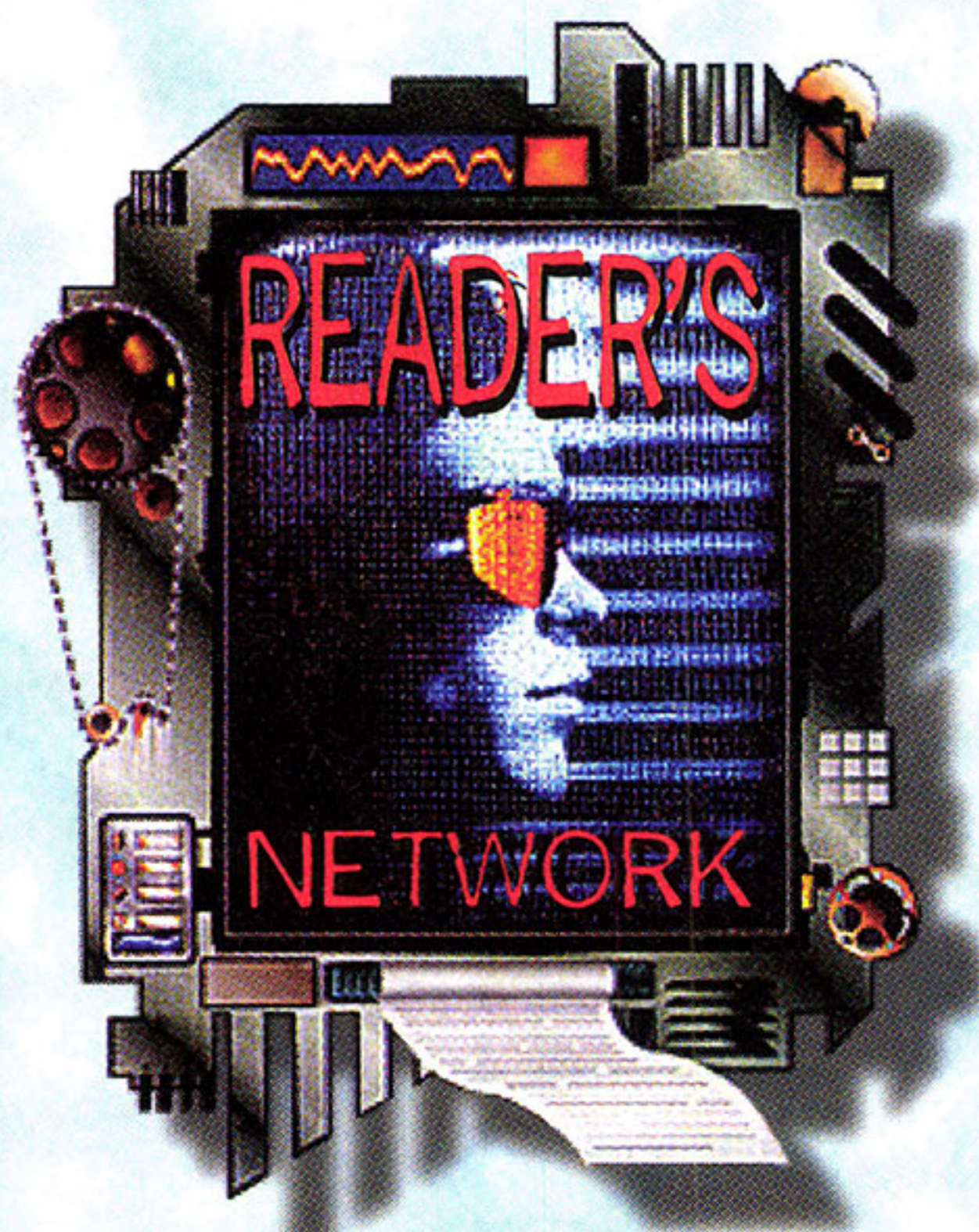
## CHANGE MAKES MY GUMS BLEED!

Get off your @\$\$ and get ready for a rip-roarin' Reader's Network! If your letters were crazy last issue, then you guys are certifiably coo-coo this month. I mean, what's with all the death-threats? Anyway, let's get to our topic of the month — change.

I'm sure you're all aware of the incredible transformations that have turned *Game Players* into the best damn video game magazine on the planet, but despite how far we've come, we're still not content. We've been tinkering with parts of the mag the past couple issues, getting ready for a massive overhaul next month. As always, our mission is to give you guys the most accurate, detailed information on the world of video gaming, and as

the industry changes, so must our magazine. Exactly what changes we have planned are still top-secret, but trust me, it's going to be the hottest, most cutting-edge game mag ever. And, of course, we'll still have the same great news, strategies, and in-depth reviews that you love us for. Heh, heh... I get all sweaty just thinkin' about it.

Now back to this issue. I've been very impressed with the number of fun letters that we've been getting. It's always great to run across a letter from a truly disturbed individual after snoozing my way through piles and piles of dry, boring mail. But I have one request — please comment on a game! I'm forced to cut tons of great, insane mail because it has nothing to do with games. So until next time, goodbye!



## STILL AIN'T GOT IT

In our March issue, Jason Conner ruthlessly blasted female gamers. Here is but a small sampling of your (more polite) responses...

I think Jason Conner needs to just sit back and shut up. He has no idea what he's talking about. I know girls out there who love to play games as much as you and I! And as for your little comment about never having heard of a female saving a male, I saw some girls in the Marine Corps boot camp on Parris Island that would throw themselves on a live grenade to save their fellow marines! Times are changing Jason, so I think that you are the one who needs to quit yapping and live with the reality. If you really feel that way, why don't you just run off and join the priesthood!!!

**Would Samus fall on a live grenade for just anyone? You bet!**



**Lance Ingram  
Rockville, MD**

Hey Jason, I'm not going to complain about how few girls there are in video games. I really liked Samus in *Super Metroid*, Cammy and Chun-Li in *Super Street Fighter II*, and Terra and Celes in *Final Fantasy III*. However, it would be nice to have a few more girls around. I just want you to keep in mind that the few girls that are here kick all the rest of the your sex's butts. No, I take that back, some of the guys are pretty cool, too. So just get over the male dominating thing, okay? I play video games all the time. You want to take me on?

**Dani Freeberg  
Jefferson, WI**

**CHRIS: How come no one's standing up for the rights of monkeys? Seriously, how many games have you seen aimed at monkey game players? Zilch! When is the gaming community going to wake up and smell the primates?**

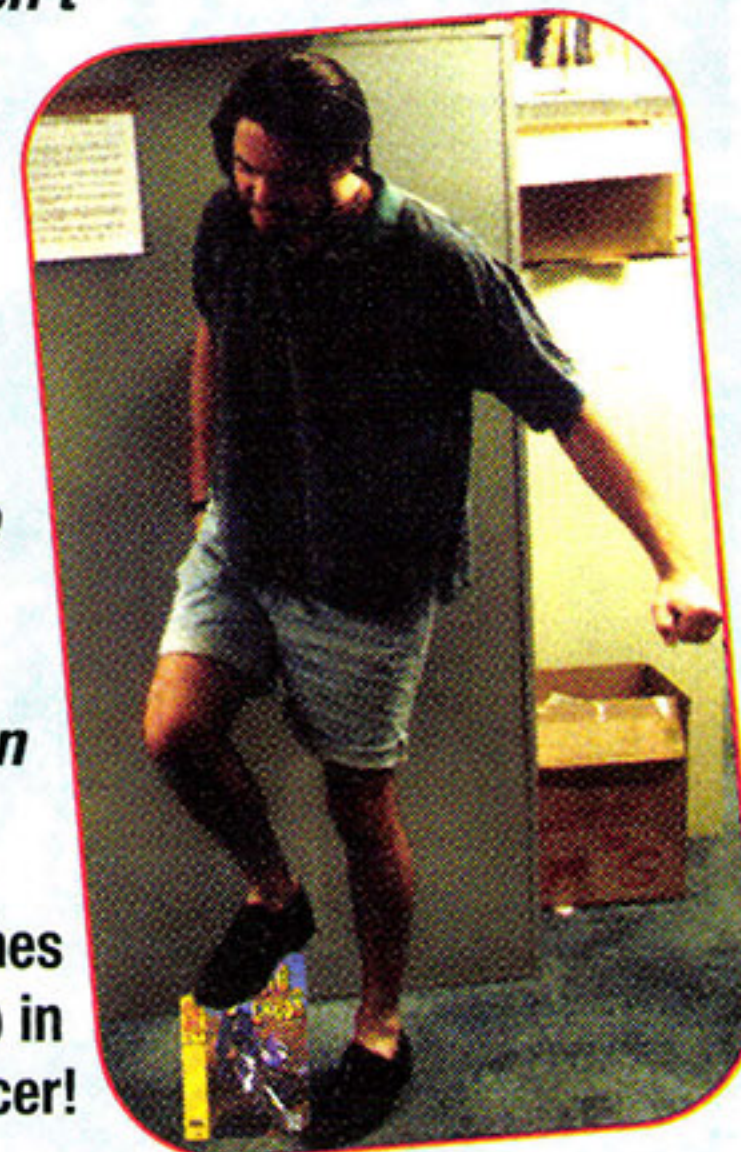
## PAPER TIGER

I am wondering why Sega has switched to paper packaging for the games. I think games are too expensive to be kept in paper. The plastic cases will protect the games for years to come. I own a 32X and a Genesis and have noticed paper packaging on the newest games. Would there be a way to change some minds at Sega and Nintendo? I mean, what are they thinking?

**Joe Stammerjohn  
Washington, PA**

**CHRIS: Paper packaging is a rip. The only real reason companies do this is to save money — savings which aren't passed along to the consumer. For \$70 a game should come packaged in a gold brick. And what's with those cheap black and white instruction books Sega's been putting out? Ugh.**

**Mike Salmon crushes game boxes to keep in shape for soccer!**



## POINT/COUNTERPOINT

I just bought a 32X three weeks ago and I found it to be a big disappointment. First Sega let me down with the Sega CD, and now they've let me down with the 32X. When I first bought the Genesis Core System 2 it was \$110, then I bought Sega CD (piece of crap) for \$210, and when I made up my mind to buy 32X (also a piece of crap) which was \$150, I found out that I had spent about \$500 on a piece of already out-dated, worn-out, turd-looking sorry piece of hardware!!!

**Vincent Chiera  
Hollywood, FL**

I do not quite understand the recent Sega bashing over the 32X. People seem to be annoyed over having more choices. Let's face it — when the Saturn, PlayStation, etc. come out, most people will not be able to afford them. So Sega is offering a less expensive option, the 32X. Granted, the current 32X games are not anything great, but we know Sega. They will get the good games out. Besides the third-party developers, look at Sega's in-house productions: *Eternal Champions*, *Ecco*, *Sonic*, and *Dark Wizard*. Also, Sega is the only company whose sports titles rival the king, Electronic Arts. Nintendo and Sony cannot come close to saying that!

**Kevin Page  
Sayville, NY**



## HASN'T GOT A CLUE

What is wrong with you guys?!? Has sitting in front of a TV screen for too long rotted our your eyeballs? *Toh Shin Den* SUCKS!!! What little shading there is to the character sprites is all wrong, and the game is nothing when compared to *Killer Instinct*. I'll admit that *Virtua Fighter* does suck (so does Sega), but come on, man — *Toh Shin Den* isn't that cool. Hell, man — it's not even rendered!! NINTENDO RULES, THE REST OF THE VIDEO GAME WORLD SUCKS!!! HA, HA, HA, HA, HA, HA, HA, HA, HA, HA!!! (Bill — Did this guy read our Fuehrer letters?)



Reviews like that make me so angry I could wrestle a manatee in the nude! Do another review like that and I'll shave your cats, then I'll dunk them in alcohol, then I'll flay them alive, then I'll nail your hands to your desks, slit your wrists and let you watch yourselves bleed to death. Actually, I may do that anyway — sounds like fun...  
**Jason 'Jacky-Boy' Pritt**  
 Salinas, CA

**BILL:** That does it! Now you gotta deal with Chris 'Slippy Ninja' Slate! Sic 'em, Slippy!!!

**CHRIS:** AAAAAAARRRGH!!! Have you even PLAYED the mighty Toh

Shin Den?!? Not that I don't like *Killer Instinct*, too (I love it), but it's a lot easier to render characters and save them off as sprites (like *Kl* and *Donkey Kong Country*) than it is to build smooth-looking polygon characters and put them in a REAL 3D environment. And do you remember a little something called GAME-PLAY?!? How about ORIGINALITY?!? Some of us still appreciate those categories. I'll take my *Toh Shin Den* and do the Pepsi challenge with *Killer Instinct* any time.

We need to send Sofia over to slap some sense into you!



## LET US PRAY

Yo! Chris 'Almighty God' Slate! Now that the greatest, coolest, sickest, most disturbed, immortal human being to ever walk the planet earth is now in charge of the best and most immortal game magazine this half of the Game Players-ruled universe has ever seen, will it still kick some mother-\*\*\*\*in' @\$\$, or will it just be (gasp!) normal? Excuse my french, but I just had to express myself. Ahh... now I'm relieved. All hail Chris the almighty! Hail Chris! Hail Chris! Hail Chris!

**Keith Brewer**  
 Santa Clara, CA

**CHRIS:** You shall be my avatar. Gather the forces. The time of the reckoning is near. Tell no one of our plan...

**BILL:** Hey, I thought I was the sickest and most disturbed! What's going on here?

## JOIN THE CLUB

My name is Scott Radford. I am the president of the RPG Gamers of North America. Our group is always looking for new members. There is no age limit, and you can be from any country. We put out a bimonthly news letter with tips for all the hottest RPGs. It's free, it's hot, and it's now! Contact me now to receive your April or May newsletter!

**Scott Radford**  
 R.R. #4  
 Waterford, Ontario (CANADA)  
 NOE IYO

**CHRIS:** Sign me up, Scott!



## GAME IDEAS

My game is called *Sud's Revenge*. When the Andrezi family moved to another town, they faced a moral dilemma. What should they do with Suds? Suds, a once-

loved tropical fish had become a pain in the butt. So Suds took a trip down the toilet bowl. Make Suds swim against the current avoiding gross stuff. Work your way back to wreak havoc on the Andrezi household. Reroute the sewer pipes so that when the toilet is flushed, it goes straight to the shower head! Unfortunately, if you're caught, Mr. Andrezi gives you a little spin in the garbage disposal.

**Kevin Janowiak**  
 Whitefish Bay, WI

**BILL:** You mean the showerhead isn't attached to the sewer pipes? Hey, I gotta call my landlord!

My game is called *Holy Fighter*. You can be a monk, a nun, a priest, or even

the Pope. You can hit your opponent with the Bible Throw, the Right Cross, or the Flying Spin Kick (you are praying as you fly through the air). When you win, you meet St. Peter at the gates of Heaven. You'll want to skip church for this one!

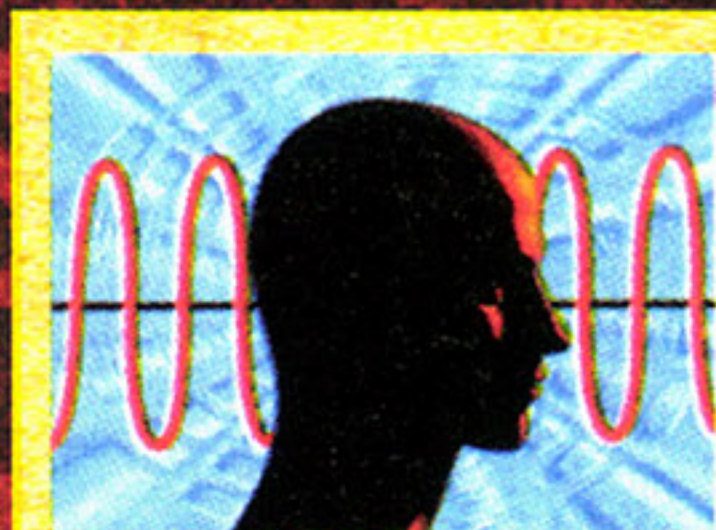
**John Garcia**  
 Colorado Springs, CO

**BILL:** I hate to admit it, but I usually skip church for all kinds of games. Well, not all kinds, just the games that happen on Sunday.

Just when you thought it was all over, along comes *Super Street Cleaner*. This game takes place after all the fighting is over and all the world warriors have gone home to rest, or so they think. Each fighter gets slapped with a fine and some community service time. So each player, from Ryu, to Bison and even the reclusive Akuma don a neon orange vest and a broom to clean up the mess they've made, or else. You can master Guile's Sonic Broom or Sagat's Tidy Upper-cut.

**Hiram Rodriguez**  
 San Francisco, CA

**BILL:** Of course, the question on gamer's minds all across the country is — will these guys do windows?



## GAME IDEA OF THE MONTH

My game idea is *Family Ties*. It's like *Doom*, but instead of Imps, there's your Uncle Billy Bob or Aunt Edith. On one level, these relatives tell embarrassing stories about your potty training to

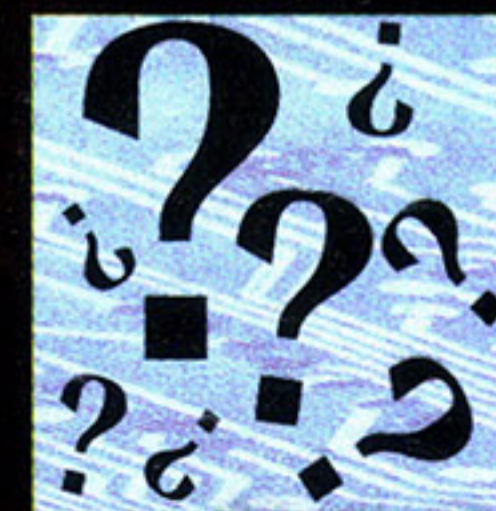
your girl friend. The bosses would be your great-aunt Urma or your annoying little cousins who always get you into trouble or steal all your stuff. Among your other weapons would be invisibility pills that make you invisible to anyone wearing prescription glasses.

**Jonathan Aherin**  
 Farmersville, IL

**BILL:** I've got some news for you, Jon. Don't look for your name in the family will, OK?

## He's a Winner!

Jon Aherin wins a Mystery Prize. Next month we're offering another Mystery Prize to the winner, so get your ideas in now (and remember to include the system you own).





## THIS IS SPINAL TAP?

While visiting my local arcade, I made a discovery regarding *Killer Instinct*. It would seem that the sword-wielding skeleton Spinal has had some previous fighting experience. Where, you ask? A *MORTAL KOMBAT* tournament!!! Sorry if I lost you. As you know, Midway is involved with both *Mortal Kombat* and *Killer Instinct*, and if you look closely at the bottom of the pit of the original *Mortal Kombat*, Spinal is lying there! The fact that the two skeletons look identical is more than a coincidence. Next time you chose Spinal, just think — you might have chosen a warrior who had the misfortune of being uppercutted into the pit by Goro!

Robert Rodriguez  
Woodland, CA

Take away the headband and this could be anybody!

**CHRIS:** Let's put this MK rumor to bed before it even starts. Sure, they're both skeletons, and they look alike (as most skeletons do), but why does that mean that they're the same guy? Skeletons aren't exactly an exclusive thing. There's a little Spinal in all of us, dude. Besides, KI was developed by RARE.

## OOOH, WE'RE SCARED... NOT!

I'd just like to inform you that me and a group of Game\*\*\* cultists have poisoned your water supply and you will die within the next 24 hours. Your death will be horrible and painful. First you'll cough up your lungs. Second you'll bleed through your ears and vomit up your spleen. And finally your intestine will leak out through your nose. But the worst torture of all is right before you die you start fantasizing about Rush Limbaugh and you suddenly become a Democrat (Ed. — huh?). We are watching you. The only way to receive the antidote is to send Chris Slate to Game\*\*\* headquarters wearing nothing but high heels and a top hat chanting "Game\*\*\* rules" over and over all the way there. And if you want to prevent further attacks such as this one you must re-rate *Final Fantasy III* and give it a 110% rating. After we destroy your magazine, Frosted Flake over here would like to ask Karie out on a date. Your #1 fans,

**Fruit Loop & Frosted Flakes**  
Colorado Springs, CO

**CHRIS:** Fortunately, nobody drank the water after we saw what it did to Karie. Sorry.

## ARE WE GUILTY?

I do not agree with your reviews. You have been killing Game Boy. You said that *Mortal Kombat II* bites. Hello? Are you with us? I own a Game Boy and a Game Gear and I bought both *MKII*s and they are great, for those system's capabilities. You compare them to Super NES and Genesis, which is not fair. Almost every other video game mag has given these games good scores. Is this a mistake? Hello?

(No name given)  
Portland, ME

**CHRIS:** We understand that portables obviously won't be able to deliver as good a game as other systems, and despite what you believe, we do keep that in mind when rating hand-held games. However, with technology getting pushed further and further at the arcades, some games simply can't be ported over. When a portable system limits a translation as much as it did with *Mortal Kombat II*, it just doesn't play like the same game anymore. I find it hard to believe that any fan of the arcade game would feel satisfied with either portable version — they're just too different.

## LABOR OF LOVE

I just bought your March issue and on page eleven you have a picture of *FX Fighter* for the Super NES. You said 'The labor of GTE and Nintendo's love is only 40% complete... and looks it!' It sounds to me that you are putting the game down before it is complete. *FX Fighter* looks as if it will be better than *Virtua Fighter*. So next time don't put down Nintendo so quickly.

Roy Andrews  
Hopkinsville, KY

**CHRIS:** You're right, we shouldn't pass judgement on a game until we've reviewed the final version, and we don't. We were just callin' it as we saw it. No offense, but I got a good laugh at your comment about *FX* beating *Virtua Fighter*. The Super NES is powerful, but not that powerful. Besides, what does GTE know about gaming?

GTE's gaming prowess really shows in *FX Fighter*.



## CONNECTIONS

I'm 13. I own a Genesis, NES and Game Boy. I'd like to get in touch with anyone.

Josh Hebert  
204 Delphine St.  
Lafayette, LA 70506

Hi! I'm wanting to start a club for people who love fighting games. I am 13 years old.

T. Jay Minter  
4621 Pinedale Dr.  
Macon, GA 31206

I'm 11 years old and would prefer a girl. I own a Nintendo.

Jeremy Bailer  
1312 Croatan Ct.  
Chesapeake, VA 23320

I'm 15. I'd like to talk to anyone about MKII, Secret of Mana.

Mike Blubaugh  
7186 Ruritan Dr.  
Chambersburg, PA 17201

I'm looking for a female, age 11-25 who likes to talk about anything.

John Uehling  
25015 N.E. 143 St.  
Ex. Springs, MO 64024

I'm an 11 year old boy who needs codes for any type of game system.

Bobby Bentz  
2036 Live Oak Drive  
Fern. Beach, FL 32034

I'd like to talk to someone who's crazy about RPGs or fighting games. I'm 14 years old.

Joe Borden  
Rd#8 Brayton Rd.  
Carmel, NY 10512

15. Male. That's moi. Video games. That's what I like. Sex, age, species. That's what doesn't matter to me.

Samuel  
3233 Mariner Blvd.  
Spring Hill, FL 34609

I would like to get in touch with SNES or Genesis players to talk about codes, tips, or anything.

David Baumgarten  
309 Grove Ave.  
Fisher, MN 56723

I'm a 13 year old male addicted to RPGs. I own a SNES, Sega, and Sega CD.

Brett Stewart  
172 Honeywell Dr.  
Claymont, DE 19703

I'm a 13 year old girl who loves to write and receive pen pal letters, so please write me!

Christine Overbye  
173 Oakland Ave.  
Staten Island, NY 10310

I am 11 years old and would like a pen pal for Sega systems.

Austin Lannan  
4110 N. Scottsdale Rd.  
Suite 335  
Scottsdale, AZ 85251

Hi, I'm an 11 year old video game - comic book freak. I would like to exchange tips and codes.

Kristopher Cain  
2499 East Landis Ave.  
Vineland, NJ 08360

I'm 13 years old and have a SNES. I'm interested in a pen pal my age that likes RPGs.

Mike Bennett  
6532 S. 400 West  
Columbus, IN 47201

I'm looking for someone my age with a Sega or SNES. A boy is preferred. I'm 10 years old.

Andrew Ralich  
8 Severance Dr.  
Londonderry, NH 03053

I'm 13 and looking for a pen pal who enjoys video games. I would prefer a guy around my age.

Jennifer Martin  
604 E. Lemon #A  
Monrovia, CA 91016

I would thoroughly enjoy a pen pal who, like me, enjoys all of the Sega systems.

Josh Davis  
CPO 60  
Berea, KY 40404

I'm 13 and have a Genesis and a Sega CD. I enjoy fighting games.

Diane Kane  
815 California Ave. #F  
Monrovia, CA 91016



## CRAZY, MAN, CRAZY!

I have recently obtained a subscription to your great magazine (about time). The first thing that I want to tell you is that I LOVE THE WAY Y'ALL INSULT AND MAKE FUN OF EVERYTHING!!! I just got your March mag and I loved it. Even if you cut an average of 270-something profanities, it doesn't take anything away from the humor. Besides, you guys find ways around it, anyway (I remember seeing @\$\$ — real hidden, guys). I was laughing so much that my family threatened me with everything. They finally resorted to putting duct tape all around my head, sticking my face down in a toilet, and flushing it until I stopped laughing. But at least they didn't take my *Game Players*. I am recovering very nicely now, and the doctors say that I can go home soon. I'm looking forward to your next wise-cracking issue. Keep up the good work, guys!

**Steve (Hyena) VanWambeek**  
Austin, TX

**CHRIS: Another hapless victim for my legion of the undead...**

## THEY'RE IN THE MONEY

What is the video game industry coming to when you can't buy a new game without spending half the price of the system? This is getting absolutely ludicrous. I mean, what will it be like in five years? The way I figure it, if the companies can't give us the technology at an affordable price, then I don't want the technology at all.

**Mike Webb**  
Fort Wayne, IN

**CHRIS: Actually, it's not unusual for games to be priced even higher than the systems, with the average Super NES cart clocking in around the ghastly \$70 mark. I agree that this is absolutely ridiculous. The video game industry is pricing itself right out of the market. Good news could be on the way, though. With more and more systems choosing the CD format, prices could drop considerably. PlayStation games in Japan are as much as \$40 cheaper than Super Famicom (Super NES) games. Skyrocketing cart prices are the biggest threat to our industry in years. Not many players will continue buying games after striking out with three or four \$70 bombs.**



### THE BURNING QUESTION

How much is too much? What are you willing to spend on a next generation machine and why?

## \*\*\*\* THE FUEHRER!

**We printed this 'interesting' letter in the March Reader's Network:**

You guys suck. *Donkey Kong Country* is the best video game ever made. *Sonic & Knuckles* deserves about 25%. Nintendo rules. Sega sucks. Give *DKC* a 100%, give *Earthworm Jim* 93%, and give *Sonic & Knuckles* a 25%. Ultra 64 and Virtual Boy will rule. Scott Hardy is a \*\*\*. Every Sega game ever made sucks. You guys and anyone who likes Sega should be executed.

**(no name given)**  
Athens, GA

**The response to this letter was overwhelming — easily the most mail we've ever received on one topic. We don't have near enough space to fit all of your letters in, but here are the more colorful excerpts from your responses. Enjoy!**

...I want to rip his bloody heart out of his chest and shove it up his @\$\$\$!!

**Ricky Watkins,**  
Lake Hopatcong, NJ

...People like that should have an iron beam shoved through their heads. If anyone should be executed, it should be this freak of nature. He should sit and rot in an electric chair for an hour, then be tossed in an airtight gas chamber for awhile, then get a lethal injection of nitrogen bubbles, and then if he's still not dead, he should be beaten with the ugly stick a few more times.

**Tyler Shea,**  
Hamden, CT

...I think you need a good dose of 32X (not to mention some Thorazine).

**'Hardware',**  
Morganton, AR

...I think that fully-crazed @\$\$ last issue should stick a match in his ear and let the hot air ignite! What a big, fat loser!

**Robert Kalajiah,**  
Danbury, CT

...Go milk your cow and stop getting your little sister to write letters for you. I live in Philly. If you're ever in town, feel free to try and execute me! Death to cheese-head country boys!!!

**The Chuckster,**  
Philadelphia, PA

...Well, Mr. I'm-gonna-trash-Sega-and-not-give-my-name-because-I'm-a-little-@\$\$-boy-that-knows-that-if-he-gives-his-name-he-will-get-his-wussy-little-@\$\$-kicked-by-good-Sega-loving-people, such as myself. Until Virtual Boy comes out, you can sit on your couch virtually playing with your actual boy, if you actually have one. Play it Sega!

**Tim Johnson,**  
Hanover, MA

...I'm now your worst nightmare...

**Garrett Courtney,**  
El Nido, CA

...No wonder you left out your name — so people like me don't set your head on fire with homemade napalm. I have strange friends who dye their hair assorted colors and carry automatic weapons — we'll just torch the whole town!

**Bobby Haynes,**  
Ft Collins, CO

...This freakin' kid is psycho!

**Chris Krebs,**  
Staten Island, NY

...I just have to say to Mr. No-Name-Given that he's scum. What you should do, Mr. No-Name-Given, is keep your fat

mouth shut! Just remember that all us Sega owners will be hunting you.

**Matthew Perdue,**  
Cattlettsburg, KY

...BEWARE! I know what state you live in, and with a little help from some people, the other Sega fans and I will march over there and beat the heck out of you so hard, you'll whine like a little baby.

**Lisa Schultz,**  
Butler, NJ

...I think he is a loser with absolutely no life, and needs to stop making hasty remarks.

**Jon Horn,**  
Marietta GA

...Next time you bad-mouth something, put your name so everyone that is a fan of that thing can kick your @\$\$\$!

**Billy White,**  
Council Grove, KS

...Crawl out from under your rock and apologize next issue, or someone will seek you out and beat the living \*\*\*\* out of you! Make your choice.

**Joe Higi,**  
Long Island, NY

...Was your mom scared by a Genesis or something? You probably don't have the intestinal fortitude or the testicular fortitude to do anything but talk! GROW UP, MORON!!!

**Marsha Moser,**  
Bridgeview, IL

...\*\*\*\* you, you \*\*\*\*-\*\*\*\*ing, \*\*\*\*-eating, dirt-licking, \*\*\*\*-\*\*\*\*ing, son-of-a-bitch! You suck, not Sega. You suck big, bad \*\*\*\*!

**Dave S. (AKA The Fuehrer's Terminator),**  
Virginia Beach, VA

...People like you should be shot dead and spit on.

**Eric Rosario,**  
Corona, NY

...I pity you...

**Thad 'X' Boyd,**  
AHVT94B@PRODIGY.COM

**CHRIS: Don't let this discourage you from writing in your gripes, but, taking a look at these responses, it might be a good idea to not include your real name after all.**

**BILL: I'm gonna play Devil's advocate to Chris here for a moment. I think if you've got an opinion on any subject, you should be man or woman enough to put your name to it.**

## GET OFF YOUR @\$\$\$!

Write to *Game Players* at the following addresses:

**For game ideas, write to:**

Game Ideas;  
Game Players; 1350 Old Bayshore Highway;  
Suite 210; Burlingame, CA 94010

**To get into the Connections section, write to:**

Connections;  
Game Players; 1350 Old Bayshore Highway;  
Suite 210; Burlingame, CA 94010

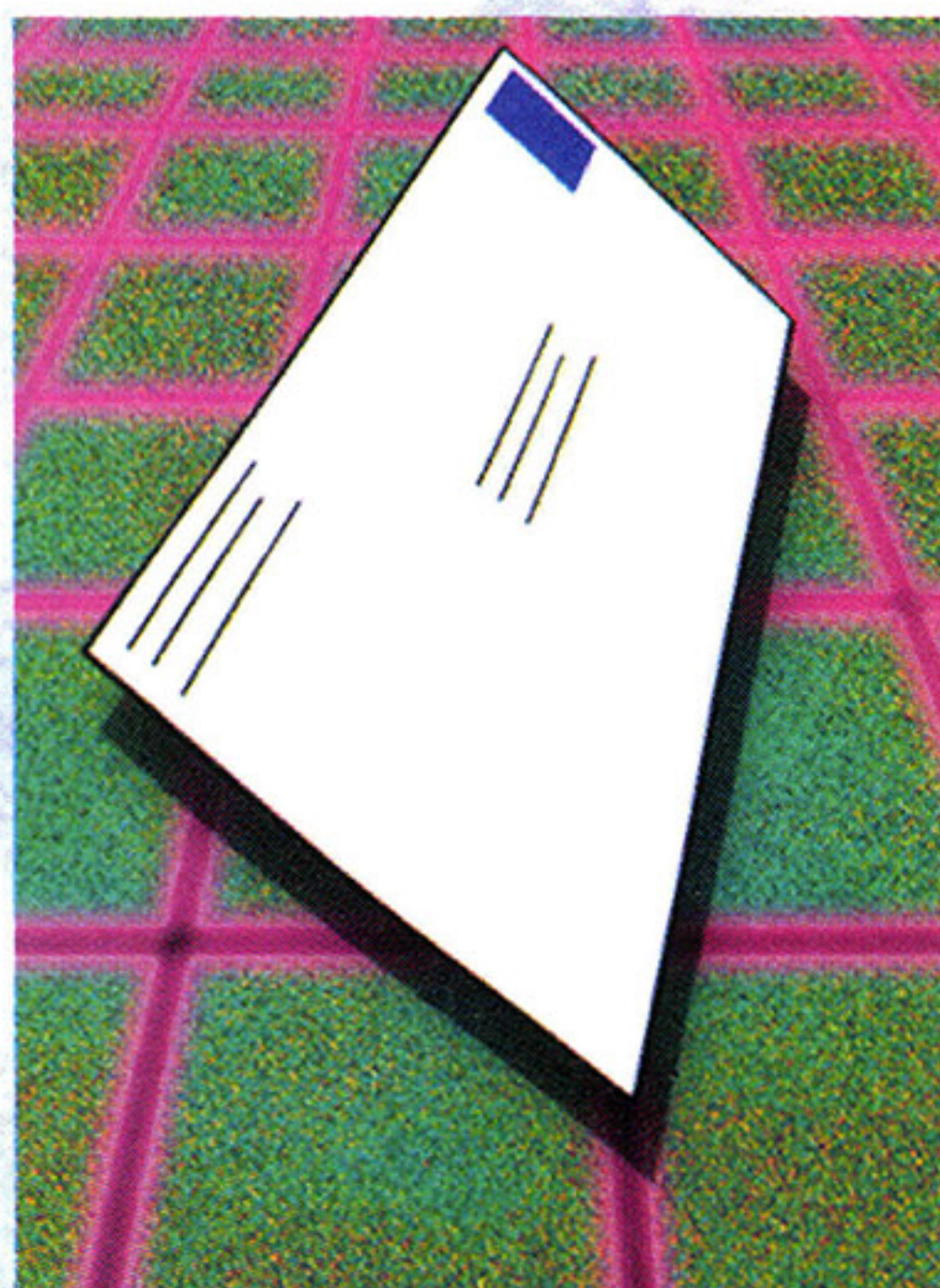
**For general Network letters, write to:**

Readers' Network;  
Game Players; 1350 Old Bayshore Highway;  
Suite 210; Burlingame, CA 94010

**Or contact us online at:**

jfflucky@netcom.com





**PUSHING THE ENVELOPE**

**After leading the forces of evil as his alter ego, M. Bison, Bill Donohue was glad to kick off his hobnail jackboots and settle down with four or five tons of your great artwork!**



Bill Donohue

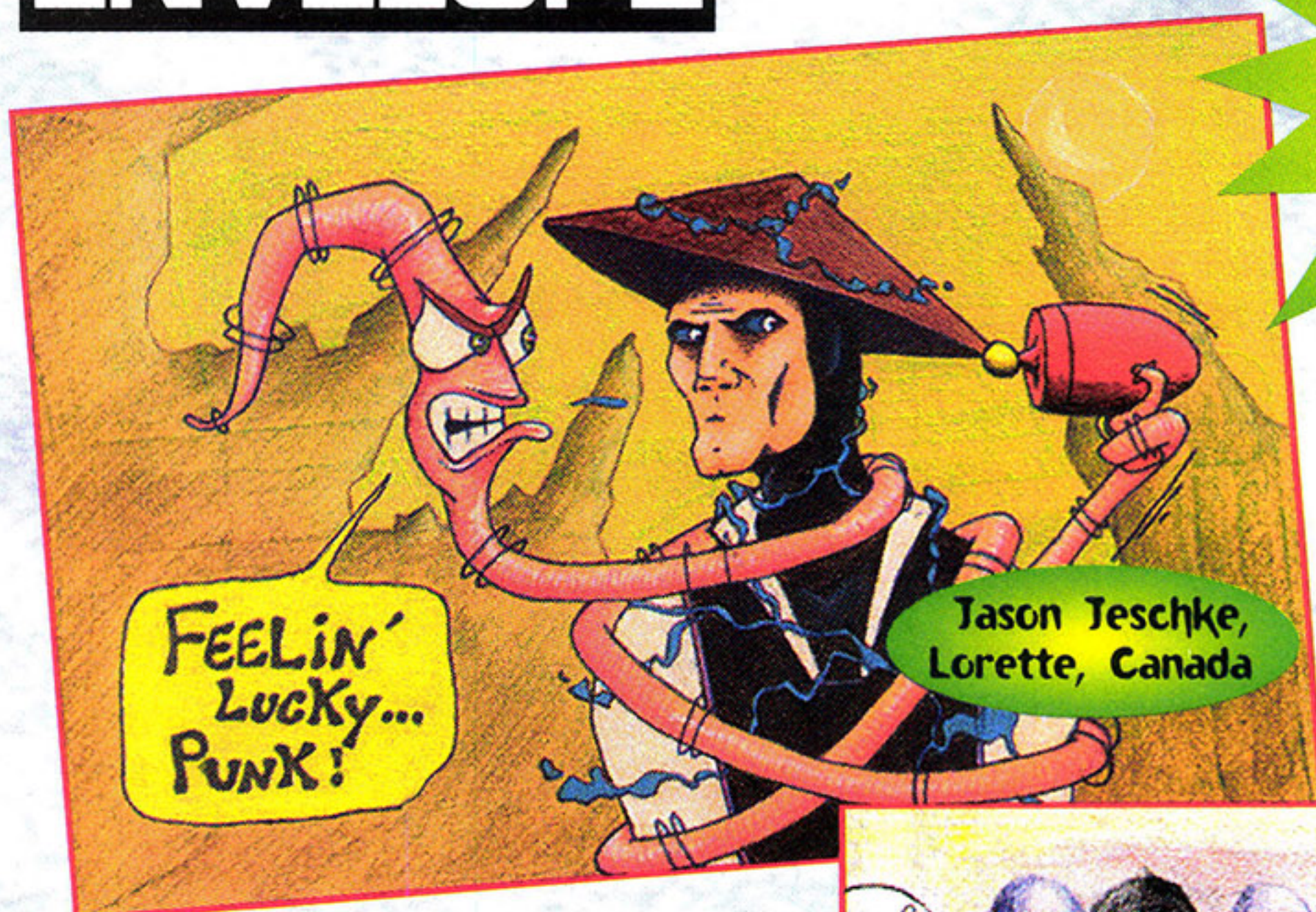
Howdy folks! I can't begin to tell you how good it is to be out of the funny farm and into your great graphics! There was a slight problem there with certain dairy products, but now I'm happy to say I've cut the cheese bit. I've come back to find a veritable cornucopia of the most far-out artwork ever dumped out of a really big Postal Service tractor-trailer on my desk! So let's get to it!

By the way, due to major changes that will be made in the magazine next month, this section will be reduced to about a half a page or less. I'm sorry, but *Game Players* is undergoing changes to become an even better magazine. Please keep sending in your art! I'll still keep printing the best stuff I get, and the best artist of the month will still get the Mystery Prize. So keep the faith, gang! It's been fun...

*Bill*

**WINNER**

Every ventriloquist needs a good looking hand puppet!  
 Jessica Turner, Kingston, NS



Jason Teschke, Lorette, Canada

Intestinal worms are a common health hazard in Southeast Asia.



Luke Keith, Garland, TX



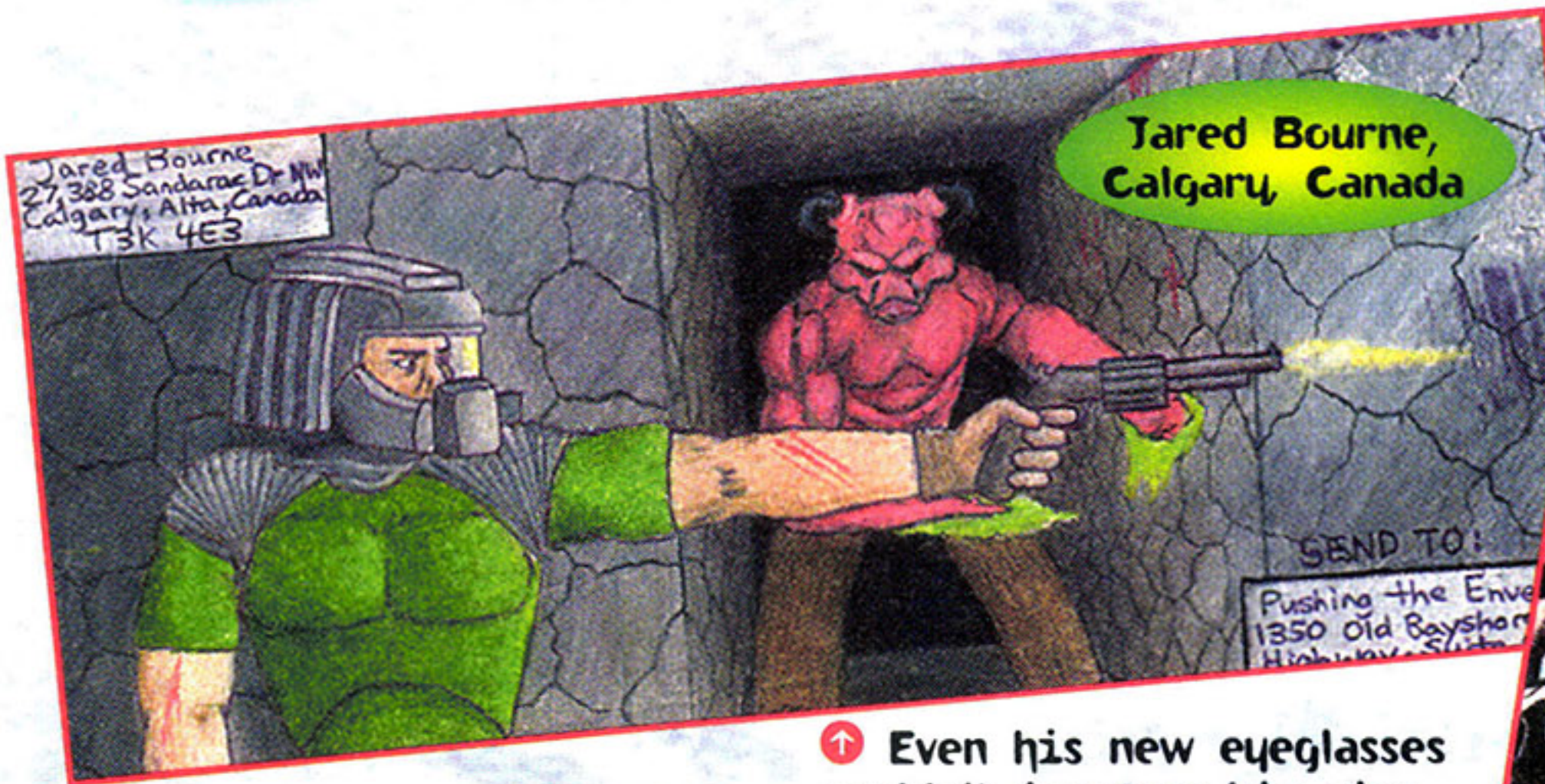
Chris Dao, Vancouver, BC

Even clapping his hands didn't help — his farts still looked like two old men.

He raised his hand — and realized he'd forgotten his deodorant.

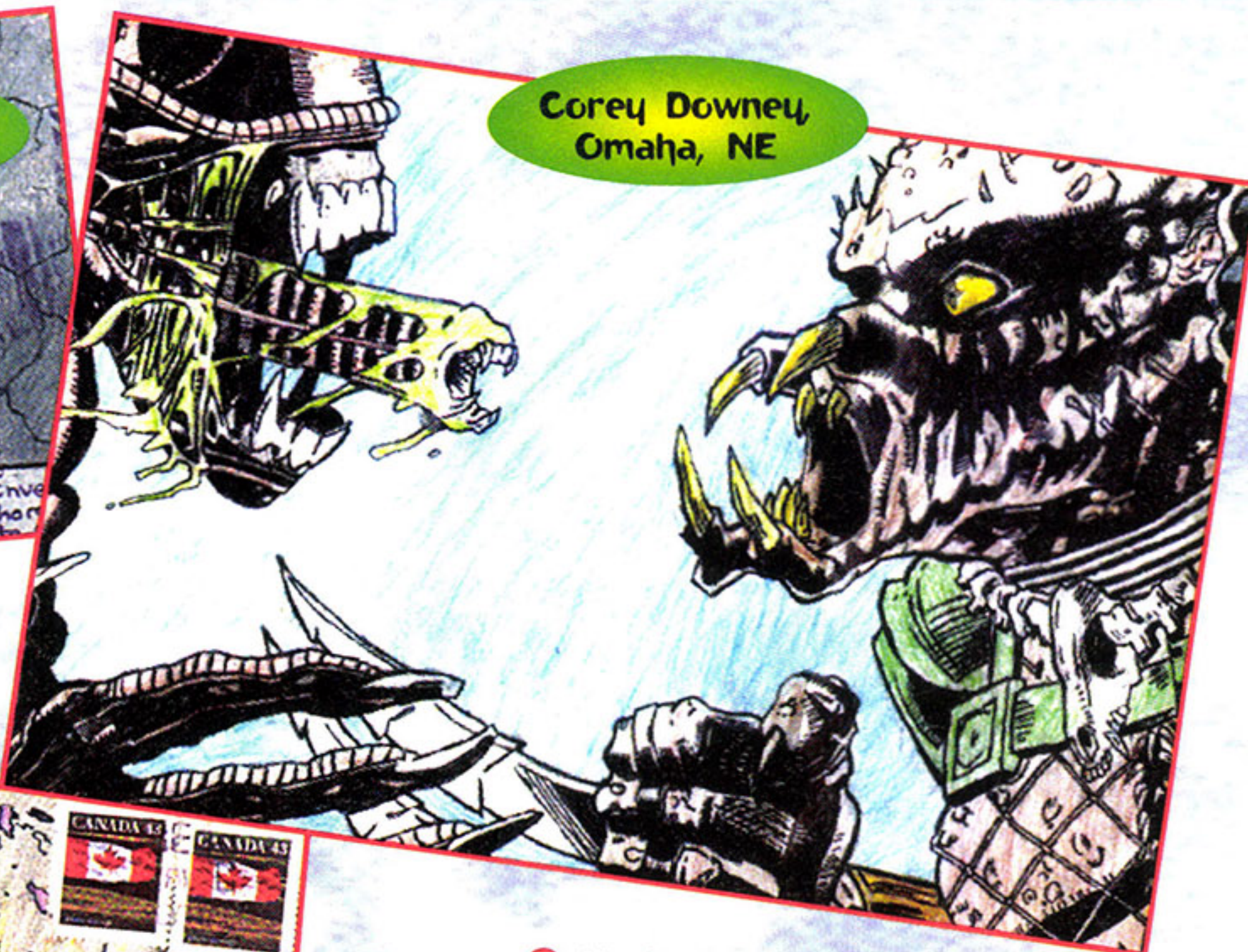






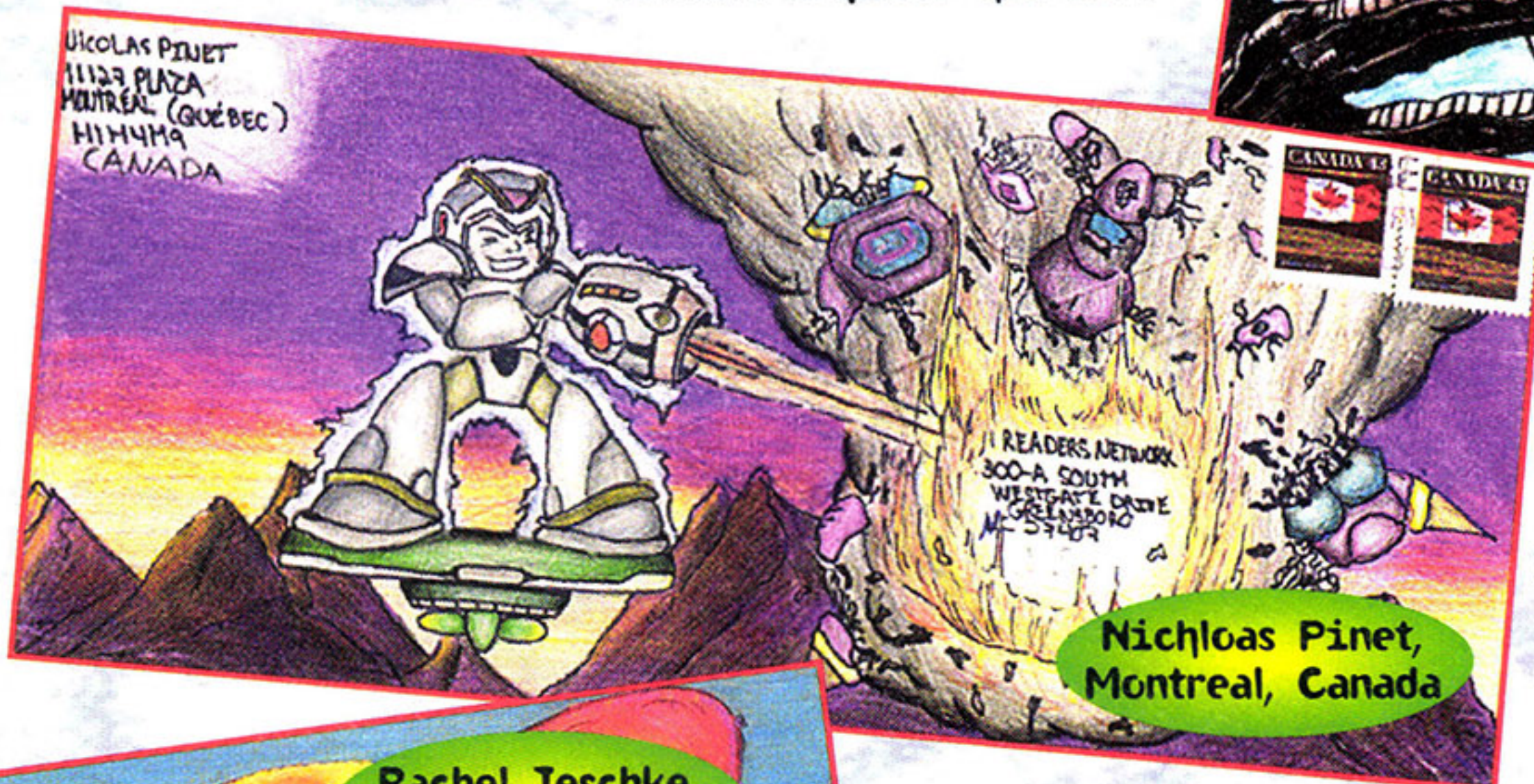
Jared Bourne, Calgary, Canada

Even his new eyeglasses couldn't improve his aim.



Corey Downey, Omaha, NE

He knew she was hot — she french-kissed on the first date!



Nicholas Pinet, Montreal, Canada

On a molecular level, all zit creams work just like this.

Every time he had beans for lunch, an innocent bystander paid the price!



Kyle Hart, Rapid City, SD



Rachel Teschke, Lorette, Canada

Only one scientist realized that a planetary collision was imminent!



Jon Scoggan, Louisville, KY

Before Novocaine, dentistry was often painful... and humiliating.



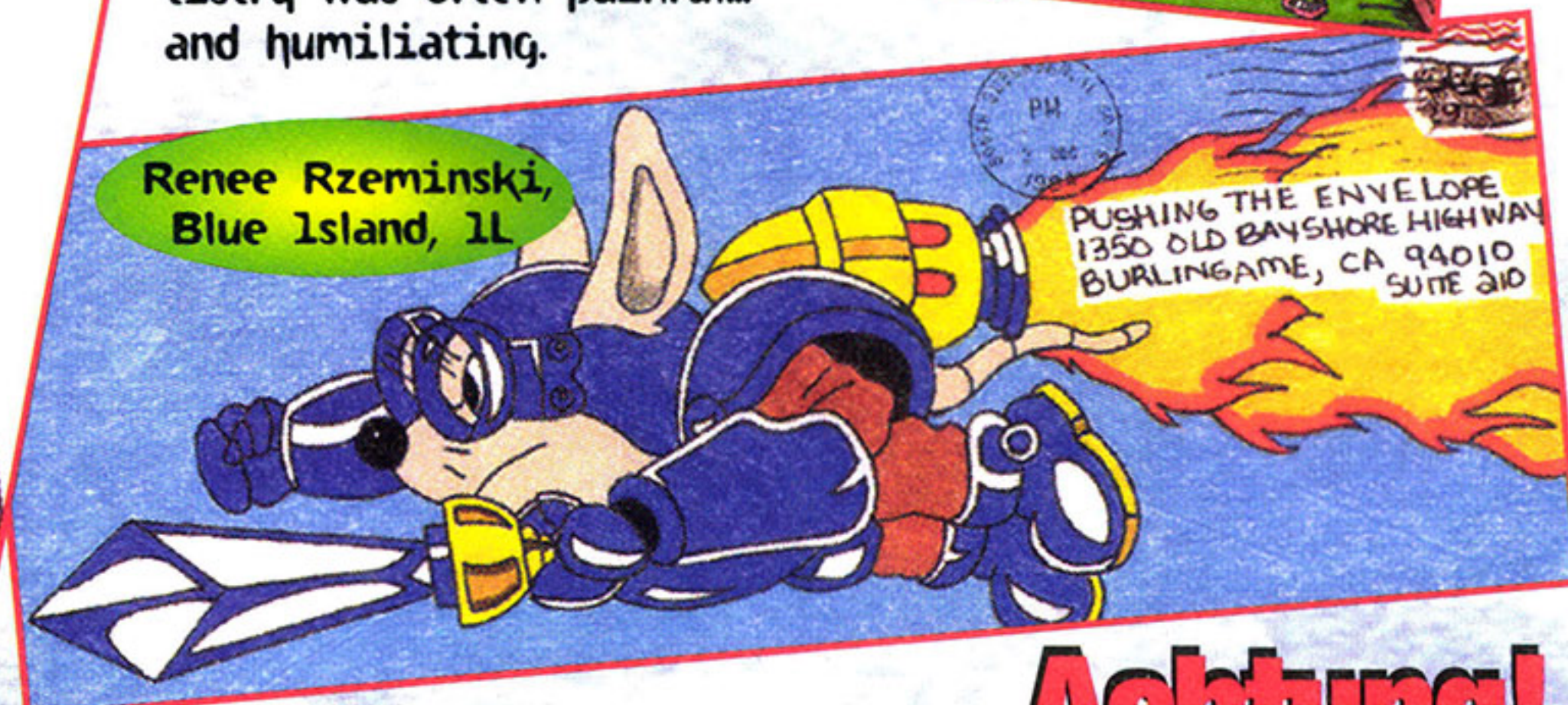
Brandon Bond, Louisville, KY

Somehow, a Congressman managed to sneak into the Acid Pool set.



Jian Liang Luo, Ridgewood, NY

He hated New Year's parties... the confetti always scared him!



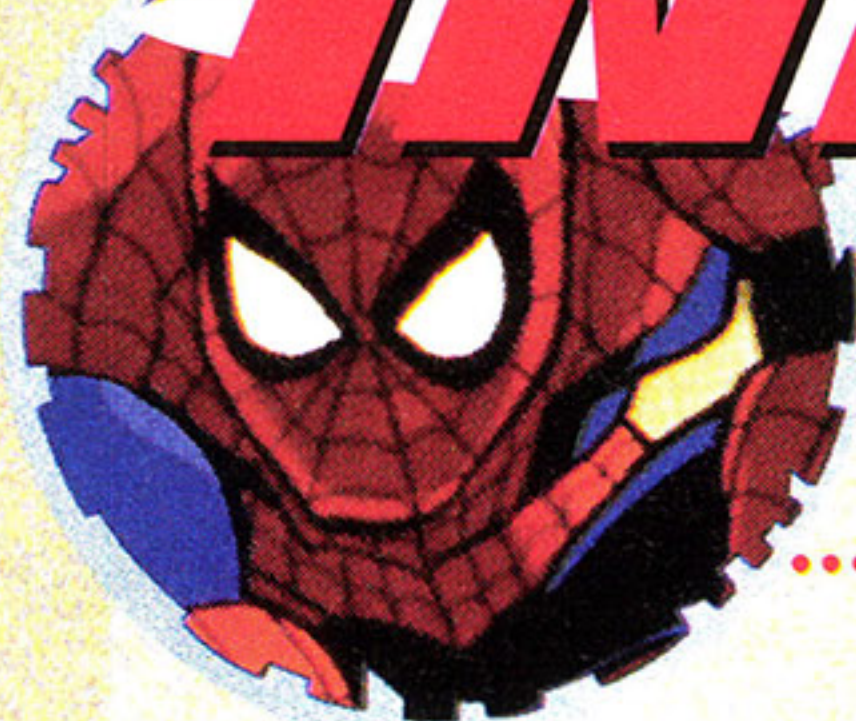
Renee Rzeminski, Blue Island, IL

He hated to fly... he felt like he was on the hot seat!

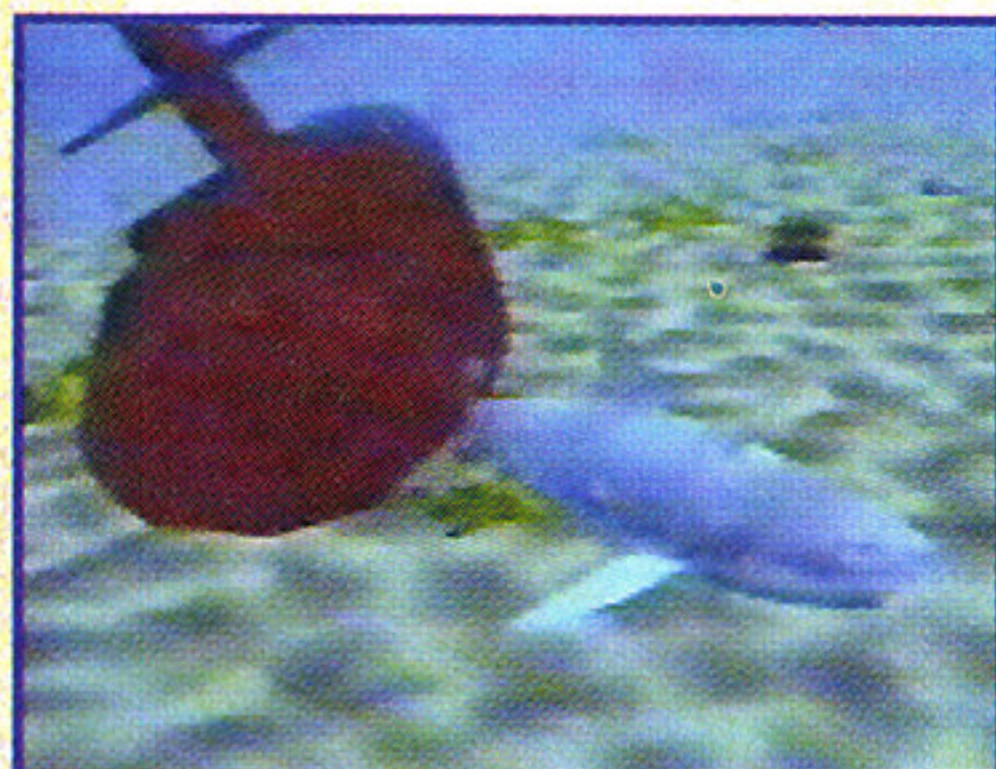
**Achtung!**  
 Jessica Turner is the King of Monster Art Island! Next month could be your shot at the Big Time! Send your art to : Pushing The Envelope 1350 Old Bayshore Highway, Suite 210 Burlingame, CA 94010 I'm not sure how many I can print, but I will squeeze in the highest possible number. Please include your name, address, age and the type of gaming system you own on the back of your work. Every month, one lucky artist will receive a 'Mystery Prize'.



# INFO TRAK



1 Hello, Mr. and Ms. America and all the ships at sea... Flash!!! Game Players is back with all of the red hot gaming news you need in order to keep sane in a world gone horribly wrong. So dig in!



Check out this beautifully-rendered shark model, swimming along through a real-time underwater environment.



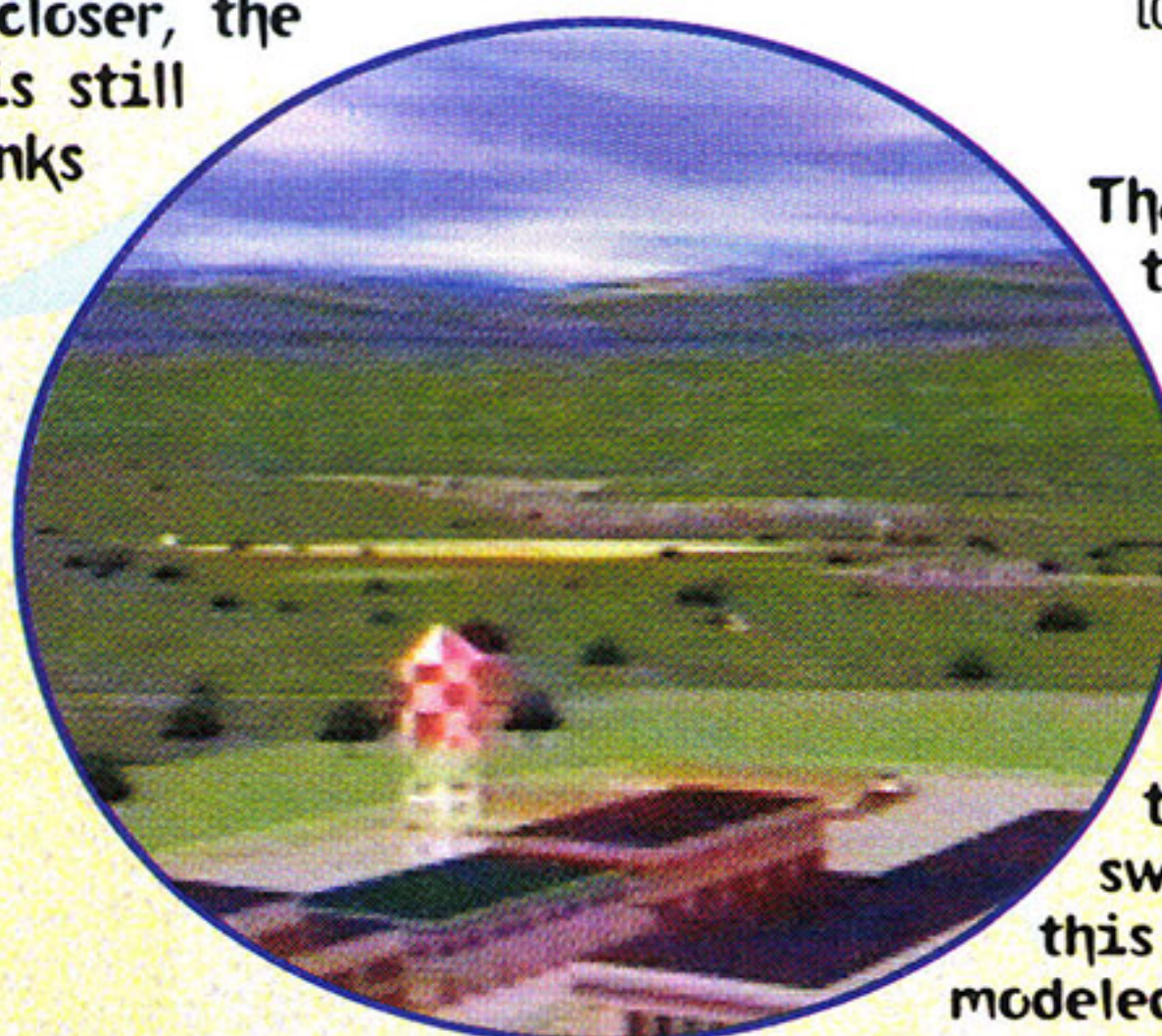
As we zoom in closer, the shark's surface is still silky-smooth thanks to the Ultra's Trilinear Mipmap Interpolation



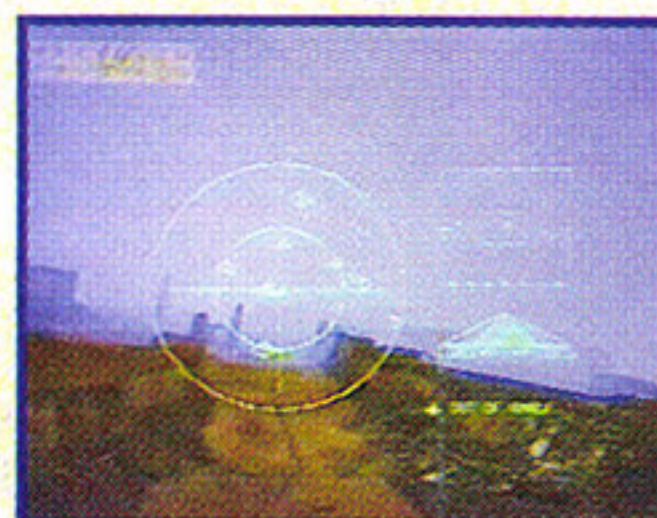
You still don't see any jagged lines even when you're close enough to get your head bitten off!

## Ultra 64: Technological Juggernaut

Nintendo still isn't talking no matter how much we sweat 'em, but we managed to snag a look at an Ultra 64 promo tape that points out some of the hardware's fancier features. Just gaze over the following pictures of SGI demos — they were all done on an emulator designed to run just like the final Ultra 64 hardware.



Thanks to the Ultra's load management tools, graphics don't suddenly 'pop' up as the view swings through this 3-D modeled town.



A sweet SGI flight-sim demo. If Spectrum's *Top Gun* looks half as good, watch out...

## GameTek Preps Robotech for Ultra 64

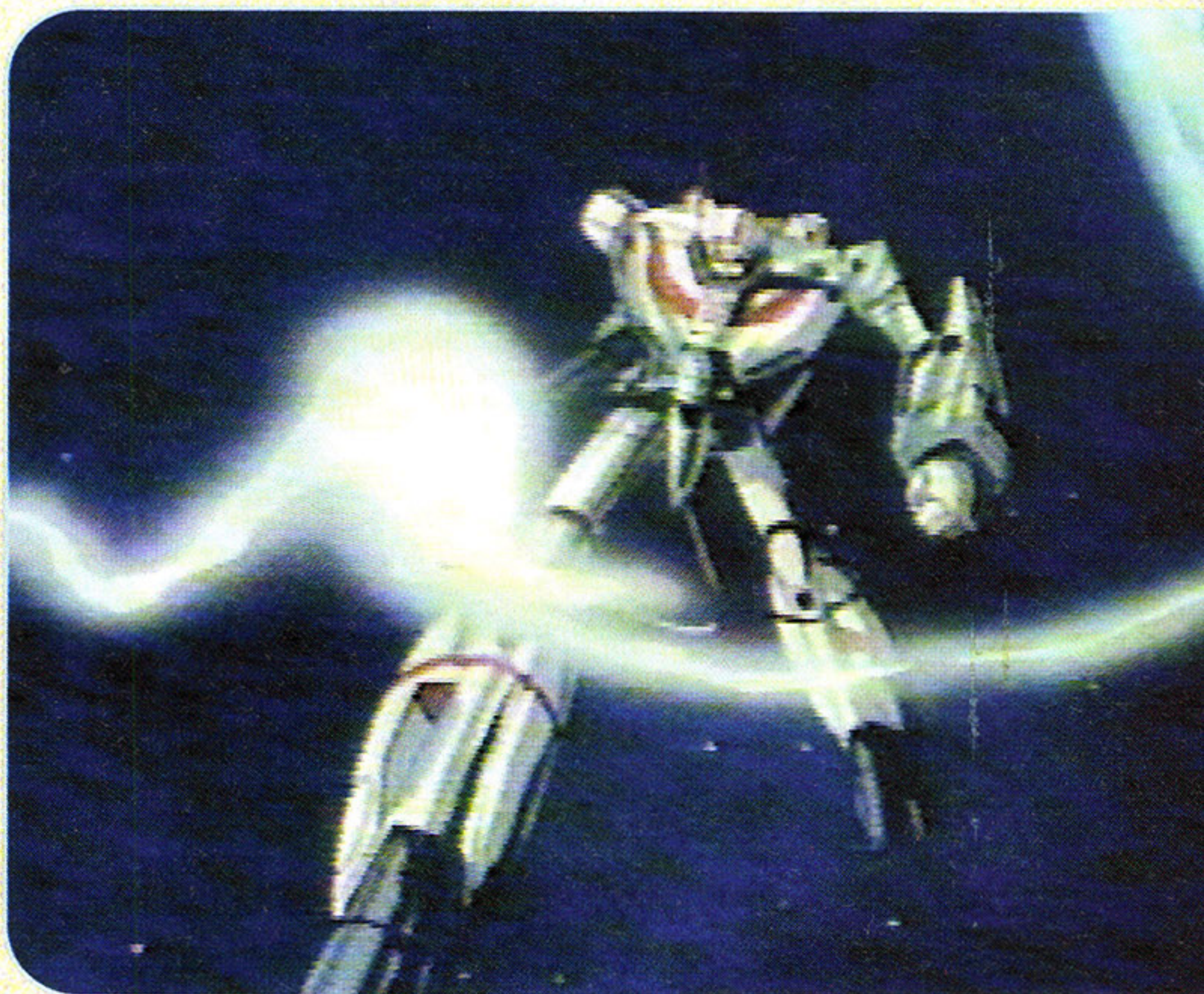
Nintendo surprised more than a few industry know-it-alls by announcing GameTek as the next member of Ultra 64's 'Dream Team' of software developers. The company, formerly known for its home video game translations of television game shows like *Jeopardy!* and *Wheel of Fortune*, has been beefing up its video game clout recently with titles like *Brutal*, *Quarantine*, and the



*Robotech* proved that afternoon toons could have a plot after all. Older fans tuned in just to see if Rick Hunter [pictured] picked the stoic Lisa or the hyper Minmei.

upcoming home versions of the arcade gore-fest *Bloodstorm*. GameTek's first Ultra 64 game will be *Robotech*, based on the syndicated anime series that made its debut in the US a few years back.

While the actual gameplay is still a big question mark, Bruce Lowry, President and CEO of GameTek, gave this clue, '*Robotech* will allow players to become fully immersed in a world of 3-D character animation'. Other rumors pin the game down as an 'interactive movie'. We'll see...

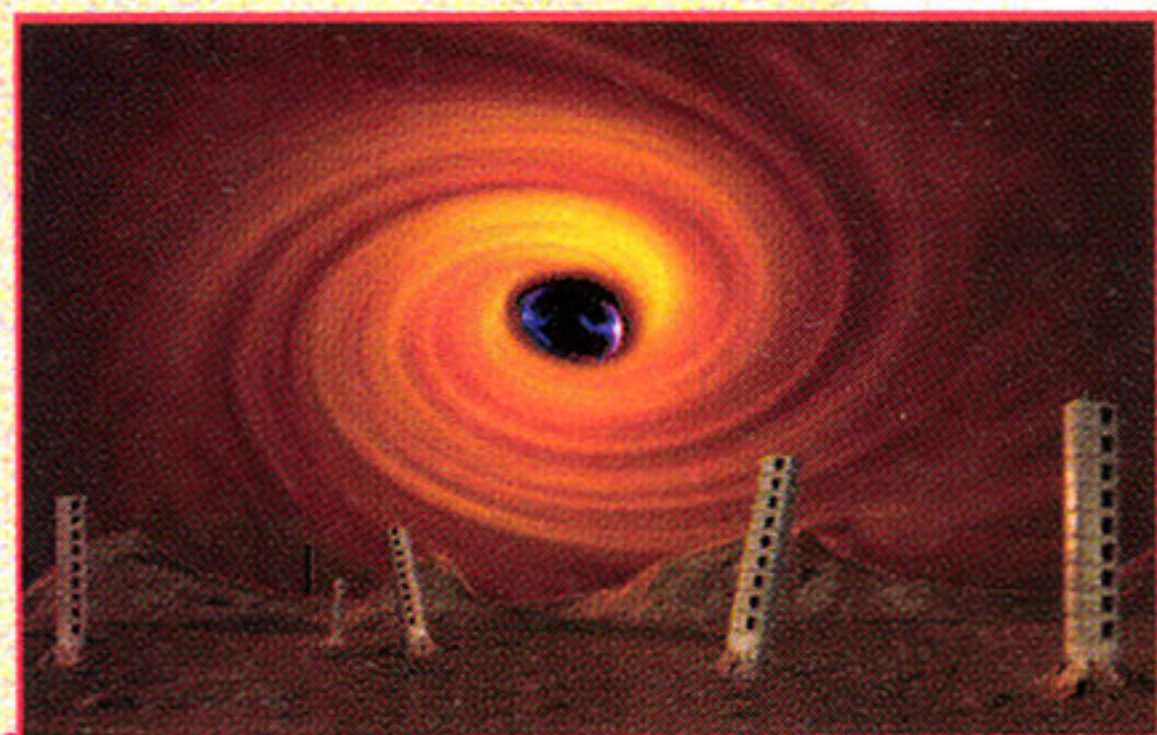


The series also introduced many to the idea that jets could turn into giant rifle-wielding robots. Ahh, if only it were that simple.



# More Blatant *MKIII* Teasing

Although the folks at Midway are still keeping mum about *Mortal Kombat III* at press time, the company has begun to leak early peeks of the game to eager fans on the internet. You can check out one of the many *MK* web pages at Jon Evans' site (<http://www.mit.edu:8001/people/jevans/mk/mk.html>). Lucky 'net surfers can even download sound files to hear what the game sounds like! But for those of you who can't plug in, just check out the pics on the good ol' printed page...



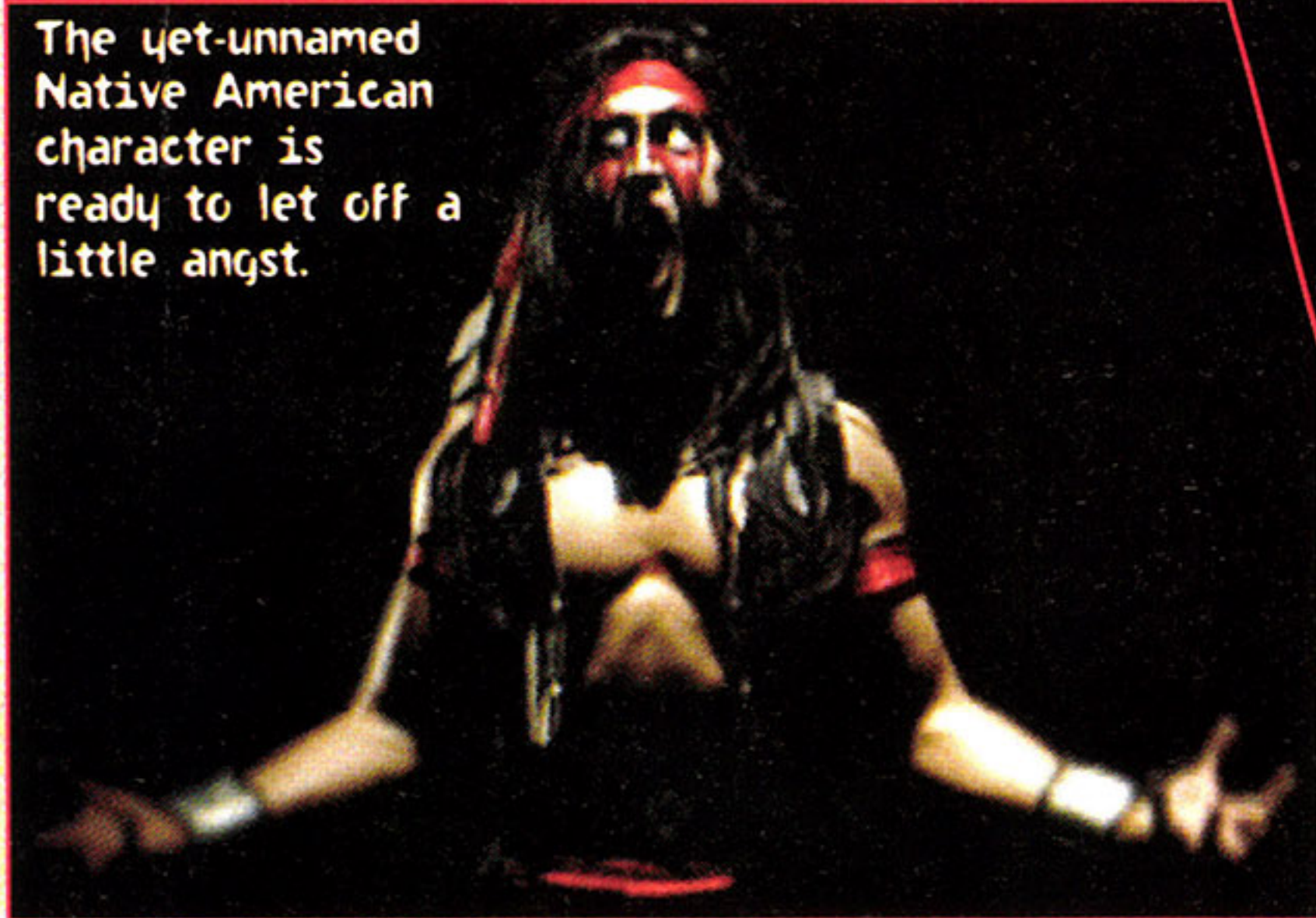
During the opening screens we see the portal opening between the Outworld and Earth.



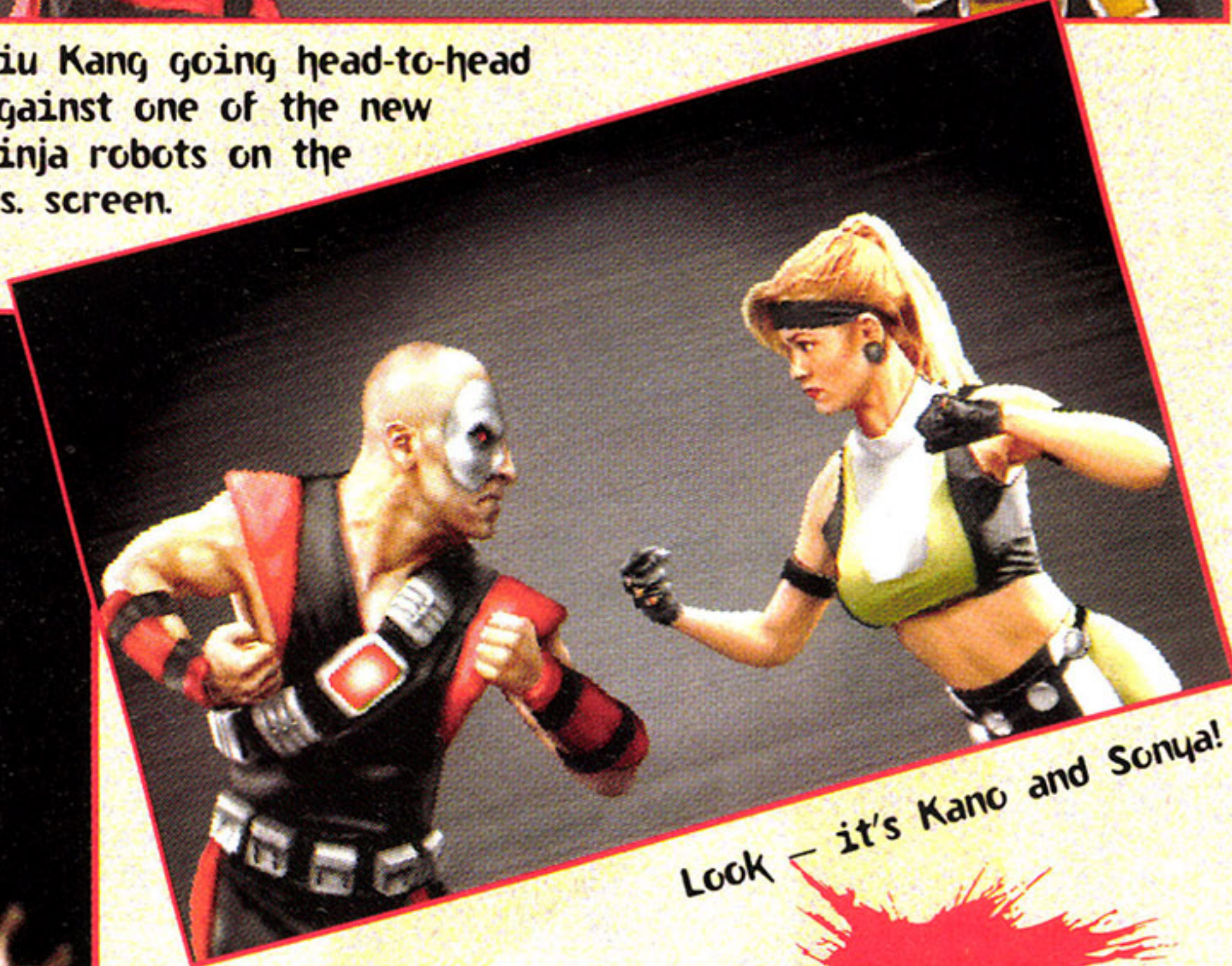
Liu Kang going head-to-head against one of the new ninja robots on the Vs. screen.



Mean ol' Shao Kahn steps through and takes every body's soul [the fiend!].



The yet-unnamed Native American character is ready to let off a little angst.



Look - it's Kano and Sonya!

## First US Peek at Saturn Gadgets

Sega's finally loosened up a bit and confirmed some of the initial Saturn titles and peripherals due at launch. The first games come as no surprise, with *Virtua Fighter*, *Clockwork Knight*, and *Panzer Dragoon* leading off the first wave of software. Slightly more interesting are the first three Sega in-house peripherals, including a six-player adapter, backup ROM carts, and a revamped standard control pad. Whatever you do, don't miss next month's issue, when we blow the lid off the whole shibang with complete info on the Saturn's US launch.



The US version of the Sega Saturn controller is different from the Japanese one. Notice how the top buttons now wrap around to the front of the pad.



So far no titles have been announced for the six-player adapter, but we do know that two of them can be linked together for a maximum number of 12 players. Anyone for five-on-five basketball?



Since those pretty CDs are just too darn thin to hold a battery, lengthy RPGs and such will have to be saved on one of these RAM carts.

FRONT PAGE



# Acclaim and Marvel Plot Evil Plan

Acclaim has stuck a dagger in the hearts of game publishers everywhere by strengthening their already tight partnership with Marvel Entertainment, giving the company exclusive video game rights to any Marvel live-action movie and television properties. Projects currently in development for TV or film include *Spider-Man* (a film written and directed by James Cameron of *Aliens*, *T2*, and *True Lies* fame), and *The Fantastic Four* (a film directed by Chris Columbus), as well as projects featuring The Hulk, Luke Cage, Blade, and Ghost Rider. Also look for games based on Iron Man, Wolverine, and X-Men under the Marvel Software label, plus a sequel to the mega-selling *Maximum Carnage*. The first Acclaim/Marvel game to be published under the new alliance will be the *Spider-Man* game based on the FOX-TV animated series this spring. Check our review in this issue.



## New Nintendo Help Lines

Nintendo has launched a 24-hour automated hint line (206-885-7529). Also, the Game Play Counselor Hot Line has been changed to a 900-number (US: 1-900-228-0707 @ \$.95 per minute; CANADA: 1-900-451-4400 @ \$1.25-Canadian per minute). The existing 800-number for technical questions will remain the same (1-800-255-3700). Nintendo employs 430 Game Play Counselors and Consumer Service Representatives who cumulatively answer between 110,000 to 120,000 customer calls a week, for an annual total of more than seven million.

## More Video Games Go 'Toon

*Mega Man* returns for a second season with 13 new episodes of the weekly Ruby Spears show. The #1 syndicated animated TV series airs in 95 markets nationwide (it reaches 80% of the country).

Capcom has teamed with Graz Entertainment to produce a weekly animated series based on the *Darkstalkers* arcade game. Jun Aida, Capcom's director of licensing, had this to say, 'With an enormous built-in audience of young arcade players across the nation and a colorful range of fun, but spooky characters who lend themselves so well to animated television, we're confident that *Darkstalkers* will be a big hit. This show will make it hip to be scared.' The show will follow the adventures of Bobby Bridges, an average kid who befriends the *Darkstalkers* characters. They transform Bobby into Earth's secret champion to defend the earth against an alien invasion. The show will debut alongside the home video-game versions of *Darkstalkers* for the new next-generation platforms, as well as a sequel to the smash coin-op — *Night Warriors: Darkstalkers Revenge* is coming to arcades this summer.

Also, as previously reported, *Earthworm Jim* will be hitting the airwaves courtesy the new Warner Bros. television network. The first episode is scheduled to air in September as part of the new Kids' WB weekday morning cartoon lineup, and air on Saturday as well.



Mega Man is back for more animated tom-foolery, and this time he's brought some friends.

**FLASH! — US Saturn Release Date is September 2nd! More next issue...**

FRONT PAGE



# New Controllers For Fighting Fans



The Genesis Asciiware Fighter Pad is black...

The joystick jocks at Asciiware have struck again. Known best for their classic Genesis and Super NES Ascii pads, the company's latest control pads feature six-button layouts designed to work best with today's top fighting games. Turbo and Auto fire switches have also included, with slow motion thrown in for good measure. Look for both Genesis and Super NES versions this month.



...and the Super NES version is white. You heard it here first!

## Holy Bungling Idiots, Batman!

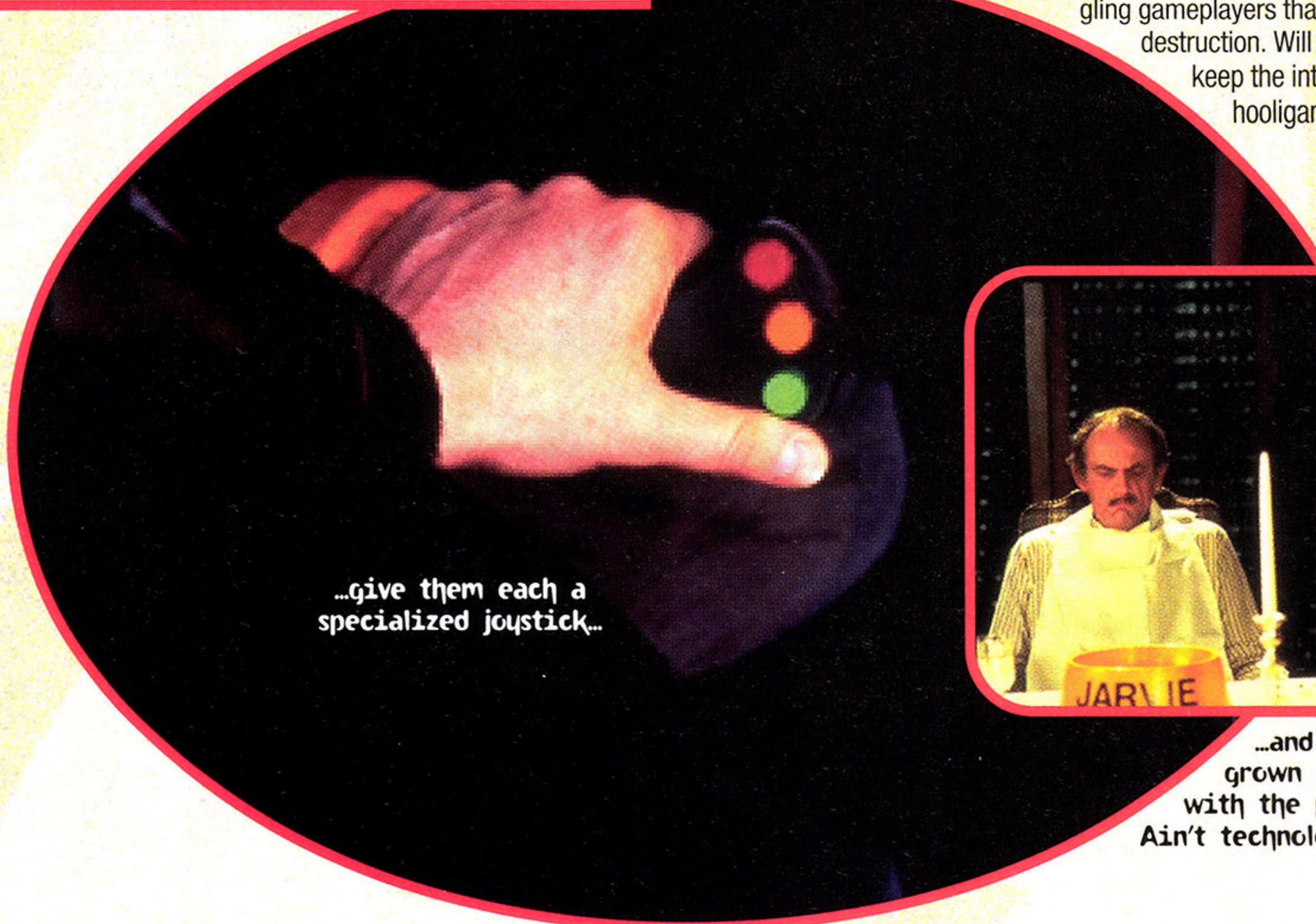
Yes, it's true — even a magazine as great as ours makes a mistake now and then. We unknowingly reviewed an unfinished version of Sega's *Batman & Robin* game in our April issue, blasting it before we had a chance to play a completed version. *Game Players* has a strict policy to review only completed titles, so we all had to take 40 lashings from the Master's whip. You can bet it won't happen again. By the way, look for a complete review of the finished *Batman & Robin* in an upcoming issue.



Take a jam-packed theater full of fun-hungry moviegoers...

## Payback Is Hell

The latest advance in the whole 'interactive movie' phenomenon, Interfilm's *Mr. Payback* is literally a movie screen hooked up to a joystick. Think of it as a *Dragon's Lair*-type live-action film that the whole theater plays at once. The pistol-grip stick holds buttons that allow the viewer to cast a vote for the direction that the story takes. Moviegoers are encouraged to loudly encourage others to vote the same way, creating a mass of screaming, giggling gameplayers that can only lead to mass destruction. Will this newest incarnation keep the interest of American movie hooligans? Go and see for yourself.



...give them each a specialized joystick...



...and now you can make grown men eat dog food with the push of a button. Ain't technology grand?

FROM THE PAGE



# GAME GOSSIP

Science has recently proven that humans aren't the only species that likes a hot bit of juicy gossip. So, in keeping with the whole monkey thing, here's this month's dirt.

## PlayStation — More Answers, More Questions

Rumor has it that Sony may be reconsidering the PlayStation label for the US market, opting instead for a newer, 'older'-sounding title. During a series of focus tests, Sony found that many gamers felt the name sounded too young. Since then Sony execs have said have banded about names like

**PowerStation** and **Game Man** (ugh!) in favor of a more mature-sounding label. Also rumored to be on the table is the resurrection of the 'PS-X' name that was initially dropped for the US. However, it is unlikely that Sony will make any change at all, since they would lose any consumer clout they've managed to build up with the PlayStation brand-name. Still, you never know... • In other PlayStation news, the latest gossip pins the system's price tag between **\$250 - \$299**, with the cheaper price a definite possibility to match Nintendo's Ultra 64 benchmark. Sony is reportedly willing to eat around \$100 per unit to help build a quick install base. This would put even more pressure on Sega's Saturn, which is still said to be looking at a stiff \$400. • Also, sources close to the companies say that **Ridge Racer** is a definite for the PlayStation pack-in. A great game, yes — but are there enough racing fans out there to support a system's launch? I dunno... • Sony's best-buddy Namco are said to be developing arcade titles like **Air Combat** and **Starblade** for PlayStation conversion. The company is also hard at work on a 'Toh Shin Den-esque' **sword fighting game** to be released first in the arcades at the end of the year, with a direct PlayStation port-over early next year. **Electronic Arts** is rumored to be working on as many as 24 PlayStation titles, including sports games like **Madden Football** as well as port-over titles from 3DO. **Psygnosis** has six PlayStation games in development. Two of them are PC translations, while the remaining four are brand-new titles that haven't been seen anywhere yet. One of them is a **violent racing game** set in the future, while the another is a **combat game** featuring giant mech battle suits, also set in the future. Look for both titles to hit in September.



Will *Ridge Racer's* hard-driving action be packed into the US PlayStation? It's a good bet.

## Ultra 64 — Getting There

It's no big secret that the machine is being designed with future applications in mind, but it seems that the big 'N' may be moving on those things at a much faster pace than anticipated. Many industry sources hint at the possibility of **networking** in the machine's near future, and the company's recent alliance with communications giant **GTE** puts them in a prime position. Stay tuned... • Nintendo still claims that everything is on schedule, and we know for a fact that the standard Ultra 64 **control pad is finished**. • The latest set of rumored release dates range between July to Labor Day (Sept. 4th), with the emphasis on the later dates. • The Paradigm/Miyamoto Nintendo game (**Pilotwings 2?**) is still heavily rumored to be the Ultra 64 pack-in game, although at press time, Sigeru Miyamoto (who is overseeing the project) had yet to even visit the Paradigm offices. • **Virgin** and **Konami** are now said to be working on Ultra 64 titles, and **Acclaim** is looking to add **Alien Trilogy** and **Batman Forever** to its Ultra 64 catalogue. • On a 16-bit note, Nintendo is said to be working on three new rendered Super NES titles to debut at the E3 show in LA, including the follow-up to **Donkey Kong Country**.

## In Other News...

In an excellent move to steal some of the thunder away from the new machines, a new **\$199 3DO** is rumored to be in the works. Too little, too late? • And don't forget the Atari, which, despite everyone's predictions, is still alive and kicking. The company is reportedly looking at a **\$149 Jaguar** in the near future, but that won't mean squat if the only good game is still **Alien Vs. Predator**. • The long-rumored **Street Fighter** movie game is finally nearing completion, and it is said to have even **better digitized graphics than MKII**. But after the so-so box-office draw of the movie, it looks as if Capcom isn't relying on the license alone, with some cool new tricks and features. More on that soon...

## Sega Saturn — More In the Works

**Sega Sports** is reportedly developing an **NHL Hockey** game that includes fighting, a **soccer** title (currently called *International Victory Goal* in Japan), and **Pebble Beach Golf Links** for the first wave of SS sports titles. **EA Sports** is working on **Madden** and more... • **Virtua Fighter 32X** is in development, but Sega doesn't really have an idea of how accurate a translation it will turn out to be. This is a true test for the power of the 32X if ever there was one. • Work on **Virtua Fighter 3** has started in Japan, and Sega's famed AM2 coin-op R&D department (the folks who do the series for the arcade), is currently working on **Virtua Fighter 2 for Saturn**. Don't dare miss next issue — we're gonna blow this whole Saturn thing wide open with all the official US info!



If the Saturn version of *Virtua Fighter* isn't arcade perfect, how can the 32X deliver the goods?



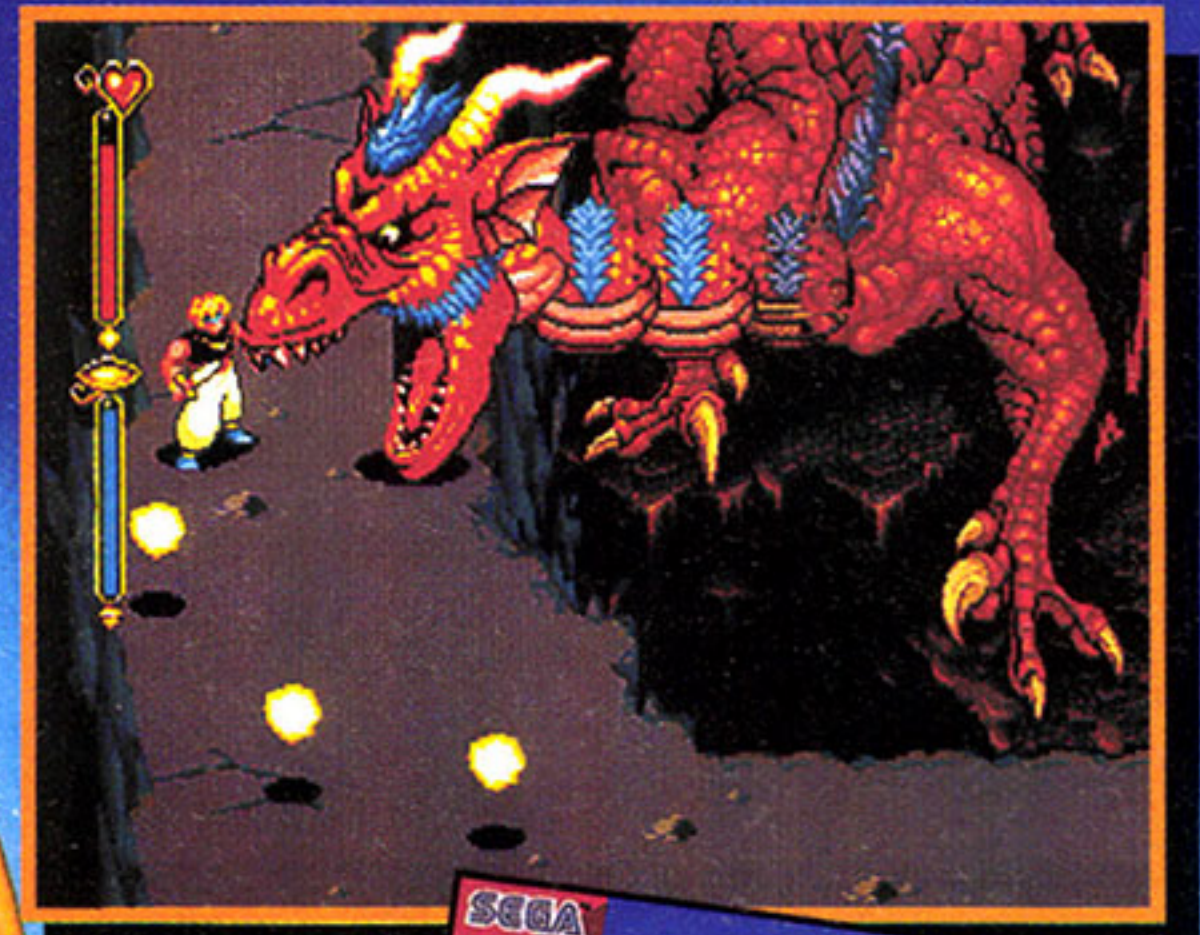
**BLOB OUT!** Make short order of bilious blobs and evil trolls with Prince Ali's weapons, punches and kicks — or dig deeper to discover *HIDDEN SECRET MOVES* — a SEGA™ first!



**ROCK ON!** You'll need more than sticks and stones to battle the Rock Boss. Count on the four Wild Spirits to back you up — especially the superhot Efrete the Fire Spirit!



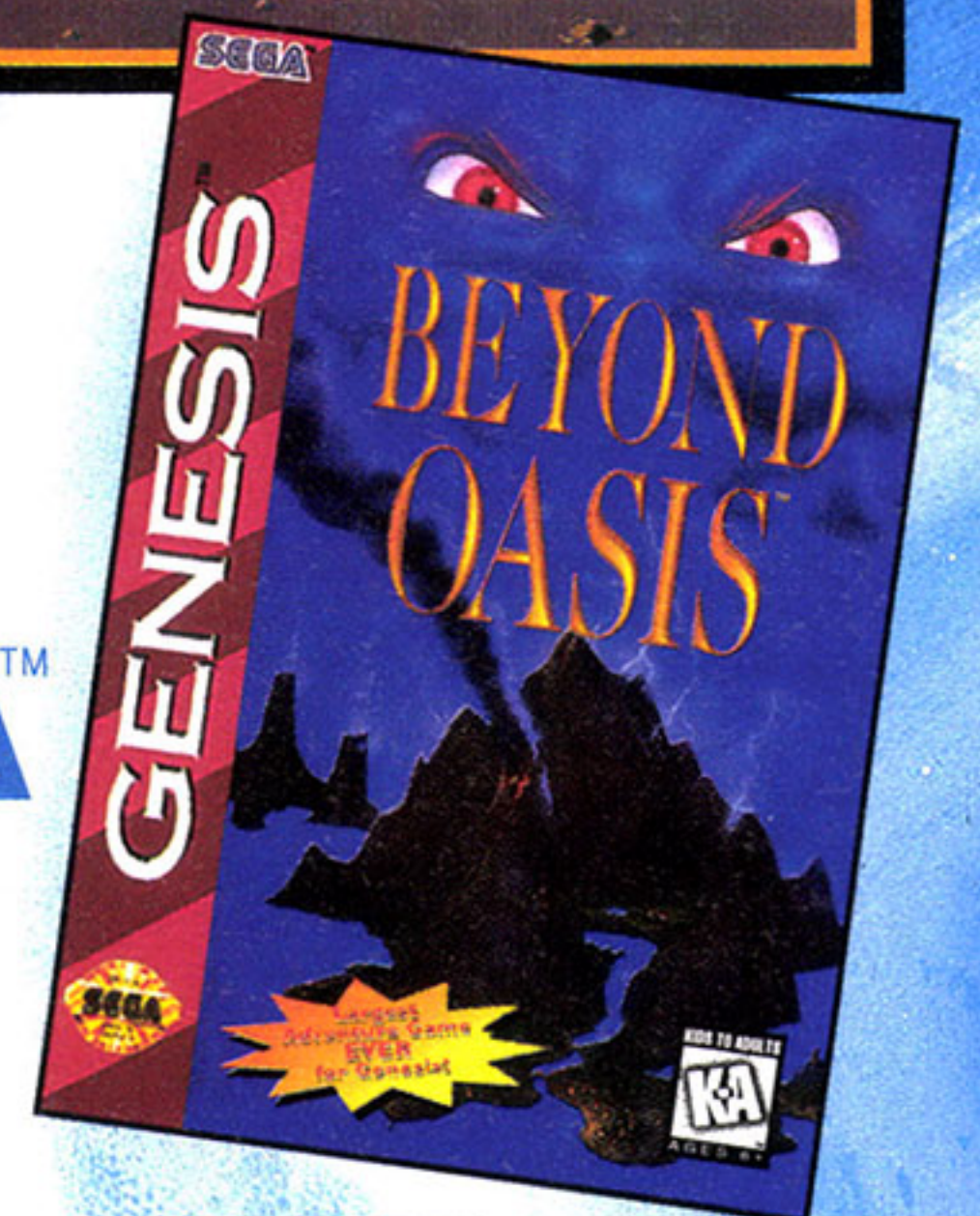
**FIRE UP!** Wrap your brain around mind-boggling puzzles that lead to close encounters of the fire-breathing kind — then save up to 4 games with battery back-up!



# BEYOND OASIS



SEGA™



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## THE ULTIMATE ADVENTURE AWAITS!



One has to  
pay dearly for  
immortality;  
one has to die  
several times  
while one  
is still alive.

- Nietzsche



MK3. The Arcade Game.





# HIT LIST!

Here we are again with those ever popular Top Ten lists that you all have been clamoring for. We hope to receive the first 'Write Your Own Darn List' postcards soon. As soon as we do, we'll start compiling a list written by you, our faithful readers. Until that magic moment, enjoy these Hit Lists! We sure have!

## OUR READER'S TOP TEN!

Based on our reader mail!

GAME	SYSTEM	PUBLISHER
1 <i>Final Fantasy III</i>	Super NES	Square Soft
2 <i>Shining Force II</i>	Genesis	Sega
3 <i>Earthworm Jim</i>	Gen/SNES	Playmates
4 <i>Donkey Kong Country</i>	Super NES	Nintendo
5 <i>Mortal Kombat II</i>	Genesis	Probe
6 <i>The Lion King</i>	Super NES	Virgin
7 <i>Doom</i>	32X	Sega
8 <i>Jurassic Park</i>	Super NES	Ocean
9 <i>Sonic &amp; Knuckles</i>	Genesis	Sega
10 <i>Stunt Race FX</i>	Super NES	Nintendo

## OUR OWN DELUXE TOP TEN!

Based on what we make up when we should be thinking!

GAME	SYSTEM	PUBLISHER
1 <i>Jake Longhandler, PI</i>	PlayStation	Takara of Japan
2 <i>Masked Disco Killers</i>	Super NES	Capcom
3 <i>Super Lube World</i>	PlayStation	Sony CE of Japan
4 <i>Black List</i>	Saturn	Sega of Japan
5 <i>The Finger Prince</i>	Saturn	Sega of Japan
6 <i>Kick the Kan</i>	3DO	Prolific Publishing
7 <i>Blue Racer</i>	Ultra 64	Nintendo
8 <i>Rocket Dogs</i>	Arcade	Nintendo
9 <i>Chainsaw Challenge</i>	Arcade	Capcom
10 <i>J. Butane: Flammable Boy</i>	SNES	Interplay

## TOP TEN FROM THE USA

GAME	SYSTEM	PUBLISHER
1 <i>Donkey Kong Country</i>	Super NES	Nintendo
2 <i>Sonic &amp; Knuckles</i>	Genesis	Sega
3 <i>Doom</i>	32X	Sega
4 <i>Madden NFL '95</i>	Genesis	Electronic Arts
5 <i>Madden NFL '95</i>	Super NES	Electronic Arts
6 <i>NBA Live '95</i>	Super NES	Electronic Arts
7 <i>Star Wars Arcade</i>	32X	Sega
8 <i>NBA Live '95</i>	Genesis	Electronic Arts
9 <i>NFL Football '95</i>	Genesis	Sega
10 <i>NHL Hockey '95</i>	Genesis	Electronic Arts

## WRITE YER OWN DARN LIST!

We need your help! Send us your top five games, along with the game system it's for, and the publisher, on a postcard. All that info will be on the game box. Please don't send it in a letter 'cuz we won't have time to open letters with all the mail we're expecting! Send your postcard to: Write Yer Own Darn List!, Game Players, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010.

We'll do all the math and publish your compiled list every month! So get on it and write yer own darn list today!

## TOP TEN FROM THE U.K.

GAME	SYSTEM	PUBLISHER
1 <i>FIFA Soccer '95</i>	Genesis	Electronic Arts
2 <i>Super Return of the Jedi</i>	Super NES	Virgin
3 <i>Cannon Fodder</i>	Super NES	Virgin
4 <i>Earthworm Jim</i>	Super NES	Virgin
5 <i>Jimmy White's Snooker</i>	Genesis	Electronic Arts
6 <i>Donkey Kong Country</i>	Super NES	Nintendo
7 <i>Micro Machines 2</i>	Genesis	Codemasters
8 <i>Stunt Race FX</i>	Super NES	Nintendo
9 <i>The Lion King</i>	Super NES	Virgin
10 <i>Secret of Mana</i>	Super NES	Nintendo

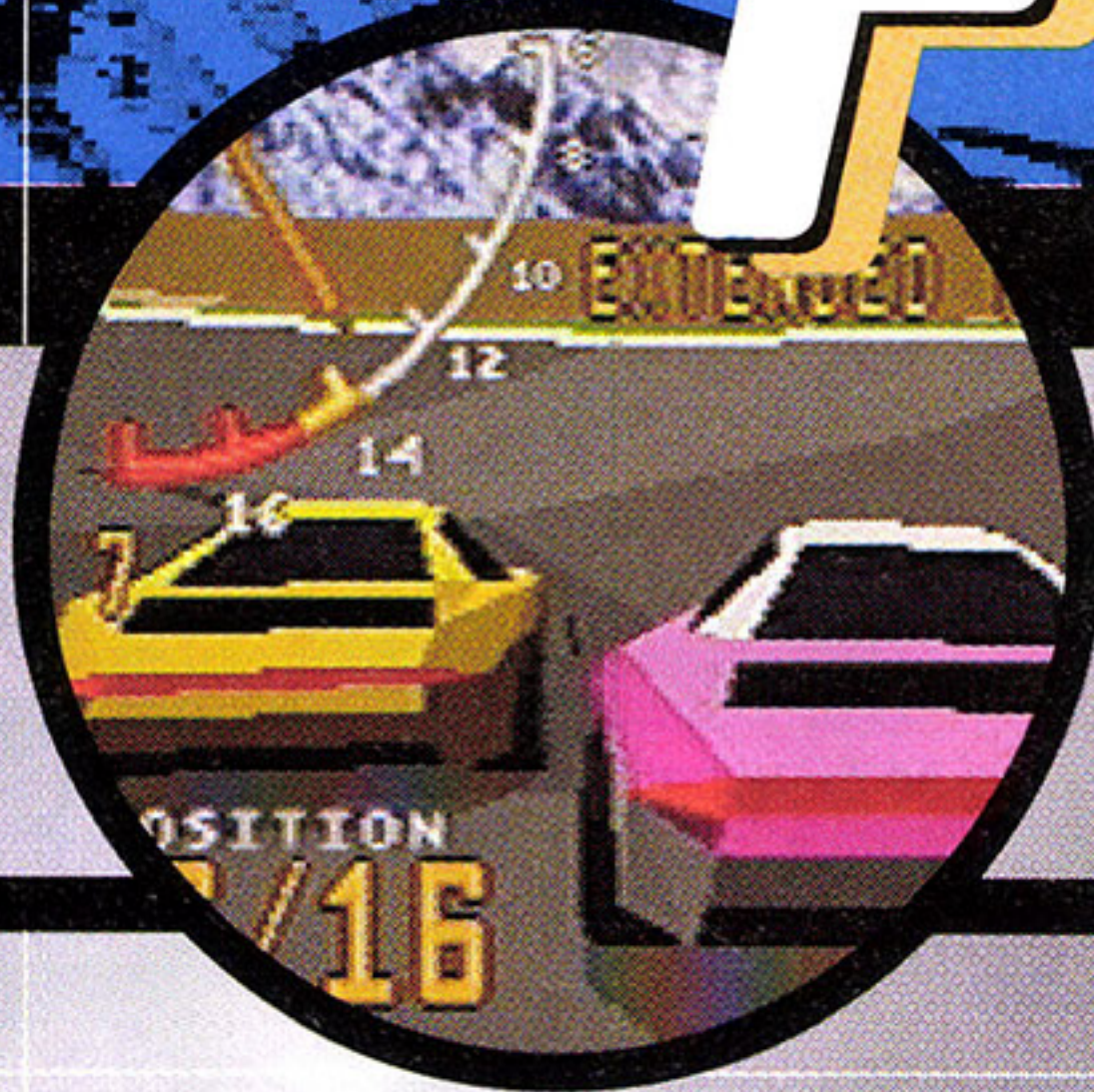
## TOP TEN FROM JAPAN

GAME	SYSTEM	PUBLISHER
1 <i>Toh Shin Den</i>	PlayStation	Takara of Japan
2 <i>Virtua Fighter</i>	Saturn	Sega
3 <i>Super Fire Pro Wrestling</i>	S. Famicom	Human
4 <i>Donkey Kong Country</i>	S. Famicom	Nintendo
5 <i>The Kaemai's Night</i>	S. Famicom	Chunsoft
6 <i>Big Monster Story</i>	S. Famicom	Hudson Soft
7 <i>Ridge Racer</i>	PlayStation	Namco
8 <i>Tales of Third Kingdom IV</i>	S. Famicom	Koei
9 <i>Grand World of Oil Jobs</i>	PlayStation	Sony CE of Japan
10 <i>Super Puyo Puyo</i>	S. Famicom	Banpresto

CHARTS



# PREVIEWS



Usually, we can't foretell the future. For some, this is a blessing. Who wants to know the day they're gonna die? For others, it's a curse. Who wouldn't wanna know the winning Lotto numbers in advance? Aw, to hell with philosophy, here's that section where we tell the future — our previews pages! Enjoy!!!

