

**#1 FOR
CODES**

GAME

ISSUE
85

PLAYERS

WORLD EXCLUSIVE
SONIC FOR SATURN

Special behind-the-scenes look at Sega's most ambitious game yet!



**FREE
ULTIMATE
MK3**
Tip Card
Inside!



THE LATEST INFO ON:
NIGHTS (Saturn)
WAR GODS (Arcade)
BUBSY 3D (Playstation)
VIRTUA FIGHTER 3 (Arcade)

PLAYSTATION MADNESS!
These 2nd-generation titles blow everything else away!



Tekken 2
Final Fantasy VII
Crash Bandicoot

imagine
a new way of publishing

JUNE 1996 Vol. 9, No. 6
\$4.99 US \$5.99 CAN



God GAVE ROGER CLEMENS
A 98-MILE-AN-HOUR HEATER,
HE GAVE MIKE PIAZZA
AN EFFORTLESS HOME RUN SWING,
AND HE GAVE YOU, WELL, HE GAVE YOU

SO YOU GOT ROBBED IN THE GOD-GIVEN-TALENT DEPARTMENT. BUT DON'T LET THAT STOP YOU. YOU HAVE PLAYSTATION'S 3D REALISM THAT DELIVERS ALL THE PRESSURE AND INTENSITY OF PLAYING IN THE BIG SHOW. YOU CAN TAKE THE FIELD IN ALL 28 STADIUMS. IN ARCADE OR SIMULATION MODE. AND EXPERIENCE EVERY ANGLE OF THE GAME FROM THE MOST DYNAMIC PERSPECTIVES. YOU'RE UP AGAINST 700 BIG LEAGUERS PLAYING TO THEIR REAL ABILITIES BASED ON THEIR ACTUAL STATS. SO YOU GET TO WHIFF ON JACK MCDOWELL'S SLIDERS.



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HIS UNCONDITIONAL LOVE. ISN'T THAT ENOUGH?

CORKSCREW YOURSELF INTO THE GROUND ON **TIM WAKEFIELD'S** KNUCKLERS.

AND HIT PATHETIC NUBBERS OFF **DAVID CONE'S** SPLIT-FINGERED FAST-

PlayStation



BALLS. THEN YOU TAKE THE HILL AGAINST STICKS LIKE

ALBERT BELLE, MO VAUGHN AND **CECIL FIELDER,**

WHO'LL SEND YOU PACKING ON THE FIRST BUS BACK TO

PAWTUCKET. YOU CAN EVEN TRACK YOUR EMBARRASSING

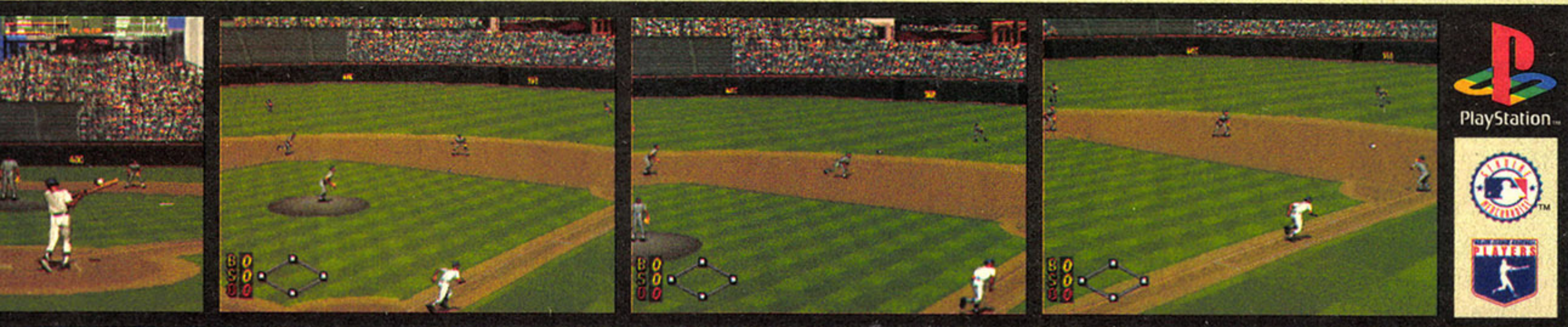
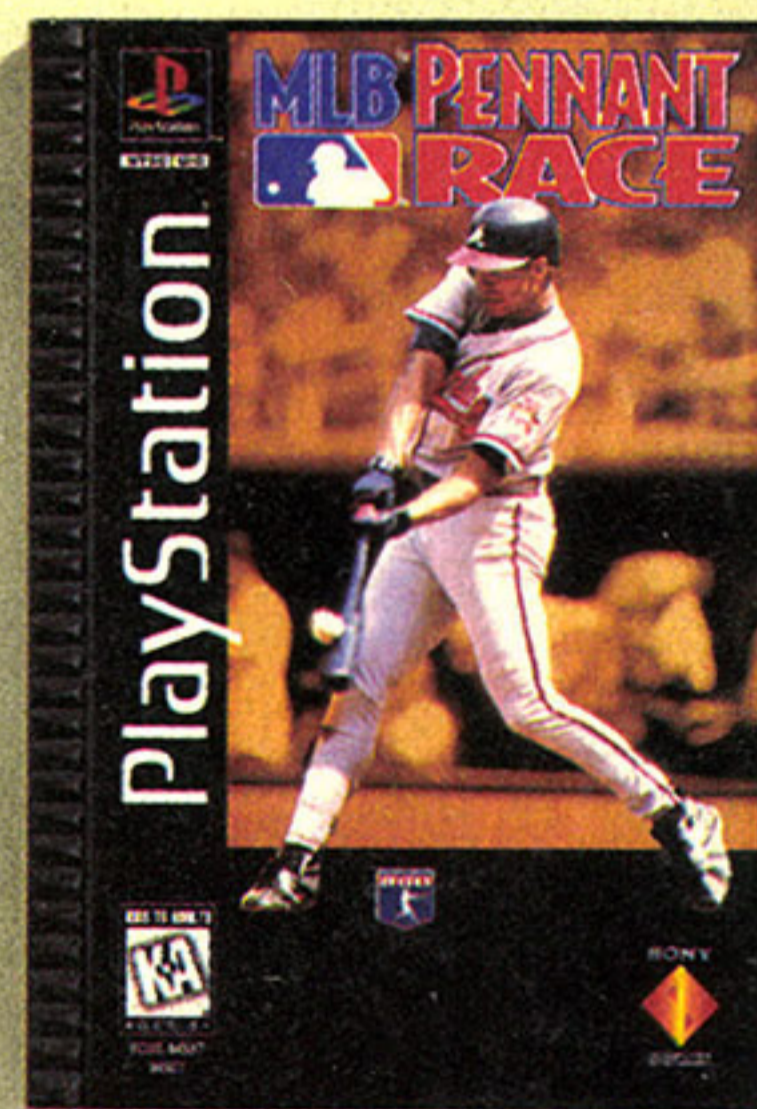
STATS OVER THE ENTIRE SEASON. BUT NO MATTER HOW

MANY TIMES YOU TAKE A CALLED THIRD STRIKE, NO

MATTER HOW MANY OF YOUR HANGING CURVES ARE JACKED

INTO THE NEXT ZIP CODE, ALWAYS REMEMBER: YOU'RE

STILL LOVED. AND THAT'S ALL THAT'S IMPORTANT.



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CONTENTS



It's true — Sonic has finally returned to lead us! It's about time, too. I don't know how many more of those other so-called Sega 'mascots' I could have stood before getting back to the Real Deal. And the ol' hedgehog's looking better than ever in his shiny new 3D outfit. Man, I gotta play that game!!!

But hey, Sonic's not the only cutesy critter to make an appearance this issue. We've also got Sony's mascot-in-waiting, Crash Bandicoot. And as if those two didn't have enough hip-hoppin', wise-crackin' attitude for ya, a new guy by the way of Nights makes his debut on Saturn. Trust me, we gamers have got plenty of zany platform-jumpin' times ahead, and I for one am looking forward to it. Oh, that reminds me, expect lots of new *Mario 64* info next month. See ya!

Chris

MEET THE TEAM

Don't panic, but how can you tell that Chris has gone completely bonkers?



Chris

Hey, wait a minute! I haven't gone bonkers, have I, Mario? See, even Sonic and Bobo agree. Now where are those strawberries? Wait! The lighthouse, the lighthouse... Ack! Blood!!!



Roger

Well, let's see... I'd have to say a sure-fire sign that Chris has gone off the deep end is when he gets between Jeff and the coffee machine!



Mike

I thought it was kind of weird when Chris grabbed Trent in a vicious headlock and started screaming 'Blue light special! I captured the Moon Man!'



Patrick

Bonkers is such a cruel, hard word. Wouldn't it be better to say something like 'bats in the belfry' or 'running a quart low'? Of course, 'totally whacked' is my special favorite!



Chris C.