## Secret of Evermore

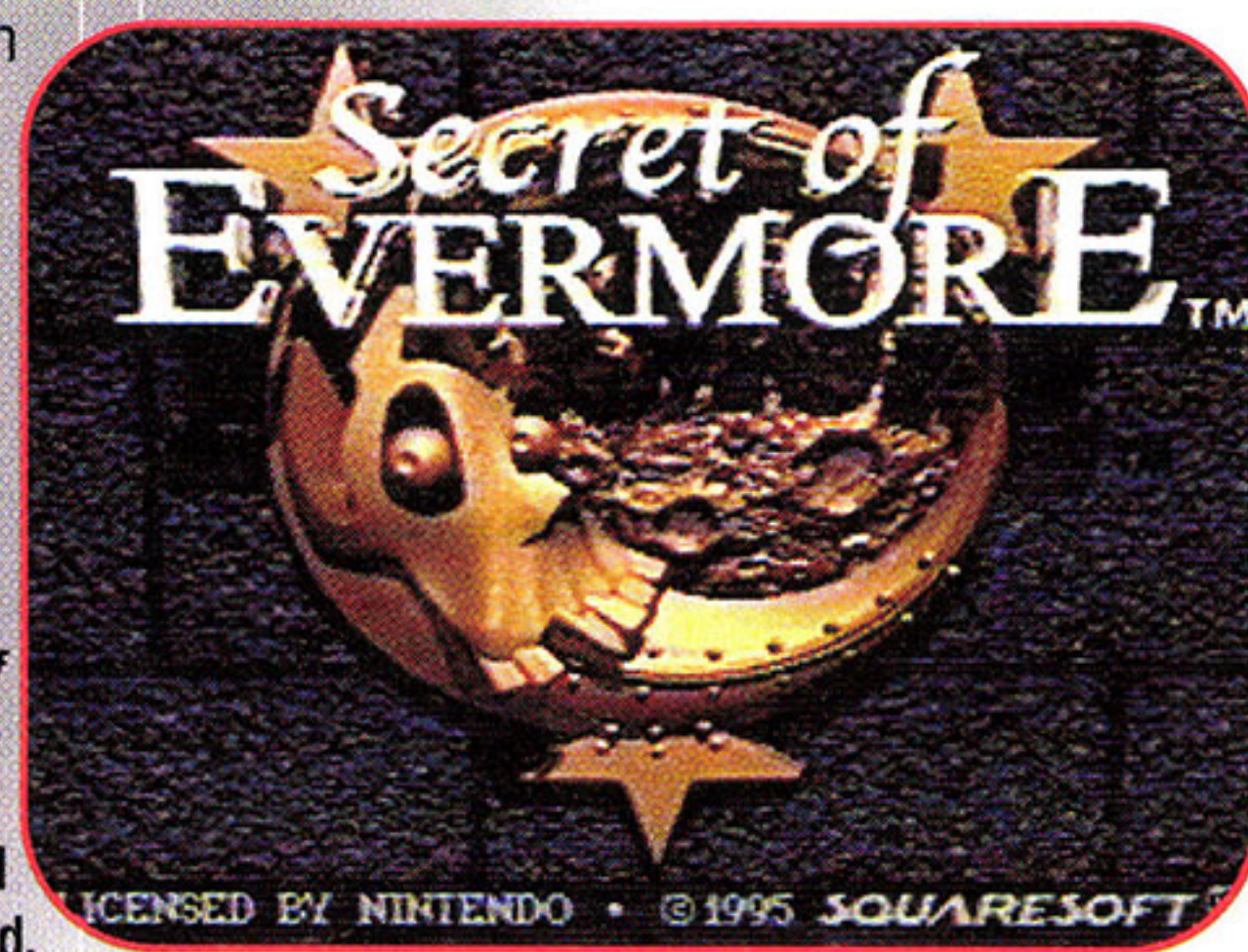
Square Soft for Super NES

Seattle — a typically overcast day found GP staffers at the Redmond HQ of RPG giant Square Soft. The office is showing all the signs of recent expansion, and Square's newly-formed US development team is in place and hard at work — fueled, apparently, by the massive jars of candy outside the cubicles and numerous trips to Starbucks's coffee house just up the road.

All the sugar and caffeine is being brought to bear on *Secret of Evermore*, Square's first game ever produced in the US. Heading up the new development division is Doug Smith, creator of *Lode Runner*, an early, big hit back in the '80's. In charge as *Evermore*'s producer is Alan Weiss, who's worked in the industry for nine years as a developer at Broderbund.

The game's story revolves around the American institution of a boy and his dog, this time lost in the fantasy world of Evermore. Sometime back in the '50's — the game's intro begins in glorious black and white — Dr. Sidney Ruffleberg and his team of scientists succeeded in creating a world of their own design, tailored to their own fantasies, and transported themselves there. Years later, in the '90's, a young boy and his dog were sniffing around the Doctor's mansion, now old and falling apart, and accidentally trigger the device, sending themselves into Evermore.

But in the years since its creation, something has gone wrong. Evermore isn't quite the peaceful place it was supposed to be, and someone or something is making it very creepy and dangerous. The boy and his dog set out to find Dr. Ruffleberg and the other scientists in hope that they know what's going on and can send the two of them home.



The *Secret of Evermore* title screen. Note the rendered background.



Square Soft's US HQ — note the slate-gray Seattle sky...



Computer Graphic artist and Brad Clarkson shows off an SGI-rendered spaceship. Much of the game's graphics were rendered on an SGI workstation — they look great, and best of all, you can crank 'em out fast.

## Wither Mana?

I don't think we're in Kansas anymore!

'This isn't the *Mana* engine. We looked at a lot of different games including *Mana* and we took the features that we liked and adapted them, then put in our own features. We really liked the ring menu system, we thought that was really effective, but then we created a different magic system, a system of alchemy, and a system of being able to call the people who imagined these worlds to come and help you out. The programming is all our own.'

— Alan Weiss, Producer.



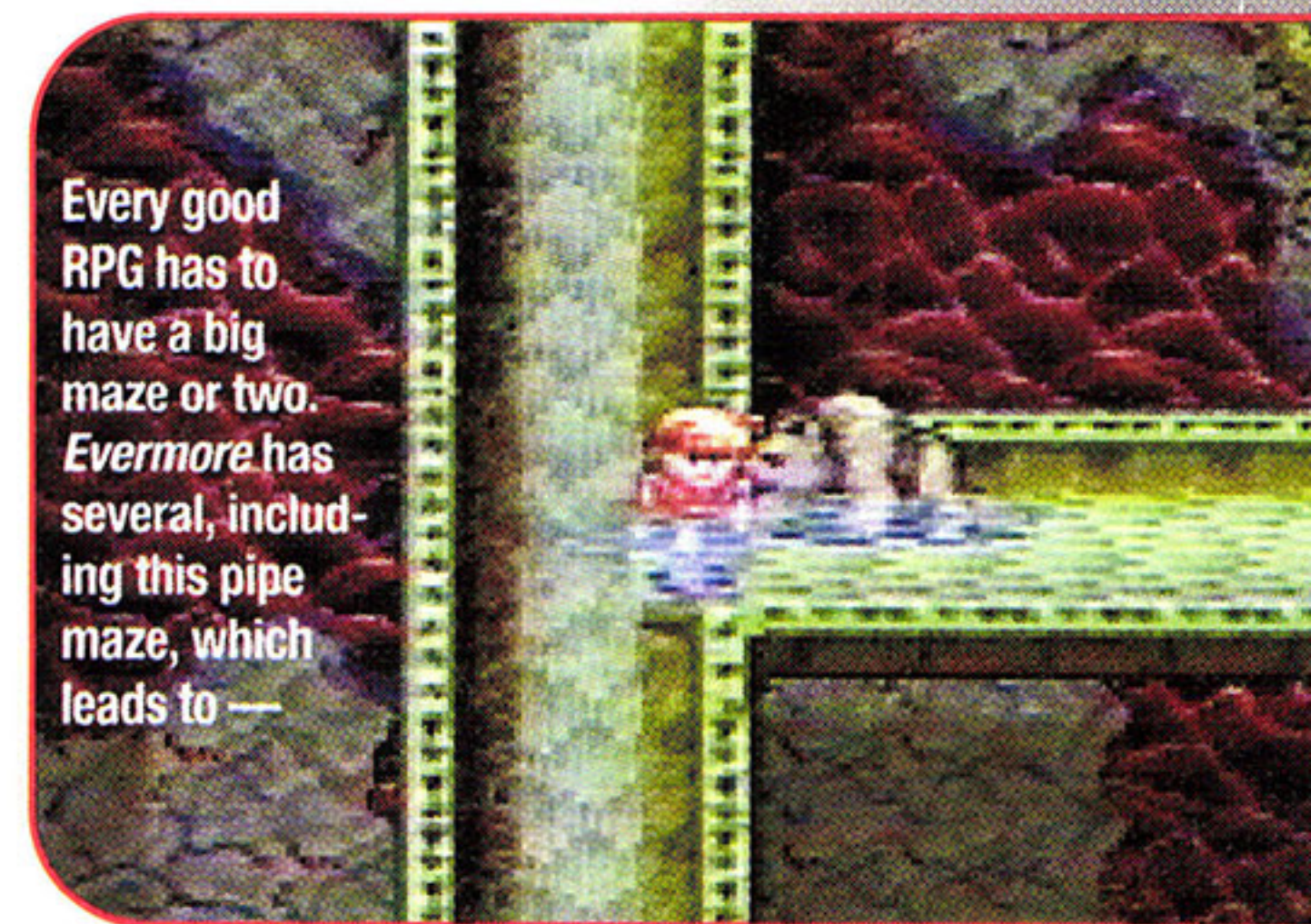
And heere's the Ring Menu System. Simple and easy to understand, it's one feature they kept from the many games they looked at.



But then, there's a lot of stuff that's all their own. The magic system uses alchemy — combining different items and elements to form a spell. The tough part of alchemy isn't always finding the ingredients though, it's finding someone to show you how to use them.



Like *Secret of Mana*, *Legend of Zelda* and others, *Evermore* mixes action with its RPG story. This avoids the static combat screens of *Final Fantasy*, *Phantasy Star* and others.



Every good RPG has to have a big maze or two. *Evermore* has several, including this pipe maze, which leads to —



# How Goofy?

Wacky... or weird?

'We tried to get as much comedy and as much campiness as possible, but because of the direction we've taken with the art, trying to make it a little darker... we had to tone it down just a little bit... We have constant battles about just how wacky actually to go.' - Alan Weiss



Transylvanian-born lead artist Daniel Dociu hard at work among the twisted splendor of his highly conceptual sketches.



But then, the creepiness of the monsters and locations does occasionally get lightened a bit by the game's goofier moments.



This works though, since one of the reasons Square wanted a US development team in the first place was to be able to have humor and dialog with a distinct American feel.

The idea behind *Evermore* was to create a game here in the States that had all the sprawl and depth of Square's Japanese-developed classics, *Secret of Mana* and the *Final Fantasy* series, but wouldn't run the risk of losing something in translation, and could draw more on American history and pop culture for its story and humor.

Alan Weiss explains, 'The basic idea came from creating a game where the world came out of the imagination of the characters in the world. The original approach was done with an eye toward literature — books. When we brought in some new staff, most notably [associate producer] George Sinfield... his recommendation was to play up something more American, which turns out to be movies. There's nothing else like Hollywood in the world... and so we decided to play that up whenever possible. A lot of the text involves making parodies of B-movies that we invented, things like Mars Needs Lumberjacks.'

The team has been pulled together from a number of different sources. Head artist Daniel Dociu was a former toy designer for Ace Novelty Company, and prior to that had been an industrial designer in his home country of Transylvania — really. George Sinfield, associate producer and head writer is a former game counselor at Nintendo and writer for Nintendo Power, while Jeremy Soule, who composed the score, got his job by simply sending in a demo tape of his music, 'A mixture of Danny Elfman and John Williams,' according to Alan.

From what we can see, the team is very creative, and Alan is justly proud of the work they're doing. 'We've pulled together a diverse team. Some people with direct experience in the industry and some people without direct experience, and it's proven to be a great combination. We get a fresh perspective from the people who haven't developed in this particular field before, and they compliment each other very nicely.'

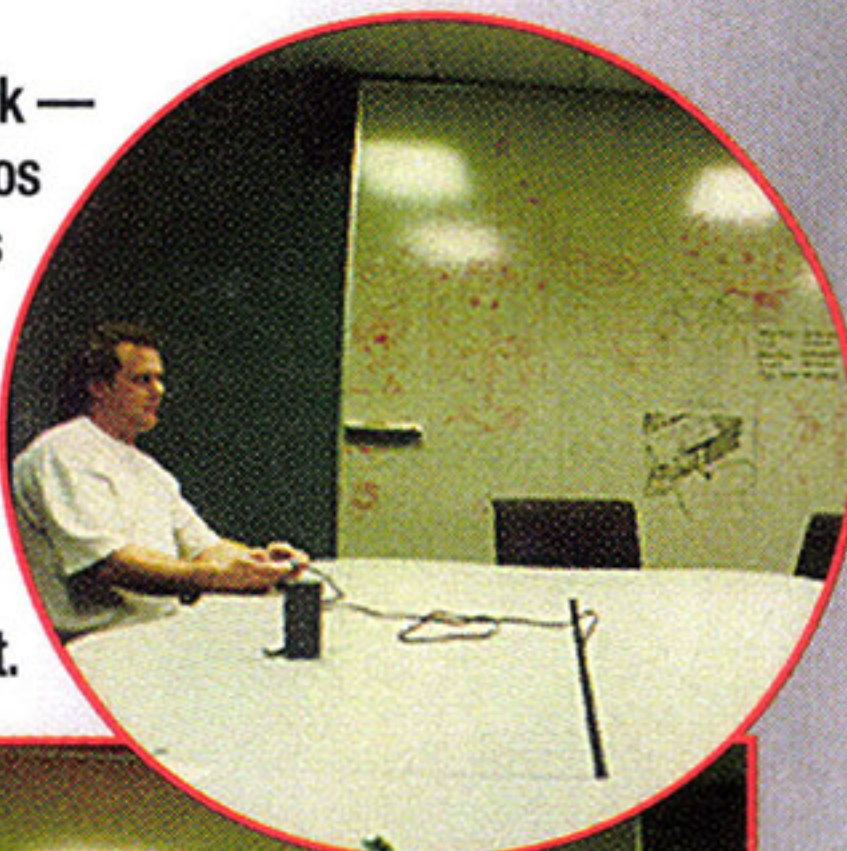
So a lot of the game's humor is based around (mostly non-existent) American B-movies.



Yeah, this film was always one of our favorites!

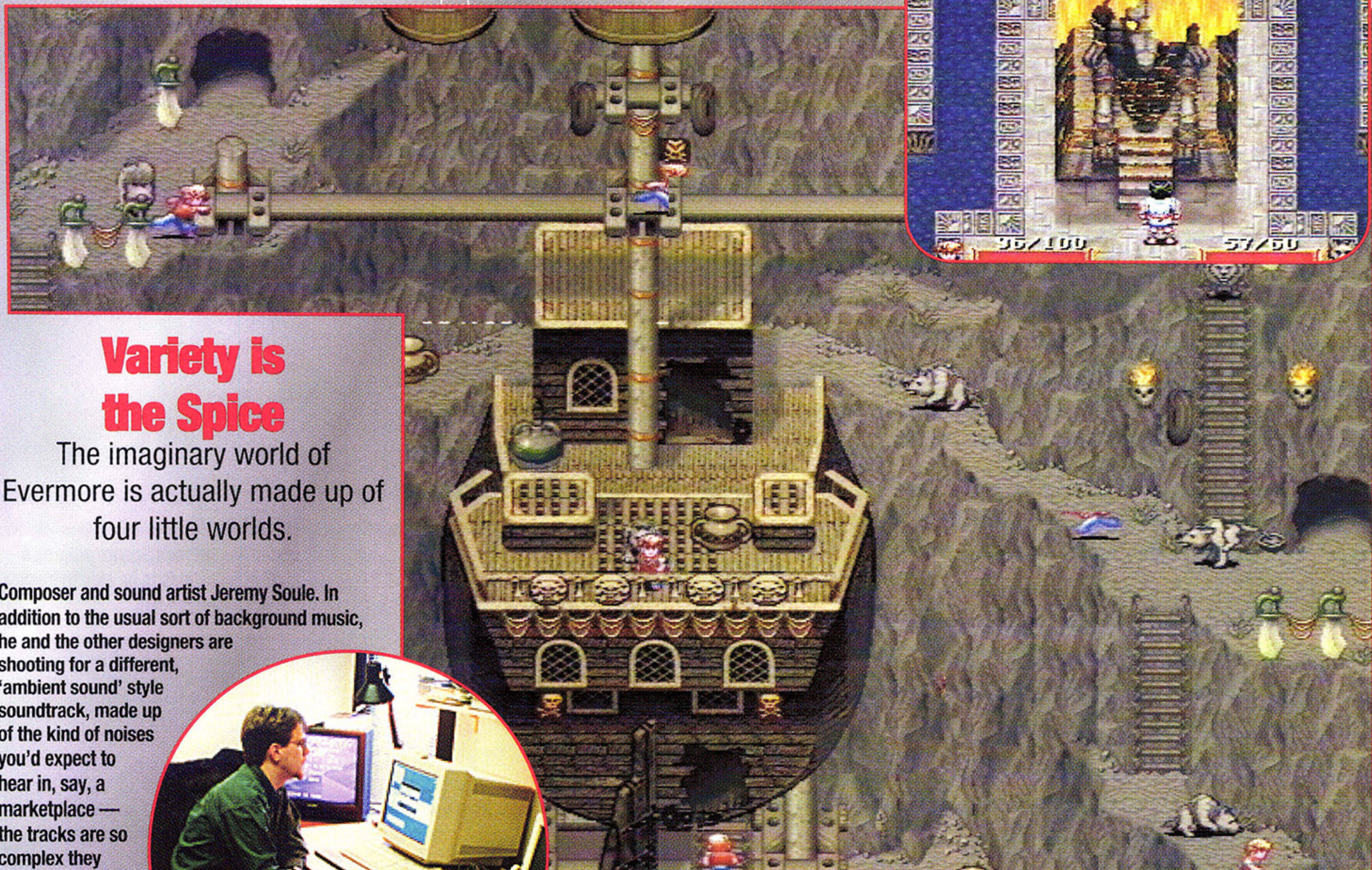


The creative process at work — producer Alan Weiss demos the game for us in Square's conference room. On the wall behind him, details of Medieval world and some of the game's more complex puzzles are being hashed out.





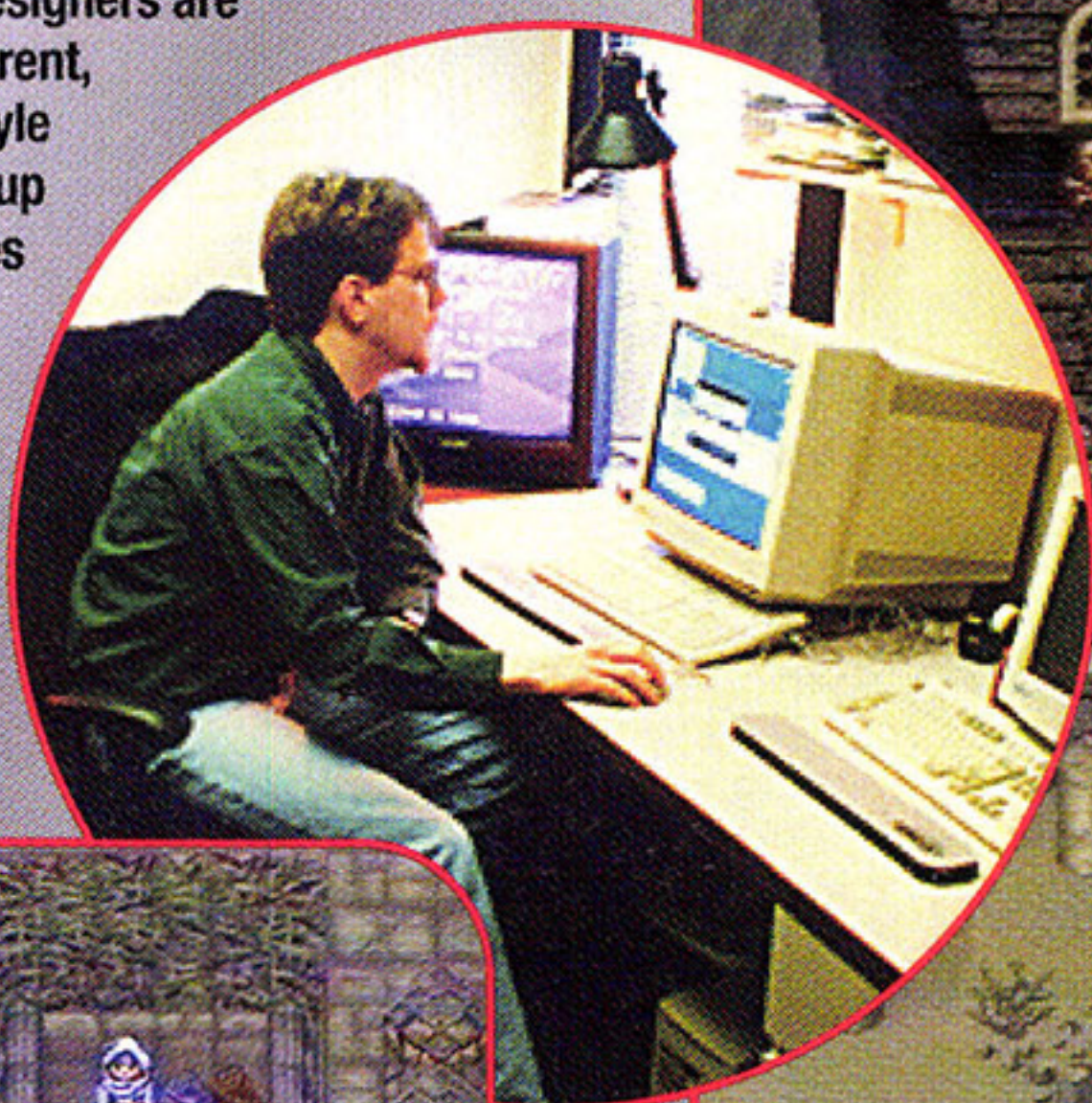
Later, it's the setting for a bizarre ceremony, which ends with the expected battle with the forces of evil.



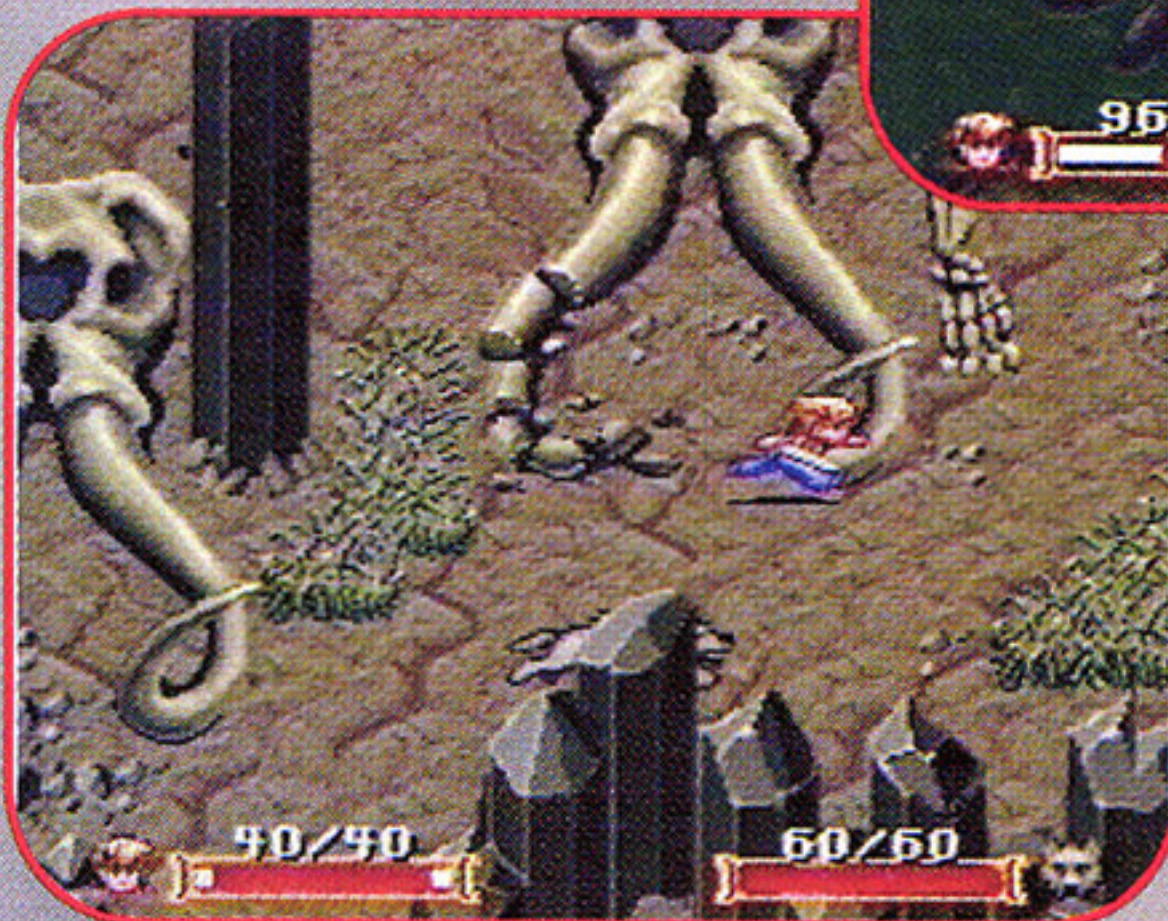
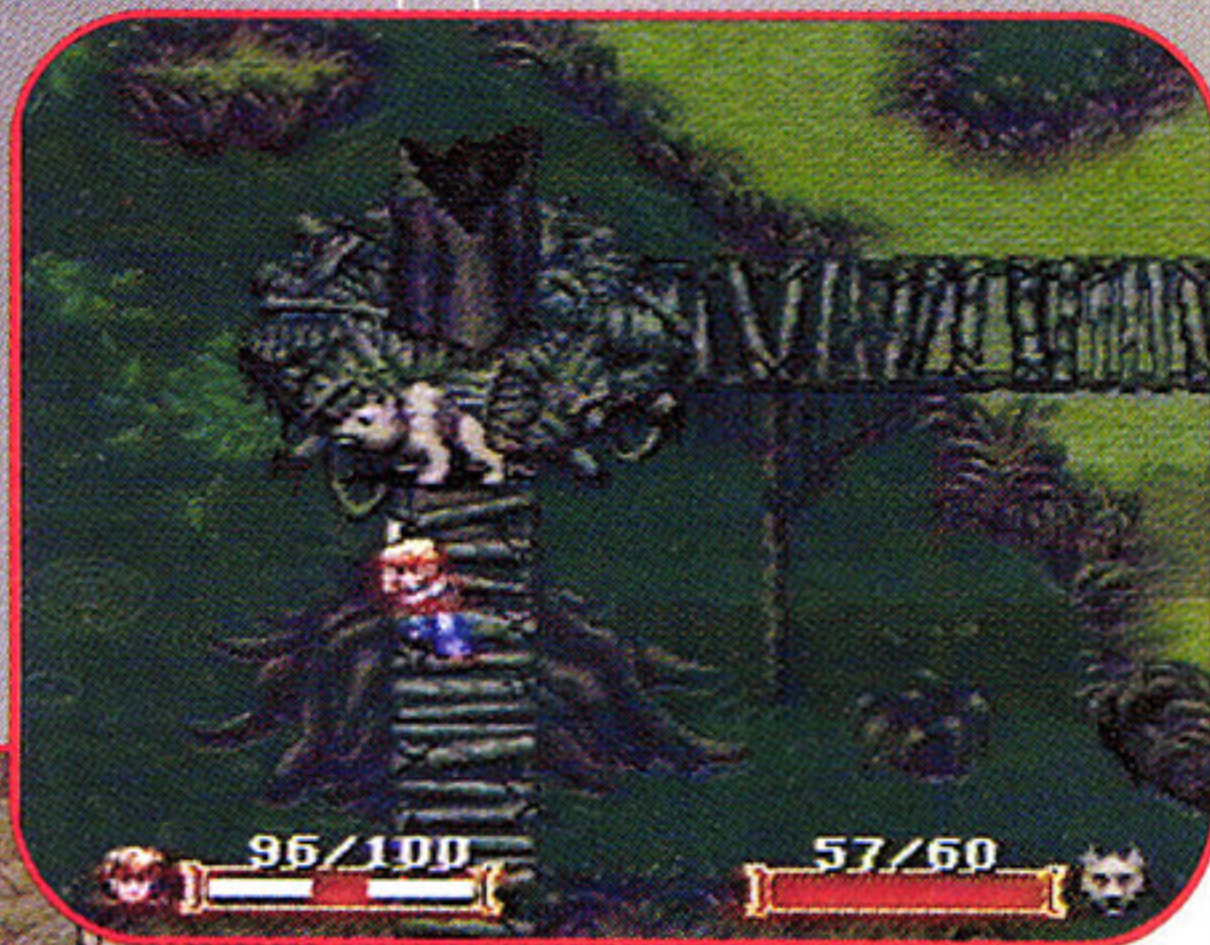
## Variety is the Spice

The imaginary world of Evermore is actually made up of four little worlds.

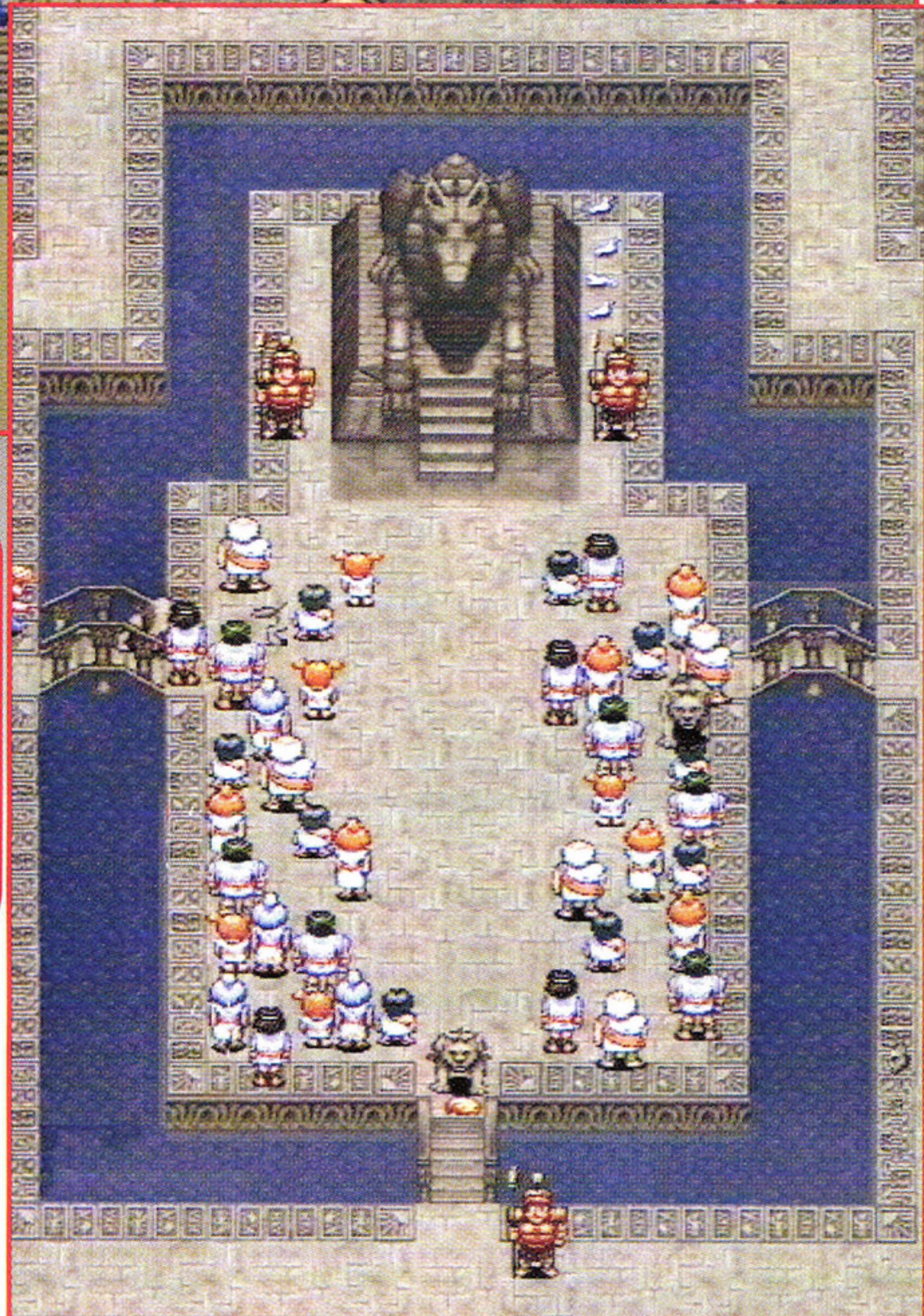
Composer and sound artist Jeremy Soule. In addition to the usual sort of background music, he and the other designers are shooting for a different, 'ambient sound' style soundtrack, made up of the kind of noises you'd expect to hear in, say, a marketplace — the tracks are so complex they never repeat the same way twice.



Every world has its set of mystic places, from deep swamps to the prehistoric Elephant Graveyard — which would actually make it the Woolly Mammoth Graveyard, wouldn't it?



The city square in the Roman world. The statue all these folks are staring at is another SGI-rendered, uh, thing, in contrast to the actual Romans, who had to carve these, uh, things out of marble.





# Primal Rage

Time Warner Interactive  
for all Systems

Hey, *Primal Rage*, last summer's prehistoric bloodfest arcade hit, is now being ported over to the home systems, ten in all. Come August you'll be able to rage one the Super NES, Genesis, Game Boy, Game Gear, and the PC. Then in November the dinosaurs will be coming to the 3DO, Jaguar CD, 32X CD, Saturn, Mac CD, and another anonymous system (Playstation? Ultra 64?). The Super NES and Genesis versions will feature Sauron, Diablo, Armadon, Talon, Vertigo, Blizzard, and Chaos. All seven characters from the arcade with all their unique fighting moves, combo hits, and finishing sequences. Game Boy



No Vertigo, limited color, and not much hope for looking like the arcade version, but still could be decent.



Vertigo appears to be the only finished character thus far, but the different backgrounds and animation look hot.



Sauron and Vertigo both look great on the large Super NES color palette. Now if it plays good, we're in luck.

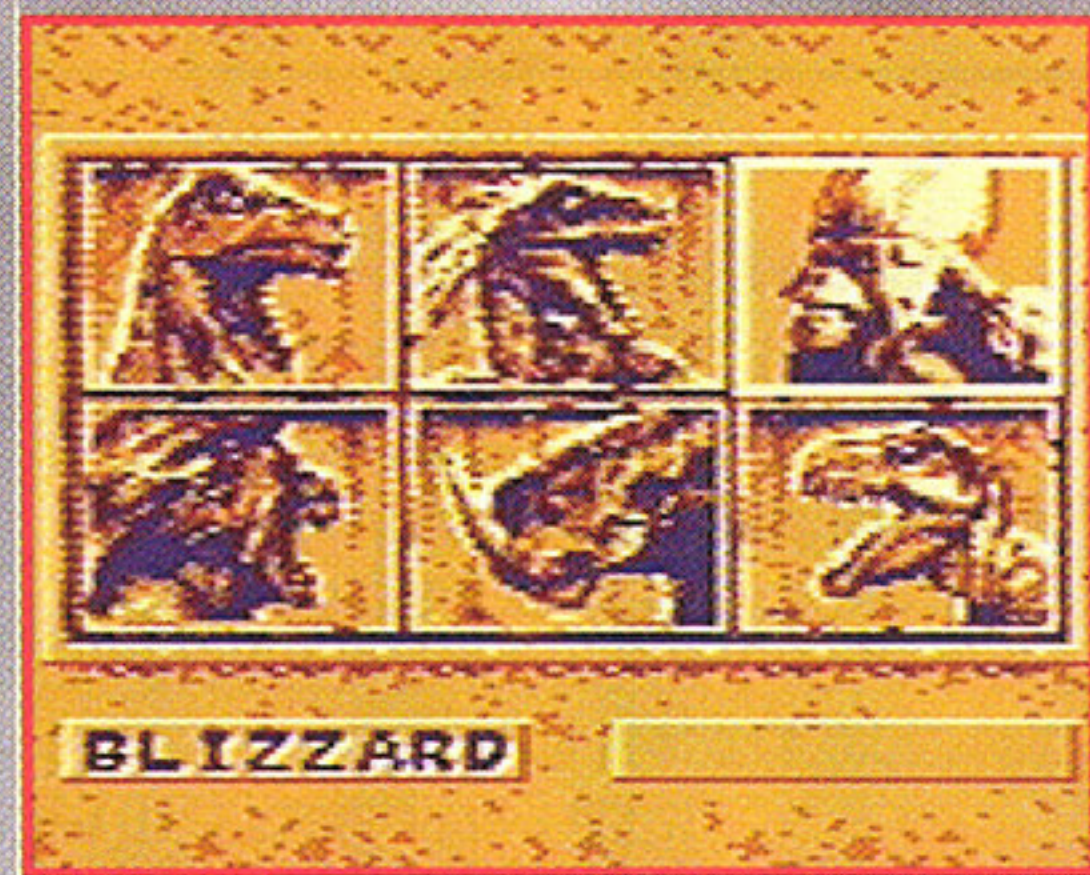


and Game Gear owners have to suffer without Vertigo, since he couldn't be fit into the tiny hand holds.

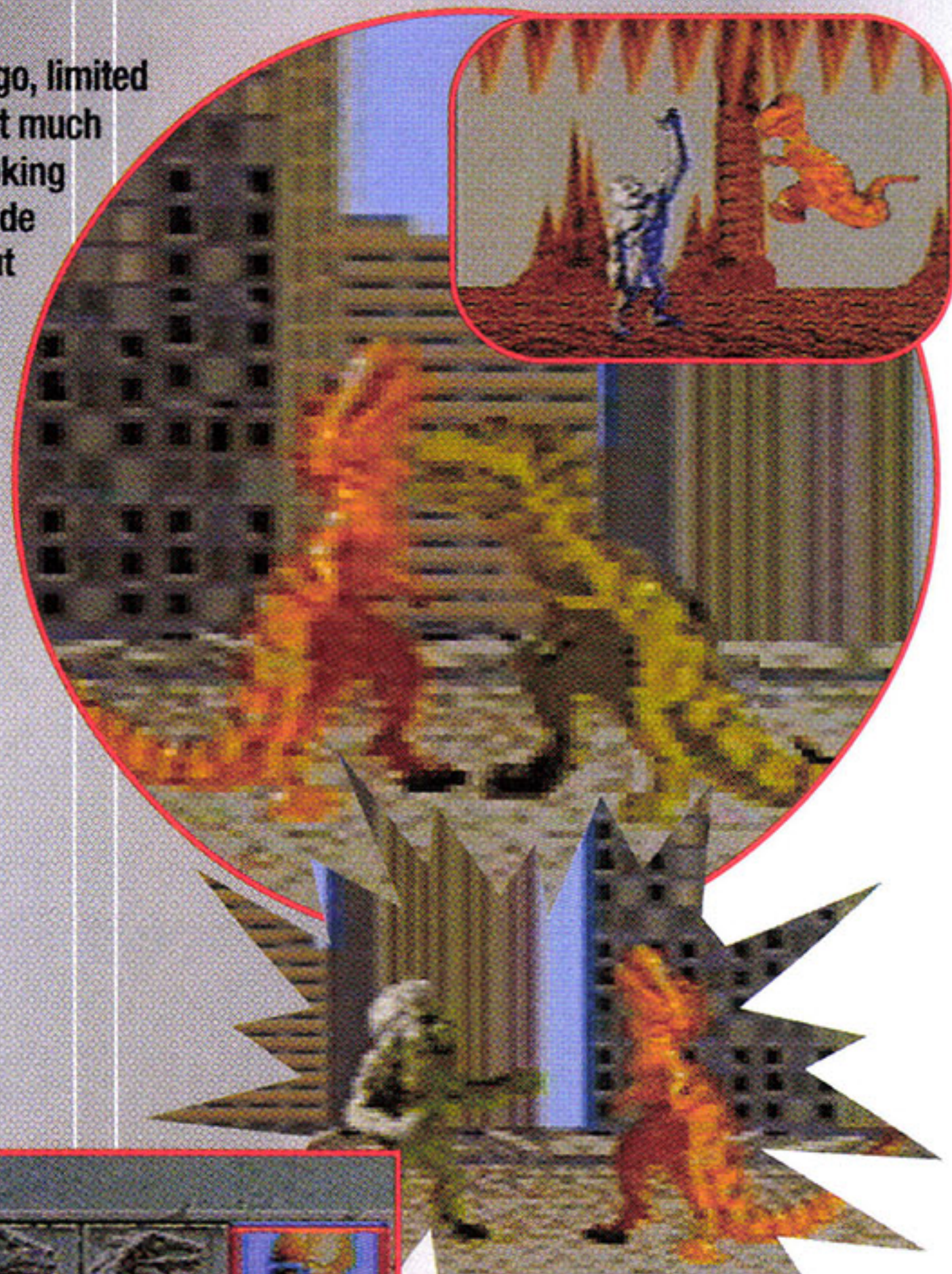
The original code used for the arcade version is being used to create software for the home versions, as Time Warner

Interactive hopes to have all platforms look and play as close to the arcade as possible. The same style of fighting will be incorporated in the home systems, with two punch and two kick buttons and specially mapped 'power hits' for easier special moves and combos.

We've got screens for you to check out, but haven't seen a finished game yet. We'll let you know if *Primal Rage* is 'prime time' or just a waste of time.



No Vertigo, no color, and not much hope for looking like the arcade version.

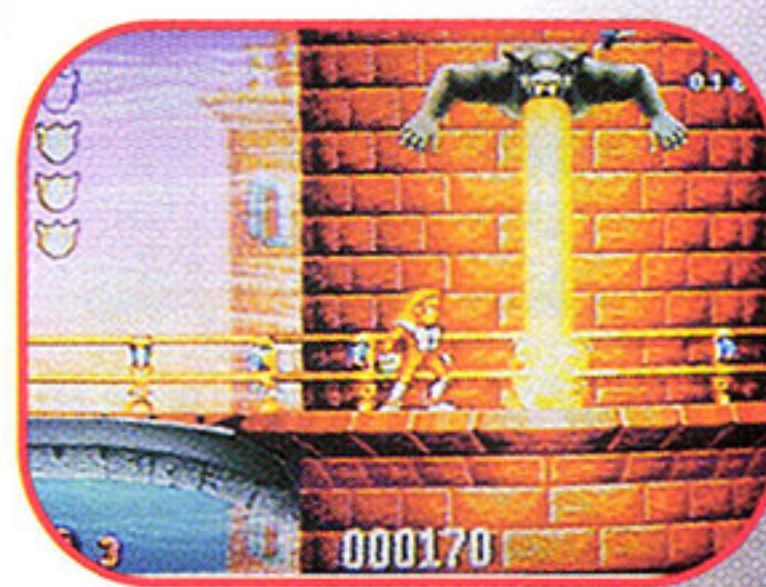


# Realm

Titus for Super NES

Protecting the Earth from the onslaught of the Ogres of Hidden Valley would seem a pretty tough job. Fortunately, the year is 5069, and the Earth has Biomech, a bionically engineered super-soldier, to run around and shoot the bad guys for them.

A side-scrolling action game in the classic mold, *Realm* takes you through five levels, from the Plasma Port to the Extraterrestrial Battle Station — levels ablaze with power-ups and ultra-secret weapons... whew! Did I manage to make that sound exciting? Well, that's why I get paid the big bucks...



A Biomech is a cybernetic soldier of the future — the really, really far future. Like, three thousand seventy-four years from now.



The thing you've got to give the guy though, is that there's a wide variety of worlds for him to run and shoot through.



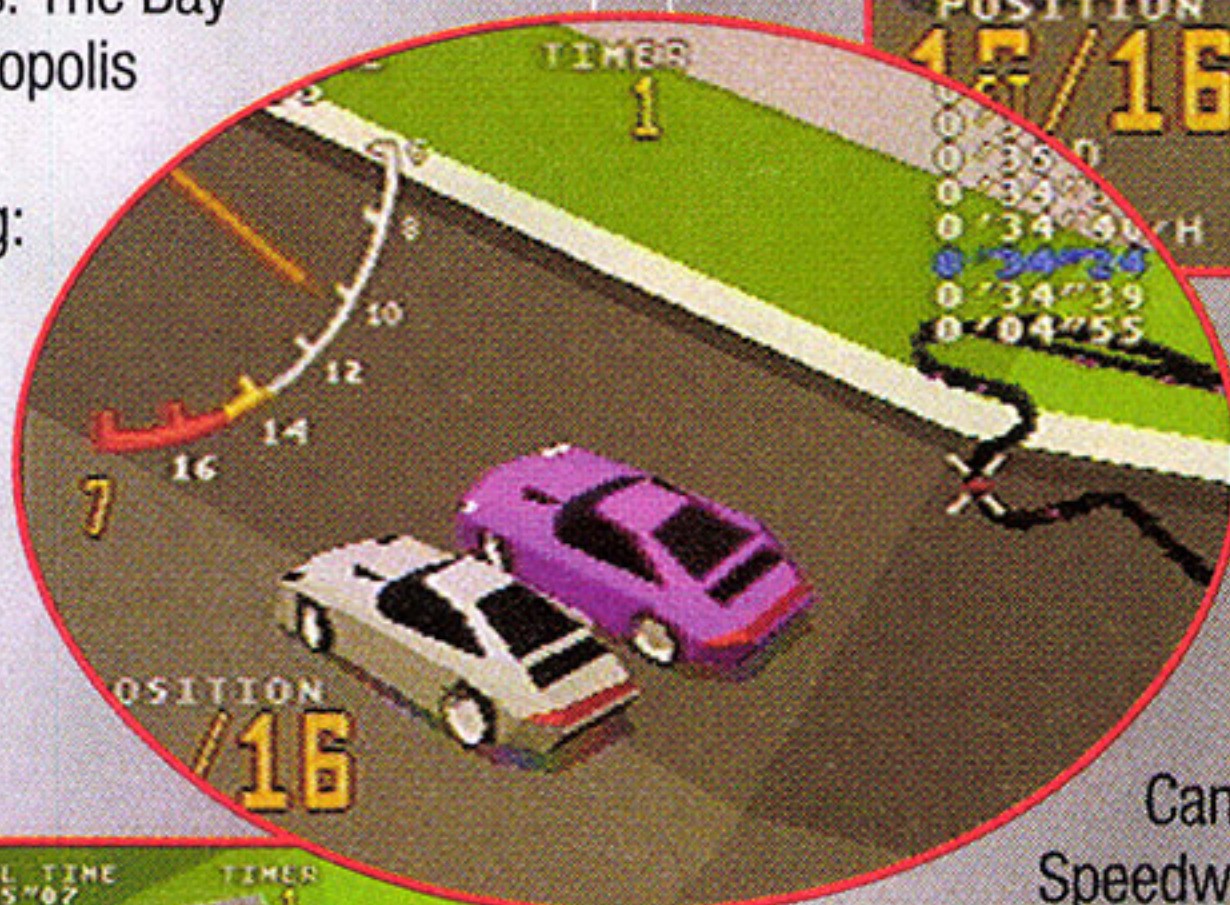
# V.R. Virtua Racing

Time Warner Interactive for Sega Saturn

Gentlemen, start your drooling, as our first preview for the U.S. Sega Saturn rounds the corner and races onto these hallowed pages. You've seen *Virtua Racing* for every platform, but you've never seen a *Virtua Racing* look this good. The Saturn version will include a total of ten tracks. The Bay Bridge, Big Forest, and Acropolis from the arcade and seven totally new tracks including: Amazon Falls, Pacific Coast, Metropolis, Diablo



No matter which camera angle you choose, racing through the Big Forest on the Saturn looks a hell of a lot better than on the 32X.



The Alpine and Pacific Coast tracks are a few of the new ones, and a reason to want this game.



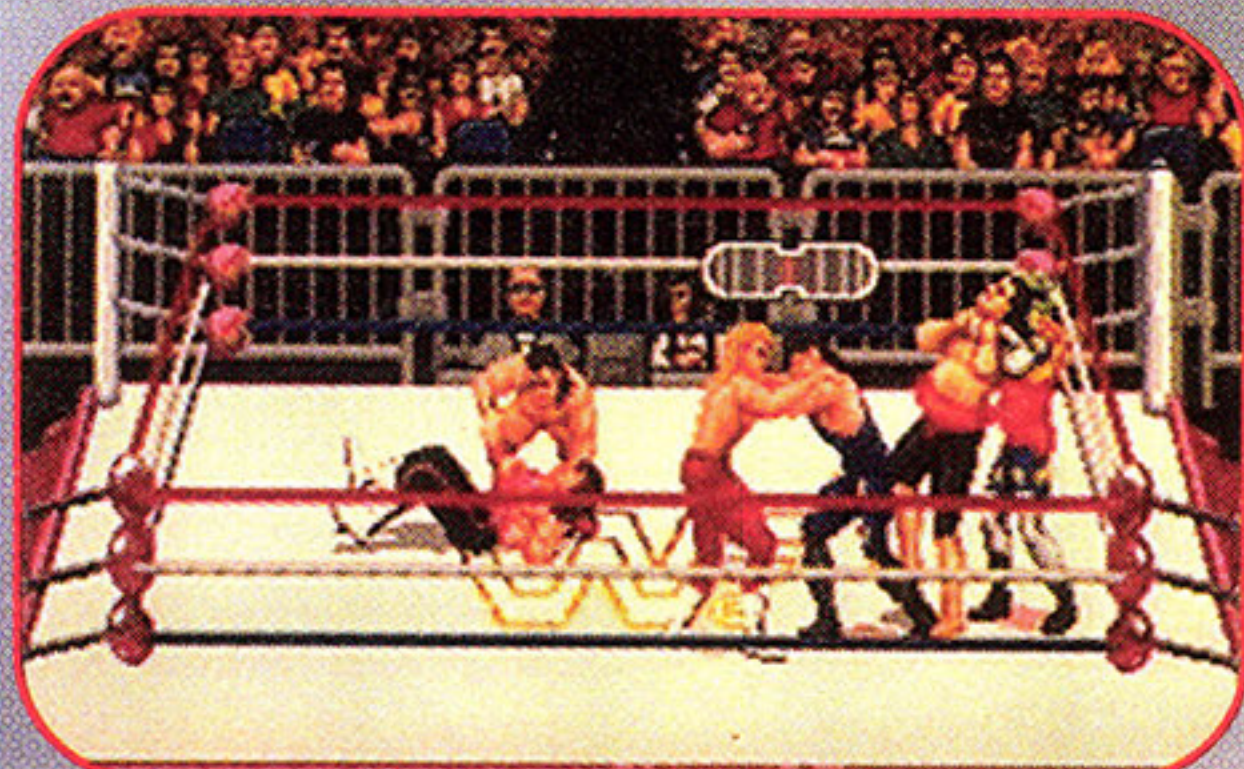
Canyon, Alpine, Surfers, and Speedway. Add to that two new racing machines, the Go Kart and the Vintage 1960's Formula car, and you have the best *Virtua Racing* game yet.

The game isn't finished yet, but what we've seen of *V.R. Virtua Racing* for the Saturn is miles ahead of the 32X (thank god).

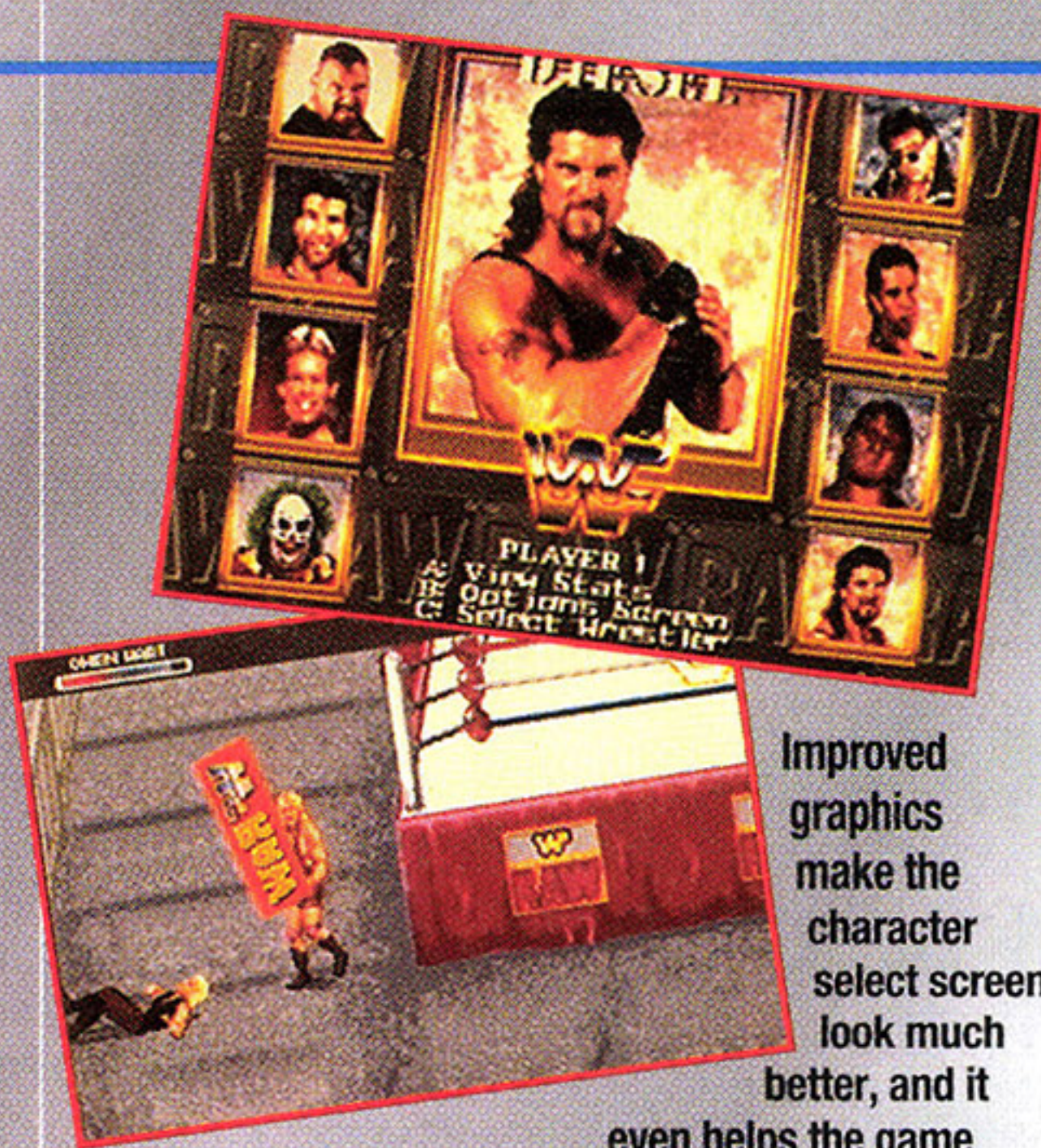
# WWF Raw

Acclaim for 32X

The mega-mat-slammin' action of *WWF Raw* is suplexing its way onto the 32X. Some of the improvements from the Genesis version are: a new mystery wrestler, new wrestler pins such as a 'Roll up Pin' and a 'Hot Dog Pin', a tag rope to aid in tagging or choking, new moves such as the 'Power Slam' and 'Corner Boot', additional



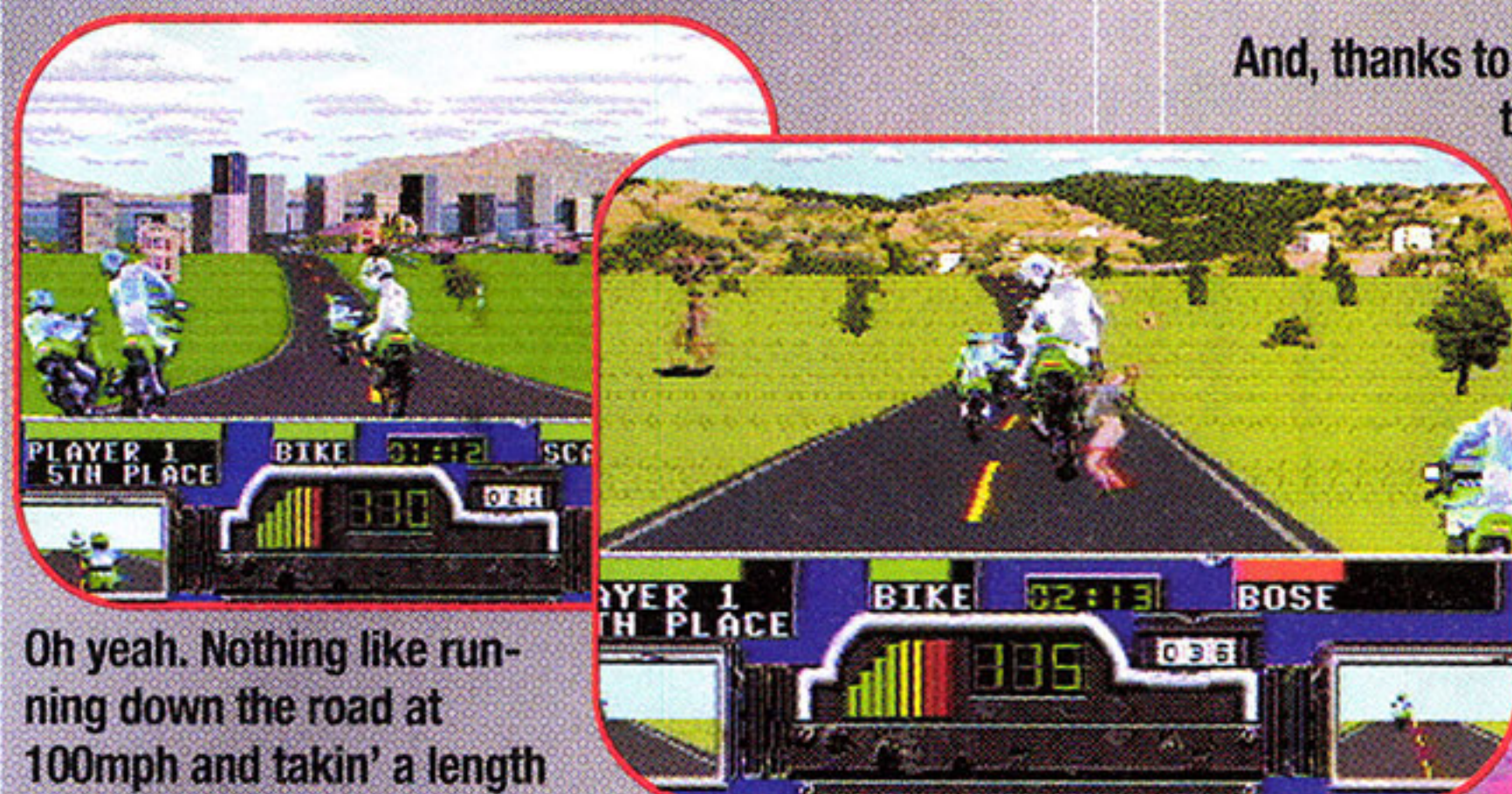
One of the new features is the ability to use the WWF sign as a weapon. Only in Professional Wrestling.



Improved graphics make the character select screen look much better, and it even helps the game screen a bit.

graphics, new music, and new illegal objects. Will all the extra's and some improved graphics give Lawrence Taylor's new league (the WWF) a game worthy of dropping some bucks on, or will *WWF Raw* just be worthy of buck droppings. Stay tuned or we'll put your grandma in a choke hold.

And, thanks to the whole multimedia thing, you've got digitized beginning and end sequences. Cool, but this sort of thing is gettin' old.



Oh yeah. Nothing like running down the road at 100mph and takin' a length of chain to some poor suckers cranium — hey, he got in my way, y'know?



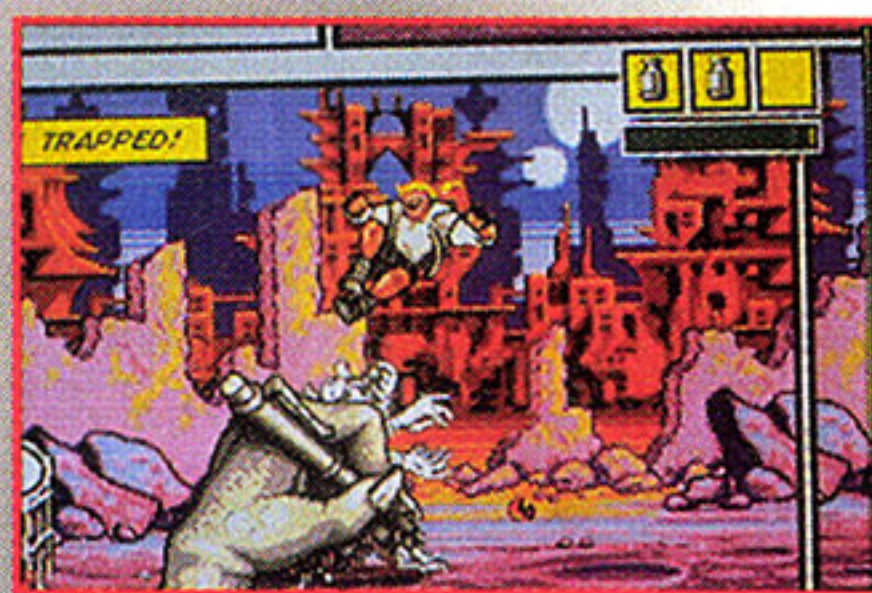
soundtrack of the year. Looks cool.

# Comix Zone

Sega for Genesis

One of the best-looking Genesis games at the CES show is getting closer to being finished. In *Comix Zone*, you are stuck in

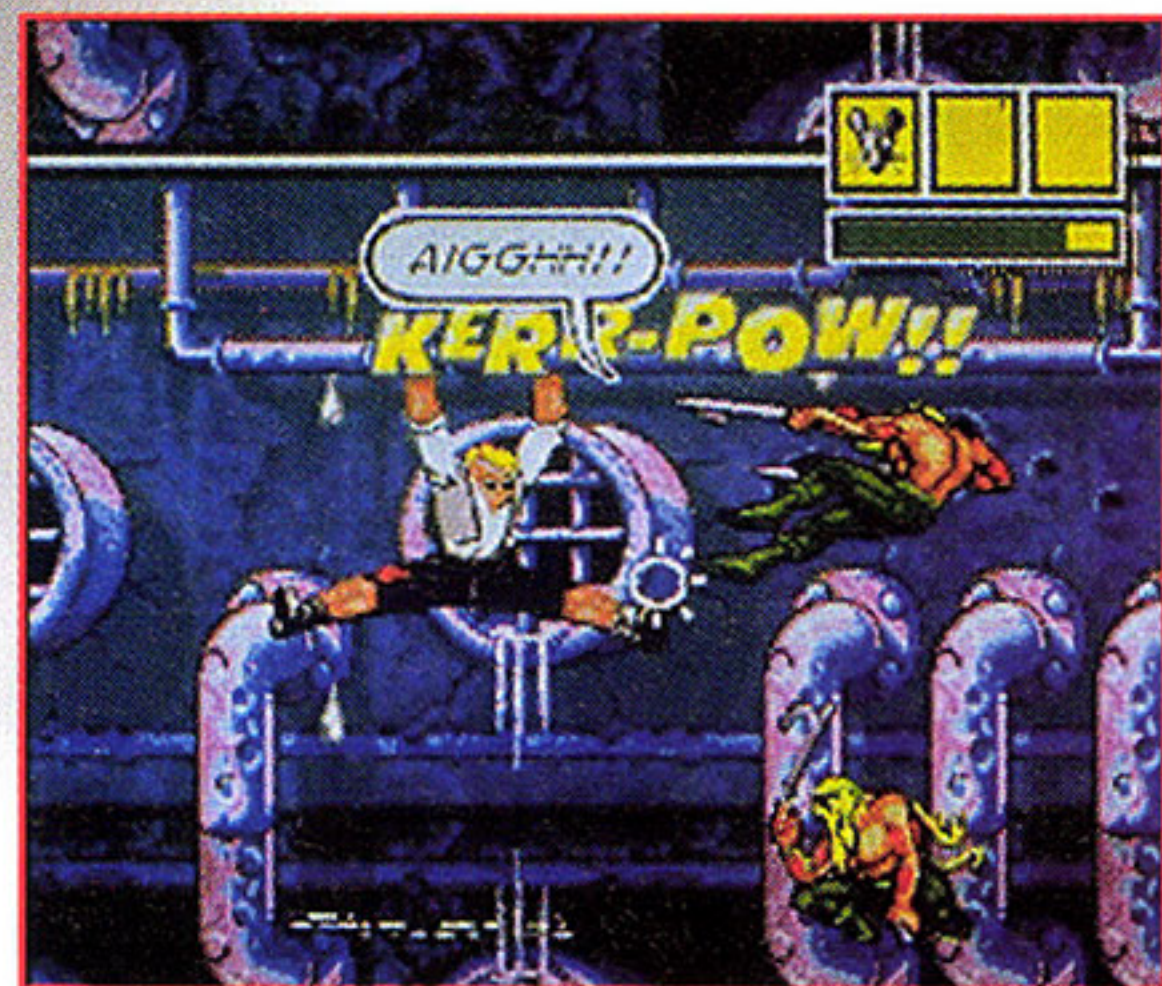
the pages of your own comic series, while the evil Mortus has taken over your pen and is



Life in a comic strip includes many run-ins with freshly inked villains.

constantly drawing new enemies for you to face. Your character's name is Sketch, and you move forward by jumping and swinging from one story panel to the next, facing the unique challenges Mortus sketches in for you. As enemies are defeated they disintegrate to shreds of paper, falling from the page like bits of confetti. Sega is attempting to take the gamer into the pages of a comic book like no other game has done before.

*Comix Zone* shows much promise, but we'll send our opinions to the twilight zone until we see a finished copy.



Batman and Robin style 'Kerpows' add even more to the comic feel of this game.

# Road Rash

Electronic Arts for Sega CD

EA has adapted their monster 3DO hit for Sega CD. Basically, it's the Genesis *Road Rash 3* with the Soundgarden soundtrack and digitized cut scenes from 3DO — or at least that's what it looked like to us.

By now, you know the drill — rev up the speed bike and tuck your wooden bat inside your shirt, then fly down the road and smack anyone in the head who happens to be in your way. It's fast, wicked, and has the most kickin'



# Whizz

## Titus for Super NES

Hey look, it's a surfing bunny — how many magazines can you look at and see something like that, huh?



This is a three-quarter angle perspective game that pits you, Whizz, a sort of bunny-rabbit clown thing, against a multitude of challenging 3-D puzzle worlds. Um, that's basically it.

The screens we've seen look colorful and interestingly designed, although it's obviously aimed at a somewhat younger audience — possibly aiming at the same stretch of gaming ground recently invaded by *Kirby's Dream Course*. Anyway, it's due out any day now, so keep your eyes peeled.

Although we've no clue what game play is like, these screens show that the graphics, at least, are top notch.

# Alone in the Dark II

## Interplay for 32X

**A**lone in the Dark is consistently one of the most interesting graphic adventure series for PC. There were versions of Part I for 3DO late last year, and now, in a surprise move, Interplay is bringing Part II to 32X.

Or maybe it's not such a surprise. *Alone in the Dark's* big hook is its polygon-based, 3-D generated characters. Every monster and ghastly demon, not to mention the hero himself, are three-dimensional, and move around in a pretty spooky virtual world. Anyone who's seen or played *Star Wars* for 32X knows that simple polygons are one of the things the system is built for.

So we're keeping our fingers crossed. Hopefully the creepy Old Dark House feel of the original will come through unscathed in translation.

One of the game's more interesting features has always been the multiple camera views you find in each room. They give the game a true cinematic feel.



Carnby is here, again, ready to take on the evil hordes of the underworld in all their polygon glory.



# Prehistorik Man

## Titus for Super NES

This is a side-scrolling action game set in, well, prehistoric times. *Prehistorik Man* follows the adventures of one of our noble ancestors. The tag line reads, 'For him, it's always lunchtime,' so the main dramatic thrust of the game seems to come from some sort of mystic quest for bigger and tastier hunks of meat to chow down on.

Not a bad premise if you think about it. This is another title that should be available, well, any day now. Also keep a lookout for a Game Boy version around the same time.



Oh, the noble quest for food. A simple enough premise to get a game moving. Get that bug and chomp him down.

It's clear from the screens we were given that this *Prehistorik Man* is running the gamut from rocky cliffs to deep green jungles.

# Blackthorne

## Interplay for 32X

One of the Game Players staff's favorite Super NES titles from '94 is coming to blast its way onto 32X sometime this summer, or maybe sooner.

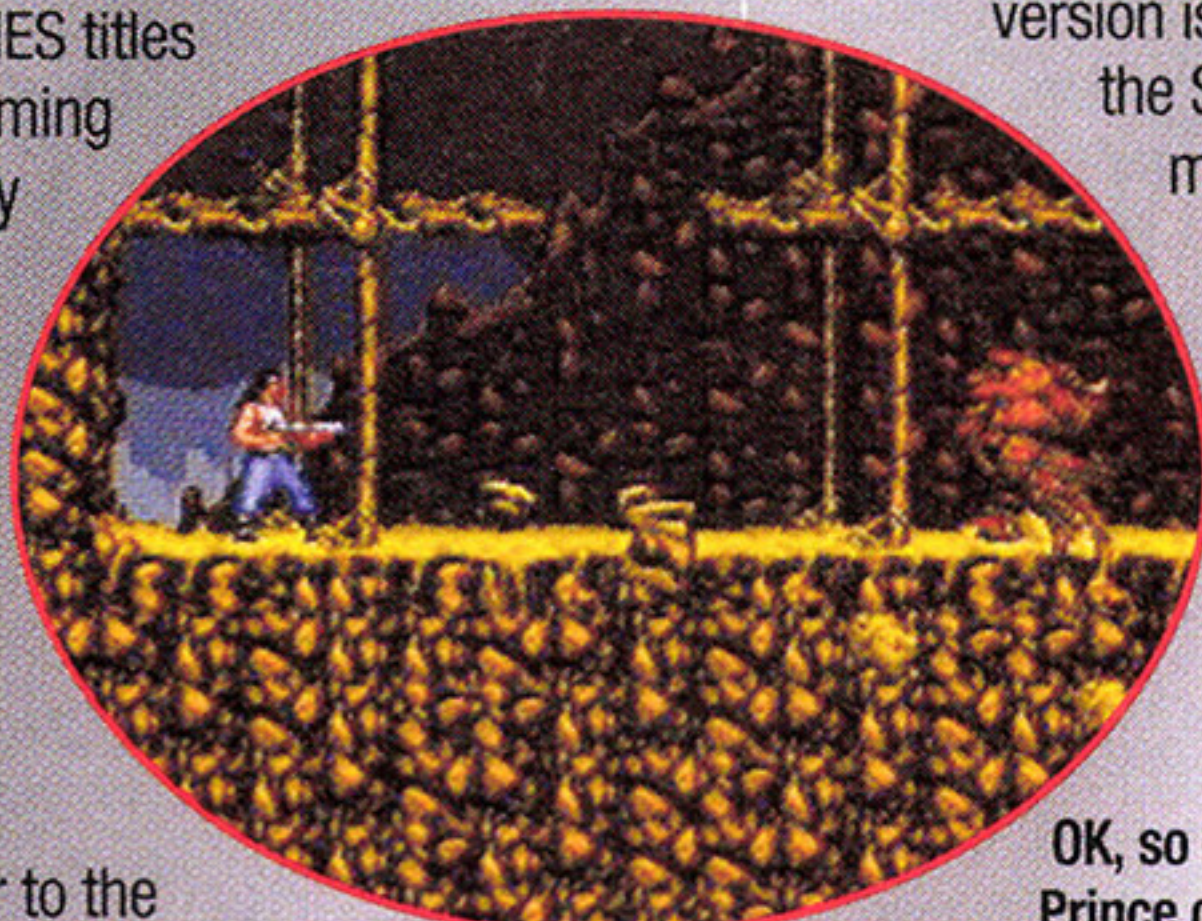
As Kyle Blackthorne, you're the heir to the throne of the extra-dimensional world of Androthi. It's up to you to free

your enslaved countrymen from the Ka'dra'suul empire — thank heaven you remembered your trusty twelve-gauge!

It's a lot like *Prince of Persia* or *Flashback*, but with a little extra action and gore. No telling if or how the 32X version is going to be different from the Super NES (probably not much), but we're all just as excited as can be, let me tell ya.

The shotgun toting prince from another world is back, in more colors and with better sound.

OK, so maybe it does tread heavily in *Prince of Persia's* steps. We've said it before and we'll say it again — if you gotta steal, steal from the best.





# Cyberia

Interplay for 3DO

Far in a dark and nasty future, the world is split between the Free World Alliance (think of the United Nations without all the bickering), and the Cartel, a loose association of drug lords and other criminals. Your character, Zack, is being sent by the Alliance to the wastes of Antarctica to recover a recently discovered cache of super-weapons. You don't have a



Yee-ha! Action! It's explosive scenes like this that make *Cyberia* so eagerly awaited on 3DO.



choice — it's take the mission or go to prison for the rest of your life.

A number of hot PC titles have been quietly making their way onto 3DO lately, and although *Cyberia* wasn't as ground breaking a PC title as most folks had hoped, it still managed to sell a bunch of copies. It's presence on a home system is welcome. Watch for it this summer.

When they aren't taking time out for an arcade sequence, the rendered characters of *Cyberia* spend their time trying to talk to each other like they were in a movie.

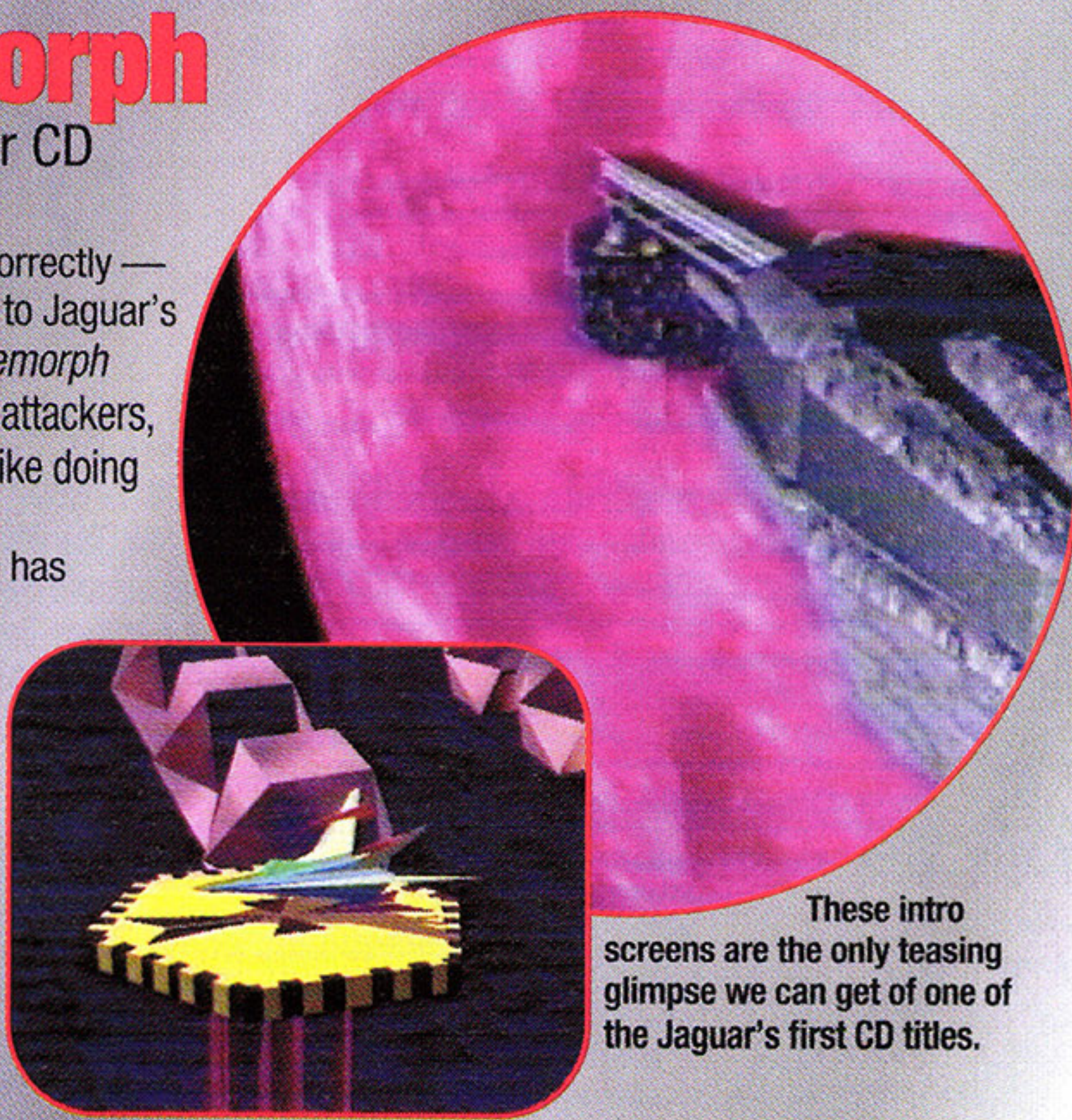
# Battlemorph

Atari for Jaguar CD

That's right, you read that correctly — Jaguar CD. A semi-sequel to Jaguar's box-in, *Cybermorph*, *Battlemorph* puts you hot on the trail of alien attackers, led by a Sean Connery sound-alike doing voice-over narration.

Atari boasts that the game has dozens more missions than the original *Cybermorph*, thanks to the mega-huge storage capacity CD technology brings with it.

While only a demo was available at press time, it seemed to fly pretty smooth, and it should be available sometime this summer, just as soon as the Jaguar CD hits.



These intro screens are the only teasing glimpse we can get of one of the Jaguar's first CD titles.

# White Men Can't Jump

TriMark for Jaguar

Yep, the game is based on the film. It's trash talking, half-court street ball, offering four different roundball arenas in the tough, harsh, competitive world of the urban sprawl. It's basketball the likes of which you've never seen before.

Or, at the very least, heard before. *White Men Can't Jump* takes its trash talking pretty seriously, making it every bit as profanity-laden as the movie it's based on. This gives it the dubious distinction of being one of the first home games to get its mature rating almost entirely on the basis of language.

Oh, and it seems to play OK too, just so you know. Another summer release for the Jaguar.



Street ball at the gut level, *White Men Can't Jump* offers four courts to stroll onto and test your skill at free-for-all hoops.

# Burn Out

Virtual Experience for Jaguar

This is very cool. Although the Jaguar seems to be plagued by lackluster titles, when a good one comes along, it shines.

A hot bike game with all the speed you could possibly hope for, *Burn Out* features some awesome texture-mapped stretches of asphalt. It also boasts a nicely handled two-player split screen mode, and the tracks even fade into darkness (complete with headlights from the bike), as the race gets on into the evening.

It's hot, it's cool, and it's coming. Woo-hoo!

The two-player split screen mode is less clunky than most — actually, it works pretty well.



*Burn Out* has some of the best texture-mapped graphics we've seen yet on the Jaguar.



Whoa — look out. Screaming along at a hundred MPH in the dark sounds kinds dangerous, but hey, it's only a game.



And even though you can't hear it, your ears should be turning blue at what these players are saying. Trust me, it's trashy.



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# CRASHING

the

Color Barrier

**NEW** Super Game Boy Now Includes a Free 72-Page Player's Guide



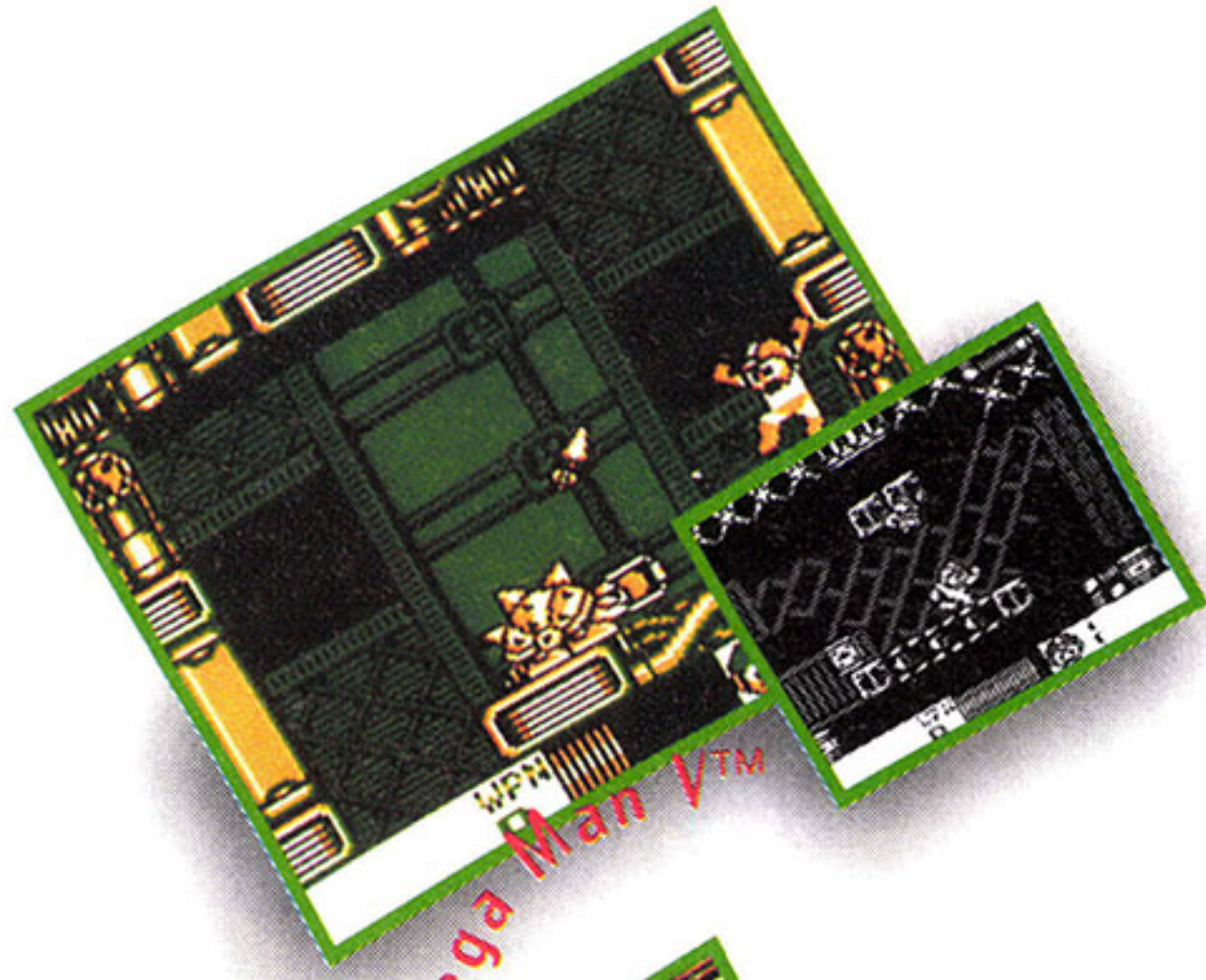
What's the result when Game Boy® and Super NES® have a head-on collision? Super Game Boy®. This high-impact unit transforms your favorite portable games into full-screen, multi-colored masterpieces! Super Game Boy packs a lot of technology into a tiny Pak, but you don't have to be a brain surgeon to figure out how to use it. It's a simple piggy-back job. Just slide the Super Game Boy into your Super NES, as you would any other Super NES game, then pop any Game Boy game into the Super Game Boy.

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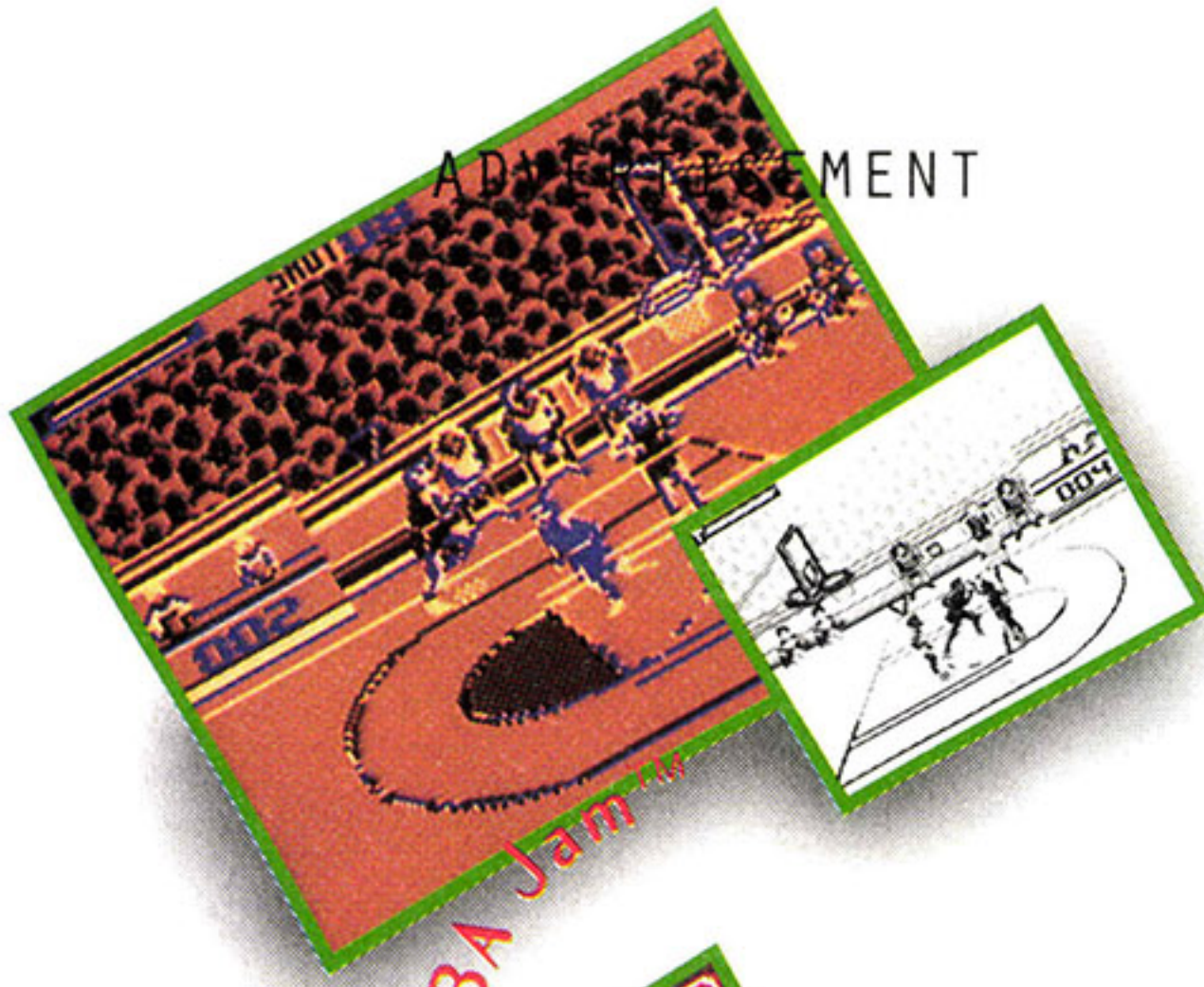
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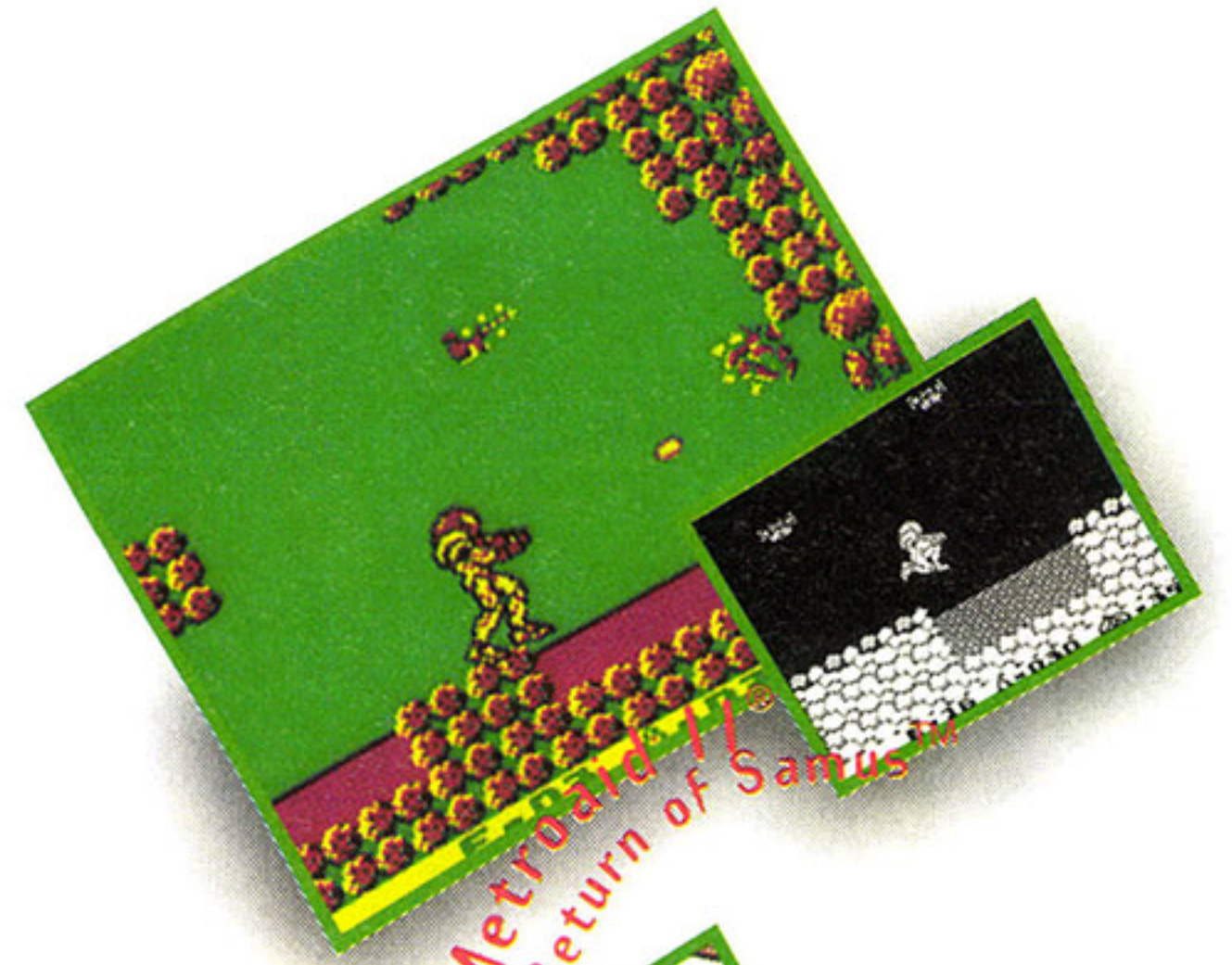




Mega Man V™



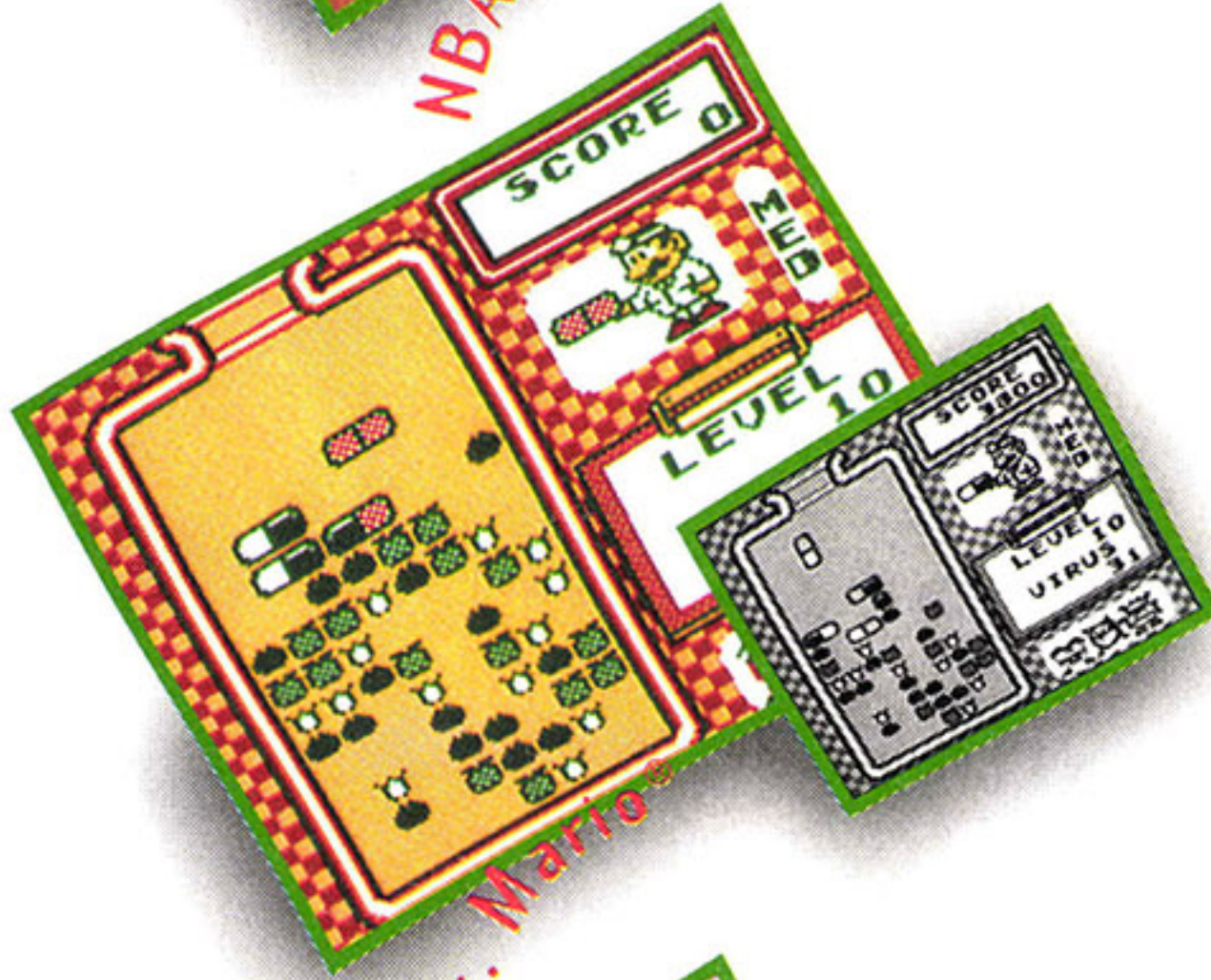
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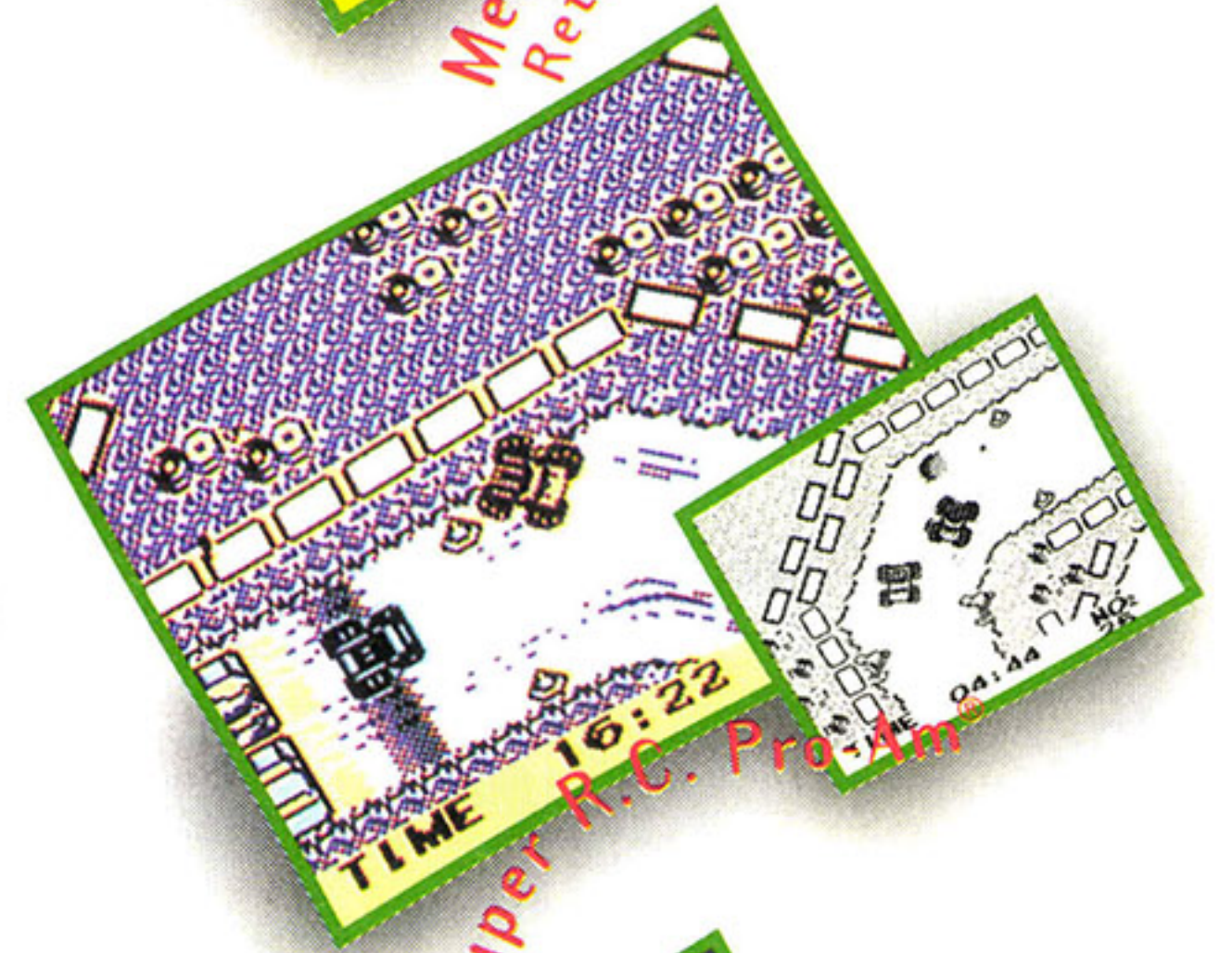
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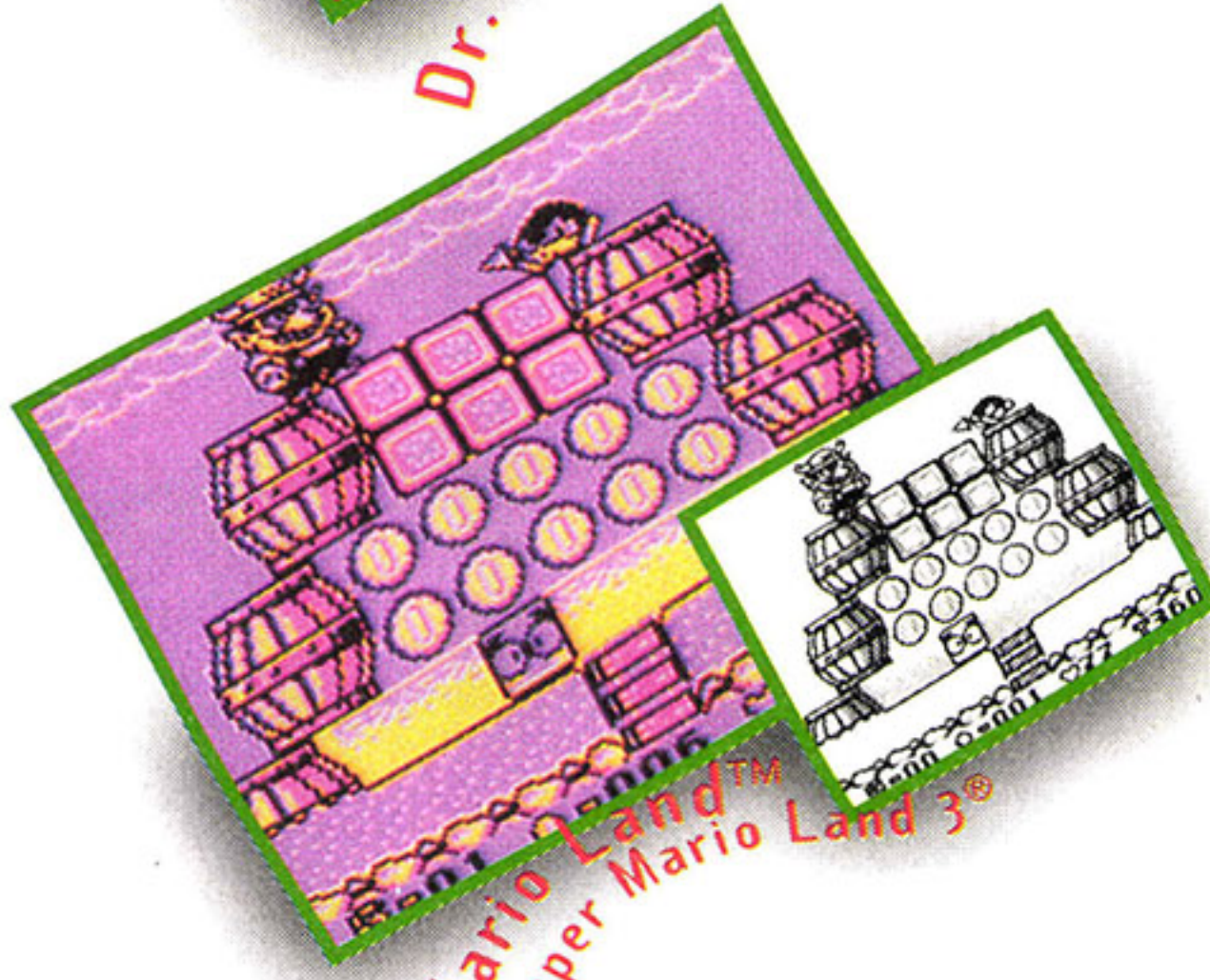
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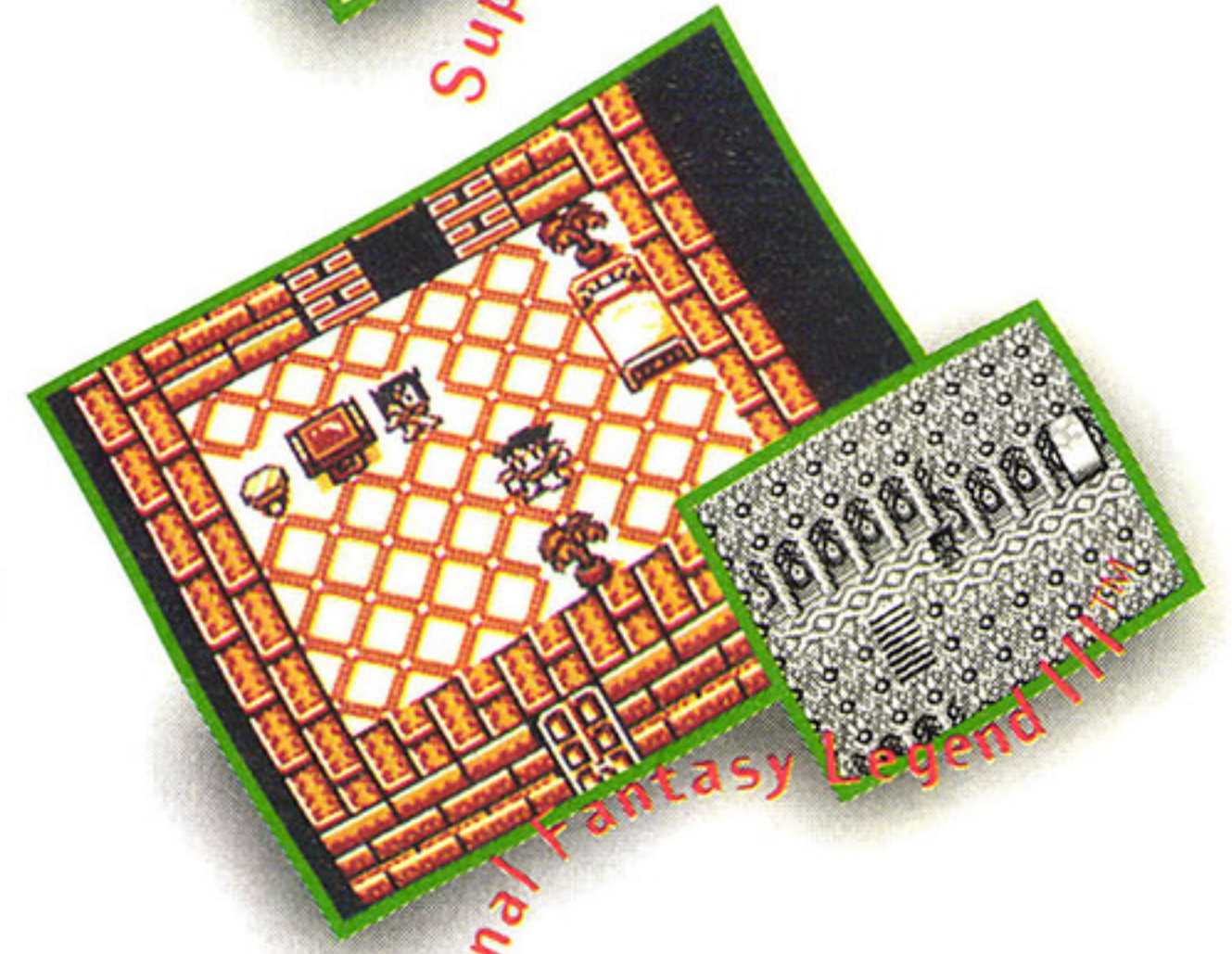
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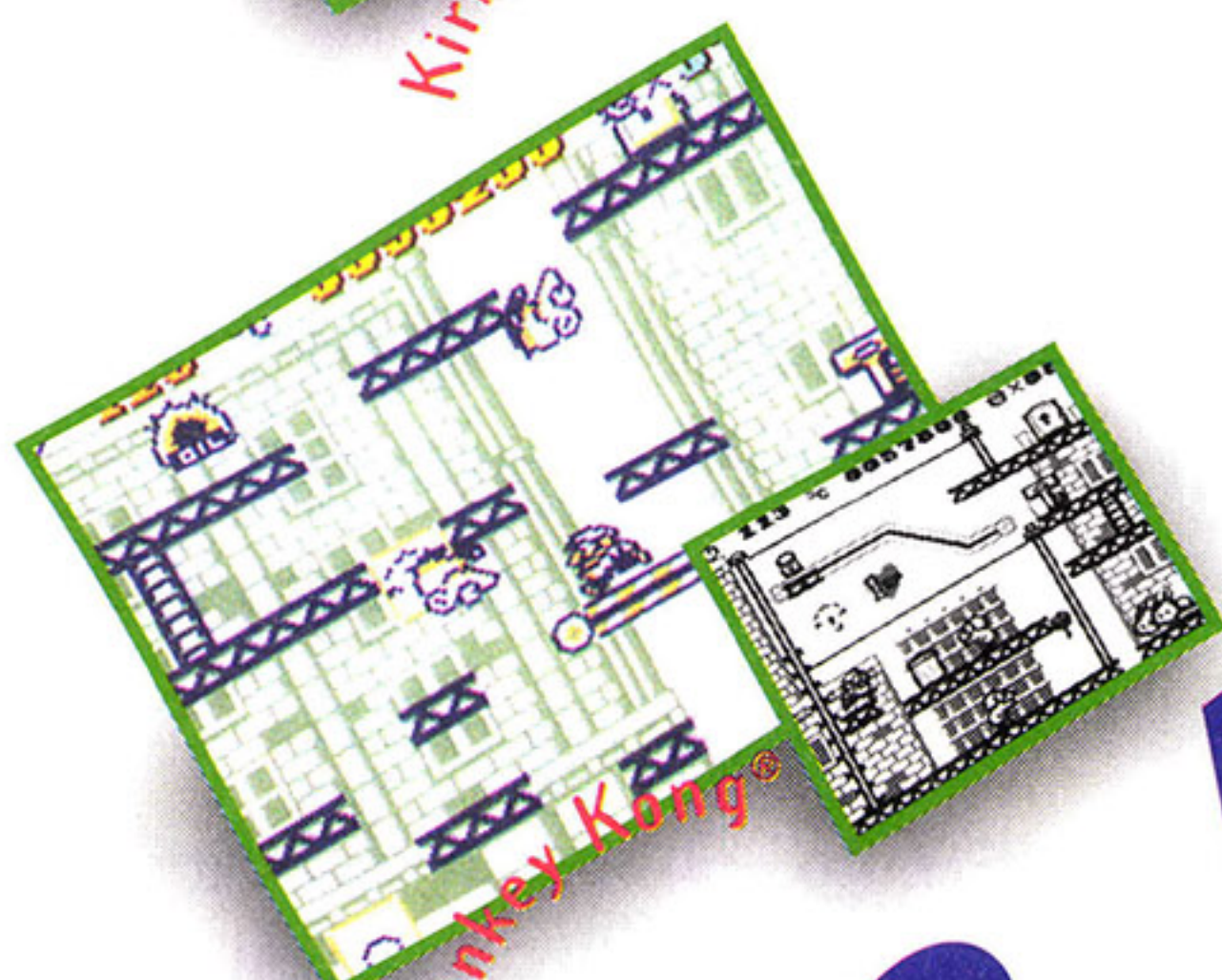
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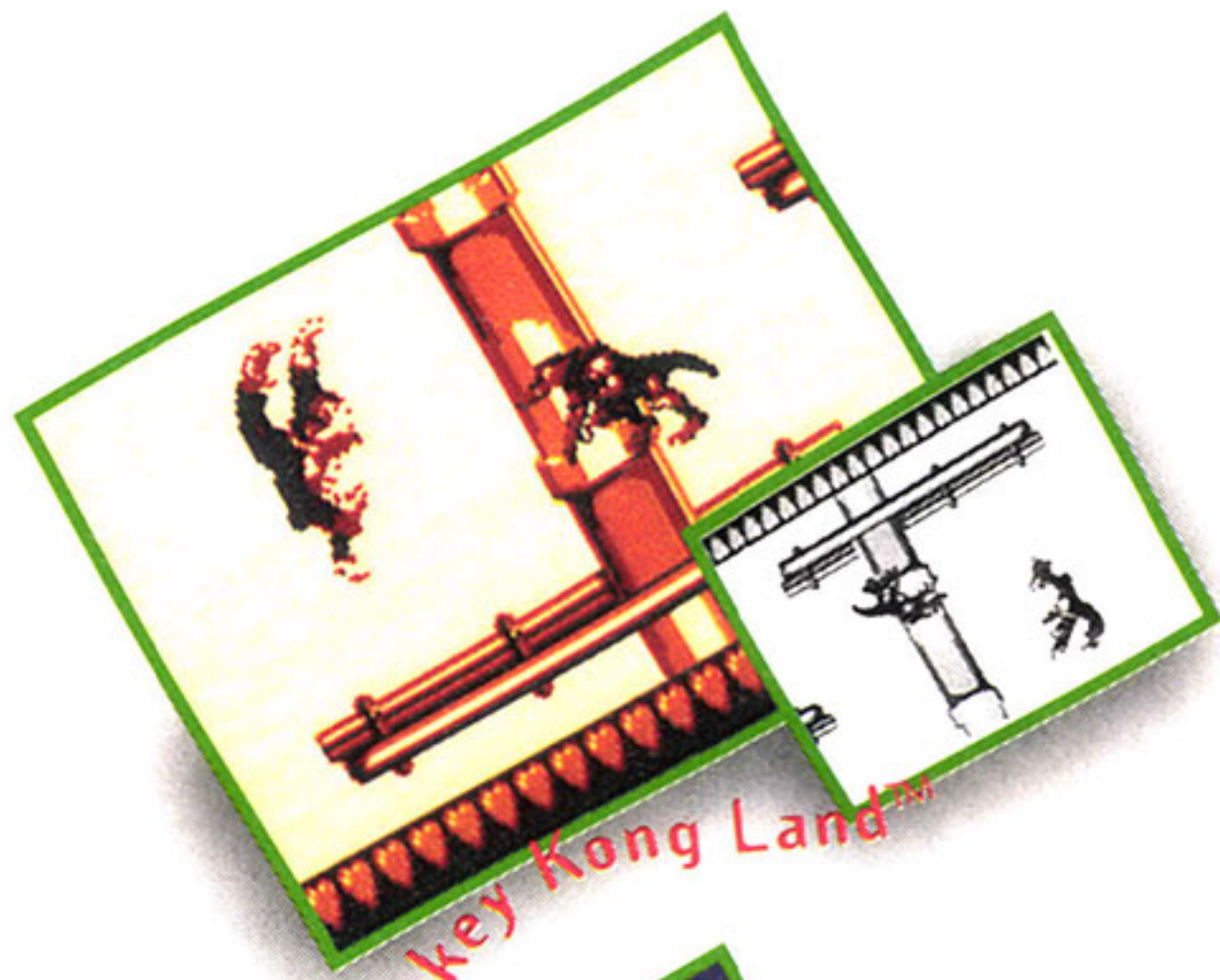
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# TRADING GO

With Game Boy, you have the ability to “take it with you,” but Super Game Boy lets you show off your favorite Game Boy games in an all-new way. Your Game Boy games will look better, play easier and take on a whole new level of graphic detail. In this case, bigger is definitely better. Instantly mutate Metroids to 10 times their original size! If a picture is worth a thousand words, the “before and after” shots here are saying a lot of good things about Super Game Boy!



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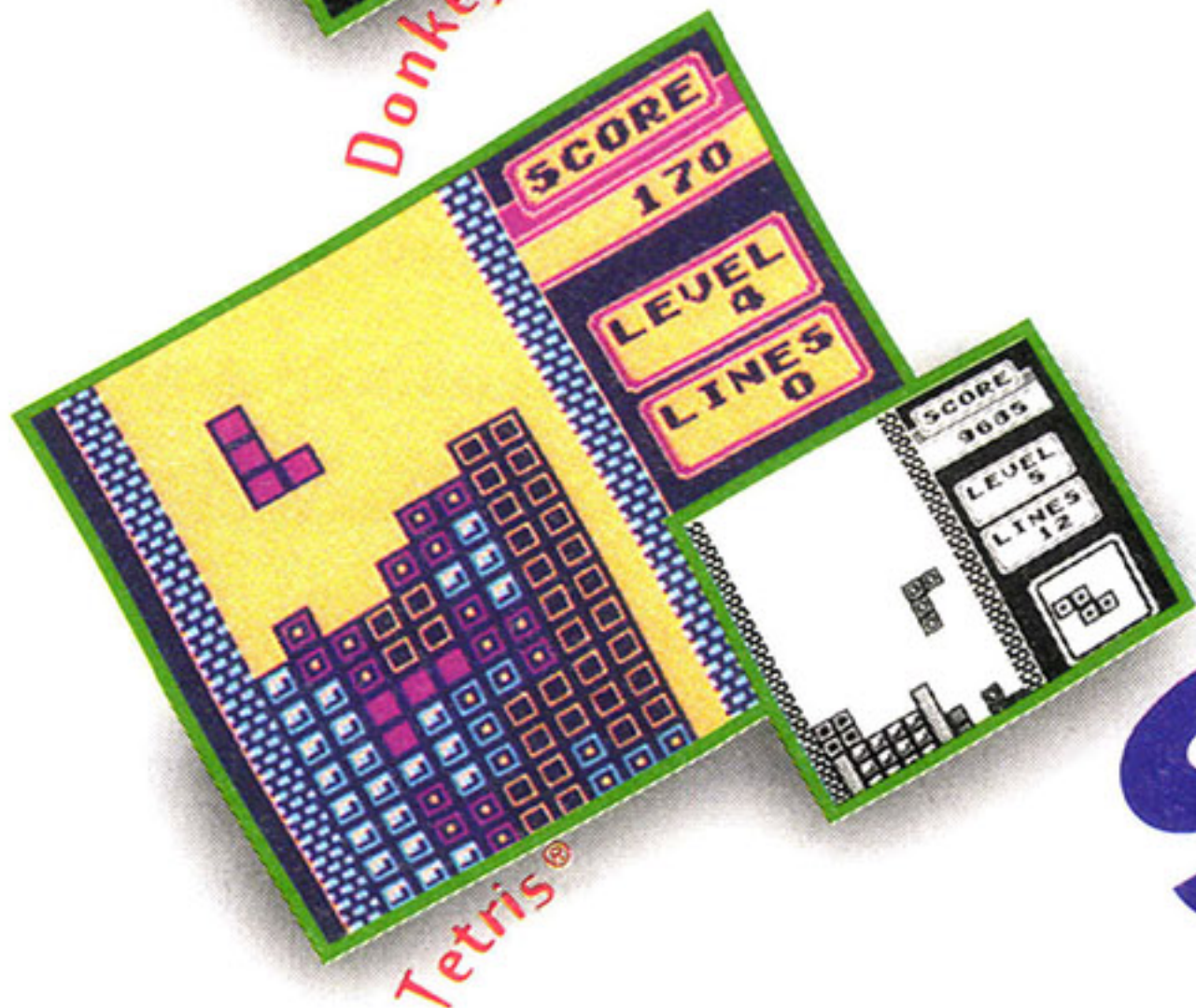
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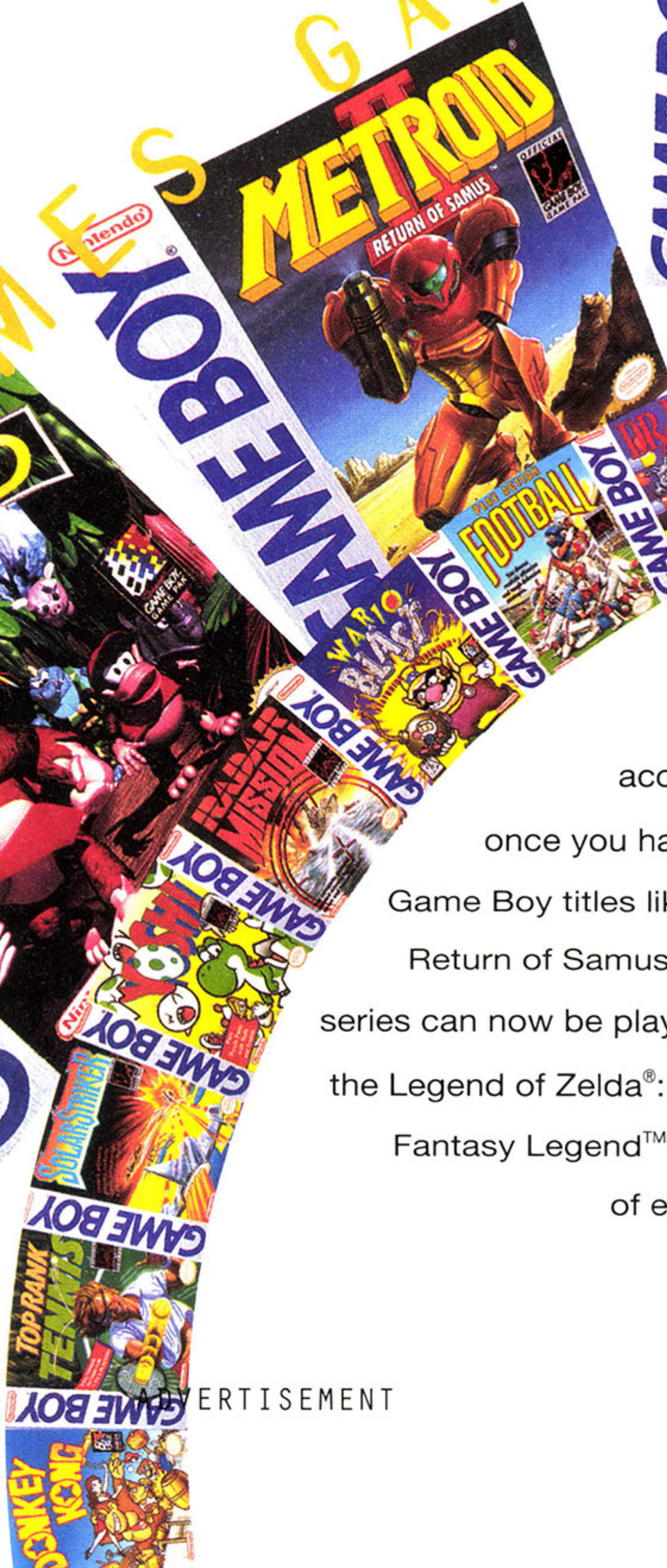


Tetris®

# FOR SHOW

GAMES GAMES

# GAMEBOY



If you have a Super NES but not a Game Boy, you can access a whole new world of games once you have a Super Game Boy. Exclusive Game Boy titles like Donkey Kong Land, Metroid II: Return of Samus and the entire Super Mario Land series can now be played on your Super NES! Paks like the Legend of Zelda®: Link's Awakening™ and the Final Fantasy Legend™ series take on a whole new level of excitement with Super Game Boy.

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When you plug a game into Super Game Boy—POW—instant color. Some color combinations look better than others, and some might be fitting for one game but not another. It all depends on what looks good to you. If the default color palette isn't to your liking, that's not a problem. Super Game Boy has lots of palettes to choose from, 32, to be exact.

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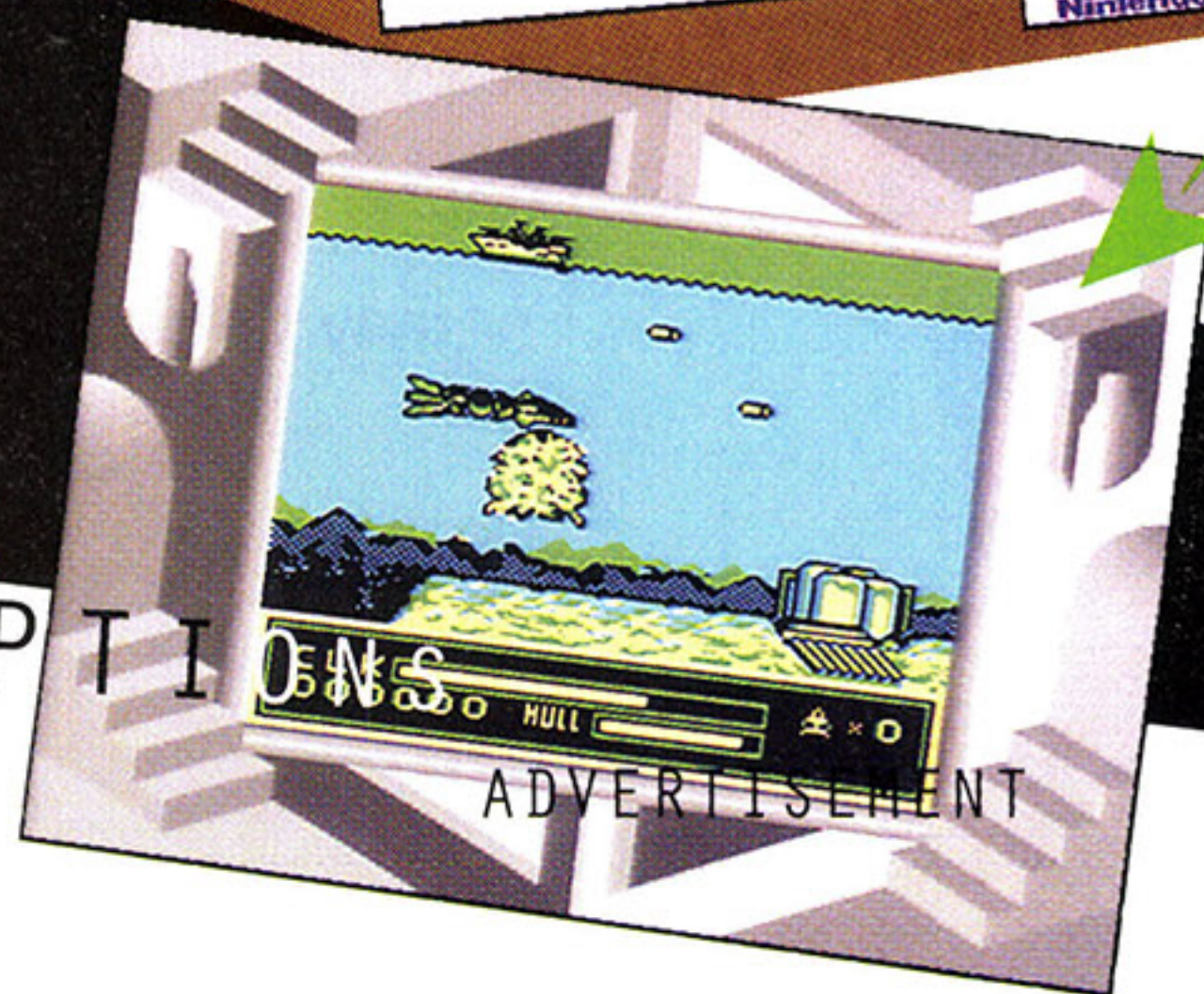
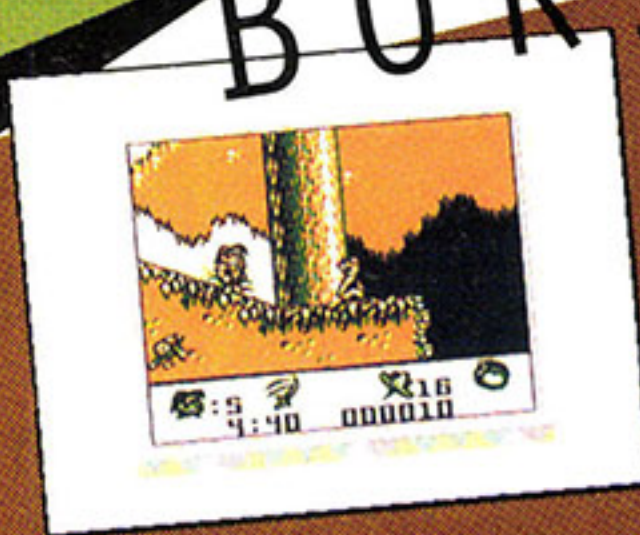
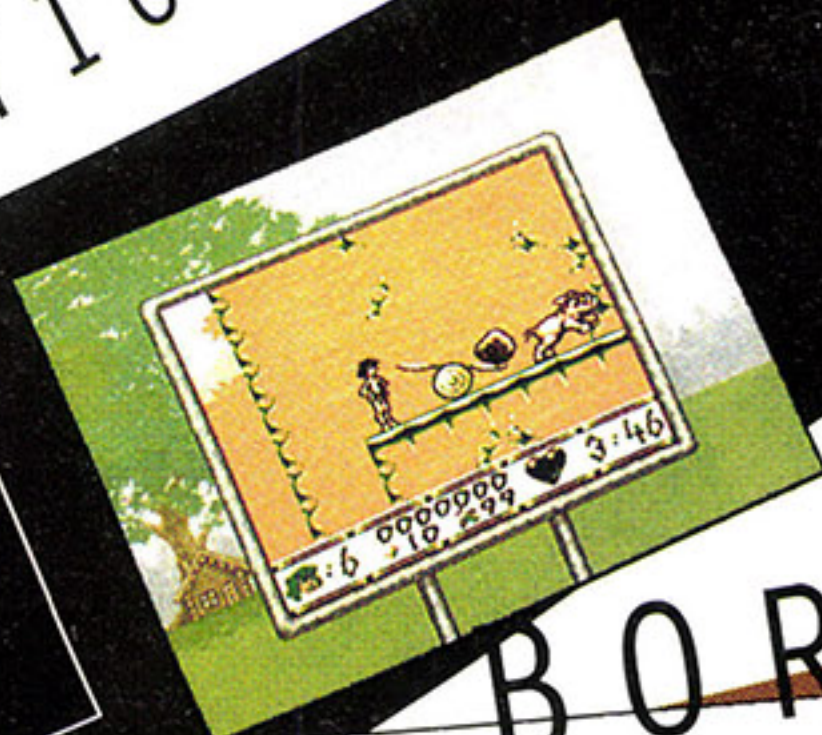
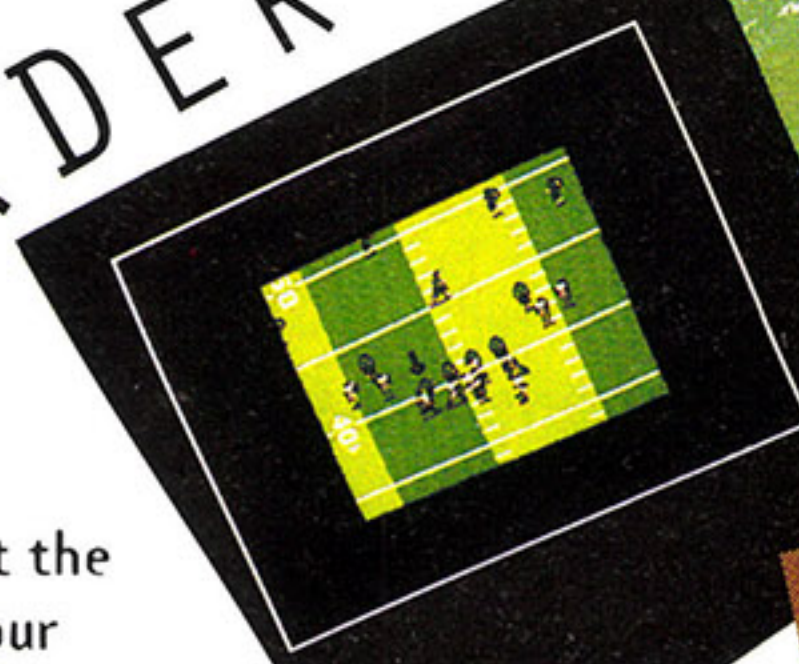
As you can see, games like Link's Awakening look great in almost any color palette. When customizing the game you're playing, you'll find that contrasting colors often work best.



# ColorSense

## BORDER OPTIONS

There is a secret about the border. If you pause your game and let it set long enough, the border image changes and/or sets itself in motion. It's like a Super NES screen saver. Try it!



## BORDER OPTIONS

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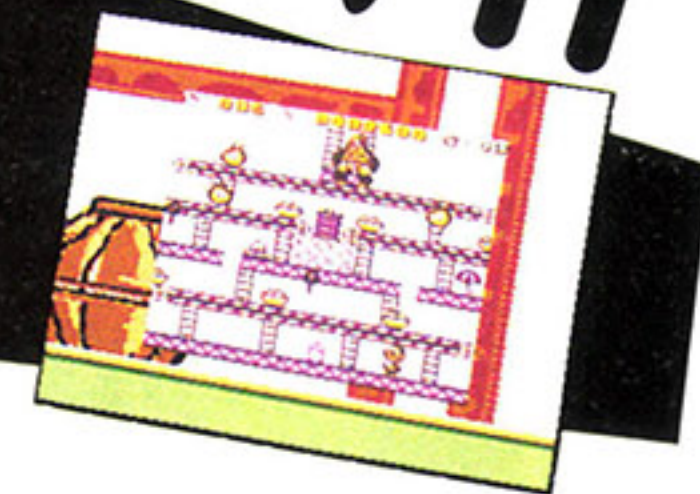
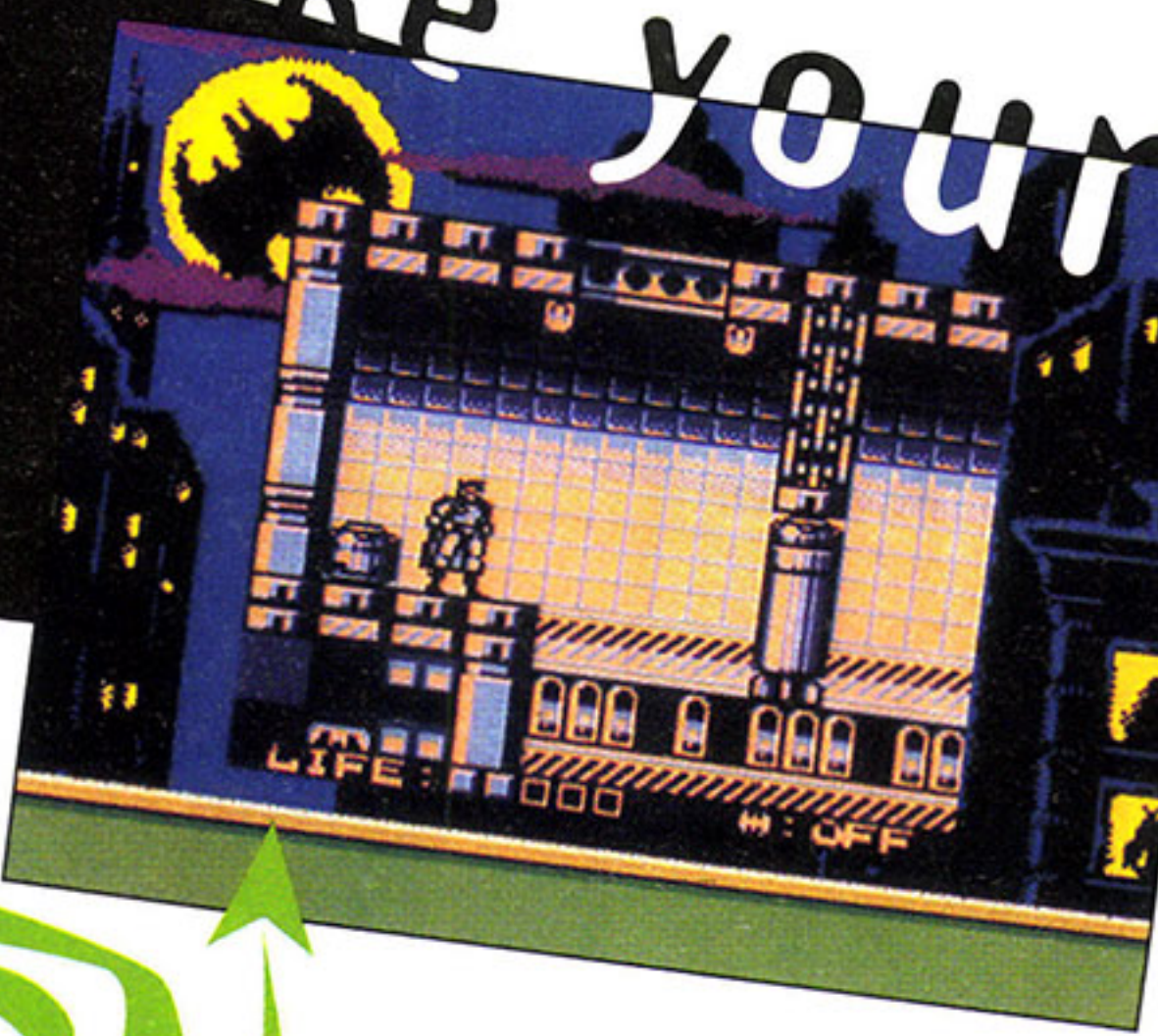


Make your own

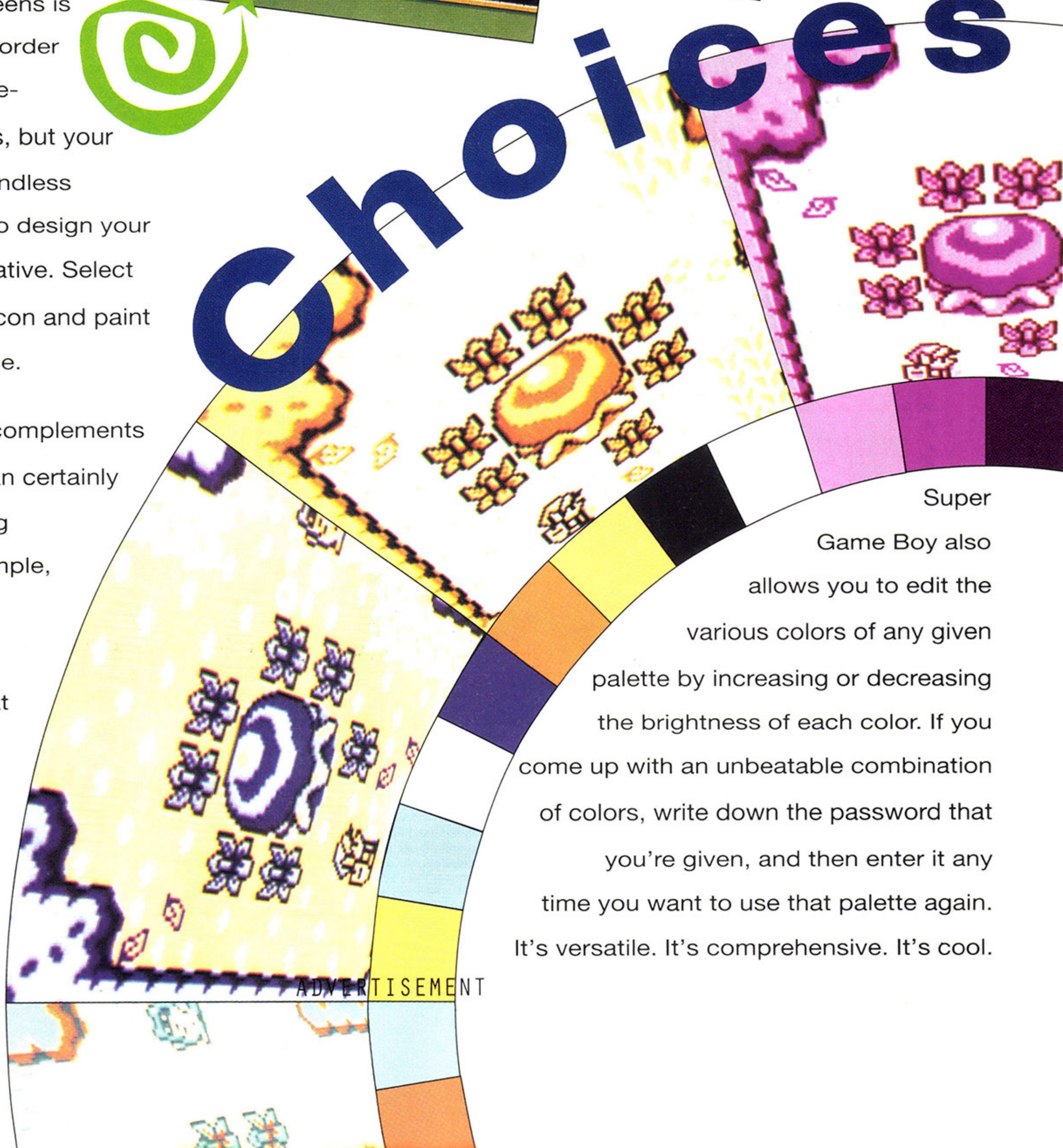
If you really want to go crazy with your borders, we suggest hooking up the Super NES Mouse to port II on your Super NES. It will work kind of like Mario Paint.® Just select a color from the color palette, click and hold the buttons, and paint away!

Another custom feature that will help you create stand-out screens is Super Game Boy's border option. It has nine pre-programmed borders, but your choices are almost endless because you can also design your own borders. Be creative. Select the Custom Border Icon and paint your own masterpiece.

Using a border that complements your game screen can certainly enhance your gaming experience. For example, set the scene for Link's Awakening by painting a border that features Koholint and Egg Mountain, or build an arena around your NBA Jam™ court.



# Choices



Super Game Boy also allows you to edit the various colors of any given palette by increasing or decreasing the brightness of each color. If you come up with an unbeatable combination of colors, write down the password that you're given, and then enter it any time you want to use that palette again. It's versatile. It's comprehensive. It's cool.

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# ENHANCED



Super Game Boy Enhanced Mode Icon

Programmers can now pre-assign colors to provide optimal contrast, vibrancy and detail with Super Game Boy Enhanced Mode. Different levels of a game

Wild Snake,<sup>TM</sup> Bonk's Revenge,<sup>TM</sup> Mega Man V, Donkey Kong Land and more! Keep an eye out for the happy face icon on the box. It lets you know that the Super Game Boy Enhanced Mode is ready to roll!

can access different color palettes, as well. And customized borders that surround the playfield can be built-in to create an exciting frame that complements the game. Check out games like Donkey Kong, Space Invaders,<sup>TM</sup>



# MODE



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Get the complete guide to the colorful side of Game Boy with this free 72-page Player's Guide now included with Super Game Boy!

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# REVIEWS

You need to know about things. Damn, it's your god-given right to know about things! So, here we go — Hell is actually a frozen tundra... Mike Salmon doesn't wear any socks... The speed of light is 186,000 miles per second... The Loch Ness monster exists... No matter what they say, pork isn't another white meat... Oh yeah, here's some stuff about video games.

## INFO

The lowdown dirt on every game — so wash yer hands after reading this part.

## REVIEWER

Behind this twisted exterior, there's an even more twisted, depraved mind — aren't you glad we keep him chained to his desk?

## OPINION

You can take our opinions to the bank! After all, that's what we do every two weeks!

**Brutal Unleashed: Above the Claw**

**79% OVERALL GP RATING**

**REPLAY VALUE 8**

**GRAPHICS 8**

**MUSIC & SOUND FX 9**

**INNOVATION 6**

**GAMEPLAY 8**

**79% OVERALL GP RATING**

May 2005 GAME PLAYERS 43

## OUR SCORING SYSTEM

Albert Einstein is our friend!

**The Rocket Science:** Each category of our scoring boxes is given a 'weight' — the higher the weight, the more important the category. We multiply each category's score by the weight, total them up and divide the answer by 18, which is the total of all the weights combined. The resulting number is multiplied by ten to compute the final score for the game. Whew! That was hard. Let's go get some beers!

**Graphics:** Weighted by a factor of two, 'cuz the eyes are the mirror of the soul, or some kinda crap like that.

**Music & Sound FX:** Weighted by a factor of one. Why? 'Cuz the ears don't have a thing to do with the soul.

**Innovation:** Weighted by a factor of one.

**Gameplay:** This category is weighted by eight 'cuz we think this is the most important thing, besides sex and beer.

**Replay Value:** This category is weighted by a factor of six. If we don't want to play it again, why should you?

**Overall Score:** After all the math, the scores come out like this:

100% Flawless	60% Good
90% Excellent	50% Average
75% Very Good	30% Stinky

## GAME SCREENS

You like hot screen shots — we got hot screen shots. Now that we've got that settled, how do you feel about cold beer?

## GAME PLAYERS ULTIMATE AWARD



Now that you know how we arrive at our scores, we hope you also realize just how hard it can be for a game to get one of these thumbs! When a game has one of these, it means it scored at least a 90% with our reviewing staff. That ain't easy!

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GENRE / action  
PLAYERS / 1  
SIZE / 1 CD  
SAVE FEATURE / save any time  
PUBLISHER / Electronic Arts  
DEVELOPER / Five Miles Out  
AVAILABLE / May  
PRICE / \$\$\$

3DO



Trying to save the future of the human race, Jeff Lundrigan began blasting everything in sight — too bad he was still in the office at the time.

Sit down and concentrate while I run this by you — in the future, everyone has become trapped in a virtual world called Perfect, run by a vicious SysOp (that's System Operator) who calls himself Perfect1. Perfect is anything but perfect. In fact, everyone there spends all their time running around and shooting each other, hoping to gain enough power to take on Perfect1 in the slim hope that beating him in combat might let them out.

Still with me? OK. Now in the present, a group of scientists has been contacted by people from the future, who beg for help. So the scientists put together a team of virtual warriors and send them through time and cyberspace to help crack Perfect and free those who are trapped there.

It's a complicated story, but who cares? *Immercenary* is an intense first-person shooter that breaks a few molds. Rather than just make another *Doom* rip-off, the designers have tried for something that keeps the same excitement, but is very different in both look and game play.

If you look at it like that, *Immercenary* is both a great success and a mild letdown. The combination of digitized actors and rendered graphics is interesting, and the game has a dark, nasty feel, but the learning curve is mighty steep. As addictive and exciting as it is, you might not get to where you're addicted and excited because you're going to die, fast and often, and you're every bit as likely to get frustrated and quit.

The game is also kind of repetitive. There's an area in the center of the city called the DOAsys where you can go to heal and save the game, so you wind up jacking in to Perfect, blasting everyone you see, then running for the safe zone and starting all over.

It's intense, and has an original look and structure that pops it up a few points, but with a little more thought, it could have been a lot more than the shoot-'em-up it is. **GP**

# IMMERCENARY

## I GOT RITHM

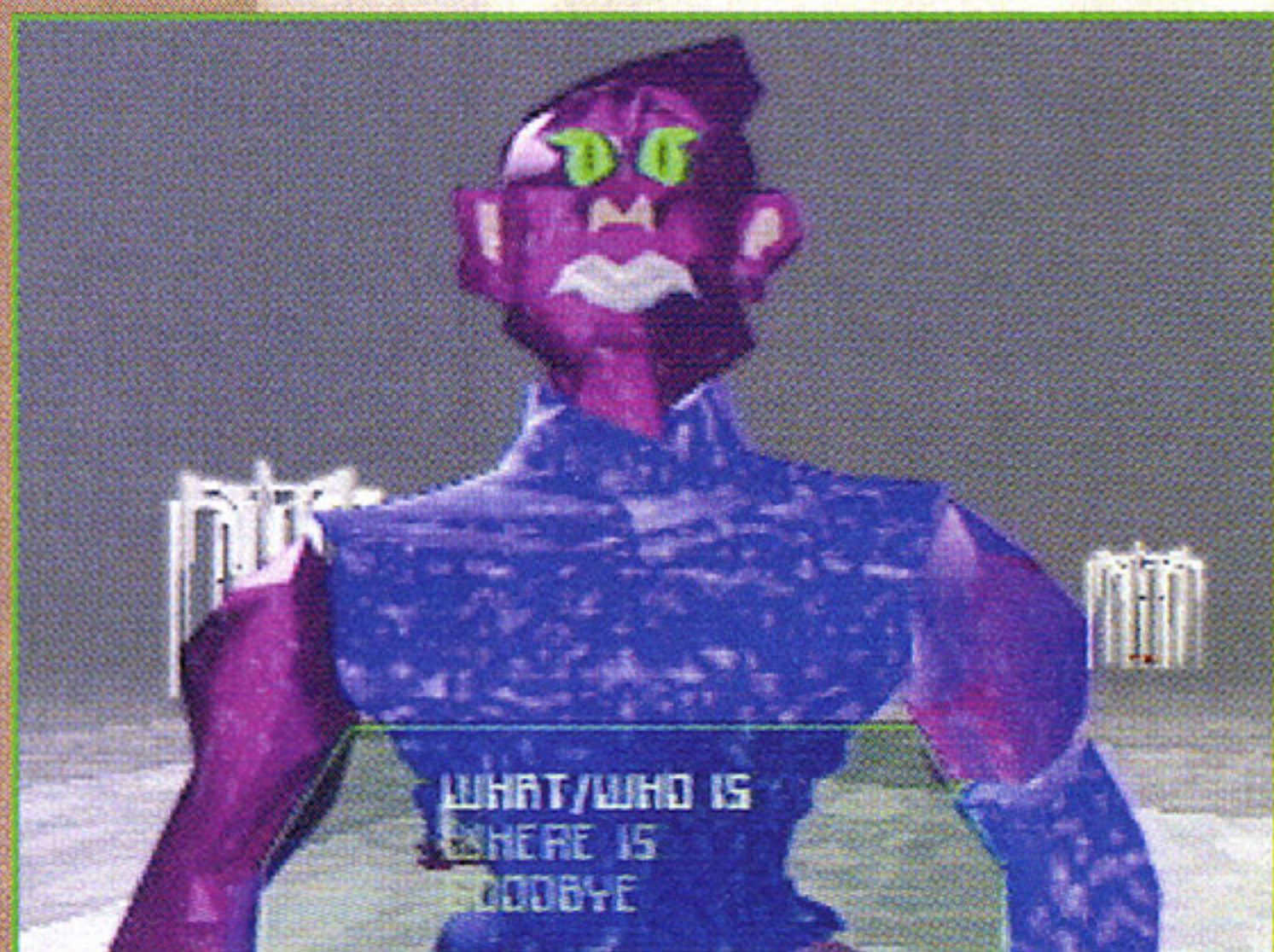
THE FOLKS WHO LIVE IN PERFECT ARE CALLED RITHMS — WEIRD HUH?



So, a team of scientists in the present send you into the future to help out — apparently, since you're from their past, you have the power to come and go, which gives you a better fighting chance than the other poor suckers who are trapped there.



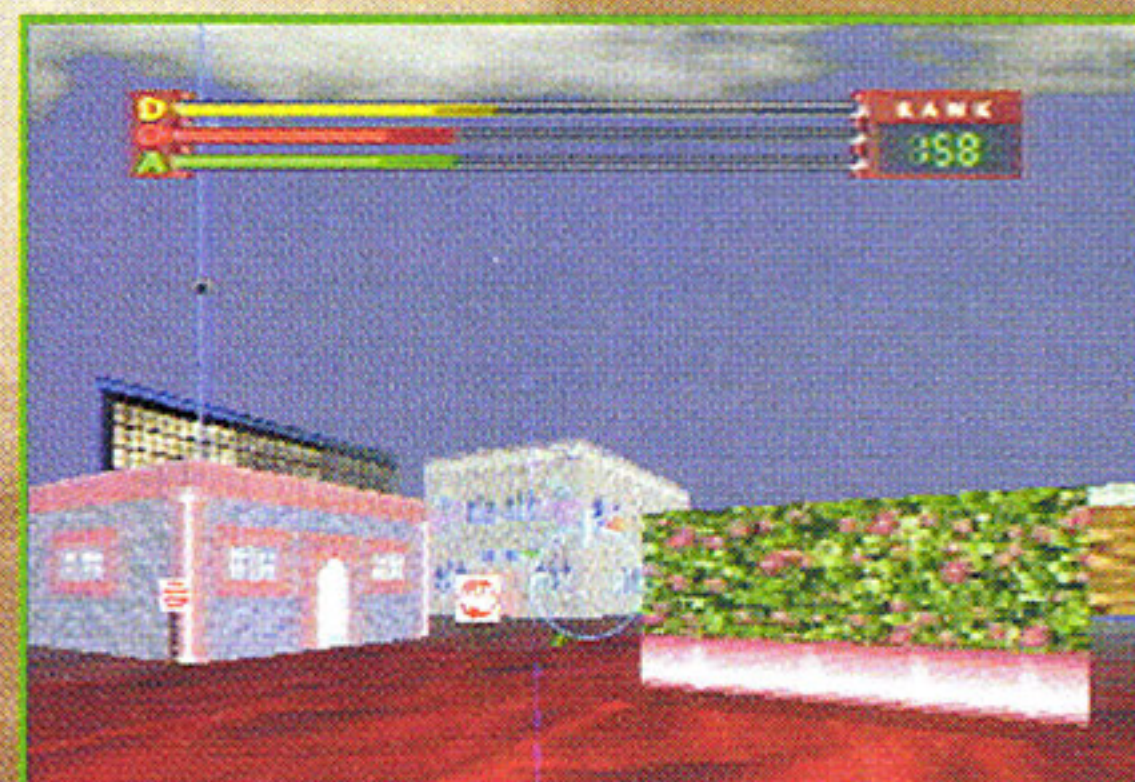
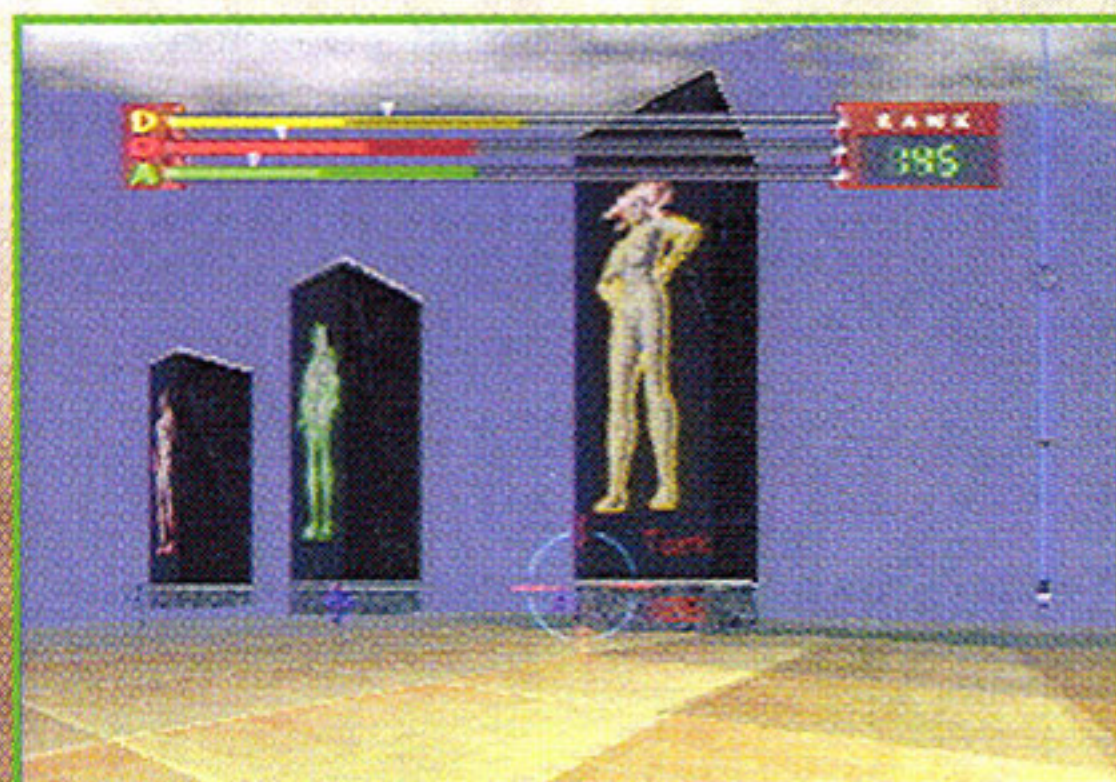
The game starts with a call for help from the future. Everyone from the real world has become trapped in the virtual world of Perfect.



Inside Perfect, you can meet and talk to other Rithms. These characters are a pretty bizarre bunch, a mix of rendered 3-D graphics and digitized actors, and one of the game's highlights.

## WELCOME TO PERFECT

ONE OF THE GAME'S STRONG POINTS IS THE CITY IT'S SET IN

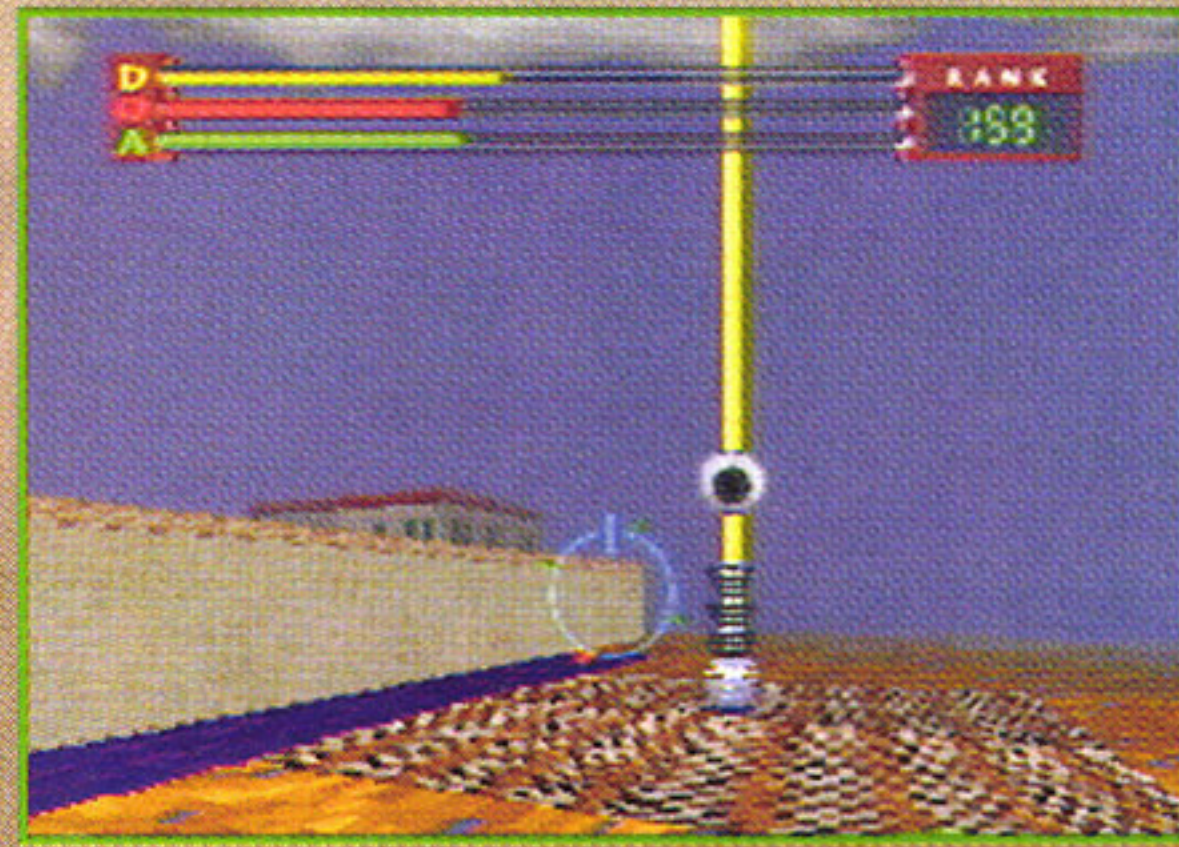
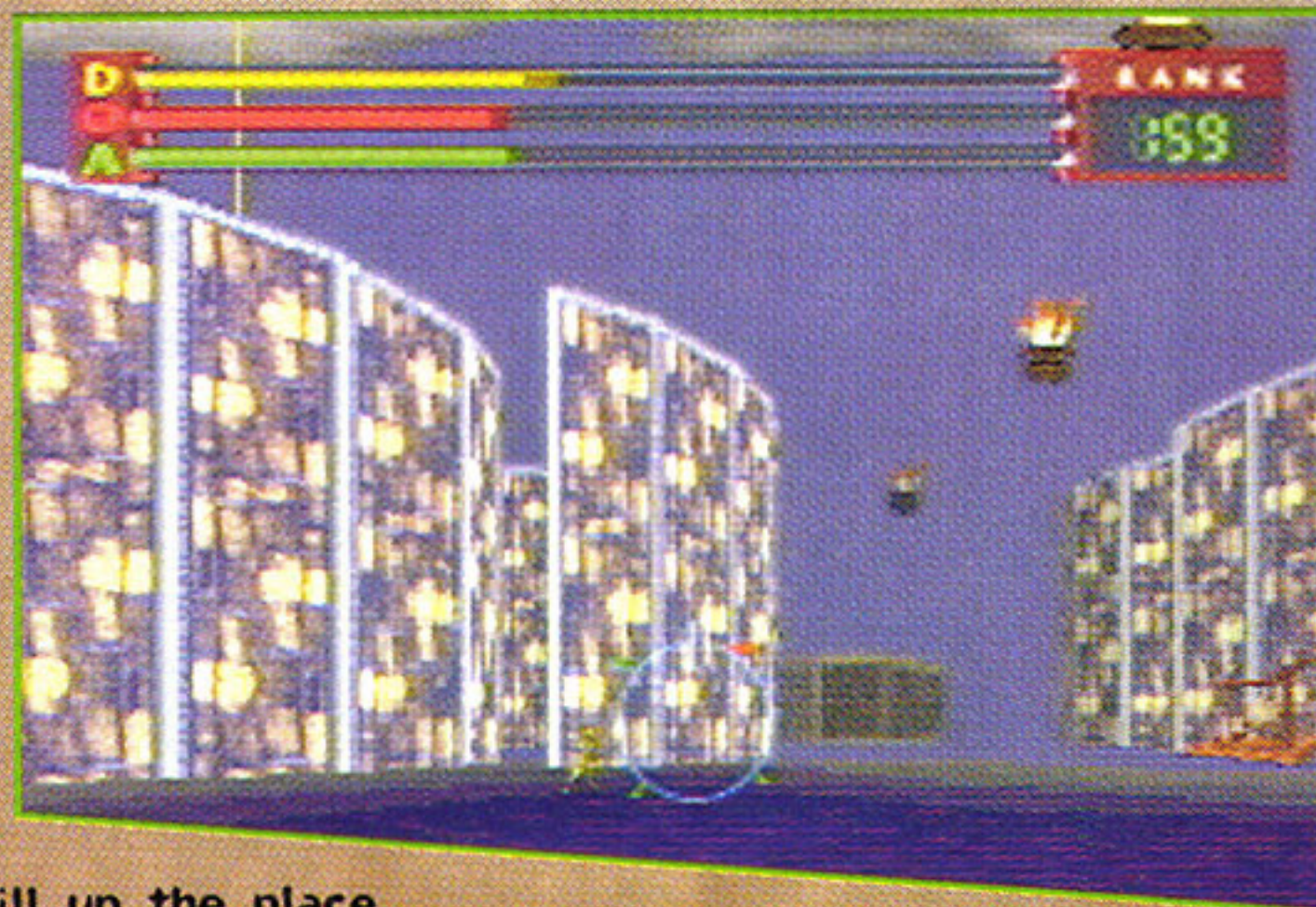


The game takes good advantage of the 3DO's texture mapping capability, and so the city has a bunch of odd places to go, and varies the look a bit.





Yup, swamps, pyramids, odd sculptures — in fact, all kinds of strange buildings and mazes just fill up the place.



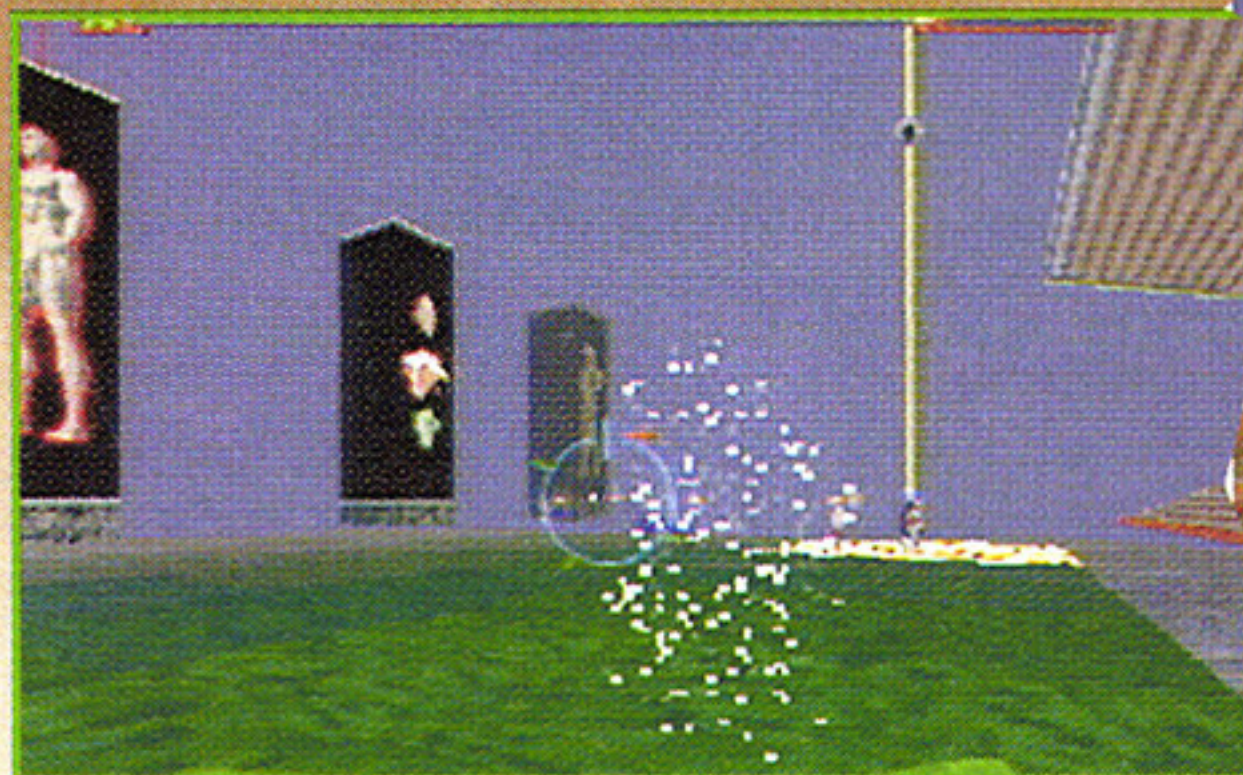
These spires help recharge your various life and energy meters — guess where a lot of enemies like to hang out.

## YEE-HA! ACTION!

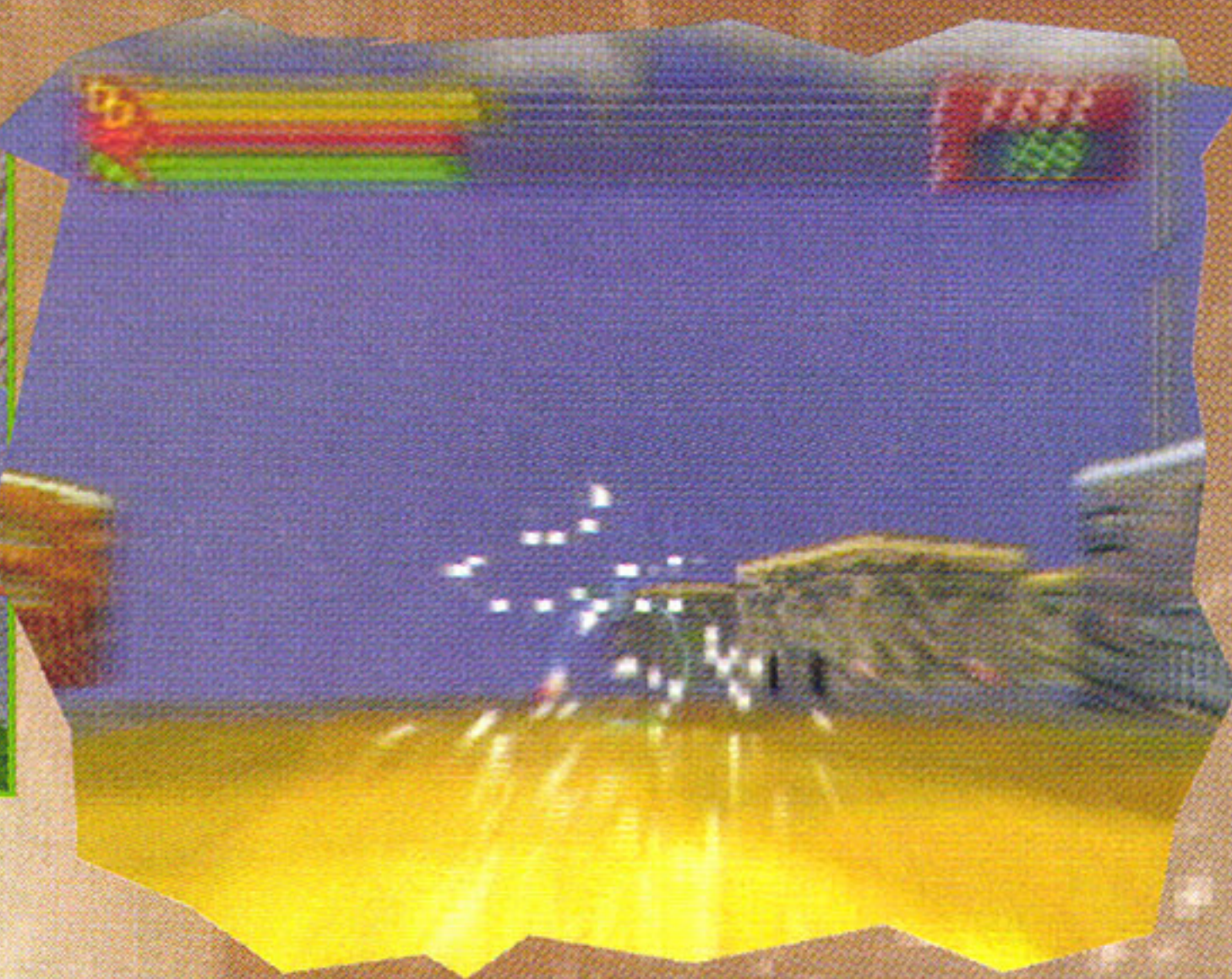
### KICKIN' BUTT IN CYBERLAND



But of course, the real deal in the game is the fierce combat.



After you blast an enemy, he/she/it turns into a strange energy haze. To gain power, you run through the energy.



You can always tell when you've just absorbed their energy, or 'Huffmanned' someone, because the screen gets all distorted — whoa man, I'm trippin' again!

## A SECOND OPINION

The dark cyberworld is a great setting for this well-done 3-D blaster. Running through the energy haze of a fallen foe is a great idea for gaining power and should never be done on hallucinogenics. The intense fighting never stops, and can get a bit repetitive, but overall *Immercenary* has plenty of game to get immersed in. This is yet another solid 3DO title, giving the 3DO a strong library of games, but with the big boys [Nintendo, Sega, Sony] coming soon it could be too little, too late. — Mike



Total Jumps:	42	Rank:	158
<b>Vital Signs</b>			
Defense	+4	total	58
Offense	+3	total	51
Agility	+3	total	51
<b>Armor Algorithms</b>			
			X - lost
# Menu   ▶ Jump   R.O.C. More			

In addition to the usual little laser gun you're equipped with, you can also pick up these pool ball-looking power-ups. There's twelve different gizmos you can grab, but finding them is mostly a matter of luck.



The higher-ranked enemies all have their own special places they call home. Any time you're ready, just knock — and if you're not ready, look out!

### GRAPHICS

9

### MUSIC & SOUND FX

8

### INNOVATION

8

### GAMEPLAY

8

### REPLAY VALUE

8

- ⊕ If you can handle the challenge it keeps you coming back.
- ⊖ Some folks are going to think it's just frustrating and boring.

- ⊕ The music is moody and strange, not at all what you'd expect.
- ⊖ The sound FX mostly just lie there.

- ⊕ It's a first-person shooter that avoids being another *Doom* rip-off.
- ⊖ Still, there's not much else to do except blast at stuff.

- ⊕ Control is relatively smooth, and there's a lot of intense action.
- ⊖ The learning curve is steep, and the action gets repetitive.

- ⊕ The game's dark look and strange characters are an obvious plus.
- ⊖ The same dark look sometimes makes things confusing.

**81%**  
OVERALL GP RATING

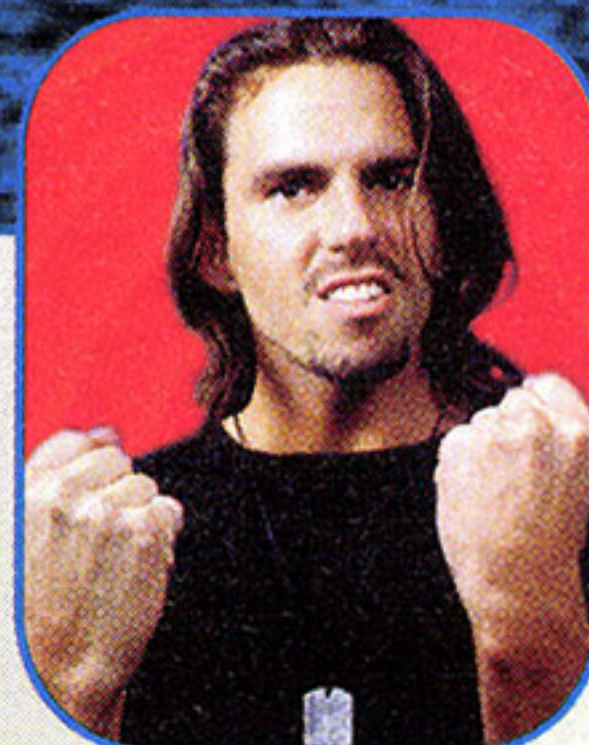




# TOUGHMAN CONTEST

GENESIS

GENRE / fighting  
PLAYERS / 1 or 2  
SIZE / 32 Megs  
SAVE FEATURE / password  
PUBLISHER / Electronic Arts  
DEVELOPER / Electronic Arts  
AVAILABLE / now  
PRICE / \$60



Office tough man Mike Salmon dominated the GP brawl. It was the well-timed cigarette burn to the forehead, followed by a reverse wedgie, that finally did Chris Slate in.

How tough are you? Tough enough to step into the ring with guys weighing over 300 pounds? Well, if you don't feel like risking life and limb at the moment, vicarious mayhem and simulated savagery can be achieved by beating your control pad until victory is yours. *Toughman Contest* looks a lot like *Super Punch Out* at first glance, but EA doesn't use a lot of the cartoony wackiness that made *Super Punch Out* so fun. Instead, they tried a simulation approach to the sport (Fight? Brawl? Melee?) by creating a more realistic fighting game.



The crushing uppercut is sure to expose those with glass chins.

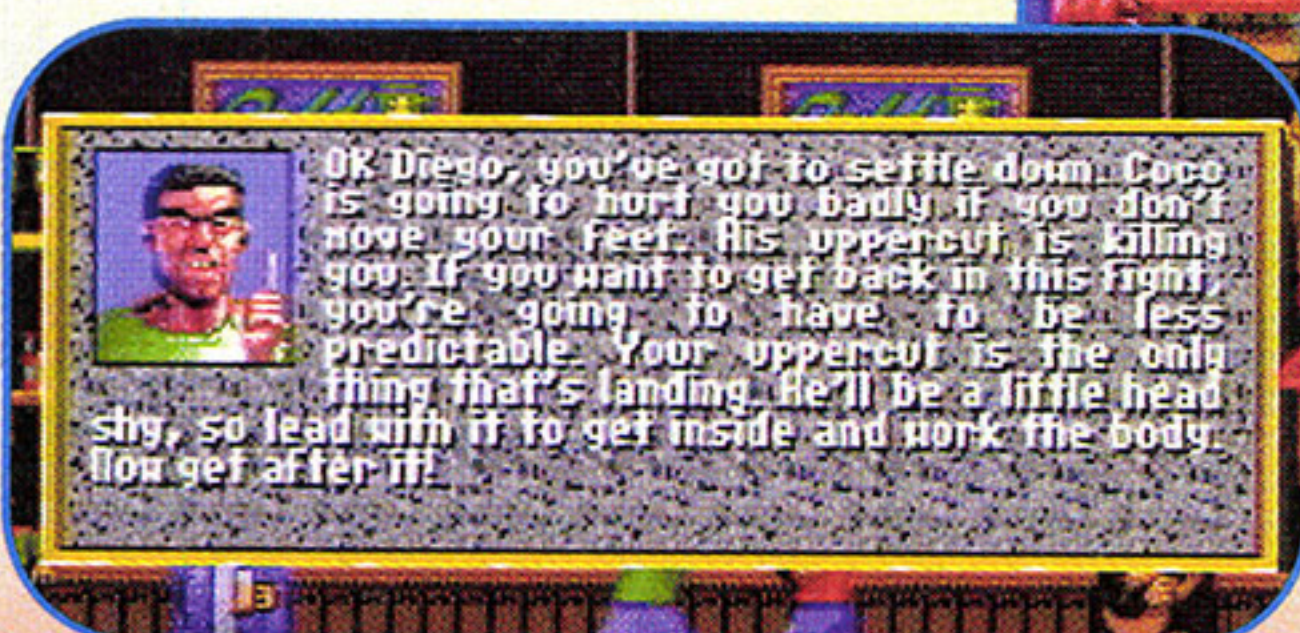


This giant 32-meg cart packs in 24 fictitious fighters from around the world, including look-a-likes of Snoop Doggy Dog and Kurt Cobain. Each fighter has 14 special punches, like a head butt, popeye punch, and a furious flurry which they can use along with uppercuts, jabs, and hooks. The action takes place in five worldwide venues (very ugly venues, but venues nonetheless), and the game includes a useful tournament feature that allows up to eight competitors. Perhaps the best feature is the two-player mode, which is easily the best way to play this game.

Αααααααααααα! The popeye punch is effective, fun, and easy to pull off.

With all the possible combinations of punches, *Toughman Contest* packs in plenty of strategy. However — the short fights, button-smashing controls, and flat, fuzzy graphics leave this game a contender, not a champion. **GP**

The corner man doesn't like the way you're handling this fight — surprised he didn't suggest a different game.



Diego Garcia	Round 1	Coco Valdez
3/13	23/7	0/0
2/6	33/7	3/2
2/5	40/7	3/2
0/0	0/7	0/0
0/0	0/7	0/0
0/0	0/7	1/1
0	0	1
13/29	33/7	21/29
		72/1

Complete stats on everything you'd ever want to know adds to the realism.



A right and a left and an uppercut sends P.T. [Kurt Cobain] to the canvas. This is *Toughman Contest* at its best!

## 6

### GRAPHICS

- Face-indenting punches are sharp.
- Few and flat backgrounds ruin well-drawn boxers.

## 6

### MUSIC & SOUND FX

- The grunts vary with where you hit 'em.
- The game is just as enjoyable with the sound off.

## 6

### INNOVATION

- The way to trigger super punches is new.
- This is just another boxing game in the *Super Punch Out* form.

## 7

### GAMEPLAY

- A variety of punches lead to many strategies.
- Immovable boxer is a big strike against this game.

## 7

### REPLAY VALUE

- Two player mode and tough opponents keep you fighting...
- ...if you can stand the monotony.

**68%**  
OVERALL GP RATING



# EARTHWORM JIM™

## Special Edition



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*Interplay™*

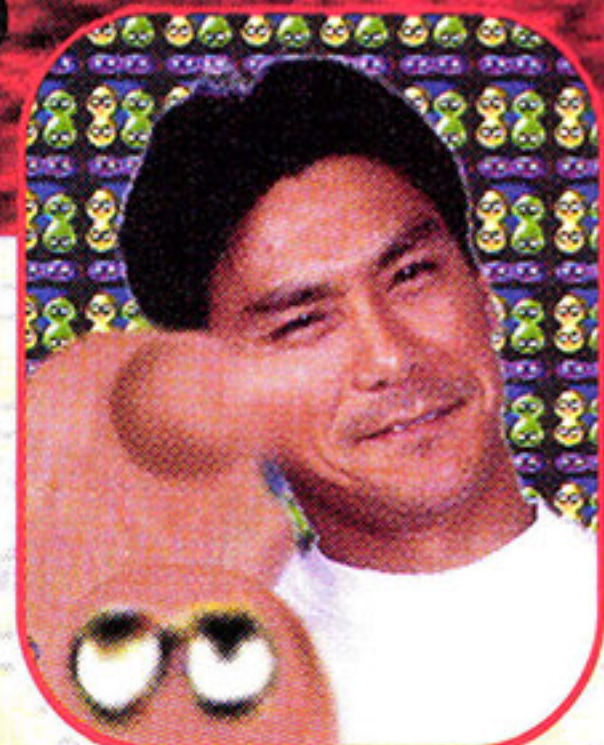
**Shiny**  
ENTERTAINMENT™



GENRE / Puzzle  
 PLAYERS / 1 or 2  
 SIZE / 8 Megs  
 SAVE FEATURE / none  
 PUBLISHER / Nintendo of America  
 DEVELOPER / Compile/Banpresto  
 AVAILABLE / now  
 PRICE / \$49.95

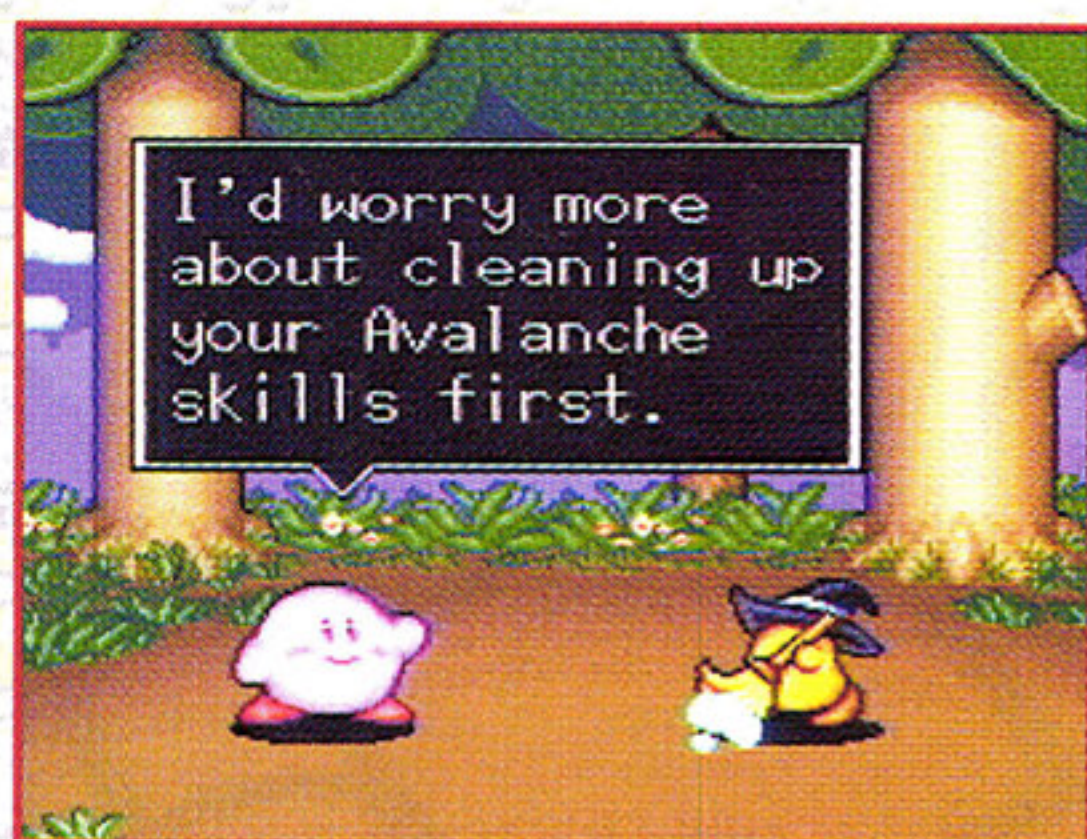


# KIRBY'S AVALANCHE



**We knew Darrell Sasagawa had been working too hard when his head suddenly glommed, leaving a terrible mess.**

Check the window in the center of the screen to see the next pair of blobs, before they begin their descent.



I'd worry more about cleaning up your Avalanche skills first.

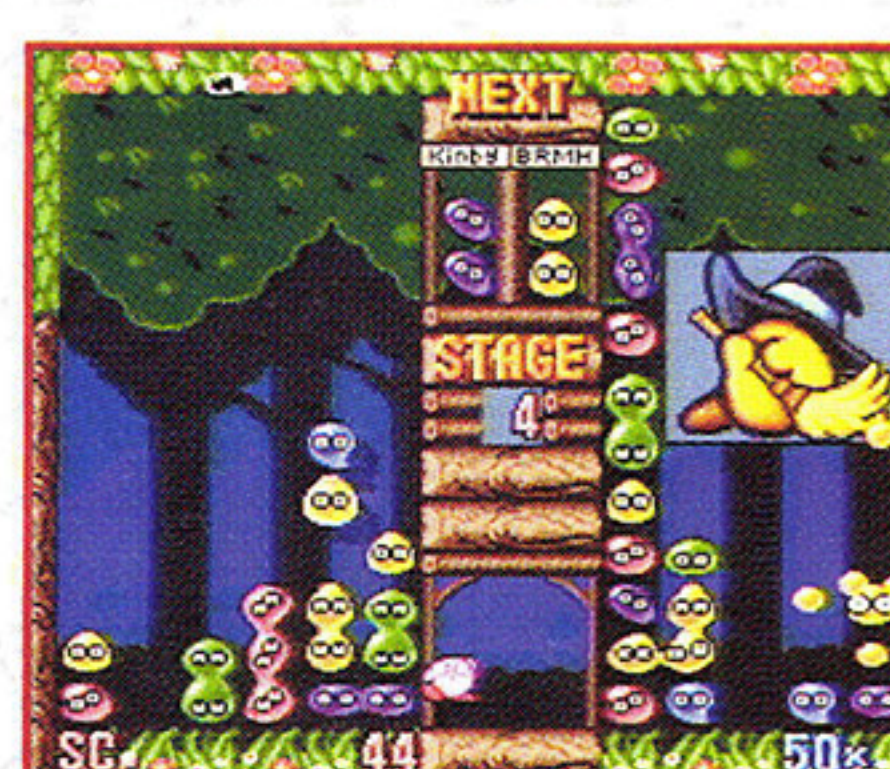
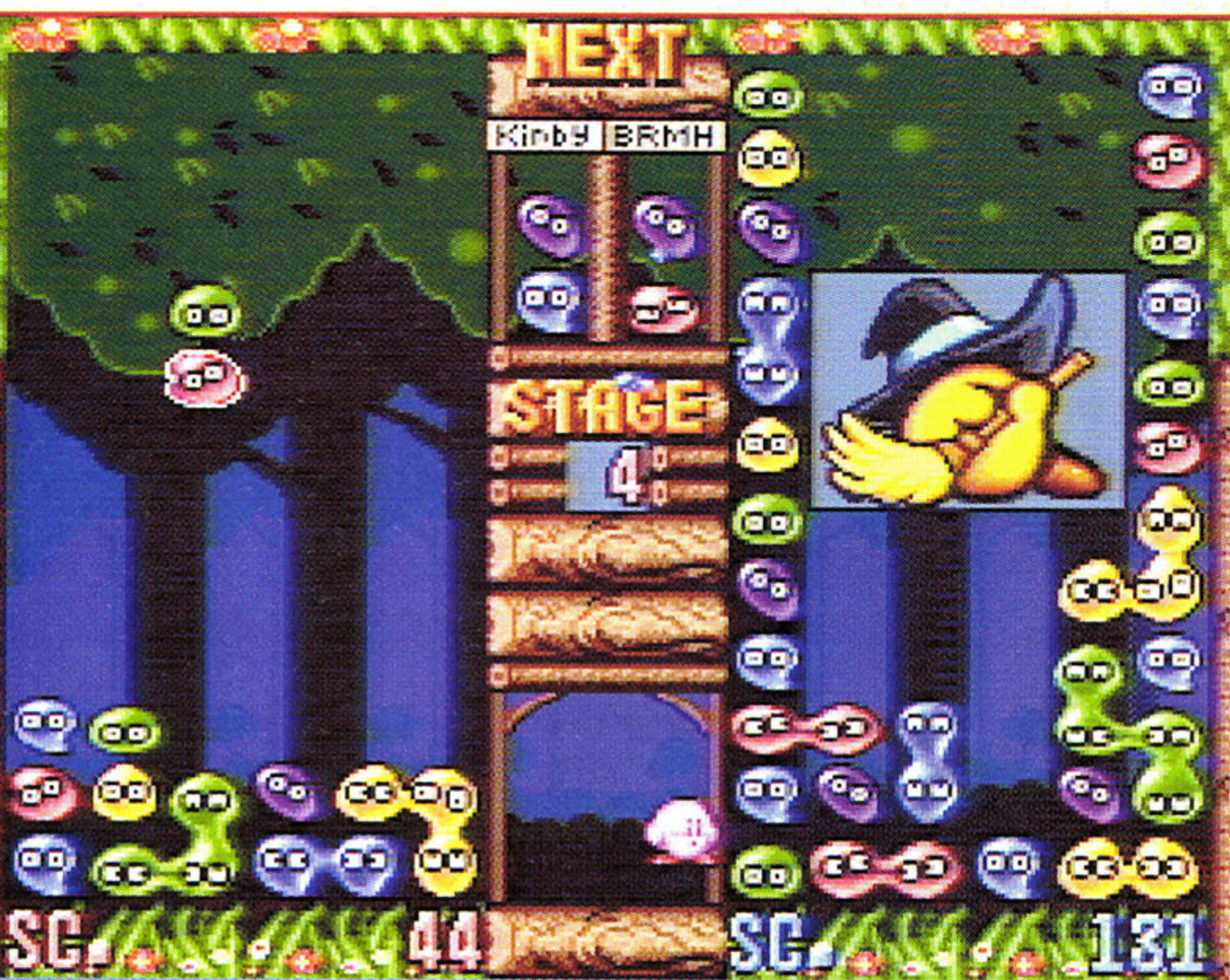
Nothing like a little friendly chat before the game begins. This game teaches good housekeeping, as well as courtesy!

Welcome to the Inaugural Dream Land Avalanche Competition!!! An event of puzzling proportions, where colorful pairs of Blobs cascade from the sky. The object is for you to strategically stack your Blobs, so that when four Blobs of the same color come together, they 'glom', or fuse together, causing them to explode and disappear. Fill your opponent's screen up with Blobs before yours, and you win.

But wait, there's more. Foul up your opponent by exploding several Blobs with the drop of a single pair. This creates 'Boulders', or obstacles that clog up the playing field. Unlike Blobs, Boulders can't 'glom'. The only way to get rid of them is to explode Blobs adjacent to them. By far the most effective tactic is the chain reaction, or the triggering of multiple boulders at once, but remember, two can play at that game.

Fortunately, before a Boulder is unmercifully sent down into your playing field, a warning icon appears at the top of your screen. A small clear icon equals one boulder. A big clear icon equals six boulders, and a big brown icon indicates an avalanche of 36 boulders.

There is a cast of many characters which Kirby must compete against on his journey to the Dream Land Fountain, where the competition takes place. But it's worth the effort to take home the coveted Dream Fountain Cup.



Place your Blobs strategically.



The icons in the corner warn of impending avalanches.

Victory - how sweet it is!!!

I liked this game when it was *Dr. Robotnik's Mean Bean Machine* for the Genesis. The only thing that could improve upon it would be a 4-way play option. Not since *Super Bomberman II* has there been a puzzle game that keeps you on the edge of your seat. *Kirby's Avalanche* might be the heir apparent to puzzle game greatness. **GP**

## 7 GRAPHICS

- ◊ Ooooh!!! I loved all the pretty colors!!!
- ◊ We don't get to see enough of Kirby!!!

## 8 MUSIC & SOUND FX

- ◊ The music is very playful and amusing.
- ◊ The music speeds up and adds to your gaming anxiety.

## 7 INNOVATION

- ◊ The difficulty level ranges from mild to Cajun.
- ◊ Fans of *Dr. Robotnik* have seen this before.

## 10 GAMEPLAY

- ◊ They don't get much more straight forward than this one.
- ◊ It's easy and precise. Enough said.

## 10 REPLAY VALUE

- ◊ This game is pure 100% fun!
- ◊ The two player game is a blast! You'll play until two AM!

**93%**  
 OVERALL GP RATING



# Brutal Unleashed: Above the Claw



ighting / GENRE  
1 or 2 / PLAYERS  
32 Megs / SIZE  
password / SAVE FEATURE  
GameTek / PUBLISHER  
Alternative Reality Tech. / DEVELOPER  
now / AVAILABLE  
\$60-65 / PRICE

About eight months ago, Gametek released *Brutal* for Sega CD. That game had some of the most innovative options in the fighting genre, along with a great look. Now the furry fighters are back for another round of *Brutal* competition on the 32X.

The unique belt system of learning moves, where you learn moves as you progress, is still intact and executing them is easier and more useful than ever. The Dali Llama and Karate Kroc are now included as playable characters as well as adding two more, Psycho Kitty and Chung Poe. The soundtrack has been pumped up with a techno rave beat and some great sound effects. A new battle mode has been added to

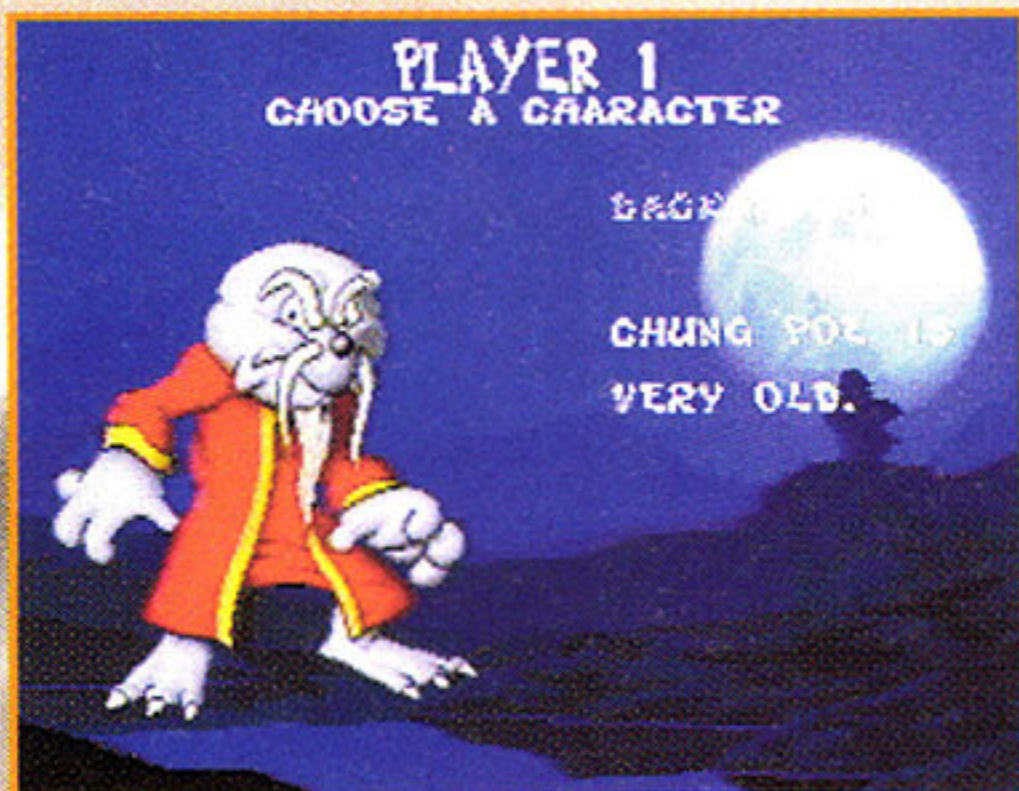


This time you can control the Dali Llama and use his vicious smoke attack.

Carnivore extraordinaire Mike Salmon spent three days feasting on the flesh of the *Brutal* competitors, only to find that they all tasted just like chicken.



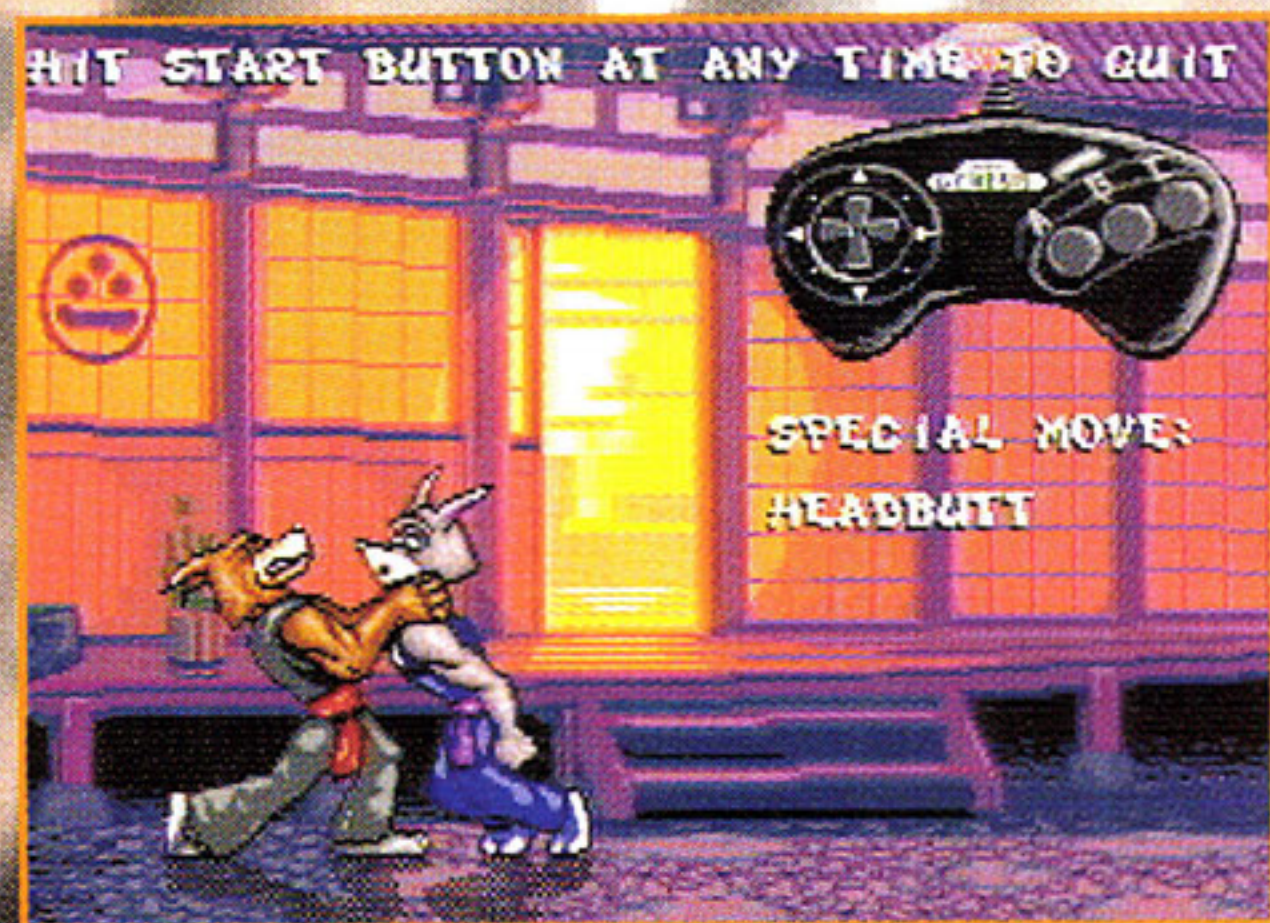
New character Psycho Kitty shows Tai Cheetah how to do the cha-cha-cha.



Chung Poe, a new character, starts as a little old man and turns into this big rodent.



In the battle mode you maneuver your fighters around to take over the island.



Learning moves as you progress is a great reason to keep playing, and this Kendo headbutt is a keeper.

give you more options. The game is also twice as fast as the Sega CD version.

My only real complaint with this and all other *Brutal* games has been that you can use one kick over and over and still win. Other than that, this game has got the works: great graphics, sound, and a dozen furry critters. If you already own a 32X this is one of the best games for it, so what are you waiting for? **GP**

MCKE		DALI LLAMA	
ATTACKS	BLOWS	ATTACKS	BLOWS
PUNCHES 000	HEAD 014	PUNCHES 000	HEAD 014
KICKS 000	BODY 000	KICKS 000	BODY 000
THROWS 000	LIFE 000	THROWS 000	LIFE 000
BLOCKS 000	NIGHTY 012	BLOCKS 000	NIGHTY 012
OTHER 000	AVENGE 000	OTHER 000	AVENGE 000
ACCURACY 000	DEAR 000	ACCURACY 000	DEAR 000

BE USING POORLY AIMED POWERFUL KICKS.

MCKE		DALI LLAMA	
ATTACKS	BLOWS	ATTACKS	BLOWS
PUNCHES 007	HEAD 001	PUNCHES 007	HEAD 001
KICKS 000	BODY 015	KICKS 000	BODY 015
THROWS 000	LIFE 000	THROWS 000	LIFE 000
BLOCKS 007	NIGHTY 001	BLOCKS 007	NIGHTY 001
OTHER 010	AVENGE 000	OTHER 010	AVENGE 000
ACCURACY 000	DEAR 000	ACCURACY 000	DEAR 000

DAVEEXILE IVAN

There are stats to analyze what happened and what you can do to improve. Plenty of bells and whistles here.

## GRAPHICS 8

## MUSIC & SOUND FX 9

## INNOVATION 6

## GAMEPLAY 8

## REPLAY VALUE 8

- You keep coming back to try to defeat the Dali Llama!
- You and a friend can claw it out for hours and hours.

- Fast, furry, and furious! A different kind of brawler.
- Any speed but the slowest is too fast for any strategy.

- This *Brutal* has the extremely innovative belt system.
- It's the same *Brutal* as before, with sharper graphics and sound.

- Techno rave tunes get you in the mood to dance, or fight.
- Animal screeches and solid punches give this game power.

- Smooth animation; backgrounds are sharp and colorful...
- ...although the Sega CD version looks just as good.

# 79%

OVERALL GP RATING





GENRE / action  
 PLAYERS / 1  
 SIZE / 16 Megs  
 SAVE FEATURE / none  
 PUBLISHER / LTN  
 DEVELOPER / Western Technologies, Inc.  
 AVAILABLE / now  
 PRICE / \$74.95

# SPIDER-MAN



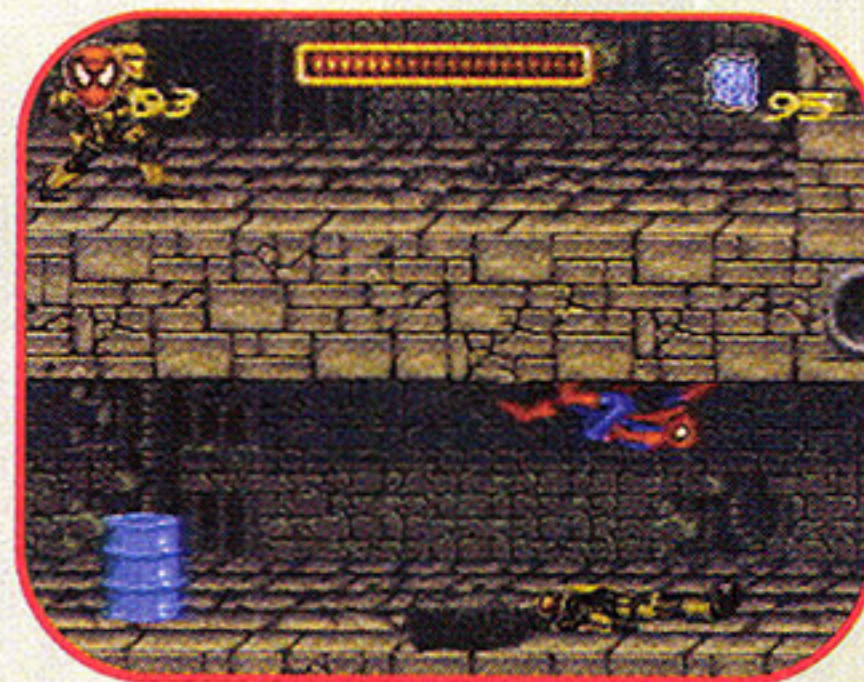
*After we threatened him with a can of Raid, Darrell Sasagawa stopped catching flies and started typing.*

**D**on't look now, but New York City is on the verge of falling into the hands of a band of Super Villains. A mass breakout has occurred at Ravencroft, a maximum security insane asylum, and now a lethal league of lunatics is on the loose.

It's up to Spider-Man to foil the likes of Dr. Octopus, Alistair Smythe, Jack O'Lantern, The Lizard, and more!!! The Fantastic Four lend a helping hand, but their talents must be enlisted by picking up the special Fantastic Four icons. These icons lie hidden in the sewers beneath the city, which Spidey must search. Ugh!

Spidey's task sends him swinging through six scary zones all over the Big Apple, each one full of spider-hating evildoers. However, to get to his final destination, Spidey must enter four individual color coded key cards into the Beta, Omega, Gamma, and Epsilon card machines. Only then can he access the lower level of the nuclear reactor, in the bowels of Ravencroft, and complete his mission.

Initially I didn't like this game, but after I played it for awhile, I hated it!!! It was one of those games that while I was playing it I kept thinking, I've seen this in another game. The sad thing is the other game was much better. **GP**



Use Spidey's ability to stick to surfaces to get to those hard-to-reach places.



Blind Dr. Octopus with Spidey's web bolt, then watch him fry!



This Spider-Man icon restores health to 100%.



This golden Spider-Man icon gives you an extra life.



This Web-Armor icon turns Spidey's suit white and blue, giving him temporary invincibility.



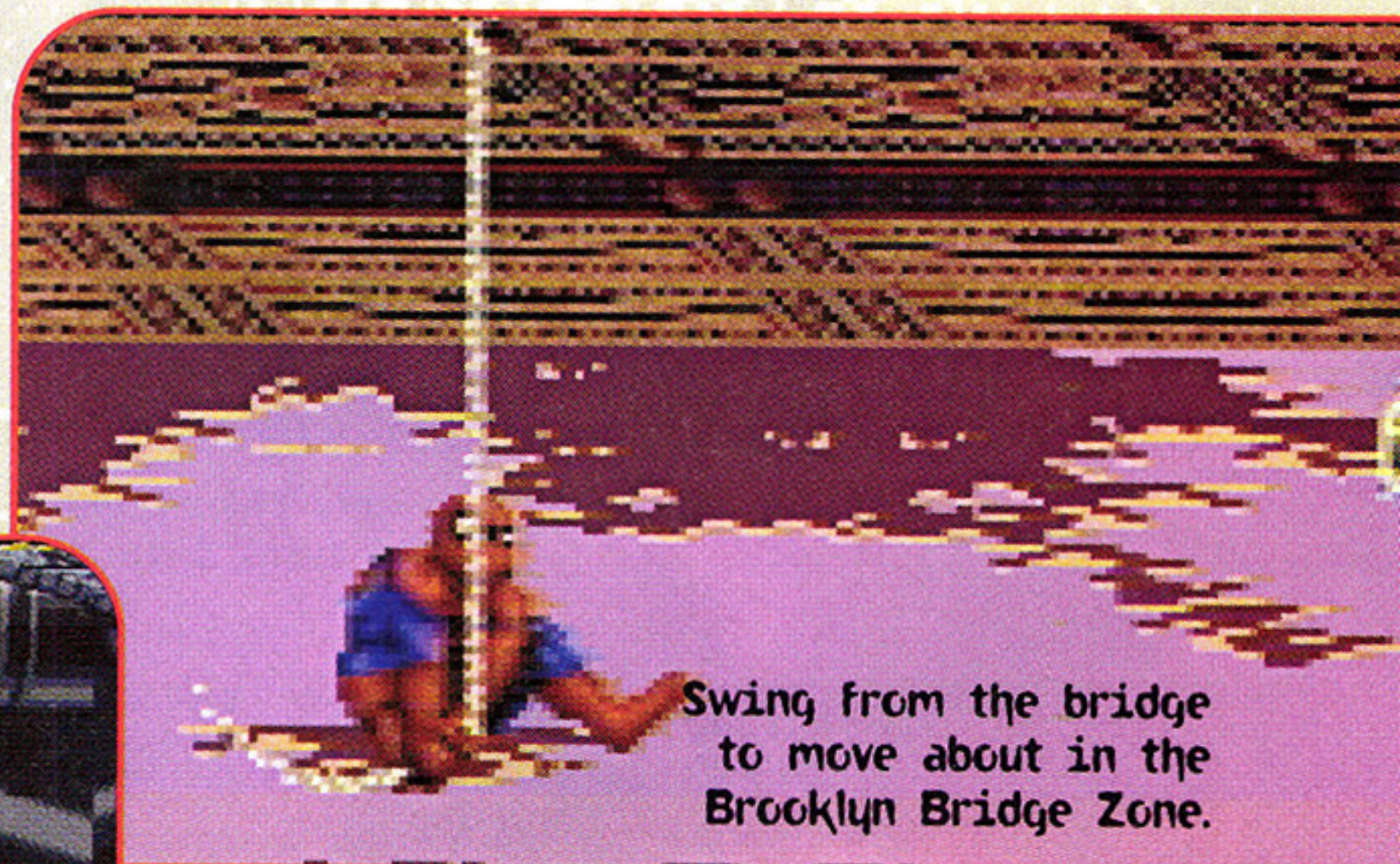
The ultimate Super Spider icon! It completely restores health, webs, and grenades, plus you get an extra life.

Call upon the Fantastic four by pushing the start button, then use the the control pad to highlight your desired Hero.



Behold, one of the elusive Fantastic Four icons.

Down in the sewers, once you have beaten the Lizard he turns back into Dr. Curtis Connor. When he does, don't hit him anymore.



Swing from the bridge to move about in the Brooklyn Bridge Zone.

In the Coney Island Zone, Spidey must look high and low for certain items.



In the Construction Zone, it's no stairway to heaven, but at least there's an elevator to the roof.



## 5

### GRAPHICS

- ⊕ The Brooklyn Bridge backgrounds are nice.
- ⊖ Spidey walks like he's gotta go to the bathroom real bad.

## 5

### MUSIC & SOUND FX

- ⊕ The sea gulls and marine sound effects are kinda cool.
- ⊕ Dr. Octopus' laugh is down right wicked.

## 6

### INNOVATION

- ⊕ Wow, you can recruit the help of the Fantastic Four.
- ⊖ Unfortunately, they aren't all that helpful.

## 6

### GAMEPLAY

- ⊕ Spidey's skills are fairly easy to master.
- ⊖ Getting him to climb and stick to surfaces is difficult.

## 5

### REPLAY VALUE

- ⊕ If you love Spidey, this game is for you.
- ⊖ The more I played this one, the more I hated it.

# 50%

OVERALL GP RATING



# Requires Great Skull.

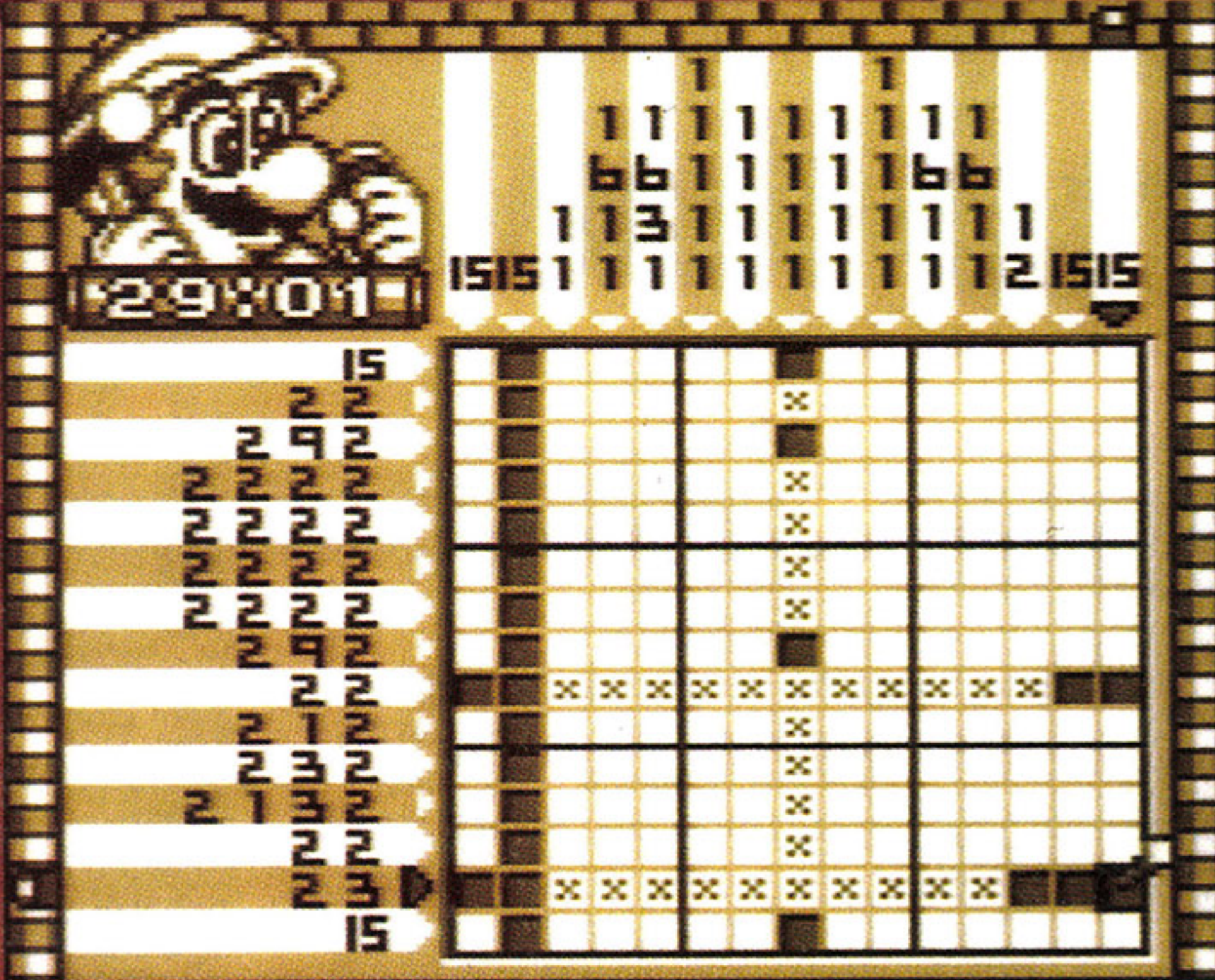
## Try Mario's Picross.

How to reveal the hidden picture:

There are 15 blocks on each row and column.

Determine which block to darken by figuring out clues from the numbers.

Numbers above the column are read from top-to-bottom. Numbers to the left of the rows are read from left-to-right.



Each individual number tells you how many consecutive squares need to be darkened. If there is more than one number, there will be at least one blank square between each darkened area. If you have figured out that a square should not be darkened, mark it with an "x."

See if you have the head for Mario's Picross™\*.

The unique new puzzle game that's as challenging as Tetris®\*\*.

Use clues and numbers to uncover the hidden picture.

It's the ultimate exercise

This is one of over 250

on Game Boy® and Super

Picross. Do you have what



for your brain.

puzzles you'll find

Game Boy®. Mario's

it takes?



*Play it Loud*



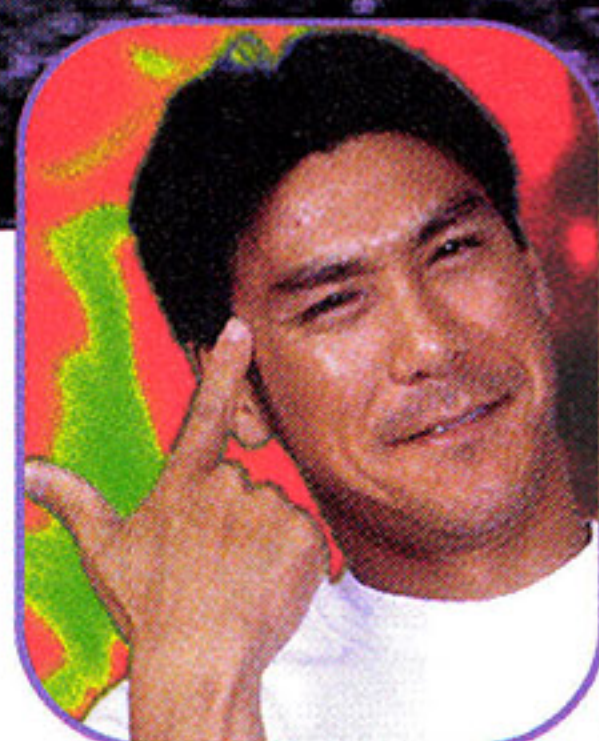




SEGA CD

GENRE / shooter  
PLAYERS / 1  
SIZE / 1 CD  
SAVE FEATURE / none  
PUBLISHER / Sega  
DEVELOPER / Hudson Soft  
AVAILABLE / now  
PRICE / \$55-60

# LORDS OF THUNDER



*He keeps insisting his name is 'Duran', but if Darrell Sasagawa starts singing 'The Reflex', his name is gonna be 'Mud'.*

**F**ar away and long ago, during the Time of the Sword, the legendary Knight Drak and the Goddess Luxina saved the beautiful world of Mystra by sealing the Evil God Deorik deep under the six continents.

Now, the High Priest Sournbul and the six Dark Generals have sent the Armies of the Gerruda Empire to resurrect Deorik and conquer Mystra.

A map of the six continents of Mystra — you choose where to begin.



Save your bombs for the bosses at the end of the each zone.

jewels. The more he collects, the more items he can purchase from the Goddess Luxina at the beginning of the next level.

The first thing I recommend investing in is a big gun. Purchase the heart shaped maximum life gem, and you get all the fire power you need. After that, invest in some bombs to use on the bosses at the end of each level. Finally, buy a Magic Barrier to protect from enemy strikes. Now you're ready to kick some Gerruda butt!!!

Although this game is rather short and relatively easy, it's actually quite fun. Regarding the armor, I recommend using the Fire Armor the entire game.

Beyond that, get ready for a heavy metal, head-banging, thunderous time. **GP**



The Goddess Luxina possesses many helpful items for you to purchase and use in battle.



There are four types of armor to choose from, each with its own fire power.



With this high-powered gun, nothing can stop you.

6

## GRAPHICS

- ⊕ The big bosses are cool looking, and real mean too!!!
- ⊖ Sometimes it's hard to see where you are.

5

## MUSIC & SOUND FX

- ⊕ The CD quality sound is very nice.
- ⊖ The music sounds like a Wayne's World Heavy Metal overdose.

6

## INNOVATION

- ⊕ It's got a very elaborate and involved storybook beginning.
- ⊖ After the intro, the game loses its appeal.

6

## GAMEPLAY

- ⊕ The movement is very predictable, and easy to learn.
- ⊖ Predictability can lead to boredom.

6

## REPLAY VALUE

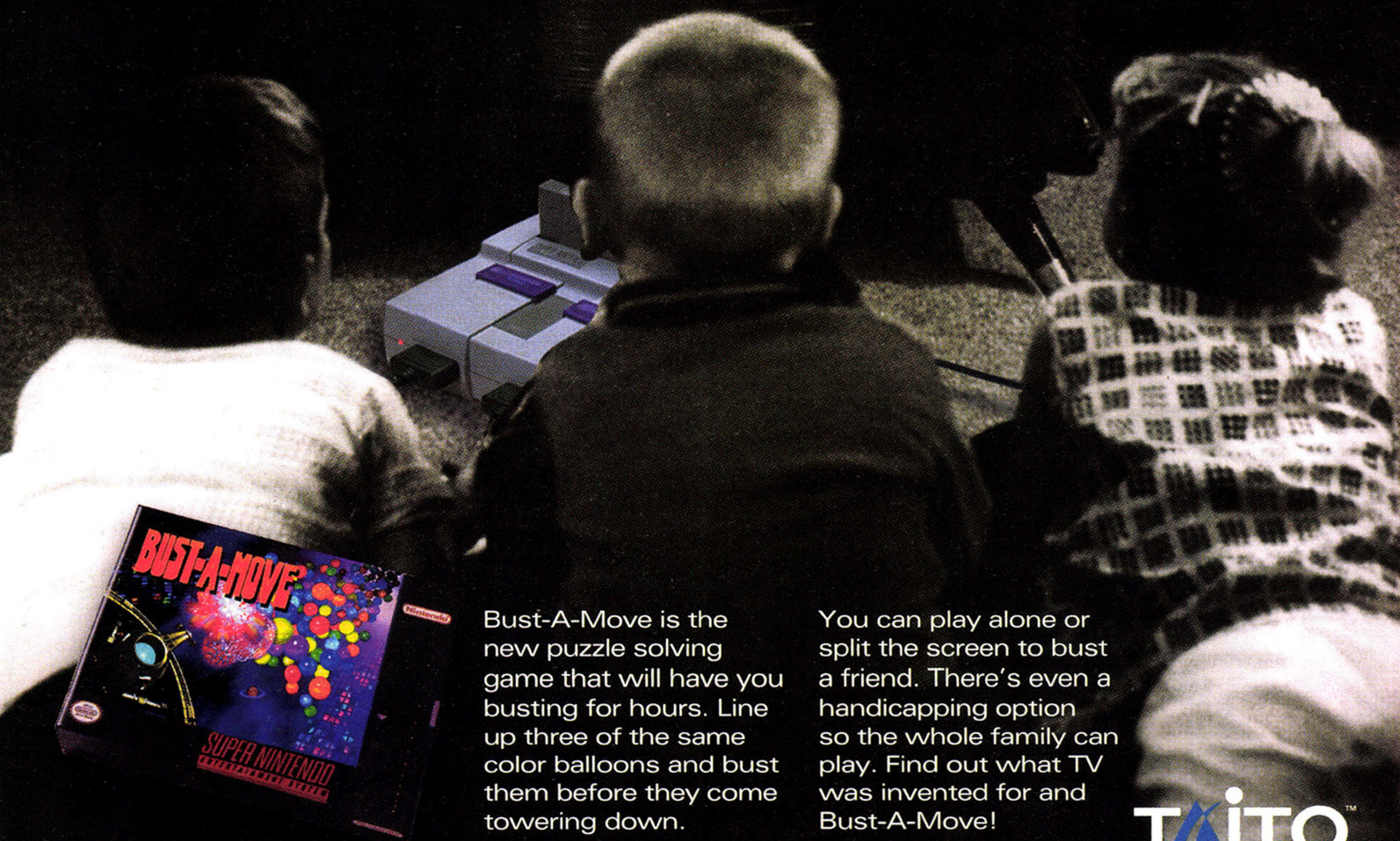
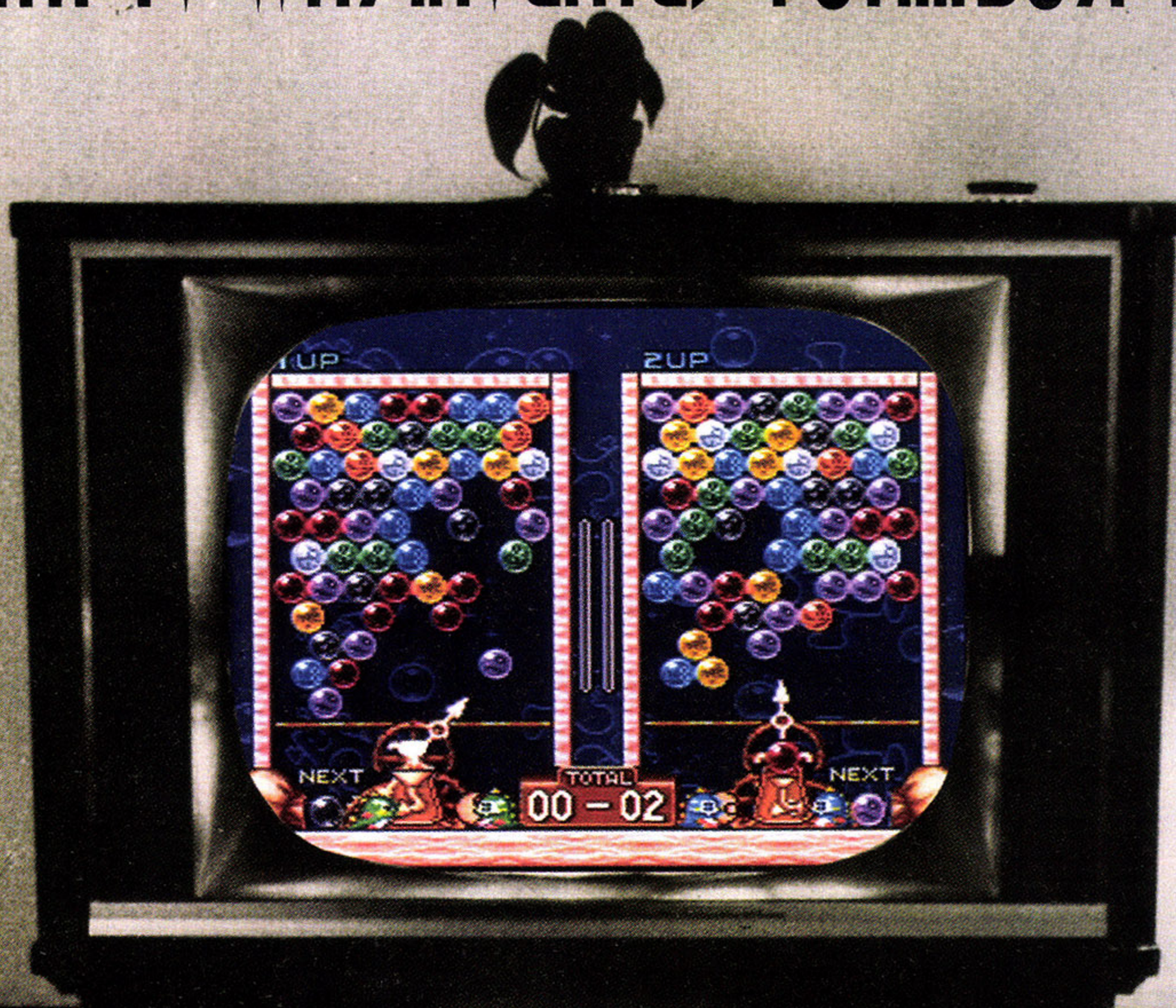
- ⊕ If you like shooters and heavy metal, then this game is for you.
- ⊖ If you don't, then save your money.

# 64%

OVERALL GP RATING



# IT'S WHAT TV WAS INVENTED FOR... BUST A MOVE!



Bust-A-Move is the new puzzle solving game that will have you busting for hours. Line up three of the same color balloons and bust them before they come towering down.