I don't know about completely insane, but I did think it was kinda weird when Chris sent that memo around, demanding that the staff refer to him as 'Sonia Blade'.



Jeff

I've known Chris a long time and I think I can safely say that, with the exception of the 'Farm Yard Incident', Chris has never had a violent, psychotic incident in his life.



Bill

Don't panic?!? Of course, I'm gonna panic!!! This could ruin everything! I work for years to build up this 'zany whacko' persona, and then Chris comes along and suddenly *he's* the Nut Boy? It's panic time!

infotrack 14

Where the facts meet to eat!

Infotrack 14

Don't get the blues, here's the news (ouch... that hurt...)!

Hit List 18

You pick 'em, we pick 'em... and we don't mean noses!

Arcades 84

Kinda like slot machines for the young...



reader's say 6

We believe what you write! It makes us cry, but we believe it...

Reader's Network 6

We will take you places you've never been and show you things you've never seen!

Back Talk 112

Win a million dollars! Oh, and there's a talking finger back there, too!

previews 22

Tomorrow never comes, except in this section of the magazine!

Japanese Previews 34

More fun than karaoke, less fun than public bath...



Sega strikes fear into the hearts of the competition with *Nights*! We've got the coverage you need on page 22!



Powder hounds, rejoice! *Shredfest* is on the way for the PlayStation and the Saturn! We hit the slopes on page 24!

features 36

Sonic, Bubsy, War Gods, Final Fantasy VII, and more! What else could you possibly want? OK, a new car doesn't count...

GAME PLAYERS ONLINE

THE WEB SITE <http://www.gameplayers.com>

In a move guaranteed to drive Congressmen weeping into the streets and mothers everywhere crazy, **GAME PLAYERS** has gone online! Our website will be up soon, but our individual E-mail addresses are on the right! Write us!

CHRIS: Chris_Slate@qm.imagine-inc.com
BILL: Bill_Donohue@qm.imagine-inc.com
ROGER: Roger_Burchill@qm.imagine-inc.com
MIKE: Mike_Salmon@qm.imagine-inc.com
PATRICK: Patrick_Baggatta@qm.imagine-inc.com

We've got all the moves for *Street Fighter Alpha 2* on page 88!



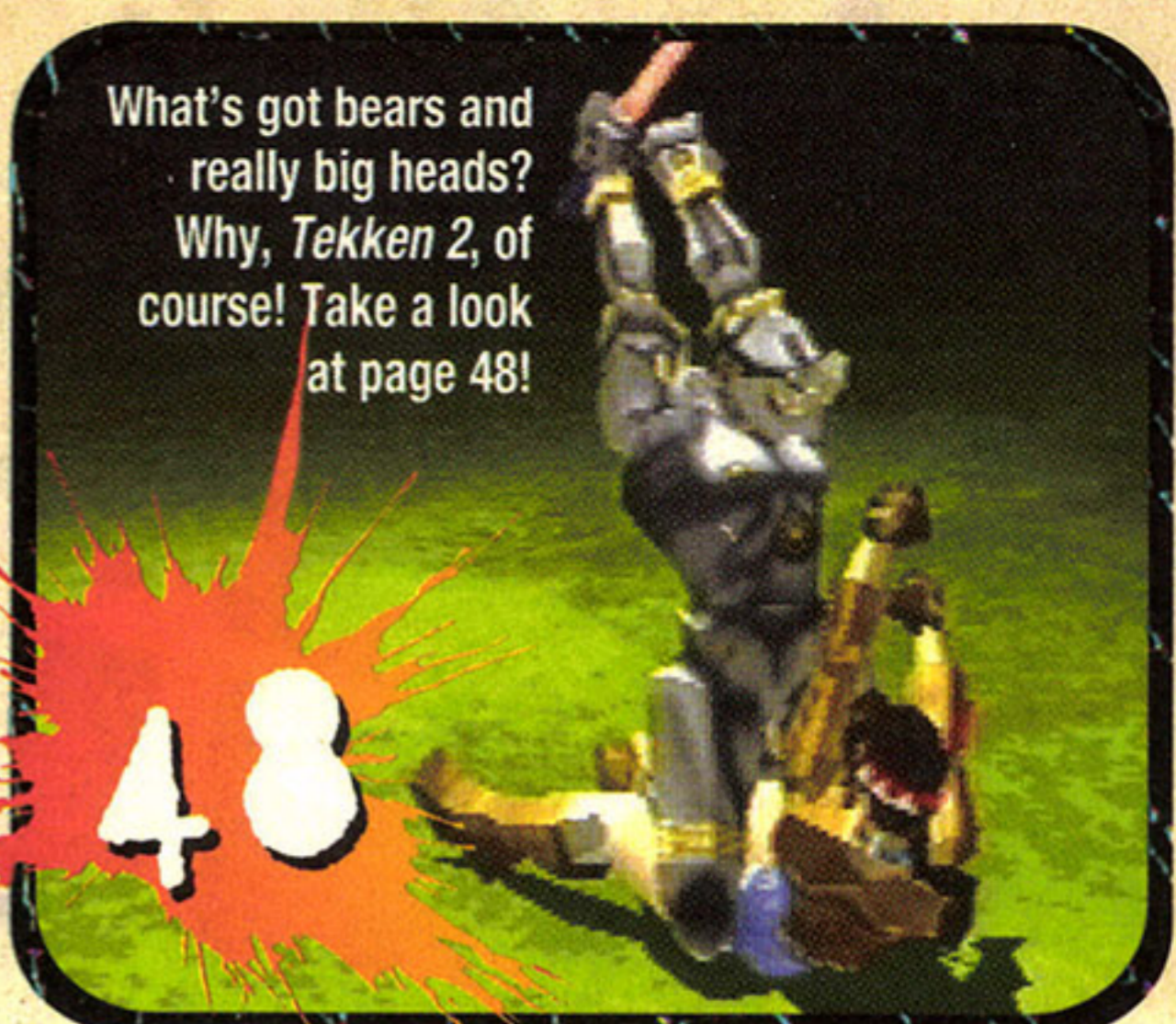
88

Just how tough is *Ultimate Mortal Kombat 3*? Find out on page 60!



60

What's got bears and really big heads? Why, *Tekken 2*, of course! Take a look at page 48!



48

game reviews 51

We've never been bribed into giving a game a higher score! We're not saying that a bribe wouldn't work, but we've just never been bribed...

Battle Arena Toshinden 2	54
Battle Arena Toshinden Remix	56
Congo	69
Lufia II	68
Mohawk and Headphone Jack	71
Now Playing	80
Panzer Dragoon II Zwei	52
Raven Project	58
Rise 2 Resurrection	64
Romance of the Three Kingdoms VI	59
Shellshock	62
Ultimate Mortal Kombat 3	60
Williams' Arcade Greatest Hits	67

cheat sheets 87

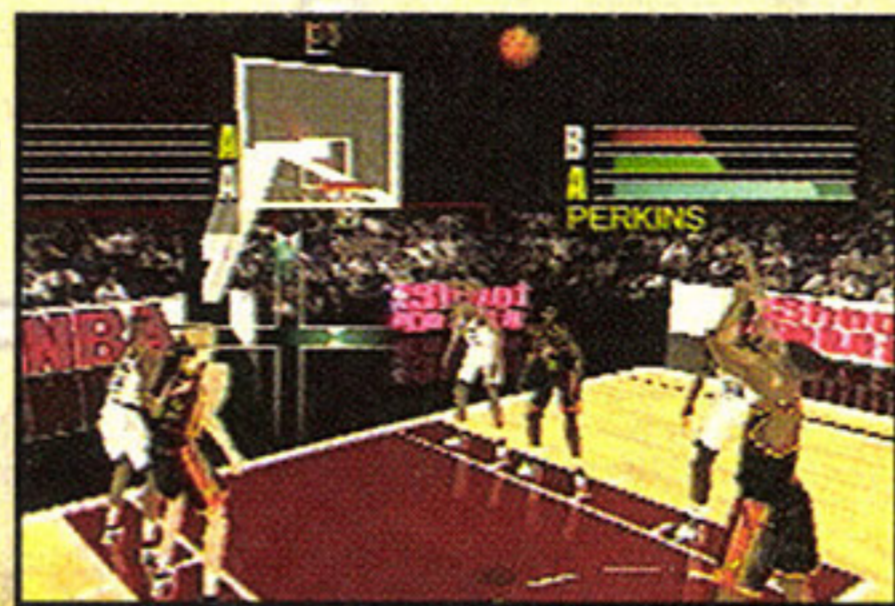
We wouldn't want to say that we know how to cheat, but the IRS has each of our pictures in its infamous 'Hall Of Shame'!

Alien Trilogy	92
Area 51	100
Captain Quazar	104
College Slam	101
Darius Gaiden	104
Earthworm Jim 2	100
Game Shark Codes	103
Hang On GP	103
Indy 500	101
Loaded	102
Soul Edge	94
Street Fighter Alpha	102
Street Fighter Alpha 2	88
Tetris Blast	103
Toy Story	101
Virtua Fighter 2	104
Virtua Racing	102

gp sports 72

More action than our highly-illegal weekly craps game! Oops!!!

We rate the top four basketball games for the PlayStation! Find out which title is the master of the hardwood floor! The action starts on page 72!



He's blue, spiny, really fast and he's coming to a Saturn near you! It's

Sonic the Hedgehog, and **GAME PLAYERS** covers the creation of his new game from start to finish! Check out the amazing facts on page 38!

38

back issues 110

These poor little issues don't get enough to eat. They live in squalid poverty. Most never see the inside of a schoolroom. Please... buy one today!



Reader's NETWORK



Fasten your seatbelts, remove all sharp objects from your pockets, spit out your gum, duct tape your knees together, glue those bathroom plungers to your foreheads, and scream! It's Reader's Network!



THE DEVIL MADE US DO IT

Hey! **GAME PLAYERS!** I have a question. Why do almost all of the good games have to always have something satanic in them? Like *DOOM*, for example. There's enemies like Barons of Hell, Demons, Cyberdemons, Knights of Hell. And it has levels such as Inferno and The Shores of Hell! Give me a break! The game would be just as good if it wasn't satanic. Like, for example, *KILLER INSTINCT*, they could have made that satanic and it would be the same. SO WHY MAKE GAMES SATANIC??? WHY???

Anthony Mertz
Emmaus, PA

PATRICK Nice catch, Anthony! Truth is though, the devil has been so commercialized that it barely even seems wrong any more. Besides, I think the real problem are those damn 'devil-food' cakes. I mean, it's easy enough to see a scary-looking demon coming, but come on, a tasty little chocolate snack? Now that's scary!

ALL MIXED UP

I have many a question for you:

1. Will *Time Crisis* come out for the Nintendo 64?
2. If so, please answer this as best you can: Tell me which system I should buy by reading this: I am a Nintendo fan, my favorite game is *Virtua Cop*, but if *Time Crisis* comes out for Nintendo I will definitely buy an Ultra. If not, please tell me which one to buy.
3. What will be the Nintendo 64 pack-in(s)?
4. Have the team state their favorite games and system(s), whatever.

Paul 'Spiderocchi' Tirocchi
Cranston, RI

ROGER Okay, here are some answers, so Bill will get off my ass!

1. As *Time Crisis* is a Namco product, it will, in all likelihood, be ported over to the Sony PlayStation. Happy?
2. Well, let's see, you're a Nintendo fan, a *Virtua Cop* fan, and *Time Crisis* will probably be a PlayStation game. All in all, I'd say you're totally screwed!
3. Pack-in games? Isn't that jumping the gun a bit? Until the Nintendo 64 is in the stores I refuse to believe the thing even exists!
4. Favorite games and systems? Didn't you know? We love ALL the systems and ALL the games. We just give out bad reviews for some cheap laughs!

SUITS ME...

HELP!!! Some person has locked me up in the basement of your building. All I have had to amuse me is my belly button lint and a picture of the all-holy, cheesy Bill!! THAT IS IT. SAVE ME!

Mitch 'Monkey Boy' Keeler
Vernon, TX

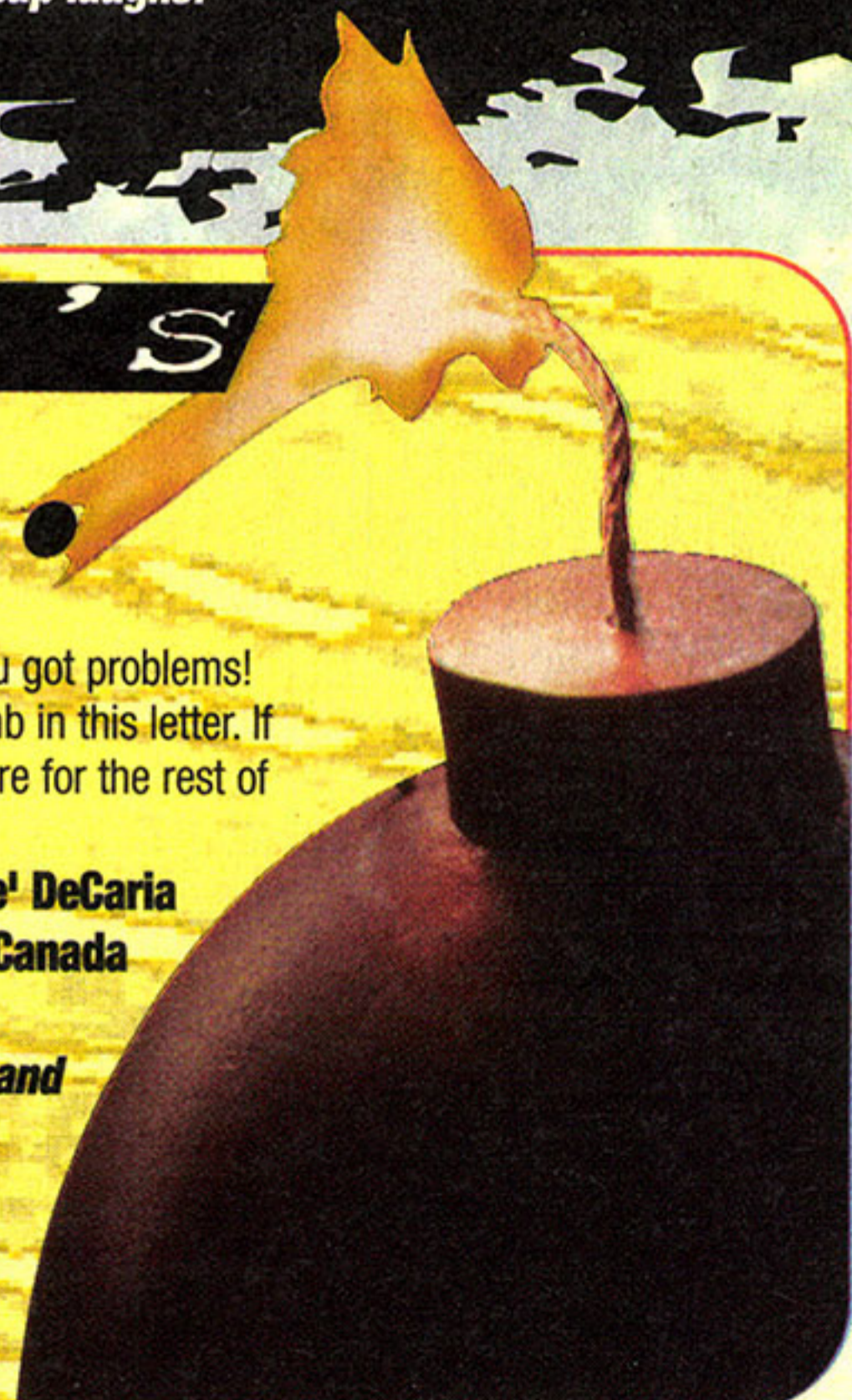
BILL Sorry, Mitch, but you're there for a reason. Chris keeps saying that he wants the staff to dress up like animals, so I decided to be a monkey. Do me a favor... don't damage the fur for the short time you're still inside it, OK?

YEAH, HE'S SANE...

Don't ever put your hands on me, because if I don't like you, you got problems! And now, my problem — I don't like you guys. I have put a bomb in this letter. If you try to run, I'll blow the letter now, so just don't run. Stay there for the rest of your pathetic lives! HA! HA! HE! HE! I like chairs.

Matthew 'Very Sane' DeCaria
Woodbridge, Canada

BILL We get letters from you crazy people all the time and it doesn't scare us at all. What does scare us is that you don't say how you like your chairs — fried, perhaps? Or maybe barbecued, with a hint of garlic. How about scrambled, with some salsa?





COLORS

Have you ever noticed Michael Jordan of the Bulls has one blue tooth just like Bill? What's the connection? Maybe blue cheese?

Brain Dead
Setzets Airship

BILL *Yo, Brain, or is that Dead? The connection is very simple. For a while there, I was a point guard for the Bulls. One night, after a heavy bout of Big Macs, we went down to the 'bad' side of town and both of us got one of our teeth tattooed. You can check this with Mike, of course.*



EN ESPAÑOL

I am an exchange student in Denia, Spain, and there is a store that gets your magazine. (The only English gaming magazine, woo-hoo!) So I've been reading it and I love it, and I love your coverage on games, and especially your enthusiasm for the Nintendo 64. I own a Super NES and look forward to purchasing the Nintendo 64. However, being here I have a few questions.