You can play alone or split the screen to bust a friend. There's even a handicapping option so the whole family can play. Find out what TV was invented for and Bust-A-Move!

**Taito**<sup>TM</sup>

Taito America Corporation





SEGA CD

GENRE / combat  
PLAYERS / 1  
SIZE / 1 CD  
SAVE FEATURE / none  
PUBLISHER / Absolute  
DEVELOPER / Absolute  
AVAILABLE / now  
PRICE / \$59.99

# RDF: GLOBAL CONFLICT



Increasingly worried about the itchy trigger fingers of the other writers and Bill Donohue's nuclear capability, Trent Ward decided to get a tank for home defense.



Roads help you move faster, but don't provide much in the way of cover.

This mission briefing lets you in on the hows and whys for the next mission. Try to come up with your basic fighting strategies here.

This officer gives you combat tips for the upcoming mission. Pay attention — he doesn't like repeating himself.



There's been a lot of attempts at making a truly entertaining military sim for the console machines, and with a few exceptions (*AH-3 Thunderhawk*, etc.), there really haven't been that many that stood out. With *Global Conflict*, Absolute has done a really good job of putting together the action and adrenaline of a good arcade game with the strategy



If you're hit, your vehicle gets harder to control. Be careful, or you could get hit again while trying to get it together!

7

## GRAPHICS

- ⊕ Lots of different terrains and enemies.
- ⊖ None of them really look all that great.

7

## MUSIC & SOUND FX

- ⊕ Good military music and live actors voices reading mission hints.
- ⊖ Not enough variation in sound effects.

8

## INNOVATION

- ⊕ Players can steer in all directions and fight where they want to.
- ⊖ *Battlezone* with better sound and graphics.

7

## GAMEPLAY

- ⊕ Lots of quick destruction mixed with good strategy.
- ⊖ Some hits you take seem arbitrary.

7

## REPLAY VALUE

- ⊕ Different strategies change each game!
- ⊖ Once you've mastered the game, it gets boring fast.



These massive enemies have plenty of firepower and can turn around very quickly. Approach them with the greatest of care.

elements that keep a title from breaking down into mindless military blasting.

Each mission pits you against a well-armed enemy force intent on keeping you from completing your mission, hopefully by destroying you. By picking up better weapons at the end of your missions, you get a chance to lay some serious hurt on other tanks, missile launchers, and of course, the always present helicopters. Missions become more difficult

and strategy oriented as the game progresses, and even the best arcade masters have to use their heads to make it through to the end.

The game's video footage tends to be bland, and the brilliant rendered cut scenes are ruined by poor conversion to the Sega CD, but the basic meat of the game still looks pretty good. For those who are looking for some good action that requires a little more thought than your average shooter, this is the title that more than likely fits the bill. **GP**

The slick cut scenes lose a lot of their appeal in the grainy CD resolution.



**71%**  
OVERALL GP RATING



# KEIO FLYING SQUADRON



action / GENRE

1 / PLAYERS

1 CD / SIZE

none / SAVE FEATURE

TVC / PUBLISHER

Victor Entertainment / DEVELOPER

now / AVAILABLE

\$50 / PRICE

SEGA CD



Rami and her squadron line up in the '1' formation and prepare to do battle.

**W**hat is the appeal of *Keio Flying Squadron*? Well, for the most part, the name. When we think of a flying squadron, the first thing that comes to mind are WWII fighter planes shooting by at a couple thousand feet and strafing everything in their path. And the Keio in the name gives it a Japanese kamikaze feel.

Unfortunately there isn't even a plane, let alone a squadron of them anywhere in this bomb.

In the fine tradition of Samus, we have a female

lead character. Her name is Rami, and she's a 20-year-old vixen who's armed to the teeth and dressed like a playboy bunny (to keep the guys out there happy). That could be interesting, right?

Wrong. It wouldn't matter what the game designers had tried to do — this game would still be boring.

The premise is to destroy the evil Dr. Pon, a 3000 year old raccoon who wants to take over the earth and make it safe for raccoons everywhere. You try to stop him by blowing everything away in your path with your 'squadron',

*We got him to sit on the dragon, but Vinny DiMiceli just cried when we told him he had to shoot the puppy, so we had to do it for him and then we laughed!*



Rami gets a scolding and is told she won't get to eat until she cleans up her mess!

consisting of your dragon Spot and some birds that back you up. Power-ups are available along the way to help add to your arsenal, but they do little to enhance gameplay.

To put it bluntly, this game was tiresome. It takes no ability to constantly shoot, and it only takes a matter of time and some luck to figure out how to avoid the onslaught of bullets headed your way.

So, don't let a name fool ya. If you do get caught in the *Flying Squadron*, make sure you're sitting in the crash position. **GP**



Rami's smart bomb blows up everything in its path, but you lose the rest of your squadron for a few seconds.



Most Bosses aren't worthy foes at all. This guy is about to back off a broken bridge.



I can never endorse a game that makes you shoot puppy dogs.

## GRAPHICS

5

⊕ The graphics are colorful and pleasant to the eye.

⊖ But this game's pluses stop right there. End of story!

## GAMEPLAY

3

⊕ A speed feature slows things down or speeds things up.

⊖ It doesn't make this game more interesting.

## INNOVATION

3

⊕ Finally! A game that allows you to blow up cats.

⊖ Dogs should never be shot — especially by a bunch of birds.

## MUSIC & SOUND FX

3

⊕ Put something on the CD — the music just don't make it!

⊖ I hated hearing a dog yelping while I blew it away.

## REPLAY VALUE

2

⊕ Little kids with nothing to do might play it for hours.

⊖ But you won't even give it a second ride.

# 28%

OVERALL GP RATING





GENRE / action  
PLAYERS / 1  
SIZE / 24 Megs  
SAVE FEATURE / none  
PUBLISHER / Sega  
DEVELOPER / Sega  
AVAILABLE / now  
PRICE / \$59.99

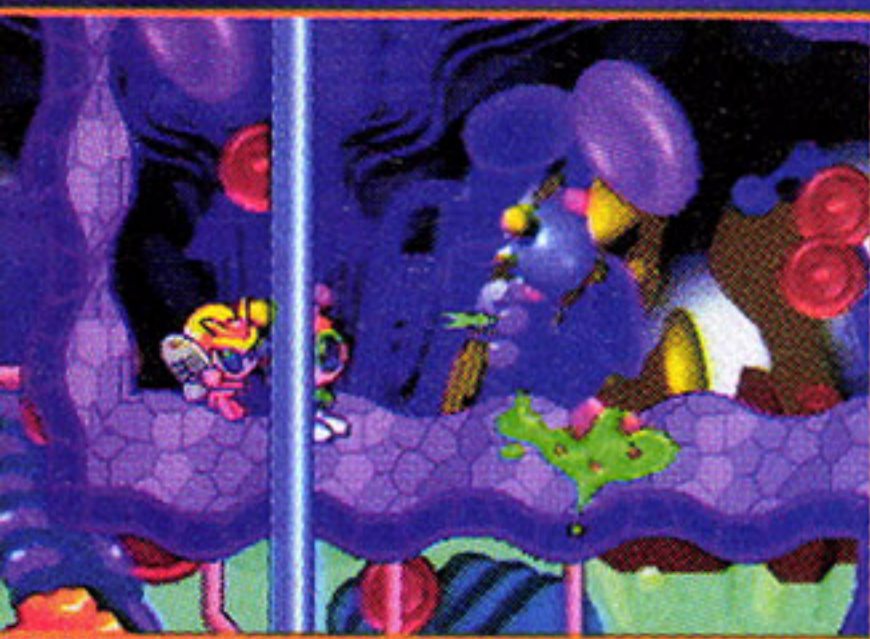


When Trent Ward saw that this game was about a grasshopper, he thought it would have some Kung-Fu fighting sequences... too bad he wasn't right.

# TEMPO



The dog stage seems to have borrowed quite a bit from the Ren and Stimpy video game.



Grabbing a dance icon sends Tempo into a dancing frenzy, and adds an attractive helper to your team.



The goal of the game is to grab as many of these notes and CDs as you can... wheeee!

Some of the backgrounds are pretty cool, but don't really take advantage of the 32X's full capability.



Hidden bonus areas can help you run up your score quickly, but are those points going to buy you any fun?



From the intro screen, Tempo can pick between three different stages to begin his quest. It doesn't really matter which way you go — there's no fun to be found in this world...

While attempting to create yet another lovable mascot, Sega searched the world for an animal that would be fast, an animal that would be cool, and most of all, an animal that hadn't been used before. Enter Tempo, the hippest grasshopper to ever grace the video screen (sigh). In order to save his planet Rhythma from the evil space octopus King Azalos (man, this just gets more and more hard to follow, doesn't it?), this bug has to collect as many musical notes, cassettes, and CDs as he can.

Tempo's graphics are fairly good, featuring crisp character animation and some nice background effects. However, for a 32X game, this cart just doesn't make the grade. Sound and music are a particularly big bummer, considering that this is a title that is supposed to be about a planet of rockin' insects. But even if this game had the best graphics and sound in the world, the tired and repetitive gameplay would still hold it back in the end. Aside from a couple of new gimmicks, like the dance icons and the moving backgrounds, there's nothing in this game that you haven't seen a zillion times before. The 32X has the potential to support some really good titles, but this is the kind of game that's gonna eventually hurt the platform. **GP**

## 7

### GRAPHICS

- ⊕ The game has plenty of crisp characters and good animation.
- ⊖ Where's the 32X technology? Beats me.

## 4

### MUSIC & SOUND FX

- ⊕ The music has several different tunes.
- ⊖ You'd think this game would have some decent sounding tracks.

## 3

### INNOVATION

- ⊕ Um, this time it's a grasshopper... and they play music.
- ⊖ Where have I seen this before?

## 5

### GAMEPLAY

- ⊕ It's an easy game to get used to.
- ⊖ The action is so repetitive that it gets to be a chore to play.

## 4

### REPLAY VALUE

- ⊕ You can pick which level to start on.
- ⊖ They're exactly the same levels as they were last time.

# 47%

OVERALL GP RATING



# PAC-IN-TIME



action / GENRE  
1 or 2 / PLAYERS  
8 Megs / SIZE  
password / SAVE FEATURE  
Namco / PUBLISHER  
Namco / DEVELOPER  
now / AVAILABLE  
\$39.95 / PRICE

He's quite a funny old character, Pac-Man, and he's been around for ages. Back in the 1970's when the very first Pac-Man coin-op was imported into the US, he was originally called 'Puc-Man'. Namco decided that the game name should be changed, to avoid the embarrassment that a graffiti artist with a dirty mind and a felt tip pen could quickly create.



No adventure is complete without evil to overcome. This is the evil witch that sent Pac Man back in time in the first place.

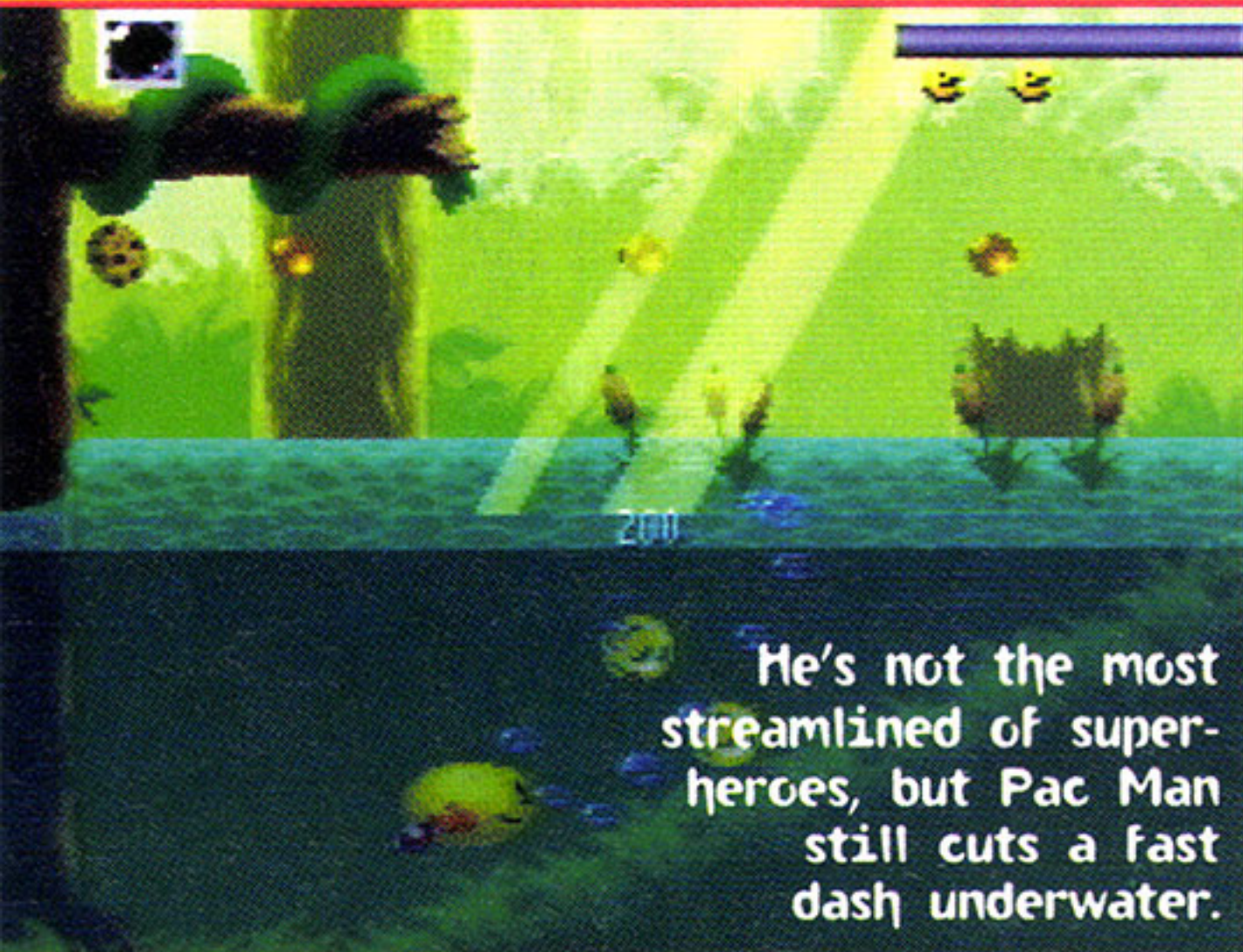
*What's round, yellow, has a big mouth and eats a lot of ghosts? We don't know, but Neil West keeps calling it on the phone, asking for a date! Don't tell his girlfriend!*



This dude looks familiar. As well as sound FX from the original coin-op, you also encounter some old enemies.



Before you can fire the fireballs or swim underwater, Pac Man has to jump through all kinds of hoops.



He's not the most streamlined of super-heroes, but Pac Man still cuts a fast dash underwater.



Later in the game, Pac Man's adventure takes him to some gorgeous locations. Here Pac Man gets back to nature in the woodlands.

But enough trivia, back to the matter in hand. *Pac in Time* is Namco's sequel to *Pac Man 2*, and once again the familiar figure of Pac Man has been granted some extra new powers to help him through his new adventure. This time, the evil Ghost Witch has sent Pac Man back to the days of his childhood. Pac Man must now chomp, bounce and wakka-wakka-wakka his way through over 50 levels in search of the passage home.

*Pac In Time* is essentially a standard platform game, with plenty of novel features thrown in to break up the tried 'n' trusted gameplay. The two most useful new gameplay elements come when Pac Man picks up the appropriate power-ups; a 'magic rope' and a fireball weapon. The magic rope enables you to swing Spider-Man-style from platforms, roofs, walls and obstacles.

Mastering the magic rope is an essential part of mastering the game itself, and will take a little time. The second most useful power-up is the fireball weapon, which enables Pac Man to turn the tables on the ghosts, ghoulies and (literally) hundreds of other bad guys. The range of other power-ups include the ability to breathe underwater and the obligatory power pill, which makes Pac Man temporarily invincible, which can be a welcome touch.

*Pac In Time* is a lot of fun. The challenge is entertaining, and Namco has made sure that it plays every bit as good as it looks. If platform games light up your particular Christmas tree, then *Pac In Time* is a rewarding new challenge. I guarantee it. **GP**

You have to master swinging on the magic rope before you progress far in *Pac In Time*.



It's hard to believe that this is the oldest character in videogaming. Pac Man's even older than Mario!



## GRAPHICS

8

## MUSIC & SOUND FX

7

## INNOVATION

7

## GAMEPLAY

8

## REPLAY VALUE

9

- ⊕ You're gonna play this until you beat it.
- ⊖ But the passwords could help you cheat.

- ⊕ Pac Man moves solidly, controllably and predictably.
- ⊖ But all too often you simply can't avoid taking the hits.

- ⊕ Pac Man has expanded his repertoire of moves.
- ⊖ But this is really just a standard platform game in structure.

- ⊕ You recognize many of the FX from previous games...
- ⊖ ...but don't be surprised if they make you feel old!

- ⊕ Smooth animation of all characters.
- ⊖ But you notice that not many sprites are ever on the screen at the same time.

**82%**  
OVERALL GP RATING





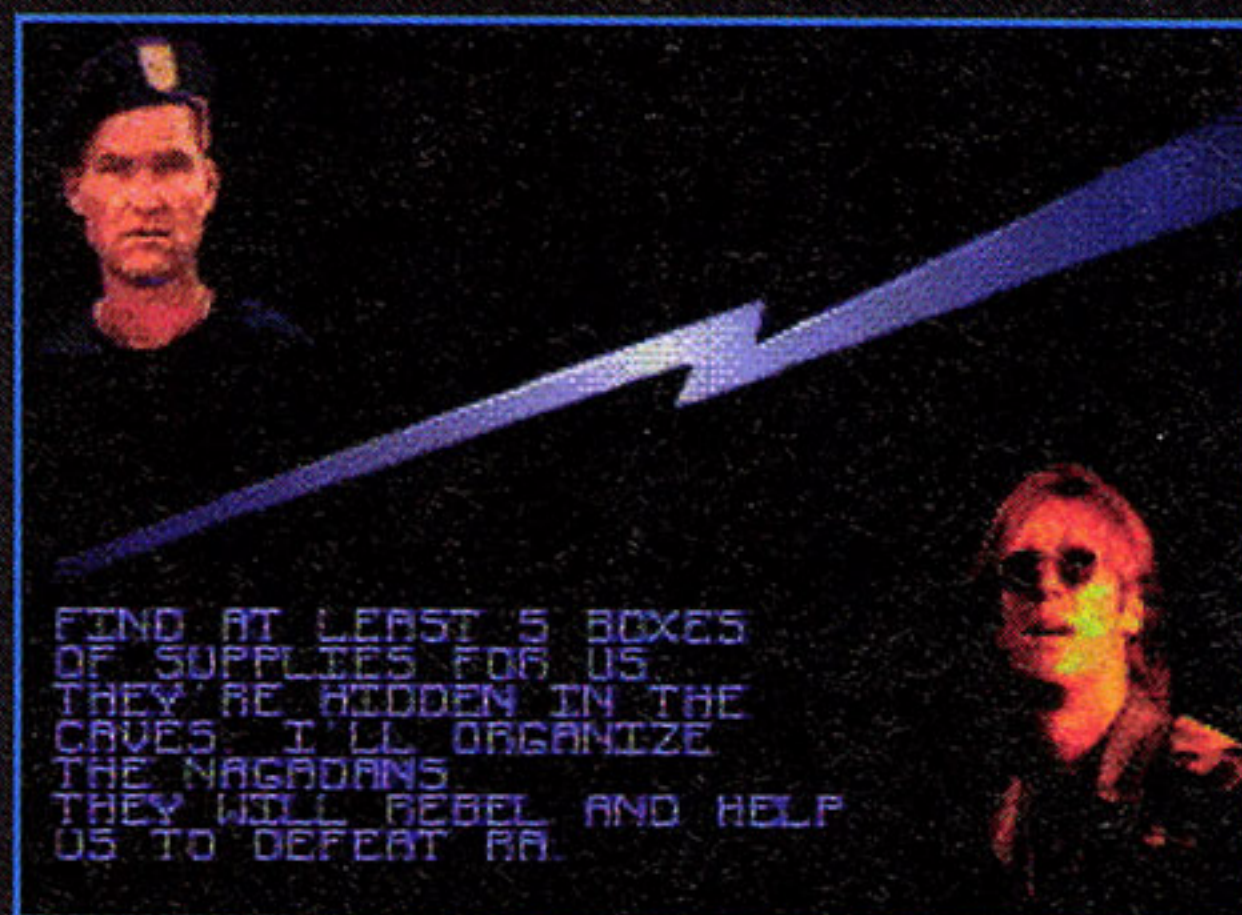
# STARGATE

GENESIS

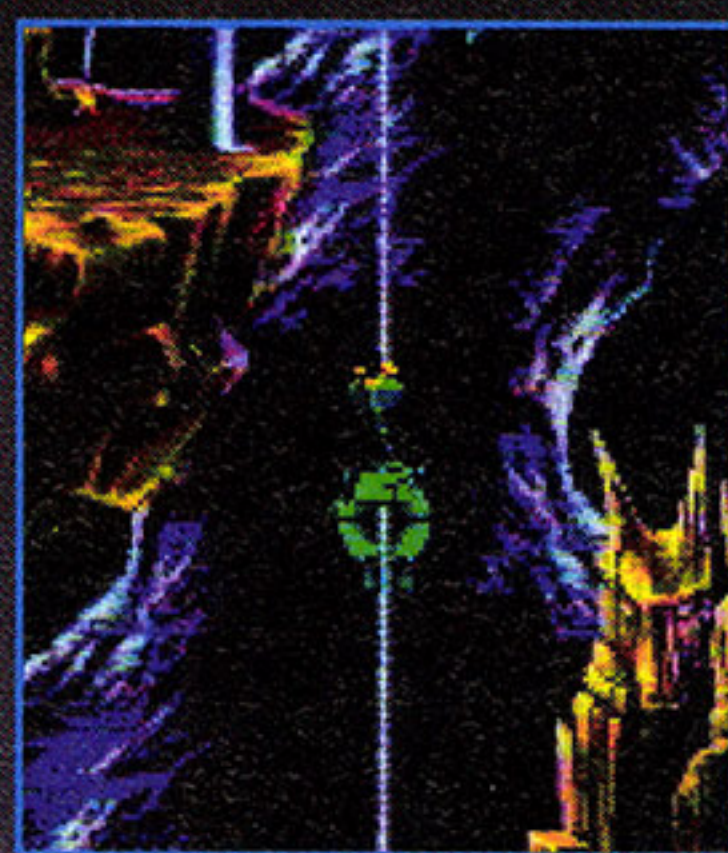
GENRE / Action  
 PLAYERS / 1  
 MEGS / 16  
 SAVE FEATURE / Password  
 PUBLISHER / Acclaim  
 DEVELOPER / Probe  
 AVAILABLE / now  
 PRICE / \$59.95



Ever since he played *Stargate*, Vinny DiMiceli has been dating a coil of 24 pound-test nylon climbing rope.



O'Neil meets up with Jackson who gives him his first mission. Note the resemblance to the actors.



For some reason, O'Neil seems to really enjoy climbing down a rope. While this is OK for a video game character, don't try this at home!

**O**f all the movie stars on the planet, never did I once feel like emulating Kurt Russell. Sure, he was good in *Escape from New York* and *Backdraft*, but I could never get past his old Disney movies and, of course, his award-winning portrayal of Elvis. I've had nightmares of those things since I was five years old.

But for all of you out there who do like Kurt and wouldn't mind jumping into his shoes from his latest epic, check out *Stargate*.

Here, you get Russell in all his gun-toting glory. Armed with a machine gun and a supply of hand grenades, you blow away huge insects and evil villains that want to stop you from closing the Stargate. Along the way you liberate some suppressed people and save your otherwise doomed compadres.

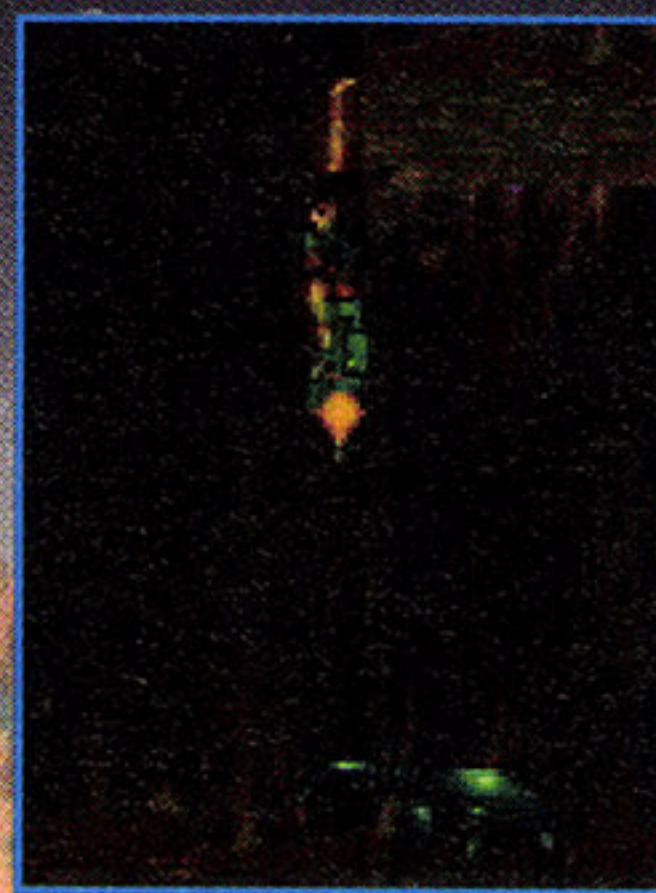
The visuals in the game are cool and life-like. It seems a lot of time was taken to make the character run, teeter, and hang from a rope in a true-to-life form. But that's where the fun ends.

*Stargate* is a challenge and can suck you in. But I really feel that you have to be totally into the movie to think this game is great. It follows the plot rather accurately, and buffs might just want to check it out.

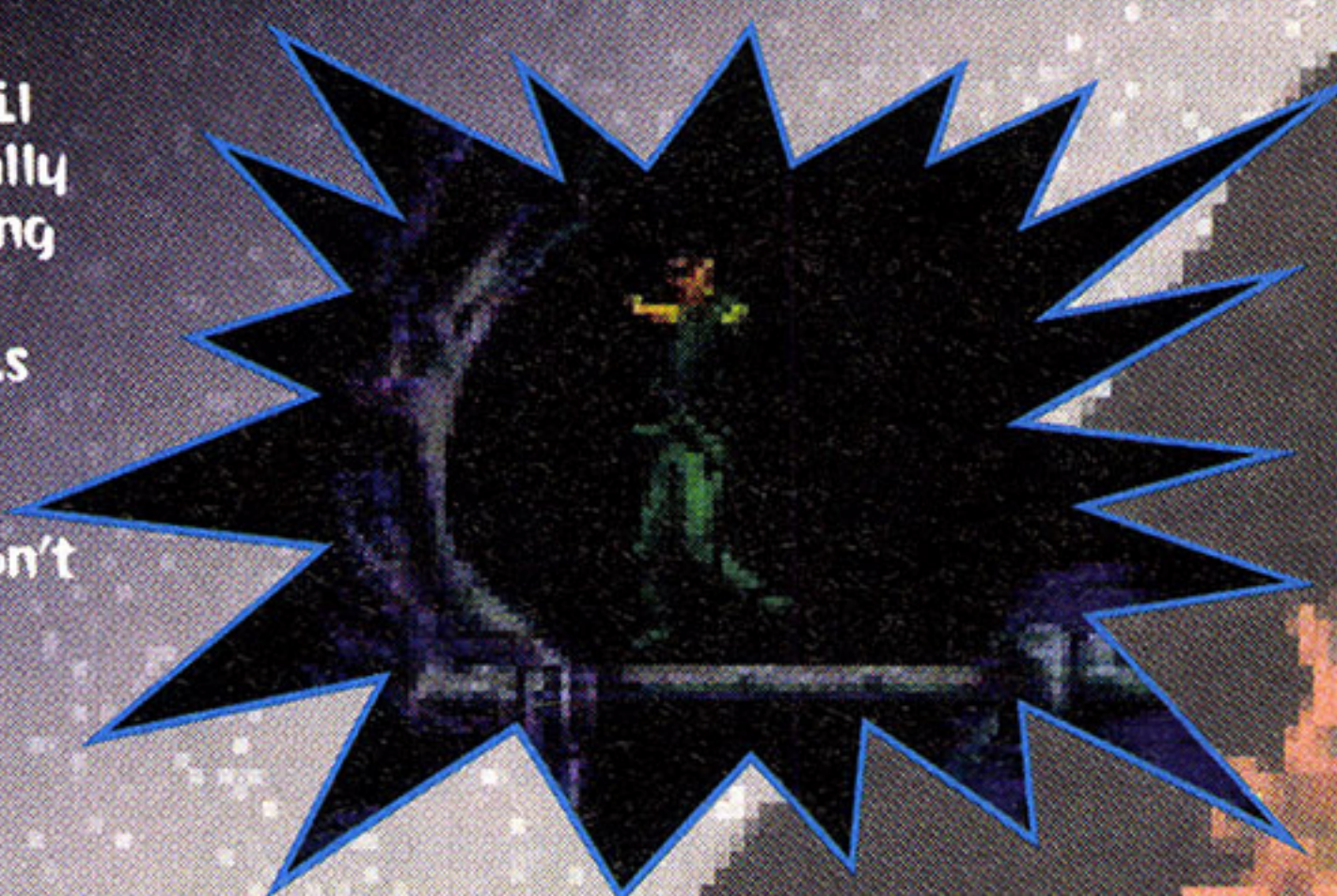
So, unless you really loved the hell outta this movie and feel that you have to relive it daily on your video game screen, leave this one at the store and hope the Stargate closes itself. **GP**



Grenades help you get rid of enemies quickly and explosively.



In a miraculous feat, O'Neil hangs by one hand while shooting his machine gun at the huge insect below.



O'Neil teetering across a piece of wood is one of the many good special effects.



The pause screen updates you on your mission.

## 7 GRAPHICS

- ⊕ Scenery is cool, and the characters look like the actors in the movie.
- ⊖ Machine gun fire needs work — you can't tell if you're hitting the enemy.

## 4 MUSIC & SOUND FX

- ⊕ Gunfire and explosions ripped...
- ⊖ ...but as usual, the music wasn't scored by Leonard Bernstein or even Bon Jovi.

## 5 INNOVATION

- ⊕ I like the movement of the character. It seemed weird at first.
- ⊖ He could be sued for sexual harassment, when he climbs a rope.

## 5 GAMEPLAY

- ⊕ Once you get the hang of it, the game can be fun.
- ⊖ But controlling Kurt can sometimes be as bad as his acting.

## 5 REPLAY VALUE

- ⊕ People who loved the movie will want to finish this game.
- ⊖ But when you do, don't expect an Academy Award.

**52%**  
 OVERALL GP RATING





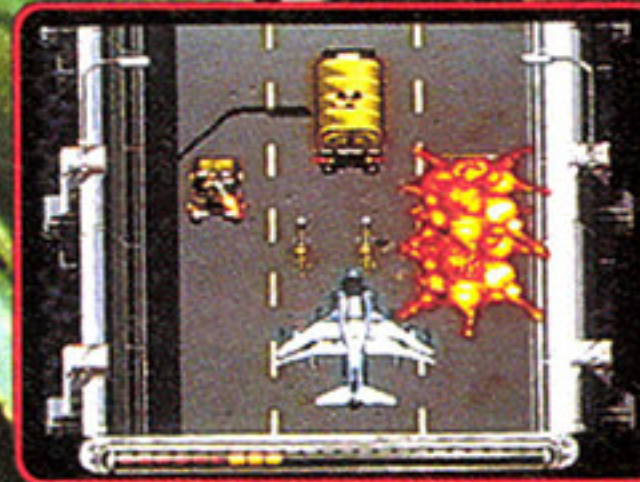
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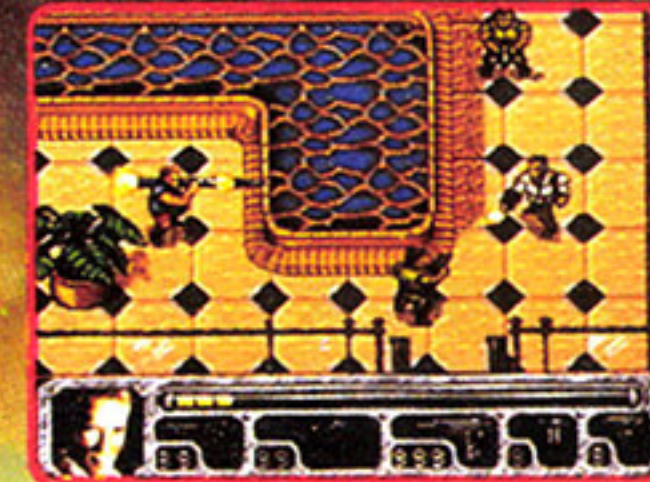
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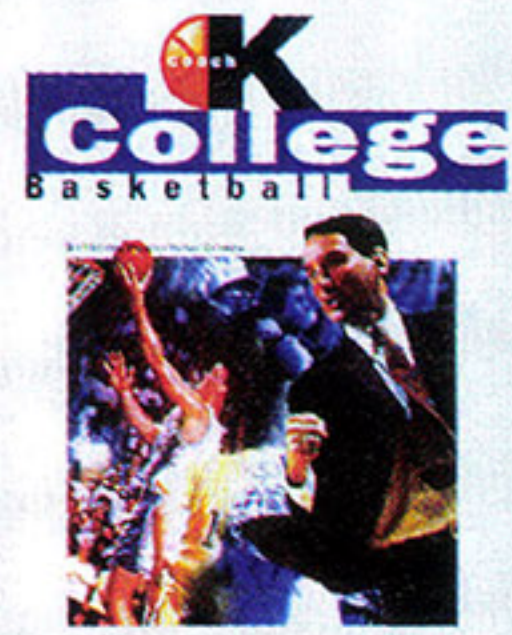
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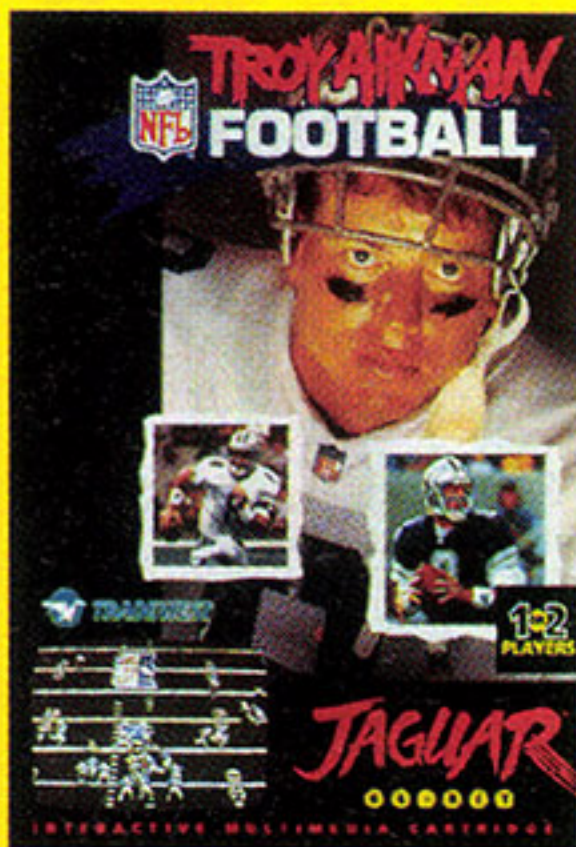
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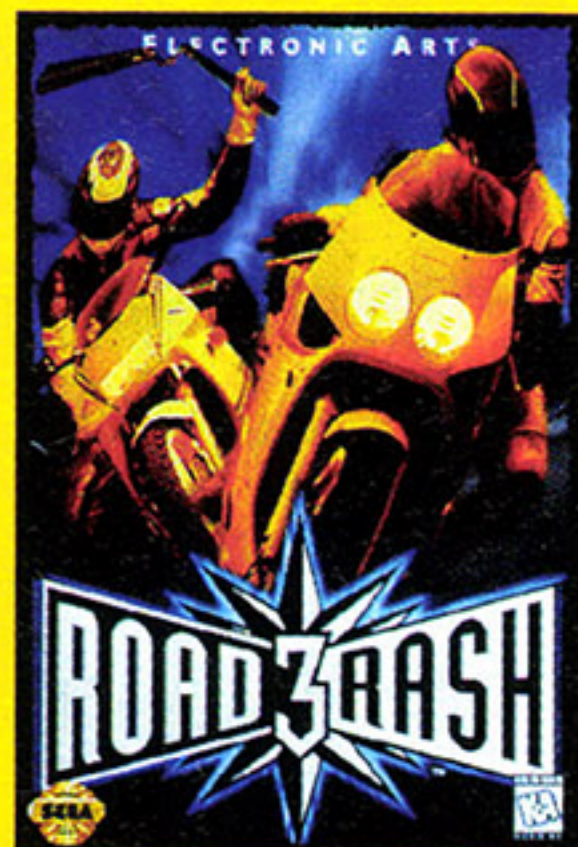
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# DUNGEON EXPLORER

SEGA CD

GENRE / action  
 PLAYERS / 1 or 2  
 SIZE / 1 CD  
 SAVE FEATURE / save any time  
 PUBLISHER / Hudson Soft  
 DEVELOPER / Westone  
 AVAILABLE / now  
 PRICE / \$60



Never one to waste time, Jeff Lundrigan always insists on watching the rerun before the original show even airs. He skips the commercials, too!

Remember the days when you could sit in front of a *Gauntlet* machine in the local arcade and waste hours and hours getting deeper and deeper into the dungeons, but never really felt like you were going anywhere? *Dungeon Explorer* is likely to give you more than a few *Gauntlet* flashbacks, but it manages to improve on the old formula in a few ways.

For starters, there's an actual point to all that running around and blasting generators: the game is divided into distinct areas, and actually has an ending. Second, each area you work through has a different look and a different set of puzzles (yes, puzzles) to work through in order to reach the boss. Also, there's a wide variety of different characters to choose from — eight versus the four you'd be used to — and a place you can go to upgrade your character's weapons and armor between stages.

So, while the game isn't offering anything new, it looks good, it's pretty big, and it manages to be a little less mindless than you'd expect. Bring a friend, and you've got an enjoyable little time-waster. **GP**



For starters, the game has some very distinct areas. You've got to use your brain once in a while, and there's plenty of actual bosses to beat as well.



## 8 GRAPHICS

- ⊕ The graphics are sharp and clear.
- ⊖ Nothing you haven't seen before, though.

## 8 MUSIC & SOUND FX

- ⊕ Sounds good, and the music is a cut above.
- ⊖ It's nothing you haven't heard before though, either.

## 7 INNOVATION

- ⊕ Manages to put a few new spins on an old formula.
- ⊖ It's still based on an old formula.

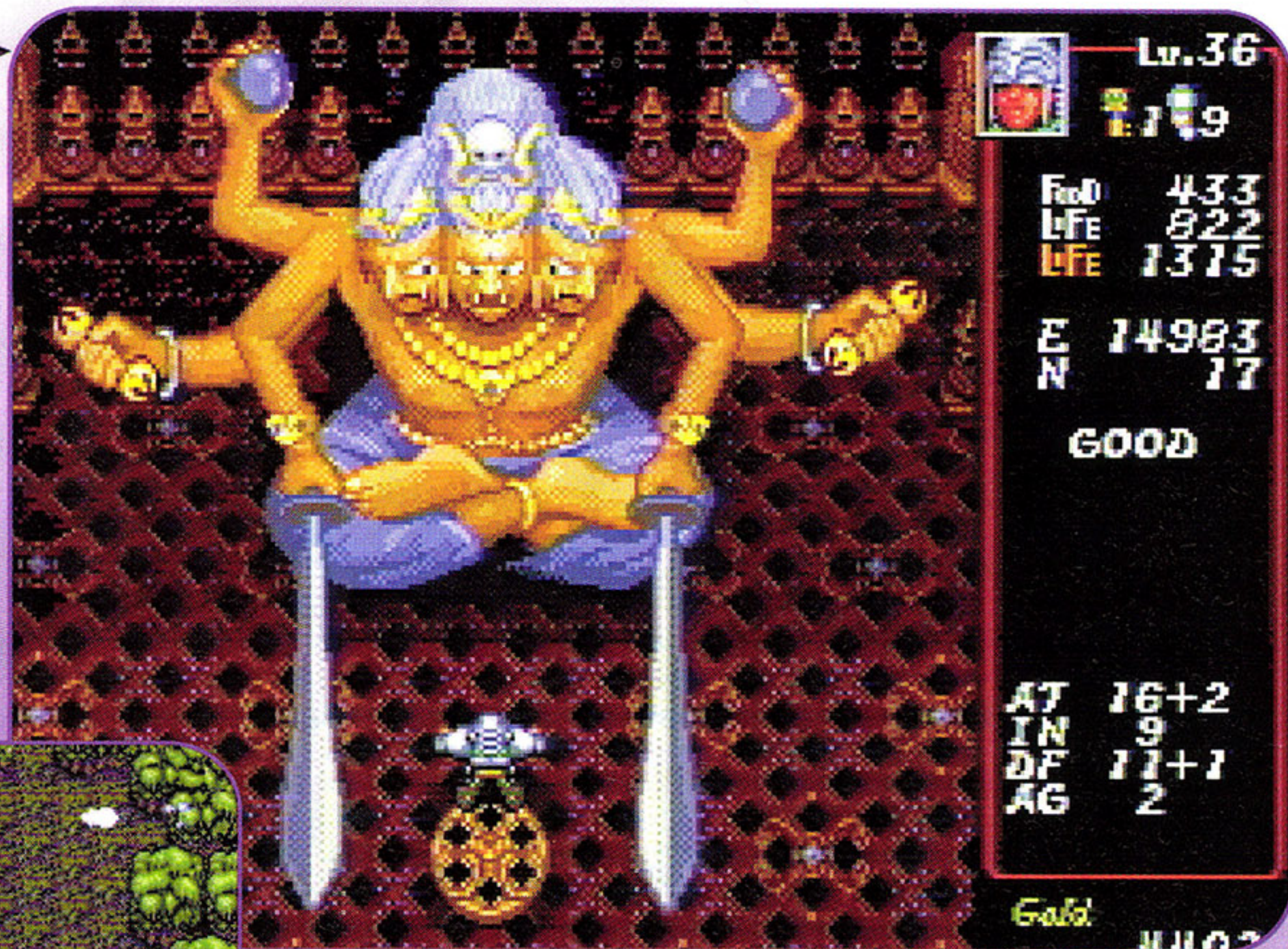
## 8 GAMEPLAY

- ⊕ It controls well, and the action is broken up by more strategy.
- ⊖ It's still that same old *Gauntlet* grind.

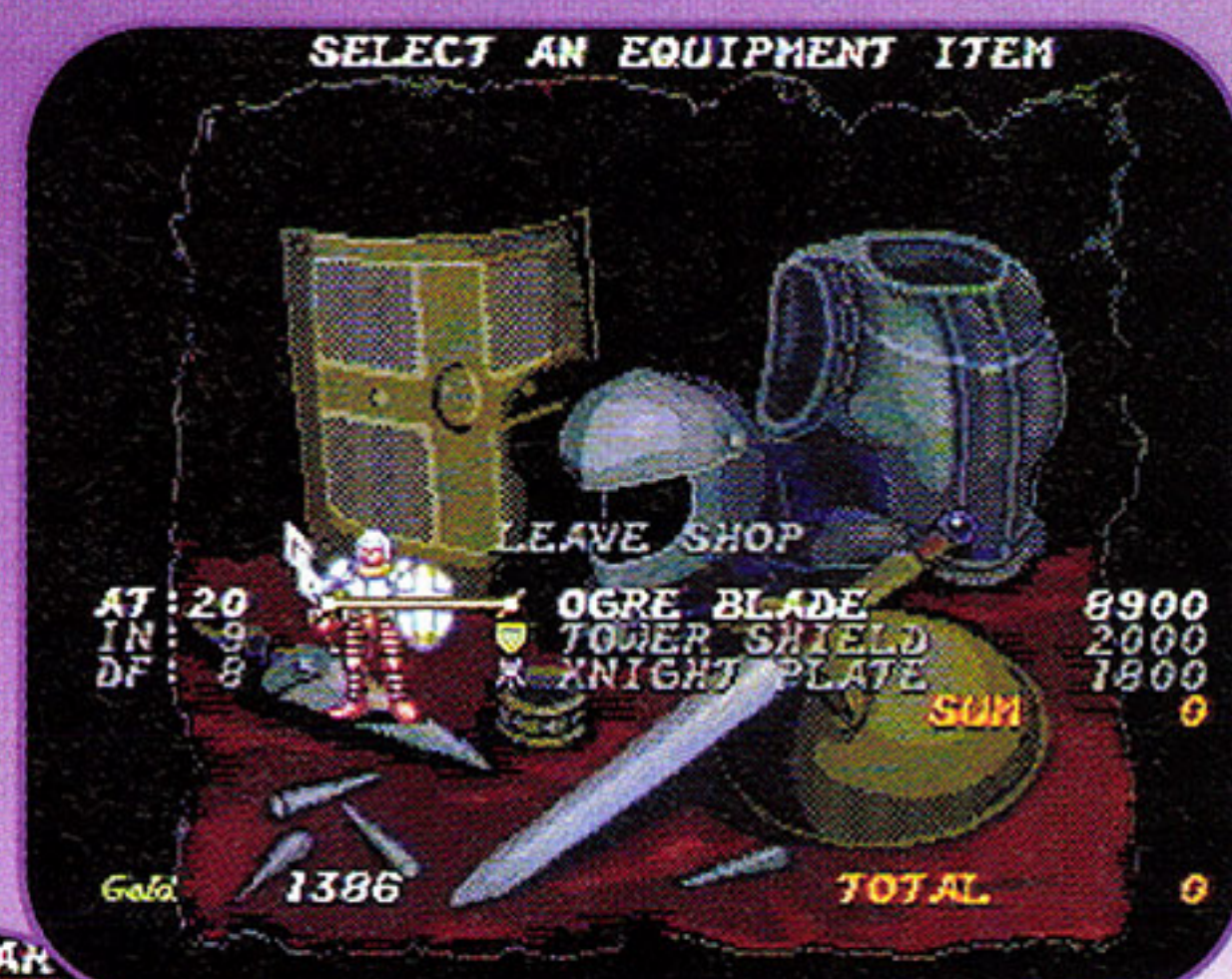
## 7 REPLAY VALUE

- ⊕ There's more characters to choose, and you can bring a friend.
- ⊖ Once you've seen it, you've seen it.

**76%**  
 OVERALL GP RATING



OK, OK, I know you're thinking, 'Hey doesn't this look like something else?' Still, it's pretty good for what it is.



Also, you can actually upgrade your weapons and armor, unlike another game this resembles, in which you were pretty much stuck with what you had.

And you've got plenty of different sorts of explorers to go exploring with, so once you've kicked butt with a warrior, try taking along a Ninja instead.



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is only on SEGA!

# Ristar™



**Have 'em seeing stars!**  
Stretch your long elastic arms  
and head-butt space enemies  
before they star-dust you!



**Swing out!** You've got to save  
seven different planets, so there's  
no time to hang out! It don't mean a  
thing 'til you start to swing!



**Meet 'em and feed 'em!** To save  
the planets you'll have to get past this guy-  
and the only way to his heart is through  
his stomach! Keep those pizzas coming!



Only on  
Sega™ Genesis™  
and Game Gear™!



**Reach for the stars on Game Gear!**  
Ristar may be new at the superhero biz,  
but he's got attitude to spare-  
not to mention a universe to save!







# IZZY'S QUEST FOR THE OLYMPIC RINGS

GENESIS

GENRE / action  
 PLAYERS / 1  
 SIZE / 16 Megs  
 SAVE FEATURE / none  
 PUBLISHER / US Gold  
 DEVELOPER / Alexandria  
 AVAILABLE / now  
 PRICE / \$59.95

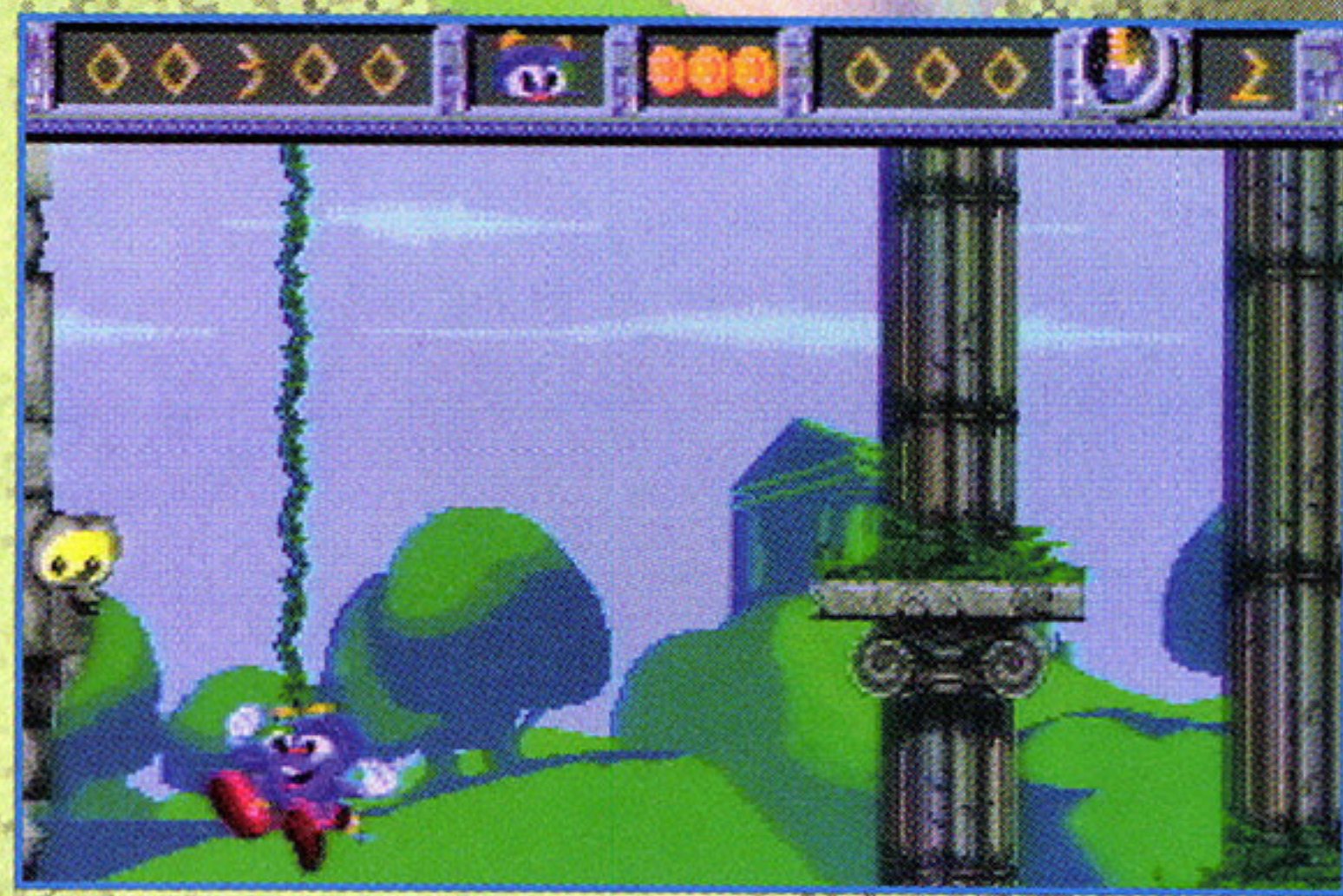


*Izzy's Quest is simple — find the Olympic Rings. Vinny DiMiceli's quest is much harder — figure out just what the hell Izzy is.*

MS: What game?  
 VD: Izzy. Is he a freakin' grape or something?  
 MS: I don't know what you're talking about.  
 VD: Izzy, man. I gotta write a review and I don't know what he is.  
 MS: Who is?  
 VD: Izzy.  
 MS: Izzy what?  
 VD: That's what I've got to know.  
 MS: \*&!#?\$ freelancer! Go back to New York!  
 Bill Donohue: Hey, cut down the dialogue, you're gonna run out of space. This is the last story you'll ever write for us!  
 VD: Check please! (END OF RECORDING AND CAREER)



The Hanglider only lasts for a certain area, enabling you to complete a sequence.



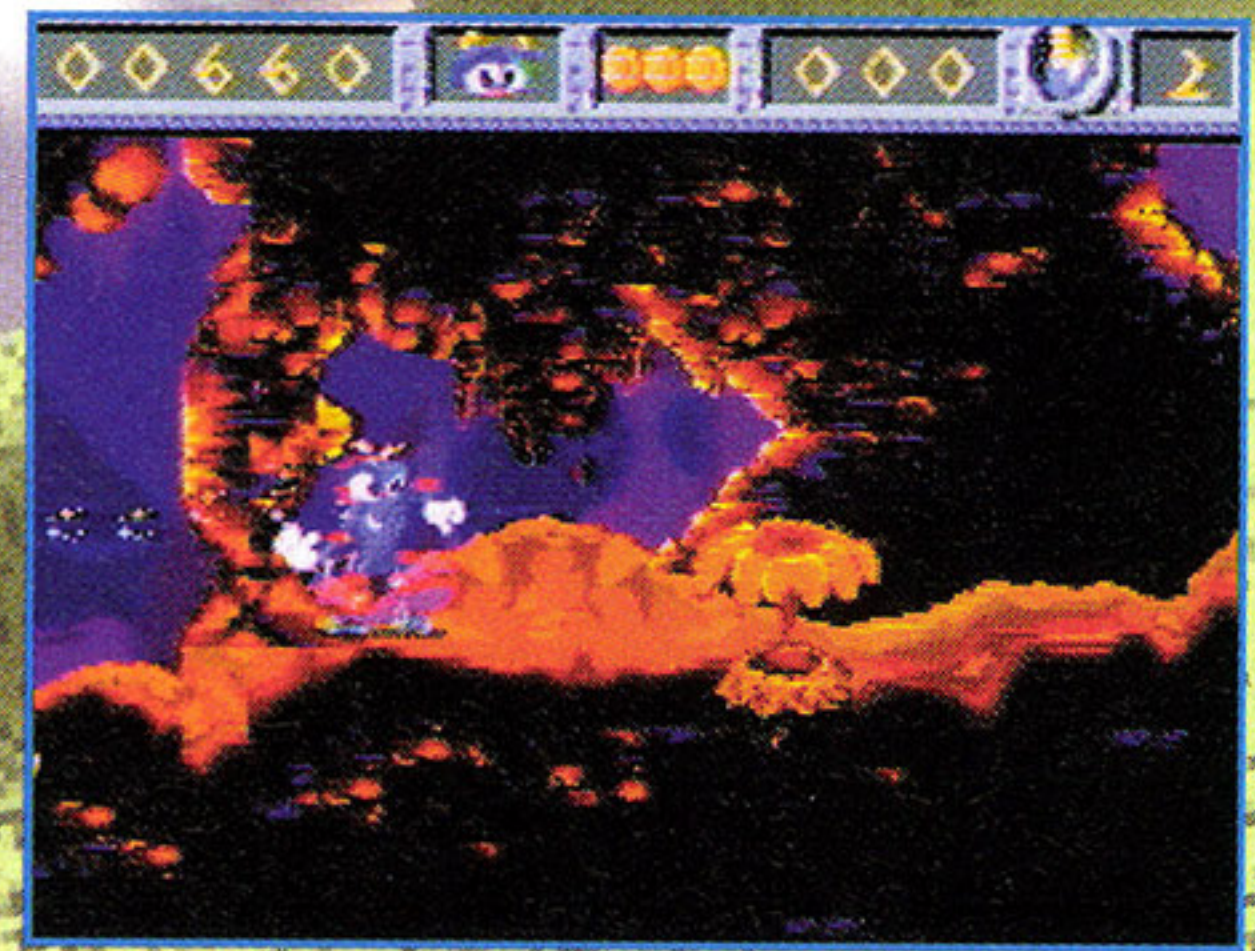
Izzy makes like Tarzan and swings. Hey, look out for that column!

The following is an actual conversation recorded at the *Game Players* offices on a boring Tuesday morning:  
 Vinny DiMiceli: Morning Mike, what the hell is he?  
 Mike Salmon: Is who?  
 VD (please disregard wacky initials): Izzy.  
 MS (also a disease): Izzy?  
 VD: Yeah Izzy.  
 MS: Izzy what?  
 VD: I don't know.  
 MS: (sounding like Homer Simpson) What the hell are you talking about?  
 VD: The guy in the game.

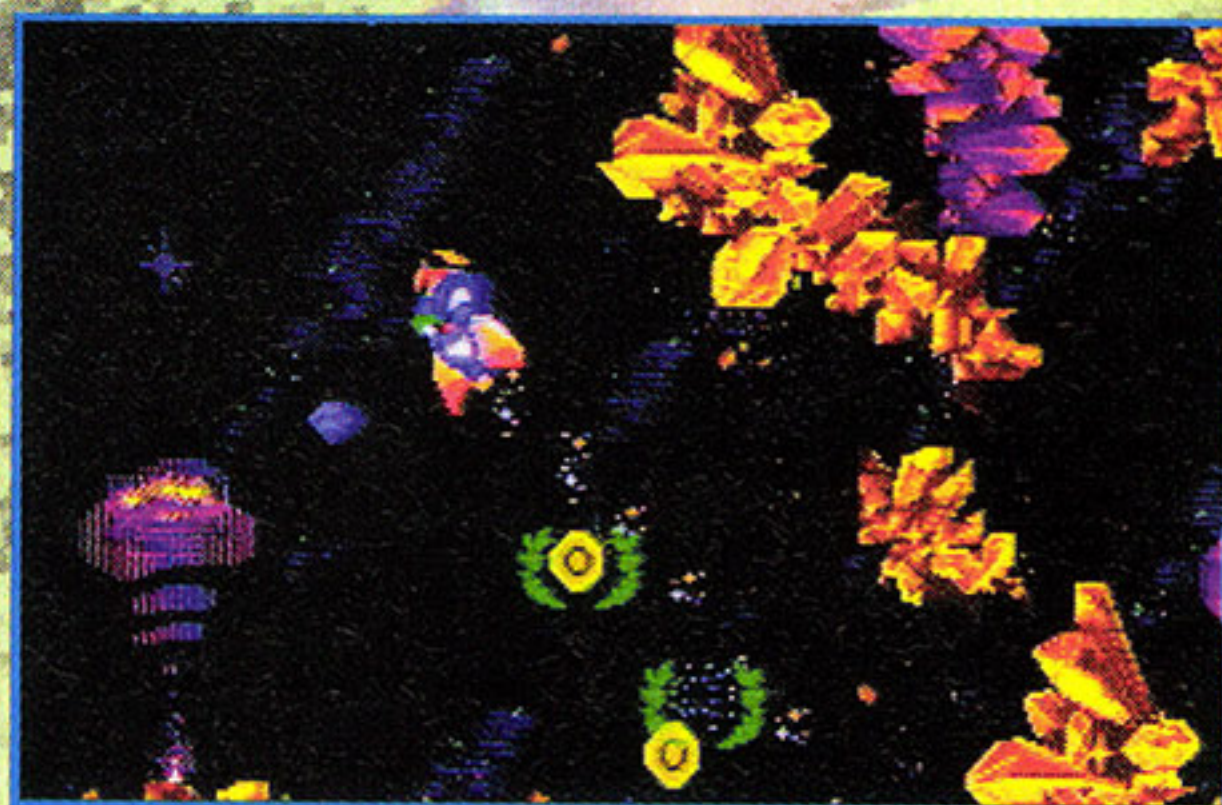
So, Izzy is searching for the Olympic Rings in time to get the '96 Atlanta Olympics underway. You have to help him, whatever he is, find them. We've seen this too many times before. To make things even worse, Izzy is probably the slowest moving scroller I've ever played. His flips in the air seem to take an eternity, and even when the game tries to speed up by putting him on a skateboard, hanglider or rocket, it doesn't work. The game still moves incredibly slow.

Hopefully by the time the '96 Olympics come around, we're gonna see enough of him to figure out what Izzy is. **GP**

While Izzy twirls his ring, we are left to ponder — are those columns Corinthian, Doric, or Ionic? Does it matter?



Even when Izzy hits the skateboard, things still seem to be a bit too slow.



The rocket sequence is supposed to be the fastest in the game, but it seems to go on forever.



A big fall leaves Izzy a bit flat.

## 7 GRAPHICS

- ⊕ Izzy is kinda weird, but he seems cool twirling his ring waiting for a move.
- ⊖ Backgrounds are colorful, but nothing to write to Greece about.

## 3 MUSIC & SOUND FX

- ⊕ The music actually wasn't that bad.
- ⊖ But the sound effects won't even get the bronze.

## 2 INNOVATION

- ⊕ If slowing down a game to make it easier is innovative, this game is the innovation king.
- ⊖ But slowing down a game isn't all that good.

## 3 GAMEPLAY

- ⊕ Very very very very very very very very very very slow.
- ⊖ Very very very very very very very very very very boring.

## 3 REPLAY VALUE

- ⊕ For older players, none whatsoever.
- ⊖ For little kids and the guys on the Olympic committee — a three.

**34%**  
 OVERALL GP RATING



# Fight for Life



Fighting / GENRE  
1 or 2 / PLAYERS  
8 Megs / SIZE  
password / SAVE FEATURE  
Atari / PUBLISHER  
Atari / DEVELOPER  
now / AVAILABLE  
\$50.60 / PRICE

Jaguar wants to show that its '64 bits' make it equal to PlayStation or Saturn, but the proof is in the pudding (as my mom used to say). All *Fight for Life* proves is that there's something not quite right with Atari's math.

*Fight for Life* is a real disappointment. The problem isn't so much one of design, in fact there

are some neat ideas to be found here. One cool feature is the fact that each player starts off with only a few moves; subsequent (more deadly) attacks are earned as rounds are won. But the problems with *Fight for Life* are found in its application.

First, despite the fact that real actors were motion-captured, the 3D staggerings of the fighters never come close to appearing realistic. As a result, you never get the feeling of believability that you get

while playing *Virtua Fighter* or *Toh Shin Den*. Second, the moves are awkward and clumsy to implement — battles inevitably degenerate into merely pounding as many buttons as quickly as possible, or sticking to one move and repeating it over and over. Third, there's no real sense of solid 'cause and effect'; more often than not you floor your opponent without ever really knowing how you managed it. And even more annoyingly, often it's you who find yourself unexpectedly taking punishment.

Basically, *Fight for Life* fails because Atari tried to bite off more than Jaguar could comfortably chew. The poor old Jaguar wastes so much energy struggling to shift polygons around that gameplay is left out in the cold. A very poor game indeed. **GP**

Normally not one to engage in fisticuffs, Neil West couldn't stay away when we offered him a chance to do some 'real' damage in this slap-fight.

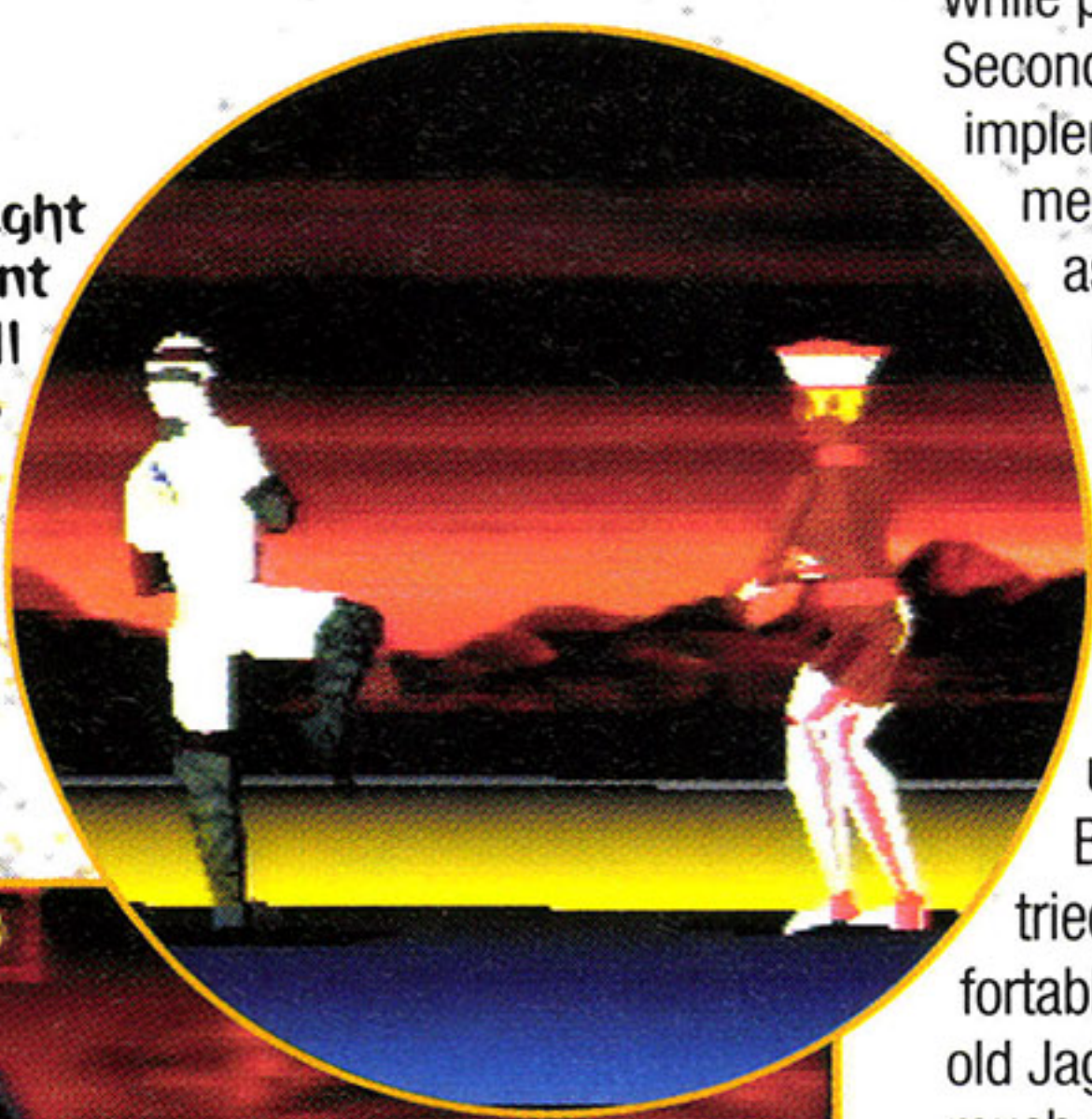


*Fight for Life* is actually set in hell, with each fighter competing for the chance to live again.

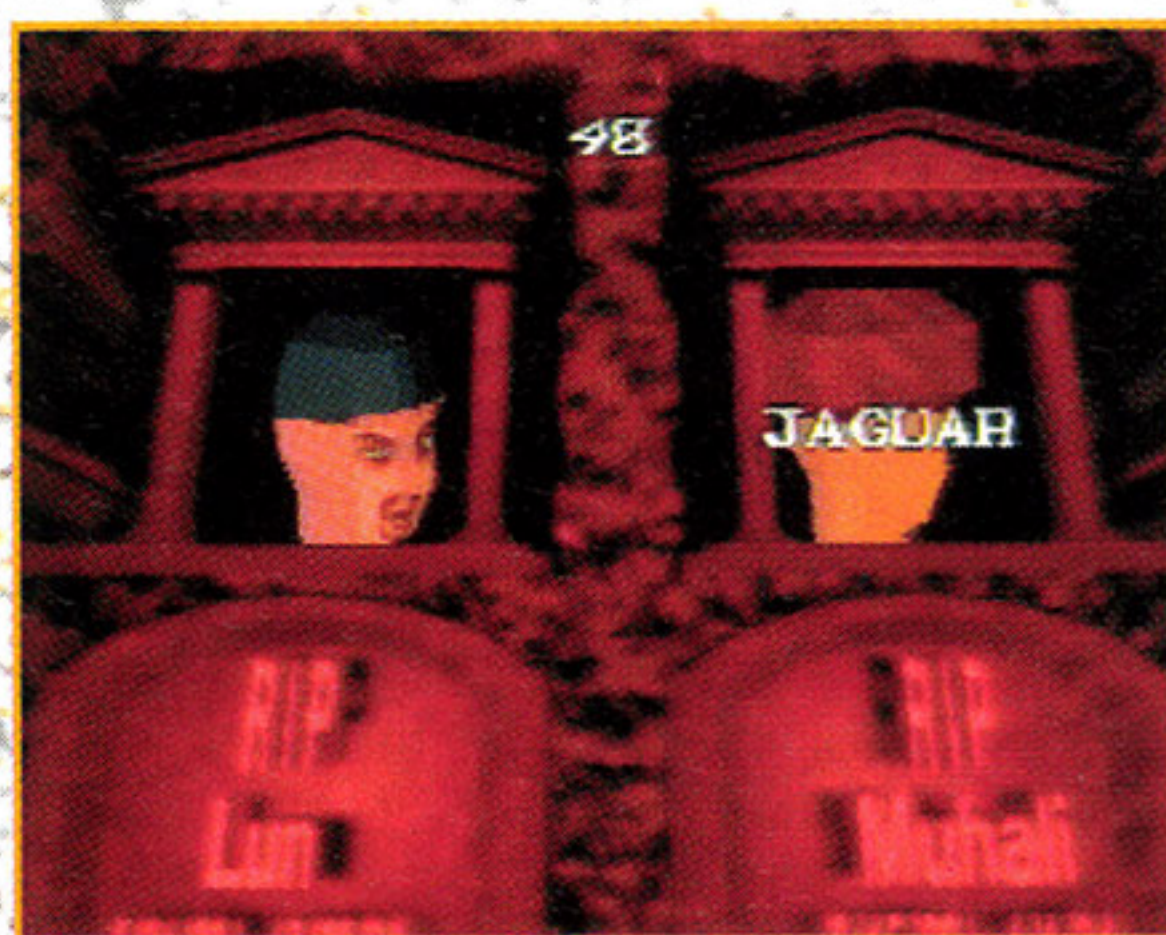
There's a ninja, a docker, a GI, an Amazon, a boxer, a Tuareg, the devil's son and just the one girl fighter to choose from.



The eight different characters all have unique moves and strengths.



After each fight, you can 'playback' the action (as if you'd want to see it again!).



## GRAPHICS

4

Atari attempted to create a 'true 3-D' environment, but...  
...the effect never even comes close to being good.

## MUSIC & SOUND FX

4

At least the crunches and 'oofs' are kinda convincing.  
There's nothing that compares to T.Hawk's tune in *SSF2*.

## INNOVATION

3

Earning special moves is still a novelty.  
But *Fight For Life* is a blatant *Virtua Fighter* wannabe.

## GAMEPLAY

3

Each player has a large variety of moves.  
Control is dreadful, with absolutely no sense of realism.

## REPLAY VALUE

3

The die-hard fanatics will want to learn all the moves.  
Most players won't get beyond the first five minutes.

**30%**  
OVERALL GP RATING





SEGA CD  
 GENRE / RPG  
 PLAYERS / 1  
 SIZE / 1 CD  
 SAVE FEATURE / save any time  
 PUBLISHER / Sega  
 DEVELOPER / Sega  
 AVAILABLE / now  
 PRICE / \$59.99

# SHINING FORCE CD



At three in the morning, low on smokes and trapped in *Guardiana* once more, Trent Ward vowed never to try to finish a game in one night again.

After the defeat of the Dark Dragon by the original Shining Force, Anri, a mage from the original band of heroes, became the queen of Rune and led the kingdom into a new age of prosperity. But as always, into the midst of this peace, a new threat has come to threaten *Guardiana*. This time, it's Iom, a powerful wizard from the land of Cypress who has injured the queen and left *Guardiana* without a ruler. Now the children of the original Shining Force have banded together to form an all new force that is determined to stop the wizard and restore their beloved queen to health.



Now that the original team has grown old, their children return to form the new Shining Force.

Although it's basically the same play as the original game, *Shining Force CD* offers a completely new story with all kinds of great graphic scenes and challenging battles. Players face off against all kinds of new monsters, explore new towns, and find new friends to help them in their fight against Iom.

Like the original game, *Shining Force CD* requires a delicate sense of strategy, and different players may find different ways of handling the various battles of the game. Players can choose to fight from afar using the magic of mages and monks, or by firing arrows from their archer characters, or they can wade in for a hand to hand attack using the powerful warrior characters or the sturdy knights. Whichever way you choose to fight, you need to keep your main character guarded at all times. If he dies, you automatically loose the battle.



Varying difficulty levels offer a challenge even for players who have finished the game.

What difficulty level do you want?



While the startled guards look on, the evil band puts the queen under a spell, leaving *Guardiana* without a ruler.

These barbarians spell nothing but trouble for *Guardiana's* future.



I've waited long enough! Come on! Let's go see Queen Anri...

Combat is portrayed with the same great close-up shots as *Shining Force*.



Watch out for the magic attacks of your enemies — it's almost impossible to defend against them.

NICK SDMN 1  
 HP 8/12  
 MP 8/8



NICK has suffered 6 points of damage!



You *Guardiana* wimps will grovel before the forces of Cypress!

Identified as the forces of Cypress, the newcomers threaten *Guardiana's* beloved Queen.



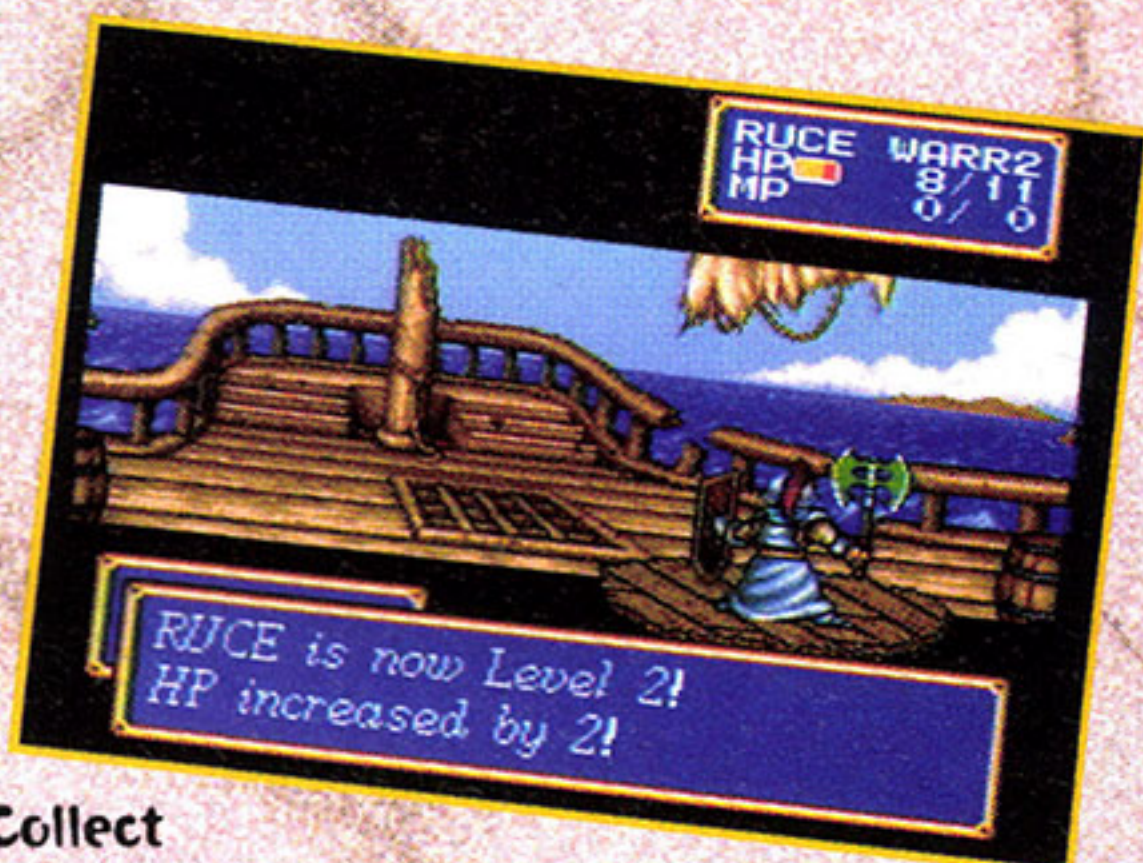
APIS! My son! You are NOT going!! It's much too dangerous!

When the children show up to save the kingdom, not everyone is happy about it.

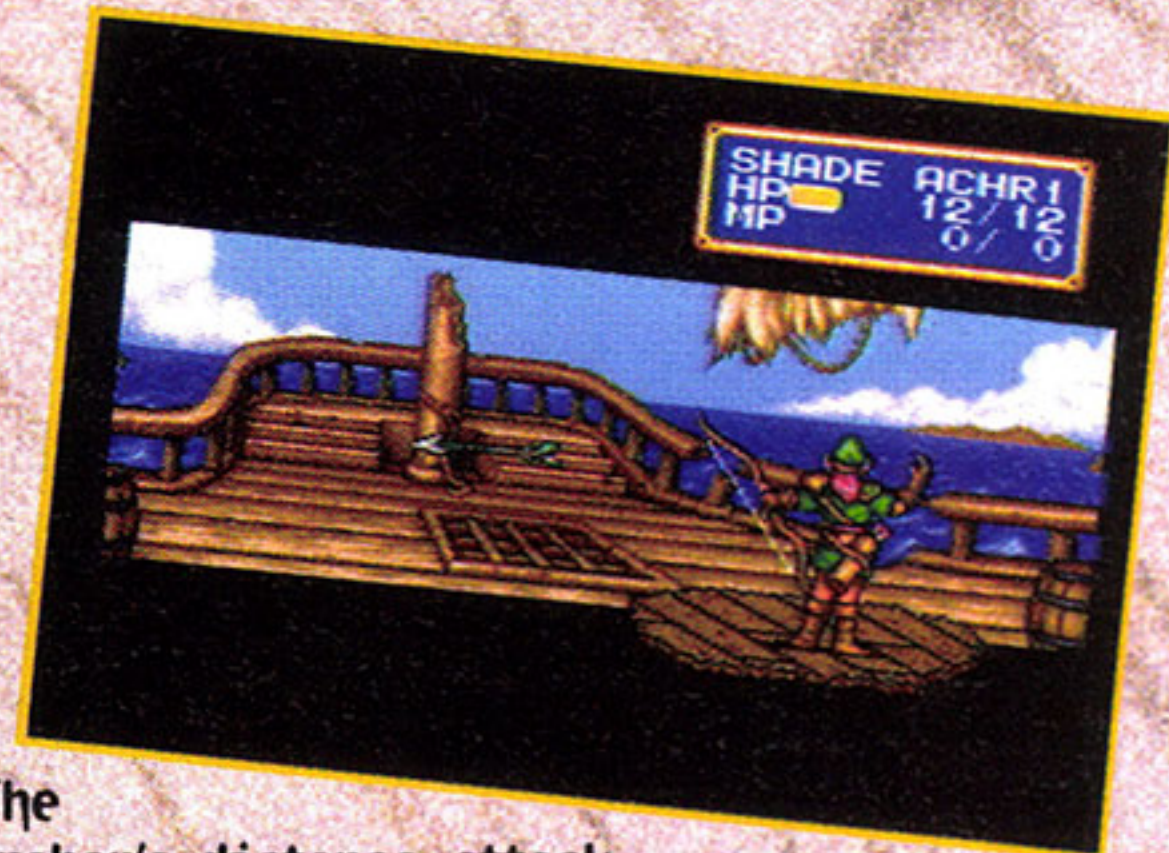




From the camp area, you can choose your members and save your game.



Collect enough experience and you gain a level. Try to keep your party fairly balanced or you have trouble later.



The archer's distance attack makes him one of your most valuable fighters... don't let him get too close to the enemy.

When characters win enough battles, they go up in levels, increasing their attributes and learning new spells as they go. If you reach a high enough level, you may choose to promote your character, trading new skills and powers for the disadvantage of having to start collecting experience again.

Through promotion, archers can become snipers, knights become paladins, and mages can emerge as wizards. Once again, it's all up to you.

*Shining Force CD* offers no real upgrades in graphics or sound from the original cart version, but it's worth buying just for the new story and the extra-long plotline. Along with its new items and weaponry, the 20 different spells mixed between three different spell casting classes and multiple difficulty levels insure that this is one game that's gonna take you a long time to grow tired of. A must-own for fantasy fans. **GP**

The overhead view lets you plan out your attack. It looks like that dark mage is in for some trouble.



Trapped by the warriors, the dark mage leaves the party with a nasty surprise.



Hulled by magic, the ship prepares to begin the underwater portion of its career.



After winning the battle, the party makes a new friend and gains another member.



Goblins and Dwarves aren't the worst of foes, but it can get pretty rough when all you have to fight with are sticks.

## A SECOND OPINION

All right, all right, I know that *Shining Force CD* isn't appreciably different from either *Shining Force 1* or *2* for Genesis, or even *Sword of Mauja* for Game Gear. But face it, there's a severe shortage of good RPG's for Sega systems, so while every version is basically the same, they're the same in a good way, and we're lucky to have 'em around. I would have liked to have seen the CD-ROM used for a bigger adventure, or better music, but I'm happy to settle for another great game. — Jeff



### GRAPHICS

8

- Smooth movement animation, and plenty of attractive scenery.
- Big heads, little bodies. Enough said.

### MUSIC & SOUND FX

7

- Pleasant soundtrack with occasional sound effects thrown in, too.
- This sounds just like every other RPG.

### INNOVATION

5

- The basic game is still unmatched for its unique play style.
- With three other versions out now, it's kinda losing some of its originality.

### GAMEPLAY

9

- You can't beat *Shining Force* for old fashioned strategy fun.
- The storyline is almost as entertaining as the game.

### REPLAY VALUE

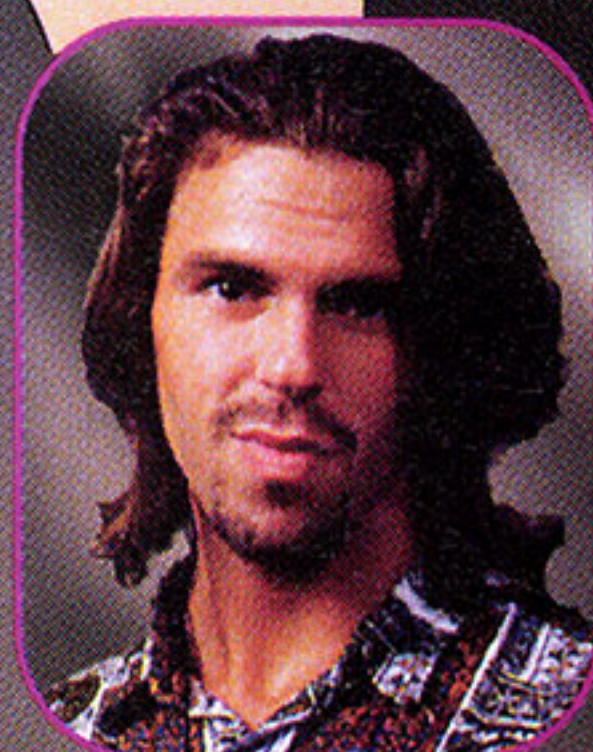
8

- There are plenty of new challenges for returning heroes.
- Once you've seen the whole story, there's not as much fun to be had.

83%  
OVERALL GP RATING



# HAND HELDS



We were all shocked and revolted after seeing Mike Salmon's interpretive dance for the Wildsnake hand-held game. But it was when he put on his helicopter costume and started doing his Desert Strike number that we called 911!

## WILDSNAKE

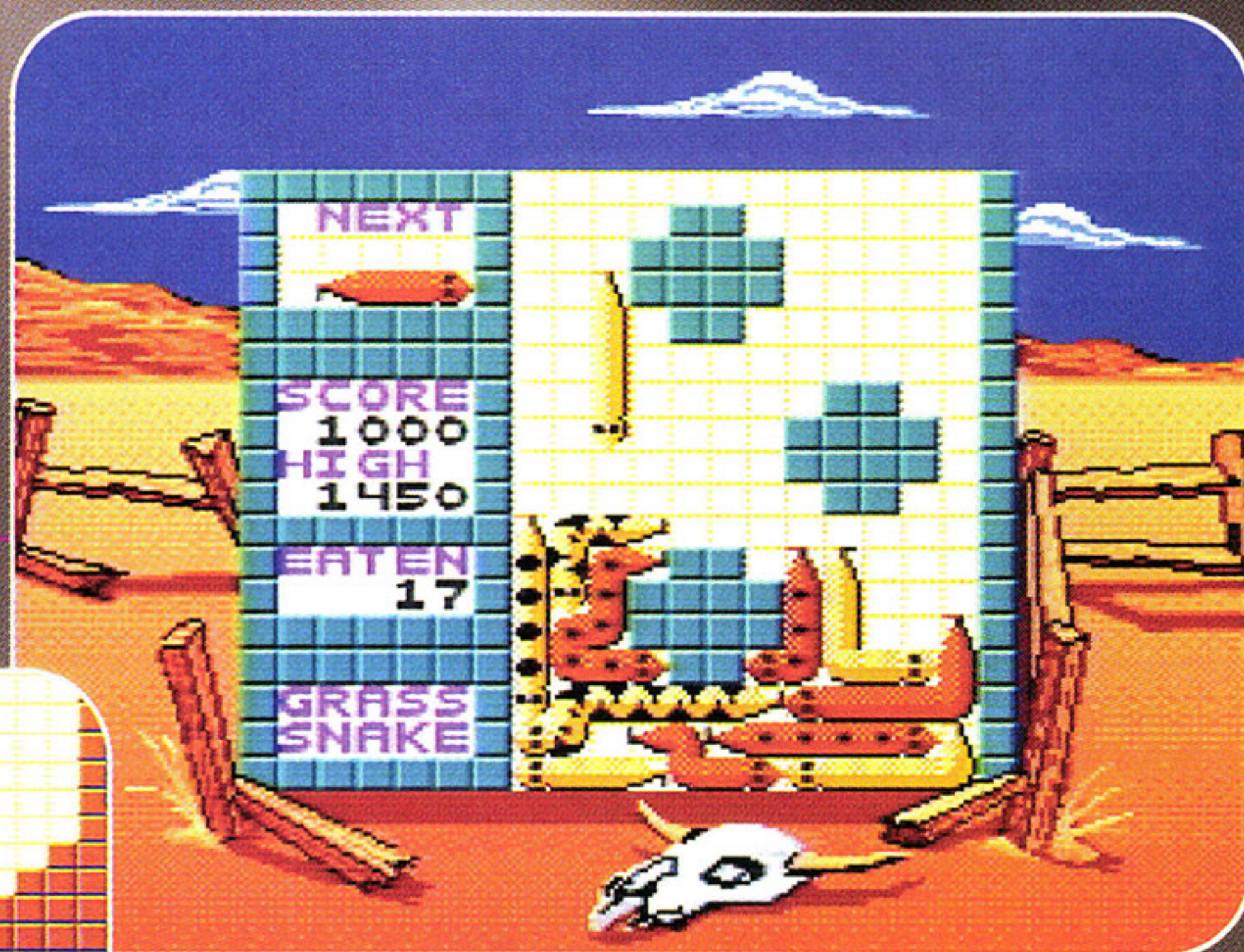
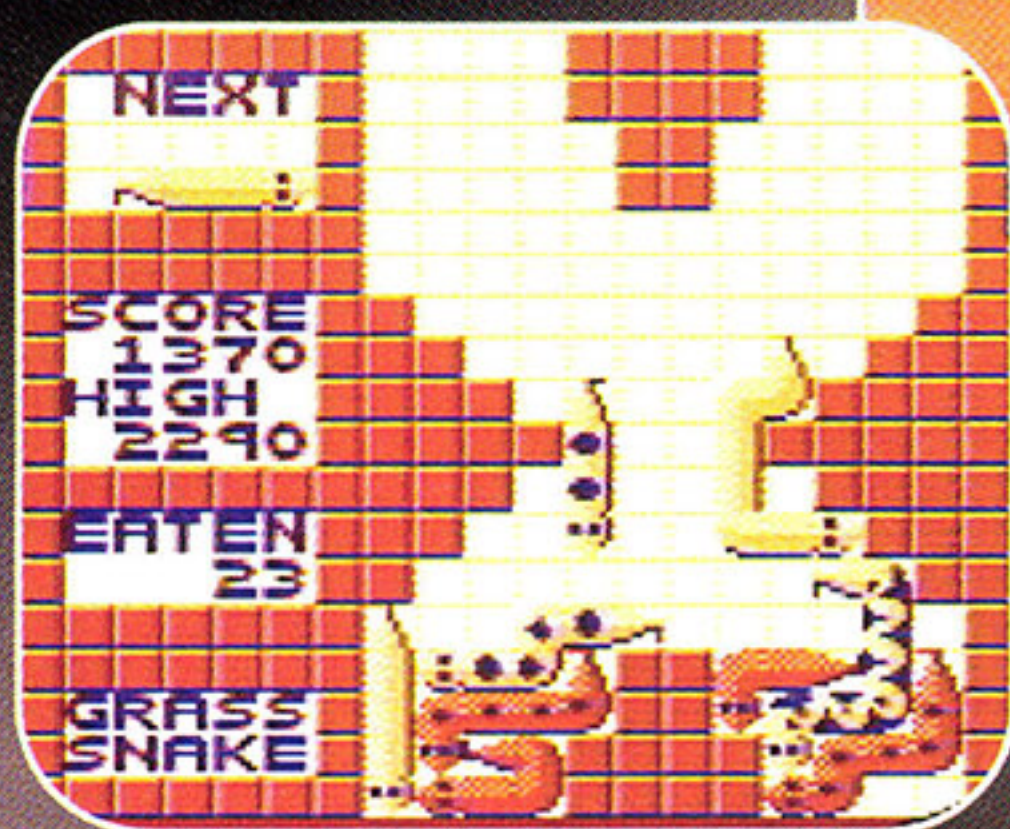
System: Game Boy

Publisher: Spectrum Holobyte

Developer: Bullet Proof

now available • \$39.99

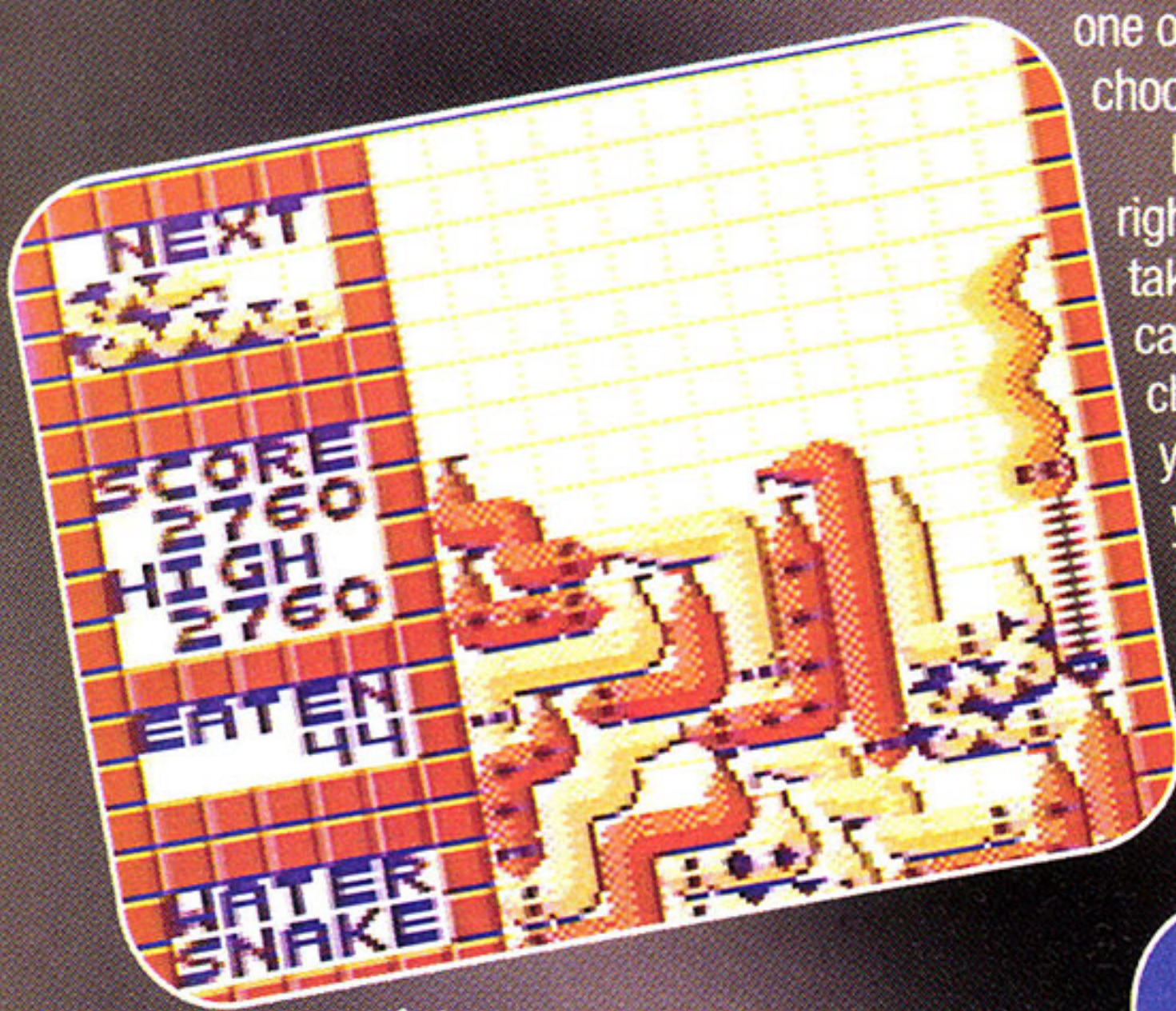
Games like *Wildsnake* are exactly what the hand-helds are best for. A three-hour road trip is a great time to try lining up the various snakes to beat your last score. This game is just as good as the console version other than the absence of color and a two-player game. If you're a big puzzle game fan, you're gonna catch on quickly to the squiggly puzzling required to score big on



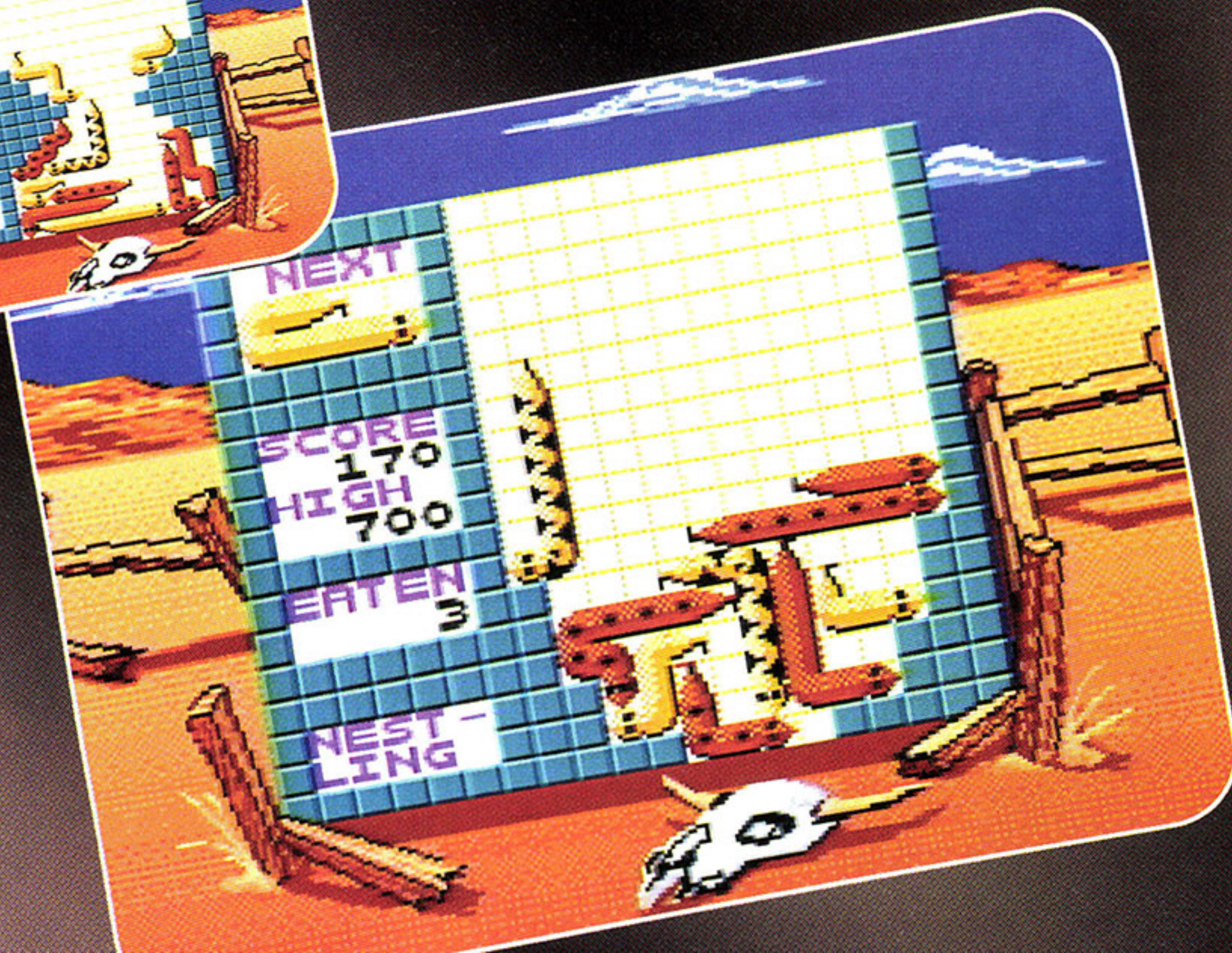
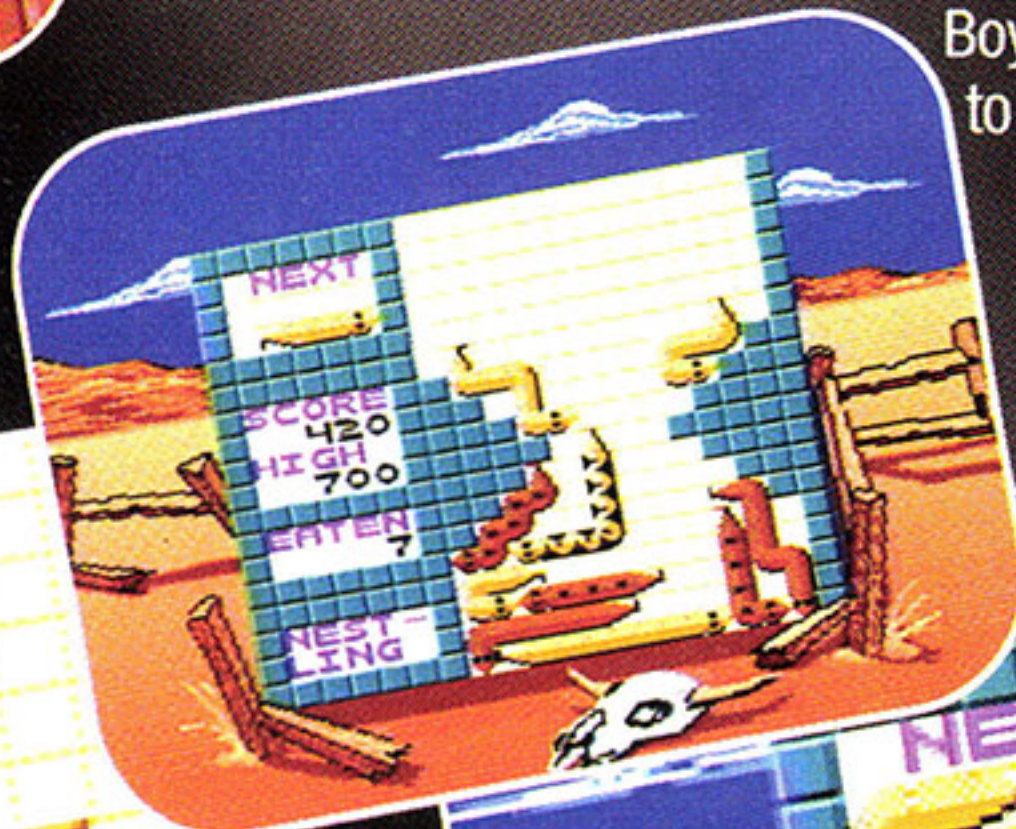
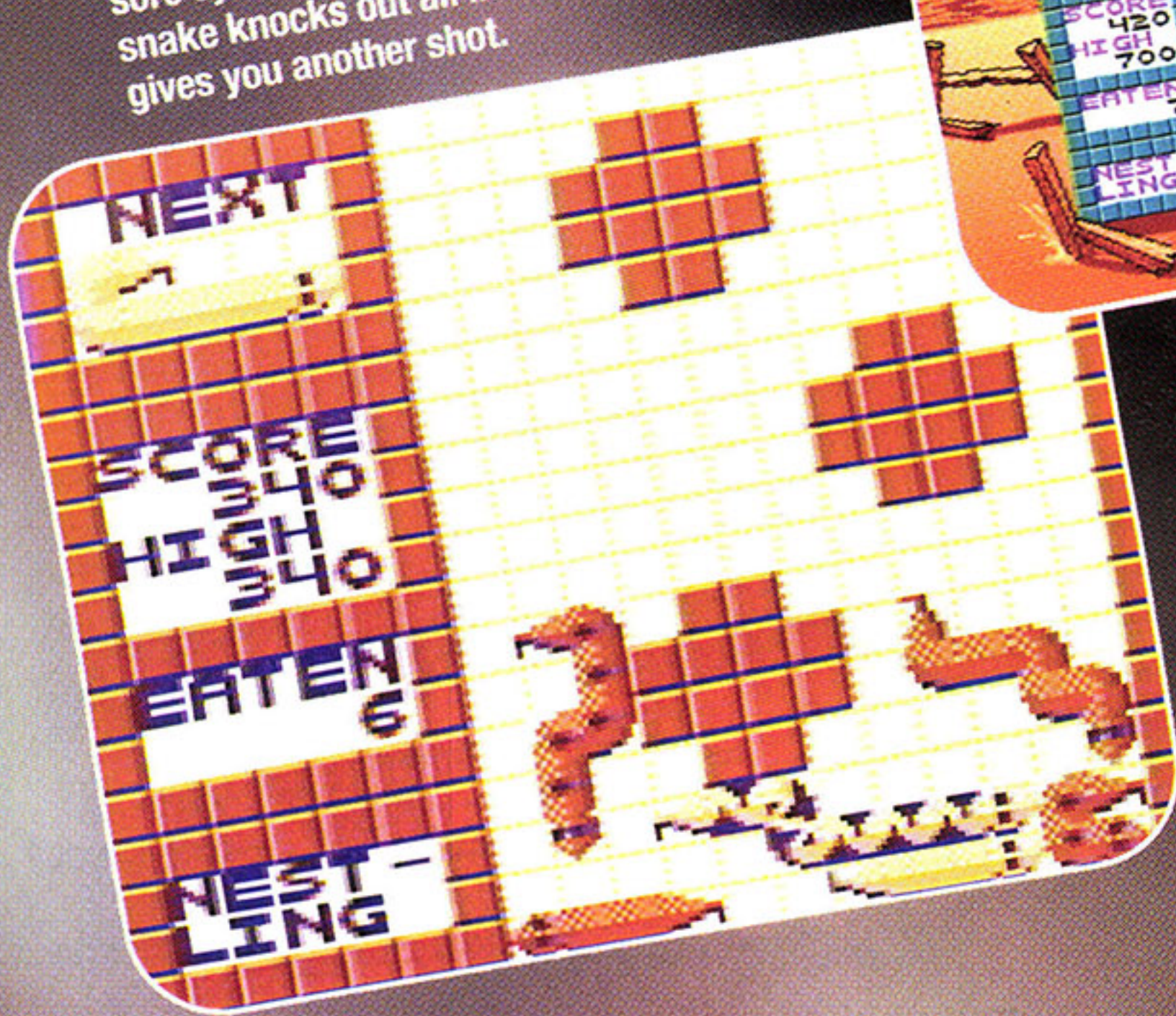
Squeeze your slithery snakes down an X, Orb, or Zig-zag grid to mix it up. There are ten different grids altogether.

one of the ten grids you can choose from.

Lining the snakes up just right is no easy task. All it takes is one false move to cause a snake jam. The challenge is likely to keep you in the car after you've arrived, just to finish one more round. There's probably more *Tetris* addicts that would love to take a Game Boy and a copy of *Wildsnake* to work and waste away the day (kinda like we do, but we get paid for it). So if you've tired of playing *Tetris* on your Game Boy, you definitely want to check out *Wildsnake*.



A sight for sore eyes, this large orange snake knocks out all in its way and gives you another shot.



## RATINGS

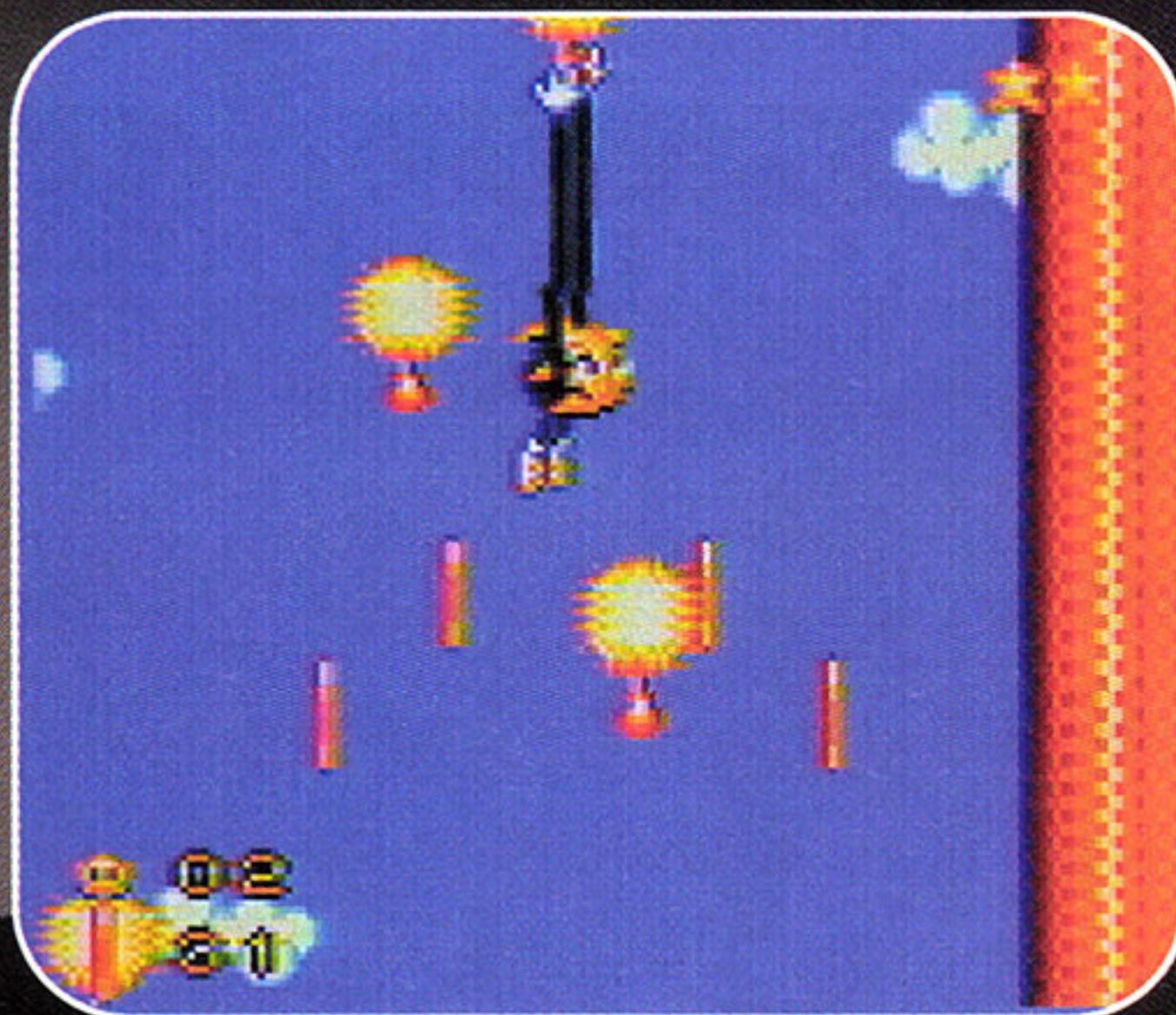
- 6 GRAPHICS
- 6 MUSIC & SOUND
- 6 INNOVATION
- 9 GAMEPLAY
- 8 REPLAY VALUE

OVERALL **80%**



# RISTAR

**System:** Game Gear  
**Publisher:** Sega • **Developer:** Sega  
 now available • \$39.99



The long arms of the law can grab hold of anything, like these cotton candy looking things.



The vicious headbutt is how Ristar takes care of his enemies.

**Y**ou know, I believe it was said in our Genesis review of *Ristar*, 'That Ristar is so cute I wish I could take him home with me'. Well, now you can, and he's still cute as hell. Run, jump, swing, and shoot like a star through six big levels of original gaming. The graphics on this game are incredible for the Game Gear's small screen. Full color, shading, moving backgrounds, and all of Ristar's cute expressions are here. All of the scenery does cause the game to play a little bit slow, but it's

still fast enough for some good fun.

The sound is not quite as annoying as most Game Gear games, but it is enough to keep a Walkman close by. It's just a side-scroller, but Ristar's special skills make for some very unique gameplay (not totally unique — it plays just like *Dynamite Heady*, but with arms instead of heads). *Ristar* is a fine choice to get your Game Gear out of the closet.



I was always told not to reach in where the sun don't shine, but Ristar does it without fear.



Ristar uses a speedy swing to launch a meteor storm which can make him leap over tall trees in a single bound.

## RATINGS

- 10** GRAPHICS
- 6** MUSIC & SOUND
- 7** INNOVATION
- 8** GAMEPLAY
- 8** REPLAY VALUE

**OVERALL 81%**

# DESERT STRIKE

**System:** Game Boy  
**Publisher:** T\*HQ •  
**Developer:** Malibu Games  
 now available • \$39.99

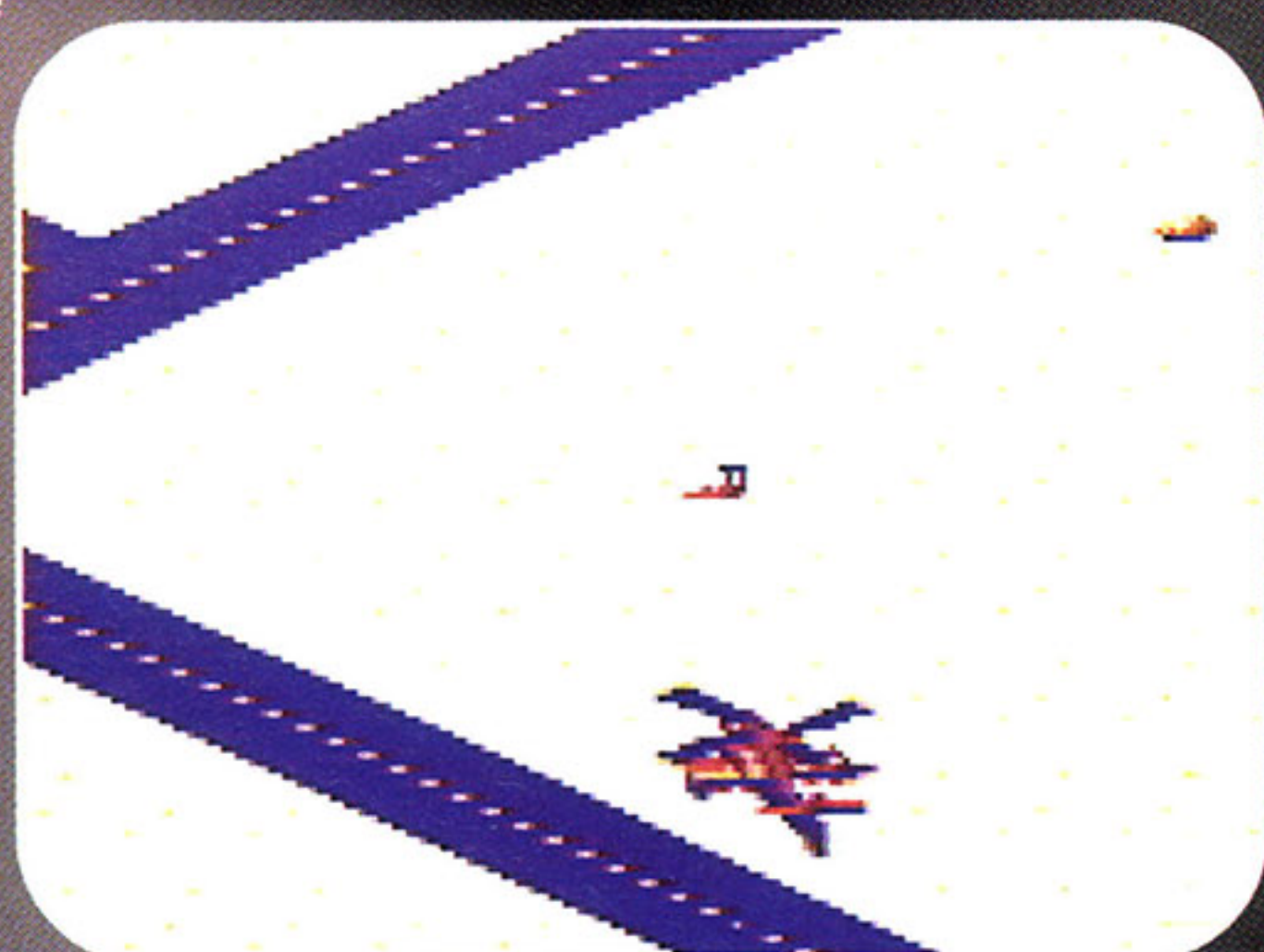
**E**A's monster hit helicopter game has finally made it out on the Game Boy, with most of the same missions and levels to keep your eyes glued to the green screen. Surprisingly this game works pretty well on the Game Boy, although it is hard to tell what's happening on the tiny screen. The helicopter in the *Strike* series has always been tough to control, but the limited visibility and Game Boy limitations make it even harder.

The colorless explosions won't inspire any Vietnam flashbacks, and the beepy sound isn't gonna win a Grammy. Some of the solid gameplay of the original has been maintained, which means fun can be had — you just have to work real hard to find it. Overall, *Desert Strike* is still a good game and worth adding to your Game Boy library, but it just can't compare with the big fun of the 16-bit version.



Mission maps are a little vague, but they do help.

The colorful blasts of the original aren't there — just these tiny, colorless pops.



Shooting down really, really tiny men is still a load of fun.



There are plenty of challenging missions in the hand-held version, but there's no Elvis to save.

## RATINGS

- 6** GRAPHICS
- 6** MUSIC & SOUND
- 6** INNOVATION
- 7** GAMEPLAY
- 7** REPLAY VALUE

**OVERALL 68%**



# 1st and 32X

Score with this season's QB and team attributes!



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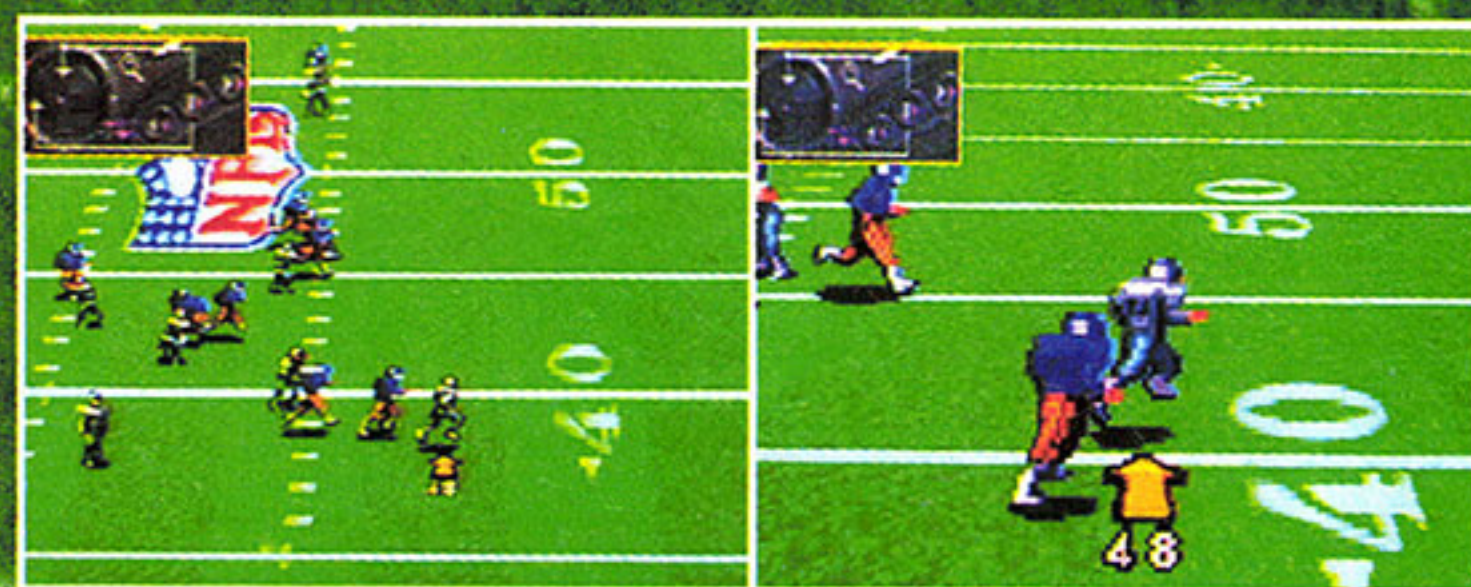
SACKS!



DEFLECTIONS!



COMPREHENSIVE GAME STATS AND SEASON SAVE FEATURE!



ULTRA SMOOTH-CAM REPLAY WITH SUPER ZOOM AND VIEW OPTIONS!

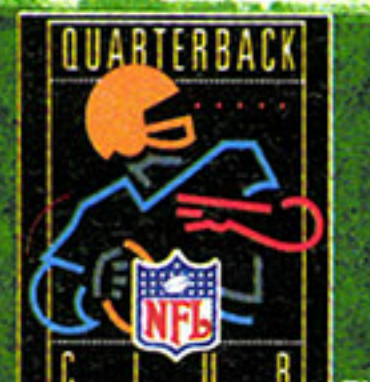


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All new advanced passing gives you 80 yards of viewable field to hit the open man, multi-view perspectives heat up the running game with in-your-face action and the exclusive Smooth-Cam delivers the most advanced instant replay from virtually any angle.

NFL™ Quarterback Club™ on 32X™ ... REAL FOOTBALL FOR REAL PLAYERS!







## BARKLEY: SHUT UP AND JAM 2

I thought for sure that Charles Barkley's next game would be a golf title, or at least a role-playing game that tosses you into the Alabama political arena. But Sport Accolade's sticking to what Sir Charles does best (aside from talking) in *Barkley: Shut Up and Jam 2*. We can only hope this sequel is an improvement over its lackluster predecessor.

**SCORE CARD**  
 Look for your favorite EA Sports games to be turning up on Game Gears and Game Boys in the near future, since THQ has licensed the rights to produce hand-held versions of over 25 of Electronic Arts 16-bit titles. 'We're using proven game titles and taking advantage of the lower development costs for the Game Boy and Game Gear in order to prepare ourselves for the next wave of game development on the power systems,' said Brian Farrell, president of THQ. 'Our John Madden already reached six figures in unit sales.'  
 No. 271-9A PJM

# GP SPORTS

*Doug Brumley,*  
 Editor

## IMG INTERNATIONAL TOUR TENNIS

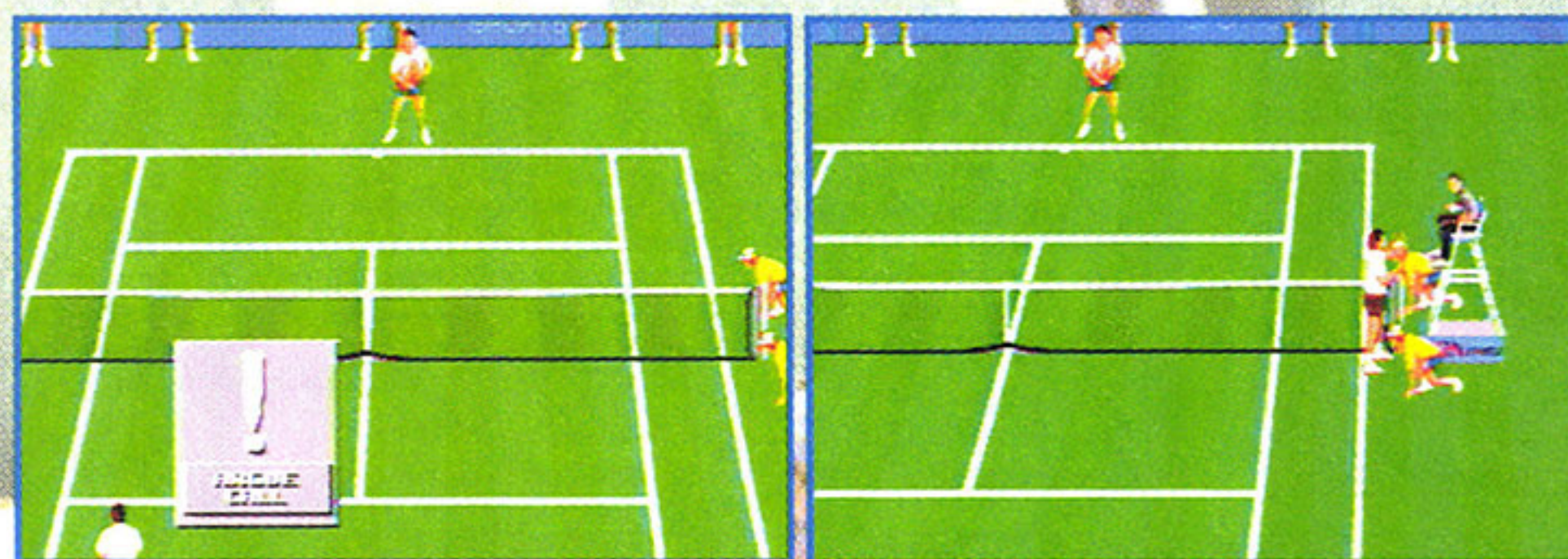
**Publisher: EA Sports**  
**Developer: High Score**  
**now available • \$59.95**

**T**hink fast! Somebody name a sport that Electronic Arts hasn't featured in one of its video games. If you said tennis you were right, until now. EA Sports, which has covered just about everything in the sports world from rugby to racing, has added tennis to its repertoire. *IMG International Tour Tennis* for Genesis features realistic tennis animations and several of the top players in the world, but sluggish controls cut down on the fun and may have you spiking your racquet before long.

Only a few of the 32 pros could be considered household names — sorry folks, no Agassi or Sampras or Chang here. Play modes include single exhibitions, single tournaments, and a complete tour including 17

stops. But before you pack your bags, you might want to put in a little practice time with tennis instructor Vic Braden. Each of the four surfaces — clay, hard-court, indoor, and grass — affects the ball differently, and the key to winning on tour is knowing them all well.

While *IMG* features realistic animations, a timing problem with the control often leaves you swinging at thin air. Once you press a

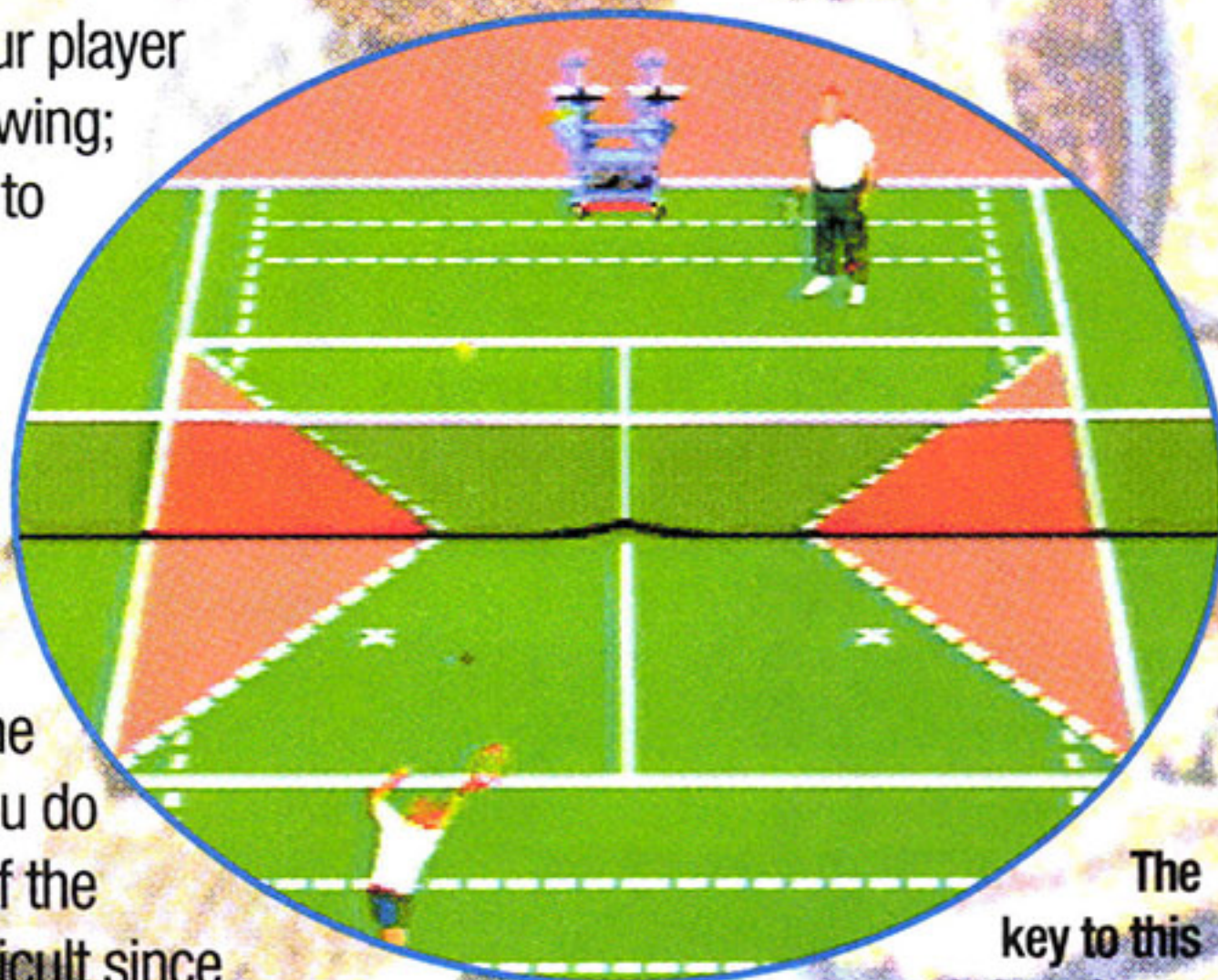


Don't agree with a call? An 'argue call' option lets you chew out the chair umpire. If your complaint is justified, you get a temporary boost of energy; if not, you're sluggish and unpredictable.



The serve power bar is unique to *IMG*. The wider the red area, the more powerful the serve, and the closer the ball hits to the middle of the racquet, the more accurate the serve will be.

swing button, your player begins his backswing; this requires you to compensate for the backswing time or be entirely too late when the ball arrives. Playing from the top of the screen, which you do for roughly half of the match, is also difficult since the different perspective changes the timing.



The key to this game is learning to compensate for the backswing. Practice with Vic to mastering the timing.



EA's 4 Way Play Adapter allows you to get the most out of those doubles matches by putting four people on the court at once.

## RATINGS

- 7** GRAPHICS
- 6** MUSIC & SOUND
- 7** INNOVATION
- 7** GAMEPLAY
- 8** REPLAY VALUE

**OVERALL 73%**



# ATP TOUR CHAMPIONSHIP TENNIS

**Publisher:** Sega  
**Developer:** Sega Sports  
**now available • \$59.95**

**P**ack your bags, folks — we're going on tour! *ATP Tour Championship Tennis* for Genesis gives you the chance to match your serve and volley against 32 of the world's top tennis players. Arcade style action and animations make for an enjoyable trip through the eleven featured ATP tour events, while realism and solid control allow you to hold your head high against the likes of Sampras and Chang.

With simple controls and an exhibition play mode you can jump right onto the court. Beginners can increase their chances of success with options like a ball bounce pointer, computer assistance, and adjustable game speed. There's even an upset factor that can be switched on to give the underdog more of a chance against the top-ranked



Not only are the controls responsive, but they are simple to learn as well. And computer assistance will help beginners immediately hold their own.

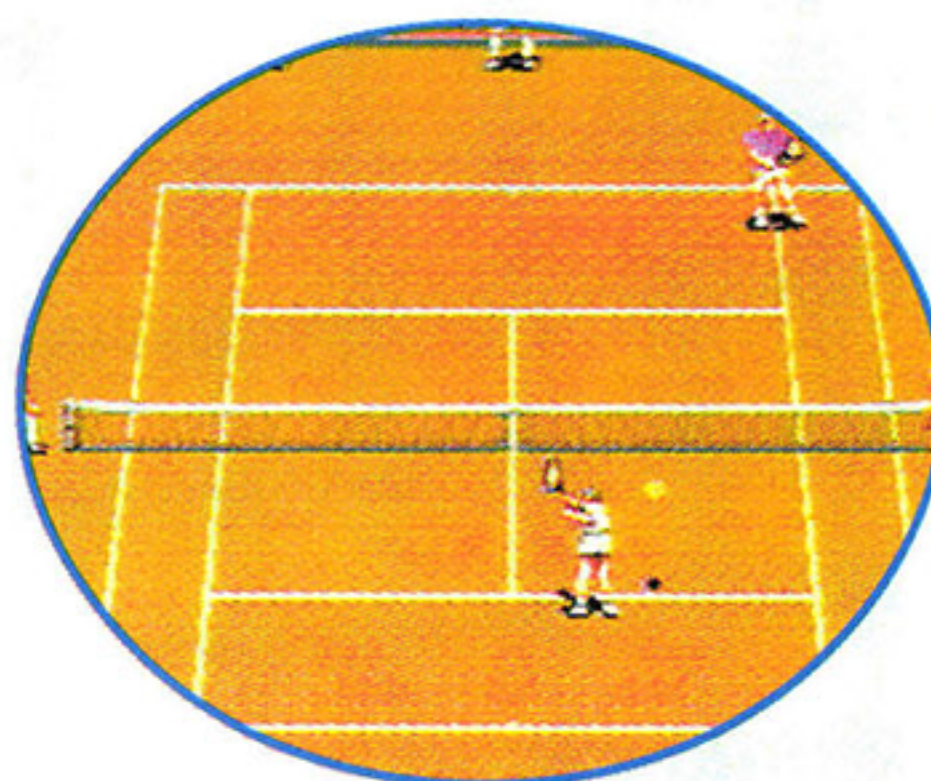
players. Once you've mastered the basics it's time to move onto the Career mode, where you customize everything about your athlete from his date of birth to the spin he uses on his forehand shots. With each tour victory you

earn points to allocate to seven different abilities (like footspeed and serve power).

Small player sprites, cartoonish ball action, and choppy animations take away from the realism. But those factors don't



Sure you dominate on the scoreboard... but how good was your first serve percentage? Can we call you 'Ace'?



Your distance from the court can occasionally give you problems when lining up for a shot.

take anything away from the arcade feel of the game play, which is enhanced by the solid and simple controls. A wealth of stats are kept for each match, and a battery back-up feature saves the progress of up to four players. Other features include a four-player double option (with a Team Player Adapter), and a Senior Tour play mode that lets you fill the tennis shoes of eight legends, like Arthur Ashe and Rod Laver. So strap on the tennies and hit the courts. Tennis, anyone?



In exhibition or ATP Senior modes you get to choose from a list of proven talent, but when you begin a career on the ATP Tour you start from scratch.

DARE TO COMPARE	ATP TOUR	IMG International
Most Realism		✓
Best Gameplay	✓	
Number of Pros	32 + 8 veterans	32
Most Household Names	✓	
Number of Tour Stops	11	17
Four Player Compatible	✓	✓
Practice Mode		✓
Career Mode	✓	
Most Options	✓	
Playing Surfaces	4	4

## RATINGS

- 7** GRAPHICS
- 7** MUSIC & SOUND
- 6** INNOVATION
- 8** GAMEPLAY
- 8** REPLAY VALUE

**OVERALL 78%**



# NCAA FINAL FOUR BASKETBALL

**Publisher:** Mindscape  
**Developer:** Bitmasters  
 now available • \$69.99



The free throw cut scene — in all its polygon glory — is the most eye-pleasing part of the game.

Nowadays, in a 16-bit market where games all seem to look and play just a little too much like each other, progress sure is noticeable — or attempts at progress, as is the case in *NCAA Final Four Basketball* for Super NES. This basketball simulation takes on college hoops and does so with incredibly realistic athletes, animations, and renderings. But despite the great overall appearance, confusing controls and the lack of entertaining game play fill this



The player sprites are very small, but their movements and actions are very realistically modeled after the sport.

game's hull with basketball sized-holes. That's gotta hurt!

Intricate controls make passing, blocking, and dunking way too complicated, and the slow overall pace of the action is gonna bore many players. Many overlooked characteristics of basketball have been



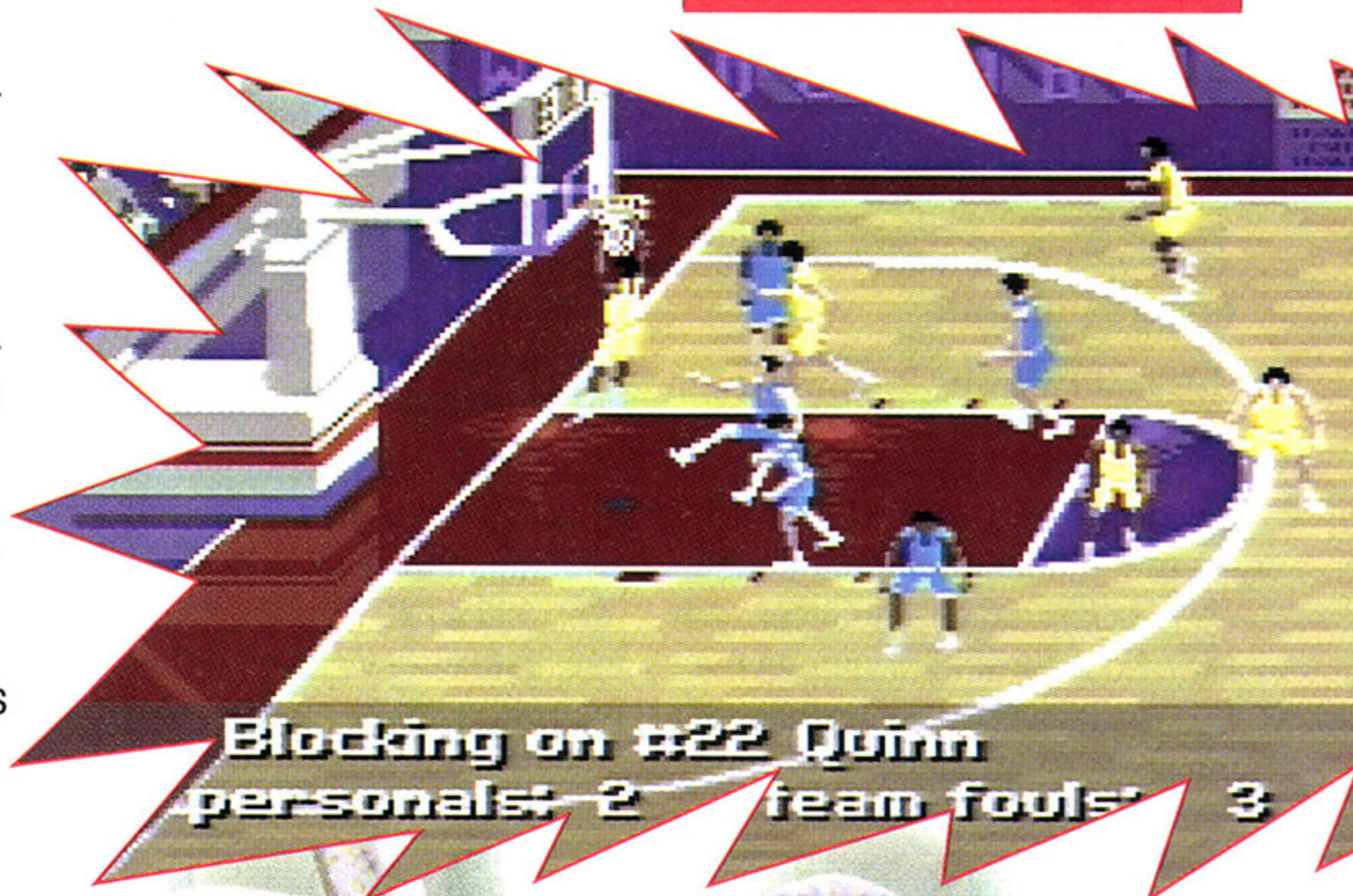
The passing feature is quite slow and delayed, and the bull's eye makes it pretty obvious to your foe who the intended receiver is.

incorporated into the game, such as the intentional foul and the intentional miss on the free throw

## RATINGS

- 7** GRAPHICS
- 6** MUSIC & SOUND
- 8** BELLS & WHISTLES
- 4** CONTROL
- 4** REPLAY VALUE

**OVERALL 47%**



Dunking is possible, but you need a wide open lane to the hoop and a running start from just inside the three-point line.

line. But in general it takes too long to become comfortable with the controls, and the gameplay payoff isn't really worth that investment of time.

The nation's top 64 teams at the end of last season are included, but neither the players' true characteristics nor their names are used. An edit name feature does give you the chance to clone your favorite real-life squad. The substitution process is more difficult than it should be. Since a player's customary position isn't mentioned on the substitution screen, it's necessary to switch to another screen and scroll through your athletes one-

by-one. On the plus side, the game offers you the choice of six defensive alignments, and a rendered free throw sequence that's the highlight of the game.

While I hate to penalize a game that has obviously worked to improve sports video games, the fact is this game just doesn't have enough gameplay to hold a player's interest. Only the most diehard (and patient) basketball fans are gonna find this game's realism intriguing enough to give it a look. Shop around before choosing a b-ball sim. There are other games out there that deliver the action without all of the hassles that this game brings to the court.

### SELECT LINEUP

Left/Right to substitute  
 A to toggle controller  
 B-player info Y-game stats  
 X to select defense

**DUG 1** P Quinn  
 G Ellis  
 S Lang  
 F White  
 C Gordon

P Cooper  
 G Owens  
 S Clark  
 F Grant  
 C Higgins

Press START when done

The top 64 teams in the country — and their official logos — are included, but the actual names of the players aren't here. A name editor lets you remedy that problem, though.



# BRETT HULL HOCKEY '95



**Publisher:** Accolade  
**Developer:** Radical Entertainment  
 now available • \$59.99

Just a few months ago — in the January issue (8,#1) to be exact — we evaluated *Brett Hull Hockey '95* for the Super NES. Now it's time to jump to the Genesis version, where although the name's the same, the game play doesn't live up to the Super NES *Hull '95*.

At first glance, the major difference between the two is the perspective. The Super NES perspective takes a slightly elevated look at a vertically oriented rink, whereas the Genesis perspective uses a totally different approach. The rink is angled from the bottom left to the

A team editor allows you to redistribute your team's ability rankings and a line editor lets you customize your four skating lines.

upper-right of the screen (a mirror image of the angles used in *FIFA International Soccer* and *NBA Live '95*). And while it brings a new look to hockey video games, it really isn't a very effective view



Many of the animations are accurate, but jerky and sluggish movements give you control fits.



Although it may look better, the perspective change — along with some shaky controls — handicaps the Genesis version when you compare it to the Super NES.

EDIT LINES- Philadelphia				
LINE 1	Centerman	R. Defense	L. Defense	
	E. LINDROS	M. RECCHI	M. RENBERG	
	G. GALLEY	D. YUSHKEVICH		
Player	PWS	RANK	SKATING	SHOT
3 G. GALLEY	RD	1	70	68
4 K. HALLER	LD	R	64	65
5 W. HANRAGE	LD	R	62	58
8 M. RECCHI	RD	L	62	91

for the sport. That impractical perspective — combined with jerky controls — leads to a frustrating time on the icy rink.

The rest of the game's modes, options, and extras mimic those found on the Super NES version. Sportscaster Al Michaels calls play-by-play, but he has a

few too many pet phrases that he constantly repeats. Exhibition, playoff, seasonal and coaching play modes are featured, with the length of playoffs and seasons being adjustable. Other options allow you to toggle penalties, line changes, and period duration.



As if it weren't already hard enough to score, the angled perspective makes choosing your spots on the lower net even harder.

## RATINGS

- 6 GRAPHICS
- 4 MUSIC & SOUND
- 5 INNOVATION
- 6 GAMEPLAY
- 7 REPLAY VALUE

**OVERALL** 62%





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## Baseball action so realistic, you'll be tempted to cork the bat.

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# COIN-OP CRAZY

We knew he was a bad driver because he has a seat belt and air bag on his office chair, but when **Mike Salmon** managed a head-on collision between two arcade machines, we gained a new level of disrespect.

This month, in the best quarter-munchin' section in the world, we take a glance at two of the hottest arcade games coming to a playland near you. Since all the newest arcade machines will have the newest home systems technology onboard, the arcades will be the testing ground for all the newest games. Soon enough, most arcade machines will be using the boards from the Ultra 64, Playstation, and Saturn. What this does is make the

translation to the home system fast, easy, and accurate. This gives you an opportunity to test games out at the arcade before buying the near-exact game for your home.

With *Virtua Fighter 2*, *Tekken*, *MKIII*, *Daytona*, *Ridge Racer 1 & 2*, *Cruisin*, *Killer Instinct*, and *Sega Rally*, the arcade action is as hot as it's ever been. So what are you waiting for? Get off your butt and start playing!

## Sega Rally

After the highly successful *Daytona USA*, Sega has given the hot new developing team AM3 a shot at Rally racing. *Sega Rally* is a sit-down arcade machine, complete with an 'active shock generator'. The seat moves like a car in a Rally contest would, bouncing over bumps and shifting on turns. The speed of the cars won't be as fast as those in *Daytona*, but the stage-by-stage rally format more than makes up for it. We played an unfinished version, which



Sega plans to multi-link several of these rotating cabinets for man-to-man racing!

needed a few cosmetic changes—but the play was incredible.

Everything about *Sega Rally* from the Model 2 board (more powerful than *Virtua Fighter 2*) to the hard work to create a realistic and highly detailed experience, points to *Sega Rally* as the best arcade racer yet.



The attract mode captures some brilliant racing moments like these.

With the help of Toyota, *Sega Rally* is able to capture the performance and look of these cars like no game before it.



The rear view mirror adds even more realism to this hot-looking game. It's probably a sure bet that game designers will be adding windshield wipers soon.



A practice mode and three levels of competition add to the variety, along with this bonus stage in northern Europe.



# Tekken

Another 3-D textured polygon fighter to challenge the *Virtua Fighter* legacy, Namco's *Tekken* runs on the same graphics board as the Playstation, so it will undoubtedly be one of the first U.S. Playstation games. What differentiates *Tekken* from other brawlers is the smooth look and play, along with the ability to control each arm and leg separately. Each of the eight characters also has their own boss to beat. Some weird characters, realistic fighting, and sharp graphics are sure to keep the quarters dropping into this stand-up fighter. When this game hits the Playstation with *Toh Shin Den*, it could be the one-two punch Sony needs to knock off Sega and *Virtua Fighter*. Only time will tell.

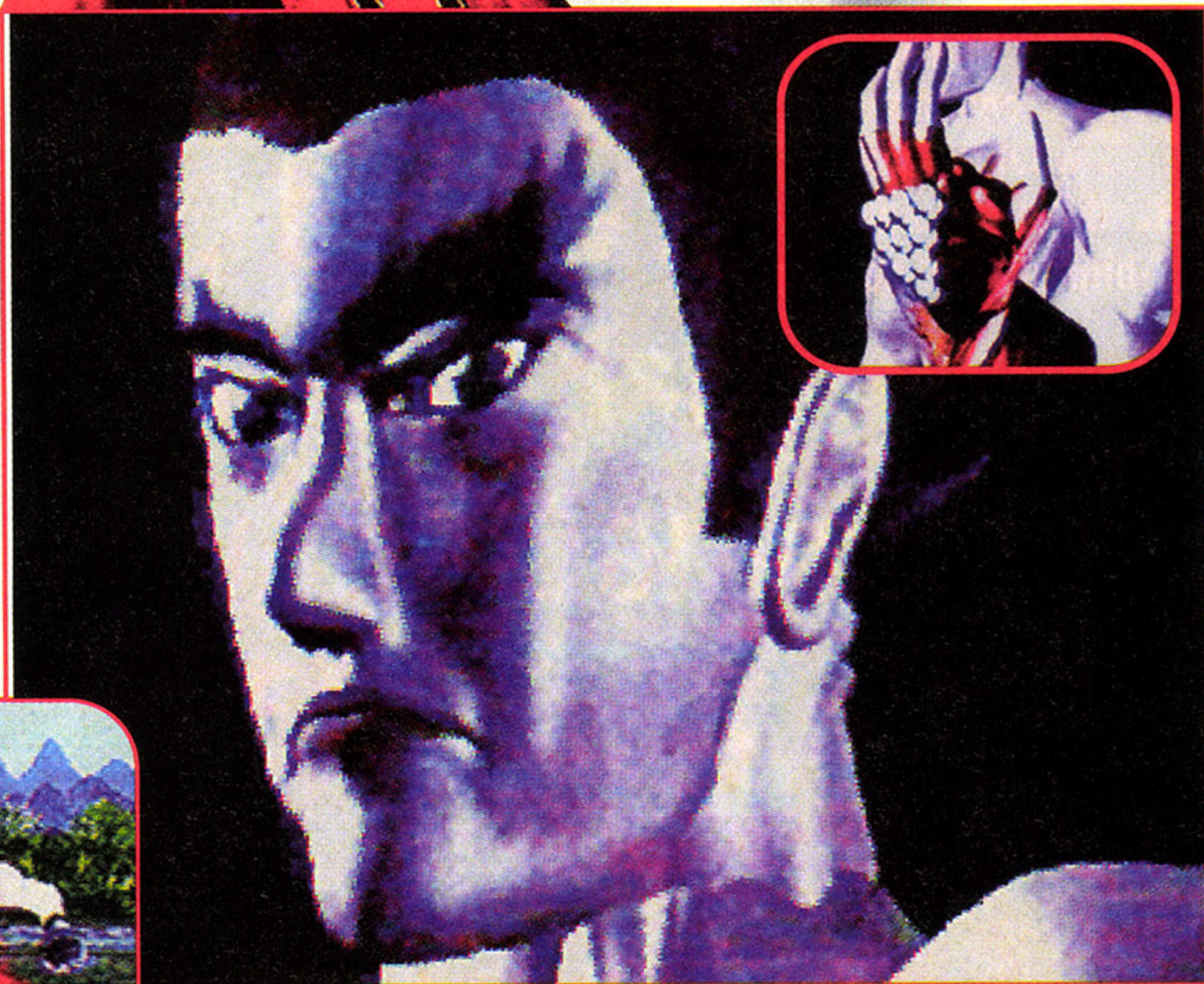
Rendered sequences add to the drama and introduce some odd-looking characters.



Realistic fighting with crushing kicks like this make *Tekken* a hot looking brawler.



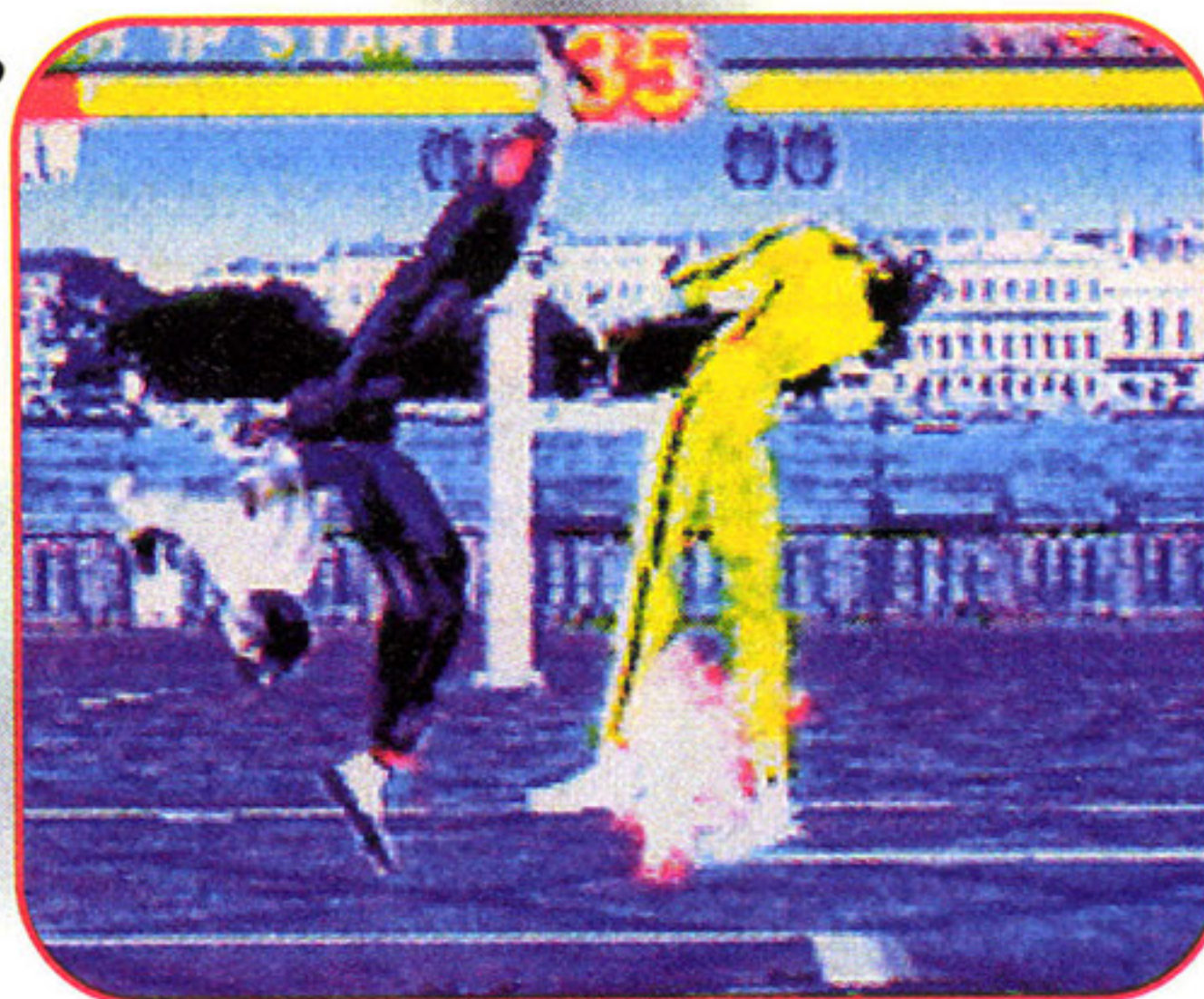
The only way I could kick this high is if I removed my leg first, and that would hurt.



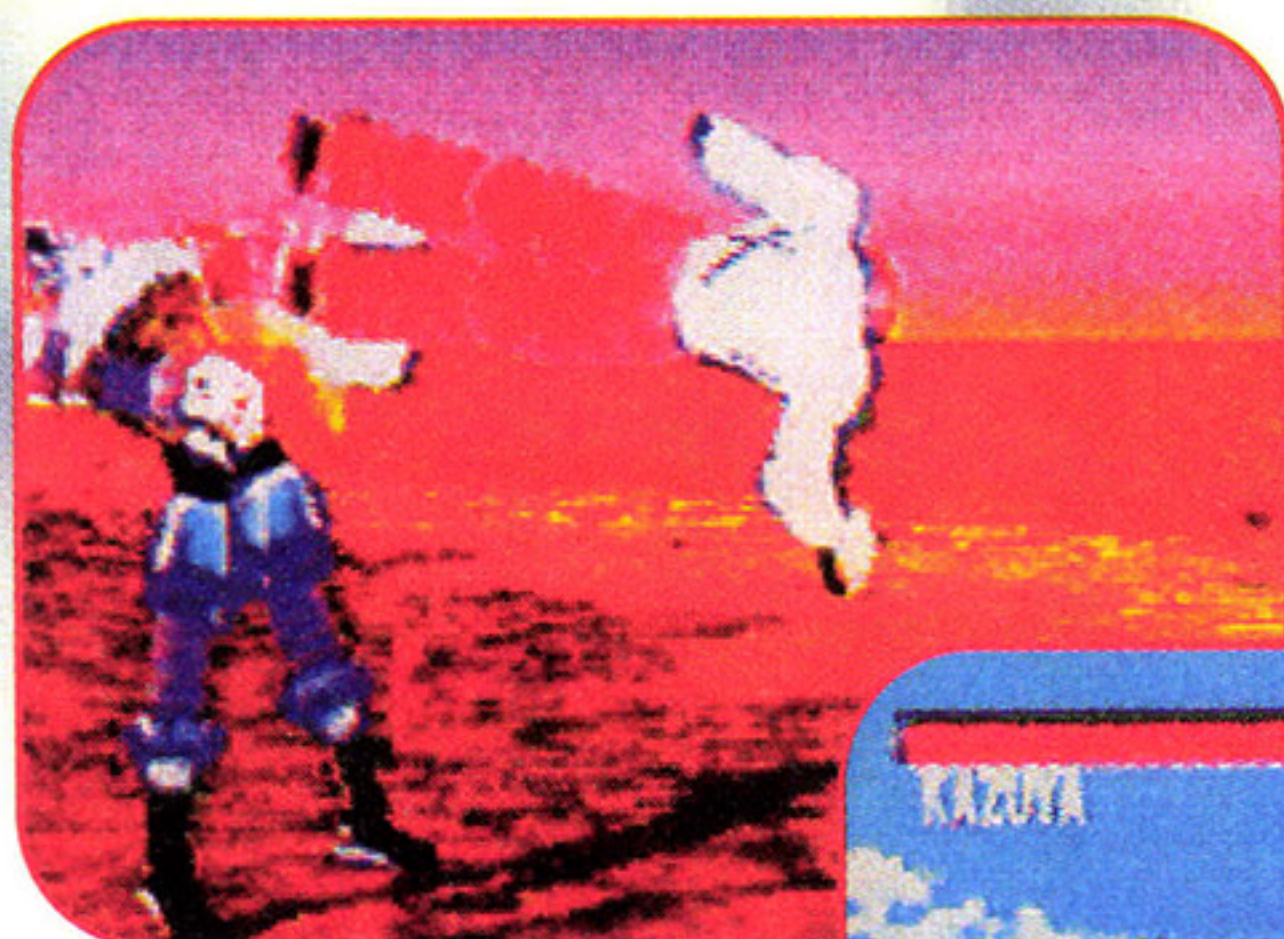
This punishing blow to the gut looks so real, you're likely to lose your lunch.



There are no words for this move. I just want to know how he does that. I'm pretty flexible, but come on.



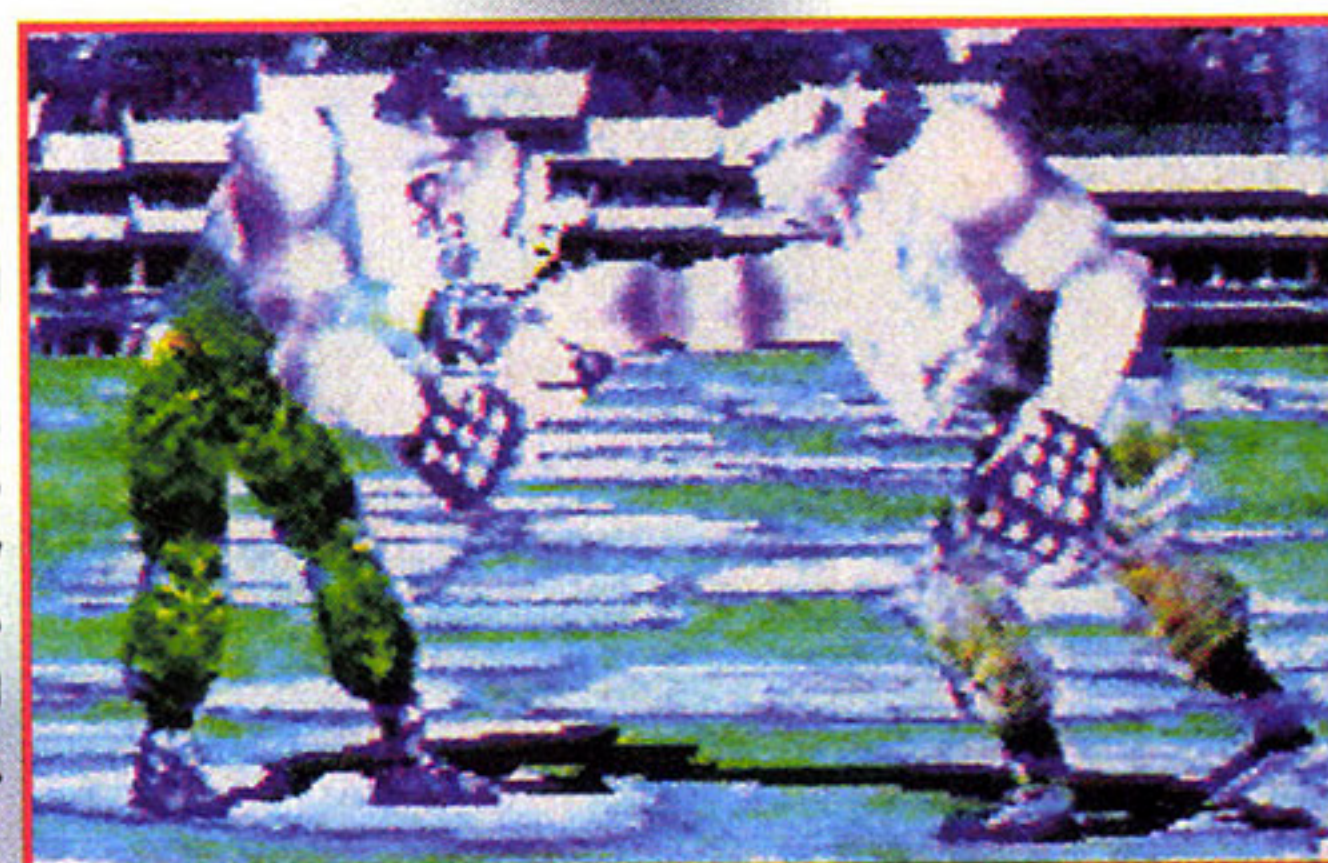
Realism? Well, I've yet to see anybody get parallel to the ground like this and land on their feet.



Another acrobatic move gives you an idea of how intense the fighting in this game is. Maybe they should have subtitled this game 'Attack of the Acrobats.'



Possibly the ugliest and most top-heavy characters ever. You have to wonder how those little legs hold them up.





# World View

**World fugitive Mike Salmon's last visit to Japan was marred when the authorities found the bloody chopsticks in his Bronco.**

**Y**eah, I know, I know, you're getting sick and tired of hearing about how incredible the new systems are. Well, tough! Most of you haven't had a chance to sit down and play a game of *Toh Shin Den*. My guess is that even watching a game of *Toh Shin Den* would sell you on the power of the new systems. I've played some games and watched some games and I am dying to see more.

I often lie awake at night, dreaming of new things the systems could do — the possibilities are nearly endless.

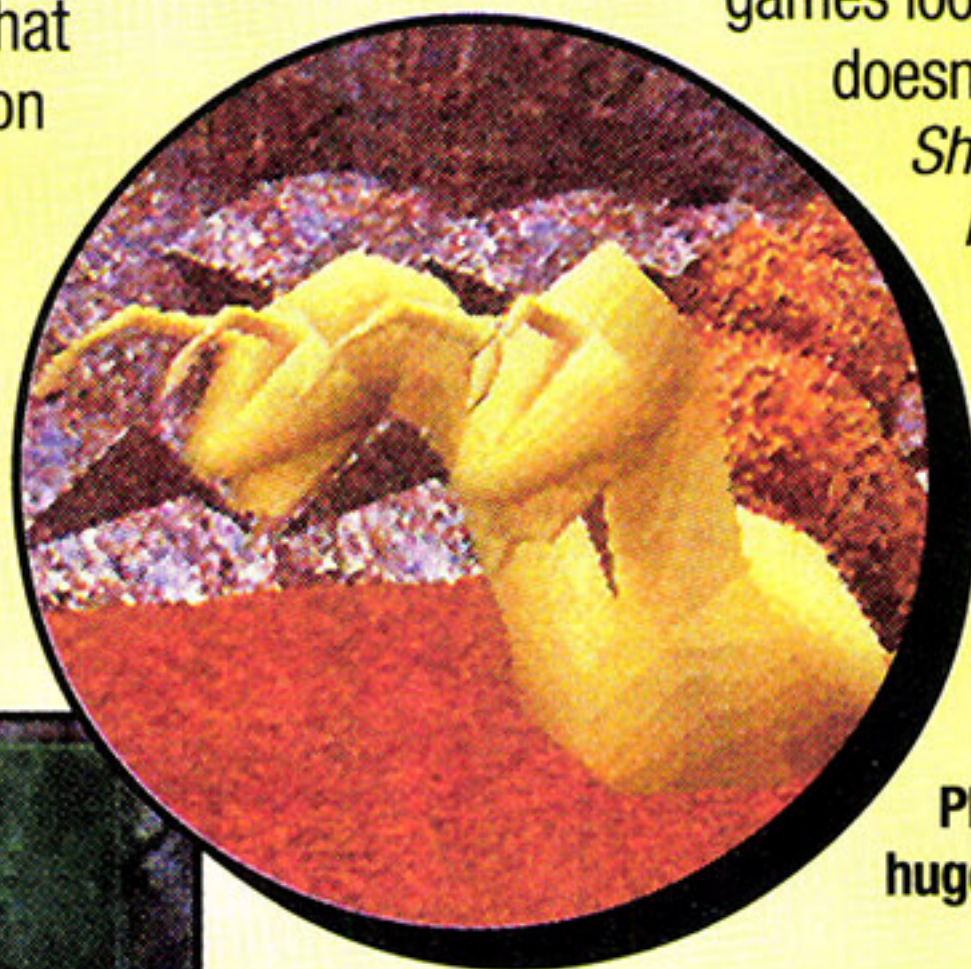
This month, we give you a look at more of the games coming out in Japan, just to whet your appetite a little more. Get ready for some great gaming in just a couple of short months — the wait will be well worth it! **GP**

## New For The Playstation

Those sexy black CDs are coming out pressed with some impressive-looking games. These aren't all the games coming out. I have decided to ignore the several thousand Mah Jong and puzzle games 'cuz they are of no interest to me or to you.

While this latest batch of Playstation games looks solid, there doesn't seem to be a *Toh Shin Den* or *Ridge Racer* in the pack. Still, I want all of them — right here, right now!

*Kings Field* is a beautiful RPG that promises to give PlayStation owners a huge adventure.



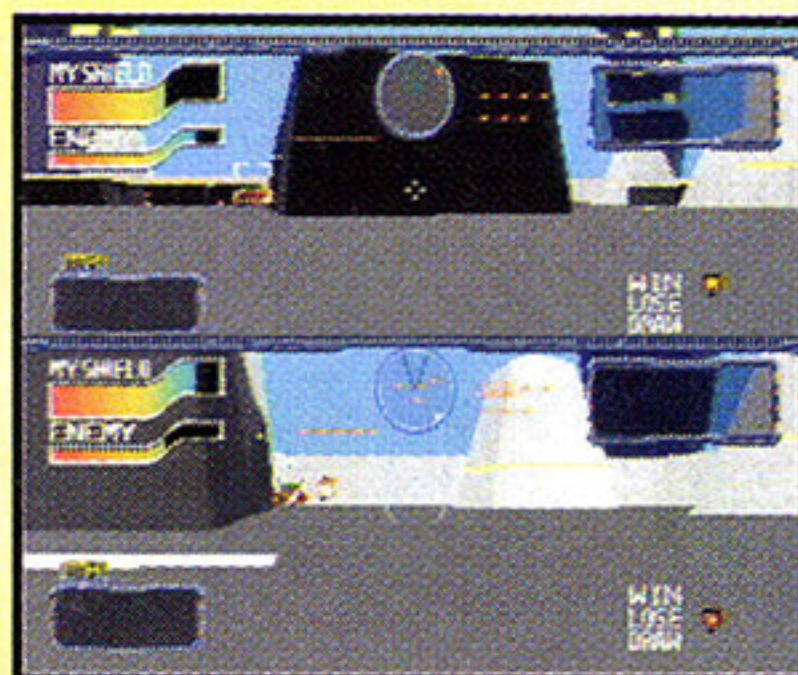
*Kileak The Blood* is a *Doom*-like game that seems to be necessary for every system. Looks hot, though.



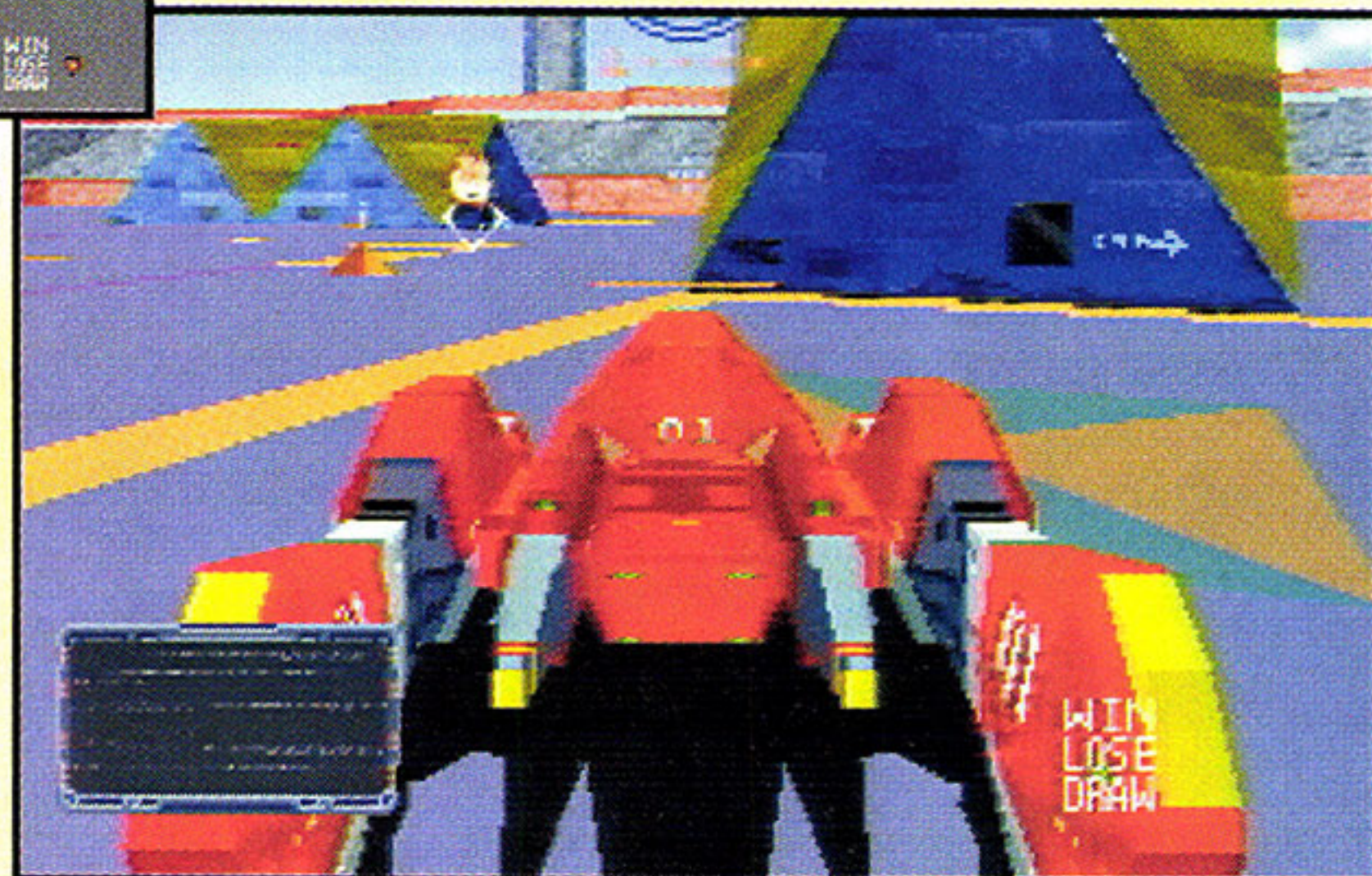
*Space Griffon* is a sharp looking Mech-combat game with a 3-D perspective that is sure to come over here in the near future.



This untitled racing game looks to have some trippy graphics and wild wheels.



Namco's hot arcade translation *Cybersled* gives PlayStation owners a chance to try out Namco's Neg-Con controller.





# What's New For The Saturn

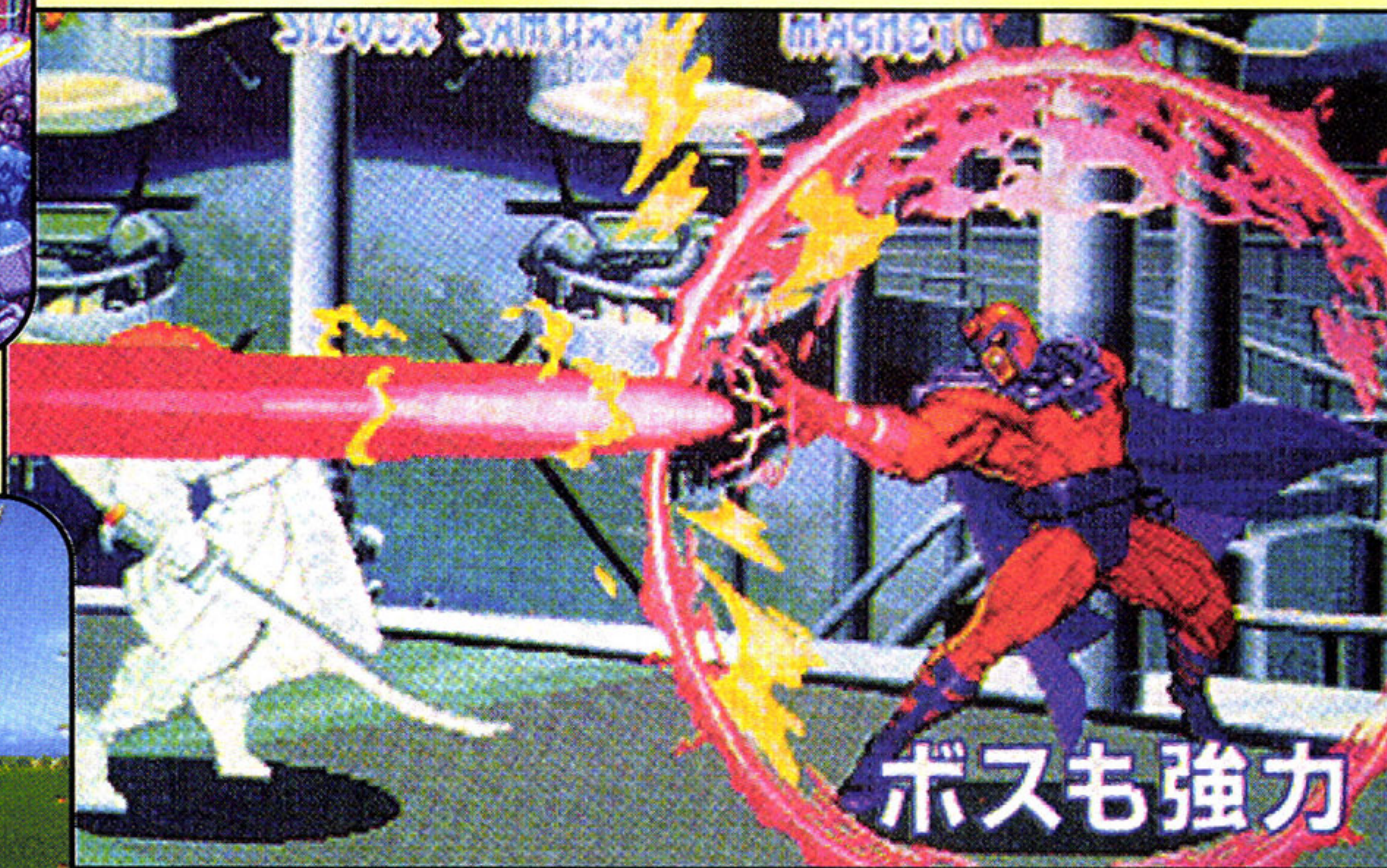
The Saturn hasn't pumped out as much software as the Playstation, but many of the games are starting to get finishing touches. With *Panzer Dragoon*, *Gotha*, *Victory Goal*, and *Daytona USA* joining *Virtua Fighter* and *Clockwork Knight*, things are definitely looking up. This newest batch of games shows some more promise for the fledgling Sega machine that is setting Japan on its ear.



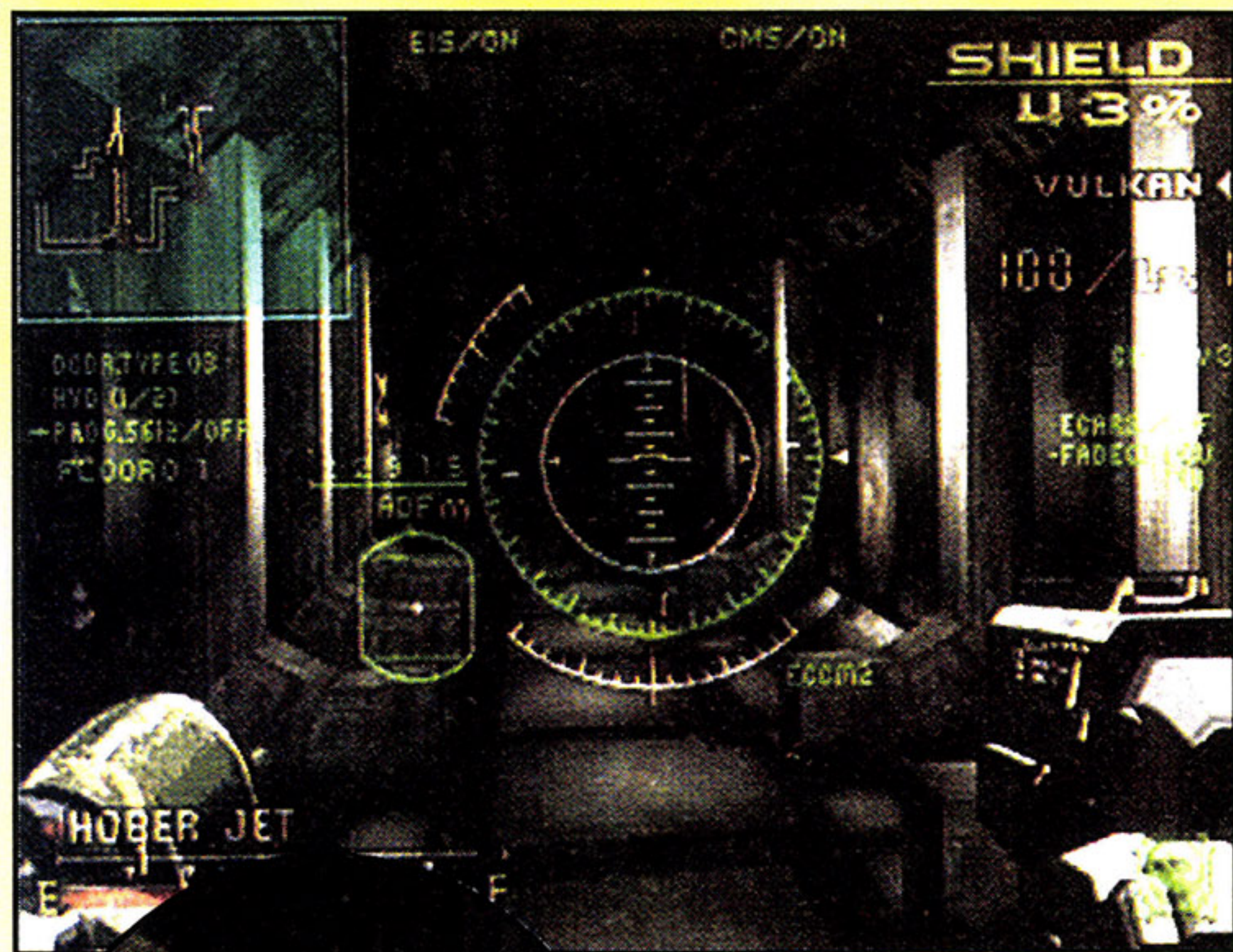
Rack 'em up and get set for some 32-bit pool and FMV scenes in *Side Pocket 2*.



Capcom's killer coin-op (*X-Men: Children Of The Atom*) is giving the Saturn another X-cellent fighting game.



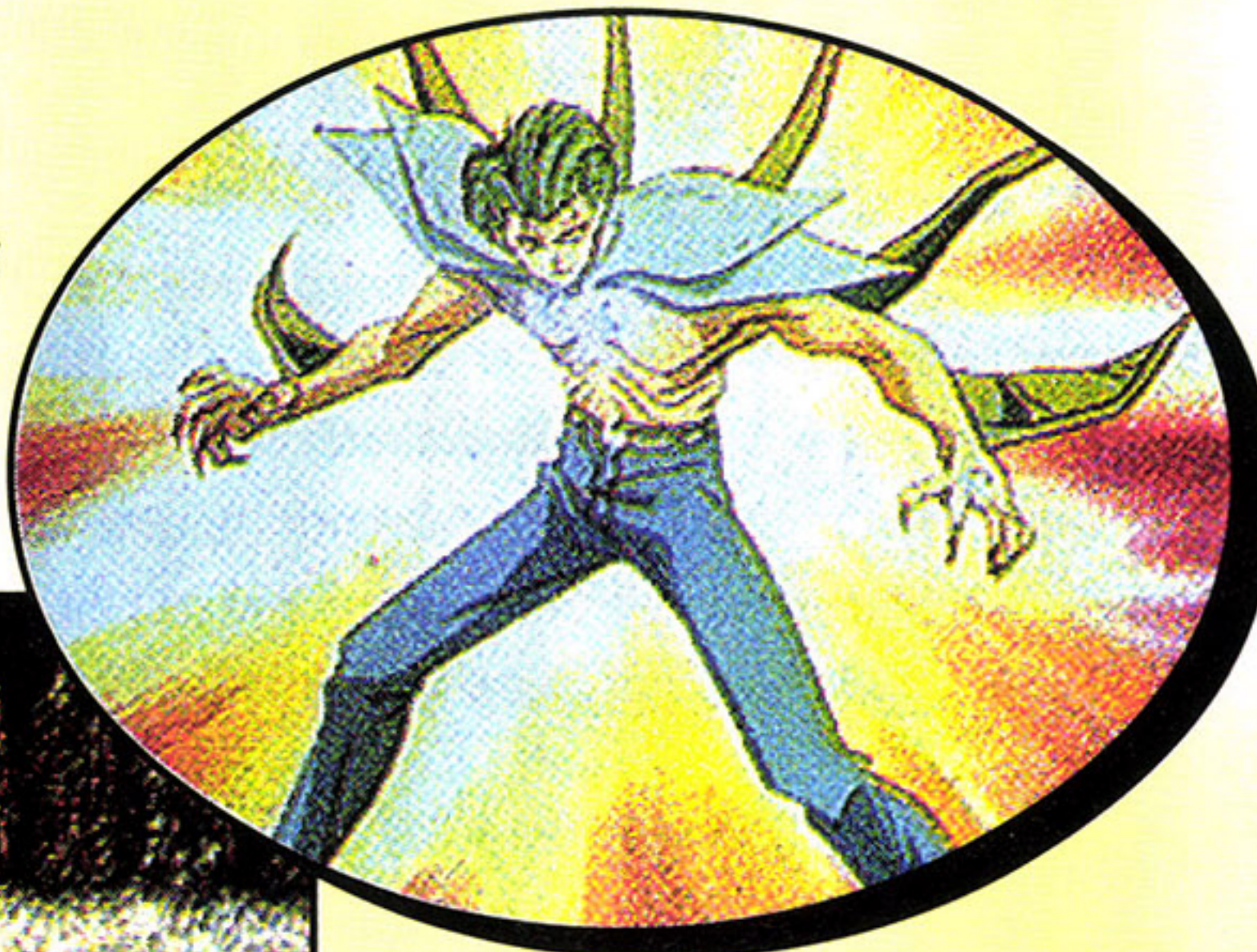
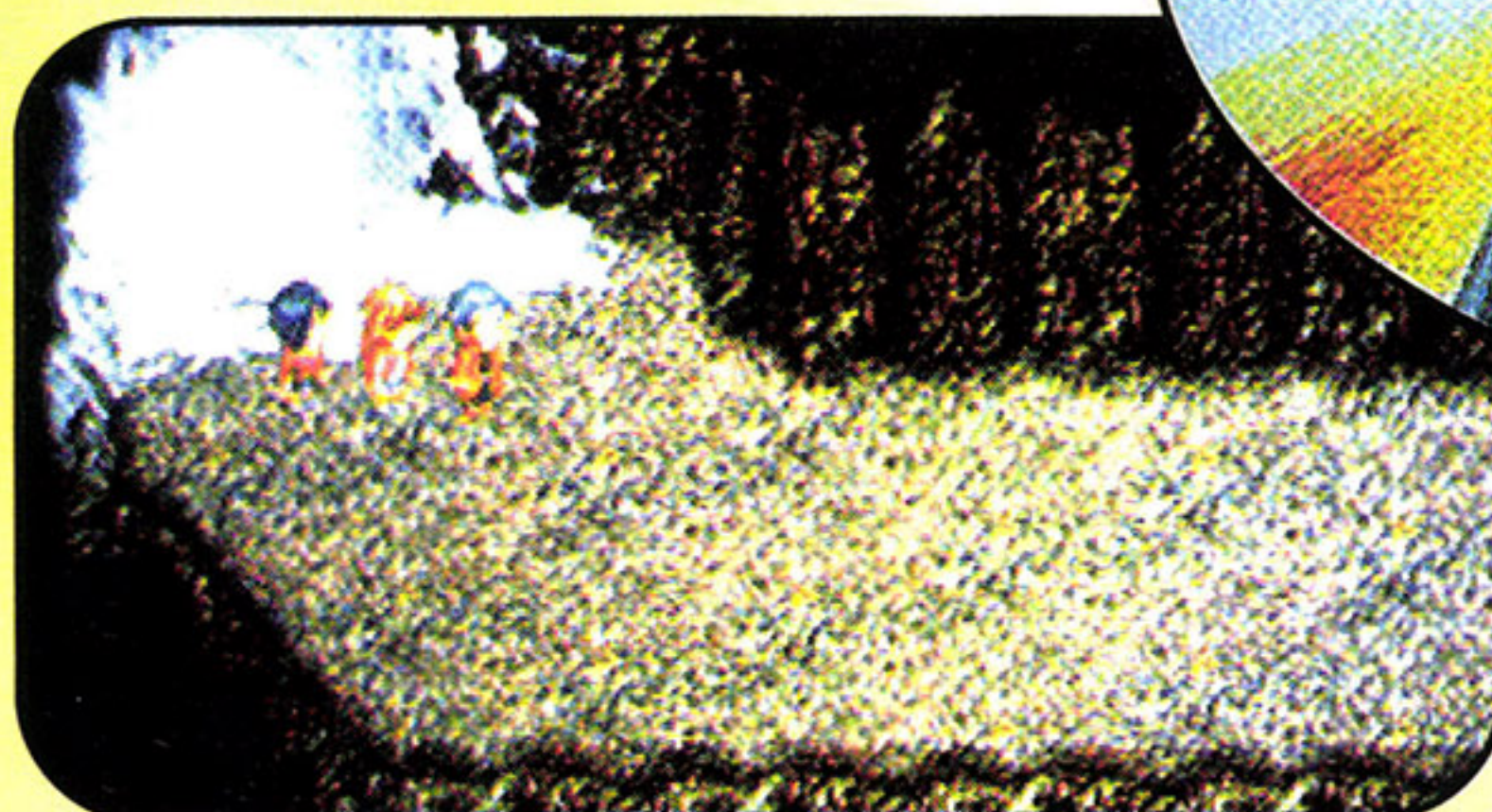
Golf fans will be ecstatic to see the first next generation golf game, *Pebble Beach Golf Links*.



This *Doom* clone looks incredible! If the gameplay is as good, this game will be hot!



*Rampo* is a highly-Japanese graphic adventure we're not likely to see here, but it does show off some good video.



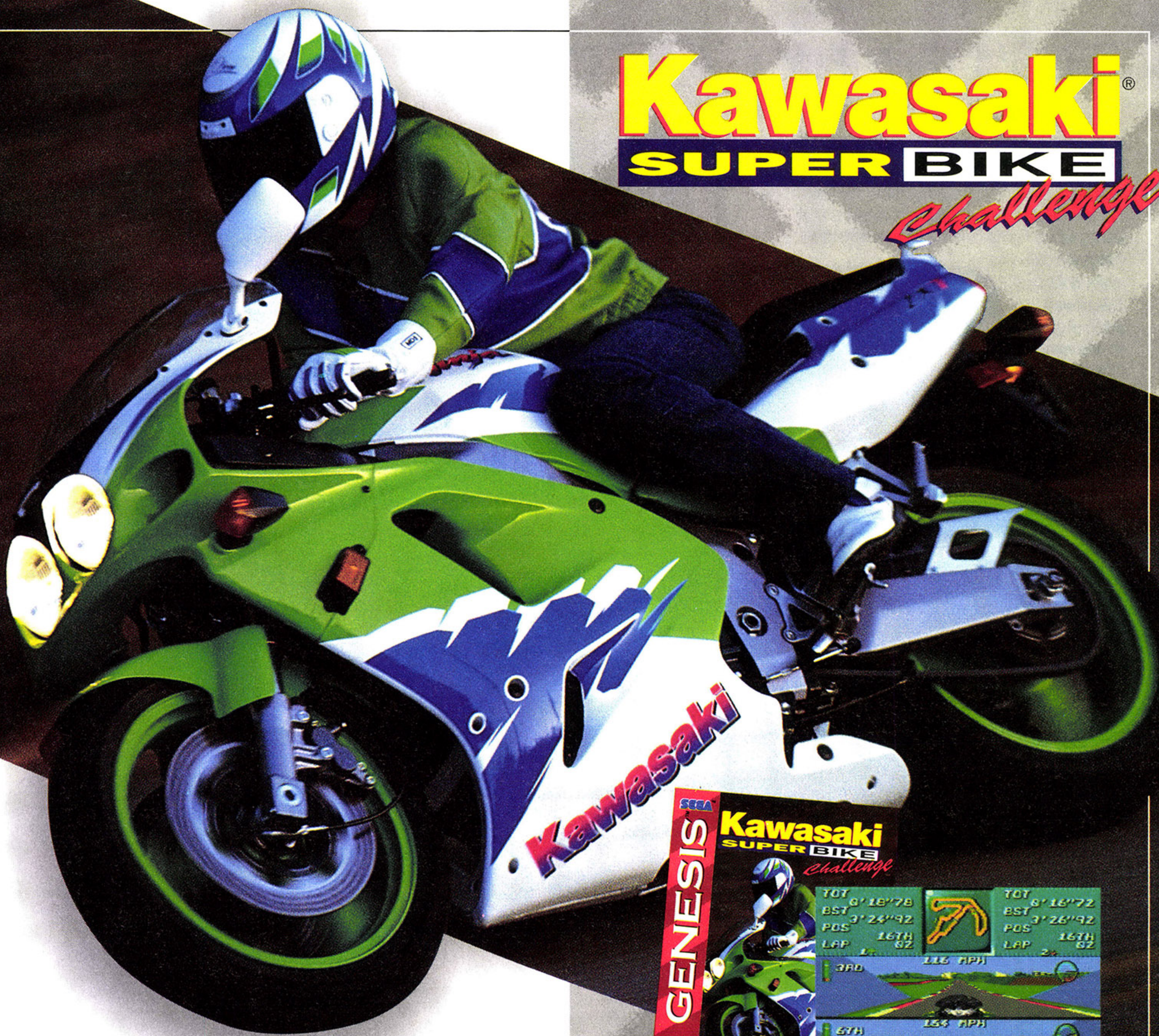
*Blue Seed* is an anime-type RPG that reminds me a little of Working Designs stuff (*Popful Mail*, *Vay*).



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# TRICKS AND TIPS

## BEYOND OASIS

We find the friendly spirits so you stand a ghost of a chance!



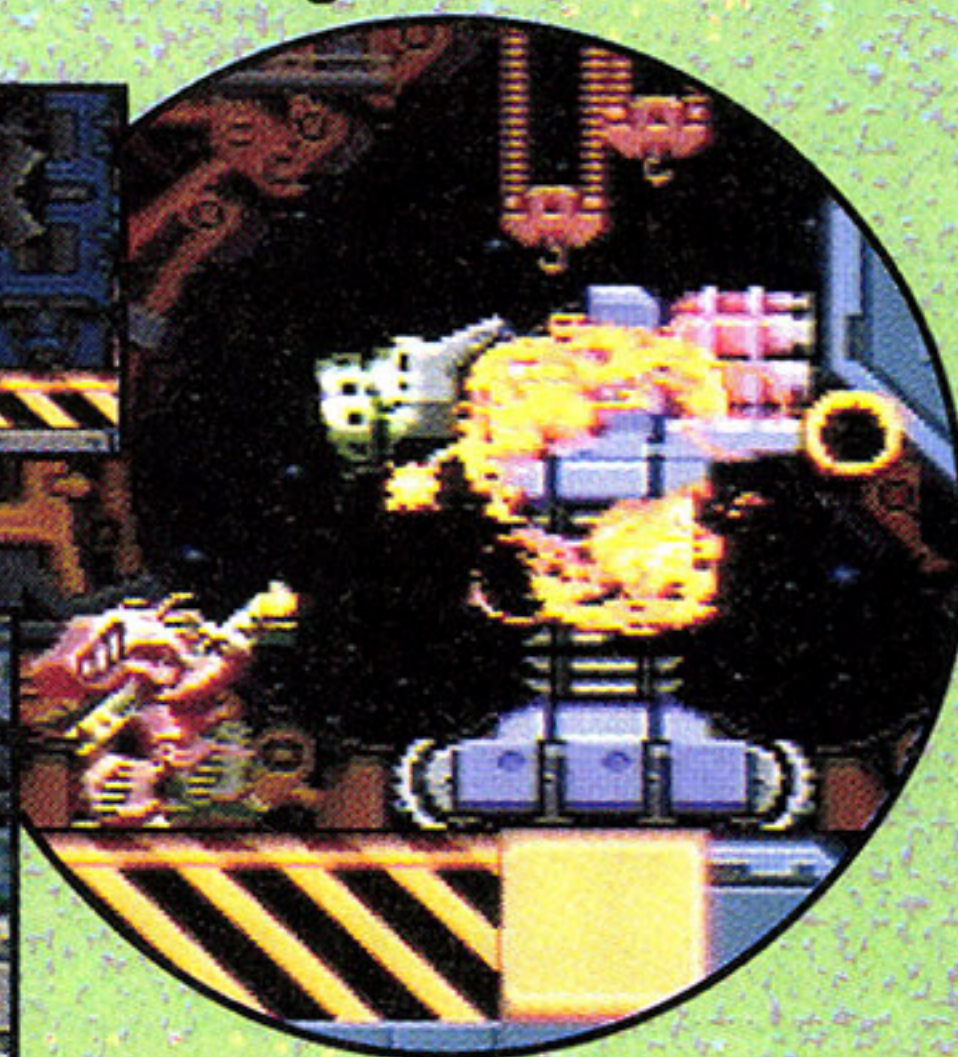
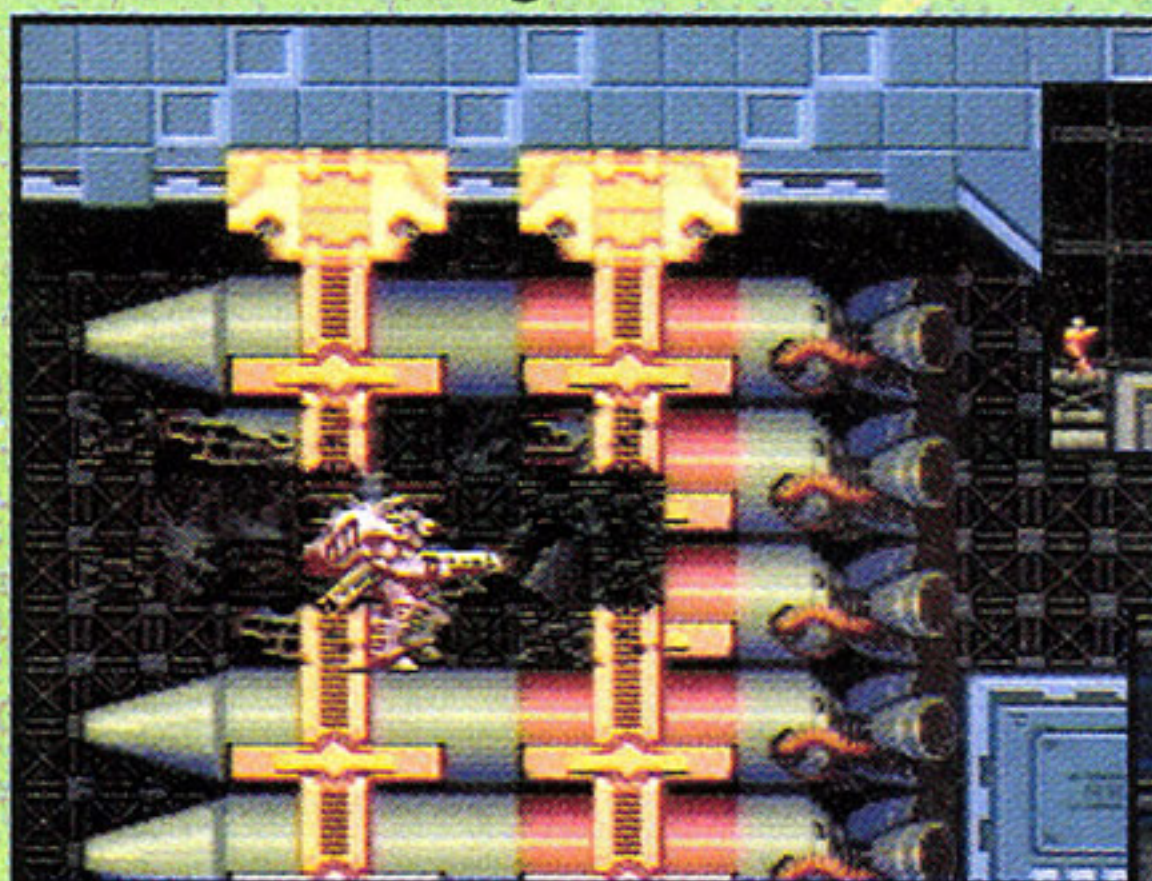
## CRUSADER OF CENTY

Find out what a penguin, some bushes and a purple hat have in common!



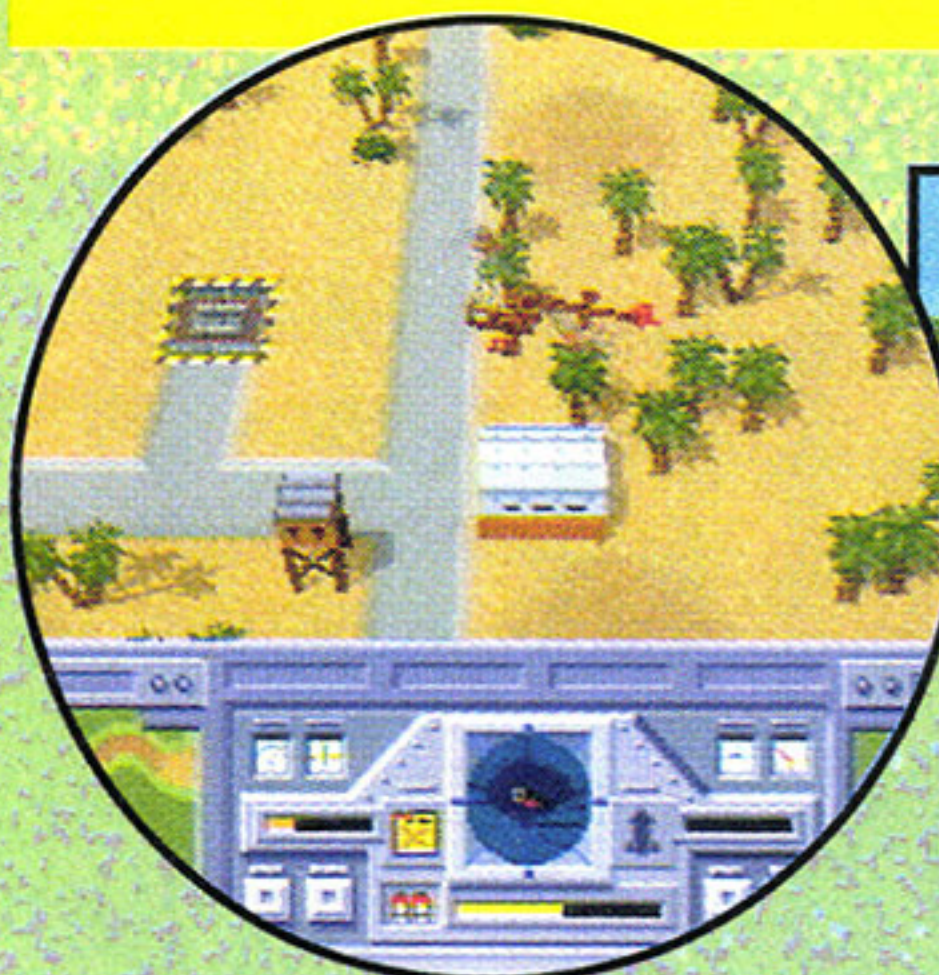
## METAL WARRIORS

Mangle the metal men with our murderous magic!



## RETURN FIRE

Be all you can be with our terrific tank tactics!



## STRATEGIES FOR

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# THE CRUSADER'S HANDBOOK LEARNING TO JUMP THROUGH

# Crusader of Century

When he started ripping apart all the office plants looking for gold he was in trouble, but when Mike Salmon broke Chris Slate's Lyle Lovett Memorial Chia Pet he had gone way too far.



Taking on the evils of the world as a 14-year old boy isn't easy. That's why I'm here — to help you guide the crusader in the purple hat to victory. When the game starts, all you have is a sword and a shield — hardly the stuff of a hero. But, after following this strategy you're gonna have the ability to throw your sword, jump, run, and your party's gonna be full of animals.

Read on to find out how to capture the bronze, silver, and gold medals. Then go off to save the kingdom from the mysterious menacing evil. **GP**

Reviewed: 8#4, Score: 80%

## CAPTURING THE BRONZE

### THIRD PLACE AIN'T SO BAD...



After receiving your father's sword, tour the city and collect information by talking to everyone twice.



Then make your way toward the castle, where the king gives you permission to train.



Exit Soleil and head to the Rafflesia Training Grounds to earn the bronze.



Head into the grounds and go into this building.



Inside, a man offers you the ability to throw your sword. If you can't afford it, wander around and cut the grass to find enough gold.

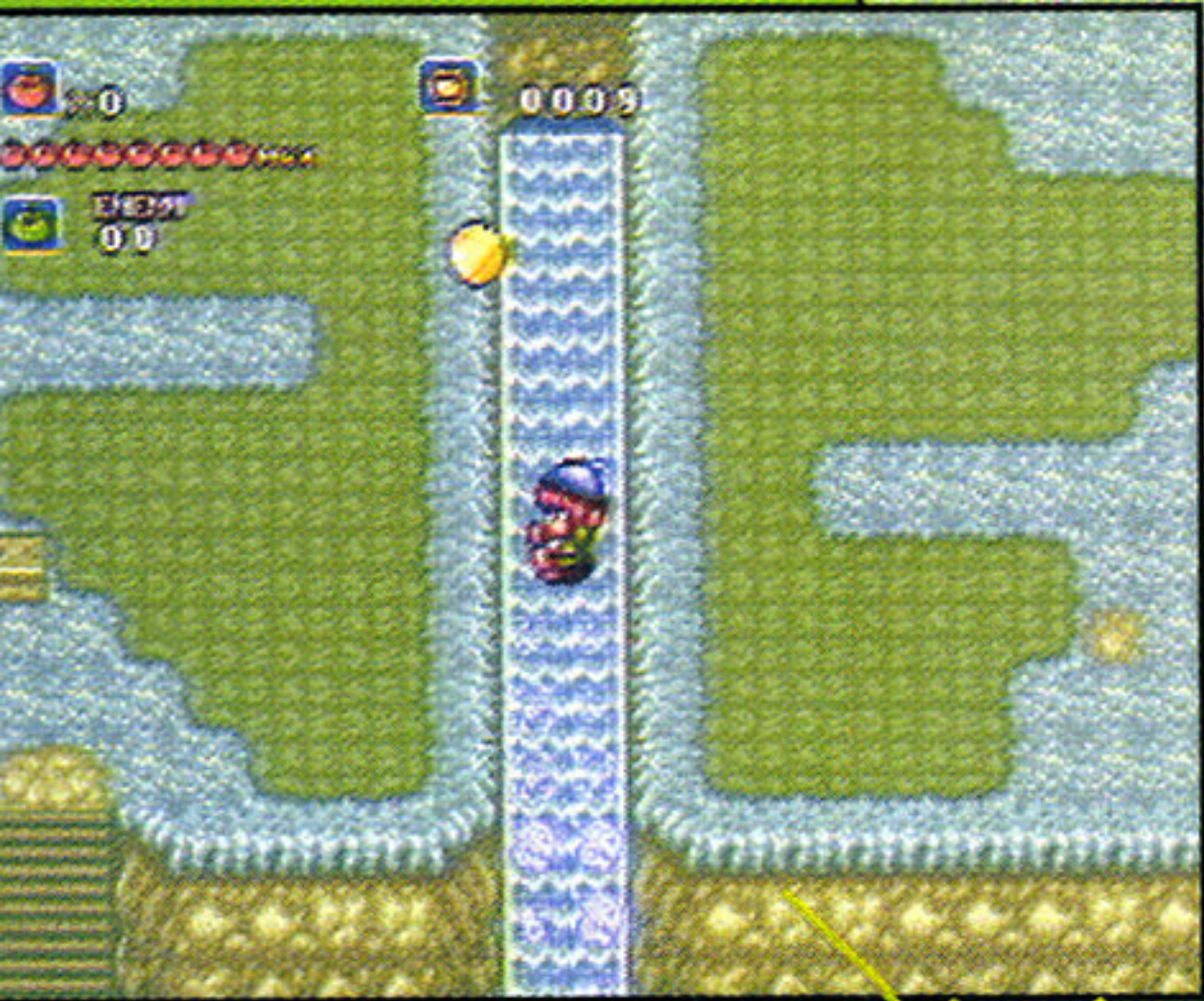


Now go up and enter the beginner's training course.



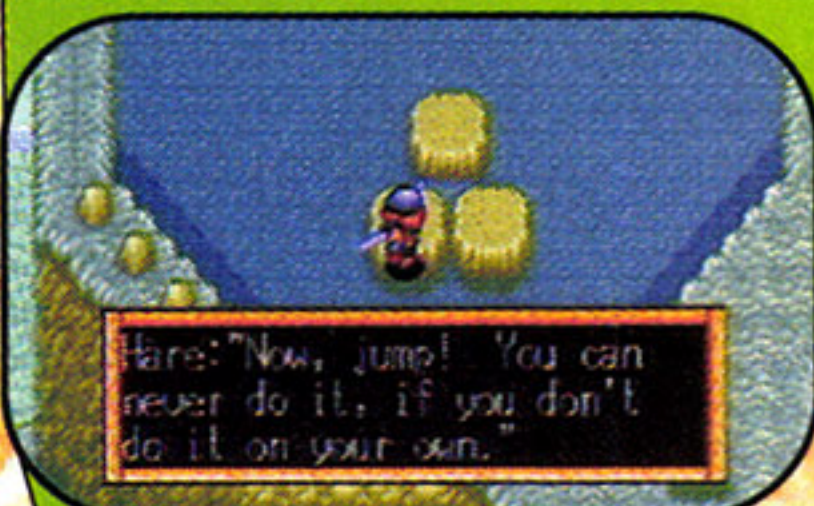
START HERE





Throw your sword at this X and ride the water down.

Once you've visited the fortune teller and brought Mac along, you can pass to the next levels. This hare helps you learn how to jump — just keep talking to the hare until he shows you how.



Hare: "Now, jump! You can never do it, if you don't do it on your own."

# DAHLIA VALLEY

## VALLEY OF THE DOLLS... ER, DAHLIAS

Dahlia Valley will be the first real test. The purpose of Dahlia Valley is to grant you access to the other levels by learning skills and passing through. There are rocks which your sword can chop down and Dinos and Dorudorus to get past. All boxes marked with an X can be slashed to produce a stream of water which take you to otherwise unreachable areas.



You end up at the home of Duffy's mother. Go inside and prepare to meet the first boss.



To beat the Wolf, you must throw your sword in between the stars he creates. Once you've saved Duffy's mom, go back to Soliel. (See the Fortune Teller section)



# FORTUNE TELLER

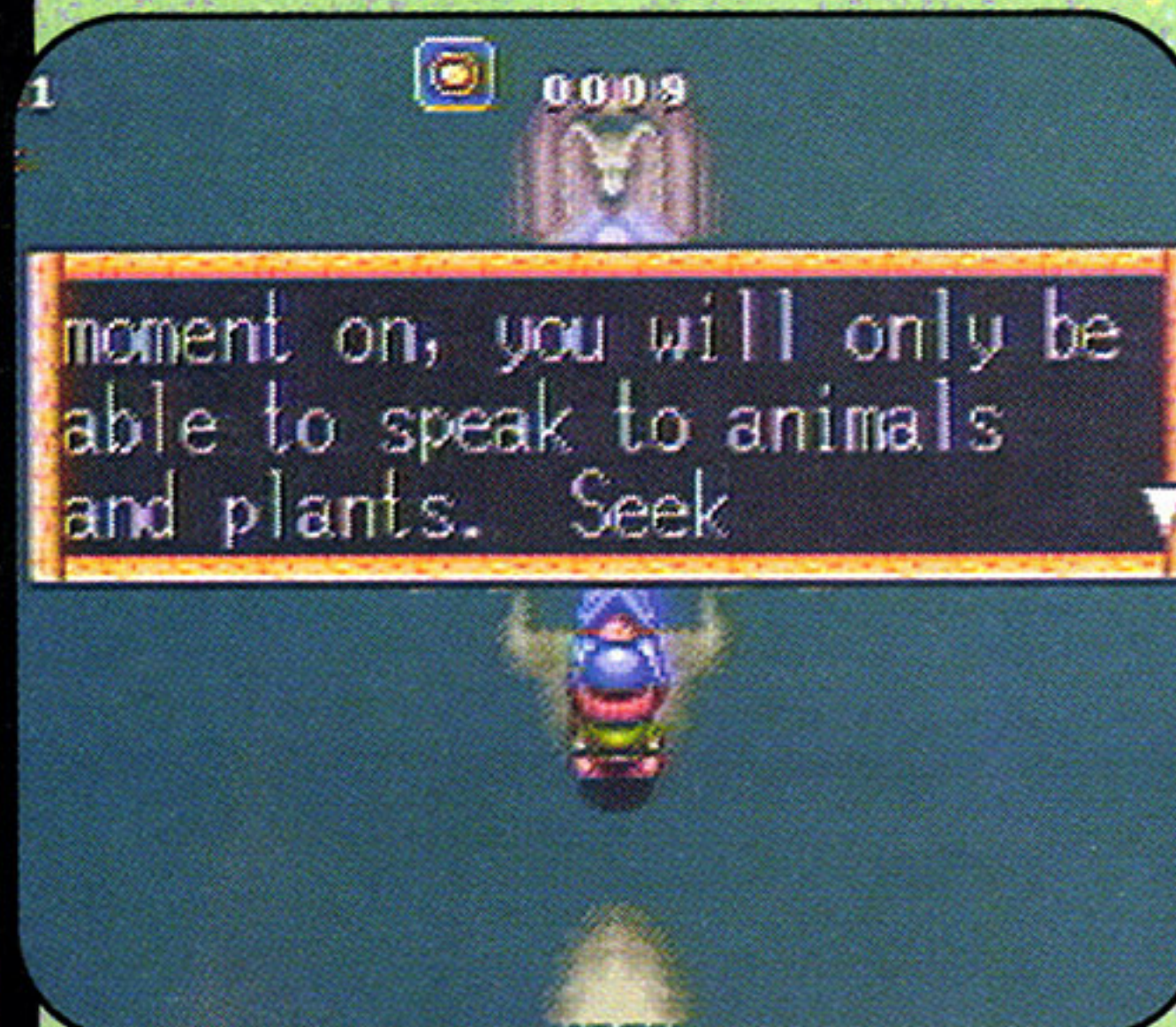
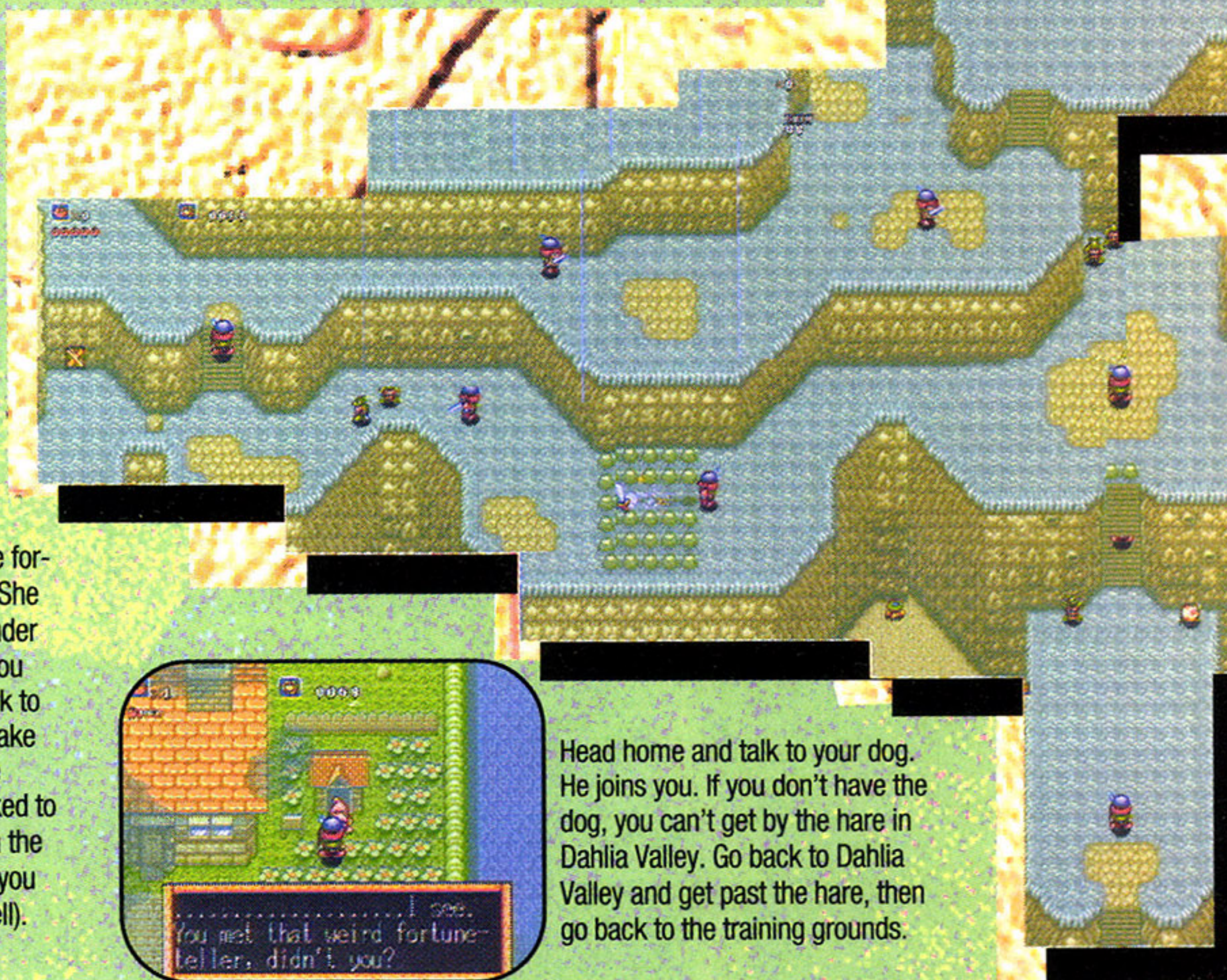
## LOOK INTO MY CRYSTAL BALL...



Go to the Plaza (west of the city) and find this tent.

— House of Fortunes —  
Do you wish to change your fate?

This map of Dahlia Valley shows you how to get to each area and the pull out pictures tell you of specific things that need to be done.



moment on, you will only be able to speak to animals and plants. Seek

Inside is the fortune teller. She puts you under a spell so you can only talk to animals (make sure you've already talked to everyone in the city before you get this spell).



I see. You met that weird fortune teller, didn't you?

Head home and talk to your dog. He joins you. If you don't have the dog, you can't get by the hare in Dahlia Valley. Go back to Dahlia Valley and get past the hare, then go back to the training grounds.



# ANEMONE BEACH

## SUSHI, ANYONE?



Go past the first set of stairs and go up the second so you can throw your sword to activate this switch.

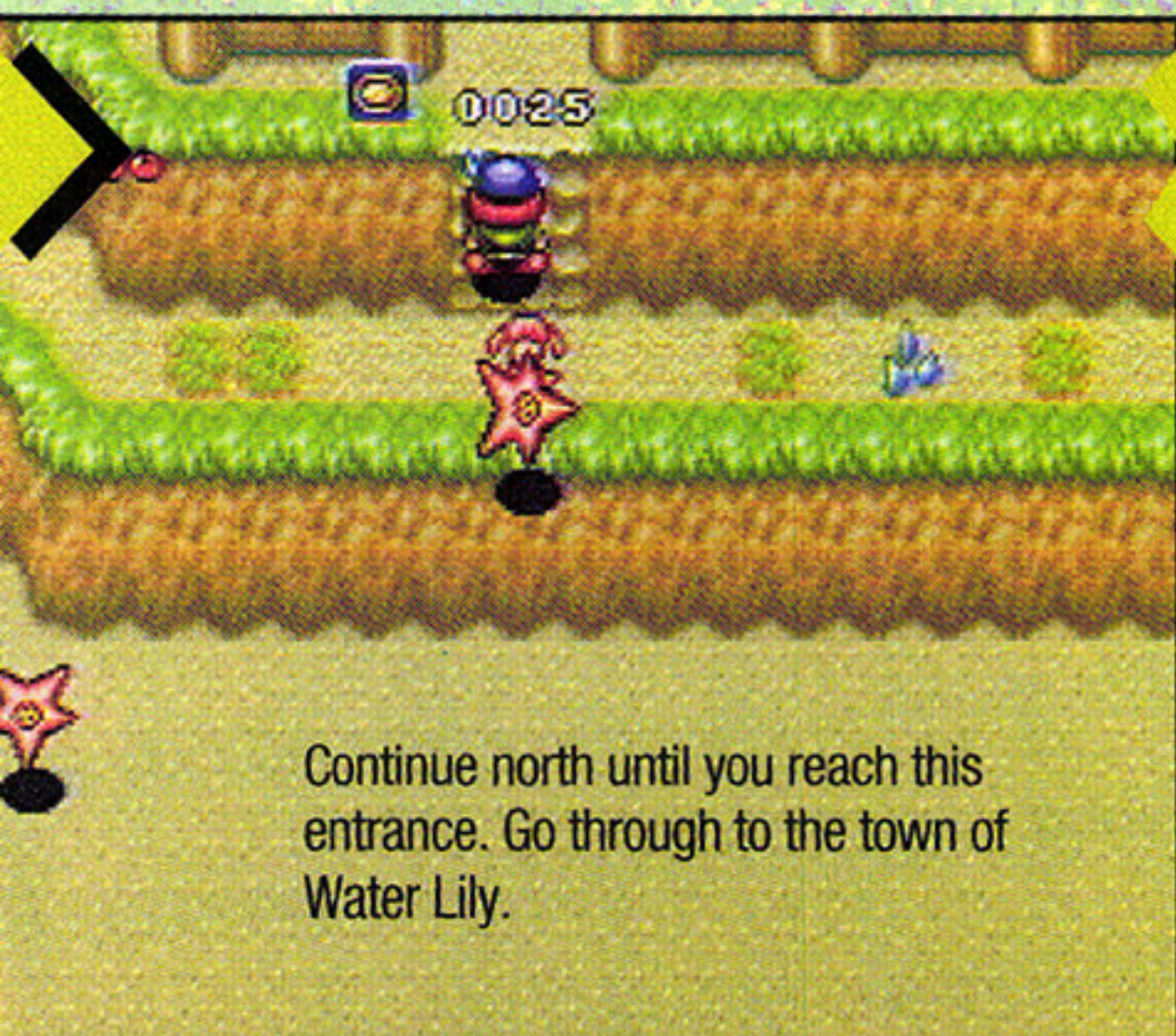


Now go back up the first flight of stairs and leap through the traps.



"Tsk...Tsk...! I'm a gallant hedgehog. Don't mess or you'll get burned"

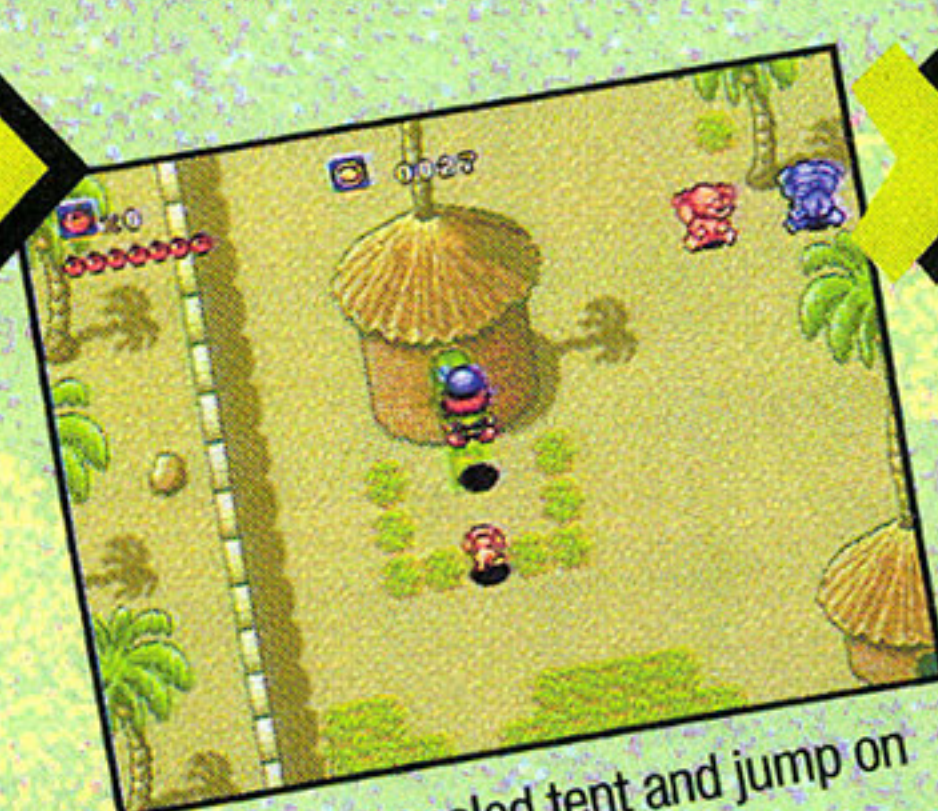
After clearing the traps you get a look at Sonic lounging on the beach — no strategic value here, it's just intriguing.



Continue north until you reach this entrance. Go through to the town of Water Lily.



Talk to everyone in the town to figure out what's happening, then head to this pets-for-hire tent. Buy the life restoring kitty, if you can afford it.



Head to this sealed tent and jump on the welcome mat three times.



Daddyphant: "It's nothing if you have a strong will. Isn't life grand?"

Inside Daddyphant teaches you to lift things — just keep talking to him until he gives you this cheery outlook on life.



With your new lifting power, toss the boulder out of the way and go to save the poor helpless animal.



Go to the far right and up, flip this switch, then go back to where you started and flip all the switches.



Now go back to here, and with the help of the wind, jump from block to block in the water and grab a money bag, then go back.



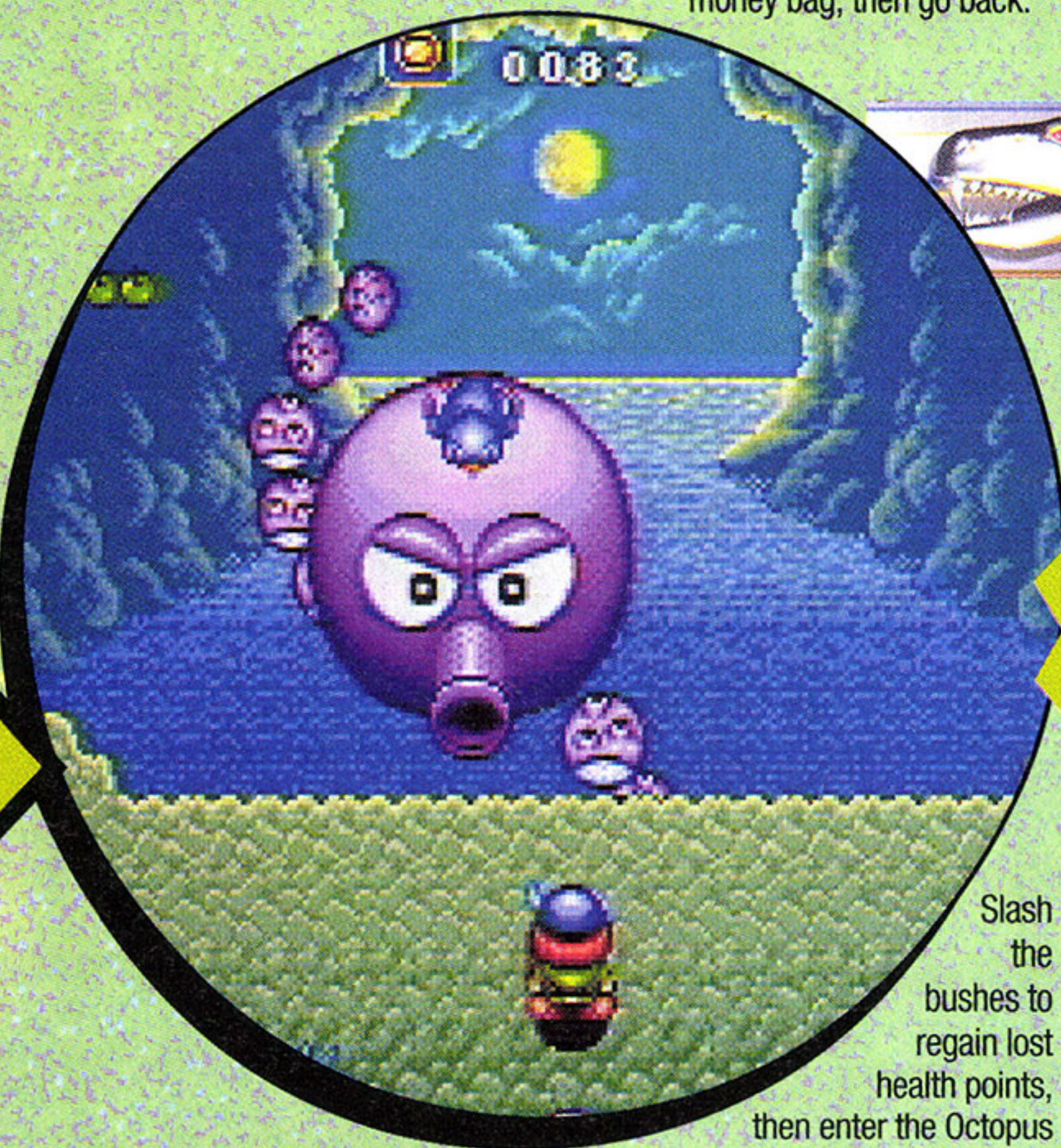
From there go right to the end of the screen. Go up to here and cross the water on the stones.