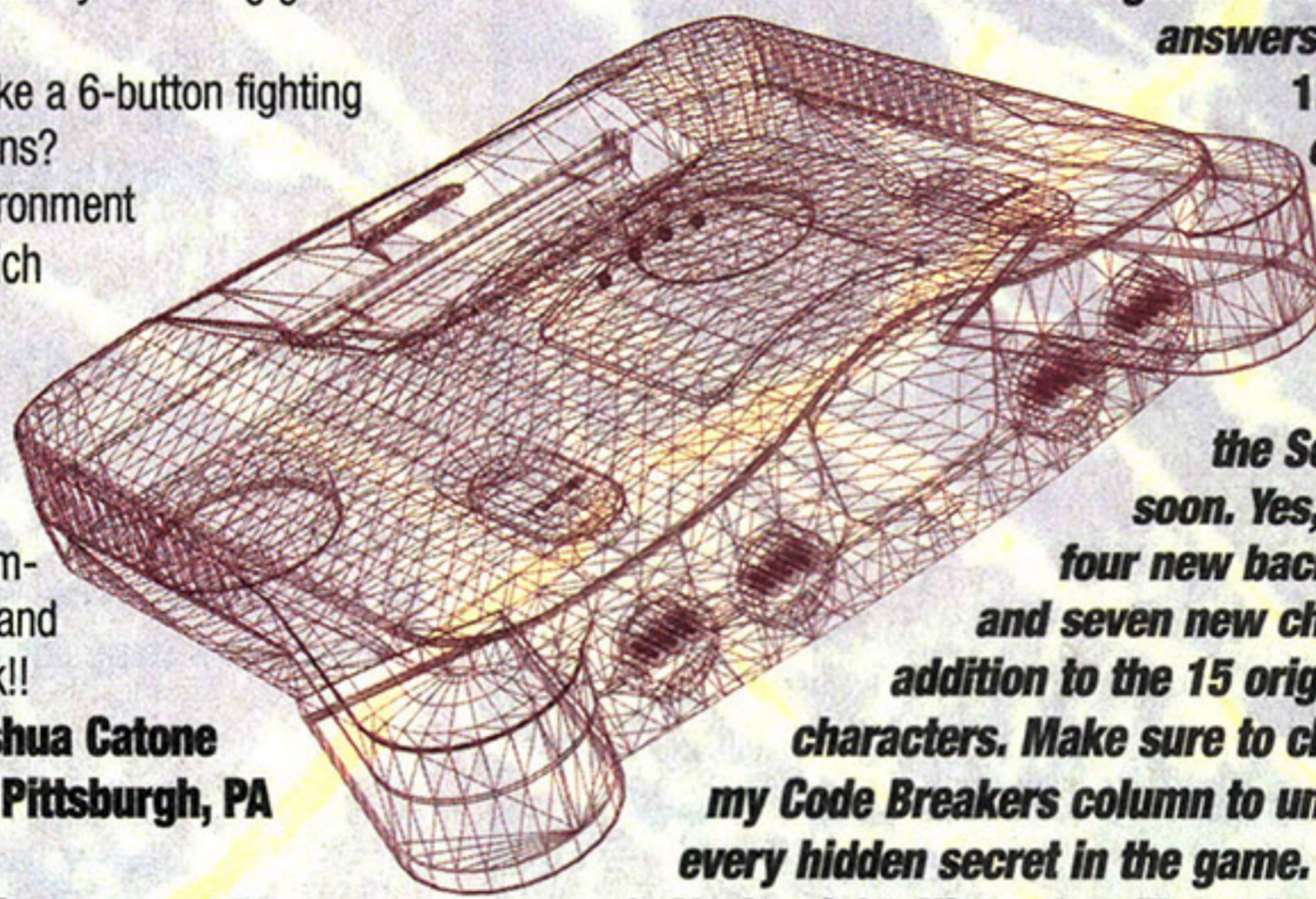
1. Is *Ultimate MK3* out, and if so what does it have new? New fatalities? Hidden characters? Ultimate Kombat Kodes? And speaking of Hidden Characters, other than smoke and Noob Saibot, what hidden fightable characters are there in *MK3*?
2. I know the Super NES will be dead as a doornail in about a year, but hasn't Nintendo pledged to continue with games until '97? If so, should we expect to see Mario, Zelda, Donkey Kong, or even Samus Aran again?
3. Also, will the Ultra 64 have any more 2D games or side-scrolling adventures? I still love those, and hope to see more. Thank you for answering my questions.

Brian Sharp
Denia, Spain

ROGER *What!?! More questions? Well, seeing as you're suffering in sunny Spain, while I'm locked in this box and forced to read letters, I give you my most thoughtful and indepth answers!*

1. *UMK3 is out in the arcades and will be available for the Sega Saturn soon. Yes, there are four new backgrounds and seven new characters in addition to the 15 original MK characters. Make sure to check out my Code Breakers column to uncover every hidden secret in the game.*

2. *You're right, Nintendo will continue to support 16-bit but not many third party developers will. The most exciting release for the Super NES this year may be Mario RPG. As for the other games, Nintendo is so secretive that we have no definitive news. But one has to wonder how good a new 16-bit Zelda could be, considering that most of Nintendo's resources would be invested in the N64 Zelda game.*
3. *I hope not! Nintendo 64 is supposed to open new game frontiers, not rehash old ones. But who knows? 2D games still manage to pop up on the 32-bit systems out now.*



Joshua Catone
Pittsburgh, PA

CHRIS *Mario, Mario, Mario — you guys just can't get enough of that loveable lil' plumber!*

1. *No announcement yet, but considering that every home console Nintendo has ever done has had a Mario pack-in, it seems likely.*
2. *In Japan, at least. Still no word on the US controller plans, though.*
3. *Cartridges are super fast, but they can't hold nearly as much information as a CD.*
4. *Development kits are what developers use to program the games; 'drawn-in' is that pesky appearing-disappearing effect of polygon background elements (due to the lack of internal RAM needed to store bigger chunks of the levels).*
5. *The Nintendo 64 controller is loaded with buttons, and although some might have been conceived for different purposes, they can all be tuned to do whatever a developer needs.*
6. *It does sound a little confusing, and having played Mario 64 myself, I can tell you that at first it really can be disorienting. After awhile though, I expect it to feel just as natural as a good ol' Super NES pad.*

N64 WHEN?!

First I'd like to thank you for wonderful Nintendo 64 coverage. I can't put down that *Mario 64* preview. Droooool. Second, although there were many *Mario 64* pictures, some things I was looking for weren't there. Where are the question mark boxes, koopas, and best of all... YOSHI! Also, in every picture Mario is big. Are there going to be things like mushrooms, fire flowers, and feathers? And still, some more questions:

1. Do you guys know the pack-in yet? Wouldn't it most likely be the *Mario* game?
2. My friend told me that the N64 controllers would come in different colors. Is this true?
3. What's the problem with being cartridge-based? Other than the cost, does it really cut down on gaming or something? What's the deal?
4. Off the subject, what are 'development kits' and what is 'draw-in' and why do racing games have it?

5. How's Nintendo gonna make a 6-button fighting game with only 2 action buttons?
6. Last, with the total 3D environment and the new analog stick (which just sounds confusing) will *Mario 64* be too complex for us genuine traditional Mario fans? Thank you, again, for your amazing N64 stories (compared to other mags pages!), and please keep up the good work!!

STOP! THIEF!

It's come to our attention that some of you guys aren't being original when it comes to writing us letters. Recently, several of our readers spotted a letter that we had published in another, previously published magazine. Not only is this plagiarism, which is illegal, but it kinda says 'I read *GAME PLAYERS* and I haven't got an original thought in my head!' Look, we love all the strange, goofy and downright weird letters you send us, but please, DON'T RIP OFF SOMEONE ELSE'S IDEA AND SEND IT TO US! With the volume of mail we get and our limited space, it would be a shame to drop an original letter for a copied one. We know we've got the best readers (and letter writers) out there, so please, keep it original, gang! Thanks!



WE LET HIM DOWN

OK, I was pretty PISSED OFF when *Dragon Quest V* wasn't brought to the States. And now what do I see? *Dragon Quest VI* is at the top of the list in your Top Ten from Japan. What the hell is this all about?! Did you just forget to tell us worthy *Dragon Warrior* fans? The main reason I bought an Super NES was to play the *Dragon Warrior* series. You guys are really letting me down by not telling me this kind of vital information. I've been counting on you to help me out here, because I know you give the most in-depth coverage of any gaming magazine. Will Enix bring this title to the States as *Dragon Warrior V*? Come on, spill your guts. Tell me everything you know about this game and whatever other titles Enix is working on at this time please. Also, what's this rumor that Enix of America and Japan are re-evaluating their contract with Nintendo? Answers and info please!

John 'Red Label' Walker
Belleville, IL

MIKE Sorry to tell you that you bought your Super NES a bit on the late side. Nobody is making games for the Super NES anymore, least of all Enix. Enix closed its U.S. office and has no plans of putting out *Dragon Quest V* or *VI* in the States. They are currently working on *Dragon Quest* for the Nintendo 64, but no announcement has been made about it being a U.S. release. As soon as we get some information on Enix or any other RPG's, we'll personally deliver the message in exchange for a couple bottles of Red Label.

DUMB CLUCK

Hey, Bill, ha ha ha! I knew you were mental! Ha ha ha! You're lucky, I like your stupid jokes. I told the FBI to check the tree at the end of the block. And you better stay out of my bushes and stop eating the flowers at night or I will call the funny farm to come get you!

When I am at school, stay the **** out of my chicken wings, OK?!?

Andy Barker
Lansing, MI

BILL Your chicken wings are mine, FBI boy! Ha, ha, ha! You're lucky I know you like my stupid jokes! Heh, heh, heh! BUT... I'M... NOT... MENTAL!!!

POINTY STICKS

What are Orchid's weapons called in *Killer Instinct*? I think they're called 'Sabre Stix.' My cousin thinks they are 'Lightning Rods.'

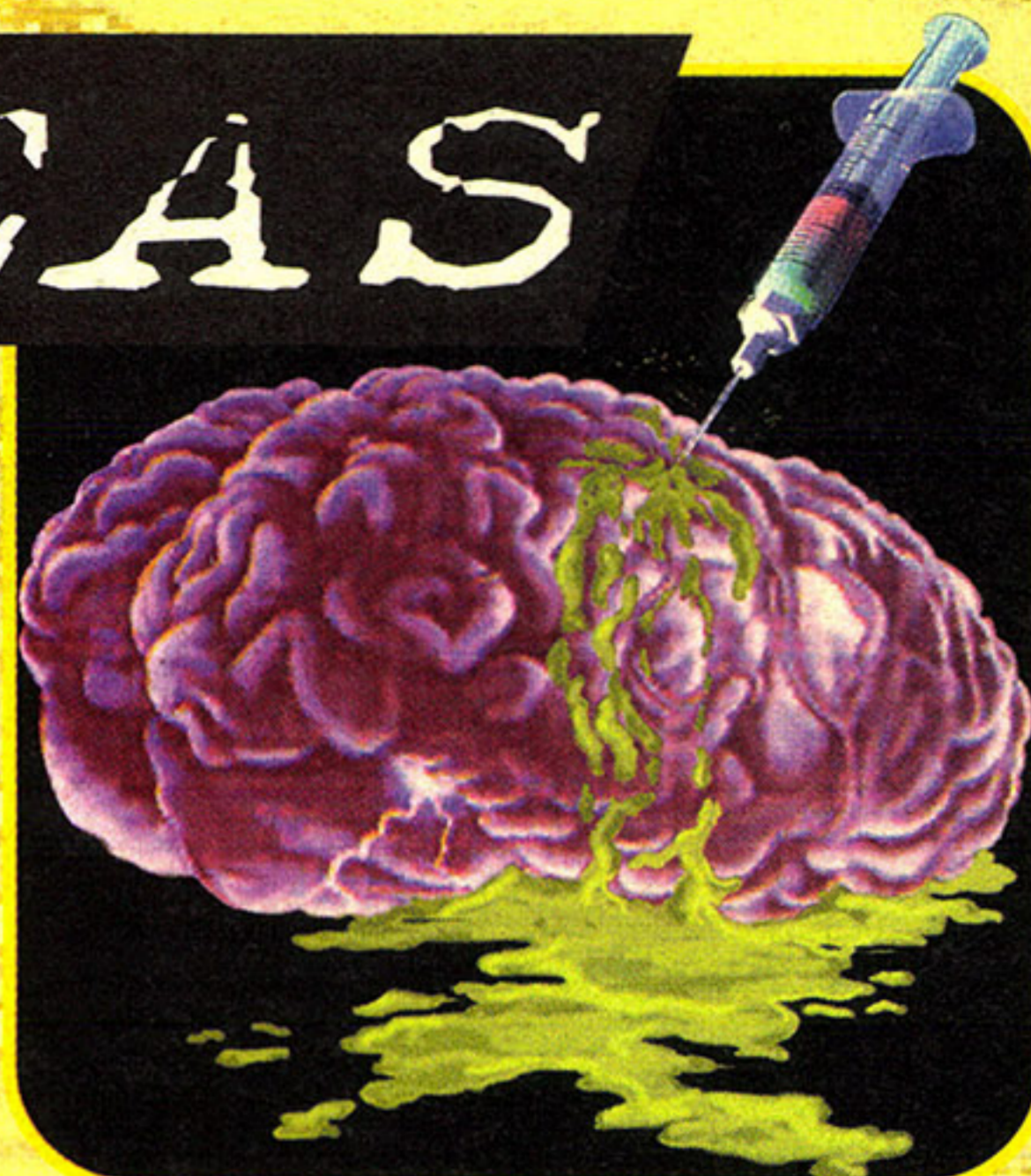
Christopher Carkeet
Indian Harbour Beach, FL

CHRIS I dunno, Christopher. Bill calls 'em Chop Sticks, but that's only 'cuz he doesn't play fighting games. I think they're called Happy Sticks, 'cuz, well, no real reason in particular. Next letter, please...

GAME IDEAS**REALLY SLOW**

My game is called *Watching The Grass*. In this state-of-the-art game, you actually get to watch grass grow in state of the art 3D graphics. And, for the bonus stage (get this), you can actually cut the grass on your virtual riding mower! It's fun for all ages 'cuz you get really, really good and get paid for your services in virtual money and you can do it again, and again, and again...

David 'Lawnmower Man' Murphy
Englewood, FL



BILL You're not related to that guy who made up that farming game, are you, David? Just thought I'd ask, BECAUSE THIS IS THE STUPIDEST IDEA I'VE HEARD ALL YEAR! ARE YOU NUTS? Oh, what the heck, it'll probably sell...

course, the really big stick with the rusty nails in it does help a little!

DO IT MY WAY

If you love yourself, then you'll love this game! It's called *The World Revolves Around Me!* The object is to walk around and ask people what the world revolves around. If they don't say 'you', you can shoot them or hit them with a big stick. Everyone will be so caught up in themselves that they'll elect me President. I lost the '72 election, but I'm making a comeback!

Justyn 'Should Have Won In '72' Kinsley,
Waverly, NY

BILL You know, it's funny you should bring this up, Justyn, because this is kinda the way things work here in the GAME PLAYERS office. I walk around, asking people who the world revolves around, and they always say 'Bill!' Of

WISE GUY

The game is called *Curtis*. Your name is Joe. The object of the game is not to go crazy and kill everyone, because there's this kid named Curtis. He's the stupidest kid ever seen! He picks things out of his body and switches their locations. He also says annoying things like, 'Oops, me booty!' This isn't a joke! There is this kid named Curtis. He acts like Bill and looks stupider than Trent!

Todd Hauseman,
Aberdeen, SD

BILL Gosh, what a funny idea, Todd, or should I say... CURTIS?? That's right! I want everyone who goes to the Southwestern school to know that Todd's name is really Curtis! Try getting a date now, wise guy! Ha, ha, ha!!! You're right about Trent, though...

HEY! YOU, TOO, CAN WIN A MYSTERY PRIZE!

Just send in your Game Ideas to the address printed on the last Network page. Make sure that you include what type of video game system you own. This month's Mystery Prize goes to Jonathan Atteberry, of Lilburn, GA, but we know he's evil. Get those firecrackers... Write in today!!!

WINNER

Bad Monkey!

My game is called *Monkey See His Mom Getting Ripped Apart In A Vacuum*. You play a drunk astronaut who passes his time by throwing lab monkeys into space and watching them get ripped apart. You can't really win this game, but who would want to stop throwing monkeys into space, anyway? All the monkeys are evil, so it's OK to kill them.

Jonathan Atteberry,
Lilburn, GA

BILL We used to play the same game, but back then we were defending the Earth from the evil Snails. We'd build rockets out of old cans and firecrackers and try to fly 'em back to the planet Snailo. We weren't really good at building rockets, but they were... uh... evil snails, so I guess it... was OK... I, uh... guess...

WHO KNEW?

1. When will *Final Fantasy IV* come to the US?

2. When will Square get off its butt and bring out some of the great games like *Final Fantasy IV* and *V*, and *Secret of Mana 2*?

3. When will 'pretty boy' Mike get thrown in the Box for a very, very, very long time?

Dustin 'Power House' Wissbaum
Lancaster, WI

BITT: As most readers of *GAME PLAYERS* know, I don't play RPGs,

or fighting games, but I'll answer your questions as best as I can:

1. Beats me...
2. I haven't got the foggiest idea...
3. We still haven't let him out from last time! Look, he's getting moldy!

OBSESSION

I'm the no. 1 fan of *Mortal Kombat*. Okay, I'm obsessed with it. I went to *MK* the Live tour. I have a *Mortal Kombat* wardrobe. I have all three *MK* games. I've collected all the *MK* action figures, and am planning

to buy anything else of *MK* that comes to stores and yes, Chris, I have questions.

1. When is *Ultimate MK3* coming out for home systems?
2. When is *MK4* coming to arcades?
3. Will the PSX be getting *MK1* and *2*?
4. If so, when?
5. Will there be any *MK* games for the N64 coming out in April?
6. How many games will the Nintendo 64 have at its launch?