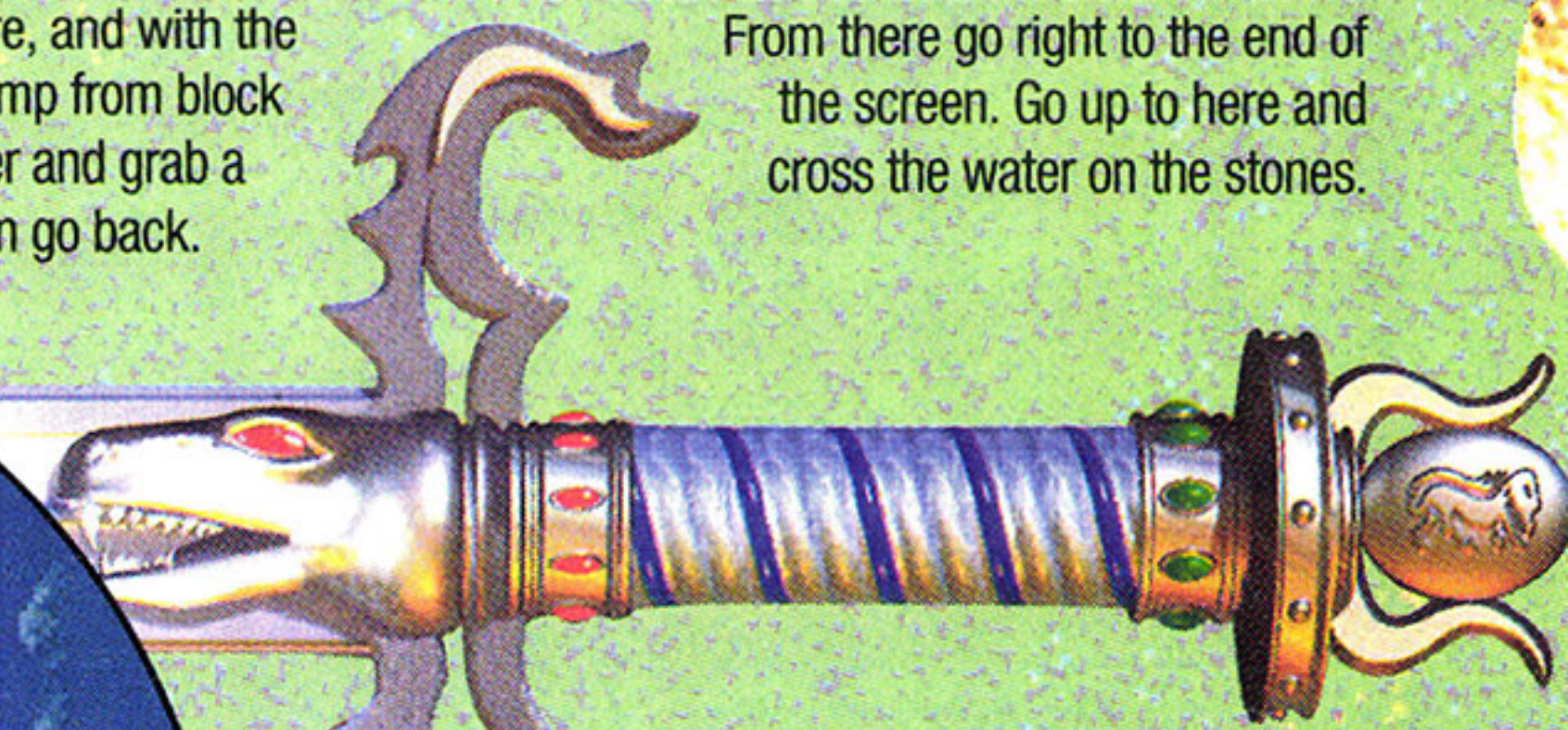
Continue to go left, pick up this board and go to the edge of the area.



Toss the board this way into the water, and jump from board to rock to jellyfish to land.



Slash the bushes to regain lost health points, then enter the Octopus cave. Beat the Octopus by throwing your sword at him while avoiding his attacks.



Chilly: "Use me in hot places. I'll give your sword the power of ice."

Once he's beaten, Chilly the penguin joins you and you can use him as an ice attack. Backtrack through Anemone Beach and head to Hot Daisy.

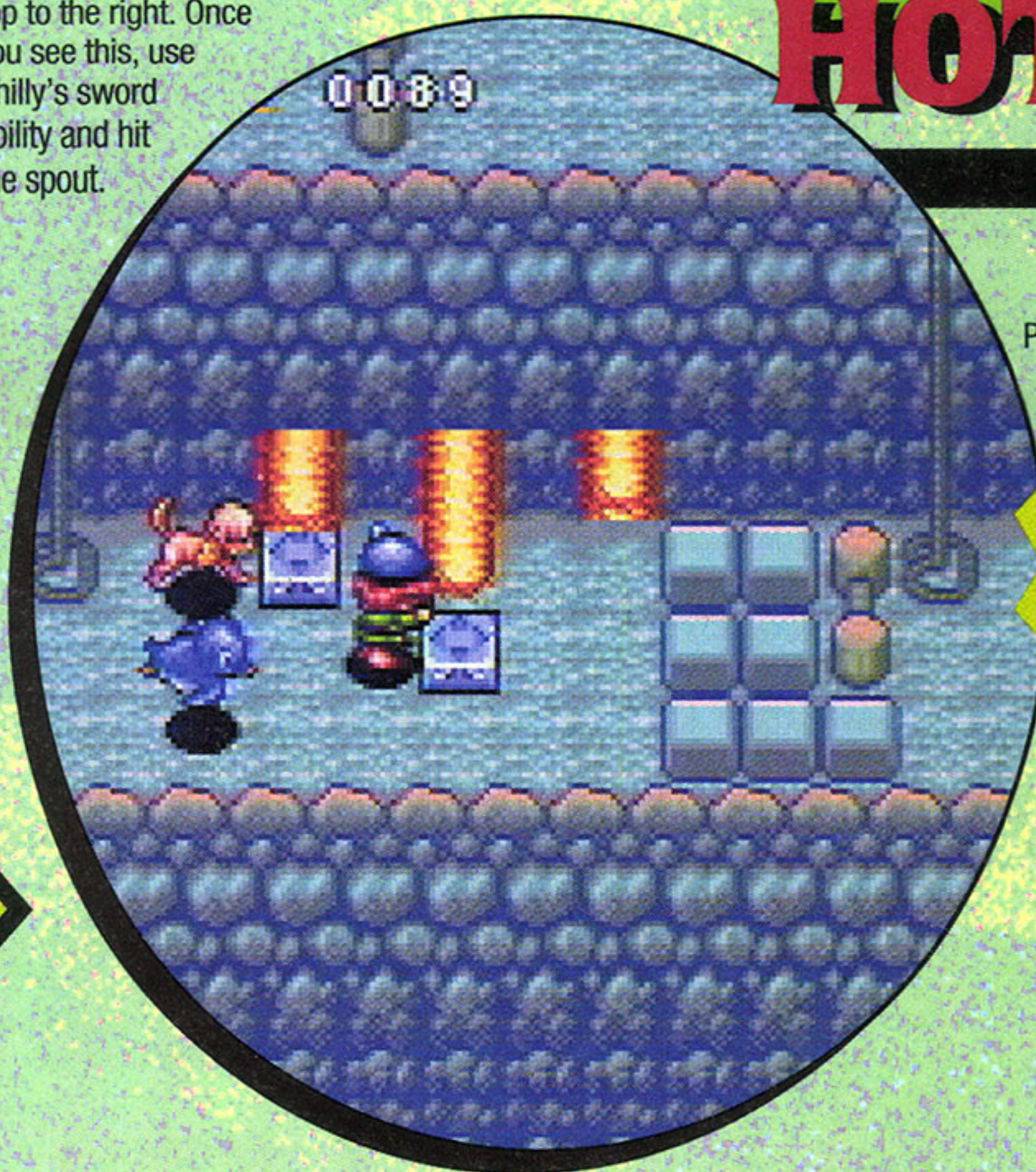




Go up and along the top to the right. Once you see this, use Chilly's sword ability and hit the spout.



Now you can skate across it. Then go down the rope.



Push the blue blocks to block the flames so you can pass. Then go up the next rope and set off the switch.



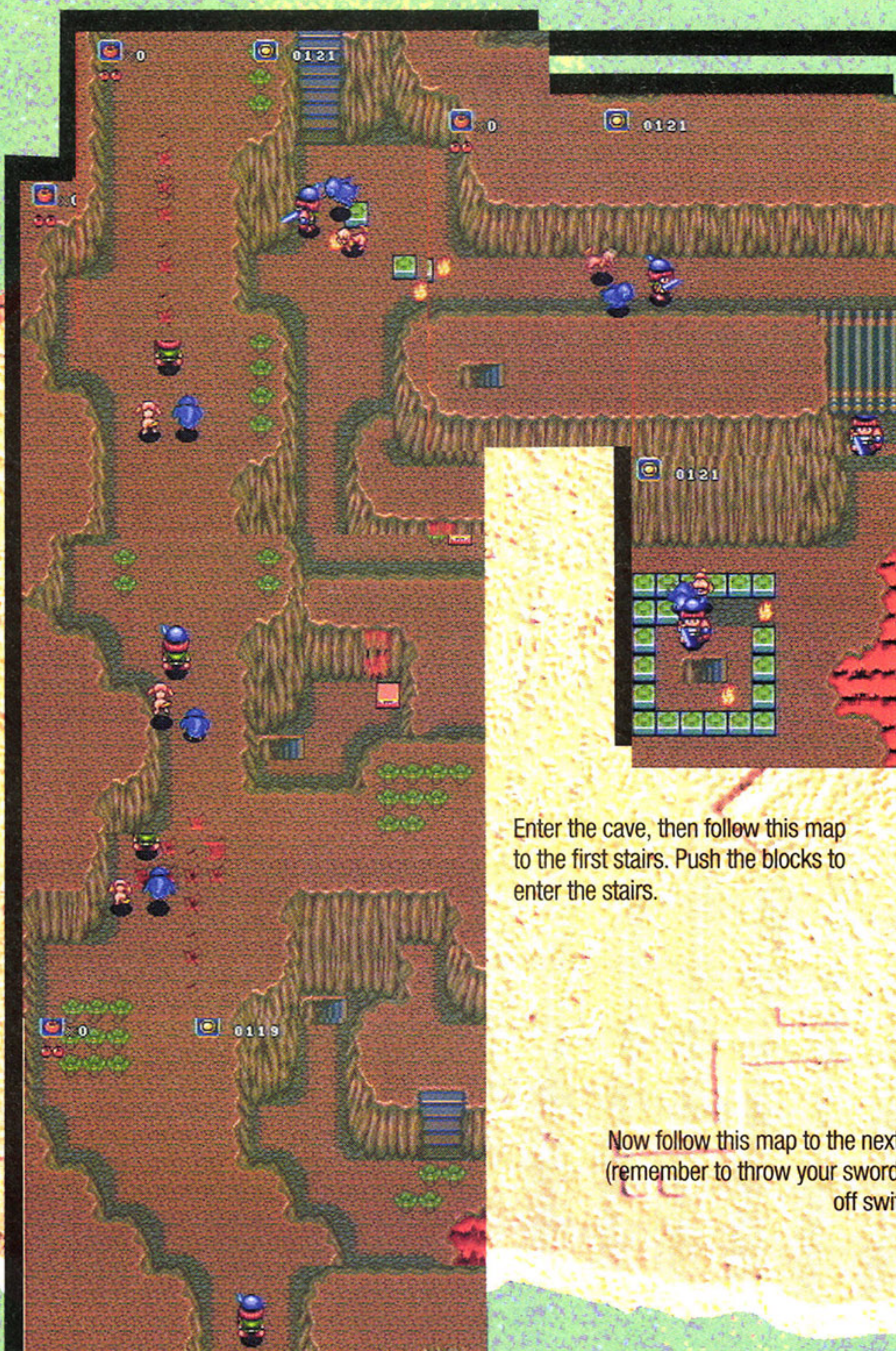
Go to the far right and cross the bridge. It collapses, so hurry across to enter Burn Daisy.

# HOT DAISY

IS LIL' ABNER HOT, TOO?

# BURN DAISY

IF YOU CAN'T FIND A WEEDEATER...



Enter the cave, then follow this map to the first stairs. Push the blocks to enter the stairs.

Now follow this map to the next stairs (remember to throw your sword to set off switches).



START HERE

START HERE

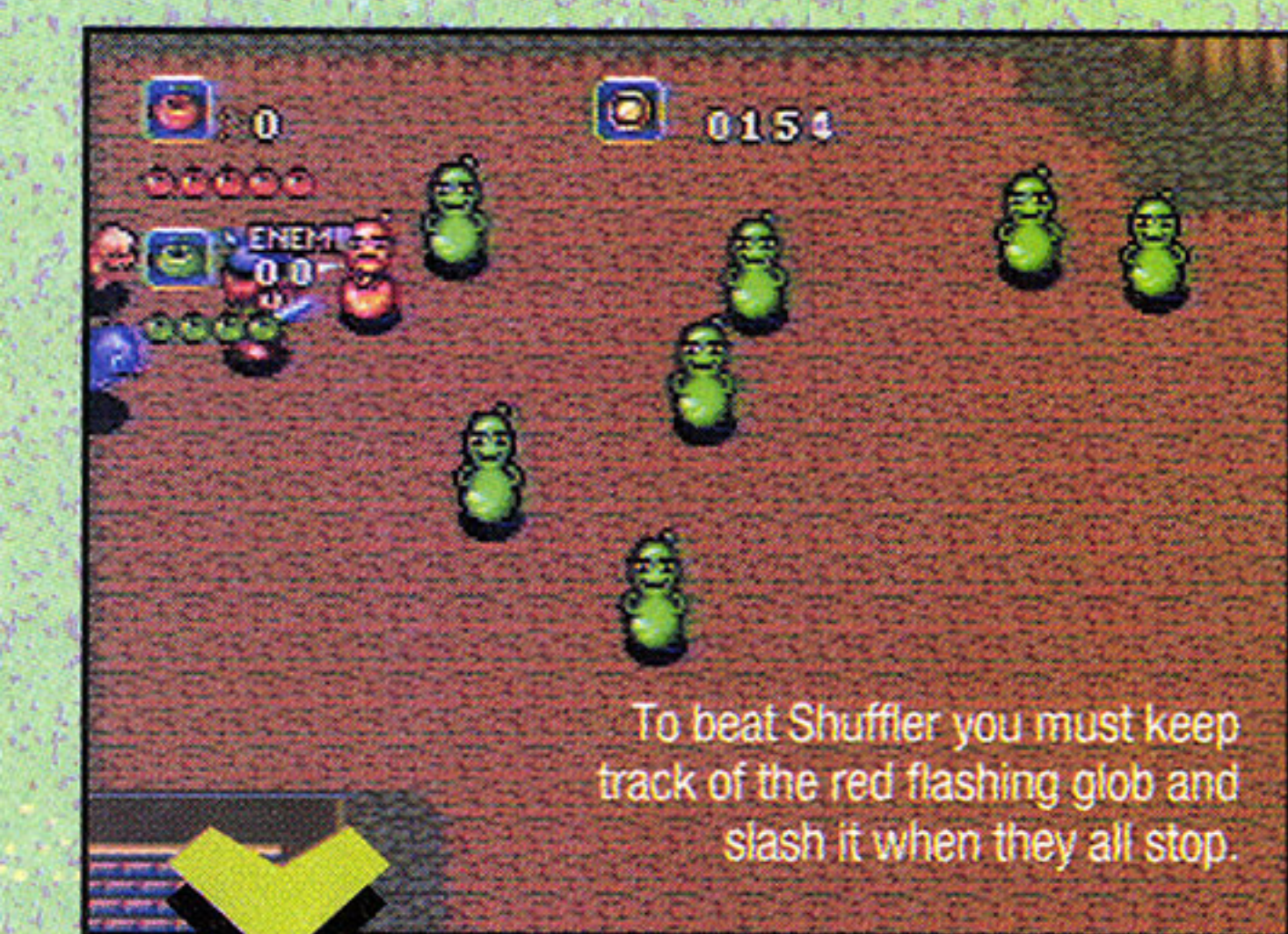


Continuation of  
**BURN DAISY**

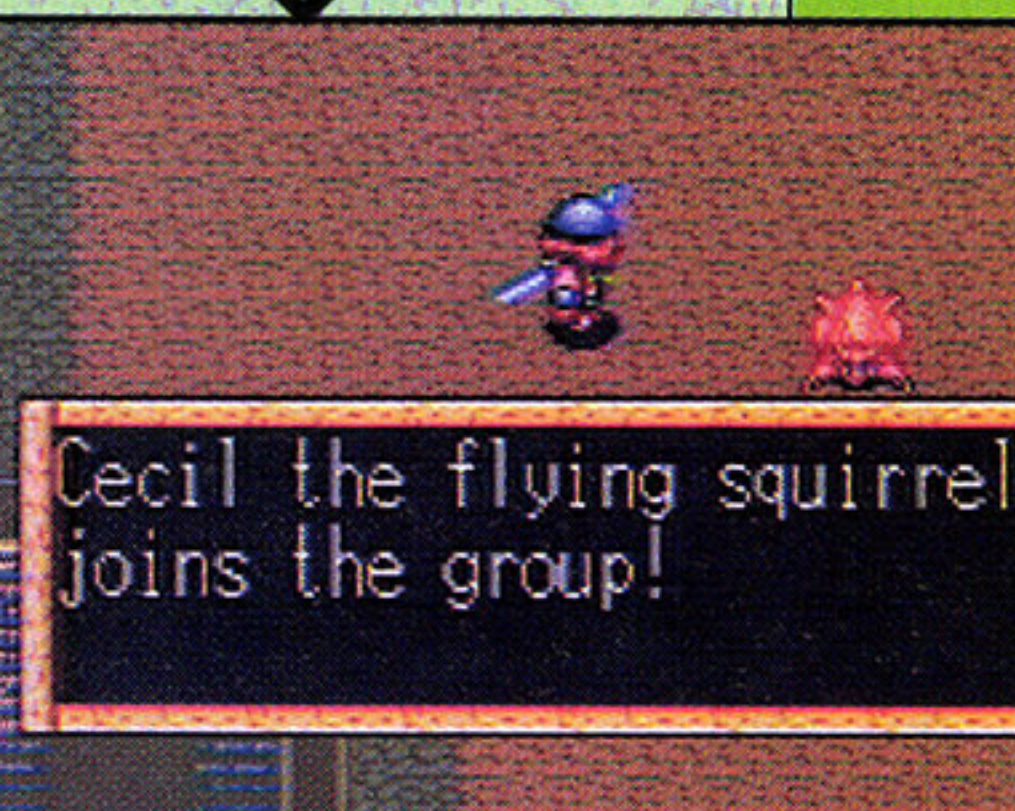
Now follow this map to the next stairs.



Now follow this map (yes, there are a lot of maps, aargh) to find the next boss — Shuffler.



To beat Shuffler you must keep track of the red flashing glob and slash it when they all stop.



Cecil the flying squirrel joins the group!

Once defeated, Cecil the Flying Squirrel joins your group and allows you to ricochet your sword off walls. Now go to Iris.

**IRIS**

THAT WILD IRISH R



Pass through this trap by hiding in the holes until the spikes have cleared, then go down until you come to a river of lava.



Now jump down these islands and to the right until you come to a row of impassable trees.



Use Cecil's ricocheting sword to activate these switches and turn the trees into a pool of lava.



Pay the hare to race Cheetah, then bribe the Cheetah to loose. Even in fantasy games, money talks.



Beat Cheetah and he joins your party making you walk faster and allowing you to pull off the accelerated jump. That's all the powers you need to go back and capture the gold medal.



You're turned into slime and attacked by sand-worms, but this you must tackle on your own. Be brave, and never give up!



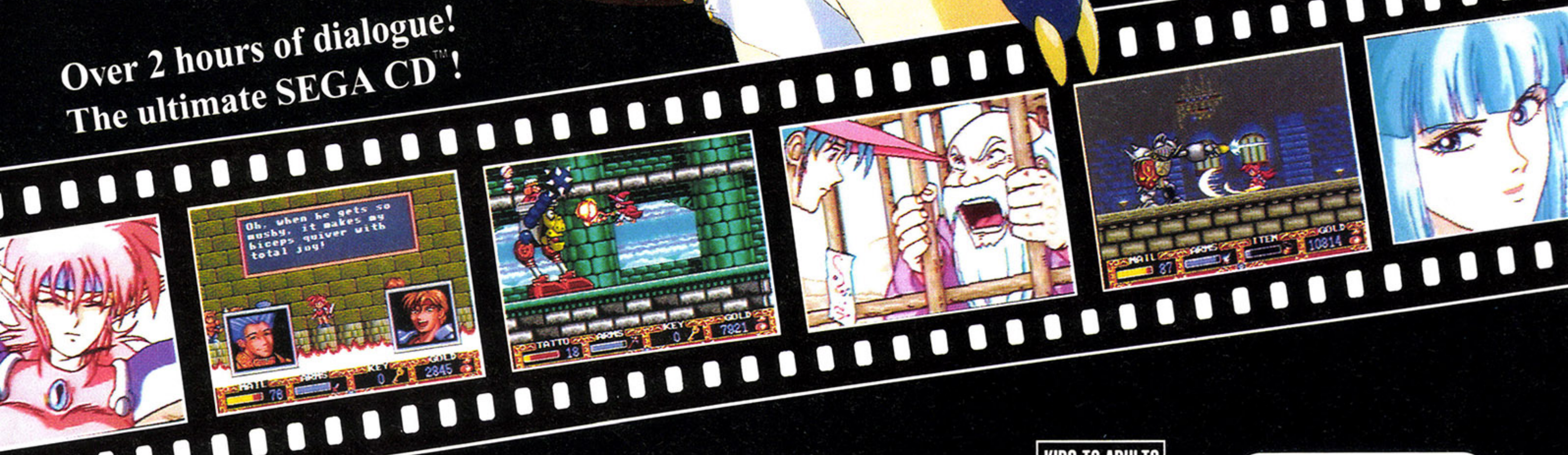
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# THIS DEAL IS

# INSANE



newsletter exclusively for subscribers





The boss of the water shrine is, well, a big crab. He's not hard to beat either, just use a sword, get in front, and keep hitting him.

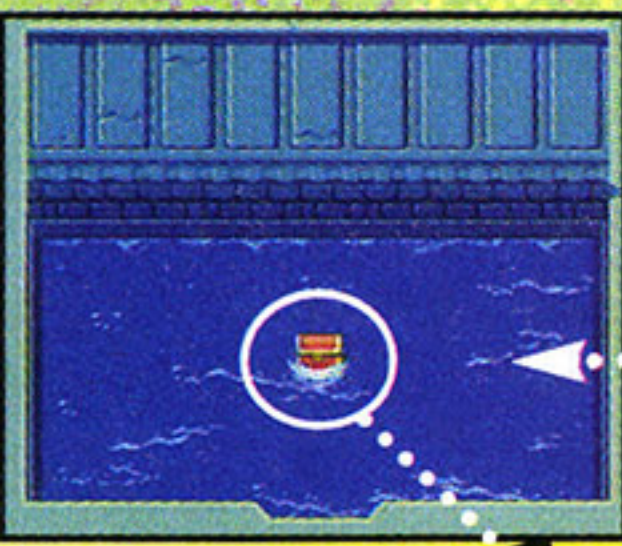
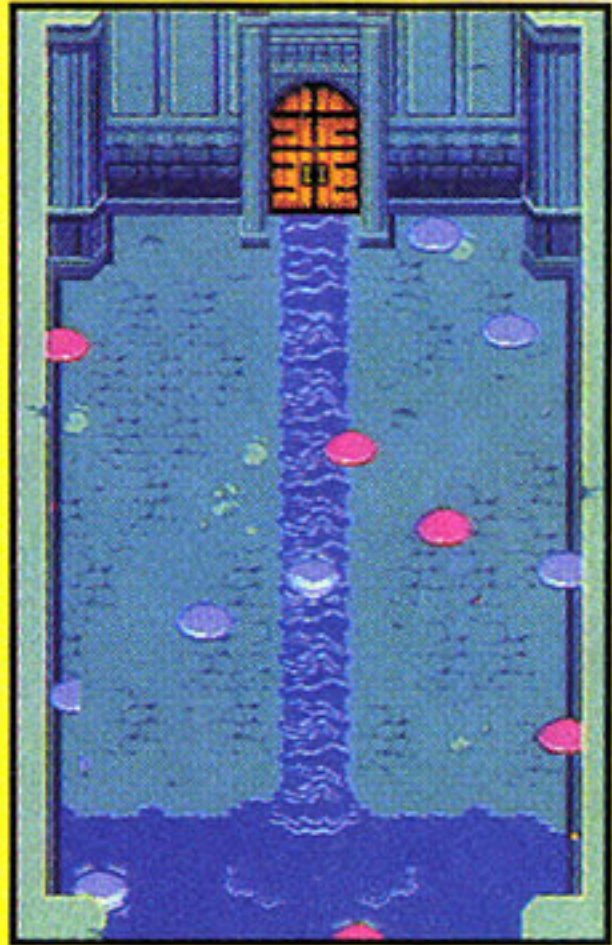
Hope you've practiced your long jumps. The only way across this room is to jump before the water hits you, then keep moving.



He found Dytto, a spirit of water who had been sleeping in the Water Shrine.

Beyond the boss is the Spirit Dytto. It's good to have a friend, and she can heal you and stuff, but she's almost the least useful spirit you find.

Slime... why did it have to be slime... One of the icky little guys holds the yellow key to the next room.

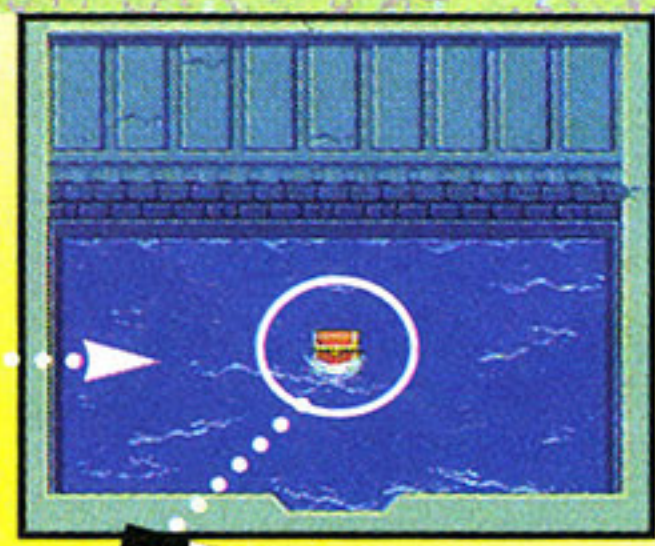


SWORD

The big guy at the top of the stairs has the yellow key. Ignore the chest on the left side of the room for now — you can't reach it without Shadow. Oh, and crawl through the grates for some goodies.



SHADOW GEM



ELIXIR

MEAT

# THE WATER SHRINE

ENOUGH TALKING AND WALKING, LET'S GET TO IT, SHALL WE?

Dodge when you enter the room, or the archers nail you. The door opens when they're dead, but you can be sneaky and crawl through one of the grates at the back of the room.

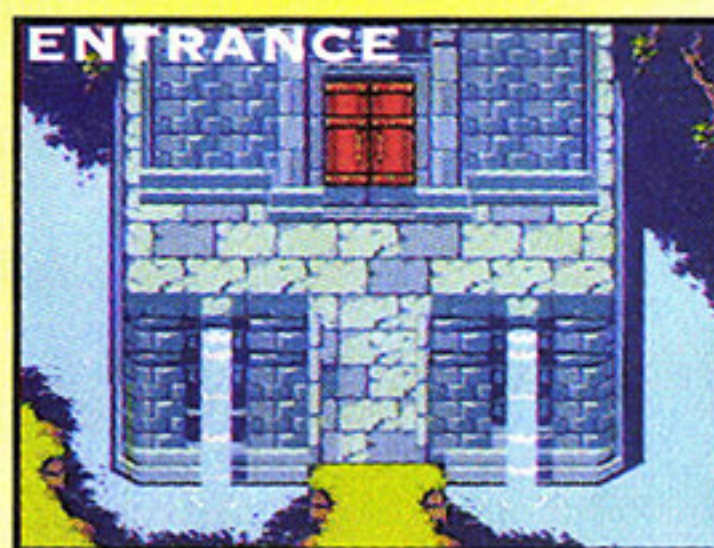


YELLOW KEY

Aw, your first key.



Ah — the entrance to the shrine. Beat up one guy and head inside.



The Fire Boss isn't as tough as he looks. Keep following him around, then hit him in the head with a sword. Watch out for the fire he spits (which you can also attack and kill), and stay out of the way of his hands, which come at you from the side.



Keep the Efreet with you whenever possible. Anti-social cuss that he is, he hits anyone that gets close. Cool.

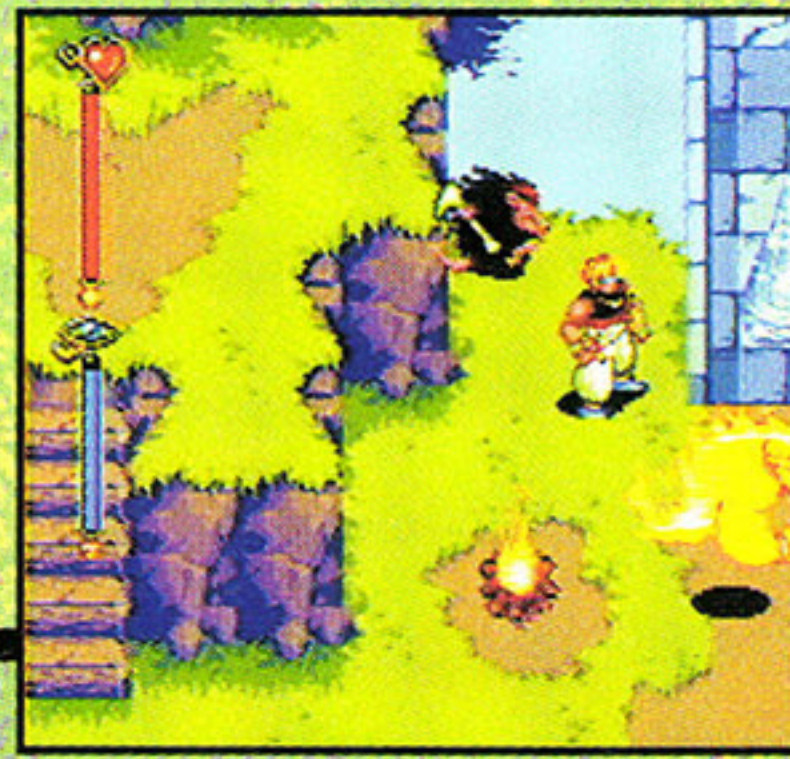


Efreet can also smash down the big ice crystals that get in your way. You can also blast them with bombs, but at this point, you don't have any, so let slugger do the work.



He found Efreet, a spirit of fire who had been sleeping in the Waterfall Shrine.

Within the cave is the Fire Shrine, where you find the Fire Spirit, Efreet.



# MAPS BEYOND BELIEF!

## GO BEYOND OASIS

WITH PART ONE OF OUR SUPER STRATEGY!



After months of trudging through fetid swamps and the darkest depths of the Earth, Jeff Lundrigan finally came out of the bathroom long enough to grace us with yet another strategy-packed gem.

Reviewed: 8#4, Score: 75%

Not much time to waste here, gotta keep moving. All those spirits... locked in the armlet... they won't rest... they're taking me over! AAUUGGHH! But all seriousness aside, the many dungeons and caves of *Beyond Oasis* can be odd, puzzling, and a downright pain to get through. So the ol' Luckster himself has thrown together enough maps and tips that it's almost like leading you by the hand until you reach the Sunburst Pendant.

I know, I know, there's still plenty of game to go, but maybe if you're all very good, eat your vegetables, and do all your homework, you can think of this as 'Part One.' Until next time... **GP**

WATERFALL  
HEY, IT'S A FIRE GUY. GO



"My bubbles can open this gate, waster."

Dytto opens the waterfall for you — hey, maybe she's good for something after all...



The left hand button drops a rock, then rolls the rock over the right button to hold the door open.



RED GEM

Ok. The big guy has the key to the next door. Roll the boulder so it covers the button and turns on the steam, then use the steam to summon Dytto (assuming she isn't still hanging around), and put out the fire.



Things haven't gotten tricky yet...



# CAVERN

THE FIRE GUYS...

Snakes! Slime! Bats! Ugh! You have to move to the next room to reach the chests.



It's the entrance. There's nothing there. Keep moving.



# BEAST CAVE

IT'S NOT TOO TOUGH TO CROSS, BUT COME BACK LATER.

You can use an arrow to flip the switch and shut off the spears coming out of the wall, but it's not too tough to get by them anyway.



Roll the boulder over the button to hold the door open, and take advantage of the torches to summon Efreet — he's handy in the next room.

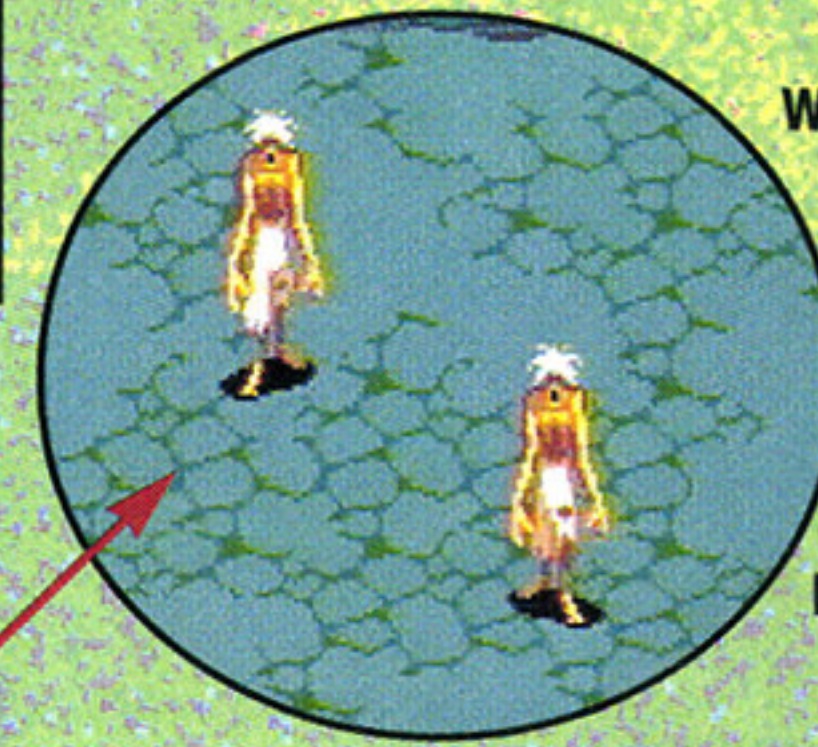


See, you needed that green key. The right gate can only be opened by the Plant Spirit, Bow, who you're a long way from finding. Skip it and come back later.

OK. Now, if you kill the big guy, the scenario ends and you wind up on the ship, so open the chests first, then kill everyone.

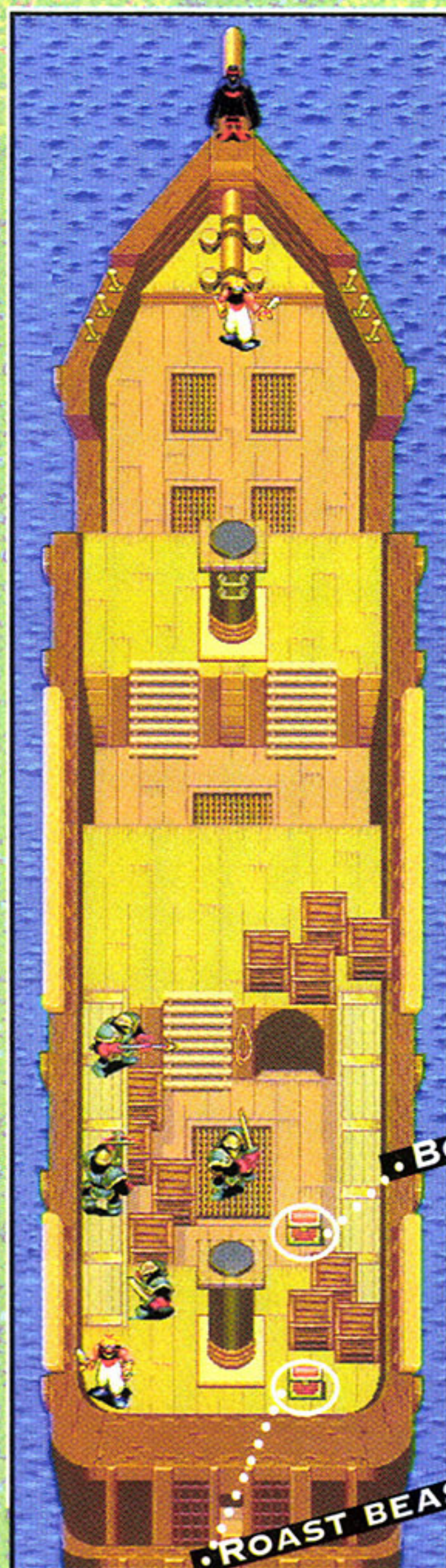


You're instantly attacked from all sides. Glad you've got Efreet on your side yet? Kill all the enemies and a secret chest drops containing a Fire Gem. Use either a bow or bomb to flip the switch and open the door.



When you come back, you find a room filled to the brim with nasty creatures, but if you can beat 'em, there's bounty to be had — one of each kind of spirit gem.

The area leading to the entrance has a few tricky spots. It's easiest to get past the guys throwing bombs by running up the stairs. The guy with the sword next to the gate has the key to get in, but don't forget to grab the key in the chest.



This deck is pretty simple, just remember that as you jump to the next deck heading forward, you can't go back, so grab everything before moving on.



"I am Silver Armet. You cannot stop me, and you will be sorry you tried!"



And Lo! It's Silver Armet. After a few nasty words, the caped one summons a couple of gargoyles and leaves. Keep moving until one of the leathery meanies swoops down, then move in and hit it before it can rise again.

Use the torch to summon Efreet again — you need him. About a dozen enemies are going to attack you from 'secret' rooms to the right. Flip the top switch to open the door.

# THE SHIP

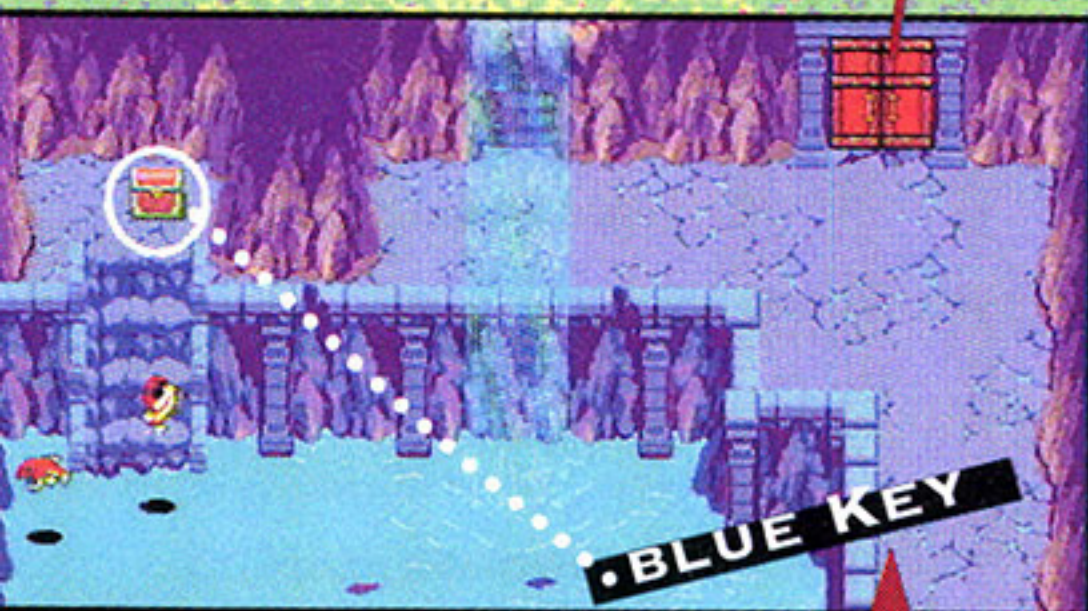
A LITTLE SAILING BRINGS YOU YOUR FIRST GLIMPSE OF THE EVIL SILVER ARMLET GUARDIAN.







The lower chest has bombs, so drop one on the button below to reveal chests with a Fire Gem, Broad Sword, and Garlic. Hop down and use another bomb to light the right torch and open the door.

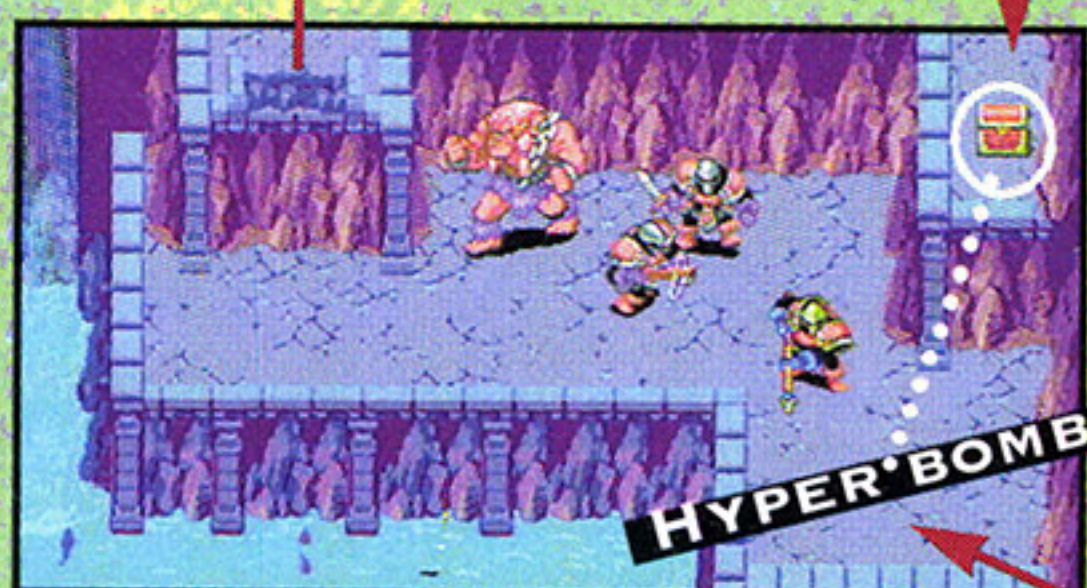


Run against the current to reach the chest, then you have to start back at the bottom.



OK, once you've found the Blue Key, you can come back here. Kill everything, and you find Chests with a Fire Gem, a Water Gem, a Dytto Call, and an Efreet Call. Also, you can reach the chest in the room to the lower right.

Kill everything to make the stairs appear. Don't sweat the chest. You can only reach it from Room twelve.



Chances are you don't have a Blue Key yet, so use the torch to call Efreet and go back to Room three and smash the crystal.



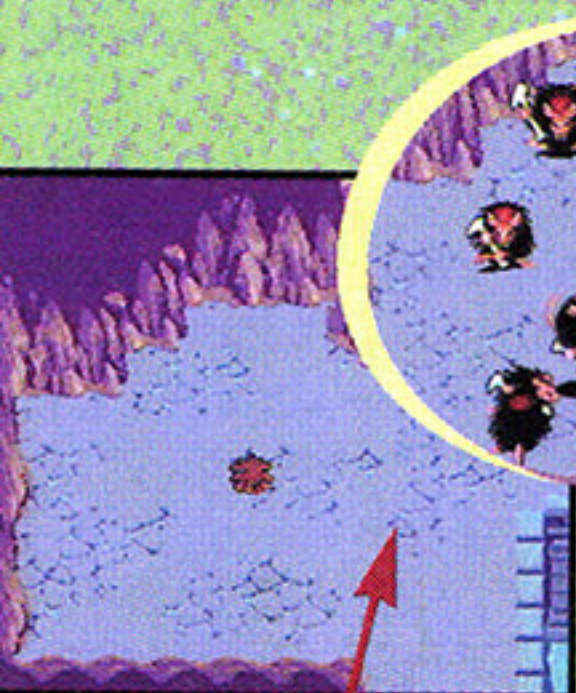
Yee-haa! The Sunburst Pendant!



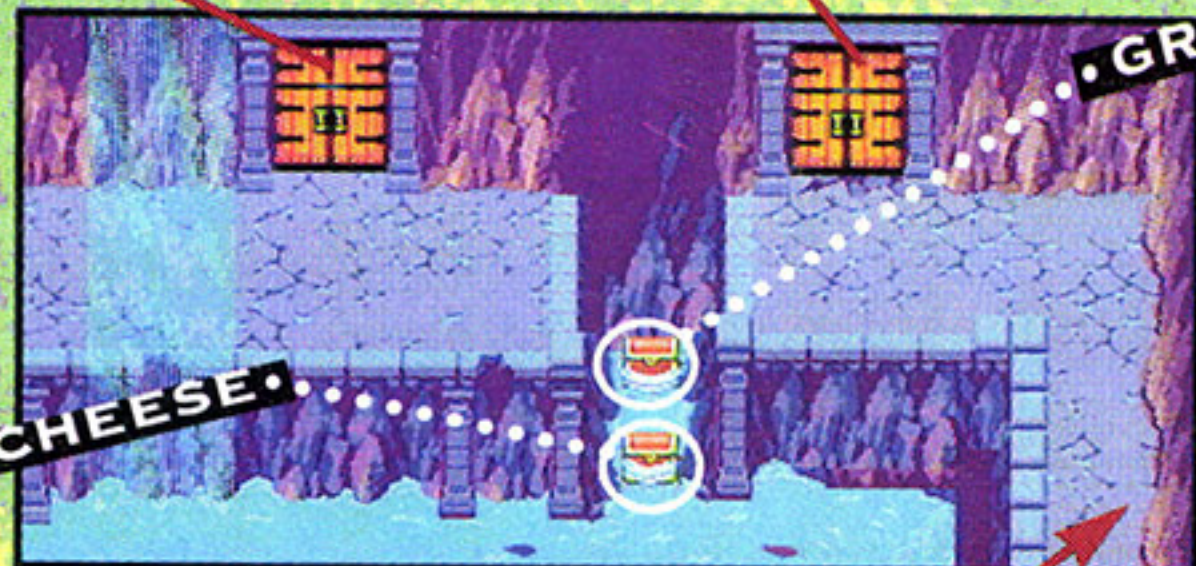
The rock boss is easy to get by. Hopefully, Efreet is with you, and things go pretty smooth. Otherwise, you know the drill — grab a sword and pummel his face, just keep an eye on your meters and take something when they get low.



Ok, here's what happens — when the fire is lit, a whole horde of rats will fall from the ceiling. Kill them all, and you find a chest with a Toadstool.



Looks dull doesn't it? Use a bomb or Efreet to light the fire and see what happens.



Hop down into the water to open the chests. The water carries you back to the previous room — just shut off the rocks again and come back here.

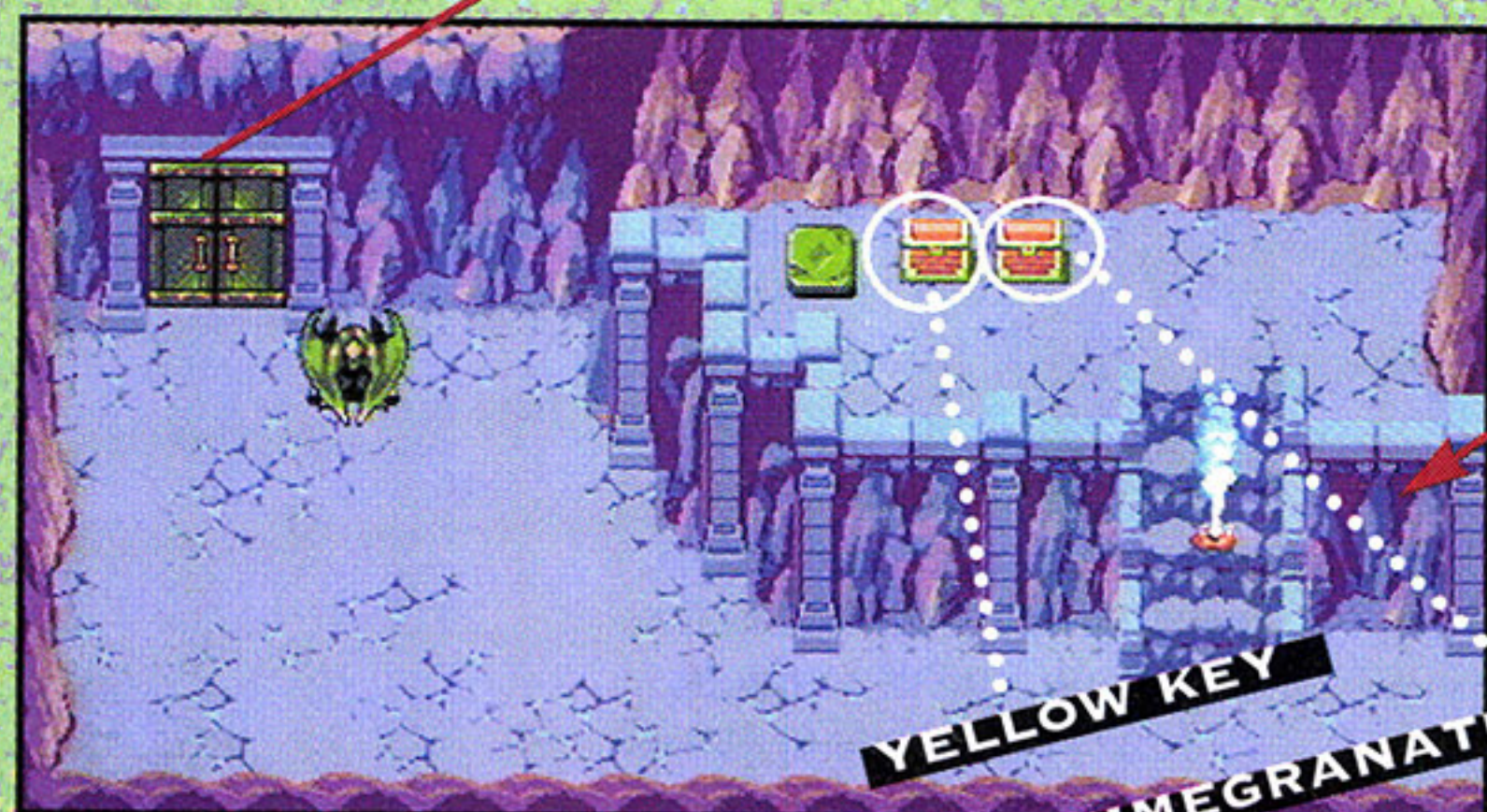
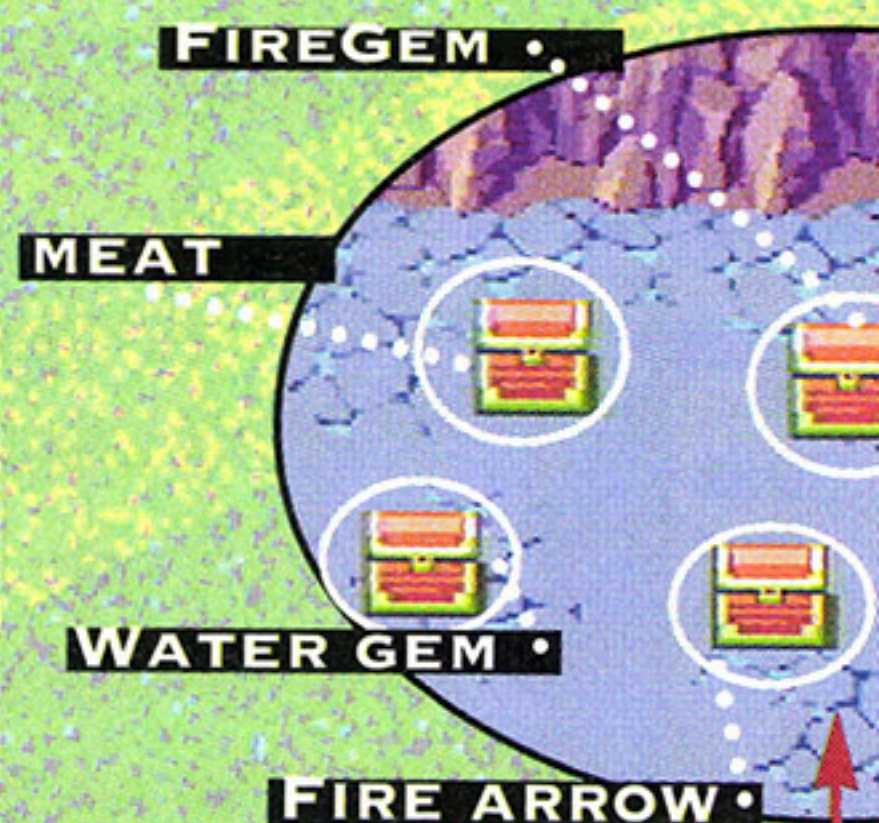


The trick here is to destroy all the ghouls, then flip the switch so the button pops up again and the falling rocks are shut off.



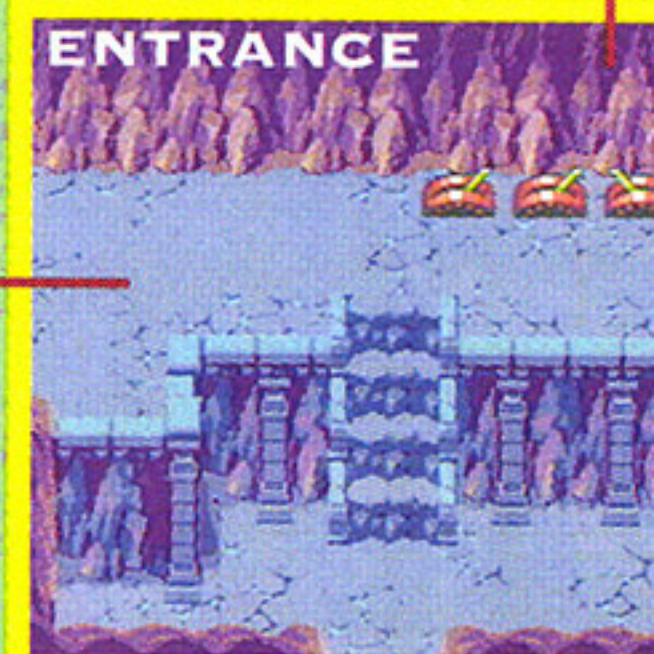
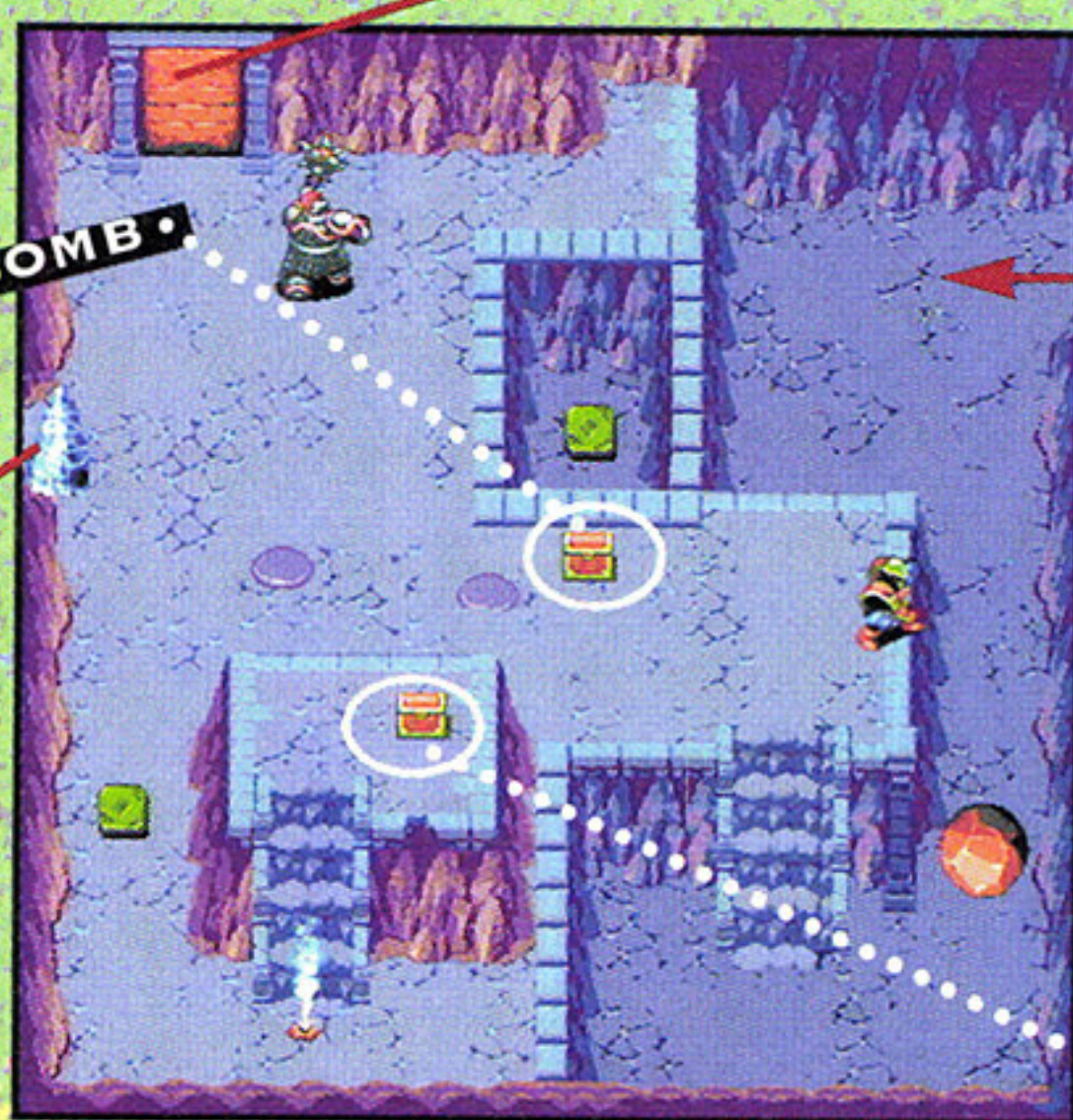
Efreet can make getting through the ghouls a lot easier — he kills 'em with one punch!

The button in the water shuts off the bombs and rocks falling from the ceiling.



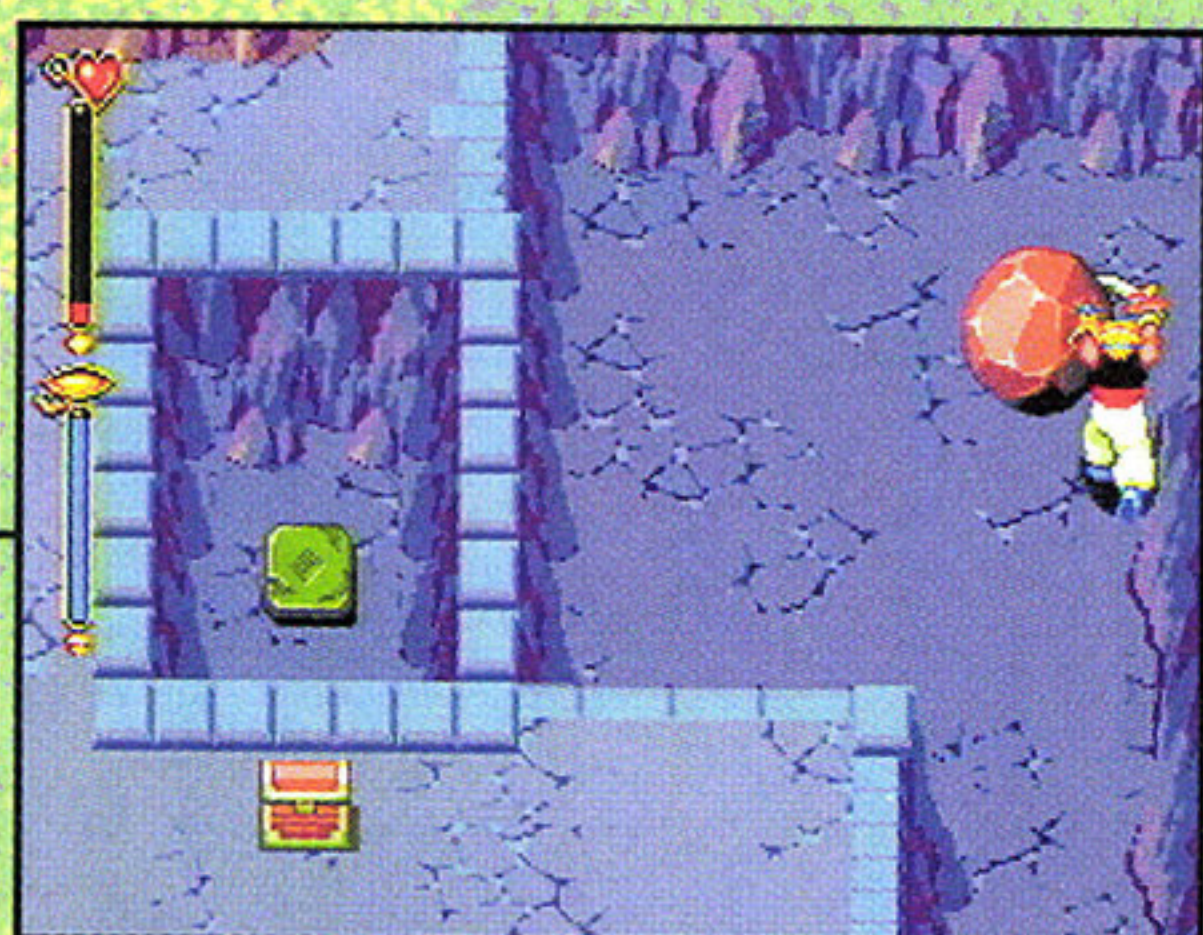
Defeat the Gargoyle to shut off the steam and let you reach the chests.

Stay calm. You've got some work to do here. First, kill everything, rolling the boulder south so you can get by, but DON'T let it hit the wall — you need to push it back! Get the bombs from the chest and toss one down the well to get a secret chest with Roast Beast. Once you've gotten the Green key, if you've got Efreet with you, use him to smash the crystal and go that way. If not, use the key now and move on.



There's a secret door here — flip the two outside switches to open it.

GREEN KEY



Here's the trick. When everything's dead, roll the rock back toward the top of the room to the entrance. CAREFULLY walk around it and push it to the left, then back down (you don't want to exit the room by mistake!). Only when you push it away from the right wall can you get behind it, roll it up the stairs, and shut off the steam so you can reach the key.



# WILDERNESS CAVE

HERE'S WHERE THINGS GET STICKY.

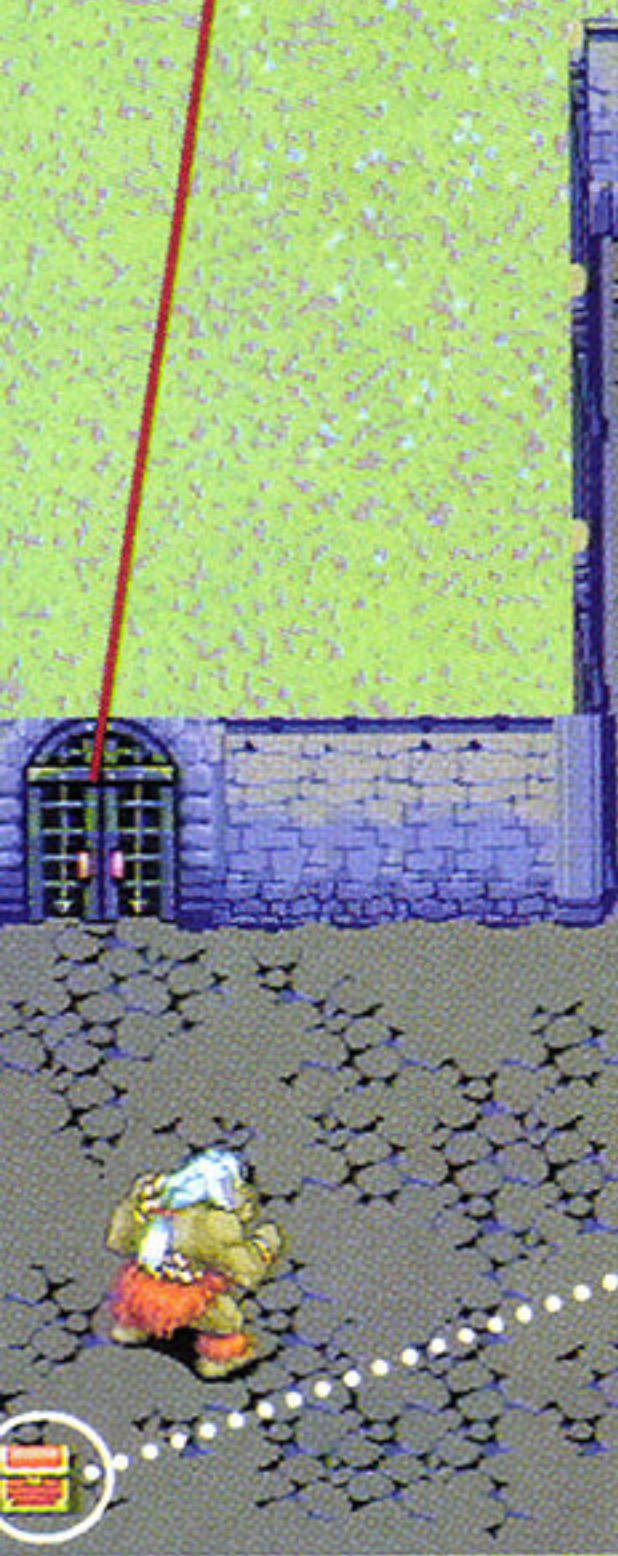




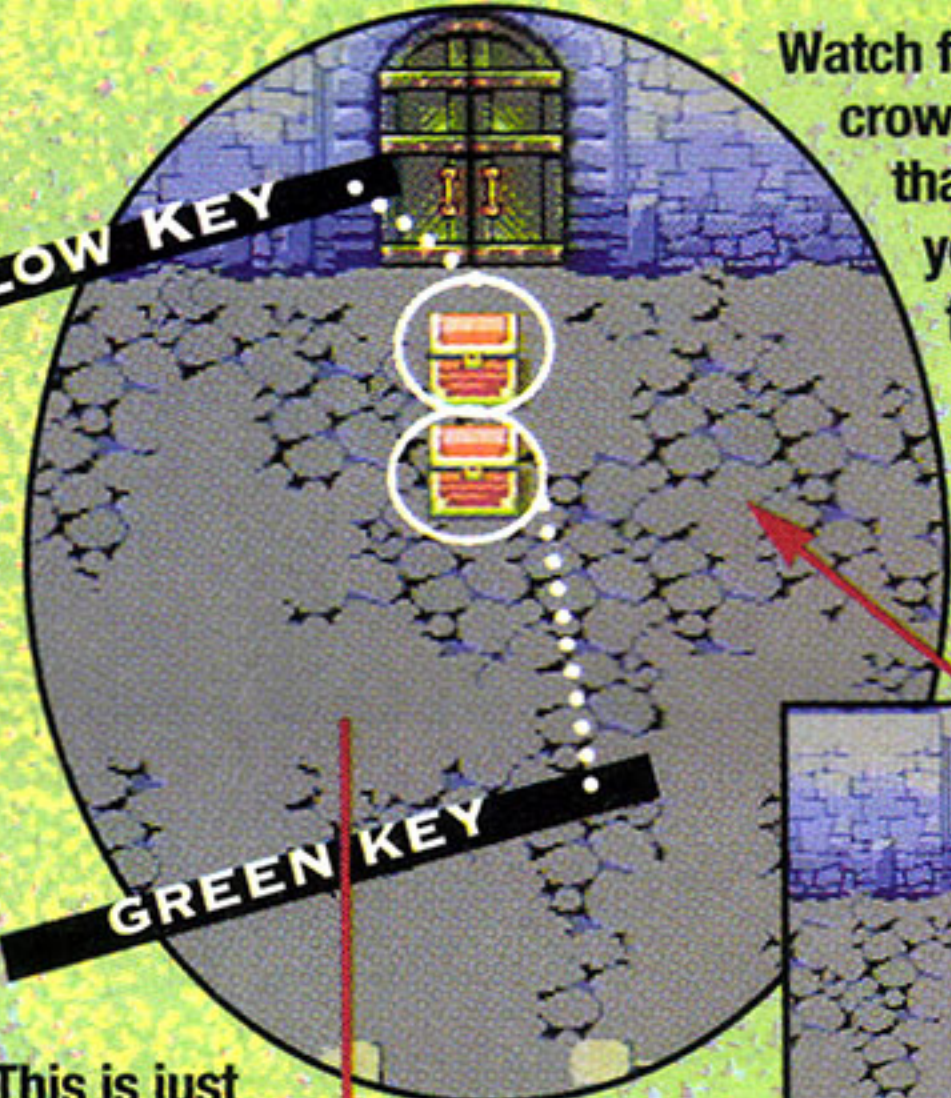
This is just what it looks like. If you wait at the top of the second half, the soldiers kill themselves on the spears trying to get to you. Funny, huh?



A whole lot of bombs are going to drop from the ceiling. Stand back and wait for them to go off.



Head for the big guy and the chest, and a whole bunch more enemies join the party. Take care.

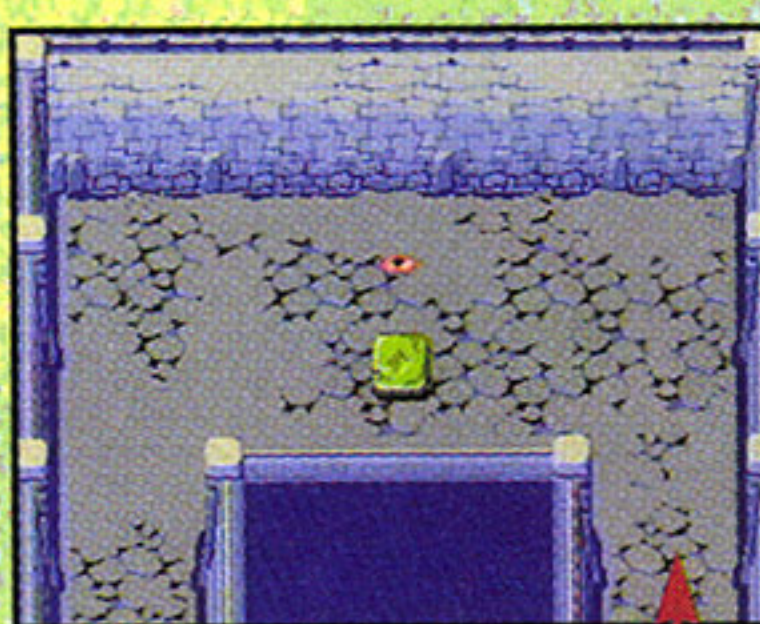


YELLOW KEY

GREEN KEY

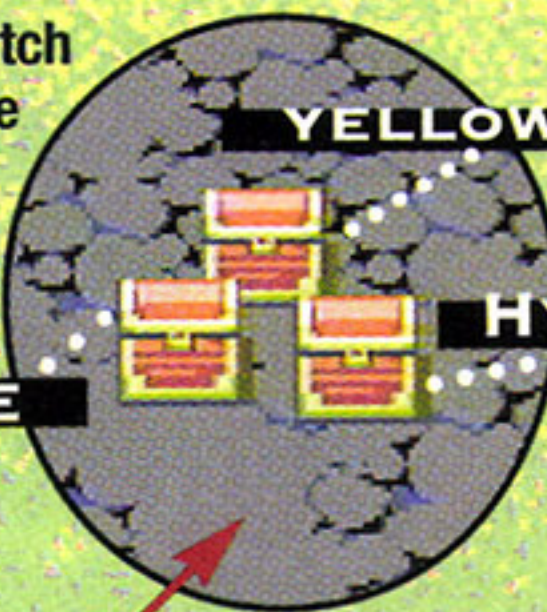
Watch for the crowd of guys that attack as you go for the chests.

Don't touch the button. It turns on the steam so you can summon Dytto, but it also makes rocks fall from the sky. Bad trade.



Oh, and watch out for all the robots that show up.

LETTUCE



YELLOW KEY

HYPER BOMB



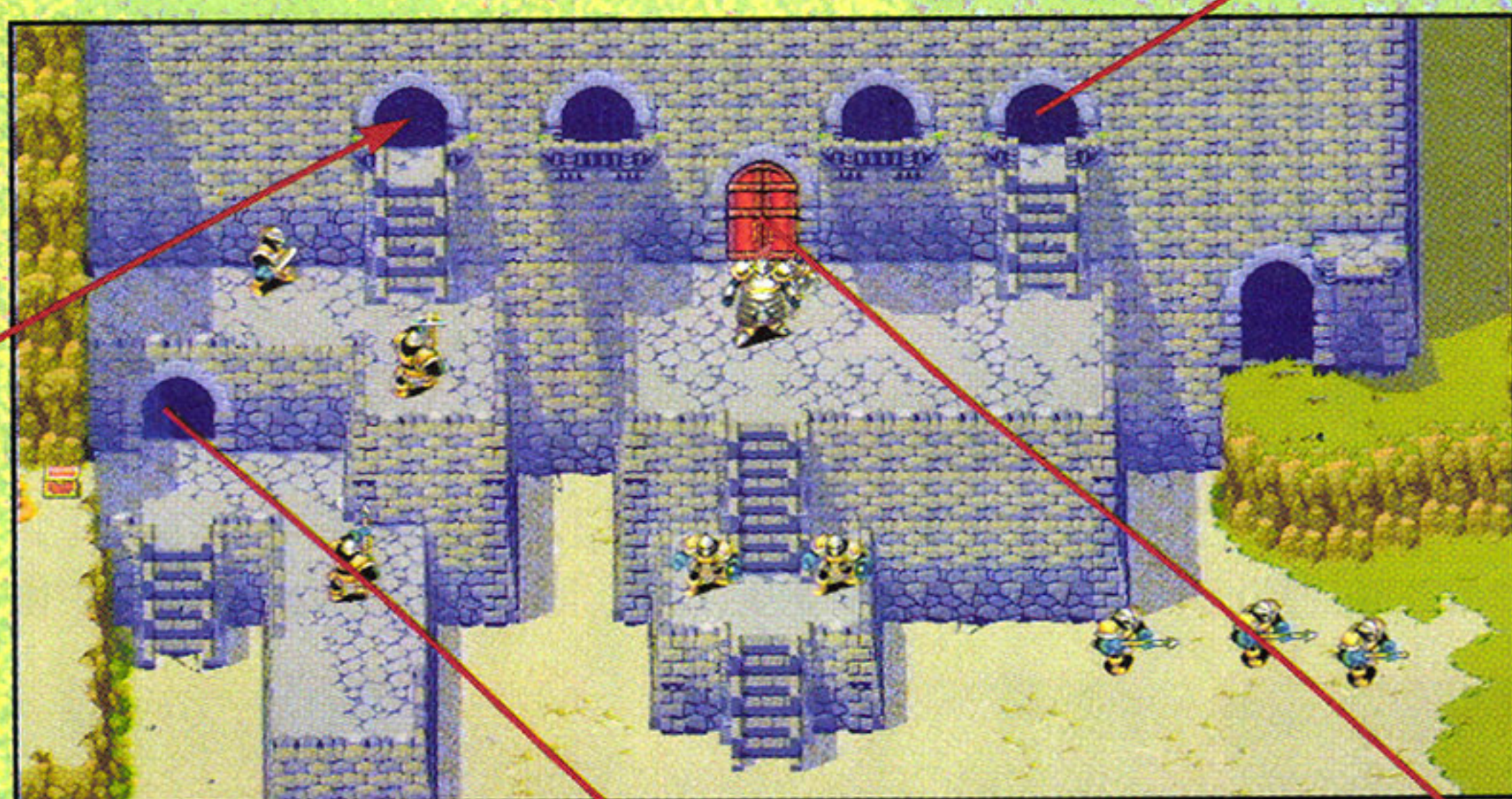
Get the key, take the left door, then come back.



ENTRANCE

YELLOW KEY

There's a choice here, and you've only got one key, so take the right door.

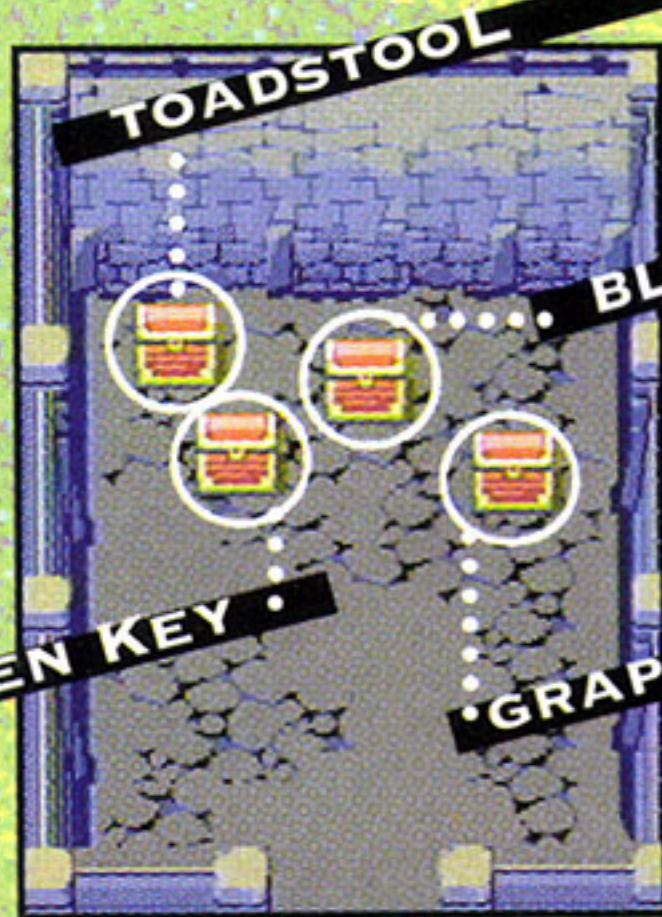


Welcome to Wall Mountain. Take a good look at the outside here, because you're going to see it few more times before you move on.

# WALL MOUNTAIN

A WELL NAMED PLACE, YES?

What? A room where nothing attacks you? Gee, watta relief.

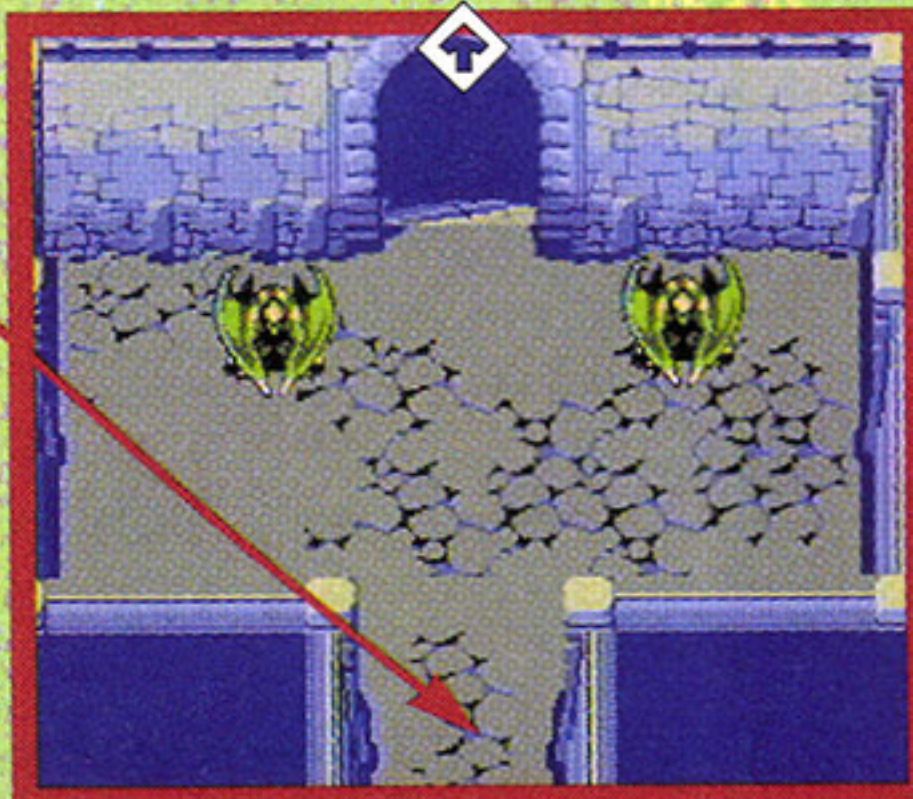


TOADSTOOL

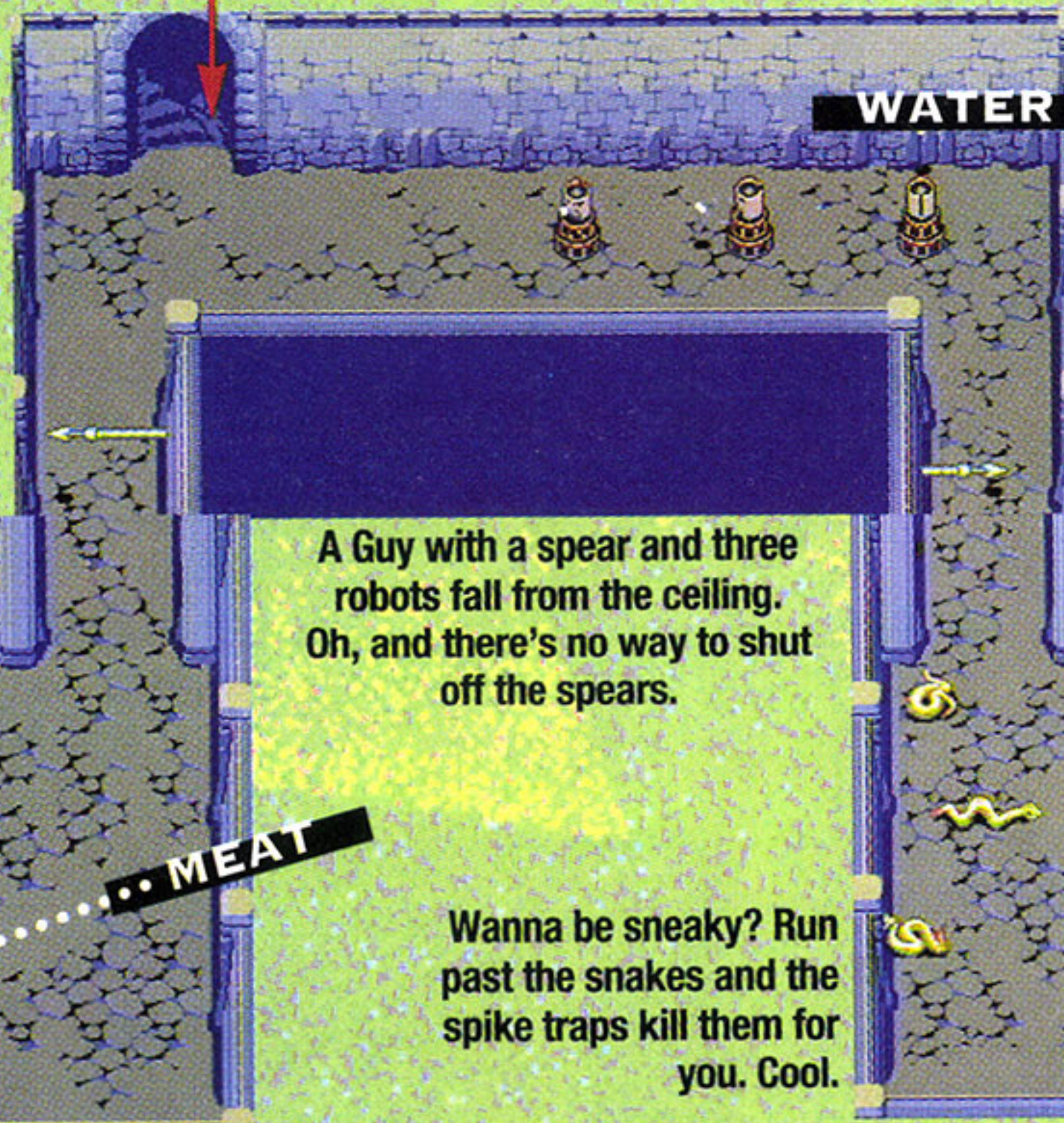
BLUE KEY

GREEN KEY

GRAPES



Get by these gargoyles and you're home free — well, almost. There's a corridor full of enemies on the other side, but from here on, you're on your own.



WATER GEM

BLUE KEY

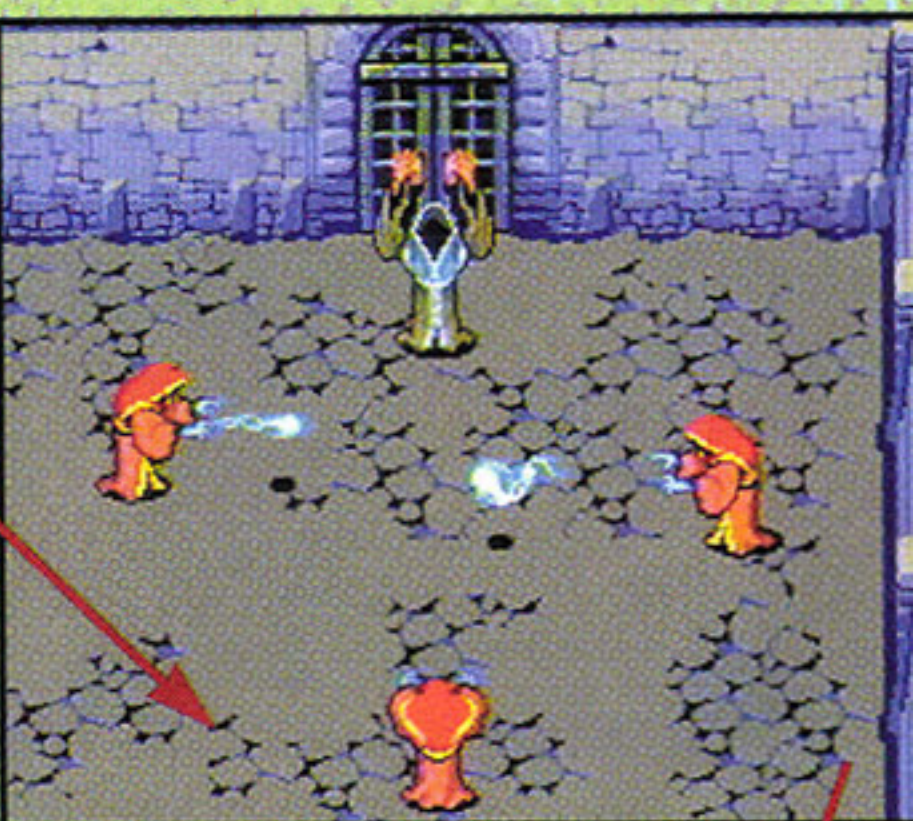
POMEGRANATE

A Guy with a spear and three robots fall from the ceiling. Oh, and there's no way to shut off the spears.

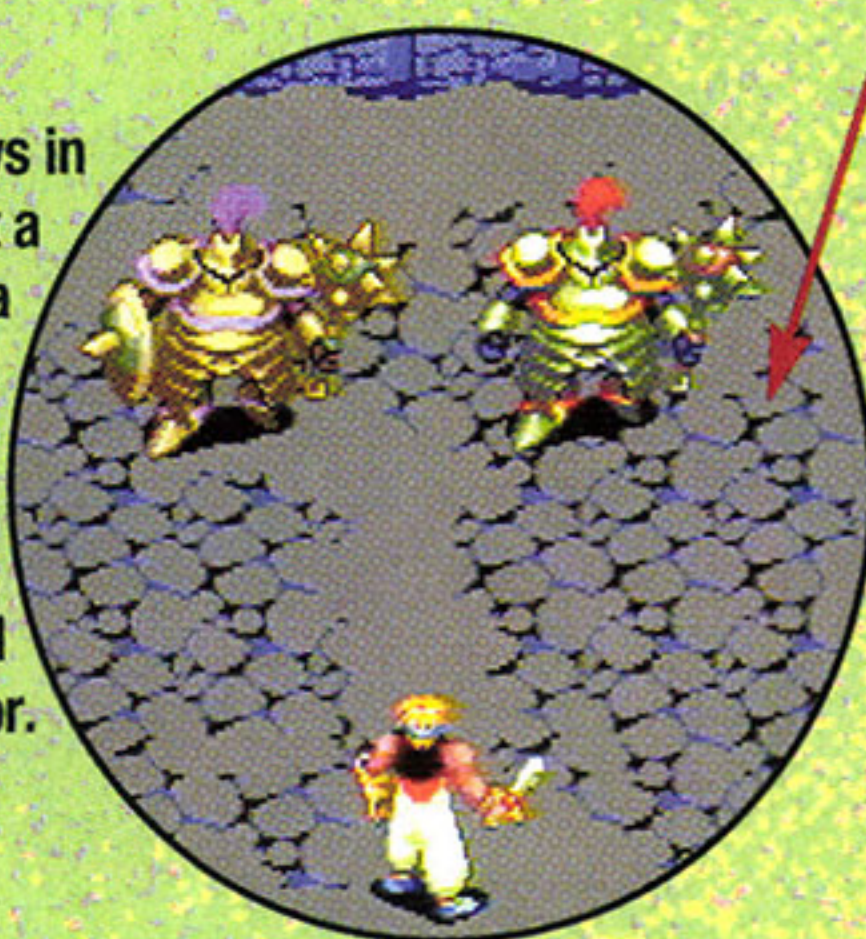
Wanna be sneaky? Run past the snakes and the spike traps kill them for you. Cool.

MEAT

To kill the mages, just stand next to where they appear and keep attacking. When they're dead, the Red Key you've been waiting for appears.



Kill all the bad guys in here and you get a real bounty — a Water Gem, Broad Sword, Dytto Call, and Fire Gem. Now go back outside and head for the Red Door.





# METAL HEALTH

WE REVEAL THE NUTS AND BOLTS BEHIND METAL WARRIORS!!!



*When we caught him drinking Pennzoil during his lunch hour, we knew Doug Brumley had been working too hard.*

Reviewed: 8#4, Score: 74%

**W**ell folks, I've seen the future, thanks to Konami's *Metal Warriors*. There's some good news and there's some bad news. The good news: Earth has come together under one political system — a democracy called the United Earth Government — and the quality of life has been bolstered by improved technology. Now for the bad news: the Dark Axis, led by Venkar Amon, has its sights set on Earth

after taking over several of the galaxy's smaller, weaker planets.

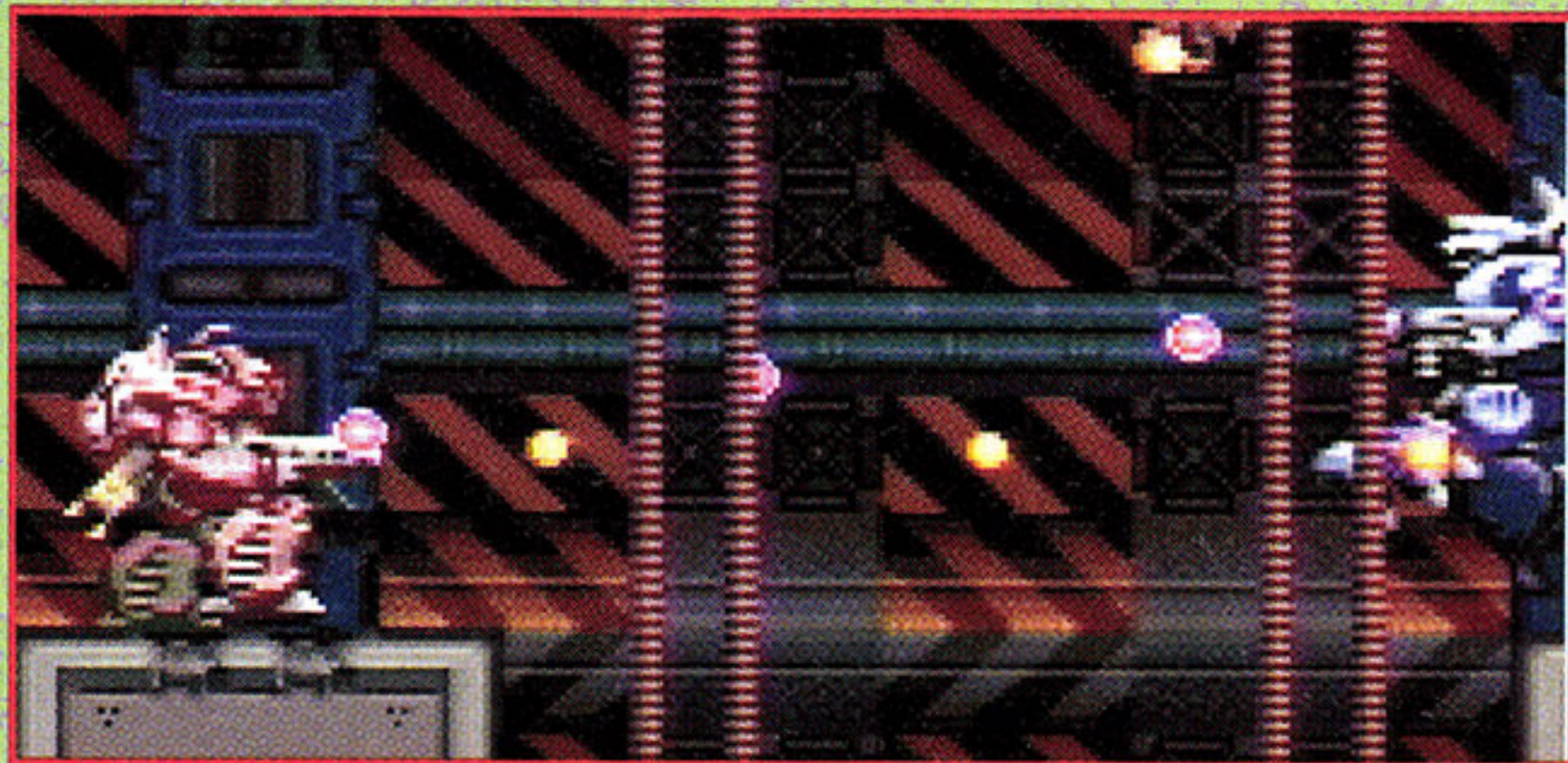
Piloted robotic suits of armor called battle-droids have become the weapons of choice. Now it's time for you to test your metal, so to speak, and save the Earth from the Dark Axis forces. To increase your odds of success we've hand-crafted a four-page battery of tried-and-true strategies. Think of it as a companion to your battle orders, and don't leave Earth without it! **GP**

## CARE FOR AN APPETIZER?

There's nothing too difficult about the first level. You do have an objective, but the mission's mainly a chance to acquaint you with the Nitro suit, and let you get a taste for the action.



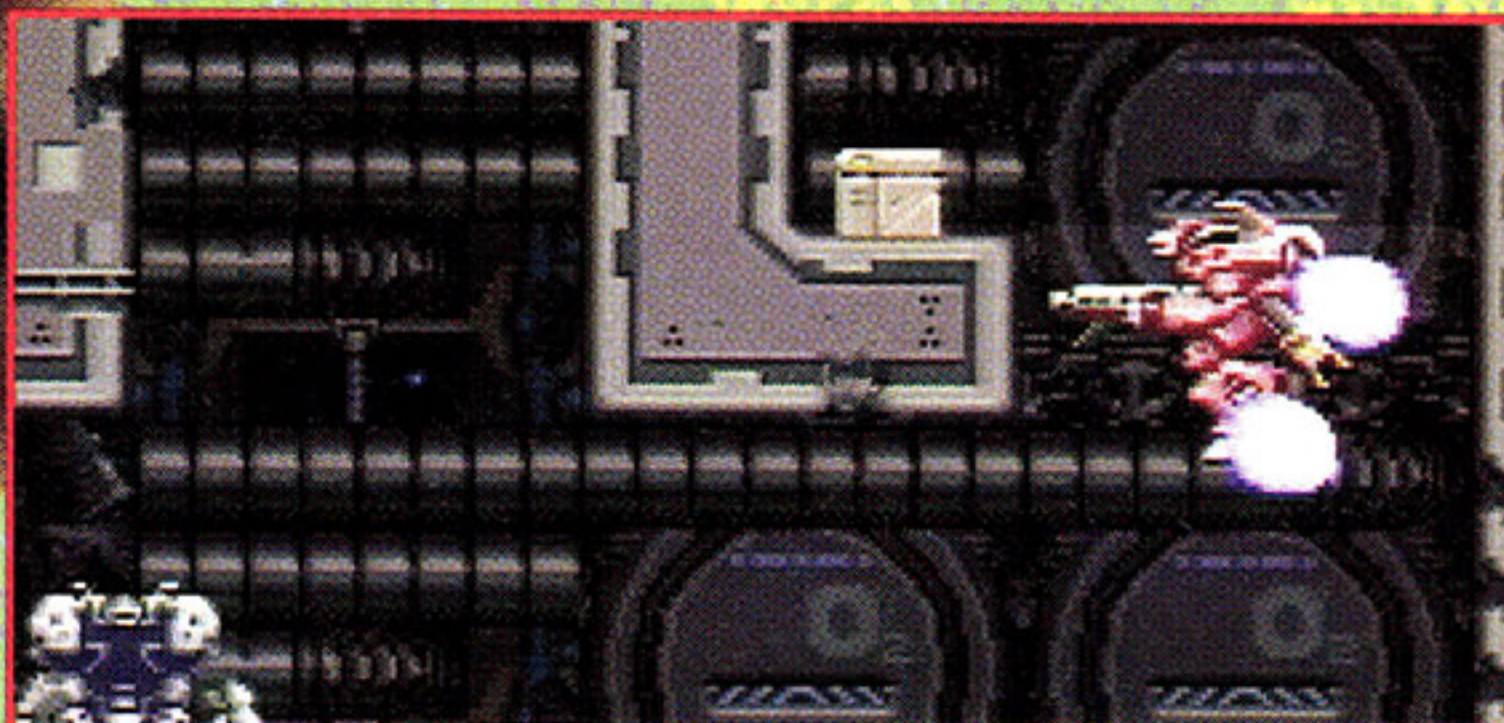
There are no energy bars to clutter up the screen. Instead the suit itself becomes darker to indicate damage. Eventually the unit begins to spark, before finally losing its arms (offensive power). Your best bet is to bail out and look for another suit.



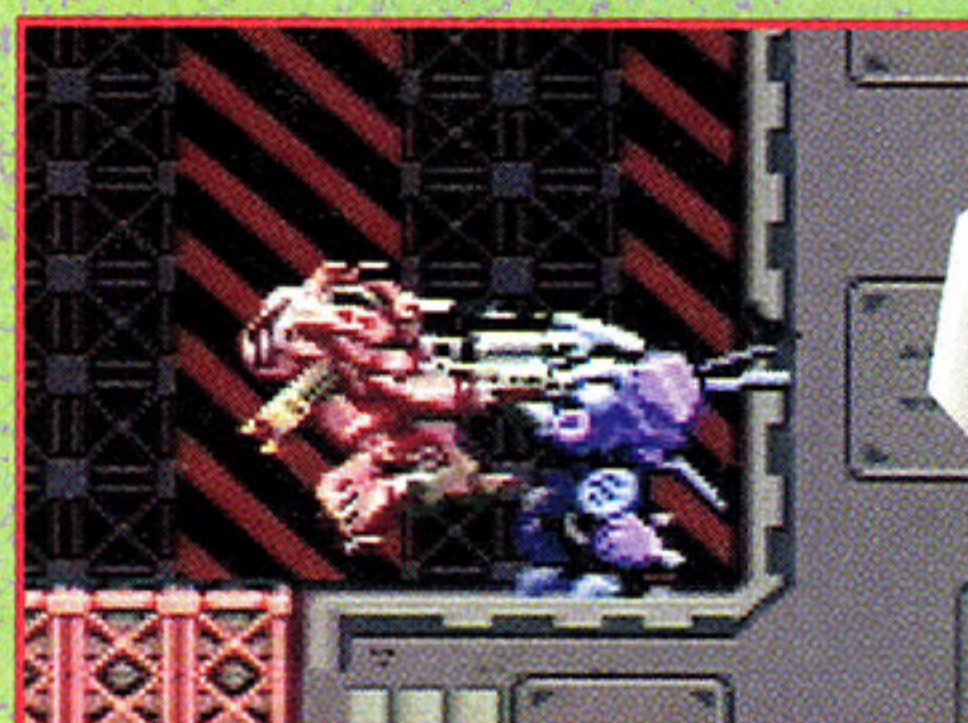
The Nitro suit's fusion energy cannon isn't as strong as the beam sabre but it lets you fire away from a safe distance.



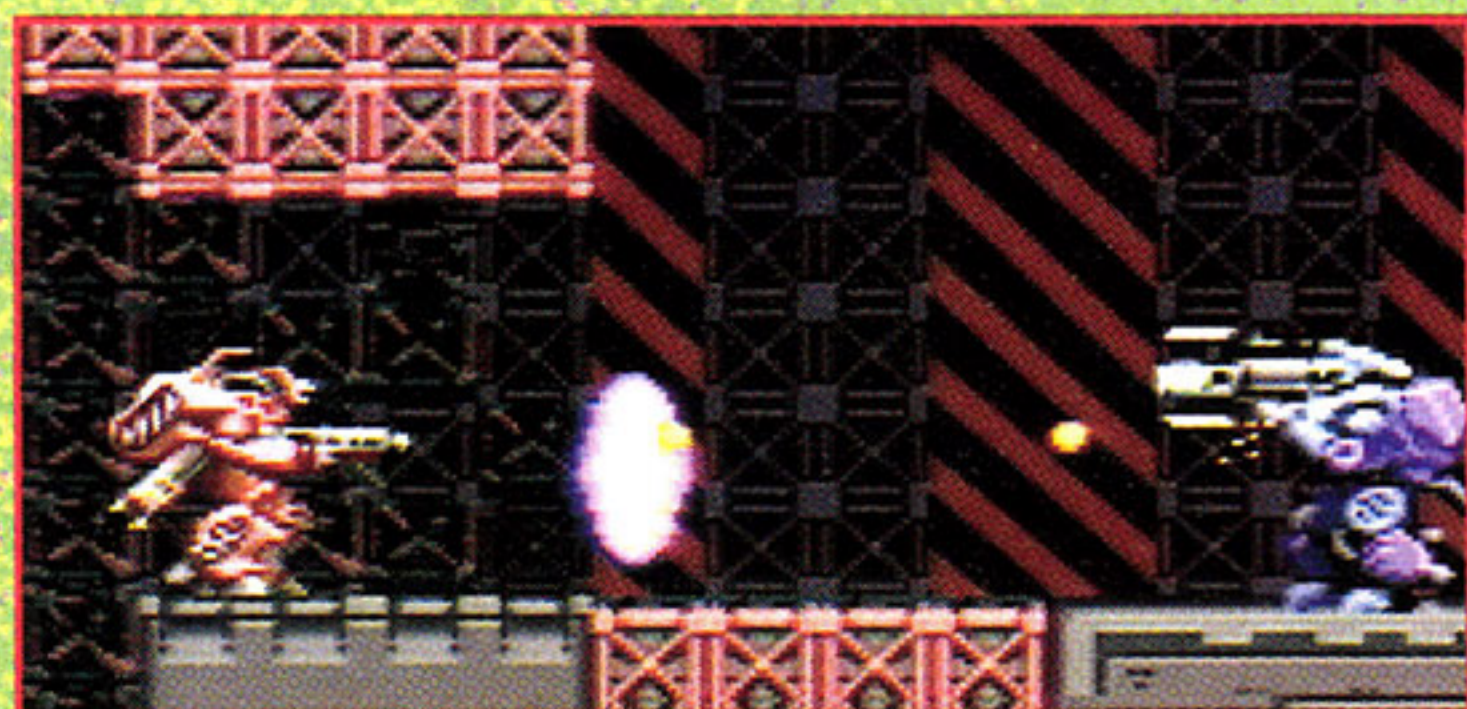
Since your gun can only aim at certain angles, the easiest way to kill off the little pests is with your beam sabre.



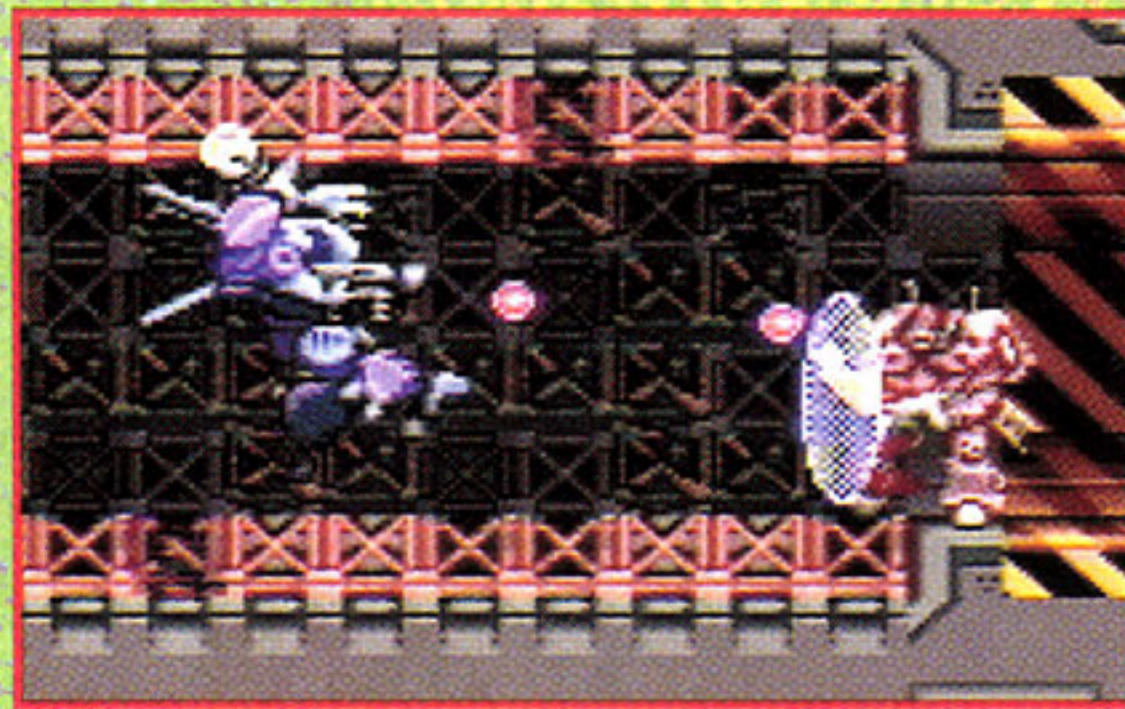
A flight pack allows Nitro to escape dangerous situations, and even find power-ups that other units can't reach. Land next to foes and deliver quick sabre swipes for a sneak attack.



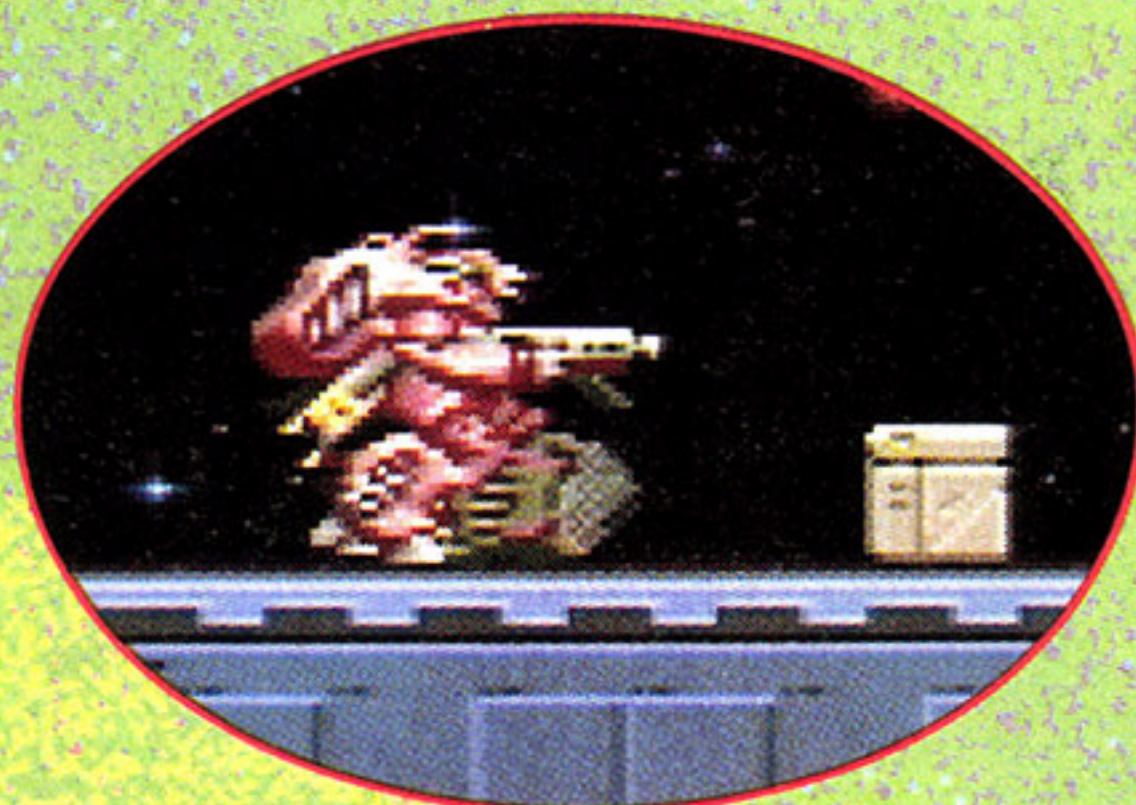




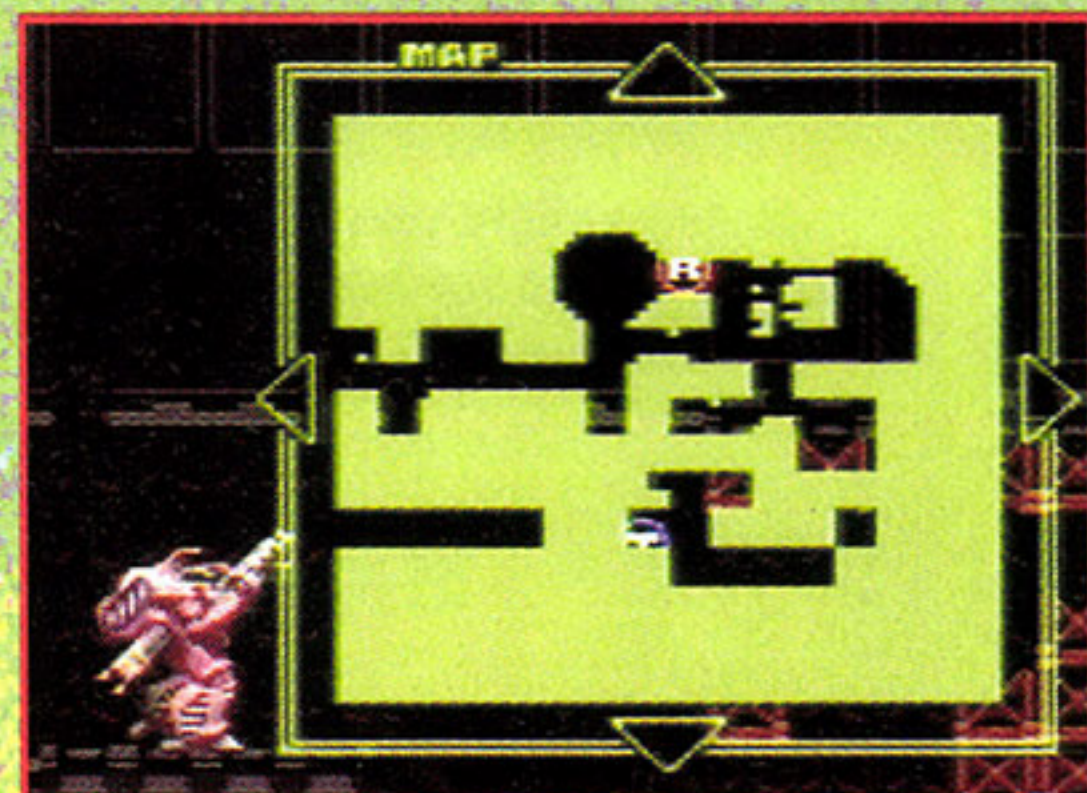
Don't underestimate the usefulness of Nitro's shields. The X button sets up a temporary shield that you can safely stand behind and fire. And when you hold the R button, a handy single-direction shield is used. Very handy!