Brandon Isaacs
Richmond, KY

CHRIS: Gollygeewhiz, it's *Question & Answer Time* again!

1. *Ultimate MK3* is a Saturn exclusive, and should be out now (see this issue's review).
2. *MK4* should be revealed at the AMOA show later this year, and will probably make it to the home mid to late '97.
- 3 & 4. No plans yet, but you never know...
5. None that we know of.
6. Nintendo hopes to have about ten — expect between five and eight.

HAIL TO THE CHIEF

Please print my letter. If you do I will be the first Arubian to appear in *GAME PLAYERS* and then I will be made kinG of the island! Then I will invite all of you over for an exotic vacation with Sun, Sea, BEER (Hear that Bill?), topless girls, and shark wrestling! Keep on going with your excellent mag! If I am not elected King, you will still get a very nice postcard, OK?

Omar 'K.I.' Brown
Aruba

BITT: Gee, Omar, that's great! All of us here at *GP* love the sun and the sea, not to mention the beer. There's just one thing: if possible, could we have topless sharks and go girl wrestling? Anyway, write if you get work!

GET OFF YOUR @\$\$!

Write to *Game Players* at the following addresses:
For game ideas, write to:

Game Ideas;
Game Players, 150 North Hill Drive; Brisbane, CA 94005

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

Connections;
Game Players, 150 North Hill Drive; Brisbane, CA 94005

For general *Network* letters, write to:

Readers' Network;
Game Players, 150 North Hill Drive; Brisbane, CA 94005

Or check out our web site at:
<http://www.gameplayers.com>

YES WE ARE...

My friends bought *Killer Instinct* for the SNES a while ago and it came with the *Killer Cuts* CD. They recorded it on a cassette for me. Their tape's songs were pretty good, except for the first song. Has anybody heard it? It's disgusting. 'Touch me!' Where did Nintendo get that? Do they think we're perverts? That's disgusting! I wonder why they stuck that into the song anyway. Nintendo should get in big trouble for this.

Rafael Garcia
Chula Vista, CA

PATRICK: Ok now, Rafael, I think you're right. I mean, we all know it's OK to beat the living crap out of someone in a game like *Killer Instinct* (some people just need a beating from time to time), but I don't want to hear about any sissy touching crap! Maybe if more people agreed with us we wouldn't have to deal with that lovey-dovey crap in the movies, either. For that matter, maybe we could get all references to love in general taken right the hell out of popular culture in general. I'll get right on it!

**WE RECYCLE!**

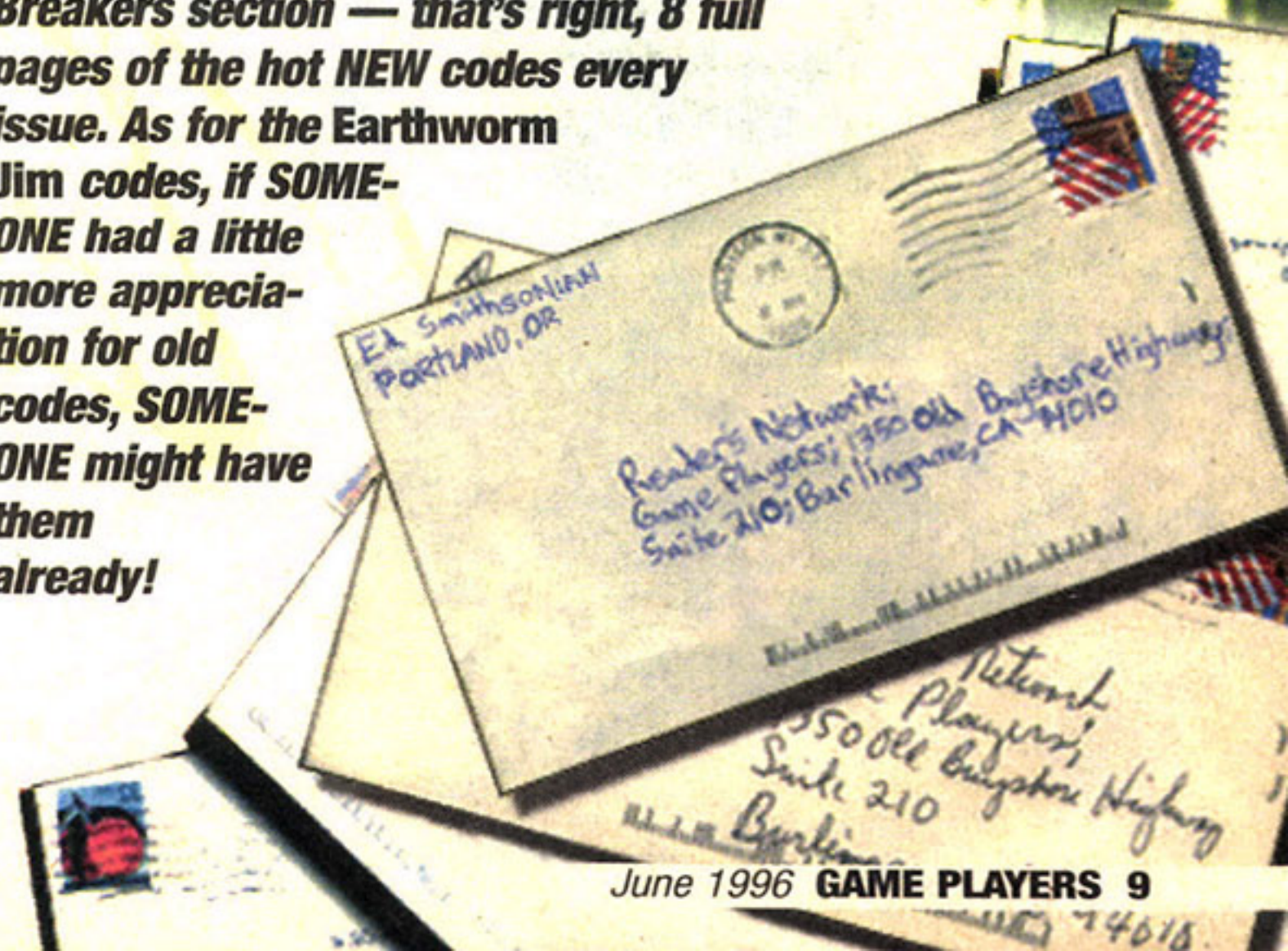
I am really ticked at you guys. All you're doing in the tactics section is taking codes from previous issues and putting them in the so-called new code sections of the new issues. So how about we get some codes, OK?

P.S. While we're talking about codes here, would you please give me any code for *Earthworm Jim* for Sega besides the PRESS PAUSE ACACACAC? Or can you at least tell me how to get to the super secret level? PLEASE! PRETTY PLEASE!!!

Daniel Cacciamoni
Pittsburgh, PA

ROGER: Daniel, you ungrateful little punk. For your information, I prefer to think of the 'Even More Codes' section as a resource for reference purposes. But in spite of your pathetic

whining, I have decided that a change is in order and beginning with our July 1996 issue, 'Even More Codes' will be no more. In its place will be a new expanded *Code Breakers* section — that's right, 8 full pages of the hot NEW codes every issue. As for the *Earthworm Jim* codes, if SOME-ONE had a little more appreciation for old codes, SOME-ONE might have them already!



Reader Art

winner



No game system, no prize! That's just the way *Bill Donohue* likes it! Heh, heh, heh!

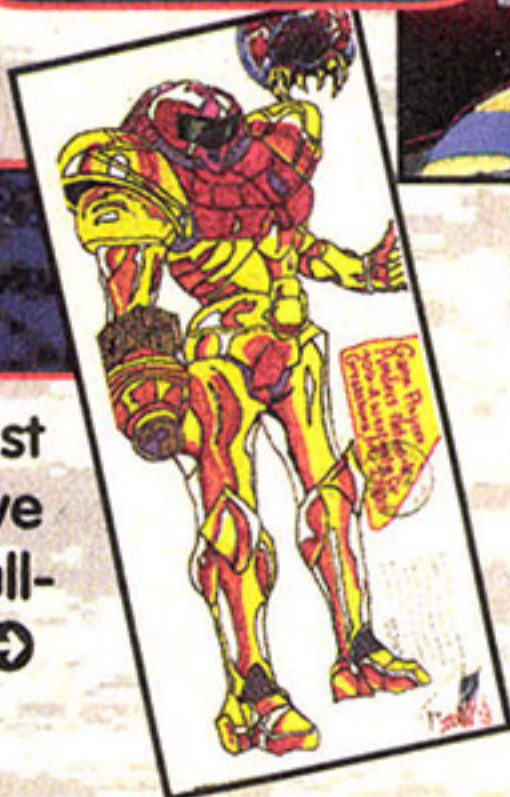
Evan Hayden,
Monroe, MI



Her blind date was kinda creepy, but he wore cool hats...