The ports generate power-ups, so learn where they are located. When you take a large amount of damage, make a run for the port and 'Shazaam,' you're back to full health.



Always be on the lookout for gray power-up boxes. They contain everything from a health recharge to a rocket launcher, and the effort to get to them is usually well worth it.



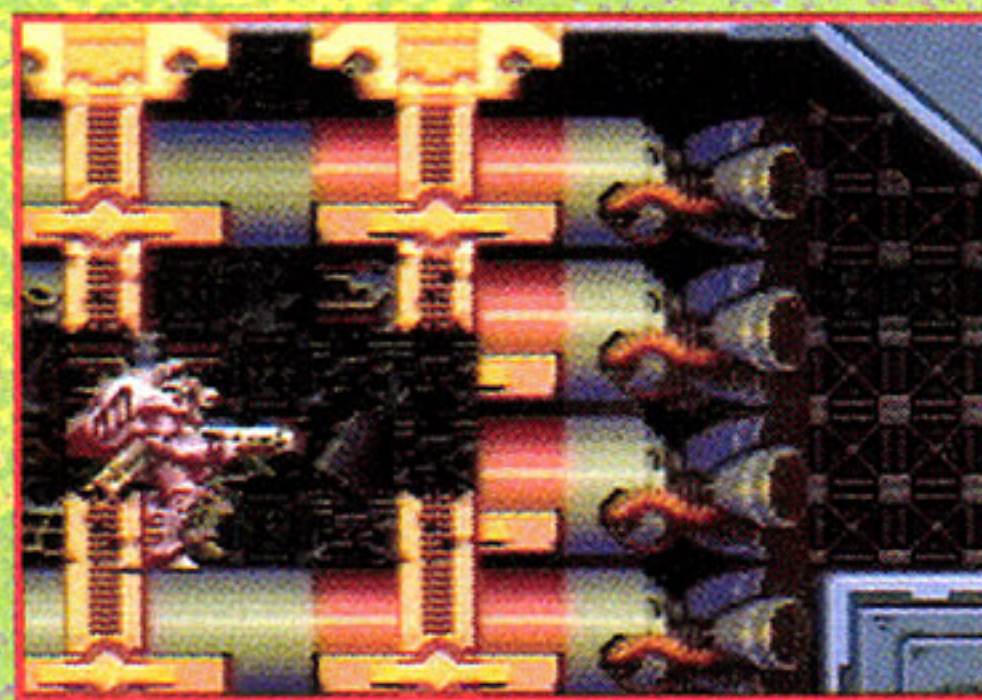
Pause the game to take a look at a portion of a map of the current level. Use it to see how close you are to your target and to find secret chambers.

## ALL ABOARD!

Mission Two offers a bit more challenge, as you're asked to board an Axis supply ship and fight your way to the bridge. You must leave the security of your suit behind to take control of the ship.



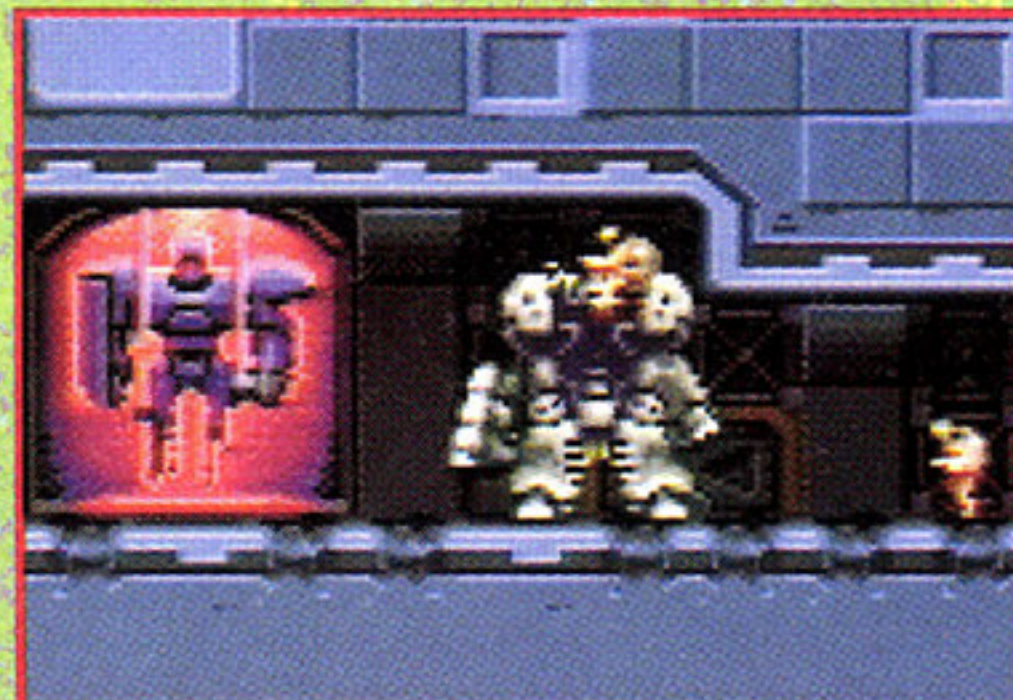
To finish off pairs of heavy guns, line yourself up at a safe diagonal where you can hit one, then continue to hit the next one when the first one blows.



Rocket launchers are valuable items in Mission Two — not only as an offensive weapon, but also to destroy walls and obstructions that stand between you and secret rooms!



The key to beating the Havoc units is pinning them down with gunfire. If you're patient, you can just wait until they explode, or you can rush them while they're blocking and kill them with the sabre.



Always be sure to leave your suit in a secure area away from any other humans or doors. This isn't too important at the end of the second mission, but it's a must in later levels.

## BETWEEN A ROCK AND A HARD PLACE

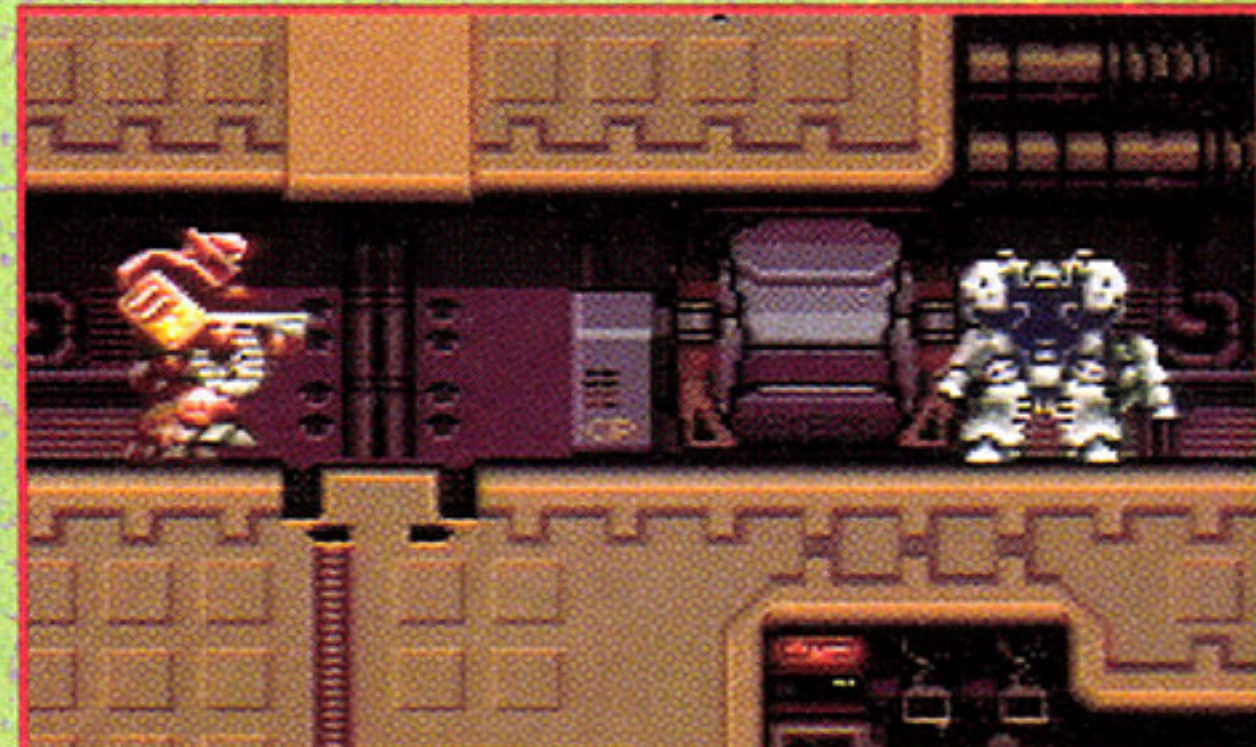
Mission Three tosses you onto an astroid where you're to attack an Axis installation. Hope you learn quickly, because you have the chance to use a variety of robot suits in this level.



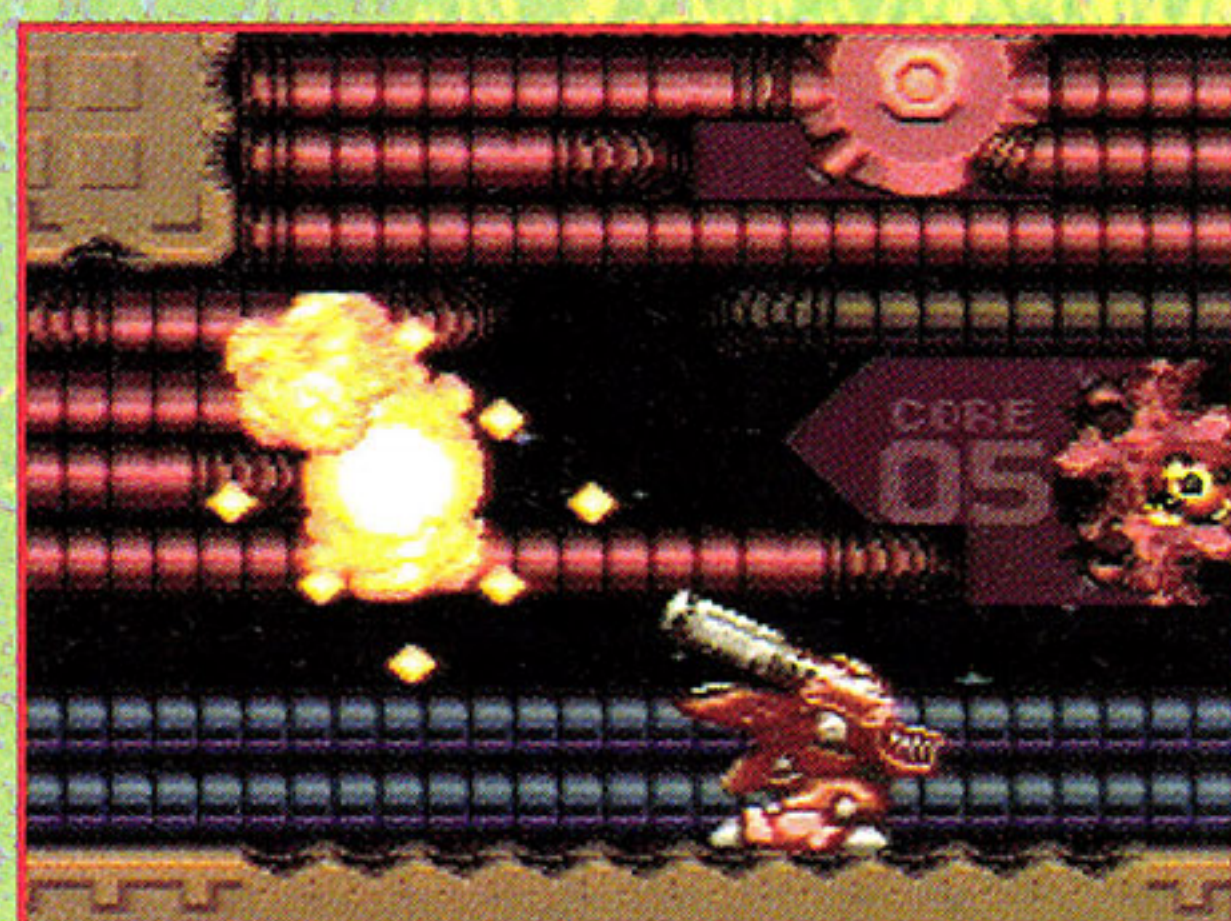
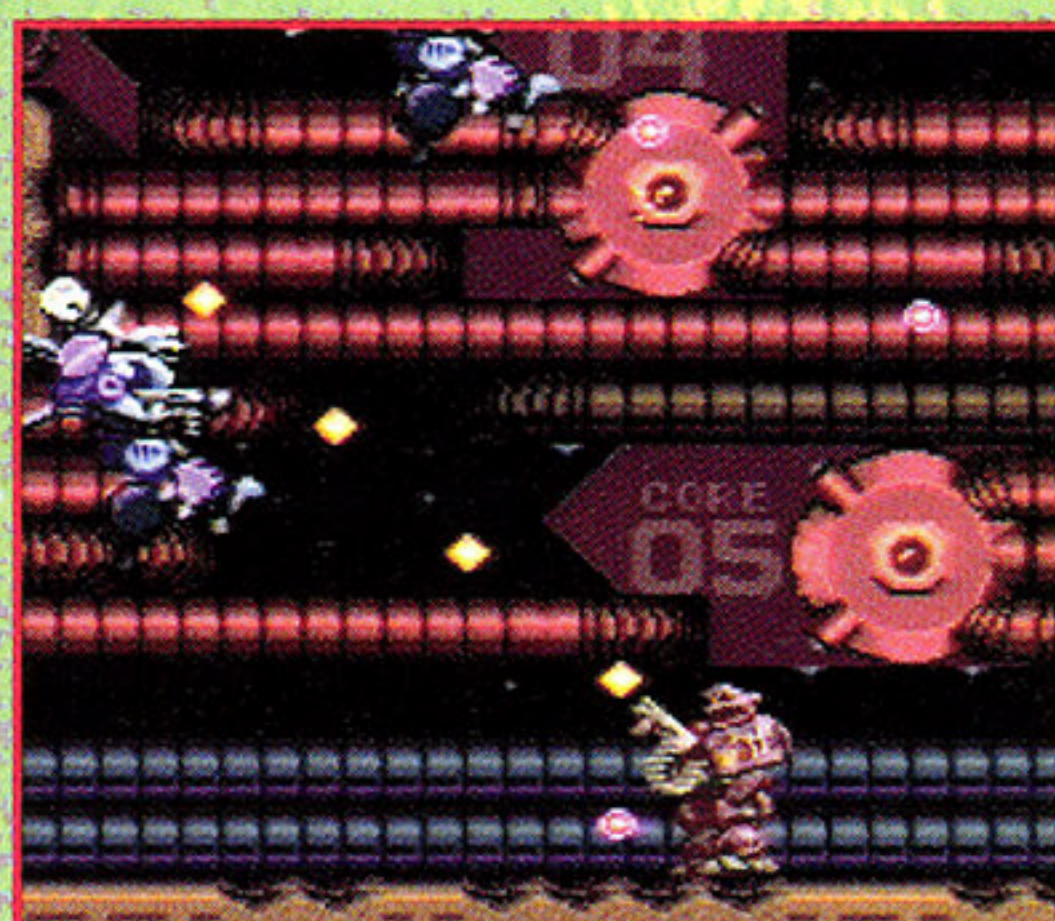
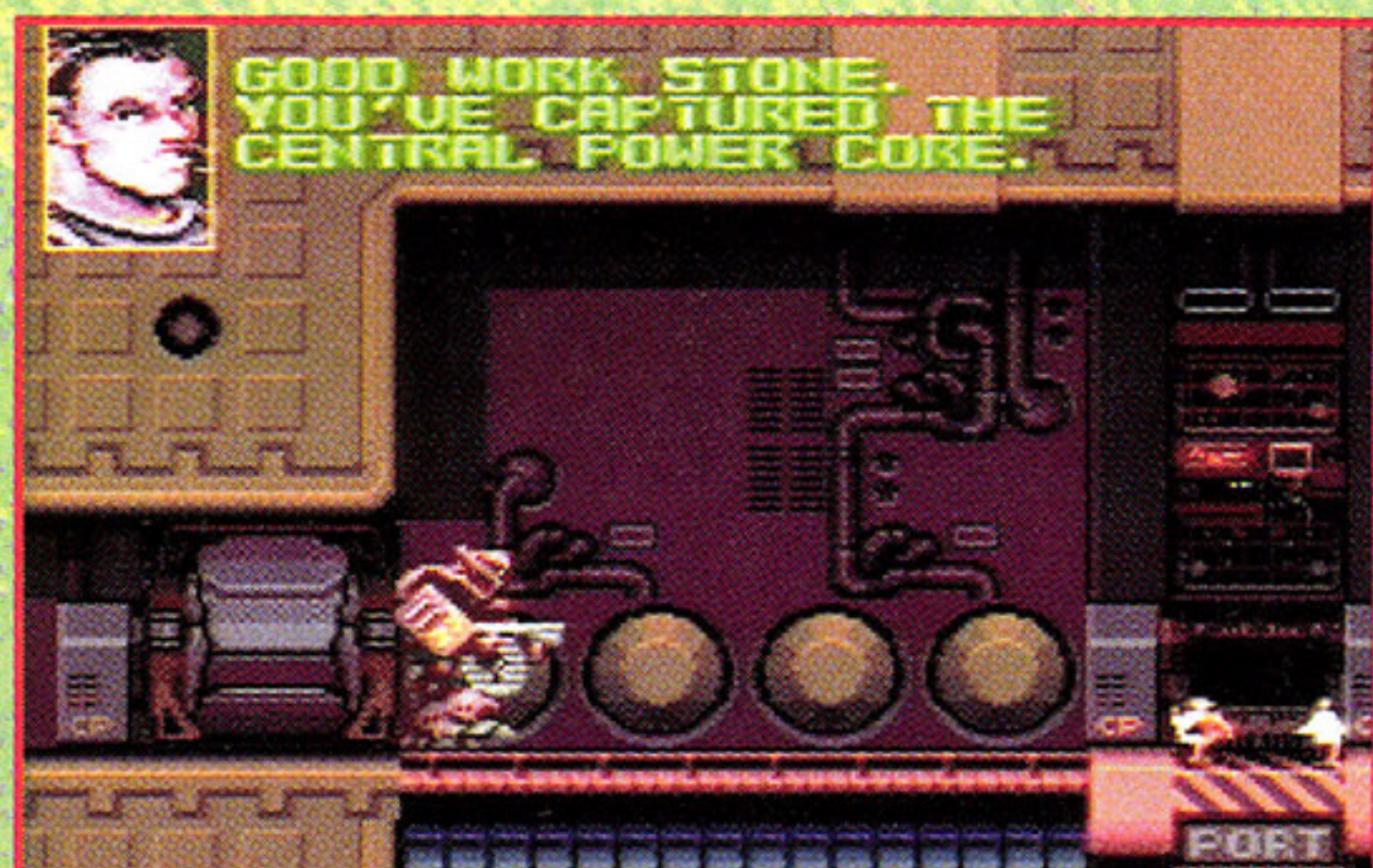
Instead of going to the right on this level, go left instead. Stay close to the ceiling and you run across a secret room.



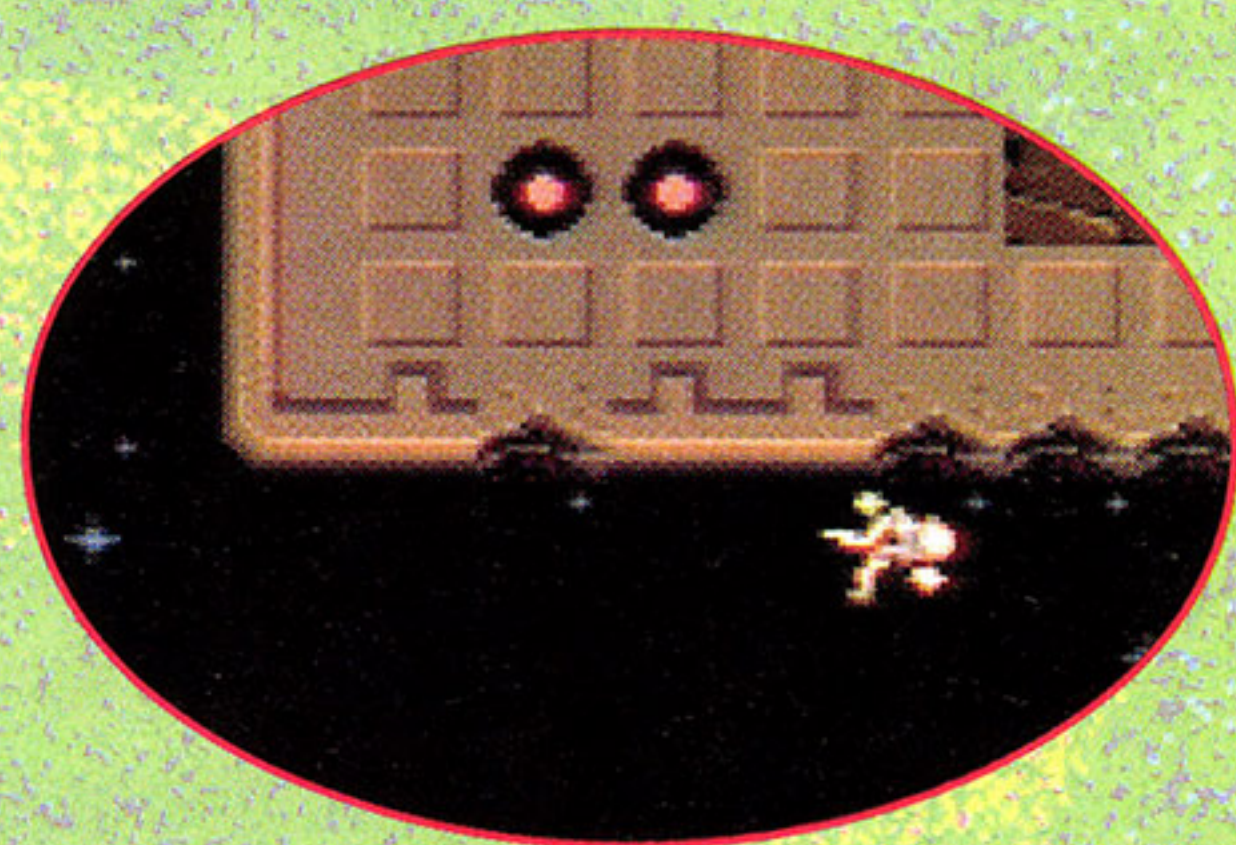
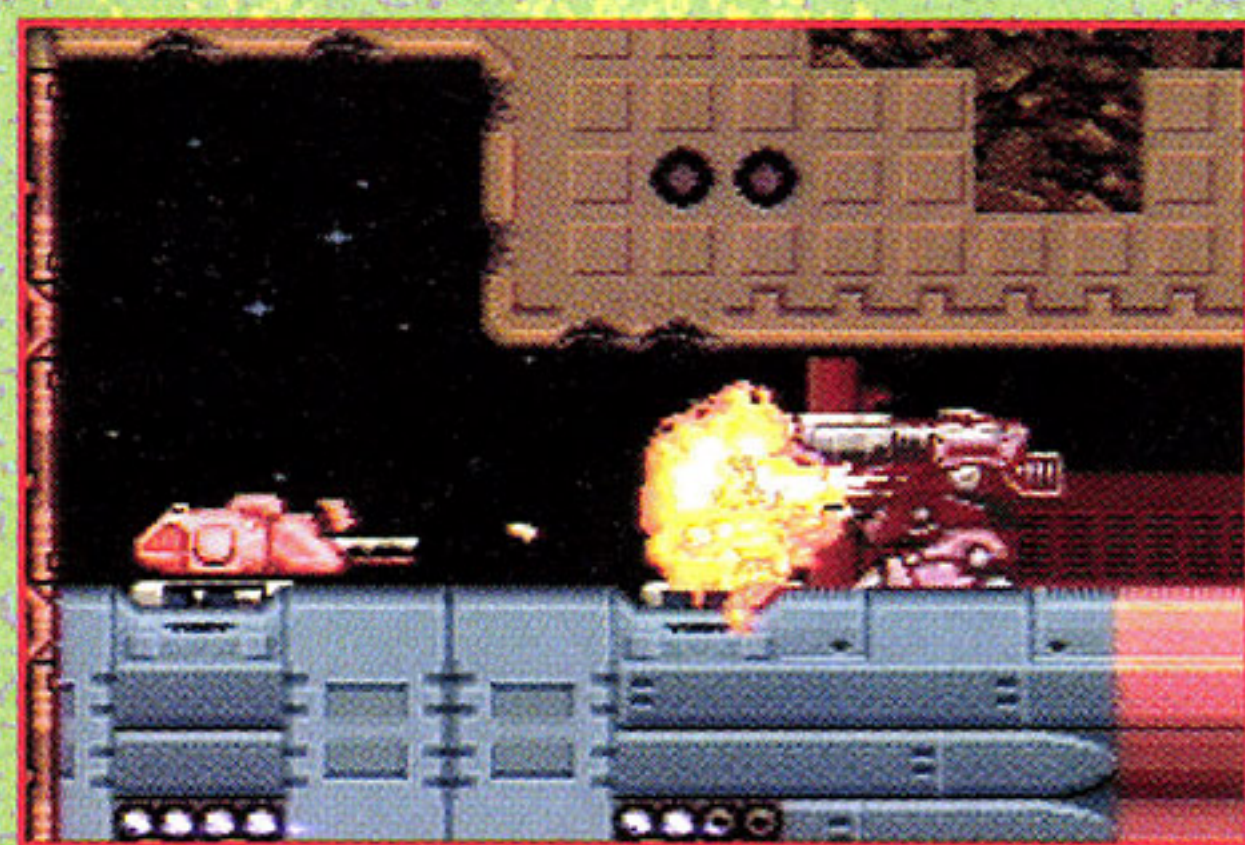
Here's your first chance to test drive a new model. Activate the switch to open the 'garage' door, then hop in and take the Havoc robot for a spin.







Once you fight your way into the core room, quickly get to the bottom floor and concentrate on protecting the two lower cores. You only have to protect one to succeed. If your Havoc unit starts running low on energy, hop out and use the slow, but powerful Prometheus unit sitting to the right.



Make sure you switch to the Prometheus unit before heading to the hangar. The Prometheus' mega cannon and flame cannon make short work of the turrets. Here's a nifty trick — once you eliminate all the enemies and turrets, leave your suit and fly up to the ceiling. When you come down the ship is empty, and yours for the taking.

## DE-FENSE... DE-FENSE

When using a Prometheus unit to defend a floating ship, you're not much more than a little sitting duck on a bigger sitting duck. Fortunately, you're decked out with all kinds of weaponry.



To successfully defend the ship, stay near the bridge. When you've taken a significant amount of damage, walk to the right and pick up the health power-up.



For stronger attacks hold down the mega cannon button until the shell hits the target, and when an enemy is close to you use the flame cannon for a quick roasting.

## ET TU, BRUTE?

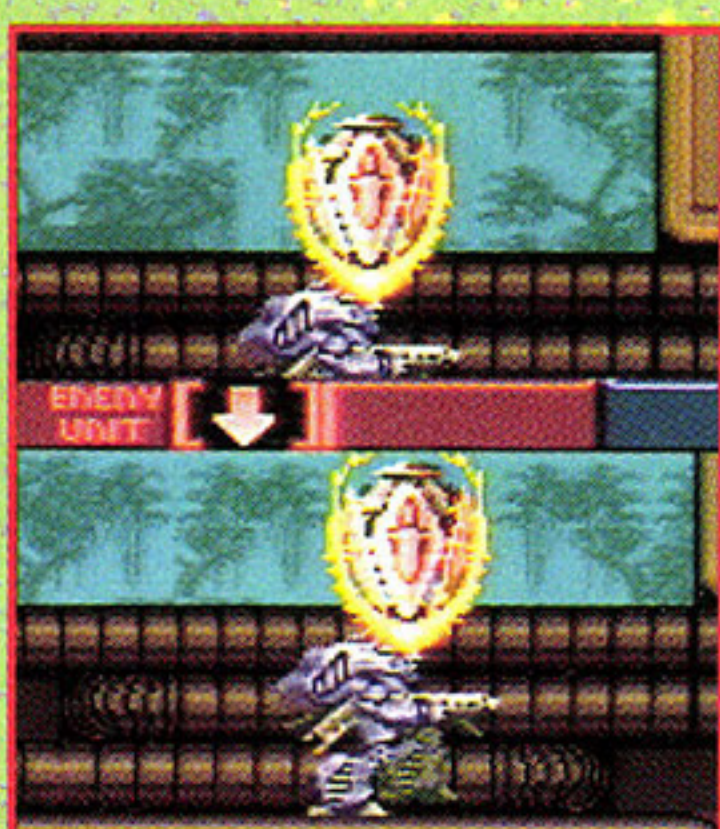
While you're stuck with the stock model Nitro when you start a one-player game, the two-player mode lets you hop into any machine you'd like and battle it out with a friend. Power-ups are liberally distributed to make things that much more interesting.



By choosing either Havoc and Ballistic — the two fastest machines — you're able to get to the power-ups quicker than the other robots.



While the slow-as-molasses Prometheus unit has the most impressive array of weaponry (especially with a rocket launcher power-up) the Drache unit possesses the most fearsome and deadly attack — the power dive.







**THE DAWN OF THE METAL AGE.**

Engraved, 3-D Prismatic Foil, stamped and laminated on every card in every pack!



# DESTROY, DESTROY.

# DESTROY!

GO OVER THE TOP WITH OUR RETURN FIRE STRATEGY!



Even though he thinks he's still in Saigon, Jeff Lundrigan came out of his flashbacks long enough to pen this paeon to the art of war!

Reviewed: 8#4, Score 88%

**Y**o, let's rock! You wanna know how to totally rip your enemy to shreds, am I right? You wanna know how to rock the walls and blast the hapless troops within, doncha? You wanna know how to grab that flag and head home with the great military geniuses of the century, am I correct? I can't hear you!

Yes, troops, it's one of the most kickin' games of the year, and I'm gonna show you how it's done! Gas up that tank, get your rotors turnin', and get your jeeps in gear! I can't HEAR you! I said I STILL can't hear you! Are you listenin' to me, or are you thinkin' about callin' home to Mama? Now drop and give me twenty! **GP**

## DEATH FROM ABOVE! YOUR CHOPPER IS YOUR BEST FRIEND



At the start of the game, take a minute to check the map, get the lay of the land, and note of the locations of the enemy HQs.



Now send in the chopper!



The chopper is the toughest craft in your arsenal to maneuver. It can't take much punishment, and it runs out of gas in no time, but it can move faster than anything you've got. If you use it right, it can make your job a whole lot easier.



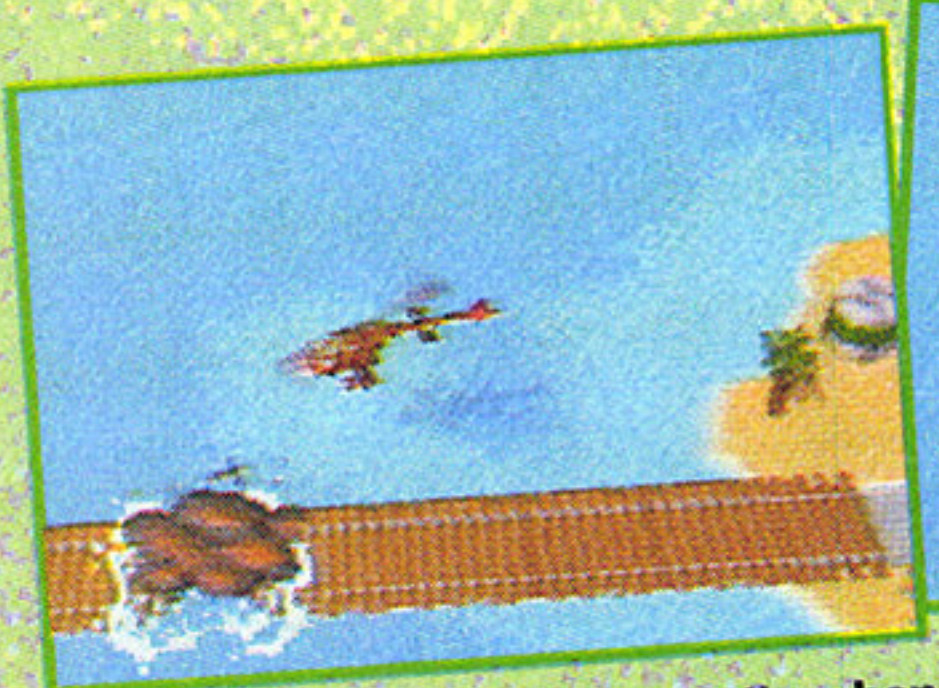
First off, ignore everything and head straight for the nearest HQ.



The trick with the chopper is to never sit in one place and slug it out toe to toe — you're gonna lose. Learn to strafe. Switch to rockets (which do a lot more damage), and keep making passes over the HQ until it's cracked open and you find out whether there's a flag in there or not.



And for heaven's sake, keep an eye on the gas gauge. When you're down to a quarter tank, it's time to head home!



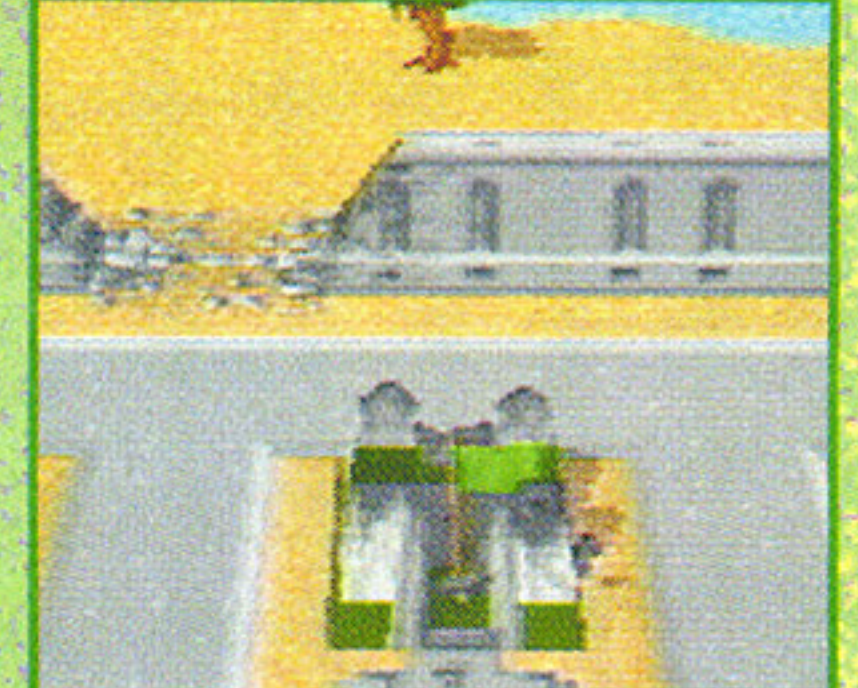
On the way back, you can use the chopper to cut bridges. It's a tactic that can backfire, but it can give your enemy fits.



Take out the rocket towers only when you have to or when they're in your direct line of attack — the idea here is speed. Remember, the other guy is searching as hard as you are.



When the HQ crumbles, if there's no flag, head for the next one.

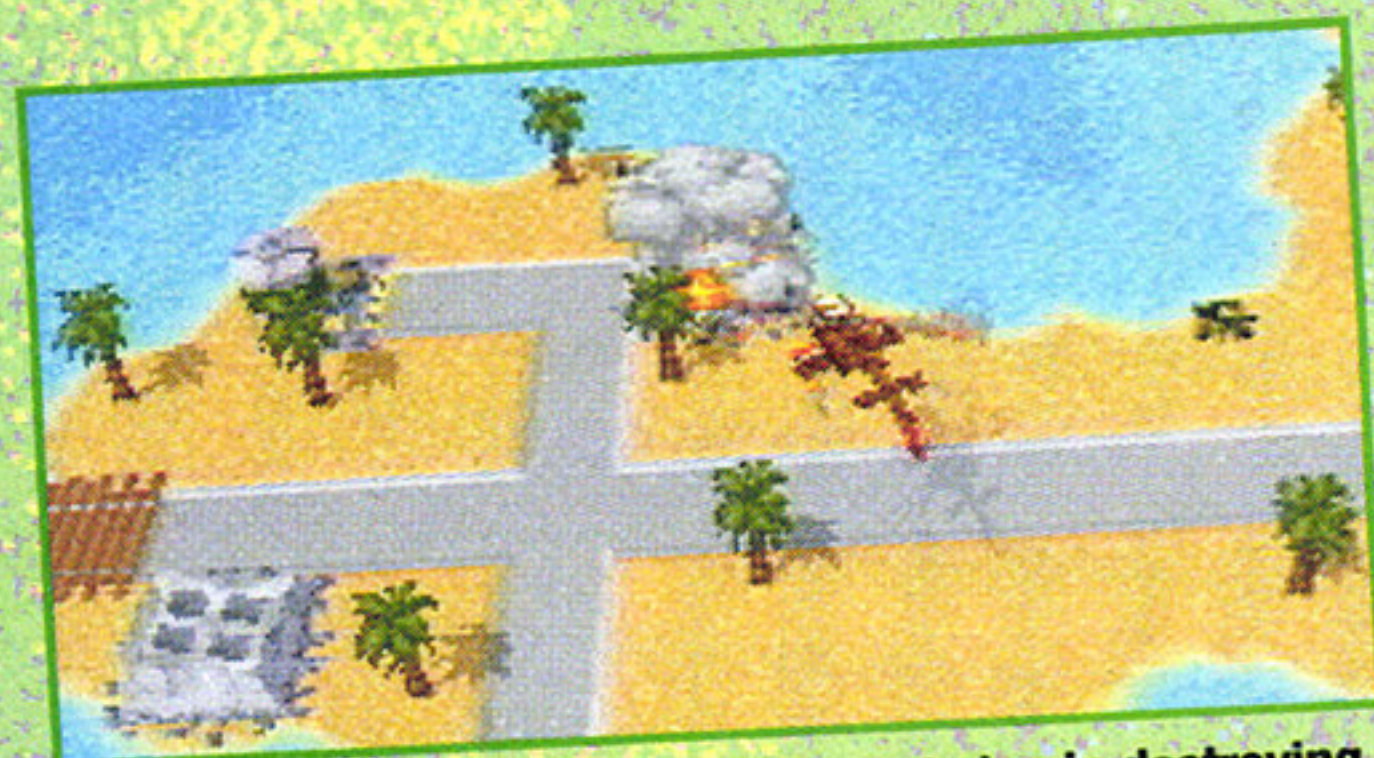


Repeat as necessary. Woo-hoo! You found the flag!

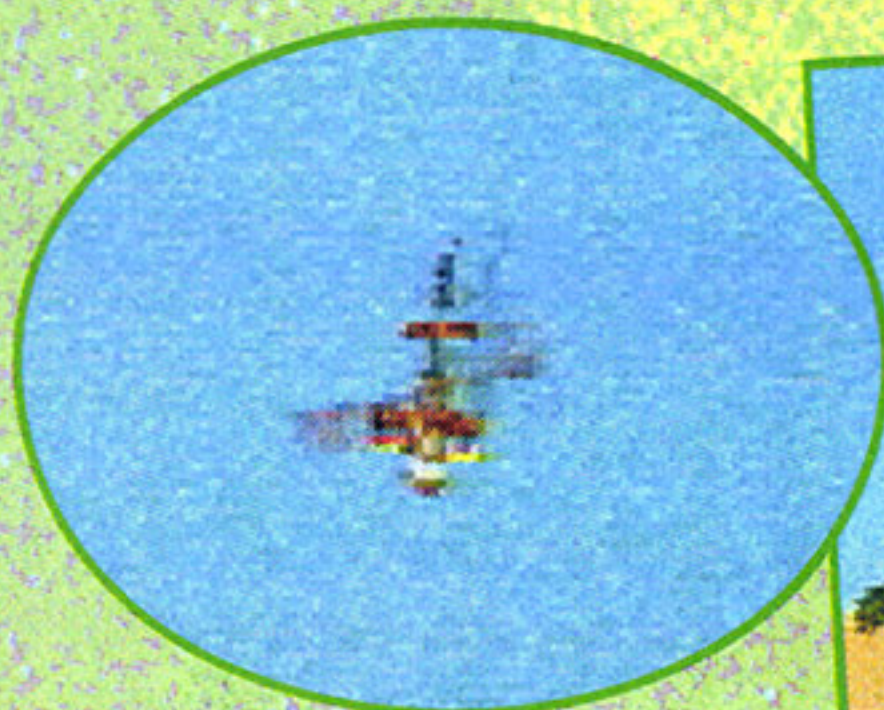


# SHATTER THE DEFENSE!

## SMASH THE ENEMY ARSENAL AND DIG IN AT HOME

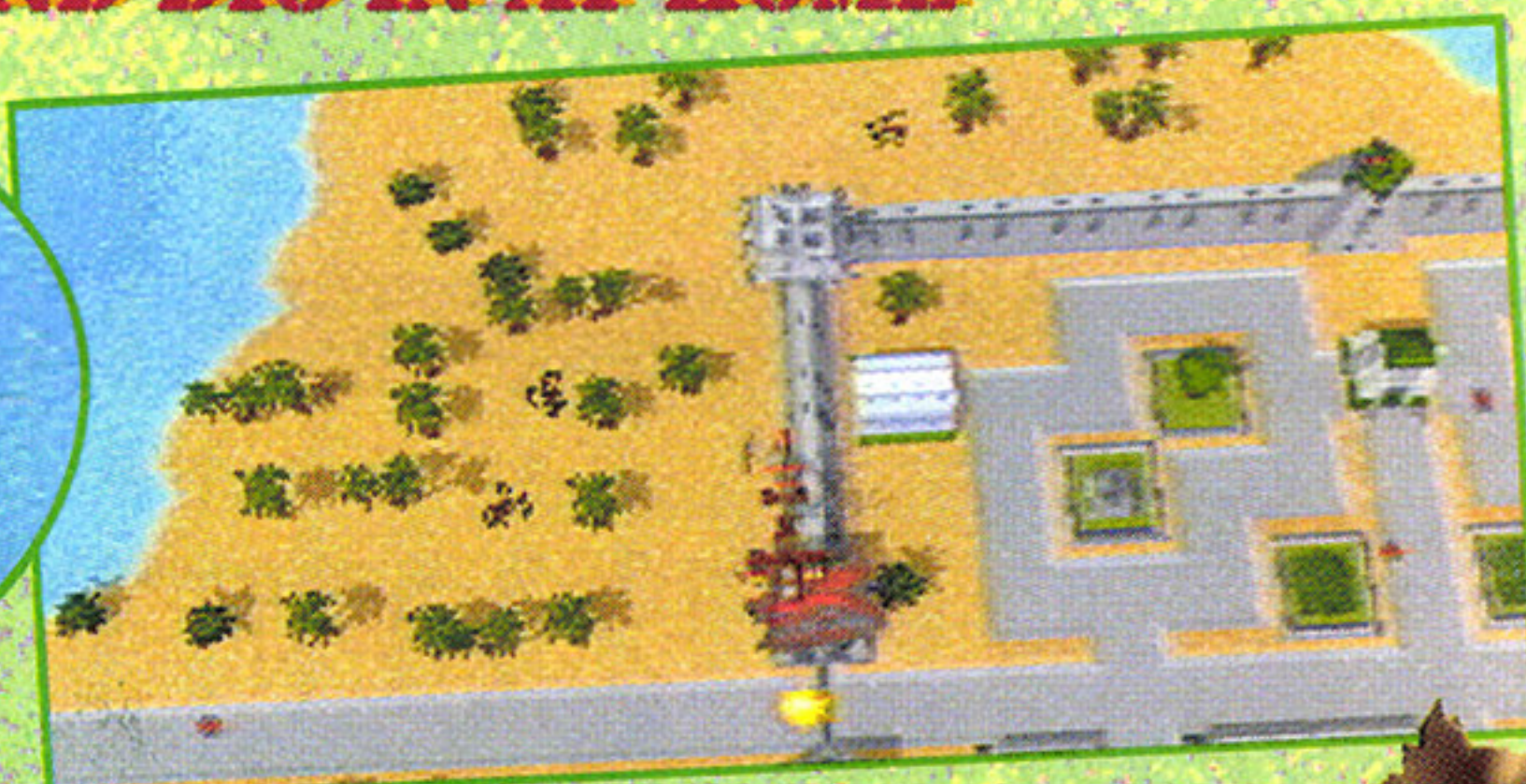


Once you've found the flag, you have to begin destroying the defenses that lead to it (remember, that jeep is made of tinfoil — one hit and it's gone!).



Now you can use the chopper to break down the rocket towers.

The easiest way to do this is fly off (preferably over water, where you know it's safe), then turn and line up with one of the fortress walls. Fly along the wall, firing rockets as you go.



Neatness doesn't exactly count here — just hit what you can and keep moving. After enough passes, you should have knocked out the towers. Hey, running low on fuel? Go home!



The towers you need to worry about most are in places where the jeep has to slow down — turns, gates, bridges, and any large clusters of buildings. Destroy 'em all! Blow 'em up good!



# JEEP ME!

## GETTING THERE IS HALF THE FUN



There's no way to be subtle with the jeep, it's all just a mad dash for the flag. Get there, grab the flag and get back.



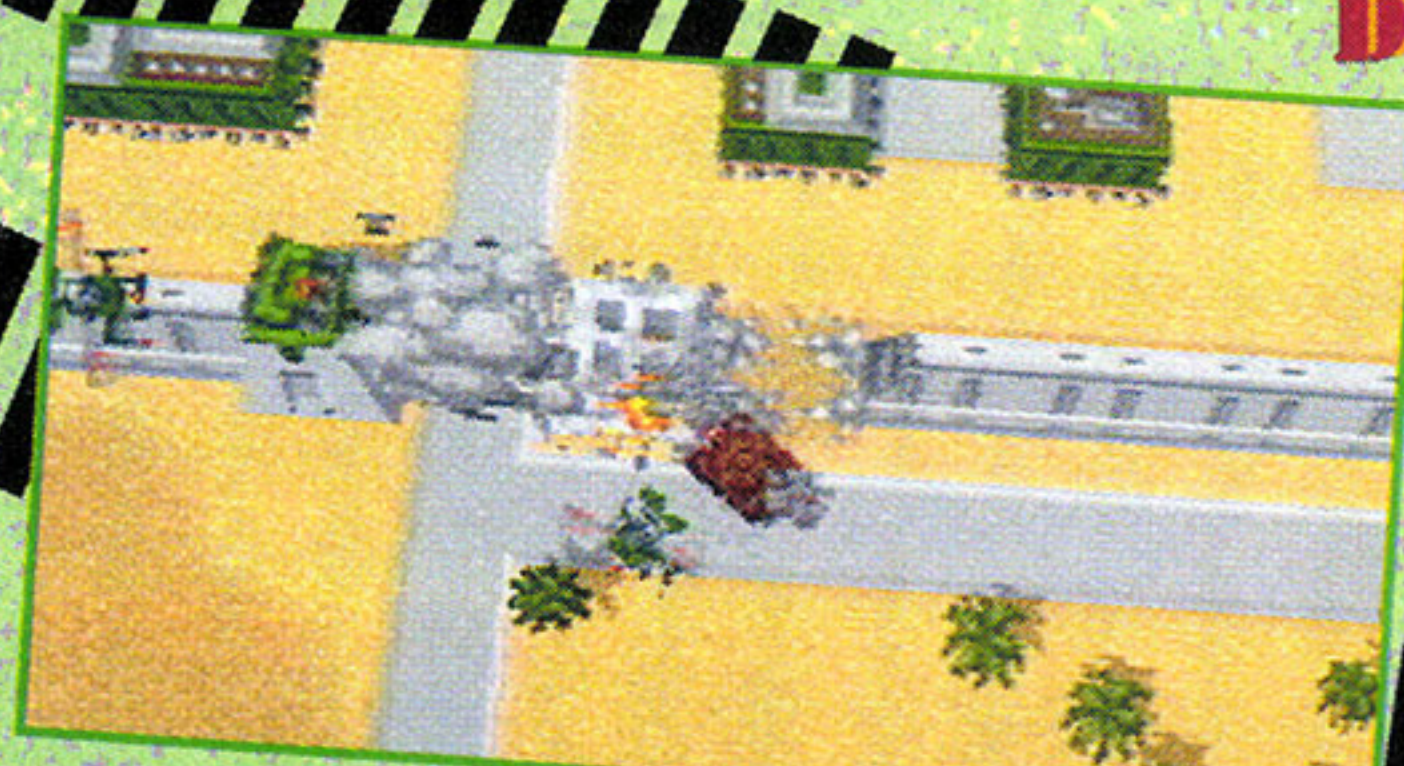
If you've done a good job knocking out the towers, it's a walk in the park, but whatever happens, keep moving — speed is your only defense. You can even outrun the enemy attack chopper drones!



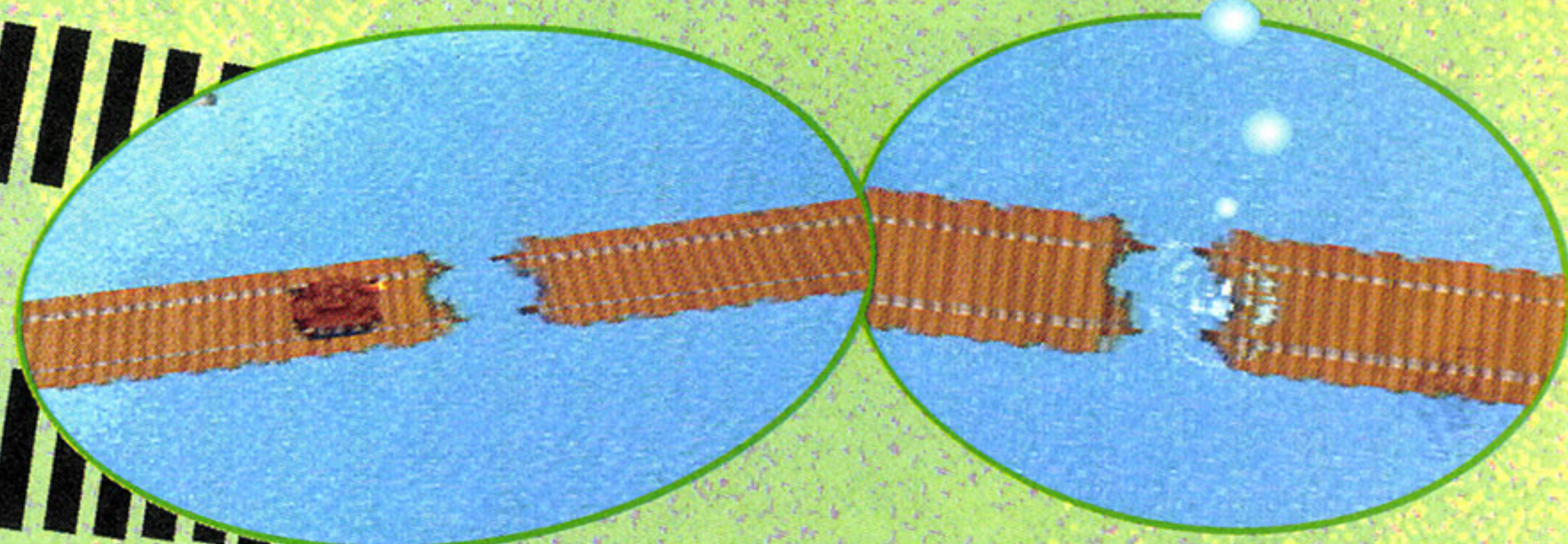
Victory!

# GET TANKED

## DON'T TREAD ON ME!

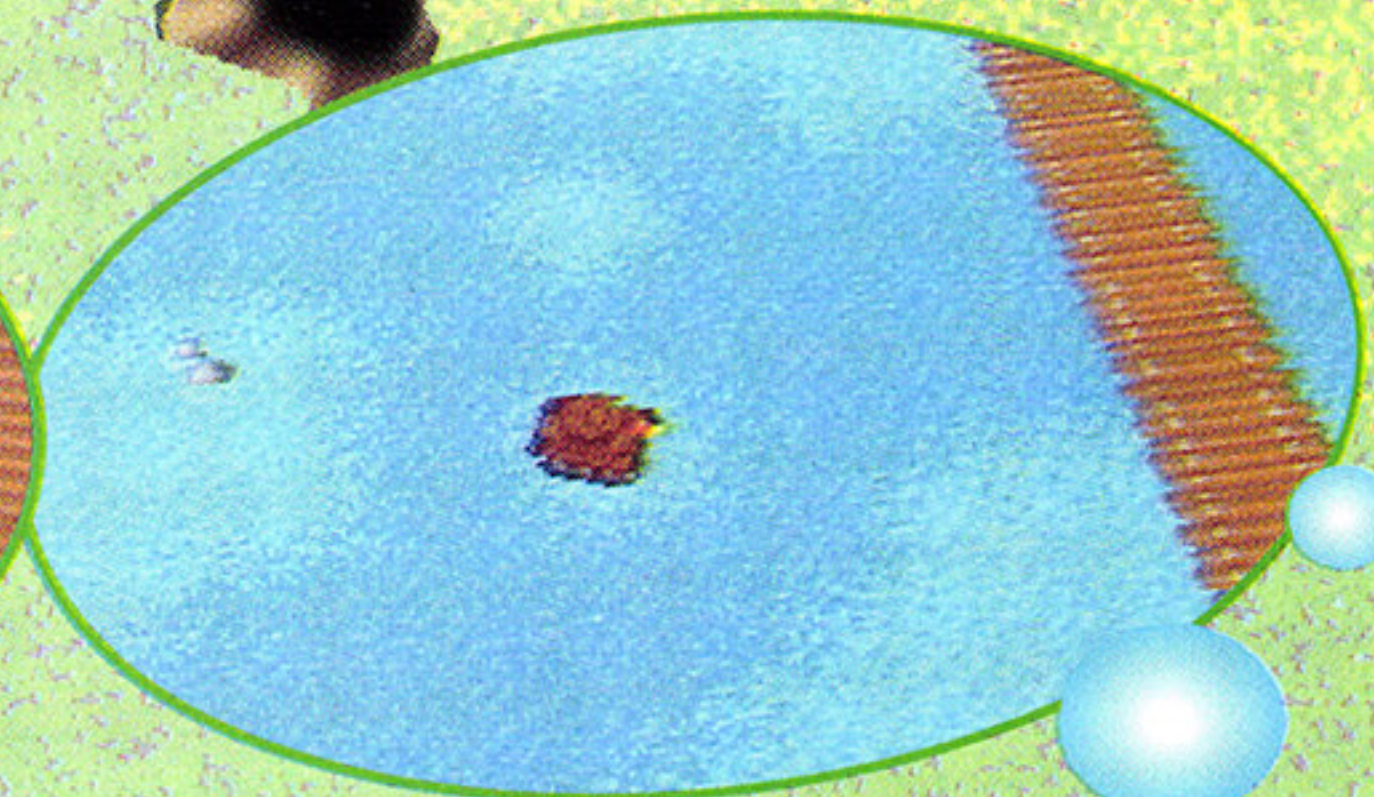
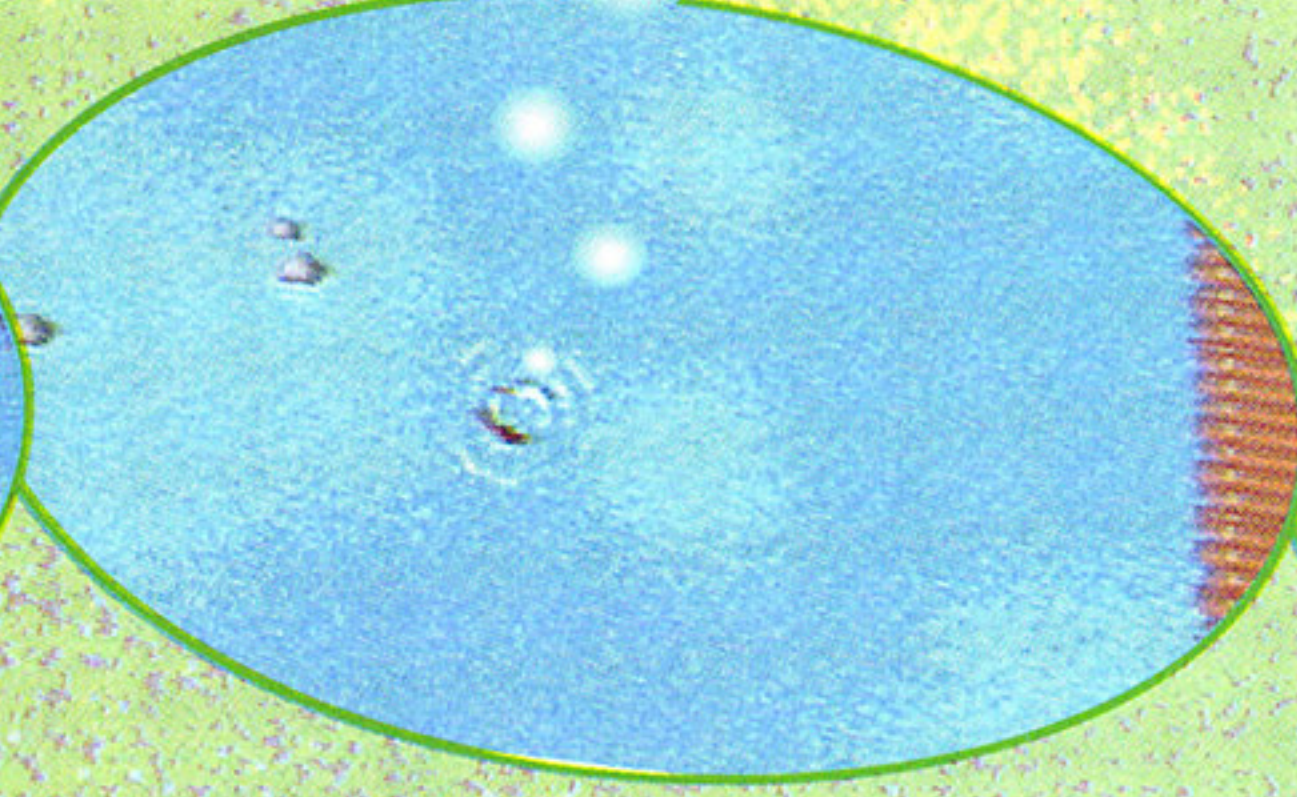
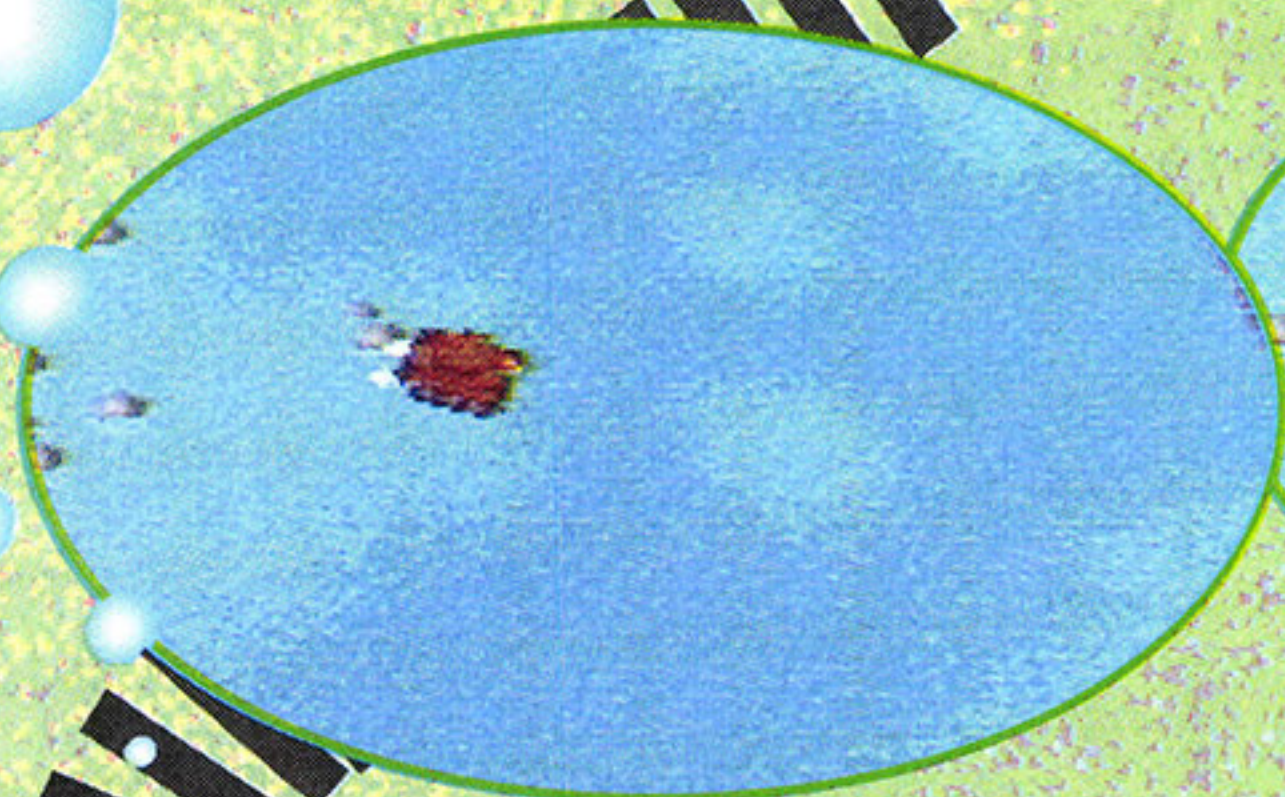


If all your choppers are lost, depend on the tanks. With a tank, you've got to blow up everything on your way to where you're going. Slow, steady destruction is the way to go.

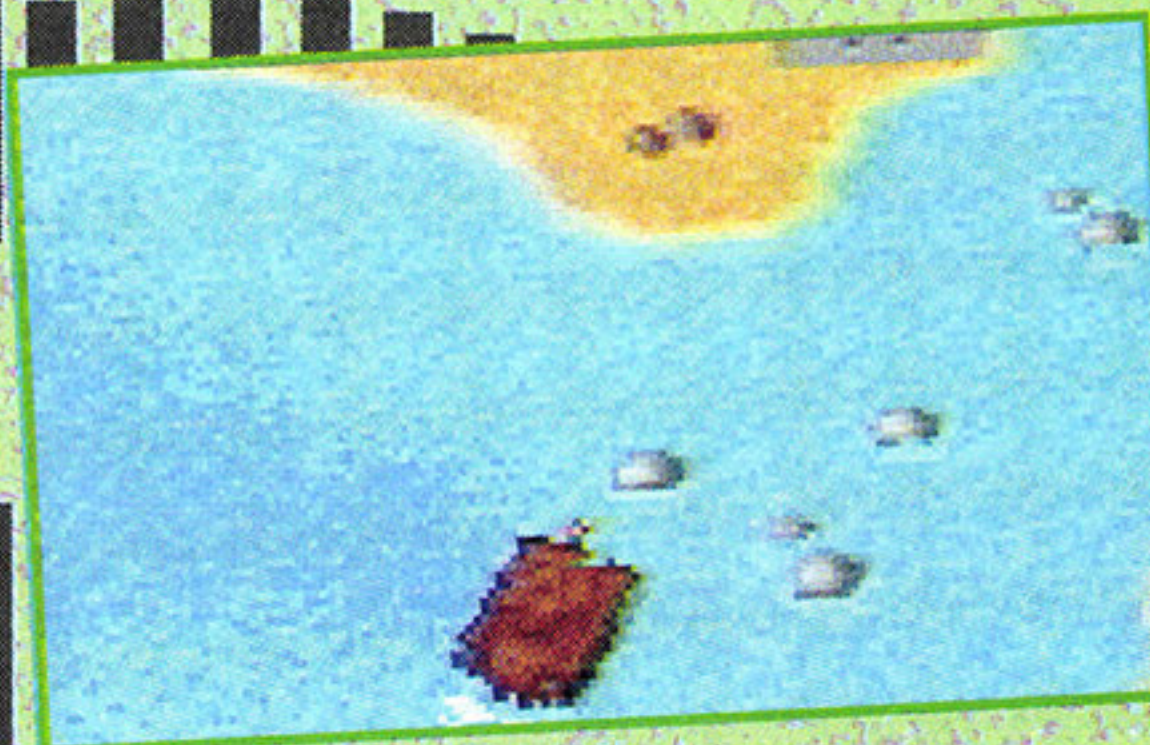
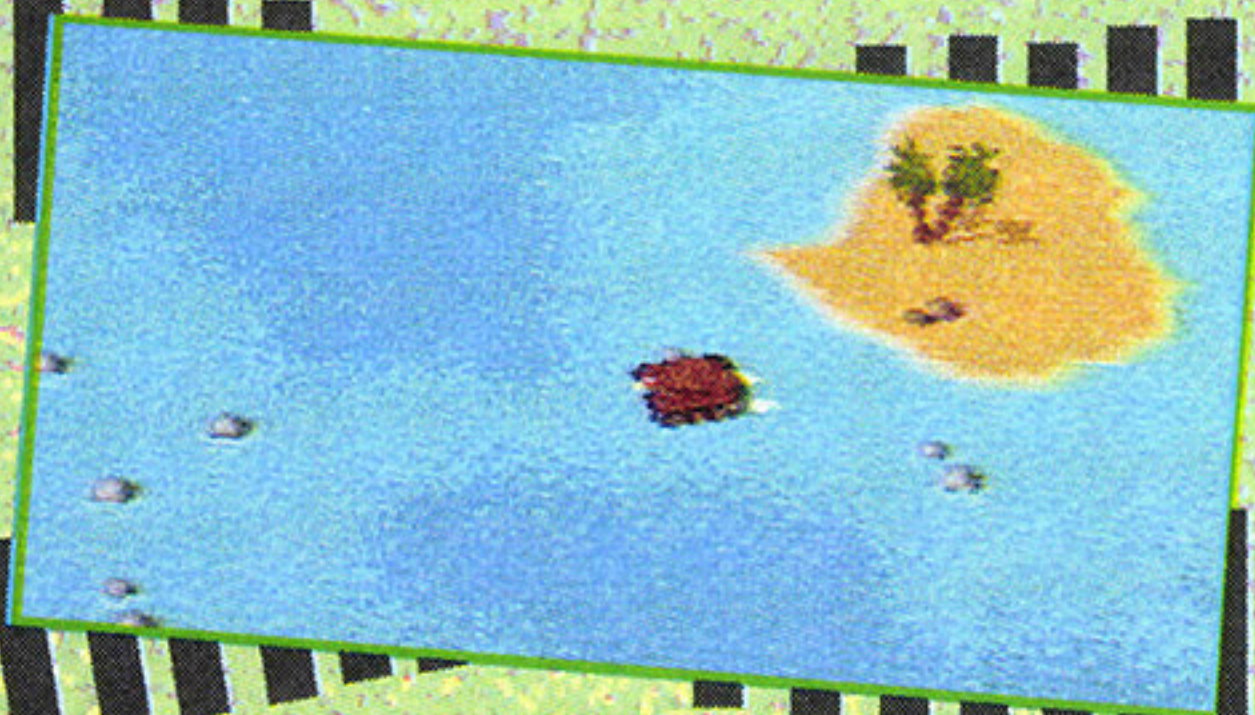


Of course, tanks can't fly over gaps in bridges — they sink to the bottom if there's any gap at all. Blub, blub, blub.





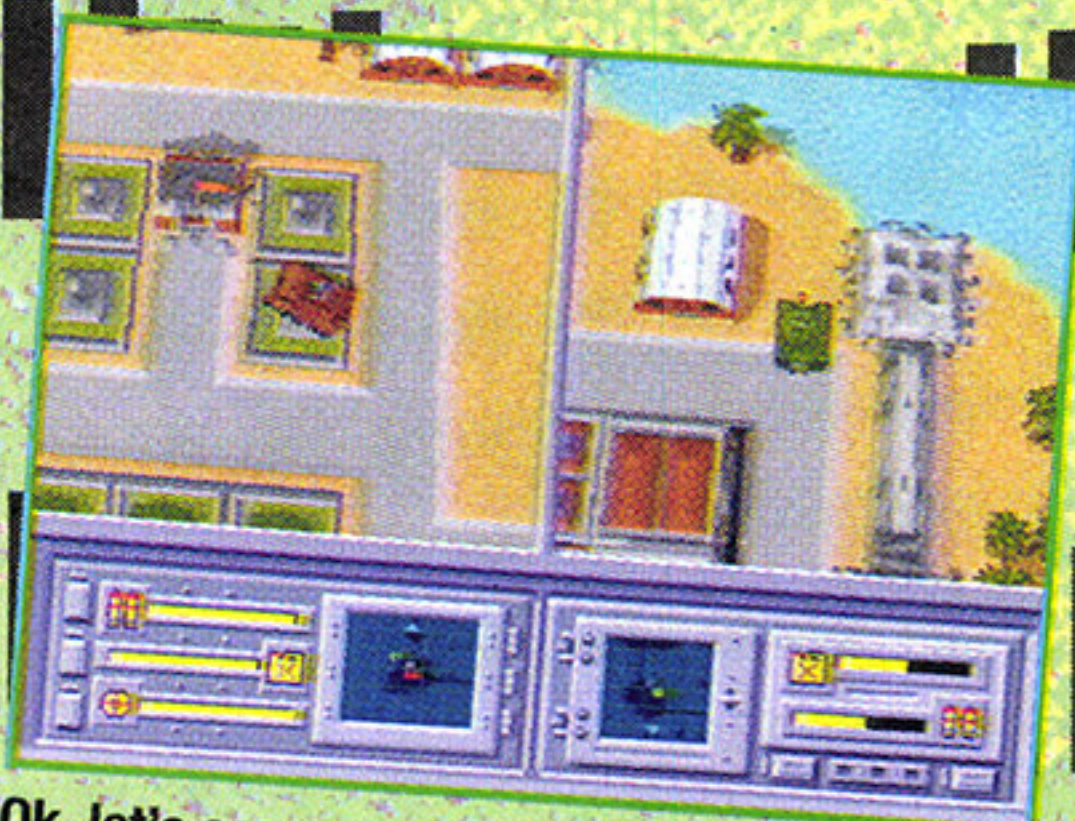
However, they can survive under water for very short stretches if you move from shallow to shallow. The rule of thumb is never try to cross any deep water that's longer than the tank itself.



So, even when your bridges have all been destroyed, you can still get around. Every area has some spot that lets you cross to each continent without a bridge — they're usually out of the way and tough to traverse, but they exist.

## ASV BLUES

### OH, THE LOWLY HAPLESS ARMORED SUPPORT VEHICLE



Ok, let's assume that the other guy has found your flag and it's not too far away. If you're still a long way from winning, send the ASV to your own HQ.

Number one — mine everything in sight around the HQ, especially gates and narrow stretches of road. Those mines pack a wallop, and a fast-moving jeep isn't likely to spot 'em. Sneaky, huh?

Two — plant yourself nearby and wait for him to send the tank or chopper to clear your defenses. The ASV is slow, but it can take a lot of punishment, and it's ideal for slugging it out with anything.

After you've put a big dent in his arsenal by blowing up some of his tanks and choppers, park the ASV and go back to business as usual.



Squashing tents and blasting buildings doesn't help grabbing the flag, so they can be (mostly) ignored.

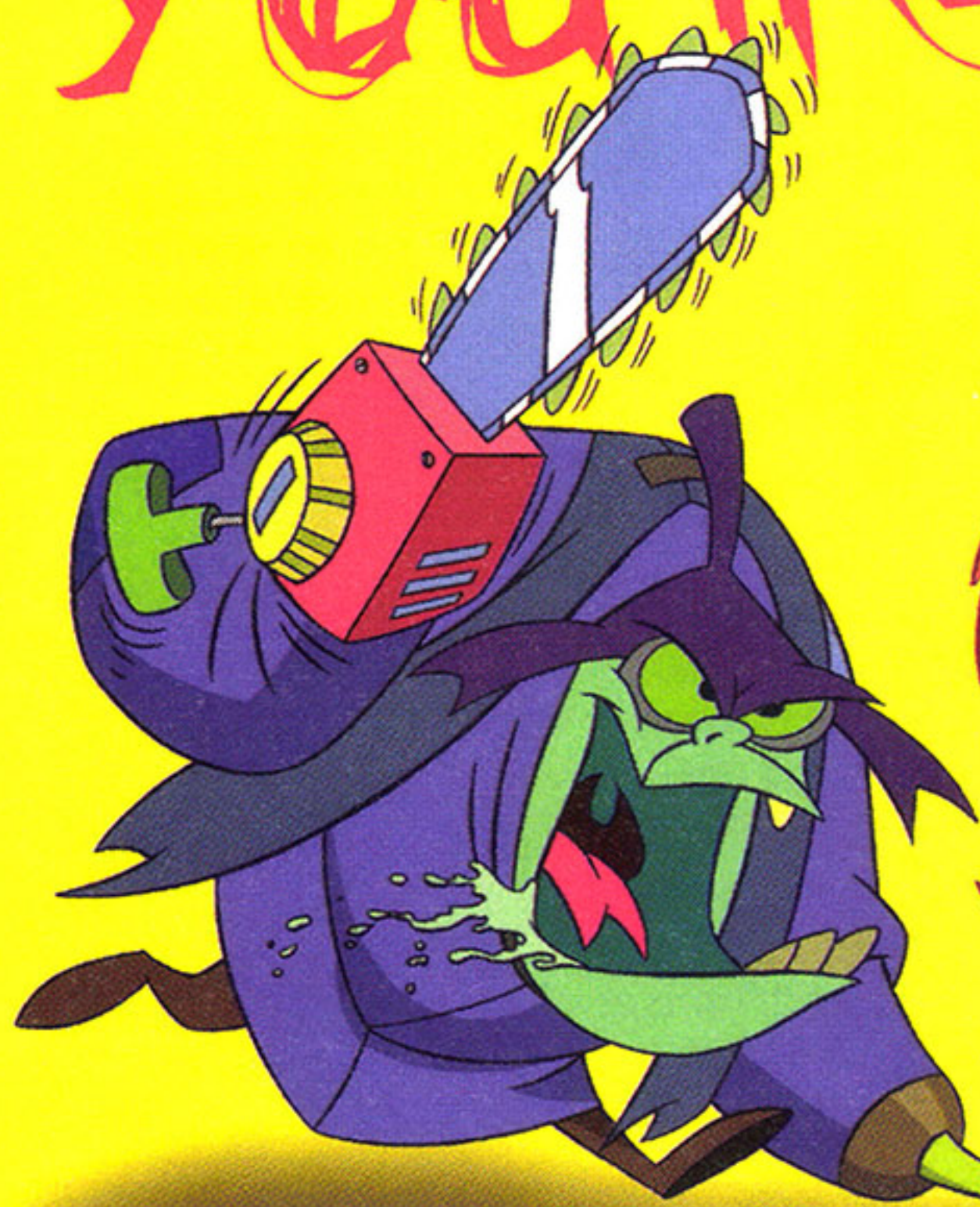


But hey, who are we trying to kid? When all else fails, DESTROY, DESTROY, DESTROY!



If it's a challenge you want...  
 then it's a  
 deadly game  
 you'll get!

# BRAIN DEAD 13™



"...MOST RADICAL COMEDY HORROR ACTION-ADVENTURE OF 1995!"



YOU TELL LANCE WHICH WAY TO GO...

SPECTACULAR GRAPHICS!



"...NO CHALLENGE TOO BIG!"



...WRONG!

IT SHOULDN'T BE LEGAL TO JAM THIS MUCH ANIMATION INTO ONE GAME!

DODGE HOOKS, EVADE THE ALWAYS WELL-ARMED **FRTZ**, AND HUNT DOWN THE EVIL DR. NERO NEUROSIAS AS YOU RACE THROUGH HIS TWISTED CASTLE. BUT ALWAYS KEEP AN EYE OUT OR THIS EXPLOSIVELY INTERACTIVE EXPERIENCE WILL BLOW YOUR MIND!

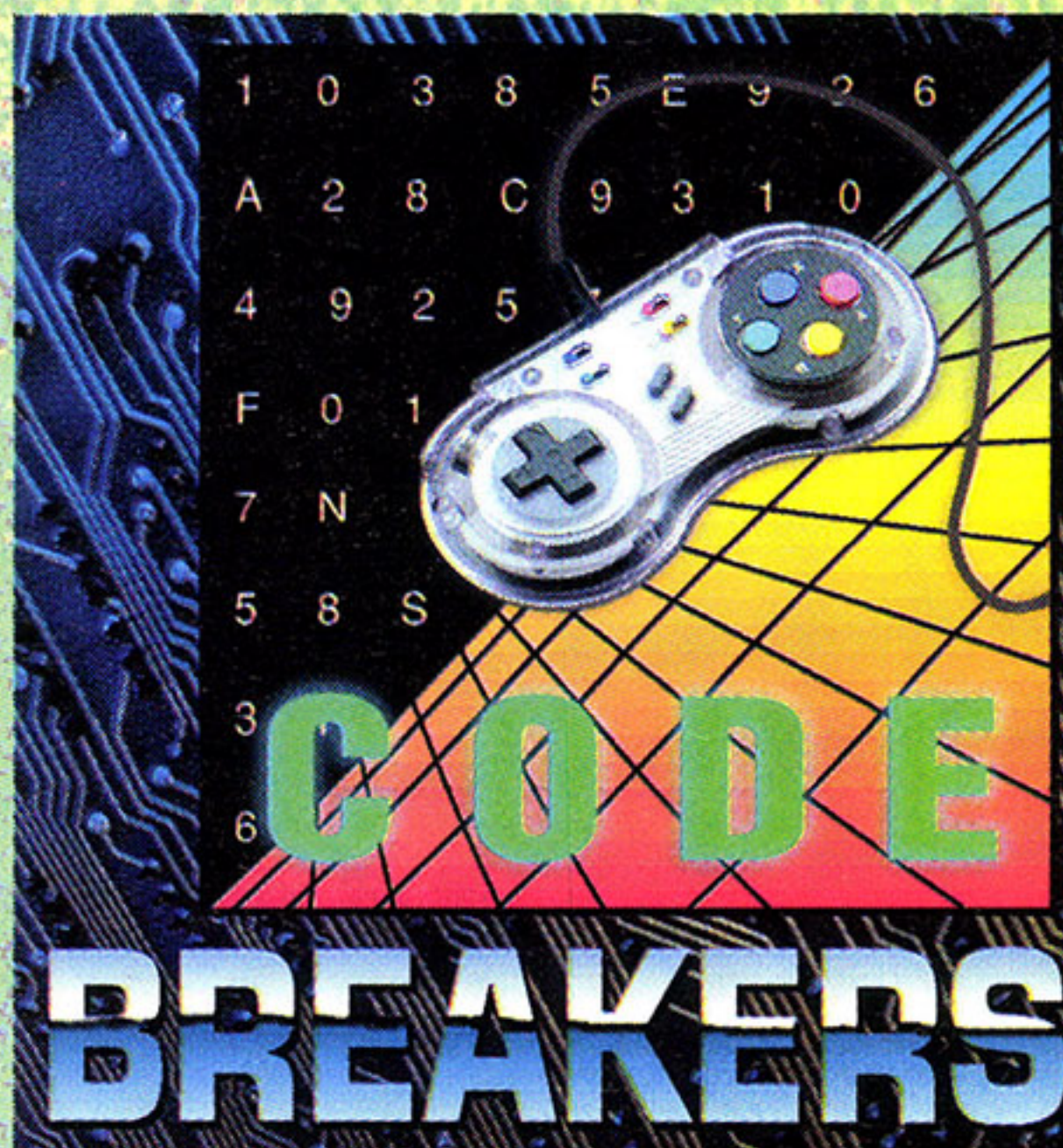


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**To know him is to despise his miserable butt, but we just can't get rid of Mike Salmon until we find those negatives from the Christmas party.**

After listening to 500 calls to the codeline, five bags of mail, two pots of coffee, two packs of cigarettes, and countless hours of deep thought, I sat down and coughed up five massive pages of codes. Why do I do it? 'Cuz I care (plus, they make me). This second month of bigger and better Codebreakers has even more tricks for all the systems. What else do you want — eternal life? Free Pez? Cindy Crawford? I can't help you with those, but if you want every code possible for every game on every system,

Codebreakers is the place to find it. You've got my guarantee on it!

Our Code Zoo is growing, with the crowning of our first Code Donkey. In case you've forgotten the criteria for a Code Donkey, the contestants must make an ass of themselves, and the biggest ass wins. Enjoy the codes as much as I enjoyed gathering and testing them, and don't ever press A, B, U, T, T until you get someone's permission.

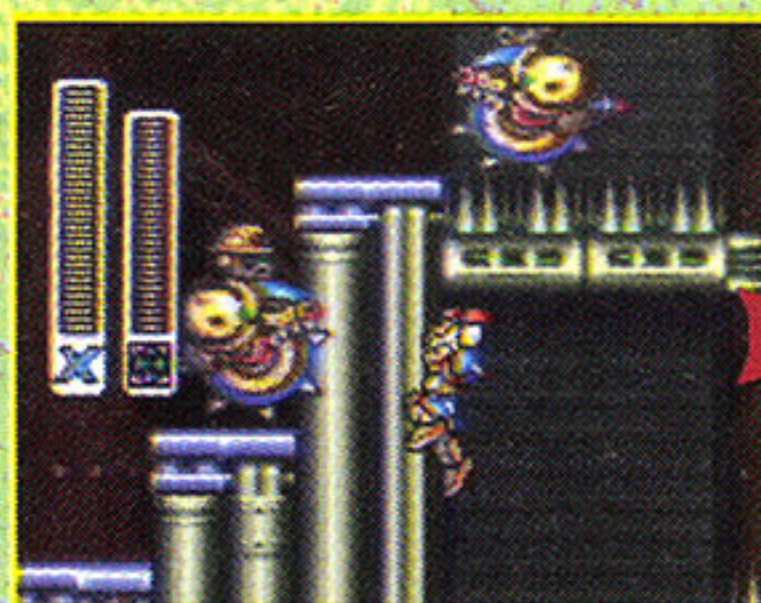
*Mike*

**MEGA MAN X<sup>2</sup>**  
Capcom for Super NES

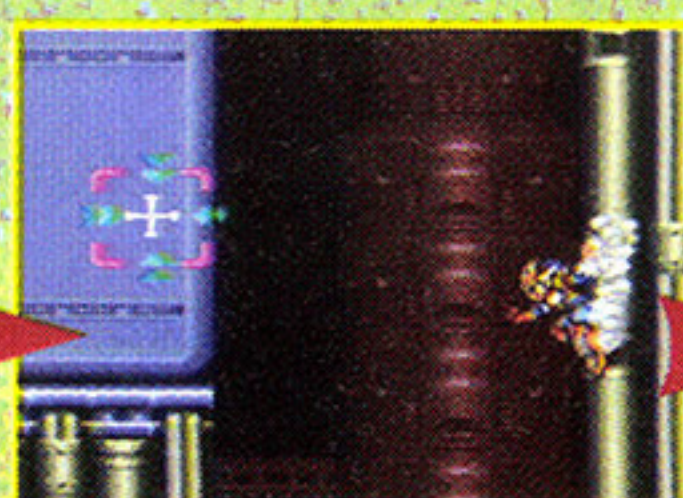
**XX SECRET**

This is so top secret, I've been sequestered with the O.J. Simpson jury since I learned of it. But during one of my conjugal visits, I told all. Now I must live with nine fingers and eleven toes, but thanks to my heroic efforts, you can pull off a dragon punch. Was it worth it? You tell me. You must have all eight weapons, all eight heart tanks and all four subtanks. Make sure you have nine lives and have all weapons and heart tanks at full power (didn't say it would be easy, did I?).

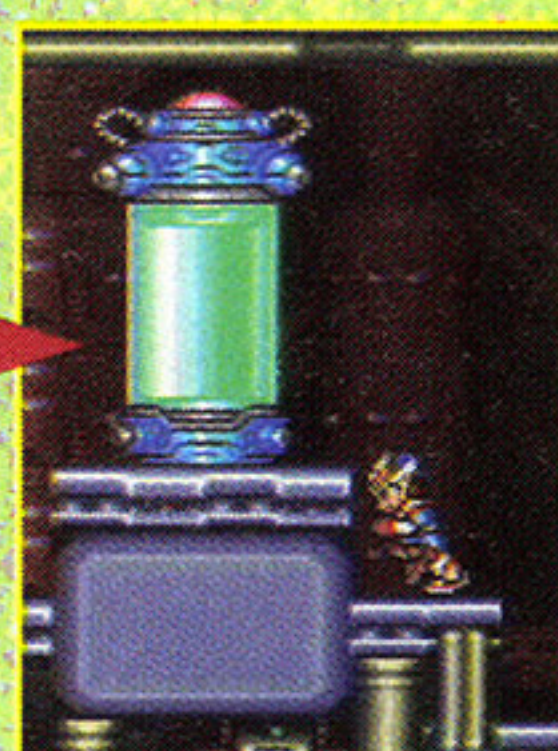
To cross the spikes, power up the fire weapon and dash across the first set of spikes. Quickly fall through the spikes and use the air dash across the next set to the left.



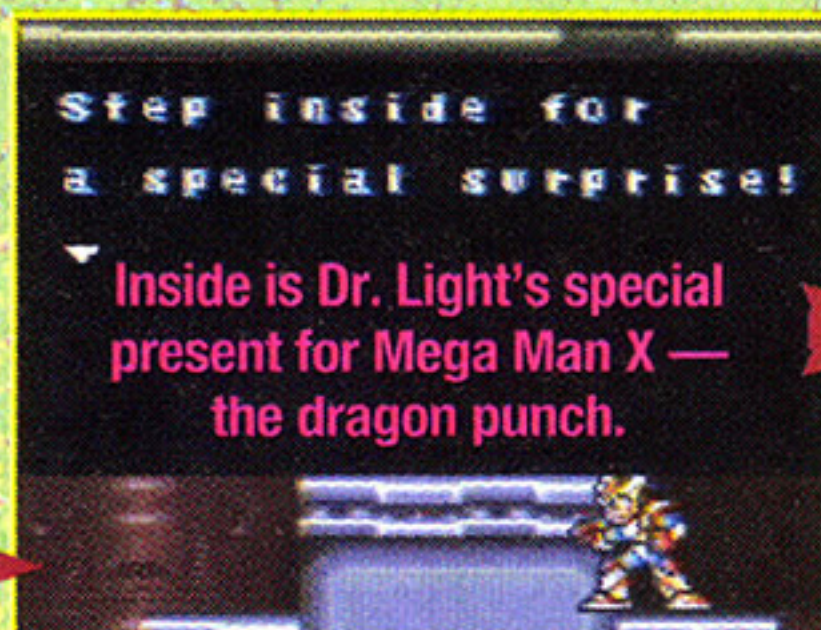
Play through the game until you get to Agile's stage.



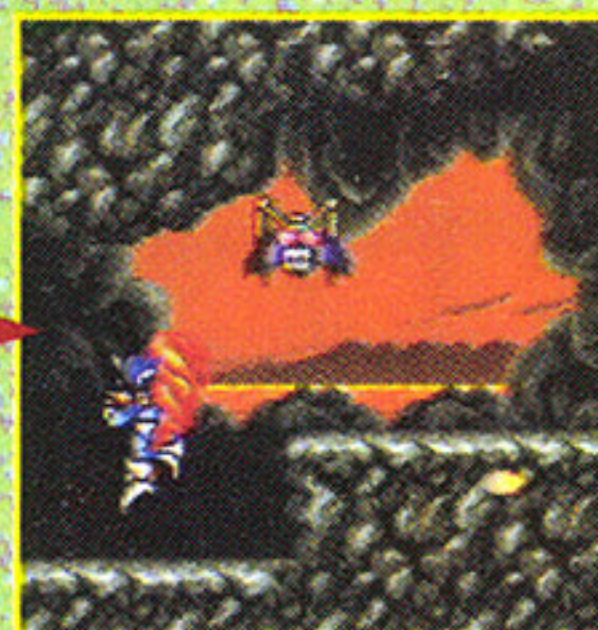
There is a long drop down. Stay to the right wall and use the radar to find the invisible section in the wall.



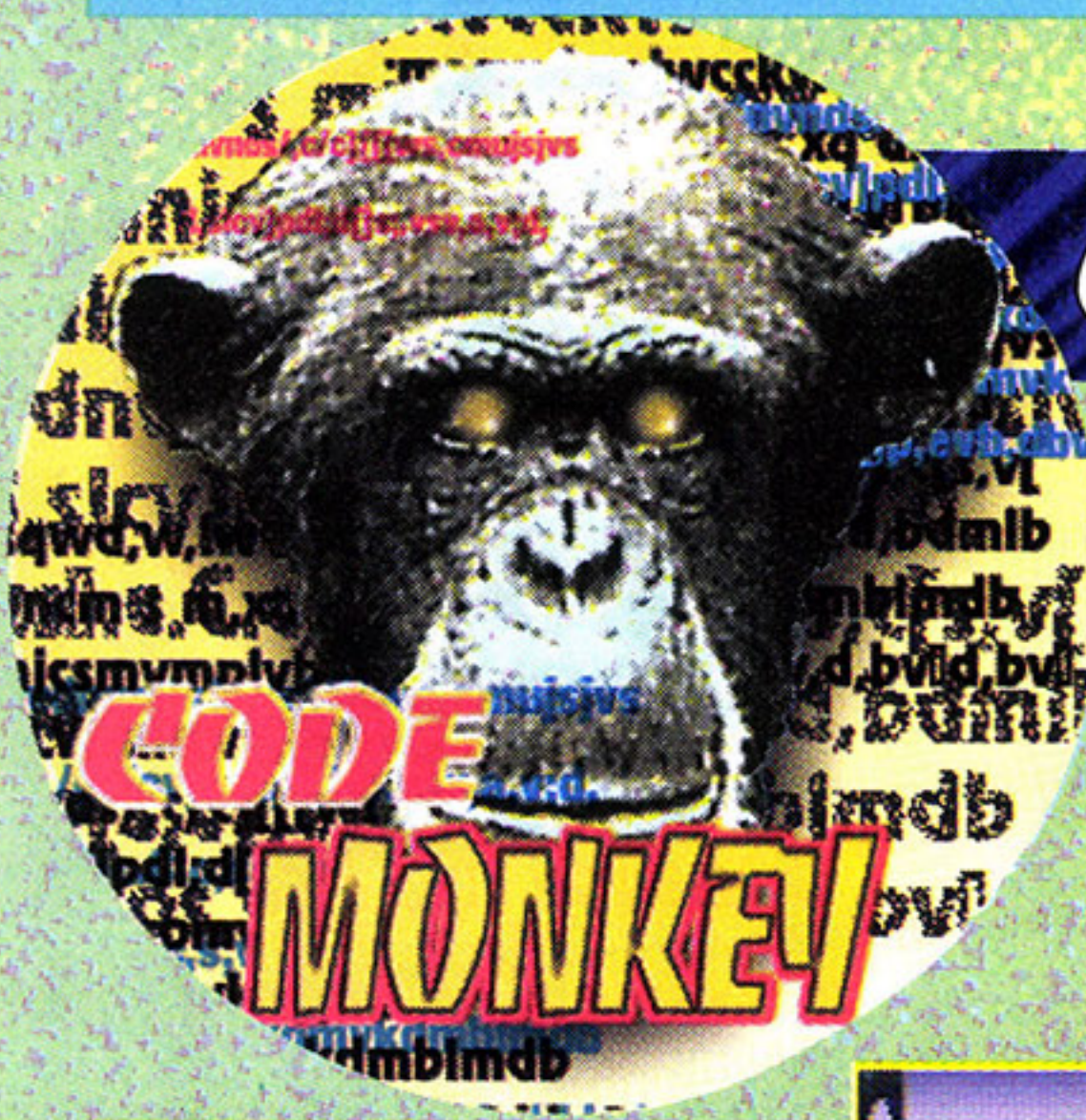
Part of the way through there is a place to go down a ladder, but there is also a ladder you can't reach. Crystallize one of the bats to reach the ladder.



Inside is Dr. Light's special present for Mega Man X — the dragon punch.



Perform the dragon punch just like in Street Fighter II (B, T, DT), but it only works when the health bar is at full power.



**CODE MONKEY OF THE MONTH**

**GOING BANOME!** Codes for a game starring apes has to be the perfect choice for Code Monkey Of The Month, and **Andrew Banome of Chipley, Florida** was the first to send these beauties in. His monkeying around with the big ape paid off. Andrew will be reaping the fruits (bananas, of course) of his labors, as he punishes more Super NES games with his new fighter stick.

**DONKEY KONG COUNTRY**  
Rare for Super NES



Highlight erase game on this screen, then enter **B, A, R, R, A, L**.



Now select a game and start with 50 lives. That's a lot of apes!



Highlight erase game and press **B, A, D, D, U, D, D, Y**.



Now, in a two player game, press **A** to take over his turn.



Invite over friends and watch them go ape when you monkey around with their turn.



Highlight Erase Game and press **B, A, R, R, Y, D, A, Y** for this sound test. Press select to pick the tunes.



First, clear the first level (Jungle Hijynx) using only Donkey Kong (don't use Diddy at all).



Now walk Donkey towards Ropey Rampage and press Start and Left at the same time. Keep walking back and forth until it works.



You warp directly to Orangutan Gang, and could finish the game in an hour, if you're hot!



**TOUGHMAN CONTEST**

Electronic Arts for Genesis

**ASS-WHOOPIN' CODES**

Max out the blood, speed up the game, decapitate player two, and get ass on the screen. Hell, I'm gonna appoint myself as the silver-backed Gorilla of the Code Monkeys. Get a kick out these codes, to keep this game playing.



Enter all of the codes at this password screen.



Enter **RUDE** and you see Director's Cut show up on the game set up menu.



Select it and player two is headless, and blood is maxed out. Yes!



Enter **FOSTER** and you see Stealth Mode show up.



Now player two's palette is all black, so he can be quick like a ninja.



Enter **2LT** and "To The Death Mode" rears its ugly head.



This turns off the time and makes you knock out your opponent three times before claiming victory (for studs only — wimps not allowed).

**BATTLE FRENZY**

Domark for Sega CD

**CODE FRENZY!**

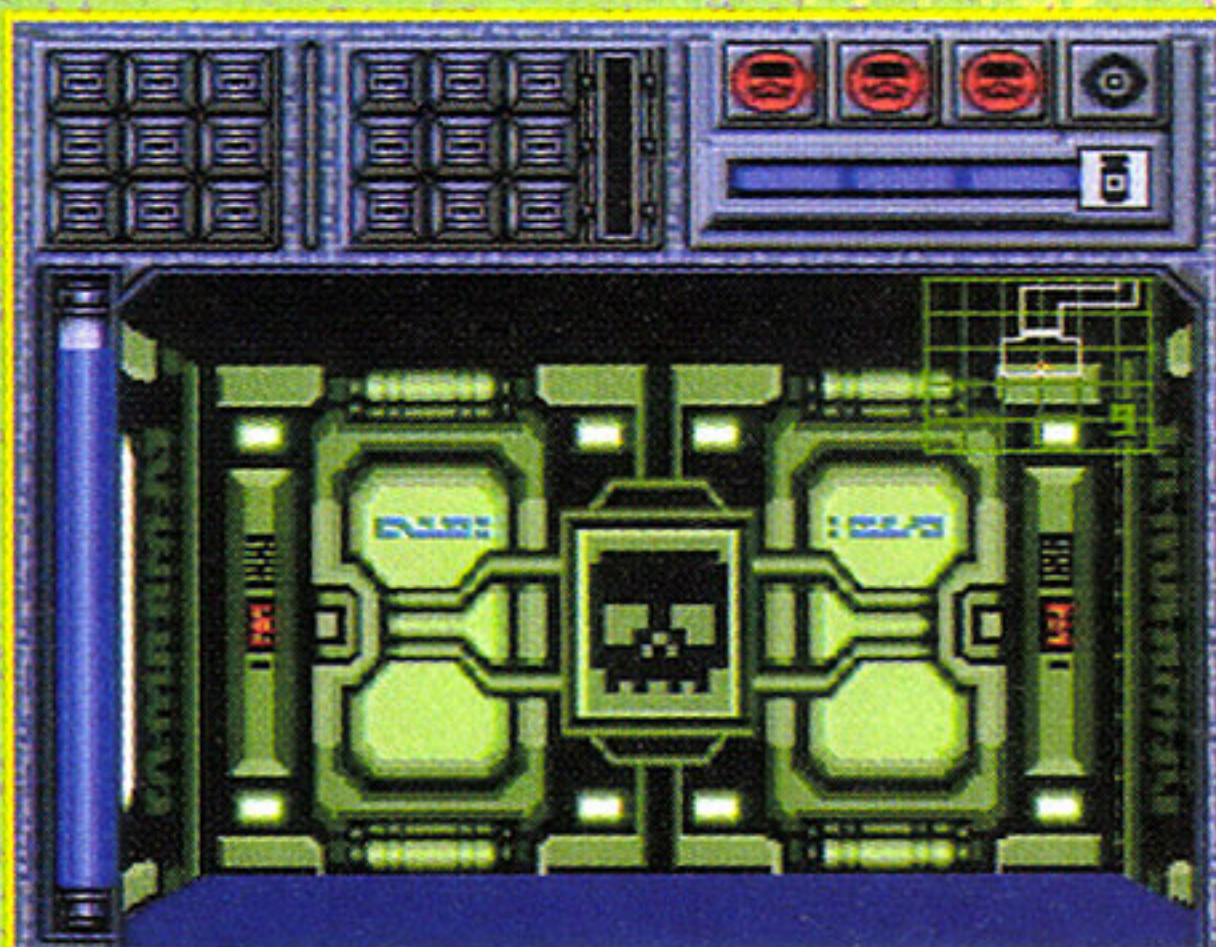
Keep all hands and arms clear for this frenzy of useful codes. For all codes, press Start to pause the game, then execute the code. Battle on!



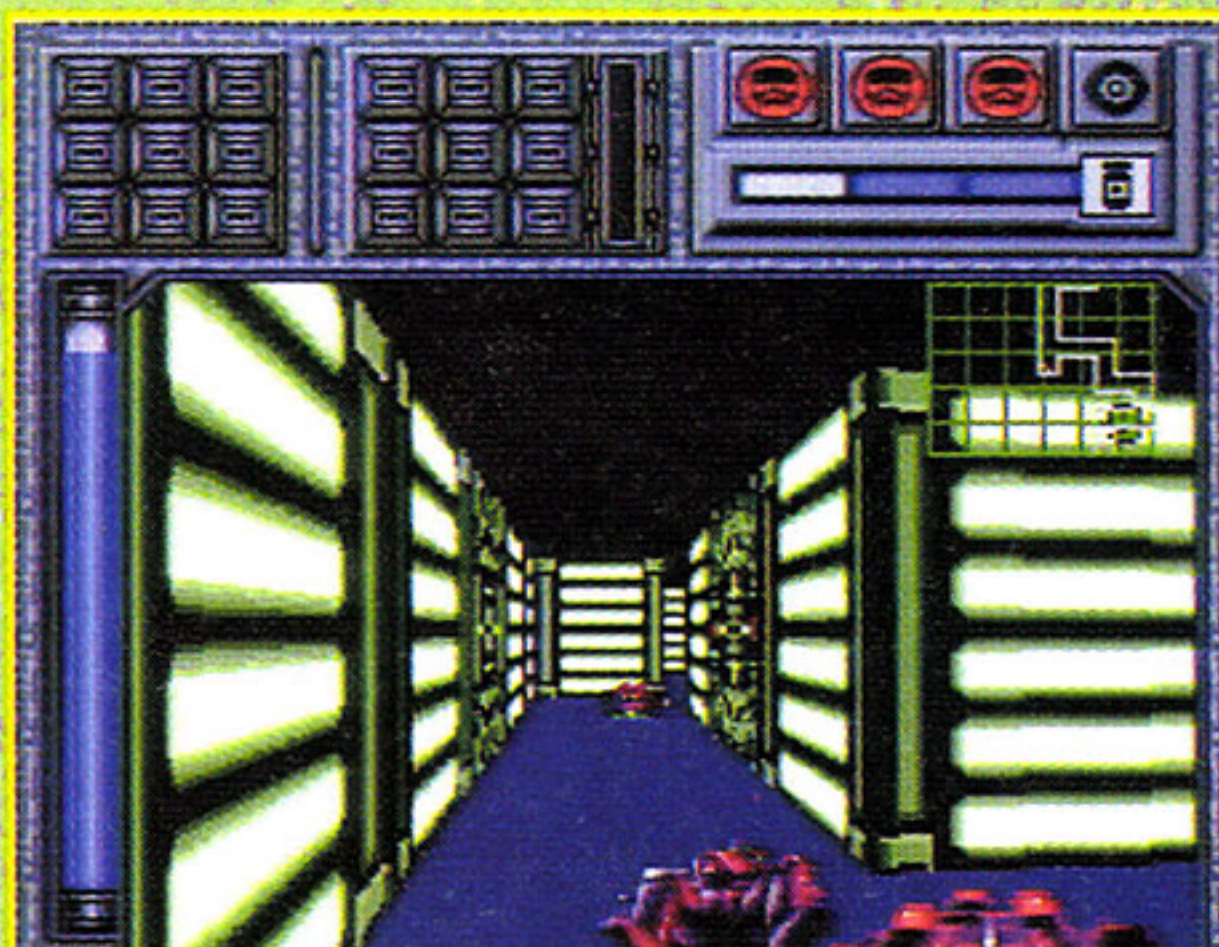
Enter **HYPER** and the Caffeinated Mode shows up like the morning joe and everything is double speed.



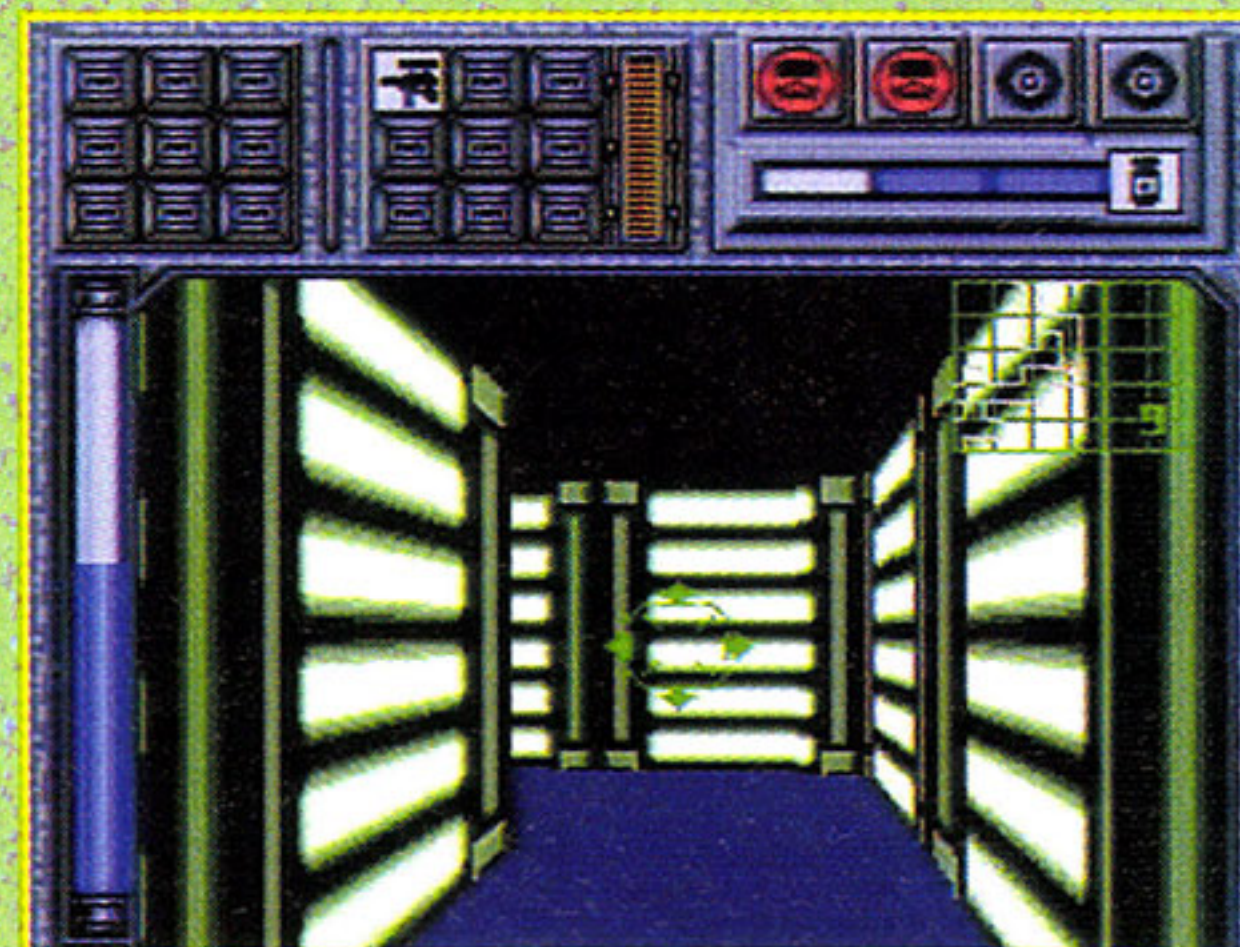
Enter **MAXX** and Iron Man Mode shows up and allows player one to take no damage. (for wimps only — studs not allowed unless they beat up the wimps and steal it)



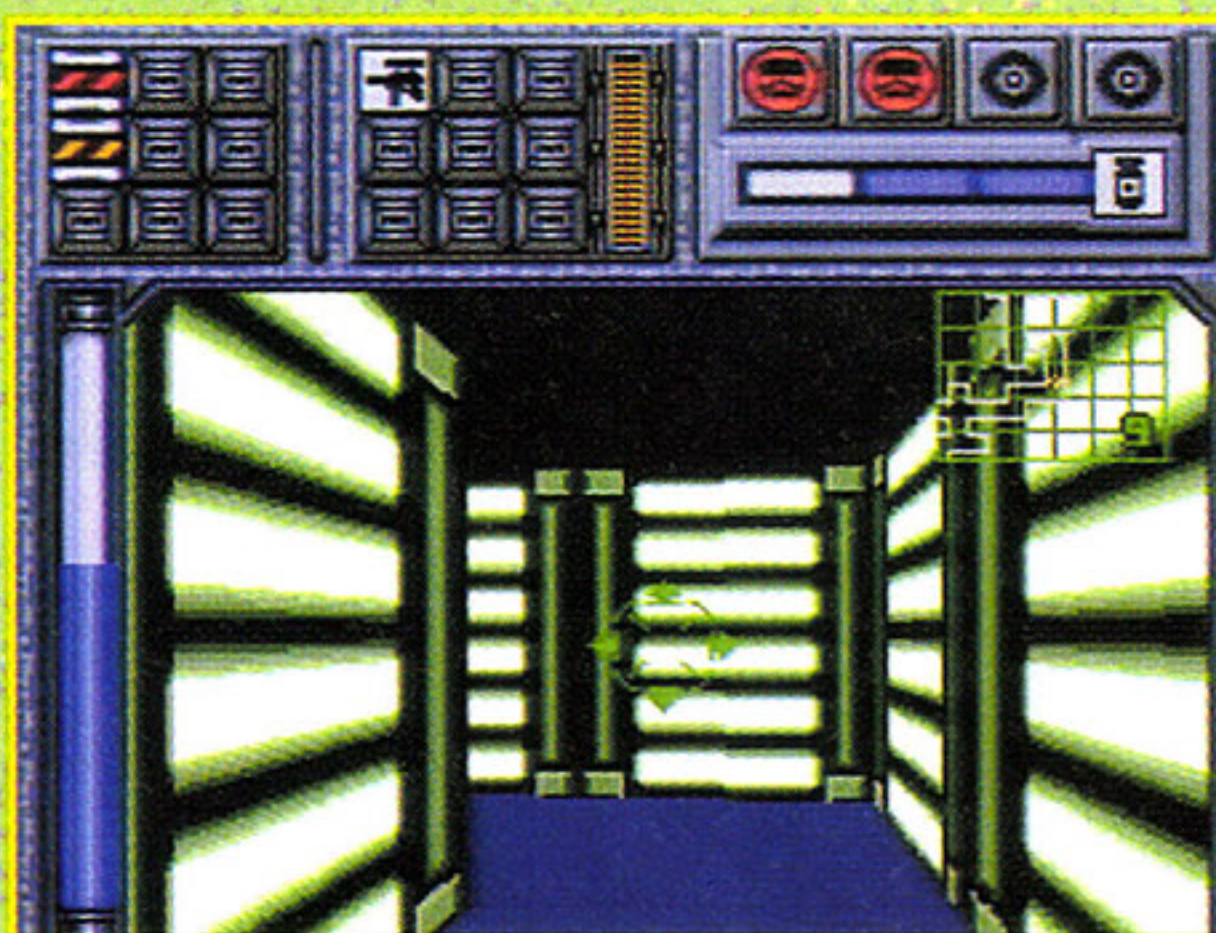
Press **U, A, U, A, A, D** and you skip a level. This way you can go right to the end.



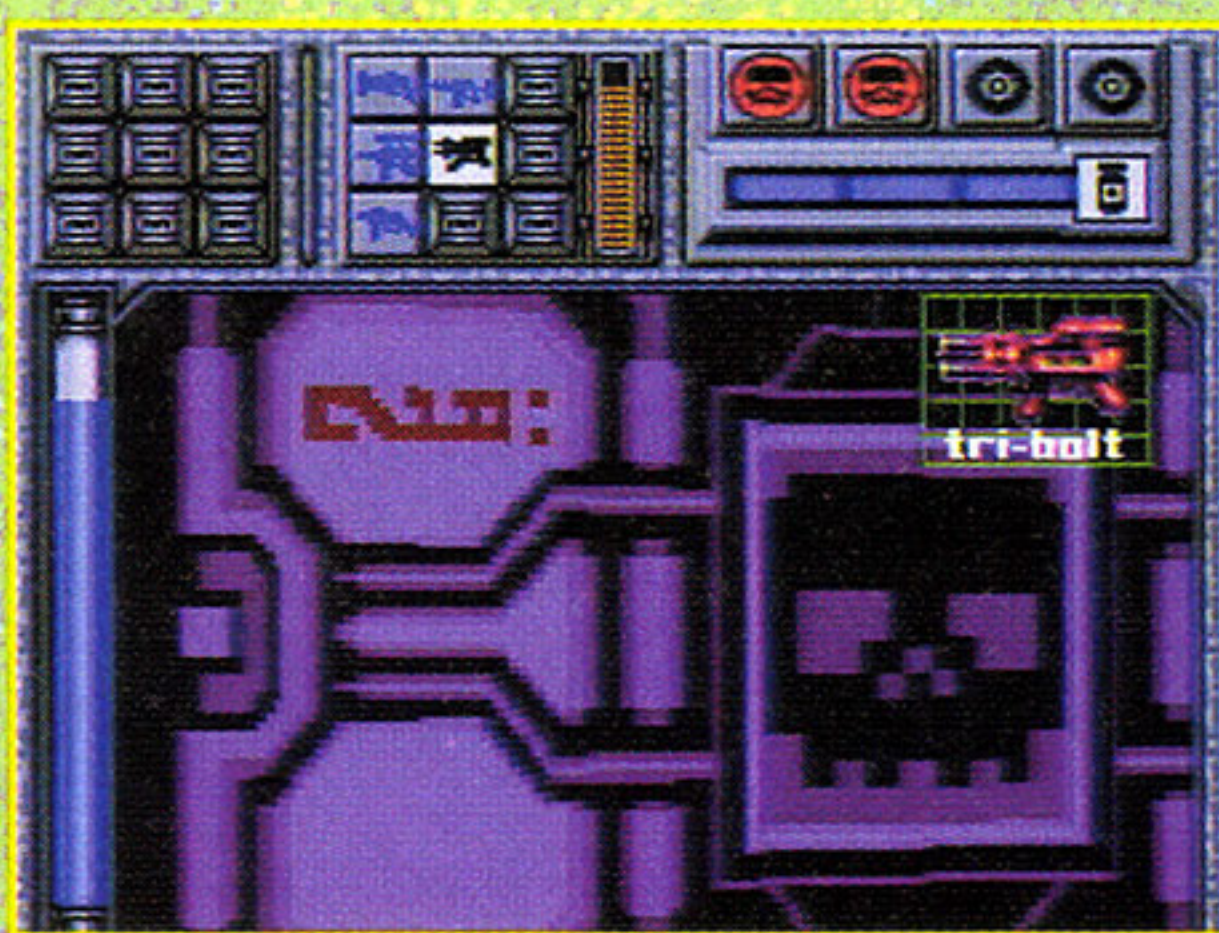
Press **C, C, B, A, D, D** to get full Oxygen. It makes breathing easier.



Press **B, B, B, R, D, L** and you get fresh Ammo. It makes shooting easier.



To get the Red Key press **D, D, B, C, U, U** and for the yellow press **U, U, B, C, D, D**. A great way to save time and lives.



To get your weapon of choice, just follow this handy guide!

**Weapon — Press**

- Ricochet **L, R, C, A, B, R**
- Lock-on **A, A, L, R, L, R**
- Cannon **L, B, C, D, D, R**
- Rapid **C, U, U, R, R, A**
- Tribolt **A, A, A, R, A, R**
- Piercer **U, R, D, L, U, R**
- Grenade **U, D, U, R, B, C**
- Spray **U, B, U, A, B, B**



**POWER RANGERS**

Sega for Sega CD

**GO-GO POWER RANGERS**

Here's some codes for the ultra-tough (not quite) *Power Rangers* game. All codes double the rate of health regained during non-combat sequences. A beep sounds when the code is accepted. The higher the difficulty, the smaller the time-window is for the player to pull them off. Enjoy.



Press **ABBACABBA** at start selection screen and you can just watch the Power Rangers (which is how the game is played anyway), just in case you haven't recorded every episode.

**Episode 2- Megazord**

Press **Right** when Red Ranger creates his crystal. Press **Down** when Red Ranger plunges his crystal. Press **A** when Megazord grabs and swings his mighty sword.

**Episode 4- Power Sword**

Press **Down** when the Power Sword drops. Press **A** when Megazord grabs the Power Sword. Press **Up** when the Megazord gets up.

**Episode 6- Power Crystal**

Press **Left** when Goldar moves from the candle, then press **C**, then **A**. Press **Up** when the four Mighty Morphin Rangers lift their crystals up. Press **Left** when they move them left. Press **Down** when they move them down.

**AERO THE ACRO BAT 2**

Sunsoft for Genesis

**PLAY THAT FUNKY MUSIC, WHITE BOY!**

With this level select you can access any of the many levels, including our fave — the disco level.

Go to the sound test and play the following sounds in this order — **2, 4, 18, 71** (the **A** button plays the sounds)



**MICHAEL JORDAN: CHAOS IN THE WINDY CITY**

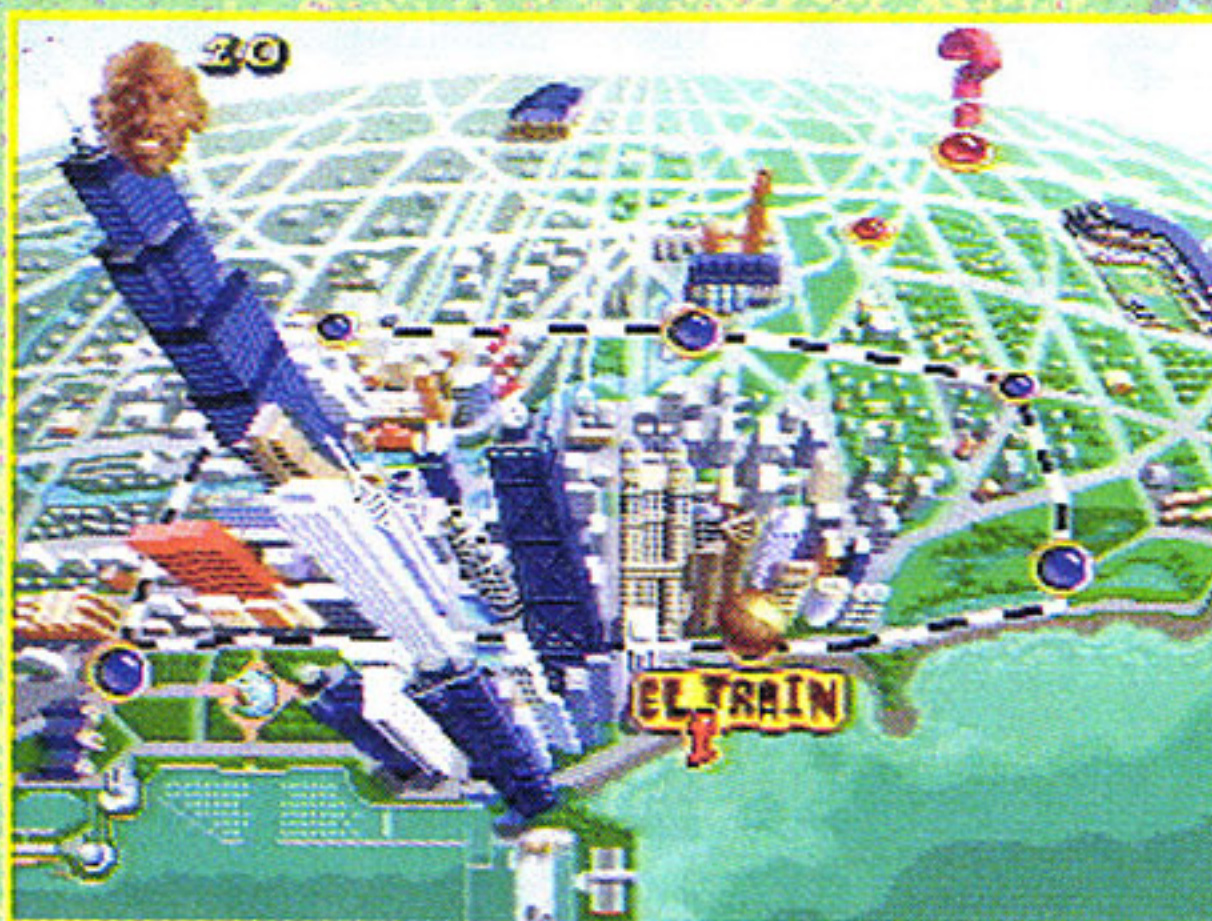
EA for Super NES

**BE LIKE MIKE!**

That's Michael, Jordan not me! Although, that wouldn't be so bad either, would it? With this code you can cut down on some of the *Chaos in the Windy City* by getting ten lives, ten freed captives, and all three card keys.



At this password screen enter **MJNO-23-CH1**, his number and team.



Now start the game and notice you'll have ten Jordans to dunk with.



You can wander around to any area or go to the tunnel and head to the final level.



Press **Start** to pause, then press **D, A, C** to reveal this level select.

**RADICAL REX**

Activision for Sega CD

**SWEET SELECT**

Use this code to unveil the little purple dino's level select.



At the title screen press **A, C, D, R, U, B** on controller two.

The level select appears and you can take the rad dinosaur anywhere you like.

- JUNGLE
- BONUS 1
- SWAMP
- BONUS 2
- INNER WORKS
- BONUS 3
- GRAVEYARD
- BONUS 4
- FOREST
- FOREST 2
- BONUS 6
- GRAVEYARD
- BONUS 7
- INNER WORKS
- BONUS 8
- SWAMP 2
- BONUS 9
- JUNGLE 2



Now you can take that too hip to be extinct dino right to the last level. Won't that be fun (heavy sarcasm here).

**CLUB DRIVE**

Atari for Jaguar

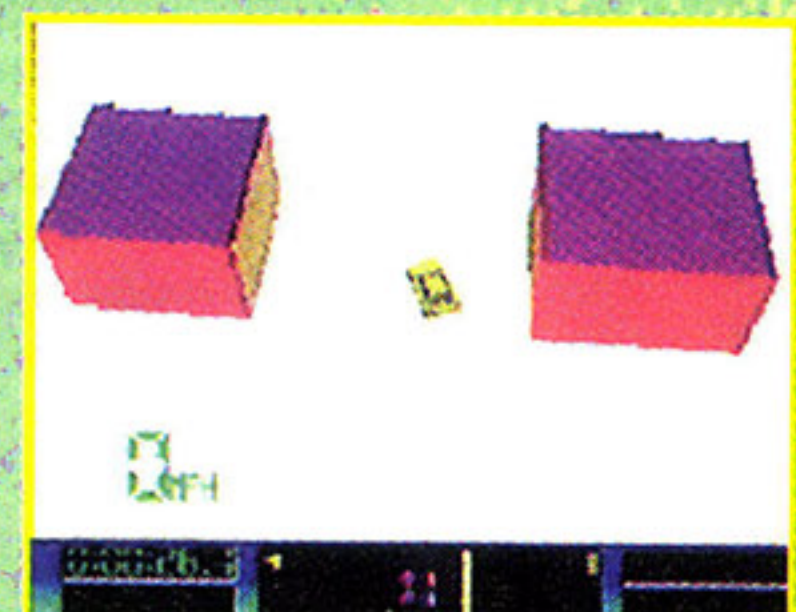
**More Confusion**

Can't see a thing on any course in *Club Drive*. Well, maybe a new planet might help (or perhaps a different game).



At the world select screen, put the cursor on the world line and hit button **B**. Instead of picking a world, hold button **four** on the keypad and hit button **two**, then press **B** again. Planet Todd appears.

Try out the simple world of Planet Todd, which looks a whole bunch like the other worlds.





### VIRTUA RACING DELUXE

Sega for 32X

## BACK-ASSWARDS

Are you the kind of guy who likes to swim upstream and go against the grain? Well, if you are, then this code is for you.



Win once on every track in normal mode, then put the cursor on the options square and press **Right** on the pad to reveal a reverse image of the words *Virtua Racing*.



Select it, and race backwards on any track for a little variety.

### CHECKERED FLAG

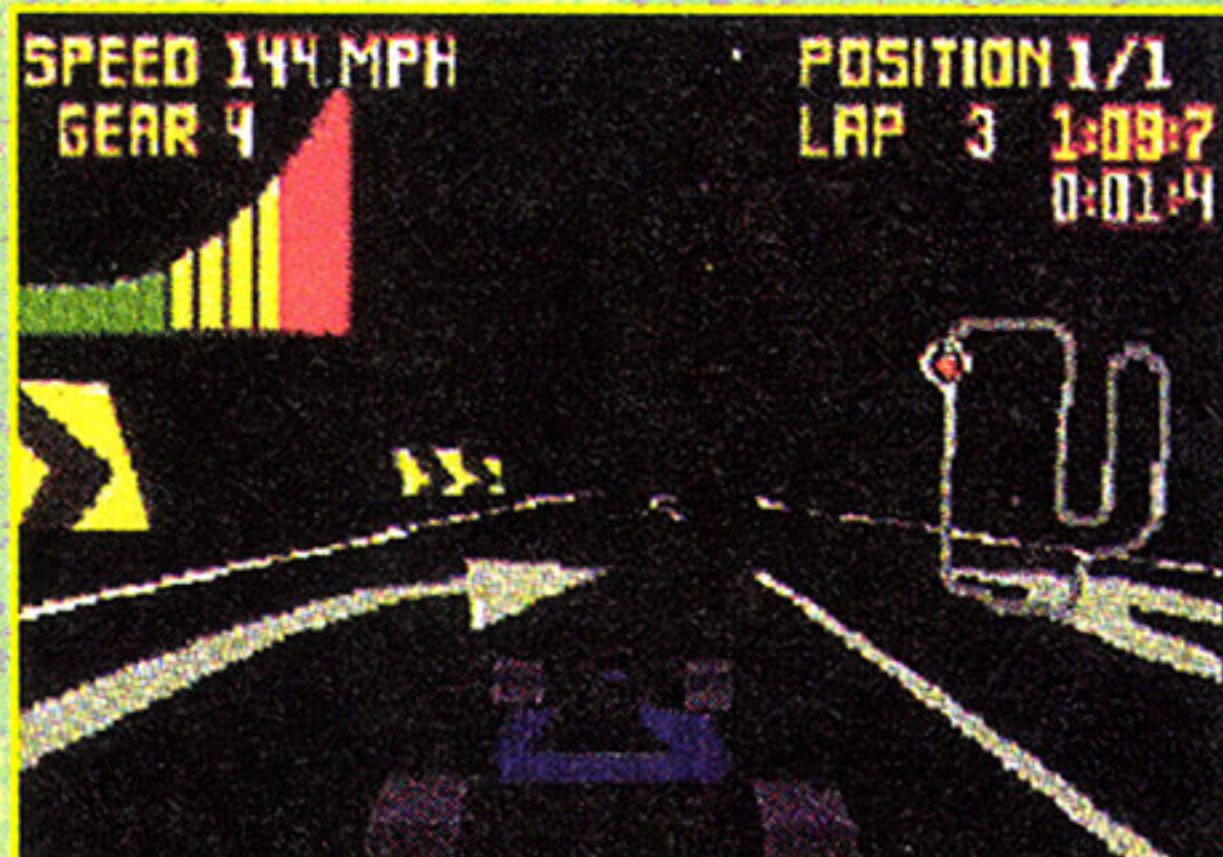
Atari For Jaguar

## NOCTURNAL!

This code gives you aspiring motorists a chance to practice driving recklessly under the cover of darkness. After all, that is the best time to do it (it's harder for the police to read your license plate).



At this options screen move to the weather option and press **8, 4, 7, 3**. A new form of weather appears—Dark. I can hear the weather wench now, 'Tomorrow will be partly cloudy with an increasing chance of darkness.'



Now race around in the dark for some variety. Very cool trick, don't you agree?

### OFF-WORLD INTERCEPTOR

Crystal Dynamics for 3DO

## OUT OF THIS WORLD!

If I win ten million dollars, you can bet I'm not gonna be risking my life saving the world. The only thing I'll be saving is the postcards I collect from my worldwide and lifelong vacation.



At this options screen go to sound, then press **A, X, and C** six times. A drilling noise tells you you've struck gold.



Begin the game and you've got \$9,999,900 to waste on all the explosive goodies your little heart desires.

## READER TIPS

### STAR WARS ARCADE

Sega for 32X

## TIMES UP!

Keith Anderson of Aurora, CO sent us this 32-bit code that saves you time.



Pause the game any-time, and press **D, B, B, U, R, L**.

This nullifies the annoying timer at the top of the screen.



Now you can take your time destroying tie fighters and not worry about the awful constraints of time.



### NEED FOR SPEED

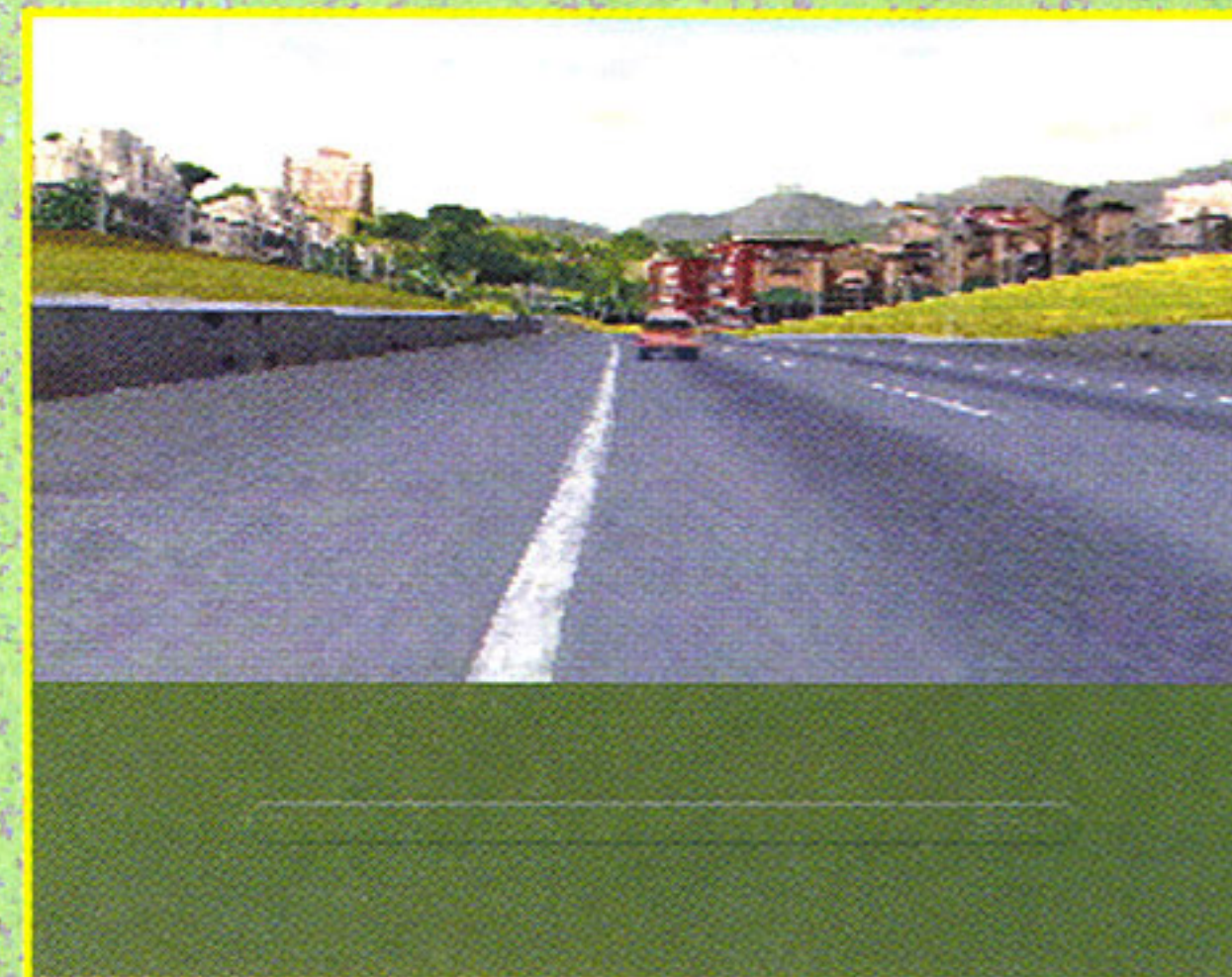
EA for 3DO

## TO SEE OR NOT TO SEE

It took two *Racine, WI* game fanatics to bring you this revealing code. **Jeff Lines** and **Kevin Nelson** kept their eyes on the road and gave you a chance for some enhanced racing.



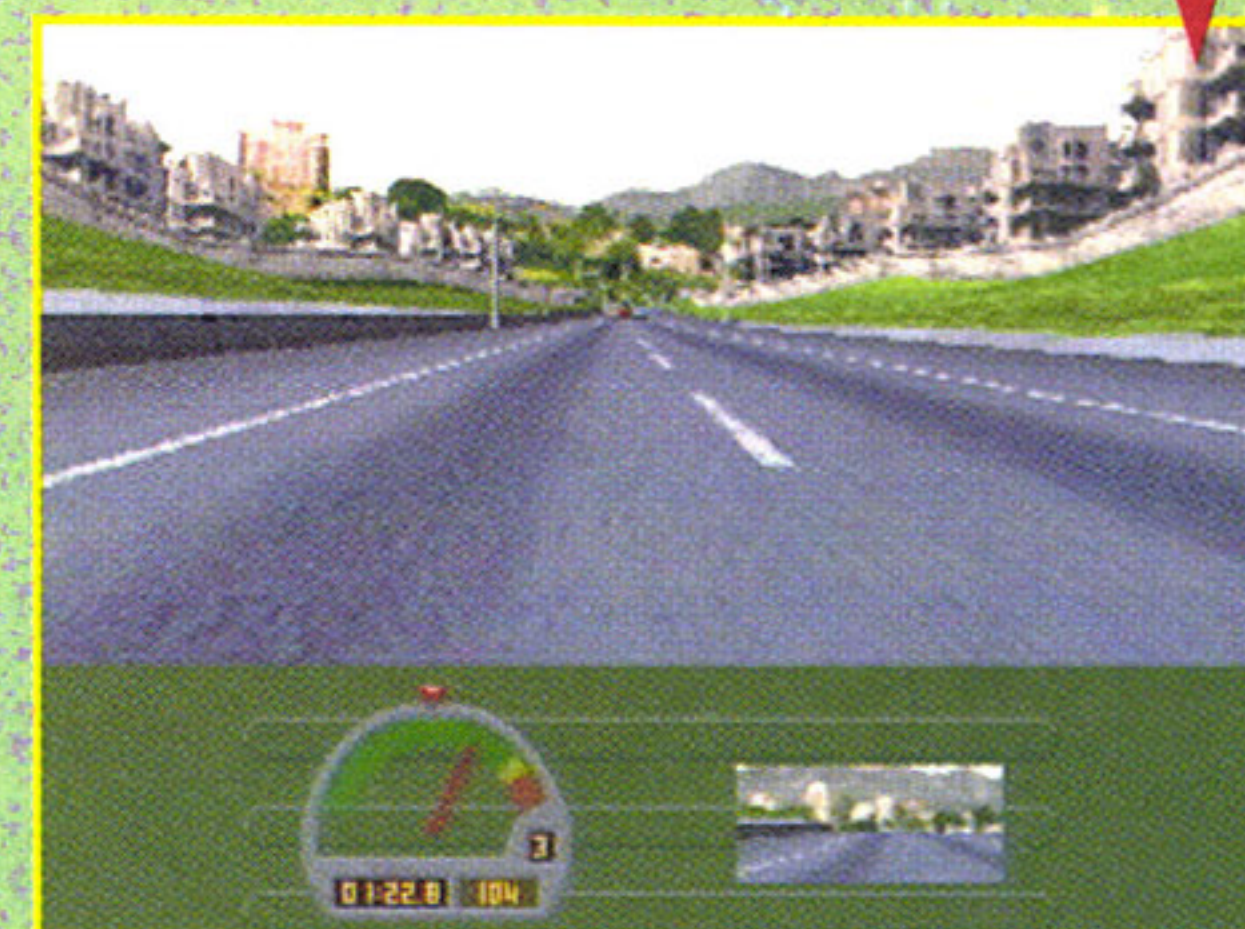
Using the second controller on the inside car view, simultaneously press and hold **Up, L, and A**.



Then continue holding those buttons and you lose the rear-view mirror...



Hold them down and the game cycles through new views, starting with this larger look at the track.



Then the speedometer, then eventually it goes back to the original view.



**RISTAR**

Sega for Genesis

**STARRY-EYED**

Possibly the brightest nine year old in the world (other than myself), **Evan Graybill** of **Marietta, GA** sent us a couple of shooting codes. And besides that, his English was impeccable and his spelling was without flaw. (Ed. — You should be so lucky, Mike!) I'm impressed.



At this password screen enter **ILOVEU** (Awww! that's so nice) with no spaces between the letters.

This message will appear showing you that the code worked.



Then start the game and you can cycle through levels.

Can Fullgore handle the new competition?



Go to any part of any level and tour the galaxy with the world's favorite star.



Enter **MUSEUM** at the password screen to activate the Boss Rush Mode.



When you start the game you will fight each boss one by one. Try to set new times.



Practice the patterns for each boss, like this tough hammerhead shark.

**KILLER INSTINCT**

Williams for Arcade

**EVERYONE'S IDOL**

**Jay Wood** of **Tucson, Arizona** has been spending way too much time at the local arcade, but his costly addiction has brought us this cool code. Pick Riptor as your fighter and as soon as you pick him hold **Left** and buttons **1, 2, and 4**. Hold the buttons until the split screen intro and then hold **Right** and buttons **2, 3, and 6**. If you've done it correctly the announcer says 'Idol.' Thanks Jay. Shouldn't you be in school or something?

**CODE DONKEY OF THE MONTH**

**HELLO?!** This is one of the typical codes we get that never make it to our glorious pages, but because we are now awarding stupidity, you can see what we deal with. An unnamed (We didn't want to ruin his life, but you know who you are) Code Donkey from **Kokomo, IN** sent us this code:



**LION KING**

Virgin for Genesis

Go to options and put difficulty on easy. Now go down to sound test, put it on **Be Prepared**, play it for three seconds, then exit. When you get back to start and options, don't start. Press **L, R, L, R, L, R, A, B, C**. Before he says 'It starts', press **L, R, L, R, U, D, A, B, C** then start. This code gives you eight Simbas.

Deep, complicated code, right? Not exactly. See, anytime you put *The Lion King* on easy mode you get eight Simbas. The rest of the code is useless jibberish thought up in the weak mind of one of our faithful readers. Congrats for the blatant ignorance — you can now brag to your friends that you were the jackass of the month. You must be proud.

**GIVE US A HAND**  
You've gotta be a real game addict to discover those secret codes — that's why we're so smart. We want every game code we can get, and we can't do it all on our own. We're giving away a T-shirt for the best reader tips and you get your name in print, too. So if you've discovered a cheat, get it down on paper and get it in the mail to us at: **Codebreakers; Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010** or call the Codeline at (415) 330-5348.

**YOUR GOLDEN OPPORTUNITY**

We wanted to reward you guys for your killer codes so we spoke to the guys at ASCIIWARE to persuade them to give away one of their cool controllers to our Code Monkey of the Month. This month's main monkey is **Brian Howe**, from **Tulare, California**, who scores a controller for his *Shaq Fu* blood codes.

If you wanna be a contender for Code Monkey of the Month, remember to include the system you own and the controller you want to win (from those shown alongside) along with your codes. Sorry, bananas not included!



Now there's no reason for you not to send in your codes! The ASCIIPad is the ultimate in controller action!



What a cool controller! The Fighter Stick takes the pain out of getting through those games!



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5UCB0





The great, white cart broached, revealing the body of Captain Ahab lashed to its side. 'Ahab beckons!', screamed Jeff Lundrigan. 'Ahab beckons us to death!' Then the huge cart crashed down upon him.

Ah, the Net. I've got a small confession to make (which won't come as a surprise to some of you). From time to time, the game hints I give out came from somewhere out there on the Internet — a Usenet group, a Web page, an FTP site, or whatever. Up until now, I haven't mentioned this because there's usually no reason to mention where I get anything, but since the information on the Net is mostly put together by folks who do it in their spare time out of the goodness of their hearts, that doesn't seem exactly fair.

So, from now on, when I use something I've found somewhere in cyberspace, I'll mention who posted or authored it, and, when necessary, where I found it. And as always, keep the e-mail coming. It may take a while to get to, but I always get to it eventually — jfflucky@net-com.com.



## LUCKY'S Helpers

### CONTRA HARD CORPS

Konami for Genesis

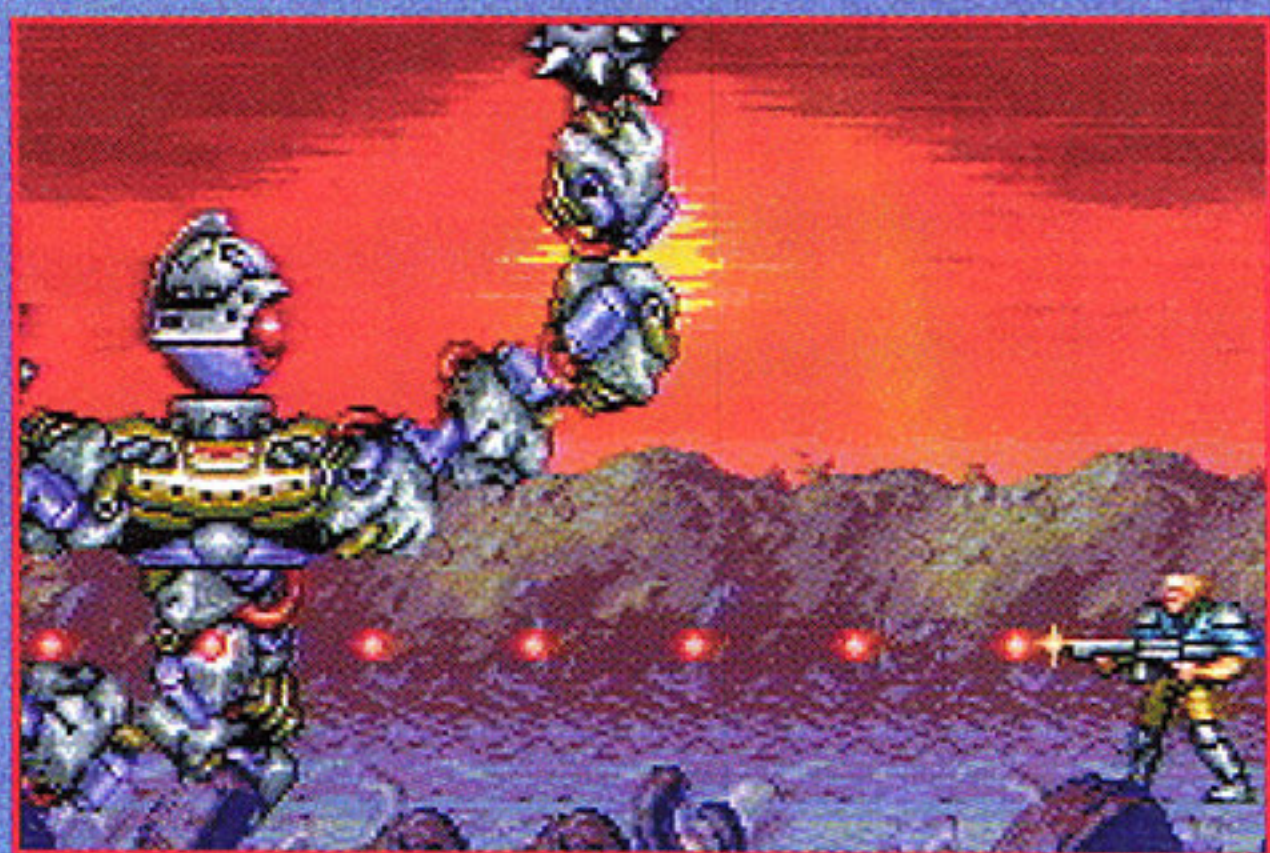
The other day I was playing — it's an awesome game and has lots of action — anyway, on the third board where you're in a big garbage dump, I found a really weird secret. After you beat the mid-boss, you go down a ramp and shoot some guys and turrets. At the bottom of the ramp, there's a door you're supposed to blow up to fight the boss, but if you climb up the wall that's over it, you go to the top of the building, and some weird guy asks you if you want to earn some money fighting in the arena.

If you say yes, you will fight three bosses that are pretty simple. If you beat all three, you go through a time portal and you see a strange game ending.

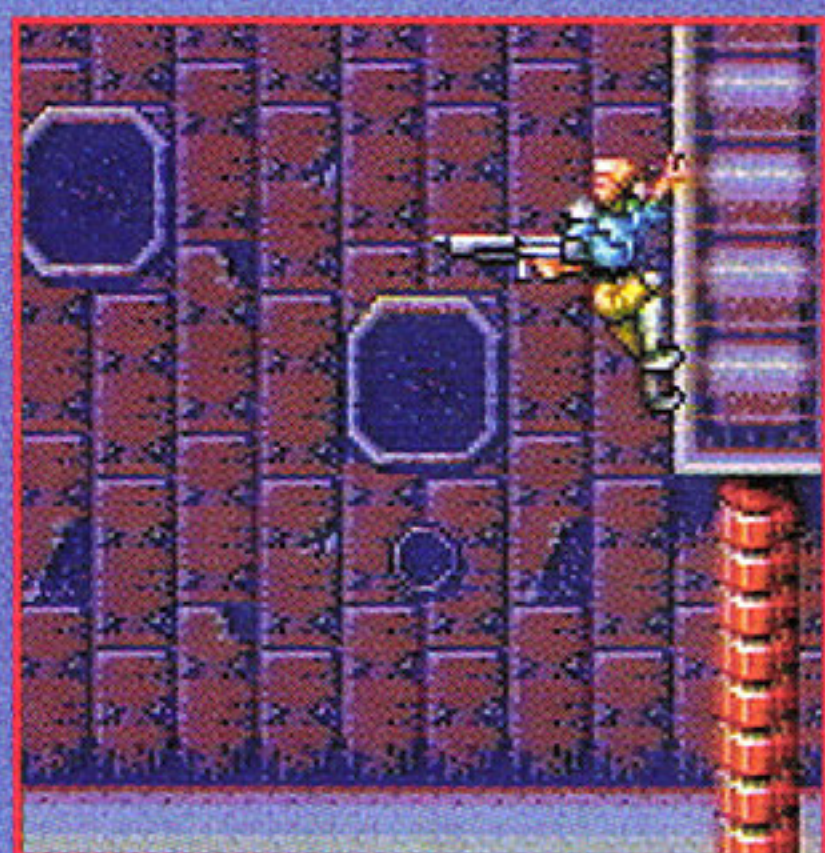
Just though I'd let you know.

Geoff Brown  
St. Petersburg, FL

Yup, that's pretty weird.



After fighting the mid-boss of the junkyard, instead of blasting the door and fighting the boss, climb the wall.



### BREATH OF FIRE

Square Soft for Super NES

I found a secret. Go to Bleak (the town of thieves) at night and find the guy who asks you if you want to see a magic trick. Say yes. Then he asks you to put a hundred dollars on the table. Say yes. Then he says, 'Look over there!' Say no twice, and then say yes... Abracadabra! Chun Li from *Street Fighter II*.

John Jastad  
Hillsboro, OR

Well, ya know, *Breath of Fire* originally came from Capcom of Japan, who are notorious about throwing *SFII* characters into other games (remember seeing Guile and Chun Li in the background of *Final Fight II*?). Square also loves to hide stuff, so it's no surprise they left it in.

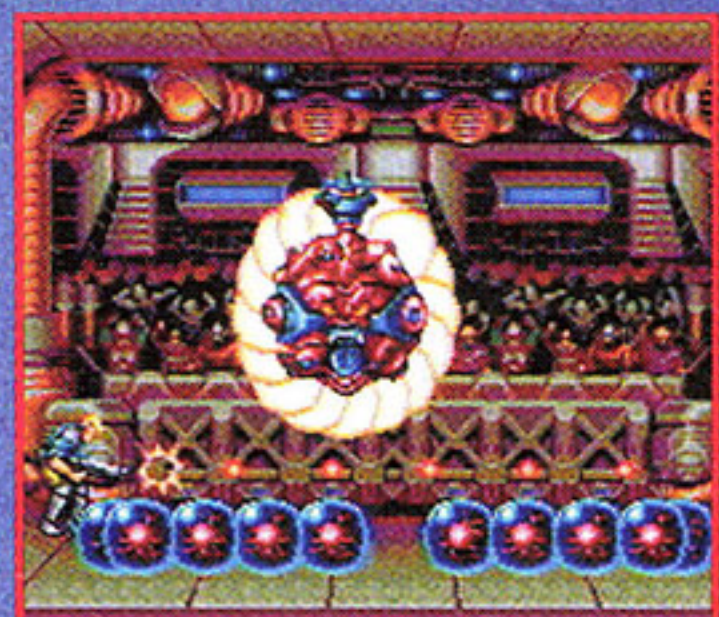
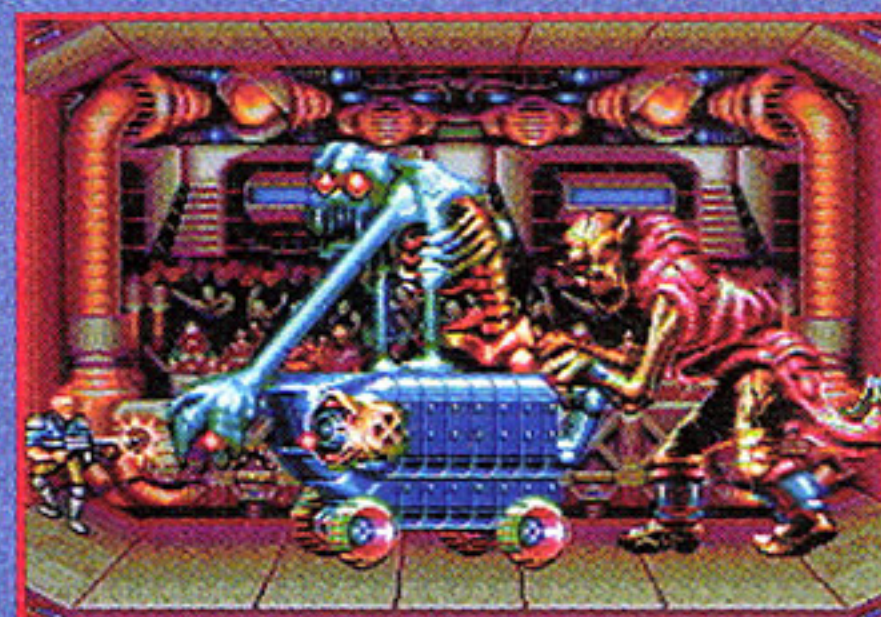


OK, go to Bleak and either wait for dark or use the hourglass to change day to night.

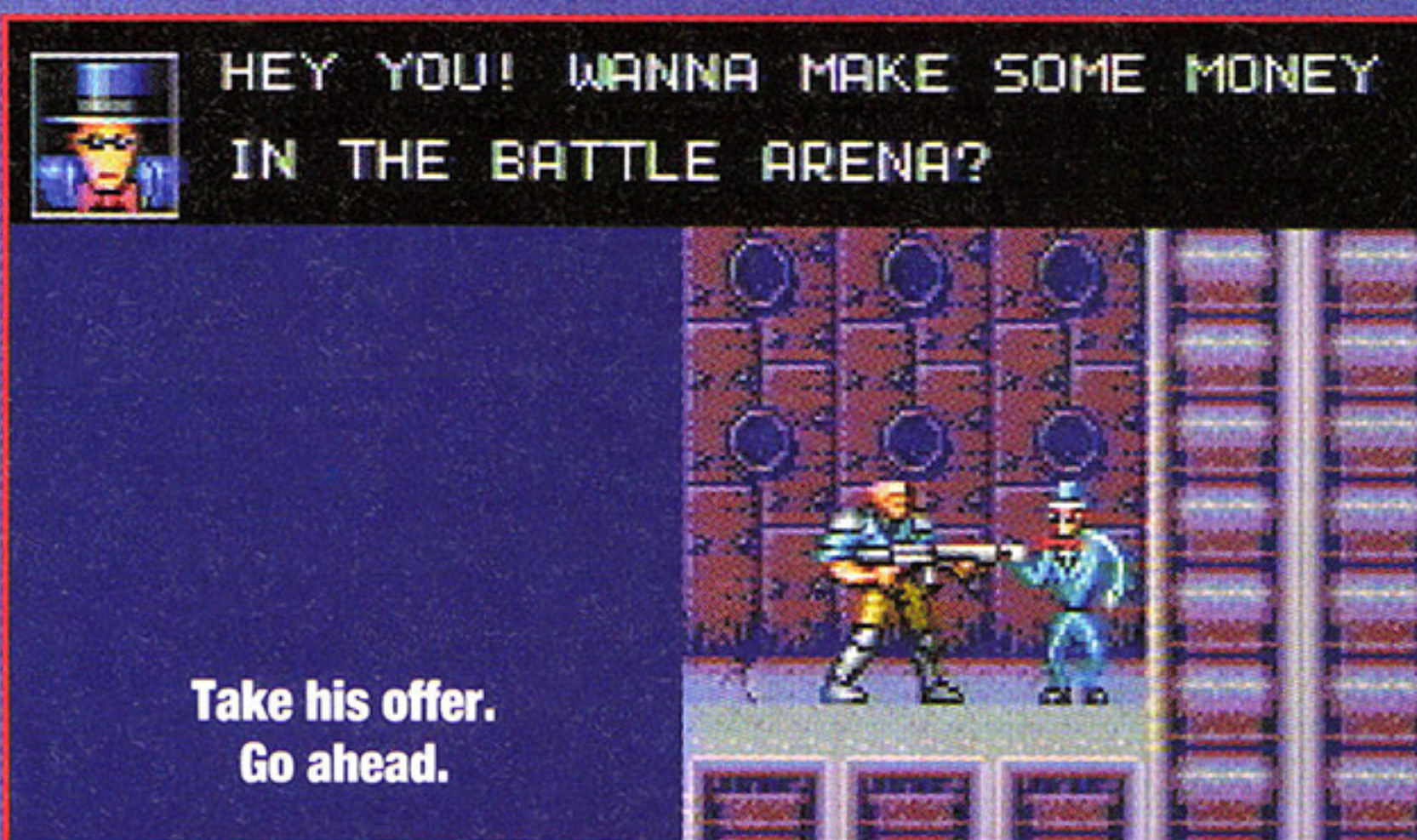
Here's the house, and here's the guy...



...and here's Chun Li practicing that famous lightning kick of hers. Hmm...



You fight three, really, really strange bosses, although I don't know how 'easy' they are.



Take his offer. Go ahead.



And the ending is odd too. Just goes to show you, even the best games can crack and get bizarre under pressure... sort of like me.



## BEAVIS AND BUTT-HEAD

Viacom New Media for Genesis

I have one question. At the end of the game, after the Gwar concert it says congrats blah blah blah — now can you make it to the band? How do you do that? When you go past the doors at Gwar there's a dog that kills you. How do you get past that @\*@\$ dog?

Seth Hamilton  
Marion, IN

You need three items to get back stage — a pair of scissors, a cat, and at least one Uzi dart gun (actually, if you could have one for each guy, you'd be better off). The scissors are in the hospital. Eat the green burger next to the dumpster at Burger World, and when you go to the hospital, the nurse out front lets you in to see the doctor. Before leaving, hop up on the examining table and grab the scissors off the shelf.

You catch the cat couch fishing. After nabbing the fishing pole from Anderson's tool shed, grab a slab of pizza from behind the couch and you reel in the poor kitty. The rest takes split second timing — just follow the pictures.



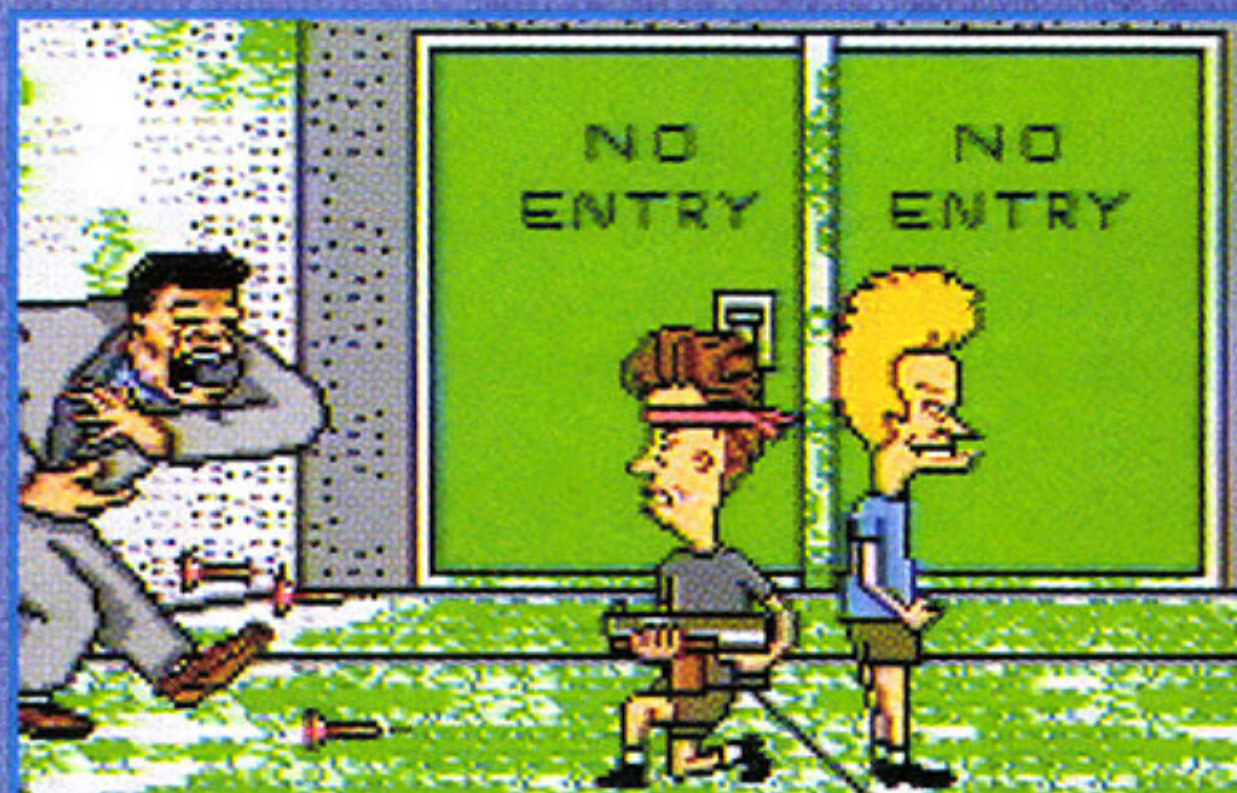
OK, you found all the ticket pieces and got to the concert. Big deal.



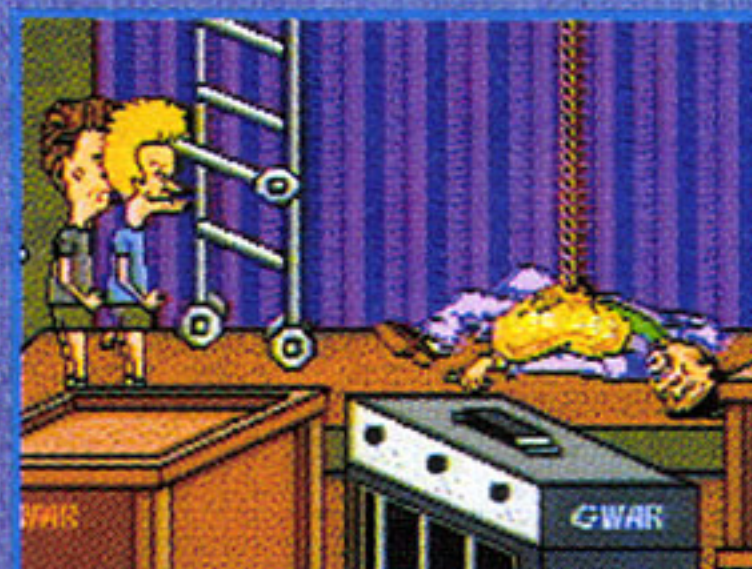
Head right past the front door. Just beyond the door is a dog, but if you toss the cat just after you pass the light pole, the dog goes for the kitty instead of your throat.



Next, use the Uzi dart gun and battle your way past Gwar's bodyguards.

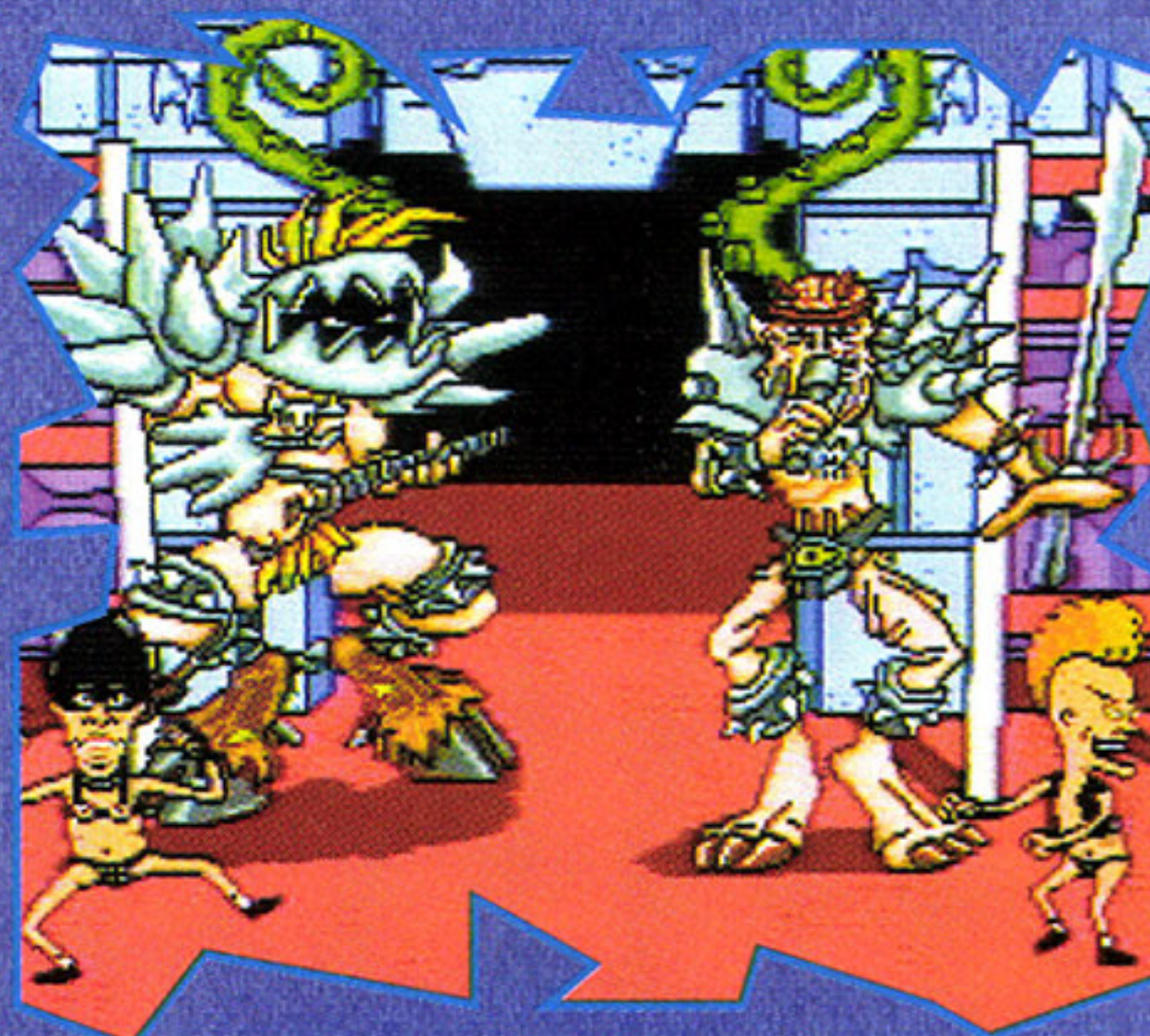
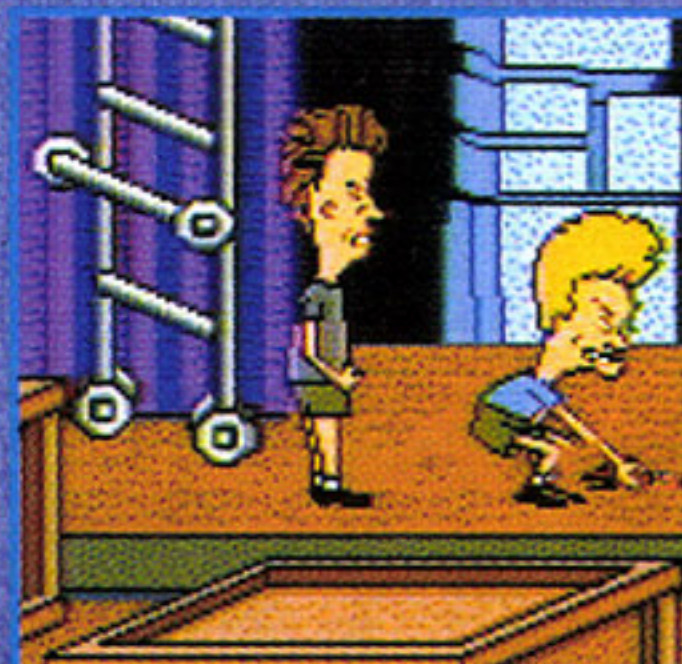


Whoa! It's the stage door!



Inside, run and jump up to the stage and use the scissors to cut the rope — it drops a sandbag on the manager's head. That was cool.

After that, all you need is some costumes. Fortunately, Gwar's stage dancers don't wear very much — note the tiny pile of strips of leather at the far right of the stage.



Yes! Gwar is cool!

## FINAL FANTASY III

Square Soft for Super NES

Where can I find the esper Raiden? And can you also tell me what 'Where the queen stands and take five steps' mean?

Micheal Solis  
Ledgewood, NJ

OK, one more little tidbit. Land at Figaro Castle and have the old guy in the basement take you to South Figaro or Kohlingen, wherever you aren't. Along the way the castle hits something, so stop and explore. You find a cave and an ancient, underground castle.

Inside the castle you find the statue of Odin. Examine it and you find the esper Odin. At this point, you might want to leave for a while and learn Odin's Spell, Meteor. You can come back any time.

When you're ready, go back to the ancient castle and stand in the Queen's throne, then take five steps south and press A. A secret passage opens up in the Queen's room to the right. Downstairs is the Blue Dragon, and after defeating it you can move on and find the 'statue' of the queen. She turns the Odin Magicite into the Raiden Magicite. Ah, melodrama.

It's as if we've bumped into something...  
(Continue journey)  
(Stop and explore)



Take Figaro castle anywhere and you run into something underground. Exit through the door at the back of the jail.

A city, ruined during the War of the Magi...



Deep underground you find an ancient ruined castle where you'll learn of the Esper Odin, the War of the Magi, and his doomed love affair with the Queen.

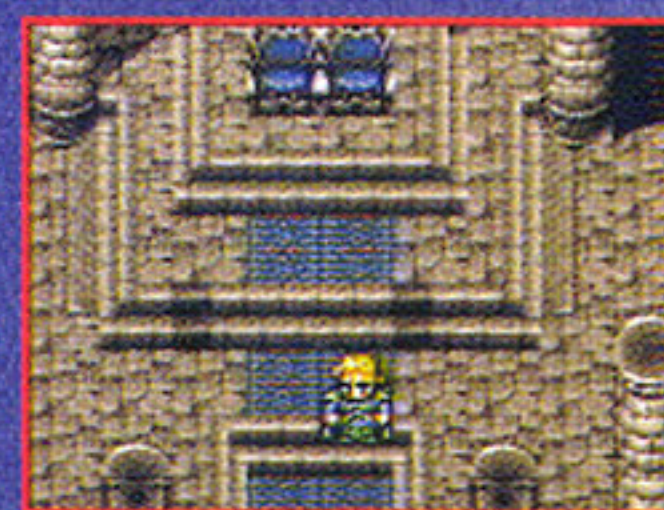
We're fresh outta options! We'll have to leave this battle in Odin's hands...



Odin turned into a Magicite shard...

Inside the castle is Odin, turned to stone for a thousand years. Examine the statue to find the Odin magicite.

Go away and learn Odin's spell, then come back and take five steps south from the right-hand throne. Press A and you hear a rumble.



Go back to the Queen's chamber and a secret passage opens.

Downstairs is the Blue Dragon, and after defeating it, examine the 'statue' of the Queen. Her tears change the Odin magicite into the Raiden magicite.



A tear comes... From the stone...?



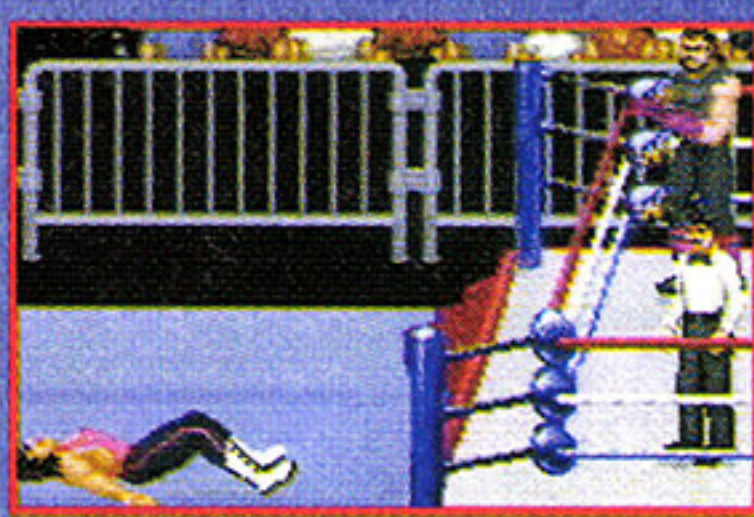
## WWF RAW

LJN/Acclaim for Super NES

How do you do each wrestler's Megamove?

Matt Boyd  
Collinsville, OK

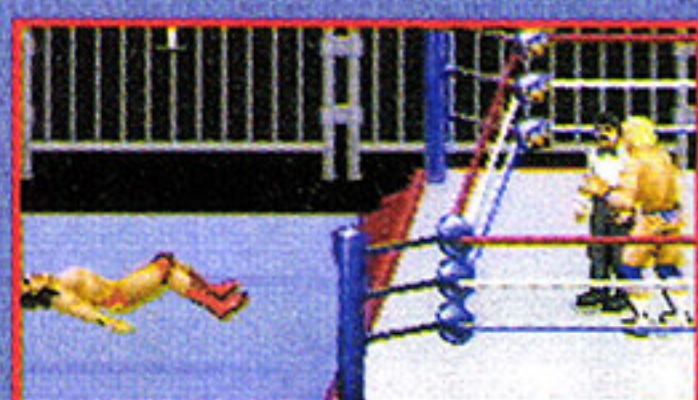
**Good letter — simple, direct, and to the point. OK, take note that you have to hold either the L or R button while trying these, and thanks to Thomas Hamm at rec.games.video.nintendo for posting 'em in the first place.**



**Undertaker:** Left, Right, Right, hold Y. He does a strange looking running clothesline that knocks the opponent out of the ring.



**Bam Bam Bigelow:** Up, Down, Right, hold Y. Bam Bam flies off the ropes as a human torpedo-type thing.



**Lex Luger:** Up, Up, Down, B. Lex does a wind-up uppercut. It won't connect unless you're not much farther than punch range. You can knock someone clear out of the ring though.



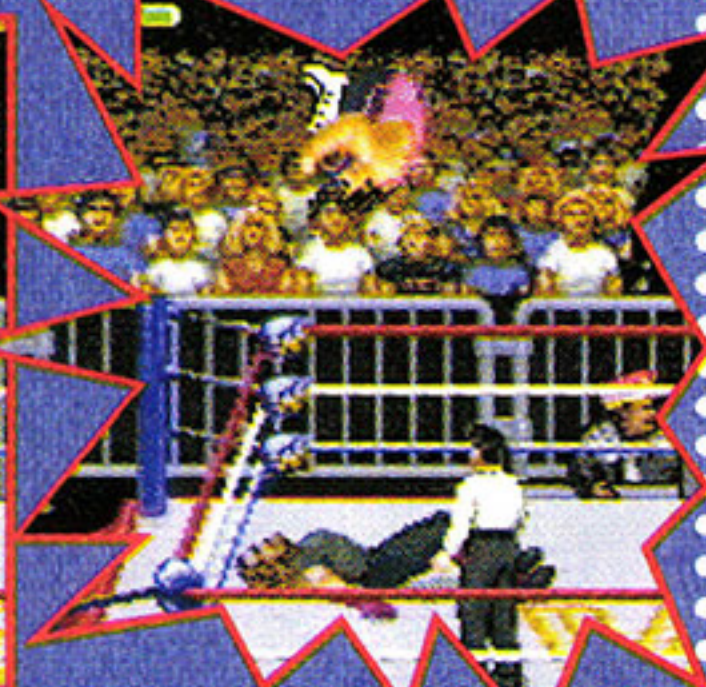
**Shawn Michaels:** Down, Right, Right, A. Shawn does this weird floating spin and kicks the opponent. Another move that can hurt someone out of the ring.



**Diesel:** Down, Down, Right, B. Must be done standing directly behind a dizzy opponent. Another tough one to pull off, but Diesel throws his opponent straight up off the screen.



**Luna Vachon:** Left, Down, Down, B while standing above a fallen opponent. Luna goes into a spinning helicopter thing and lands on her opponent.



**Bret Hart:** Right, Right, Up, B. Done off the turnbuckle when the opponent is down. Bret does a somersault off the turnbuckle and lands on his opponent.



**Yokozuna:** Down, Down, Down, X. Done off the turnbuckle when opponent is down. Pretty simple — he slams down on the mat and hurts everyone inside.



**Razor Ramon:** Left, Left, Right, B while standing below fallen foe. Razor jumps in the air, does a backward somersault, and drops on his opponent.



**Doink:** Left, Left, Left, A, while standing directly behind a dizzy opponent. This one's tough to pull off, but Doink rolls the opponent into a ball and kicks them out of the ring.



**1-2-3 Kid:** Up, Up, Up, A. Done from the turnbuckle while opponent is down. The Kid jumps from post to post, then flops down on his opponent.



**Owen Hart:** Up, Right, Down, Y. Possibly the least useful Megamove. Owen stands in place and spins. If someone's rushing you, it's great, otherwise, you can't hit anything.



**Bonus Lunar:** By the way, it's also possible for Luna to do 1-2-3 Kid's Megamove. It's just a glitch, and probably wasn't supposed to be there, but if she climbs the turnbuckle and does it, she turns into a distorted Kid, then turns back into Luna as she lands.

## SHINING FORCE II

Sega of America for Genesis

We're stumped. We don't know where to go or what to do. We're on the island of Parmecia, and we don't know how to get to Devil's tail, or past the North cave which is blocked by rocks. This boy told us to talk to Dr. Rhode, but he's too busy and says not to bother him. Near the town of Hassan, there are ruins, and inside is a big soldier who says for us to leave or he'll fight us. Peter the Phoenix makes us leave, so we have no control. We need your help.

Valeria and Vincent Gurioli  
Virginia Beach, Virginia

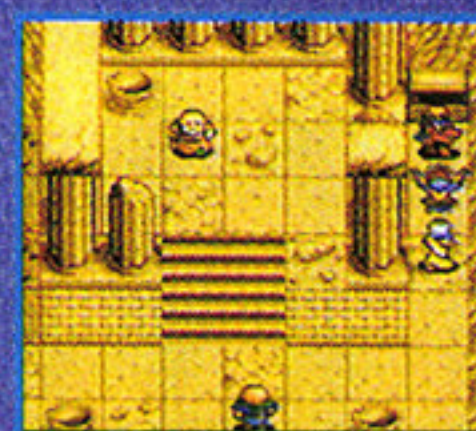
Well, OK. Dr. Rhode won't talk to you unless you have something of 'historical value' to show him. So, after the whole Volcanon business and you've gotten the raft, head south on the river through the cave until you come to a fork, then head east. When you reach some mountains on the southern bank, get off the raft and follow the mountains southeast. You come to a desert and a battle, and when the monsters are gone, go to the eastern side, where there's a cave. In the cave is an old guy who tells you about the tunnels to Granseal. When he joins you, go back to the fork in the river, where there's a cave. The historian opens the cave, and inside you fight some more. When the battle's over, search the chests and you find the wooden panel.

Take the wooden panel back to Ribble, 'cuz that's what fits in the tree trunk (you have to 'use' it to make it work). This opens the passage to the ruins beneath the town. There's a chest down there with the Achilles sword. Take the sword back to Hassan and see Dr. Rhode, and he should talk to you now — somewhere in the midst of all of this, you have to fight the Kraken, but for that, you're on your own.



Too busy to talk to me, eh old man? Well, we'll just see about that.

Here's the spot on the river where you get off the raft and head south to find the ruins.



After the battle at the ruins, check this cave. Inside is the wooden panel.

The panel opens the tree in Ribble, use the 'use' command.



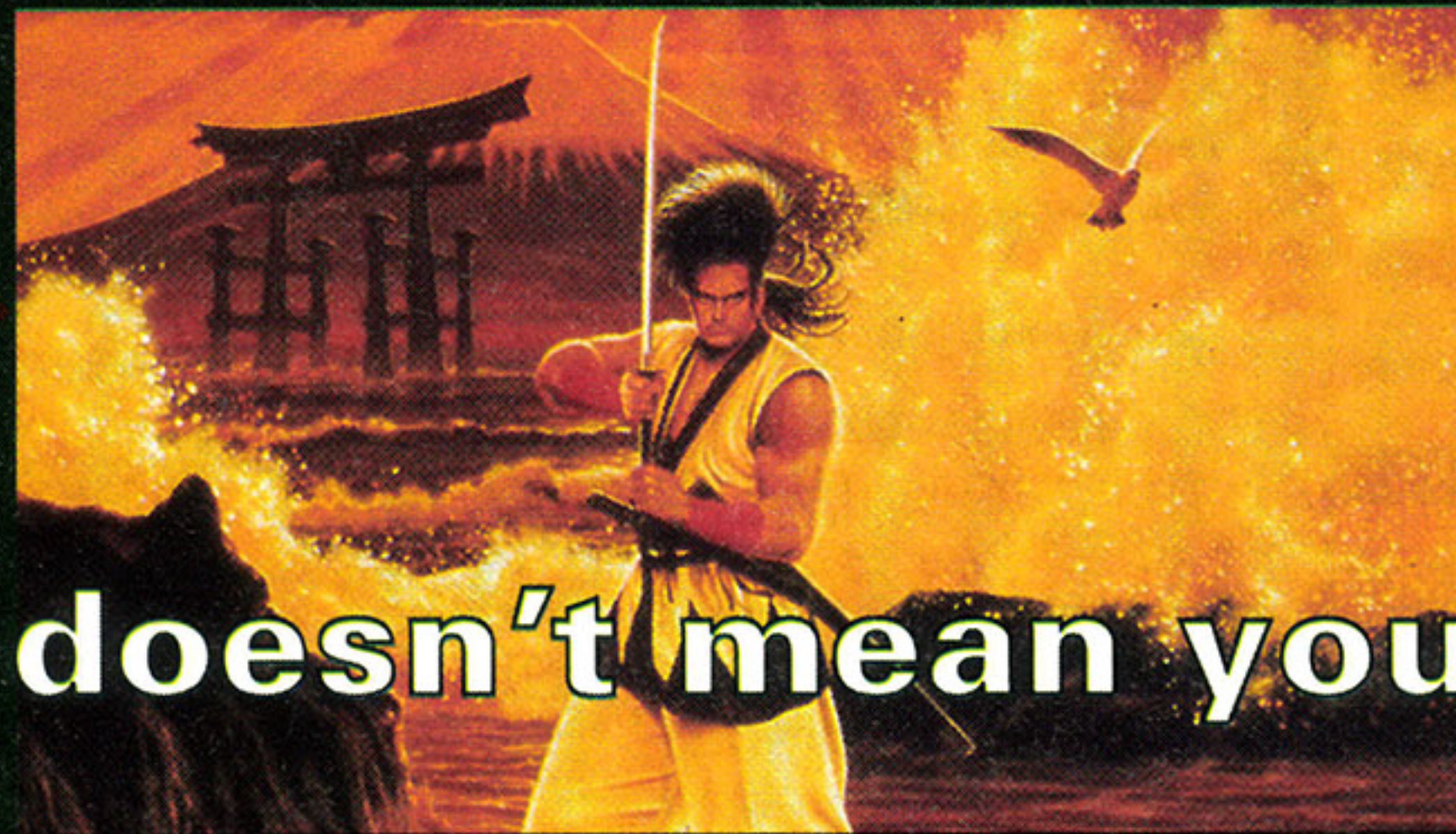
Now that old geezer Dr. Rhode will give you the time of day. With him, you can find the Caravan.



Head west from Hassan, and after another battle, you come to an ancient temple, guarded by Taros — this is the temple that Peter made you leave earlier. Get by him, and you find the Caravan.



# A TRUE SAMURAI FIGHTS WITH DIGNITY AND HONOR.



But that doesn't mean you have to.



## SAMURAI SHODOWN™



Go back to the end of the 18th century when fighting was for dignity and honor. When style and form was of importance. Of course you don't have to play like that though. Cutting an opponent in half is half the fun. Through the intense graphics and sounds of Sega CD, you'll really think you're back in Feudal Japan!



SEGA CD

SNK



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# NOW PLAYING

It's raining outside and you've already tried to teach the cat to swim in the bathtub, so there's nothing left to do. Maybe you should check out all the games listed here, get some cash and head for the video game store!

## ETERNAL CHAMPIONS

SEGA FOR SEGA CD  
● review, 8#2



This is the bloodiest game we've ever seen! Great animation, a very hip soundtrack, and awesome gameplay make this one a winner in every way!

OVERALL 95%

## RETURN FIRE

PROLIFIC PUBLISHING FOR 3DO  
● review, 8#4



Grab a tank and crush the screaming enemy hordes under your treads, while classical music blasts your ears off! This game is major cool! Destroy!!!

OVERALL 90%

## FIFA SOCCER '95

ELECTRONIC ARTS FOR GENESIS  
● review, 8#2



Pretty much the same game as in the last version, but with a few small improvements that will keep this game repeating as the world champion.

OVERALL 95%

Do you agree with our reviews? If not, we want to hear from you. Write to: You Got it Wrong; Game Players; 1350 Old Bayshore Highway, Suite 210; Burlingame, CA, 94010 and tell us what you think was wrong with the review, the score the game should have received, and why. GP

● denotes games reviewed last month

### ● THE ADVENTURES OF BATMAN & ROBIN

Sega for Genesis; review, 8#4

Once again, the Caped Crusader and his sidekick Robin swing into action over Gotham City — and this time the game's even more boring and repetitious. This game will develop your thumb muscles through hours of tiresome button-mashing.

OVERALL 43%

### AERO THE ACROBAT II

Sunsoft for Genesis; review, 8#3

That cute, spunky little flying mammal is back, but you gotta ask yourself — why did he bother? There's 45 levels of astounding mediocrity that's sure to bore all but the incredibly simple minded. You might wanna rent this one or maybe not!

OVERALL 70%

### ANDROID ASSAULT

Sega/Big Fun Games for Sega CD; review, 8#1

Aliens from the evil planet Zias have been kicking our butts in warfare for years, so we build this thing called a Bari-Arm, which is basically a Transformer kind of thing that moves sorta slow. Speaking of slow, so is this game. Yawn.

OVERALL 71%

### BASSIN'S BLACK BASS

Hot B for Super NES; review, 8#2

Excellent graphics and sound effects make this game almost like a fishing trip. Of course, you have to bring your own beer, but that's no problem. Smooth gameplay and controls ensure a pleasant, relaxing fishing experience.

OVERALL 84%

### ● BEYOND OASIS

Sega for Genesis; review, 8#4

A huge RPG from the folks at Sega. While the control is a little bit wonky, and there aren't any shops or towns, and your family never seem to get off the throne, this game did keep our reviewer playing for hours. It was fun. Give it a shot!

OVERALL 75%

### BIKER MICE FROM MARS

Konami for Super NES; review, 8#1

This highly addictive racer has a lot going for it — good graphics and a unique game perspective among other things. We had a lot of fun with this one!

OVERALL 80%

### BOUNCERS

Sega for Sega CD; review, 8#3

Basketball with a weird twist — you're the ball! These little guys invade your TV with some killer graphics and serious attitude, not to mention some real great humor! This game works best in the two player mode, so grab a friend and dribble!

OVERALL 81%

### BRETT MULL '95

Accolade for Super NES; sports, 8#1

While lacking the control and graphics of some of the major hockey simulations, this game does offer some mighty fine hockey action. Give this one a rent before buying, just to see if it's your cup of (iced) tea or not.

OVERALL 77%

## WHAT YOU THINK

*I think World Series Baseball for the Genesis should have got a way better rating. How dare you give it 90%? You guys really took the cork that was stuck in the cake out! (Ed. - Huh? Say what?) — Kyle Johnson, Cleveland, OH*

### ● CHAVEZ II

American Softworks for Super NES; sports, 8#4

Oh boy... another boxing sim... yawn. The big difference here is that the text is primarily in Espanol. That means Spanish, for those of you who have trouble with English as a first language. If you like pushing buttons, get this game.

OVERALL 66%

### ● COACH K COLLEGE BASKETBALL

Electronic Arts for Genesis; sports, 8#4

Let's put it this way — the only thing lacking from this game is a steal button. This game has got it all. No, wait, I take that back. This game doesn't have Coach K's infamous bad back, either. But it's got everything else!

OVERALL 94%

### CORPSE KILLER

Digital Pictures for Sega CD; review, 8#1

Kill off thousands of undead Jimmy Pages, Robert Plants, and yes, even Kurt Cobains in this boring, uninventive shooter that has absolutely nothing going for it. You'll have more fun holding your breath until you pass out.

OVERALL 69%

### ● CRUSADE OF CENTY

Atlus for Genesis; review, 8#4

This RPG is The Legend of Zelda for the Genesis. Your hero wears a purple hat and hacks down shrubs for money. Sonic makes a brief appearance and the game is filled with with lots of action, puzzles and RPG goodness. Go for it!

OVERALL 80%

### ● DESERT DEMOLITION

Sega for Genesis; review, 8#4

You can be either the Roadrunner or Wiley Coyote in this action-packed game. While it might play too easily for some, the experience is tons of fun! So get out your rocket powered skates and slap that bird on the barbeque!

OVERALL 79%

### ECCO: THE TIDES OF TIME

Sega for Genesis; review, 8#1

'They called him Flipper... Flipper', but you'll call this 'boring, boring', even though there are some really beautiful graphics in the game. If you don't have the first Ecco game, you might wanna pick this one up — otherwise, we'd forget it.

OVERALL 60%

### ESPN NATIONAL HOCKEY NIGHT

Sony Imagesoft for Sega CD; sports, 8#3

Just about the only thing that's gonna save this hockey sim is the fact that the NHL is still on strike, so some folks might be tempted to fix their puck habit with this game. Poor gameplay and loose control guarantee that this won't cut it!

OVERALL 40%

### THE FLINTSTONES

Ocean for Super NES; review, 8#3

Here's yet another attempt by corporate America to leech the last dollars out of all of us by publishing a substandard game that's based on a big summer movie! Let's put it this way — Yabba Dabba Don't bother with this piece of crap!

OVERALL 53%

### THE IGNITION FACTOR

Jaleco for Super NES; review, 8#2

While the graphics have some nice touches, and the music and sound effects get you moving at a fever pitch, the so-so controls and stages that are more than a lot alike kinda spray water all over what could have been a hot game.

OVERALL 76%

### IRON MELIX

Spectrum Holobyte for Sega CD; review, 8#2

This is a game that requires a lot, repeat, a lot, of patience and time. This space age search-for-the-damn-clues game has some very nice graphics, but the music and sound effects really suck. Be bored — be very bored!

OVERALL 48%

### THE ITCHY AND SCRATCHY GAME

Acclaim for Super NES; review, 8#3

You'd think that this would have been a really great game, right? You could have hours of fun making either Itchy or Scratchy bash the hell outa each other, right? Well, forget it! There's no controlling Scratchy and the game just ain't fun!

OVERALL 35%

### JURASSIC PARK II: THE CHAOS CONTINUES

Ocean for Super NES; review, 8#3

This game looks and plays great! Unfortunately, there's not much of anything new going on here. You can be either Dr. Grant or a Velociraptor. Wow, big surprise! If you want real dino-blasting action, stick with the original Jurassic Park!

OVERALL 77%

### ● METAL HEAD

Sega for 32X; review, 8#4

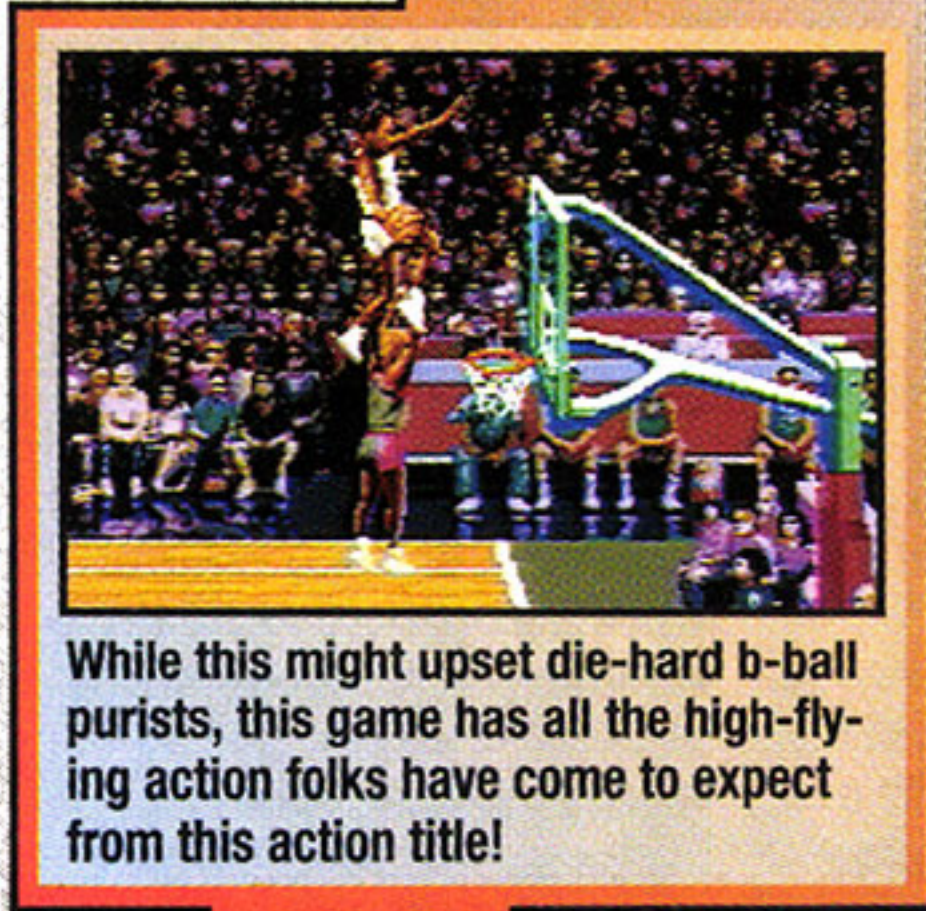
If the designers of this game had built in a two-player mode, this game wouldn't stink as much as it does. Poor graphics, useless Virtua Fighter-type views, and explosions that rival a wet fire-cracker's put this game on the scrap heap.

OVERALL 60%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING




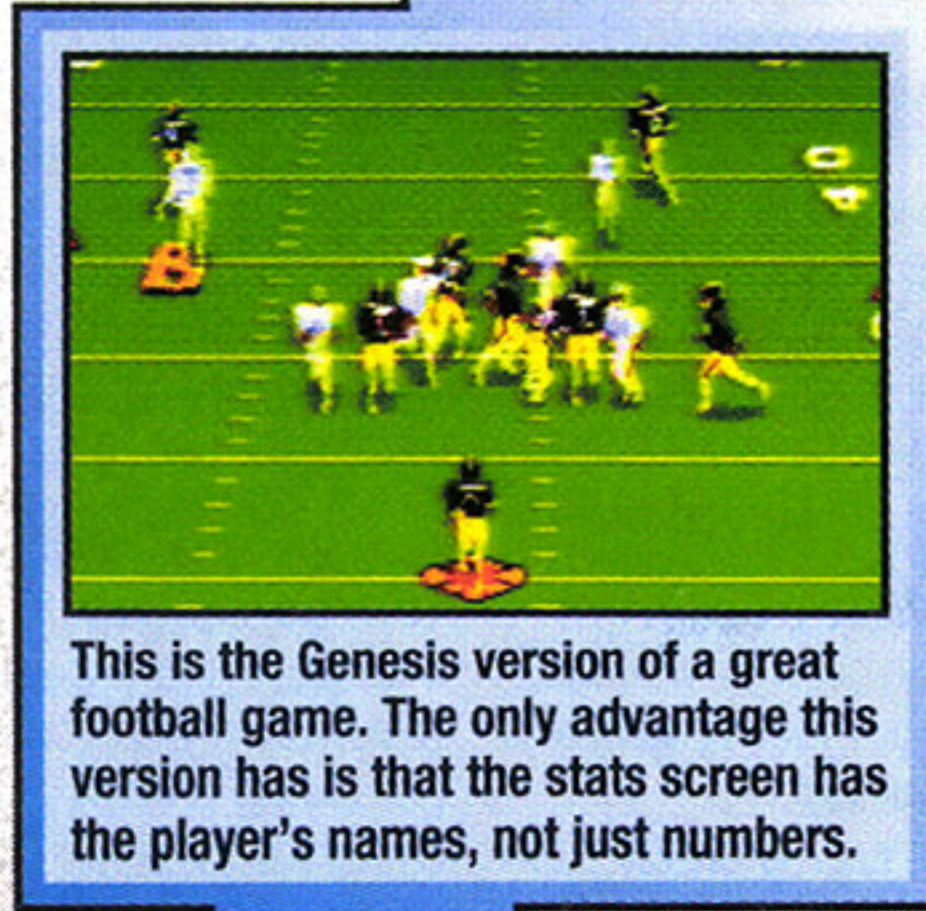
**NBA JAM**  
**TOURNAMENT EDITION**  
**ACCLAIM FOR GENESIS AND SUPER NES**  
 ● review, 8#3

While this might upset die-hard b-ball purists, this game has all the high-flying action folks have come to expect from this action title!

**SUPER NES 92% · GEN 88%**


**MADDEN NFL '95**  
**ELECTRONIC ARTS FOR GENESIS**  
 ● review, 8#2

This is the Genesis version of a great football game. The only advantage this version has is that the stats screen has the player's names, not just numbers.

**OVERALL 92%**


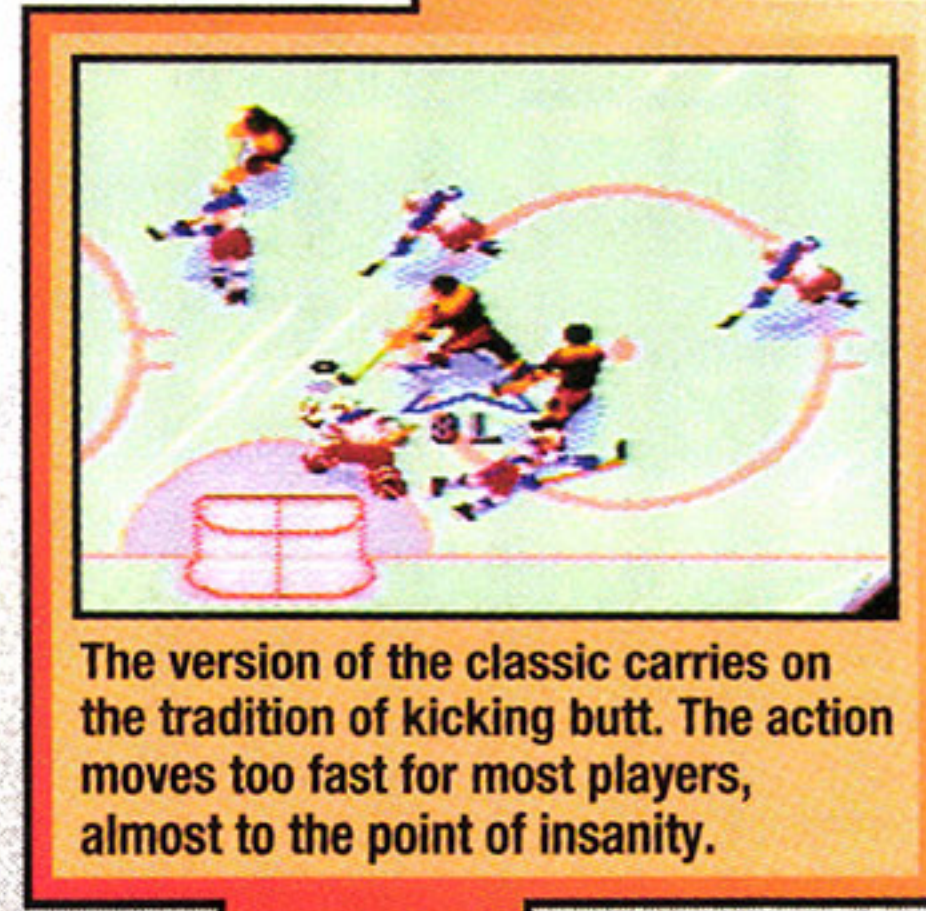
**OGRE BATTLE**  
**ENIX FOR SUPER NES**  
 ● review, 8#3




This is a huge RPG, with an intricate storyline, complex characters and lots and lots of territory to explore. There's even a bookkeeping feature to chart your costs!

**OVERALL 93%**

**NHL '95**  
**ELECTRONIC ARTS FOR SUPER NES**  
 ● review, 8#2

The version of the classic carries on the tradition of kicking butt. The action moves too fast for most players, almost to the point of insanity.

**OVERALL 90%**

**METAL WARRIORS**  
 Konami for Super NES; review, 8#4  
 Oh no! Another mech game! What's this? It's got a two player mode? And the graphics look kinda cool? And there's even some real tough missions? Wow! You know, this one might be worth a shot! Try this on a rental basis first! It's OK!

**OVERALL 74%**

**MICHAEL ANDRETTI'S INDYCAR CHALLENGE**  
 Bullet Proof for Super NES; sports, 8#3  
 This one is kinda like cruisin' the strip, but you're in your Dad's car and your Mom is riding shotgun. Choppy animation and poor control confine this game to the pits, out of gas, with a blown transmission. Boring!

**OVERALL 65%**

**MIDNIGHT RAIDERS**  
 Sega for Sega CD; review, 8#2  
 If you're one of those strange people who really liked *Tomcat Alley*, then this game is for you. There's not much to do except center the cursor and push the fire button. Wow! The only real good thing here are the sound effects. There's no fun here.

**OVERALL 58%**

**MIGHTY MORPHIN POWER RANGERS**  
 Sega for Genesis; review, 8#1  
 If you're a fan of the TV show (and what four to six year old isn't), you're really gonna love this action game. If, on the other hand, you happen to think the TV show sucks, well, you're gonna think this actionless action game sucks as well.

**OVERALL 72%**

**MIGHTY MORPHIN POWER RANGERS**  
 Sega of America for Sega CD; review, 8#2  
 Hey, if you're six years old or younger, you're really gonna love seeing your favorite super heroes take on Rita Repulsa and her evil henchmen in a battle for world domination. If you're older, you're not gonna give a rat's ass! Be sure to miss this one.

**OVERALL 76%**

**MORTAL KOMBAT II**  
 Acclaim for 32X; review, 8#4  
 While this version of the spine-ripping, eye-gouging classic shows just how neat a 32X game can be, everyone we know is waiting for *Mortal Kombat III*. So, it's real nice, but it got here just a little bit late. If you snooze, you lose!

**OVERALL 76%**

**MOTOCROSS CHAMPIONSHIP**  
 Sega for 32X; review, 8#3  
 Here's one of those new racing games for that really modern 32X! But wait! How come these graphics look like they came from an 8-bit game? And where's all those 32,000 plus colors? Hey, what's going on here? Well, certainly not excitement!

**OVERALL 50%**

**NBA LIVE '95**  
 Electronic Arts for Genesis; review, 8#2  
 Once again, the Genesis version of another Electronic Arts sports game just doesn't quite measure up to the SNES version, even though this is a very playable game in its own right. Trying to steal the ball can be a problem, though.

**OVERALL 89%**

**NEW HORIZONS**  
 Koei for Genesis; review, 8#3  
 If our ancestors' voyages to America had been anything like this game, the Indians would still own this country and there'd be huge herds of buffalo everywhere. Stay home and suck on a lime — playing this game could bring on the scurvy!

**OVERALL 35%**

**WHAT YOU THINK**

*My opinion is that Sonic and Knuckles is a game with no originality. The backward compatibility just makes it look like they couldn't think of a new game. Sonic and Knuckles deserved a 75% or 80%. They even used Mario's ghosts!*

— Kimberly Lee Eckhoff, Fairfax, VA

**NEWMAN/HAAS INDYCAR w/NIGEL MANSELL**  
 Acclaim for Genesis; review, 8#1  
 Let's face it — there are racing sims out there that are a lot better than this one, so why don't you go out and buy one of those? You'd have more fun and Nigel could get some much needed rest.

**OVERALL 50%**

**NFL '95**  
 Sega for Genesis; sports, 8#1  
 This year's installment of the gridiron classic will find a lot of fun play and some interesting roster management features, but Sega should have left well enough alone when it came to the graphics and artificial intelligence.

**OVERALL 88%**

**NFL QUARTERBACK CLUB**  
 LJN for Super NES and Genesis; review, 8#2  
 While there's not a whole lot of football strategy involved here, the extra stages that represent the annual quarterback competition are fun. The controls handle well and you're gonna want to play this over and over again.

**SNES 84%; GEN 81%**

**NHL ALL-STAR HOCKEY '95**  
 Sega for Genesis; review, 8#4  
 Here's a game that really emphasizes the sportsmanship, the ethics, and the true to life beauty of hockey. That's right — the fights are the best thing this game has got! Build a big enforcer line and beat the crap out of your opponent!

**OVERALL 75%**

**PANIC**  
 Data East for Sega CD; review, 8#1  
 This isn't so much of a game as it is an exercise in button pushing. You push a button and something weird happens. You might even win the game. This looks like it was designed by people on drugs for people on drugs!

**OVERALL 82%**

**PIECES**  
 Atlus for Super NES; review, 8#3  
 If you like spending hours putting jigsaw puzzles together, then you're gonna love this game! While its fast action isn't exactly as relaxing as the old standby, this is a game the whole family can get into for hours of fun!

**OVERALL 81%**

**PGA GOLF TOUR II**  
 Time Warner for Game Gear; sports, 8#1  
 While the small screen makes the greens kinda hard to read and the screen redraw time may be a bit much, this game will satisfy those who just have to shoot 18 holes on their commute or lunch hour.

**OVERALL 74%**

**PGA GOLF TOUR III**  
 Electronic Arts for Genesis; sports, 8#1  
 Tee off with Fuzzy Zoeller, Tom Kite or any one of eight other pros on eight of the hottest courses in America. This game features simple controls, great graphics and bells and whistles. Call the club and cancel your game. This is what you need!

**OVERALL 86%**

**PHANTASY STAR IV**  
 Sega of America for Genesis; review, 8#2  
 The next installment in the *Phantasy Star* series lets you fight from inside a vehicle! Gosh, that's swell. There's nothing to set this apart from other RPGs, but RPGs don't come out all that often for the Genesis, so you make the call.

**OVERALL 70%**

**POPFUL MAIL**  
 Working Designs for Sega CD; review, 8#2  
 We can't figure out just what the heck this game's name means, but the game itself is full of goofy humor. Besides, how many other games have a girl as the main hero... or is that heroine? Worth checking out, if you like RPGs.

**OVERALL 78%**

**POWER INSTINCT**  
 Atlus for Super NES; review, 8#2  
 There's a couple of things that make this game worthy of your fighting game dollars. First, the game controls extremely easily and the fighting looks good. Secondly, there's Grandma's Flying Denture Attack — a sure sign of a great game!

**OVERALL 73%**

**THE REN & STIMPY SHOW: TIME WARP**  
 T\*HQ for Super NES; review, 8#3  
 Stop Muddy Mudskipper from destroying history as we know it with the help of Ren and Stimpy. Find 47 million Gritty Kitty proofs of purchase and score a free time machine, then man the toast guns as you hurtle through time.

**OVERALL 47%**

**RISTAR**  
 Sega of America for Genesis; review, 8#2  
 Here we go again! This time, the mascot-to-be is this little star with ape-hanger arms that he uses to swing around on and grab stuff with. He's kinda cute, but aren't they all? This game is fun, so maybe you might wanna give it a try.

**OVERALL 79%**

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**SUPER PUNCH-OUT!!**

**NINTENDO OF AMERICA FOR SUPER NES**

● review, 8#1



This is probably the premier fighting cart in the States today! Start your climb to the top of the heap today. Get a trainer and sing the theme to Rocky!

**OVERALL 90%**

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**RISE OF THE ROBOTS**

Acclaim for Super NES; review, 8#2

Yow! These robots look really great! I mean, these babies look like they could step right off the screen. And these backgrounds — it looks like you're right there. Huh? you mean this is a game? I thought it was a screen saver. This is a clunker.

**OVERALL 46%**

**RUGBY WORLD CUP '95**

EA Sports for Genesis; sports, 8#4

While most Americans aren't as familiar with this game as the English are, its rough and tumble action, great animations, and roaring crowds are sure to make this a big hit. So get into the ruck (or is that the scrum?) and give this game a try!

**OVERALL 90%**

**THE SHADOW**

Ocean for Super NES; review, 8#3

Who knows what evil lurks in the heart of this game? This Final Fight clone is great, if you like level after boring, repetitive level. This is just another cheap attempt to cash in on the popularity of the movie. Fight evil today by skipping this game!

**OVERALL 62%**

**SHADOW OF THE BEAST II**

Psygnosis Limited for Sega CD; review, 8#3

This addictive little game doesn't have great graphics or real slick controls, so why does it get people hooked? Maybe because it's such a challenge to complete or because it may cause you to (gasp!) think! Give this one a rent!

**OVERALL 63%**

**SLAM CITY WITH SCOTTIE PIPPEN**

Digital Pictures for Sega CD; review, 8#3

Face it, you're probably never gonna get the chance to face Scottie Pippen on the court, but with this game, your chances have gone from none to slim. Control problems are the decisive factors here. This game is more fun to watch than play.

**OVERALL 58%**

**SNATCHER**

Konami for Sega CD; review, 8#1

A very gritty, adult graphic adventure that is sometimes hampered by a cutesy sense of humor. The graphics are good and the story is detailed enough to keep you coming back for more. This one is worth it!

**OVERALL 80%**

**SPACE INVADERS**

Nintendo for Game Boy; review, 8#2

This blast from the past is still a gas! Use your single-shot cannon to stop the mindless hordes of creepy looking bad guys before they can overrun your planet. Yes, it is kinda mindless, but it's also kinda fun! Take that, space creep!

**OVERALL 80%**

**SYNDICATE**

Electronic Arts for Genesis; review, 8#1

Gangsters take over the world of the future and duke it out with hit squads in this futuristic action/strategy game. The overall challenge is difficult, but mainly because the game is hard to control. Kinda like playing with toy soldiers!

**OVERALL 78%**

**SYNDICATE**

Atari for Jaguar; review, 8#4

Everything you ever heard about major corporations being blood-thirsty is true and this game proves it! Kill your enemies (and hapless innocents) with guns and bombs — the effects are killer! Possibly the best game made for the Jaguar!

**OVERALL 78%**

**WHAT YOU THINK**

*For the Mortal Kombat II game on the Game Boy, you said the game sucks. You only gave it a 40%. It is bad, but it isn't that bad. You usually give good reviews, but not this time. What happened? Did you lose your heads?*  
— **Balestri, Burbank, IL**

**TECMO SUPER HOCKEY**

Tecmo, Inc. for Genesis; sports, 8#4

While most hockey games use a vertical approach to portraying the rink, this one gives it a go with the horizontal viewpoint. This makes the players kinda small. Think of this as an arcade game and you'll be fine, but a hockey sim it ain't!

**OVERALL 73%**

**TECMO SUPER BOWL II: SPECIAL EDITION**

Tecmo for SNES; sports, 8#3

This sports game is kinda like what this year's Super Bowl will be like — with TSBIIE playing the part of the San Diego Chargers. There are other SNES football games that just massacre this attempt at a sequel.

**OVERALL 71%**

**TIN STAR**

Nintendo for SNES; review, 8#2

A family oriented shooter (what?) that's a lot of fun. There's goofy animations and real cartoony graphics. The real innovative deal here is that this game is mouse compatible, making sighting and shooting a real breeze.

**OVERALL 80%**

**TRUE LIES**

Acclaim for Super NES; review, 8#4

You are Arnold. You and your muscles and a whole bunch of weapons charge through this overpriced (\$74.95) game version of the hit movie. One problem — Arnold's aim isn't all that hot, but still, for blood and guts action, this is the one!

**OVERALL 74%**

**WARIO'S WOODS**

Nintendo for Super NES; review, 8#4

This Tetris-like puzzle game has a bit of an added twist — you control the falling objects at the bottom of the screen, instead of at the top. Play against the computer or a friend. Help stop Wario's evil quest for world domination.

**OVERALL 81%**

**WARLOCK**

Trimark Interactive for Super NES; review, 8#4

The movie stunk and I don't mean of evil! Now you can have the same stink in your very own home with this loser. Find the Runestones and use them to stop the Devil's kid. It would be more advisable to plug your nose with 'em, though! Barf!

**OVERALL 43%**

**WOLVERINE: ADAMANTIUM RAGE**

Sega of America for Genesis; review, 8#1

Fans of the X-Men are really gonna flip out when they get their mutant hands, claws, flippers or whatever on this game! Smooth animation, fantastic backgrounds and killer sound effects make this one a winner!

**OVERALL 85%**

**WWF RAW**

LJN for SNES and Genesis; review, 8#2

There's nothing new here — it's just another wrestling cart. There are some MegaMoves (wow) that might help you, but the only thing that's gonna be raw is your thumb.

**GEN 71%; SNES 71%**

**WWF RAW**

Acclaim for Game Gear and Game Boy; review, 8#3

These two versions of the latest WWF brawler are a lot like vampires — they exist only to suck more money out of unwary gamers. The tiny screen doesn't do much justice to the big boys of the nation's favorite wrestling league. Count this game out!

**GG 50%; GB 40%**

**X-MEN 2: CLONE WARS**

Sega for Genesis; review, 8#4

Can everyone's favorite mutants put an end to the deadly Phalanx virus, before it takes over the world? Even though some of the jump moves are a bit jerky, this game boasts impressive graphics and some unique hidden levels. Flame on!!!

**OVERALL 76%**

**YOGI BEAR**

GameTek for Super NES; review, 8#1

Yogi runs, jumps, collects stuff and bends over in this very boring game that was rendered gutless due to licensing restrictions placed on the developer by Hanna-Barbera. If you're a little kid, you might, repeat, might like this.

**OVERALL 68%**

**YOGI BEAR'S GOLDRUSH**

GameTek for Game Boy; review, 8#4

Here's another game with everyone's favorite bear! OK, so we lied. This game sucks even more than his first outing. Go from left to right collecting things (hey, that sounds a lot like real life!). Again, we repeat, this game sucks!

**OVERALL 54%**

**ZORRO'S GOLDEN TENNIS**

Zapatos for Stinky Feet; review, PU

If you read this review and said 'Hey, these guys are probably pulling my leg — Zorro starred in *Zorro's Magic Phlegm!*', then you're right! The first person who writes in to 'It's A Joke', at our regular address, wins a prize! Tell us what system you own!

**OVERSHOE 7 EEE**

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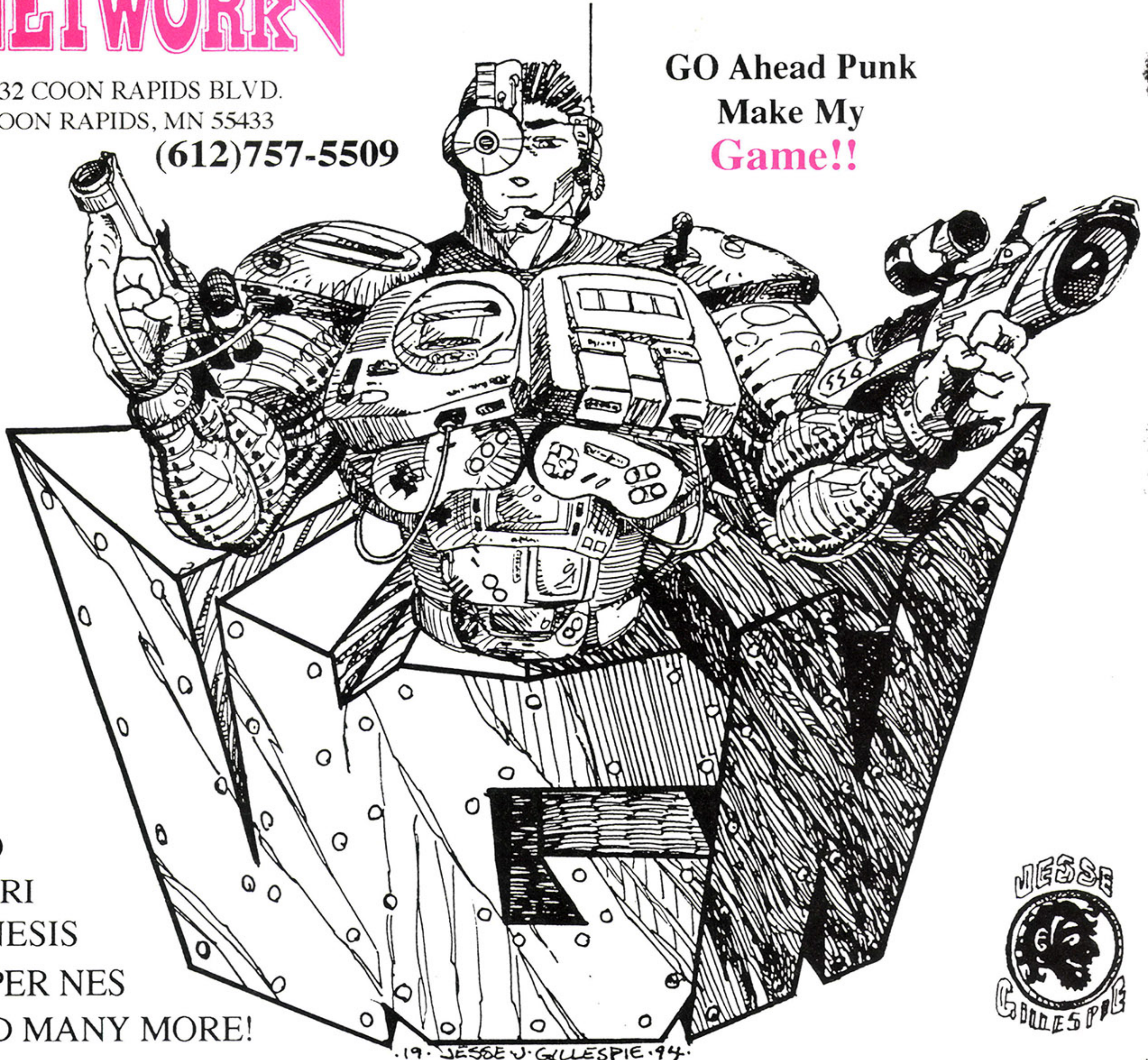
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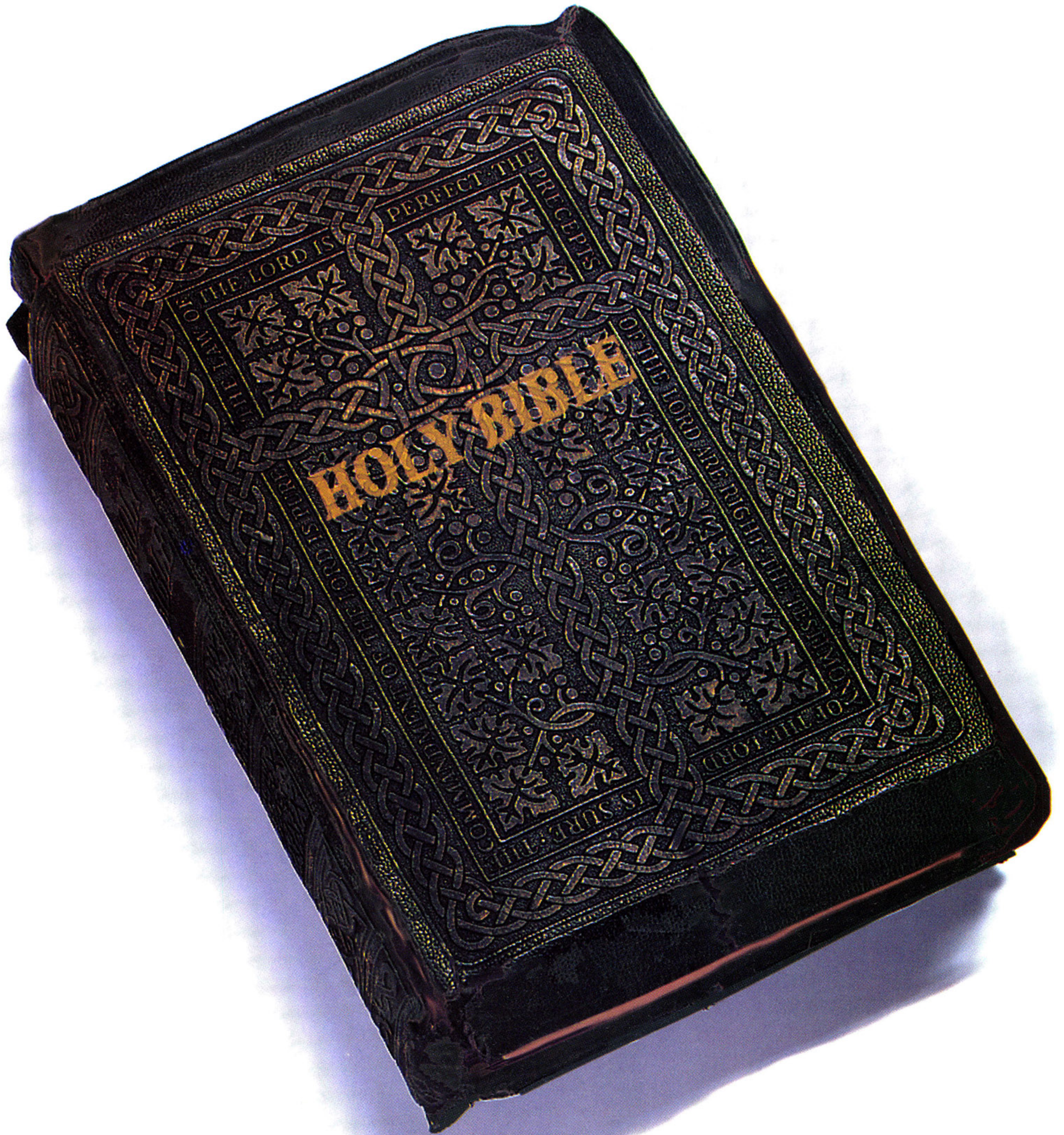
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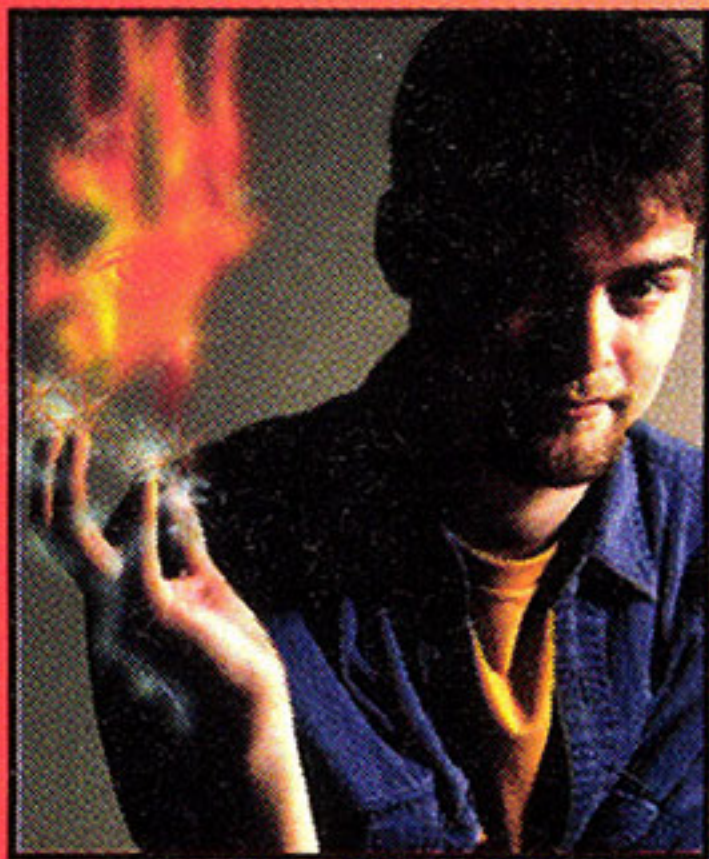
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# Back Talk

Alright, alright... let's keep the applause down! We're getting swelled heads as it is. If you thought this issue was smokin', just wait until next month. We're gonna cook!!!

## THE GHOST WALKS!



Avast, ye lubber! There's strange doings afoot aboard the good ship *Game Players* these days and it seems that Cap'n Slippery... uh, Slate is at the bottom of it all! We took on a mysterious passenger late in the evening some time back and now the crew's wondering if he wasn't an evil sorcerer of sorts!

It seems a certain Gamer X booked passage, went into his cabin and hasn't been seen since. And now the Cap'n is walking around talking to ashtrays, grog barrels, and passing porpoises! That alone would make any crew nervous, but now the lads are reporting strange things — like the time three of 'em swear they saw a life preserver drinking grog out of a lady's slipper! Of course, the three of 'em were three sheets to the wind at the time, if you catch my drift. Signing off now... I think there's a log book following me around...

## THEY WON THE WORM!

Here they are — the winners of our Earthworm Jim competition that ran in our December '94 issue!

**Josh Black** of Irving, Texas won our Grand Prize consisting of the EJ animation cel, an EJ game and game system, and a big EJ toybox!

**Evelyn Manset** of Miami Beach, Florida won the First Prize — an official EJ T-shirt and hat, an EJ video game, and a year's free subscription to *Game Players*, the best damn video gaming magazine in the world!!! Congratulations to you both!



The first entry we pick out of the box on the day we lay out this page, wins the Mystery Prize. Remember to include the system you own. All the usual rules apply. The winner of our January *Hard but Greasy* Contest was Matt Walker, of Coleman, GA. He correctly identified the scrambled picture as a screen shot from *Snatcher*. Your Mystery Prize is in the mail, so keep your eyes peeled for that red, white and blue truck, Matt!

## A WHOLE NEW Game Players

Long-time readers of *Game Players* have seen us go through some pretty major changes over the years. While other mags have been content to sit put, we've constantly upgraded the look and content of our mag to keep up with the ever increasing pace of the video game industry. We started with the leading Nintendo magazine, and added Sega when they became a major contender. Then, as platforms like 3DO and Jaguar emerged, we added them to our lineup as well.

Now, as the industry is on the verge of perhaps its biggest transformation ever with the next generation of game platforms only a few scant months away, *Game Players* is about to undergo its biggest change yet.

Starting next issue and from every issue on, we will devote at least half of the magazine to our friends, the monkeys. That's right, the first issue of *Game Players Sega • Nintendo • Monkeys and More!* will hit the stands in just 30 days, covering everything from Saturn, PlayStation, and Ultra 64 to Baboons, Orangoutangs, the Norwegian Spear Monkey and more. Let's see our

competitors match THAT kind of coverage! How do monkeys eat? When do monkeys sleep? Does the rare Algerian Spotted Sea Monkey prefer polygon brawlers to sprite-based ones? The world has been waiting for an answer, and *Game Players* is stepping up to the plate. Monkeys... oh, excuse me a moment (lengthy discussion with publisher). Er... I've been... asked... to reconsider the whole monkey thing. Um, just check back next issue to see exactly what changes we do make. But trust me, it's gonna be big, whatever it is!

Yeah, this looks yummy. Kinda looks like what you see when you're driving the porcelain bus! Here's the May Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to: **May's Scrambled Mess, Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010.**

MAY 1995

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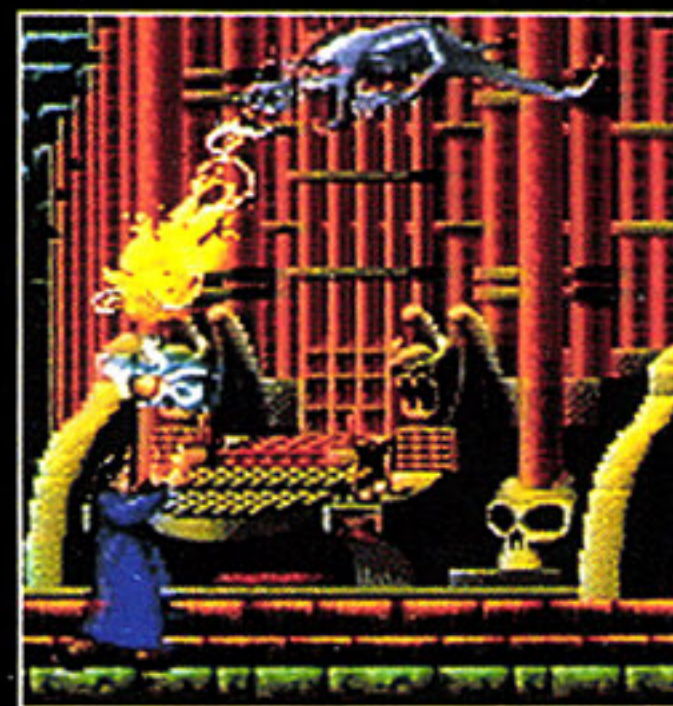


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