Tyler Daniels,
Mesa, AZ

Her suit wasn't just armored — it gave her 18 hours of full-figured support! ☺



Marc Chuang,
Quebec, Canada

She'd lost 40 pounds with those new workout weights! ☺



Chris Stackhouse,
Charlotte, NC

Why wasn't that darn Tylenol working?



DO THE MATH

I noticed that Namco has made games for Nintendo before. Will they bring *Tekken 1* or *2*, or *Toshinden*, or *Alpine Racer* to the N64? Also, for all those buttknockers out there who don't think today's games can fit into a cart, the Ultra's carts will be able to store up to 256 megabits! That's eight times as much as the Super NES carts can hold now!

Paul Pollack
Coconut Creek, FL

CHRIS But Paul, how will the N64 ever be able to do those fabulous FMV 'games'? Got ya there, huh? Guess if I want to play the latest smokin'-hot FMV 'games', I'll have to look elsewhere (can you smell the burning sarcasm yet?).

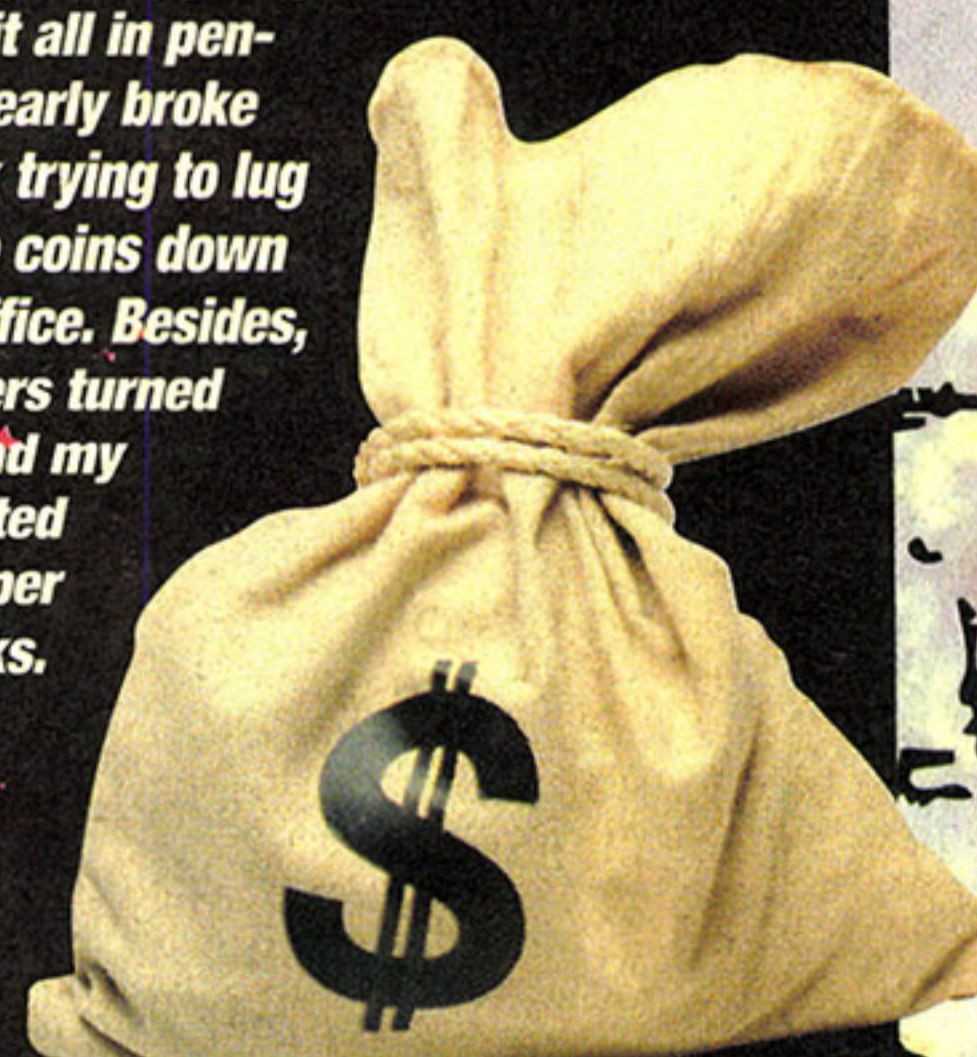
BILL Hey, is something burning? Man, I smell smoke! OK, everybody out of the building! No talking! Walk calmly to the nearest exit!

PAY THE PIPER

First of all, your magazine kicks major ass! Also, Bill, the 'Delusional Weirdos Society' says you owe (drumroll please) \$15,724,000.84 in dues. If you don't pay up in 3 days, 18 hours, 4 minutes and 11 seconds, you will die! You will be tortured for endless amounts of hours with naked pictures of Bea Arthur. Ha, Ha, Ha, Ha, Ha, Ha, Ha...

Melanie Slavinski
Philadelphia, PA

BILL Forget it, Melanie! The last time I tried to pay my dues, you guys wanted it all in pennies! I nearly broke my back trying to lug all those coins down to the office. Besides, my fingers turned green and my food tasted like copper for weeks. All I can say is, bring on the BEA!!!



TO THE MOON

Your magazine is the best. Why would Sega want to port over its hits over to Playstation and 3D0? These hits should be exclusive because when people see a good game on a system they would want to buy the system. If all these games are getting ported over to other systems it won't really matter which system you buy because they'll all have the same games. If they do that the companies should just join up and work together. I think Sega is a great company making all these hits for Saturn. What will Sega do if they decide to get out of the hardware business? Will they keep making games for Saturn? Or just stop altogether? Did this blast of great games for

Sega get any more third-party developers?
Ricky 'The Man on the Moon' Bernhauer
Bing, NY

CHRIS First of all, all this stuff about Sega porting games over to PlayStation is just wild rumor, although we have heard it from several different sources. I agree with you that hardware manufacturers should just make up their minds — either build and support one platform and put everything you've got into making it the dominant choice, or everyone agree on a single standard format.

I LIKE MIKE

Hey you guys at *GAME PLAYERS*, I have some questions for you. Here we go.
1. How come you do not have any good-looking girls on your staff?
2. Do you think the 32X will ever make a comeback?
3. Who the hell is this guy Mike? He is corny as hell. You guys should fire Mike.
I just want to say that your magazine is the best I ever read. Keep up the great work, guys. And your guys better put this letter in the Readers Network or there will not be a next time.

Peter Ziobro
Linden, NJ

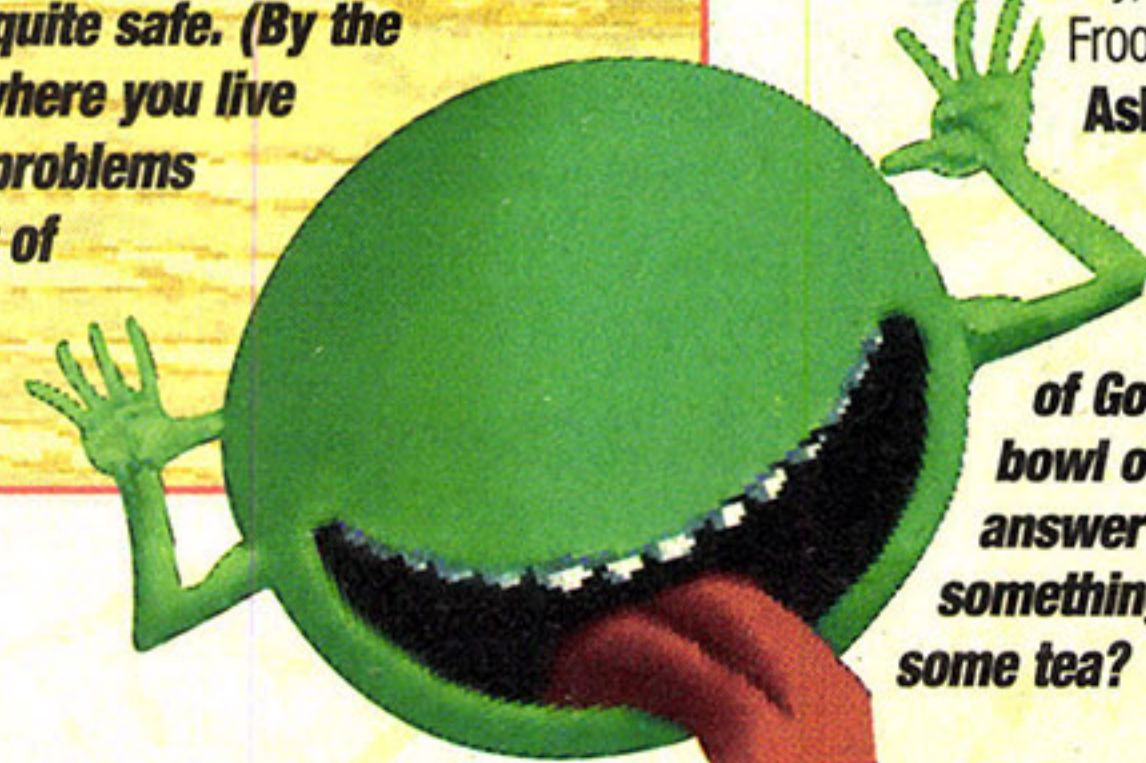
MIKE Hello Peter, here are the answers to your inane questions:

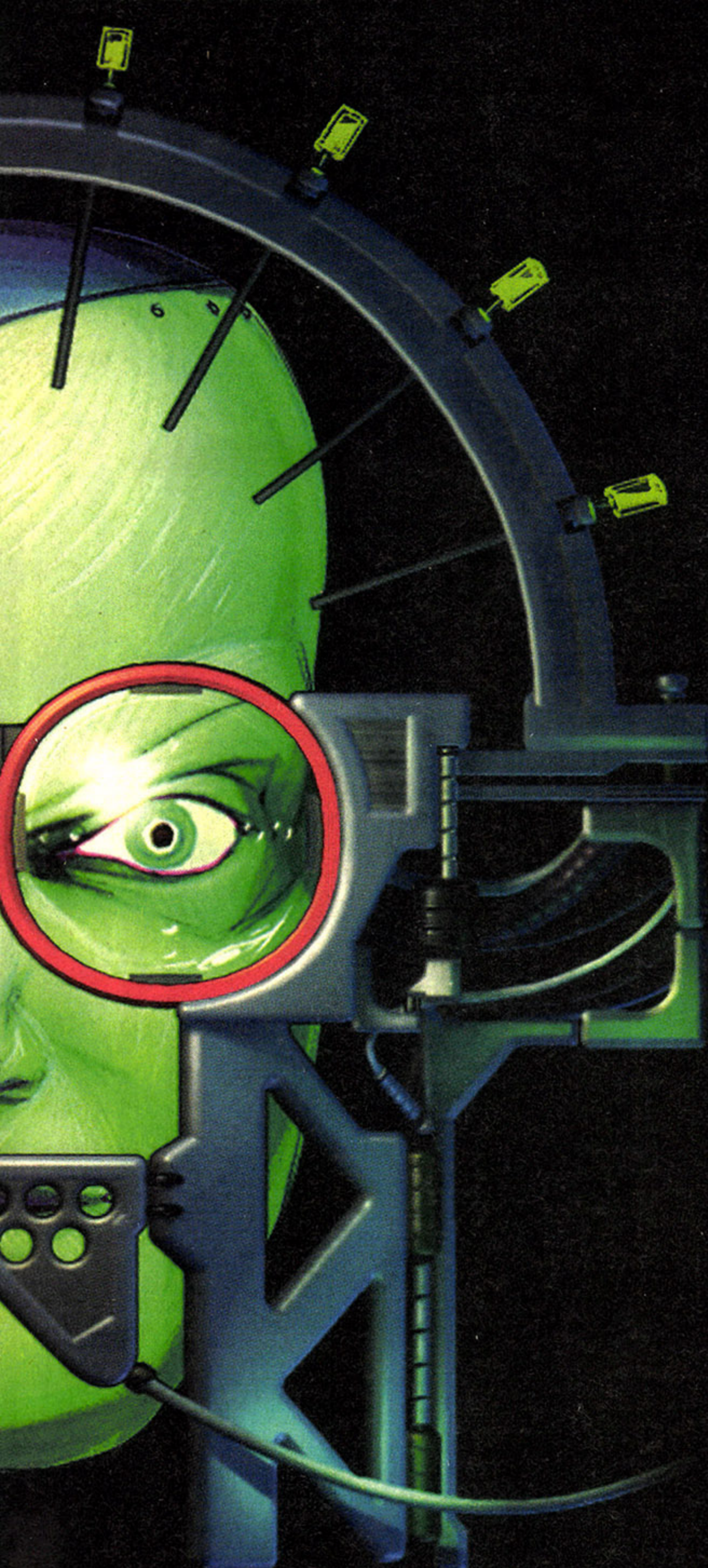
1. We have several gorgeous female staff members, we just don't want to share them with you.
2. (uncontrollable laughter) Yeah right.
3. Oh believe me, they've tried to fire me. But until they find the negatives to those photographs, my job is quite safe. (By the way, Peter, I know where you live and don't have any problems beating the crap out of little boys. Don't sleep too sound.)

HEART OF GOLD

Hey, I SASS That Hoopy Bill. Now There's A Frood Who Really Knows Where His Towel Is.
Ashley 'Sensational Gravity Girl' Harter
Apple Creek, OH

BILL Ashley, you've got a Heart of Gold! Now help me get this whale and bowl of petunias off my desk. The only answer I can give you is 42! Now for something really important: where can I get some tea?





YOUR NERVOUS SYSTEM
WILL GIGGLE
LIKE THE
12-YEAR-OLD
GIRL YOU REALLY ARE.

Adrenalin takes you to the edge of the Web and throws you off kicking and screaming. Get killer moves for the latest games and sneak previews of upcoming releases straight from the mouths of the techno wizards at *GamePlayers* magazine. Hell, you can even download shareware or play



games right on the Internet. And don't forget to check out the rest of the multi-faceted dreamscape that is Pepsi World.



You'll find everything from movies and music to pop culture and chat rooms. So jack into Adrenalin and experience cerebral overload so intense you'll laugh all the way to the emergency room. Only at Adrenalin and only in PepsiWorld.
<http://www.pepsi.com>



YES, THEY ARE CRAZY!

A while back, we ran a contest called 'Yes, I Am Crazy!' The premise was really simple and the prize was totally fantastic! All you had to do was send in a photograph that proved to everyone out there that you were 100%, totally, certifiably, lost in the ozone, bats in the belfry CRAZY! If you were the one who most looked like you needed a vacation in the Rubber Room, you'd win two PlayStations, a Link Cable and two copies of *WipEout* and *Twisted Metal!* Well, the pictures rolled in and, needless to say, we became a bit concerned over the sanity of some of our readers. Just take a look at the individuals on this page. Don't these pictures just

scream out for help? Shouldn't these wackos be locked up? PASS THE STRAIT JACKET, MARTHA!!! Anyway, the winner of the 'Yes, I Am Crazy!' contest is **Lise Gries of Brookings, SD.** That's her, completely covered in duct tape. We've got a strange feeling that, after they peel her out of all that tape, she'll be the Number One contender for our 'Look, Ma, No Skin!' contest. Enjoy the prizes, Lise, you've earned them! By the way, after judging all the photos, we sent them to the National Mental Health Center, along with your addresses! You can expect some visitors soon... nice visitors, in white coats... carrying really big nets...



WINNER!
Here's **Lise Gries**, our Duct Tape Cover Girl. How the heck does someone come up with an idea like this? I guess a Duct Tape warehouse isn't a very good place to be bored...



Connections

I am an 18-year old male who likes to write. Drop me a line and I promise to write back to all.

Jacob Hernandez
P.O. Box 702
Saginaw, MI 48606

I'm a 16-year old female looking for a friendly 16-18 year old male penpal.

Melinda Hernandez
270 Nichols St.
Bridgeport, CT 06608

I am a 14-year old boy. My hobbies include playing games, listening to music, and collecting cards.

Eric Roberts
2424 Rivermont Dr.
Kingsport, IN 37660

I am 14. My favorite games are RPG's and fighting games. Please write me.

Amber Burdeshaw
3850 Hartley Br. Rd.
Macon, GA 31206

I am looking for a girl 13-17 to trade tips with. I'm 15. I have Genesis, SNES and a Gameboy.

Andrew Ahern
298 Central St.
Acton, MA 01720

I'm 12 years old and would like a penpal my age that has a Super Nintendo system.

Cody Dame
511 West M
McCook, NE 69001

Looking for penpal, boy or girl, at least 15 years or older. I have both a Genesis and a Super NES.

Bill Thoden Jr.
5717 Lee Ave.
Millville, NJ 08332

I'm 15-years old and enjoy Sci-fi and strategy, simulation and role playing games.

Kyle Gosciniaik
8995 Lane Rd.
Millington, MI 48746

I'm 14 and anxious to exchange letters, codes and cheats.

Luis Raul Diaz Rios
HC-02 Box 11538
Humacao, PR 00791

Die hard gaming guru with my one 'zine and comic company wants penpals, connections, contributors, and artists. I'm 17.

Cory You
3655 Sunset Blvd., #71
Rocklin, CA 95677

I am looking for a penpal between the ages of 12-20. Either boy or girl. I like sports and fighting games.

Andy Hottovy
7601 E. Oxford Ave.
Denver, CO 80237

I am a 12-year old boy who likes all of the fighting games.

Matt Russell
527 E. 72 St. #2A
New York, NY 10021

I'm 12 years old and would like a penpal just to talk about anything. I'd prefer a boy from 12-14.

Alexis Lee Ang
287 Connecticut St.
Greenhills East
Nandaluyong City
1550
Metro Manila,
Philippines

I'm a 21-year old male who loves video games. I would like a penpal 18-21.

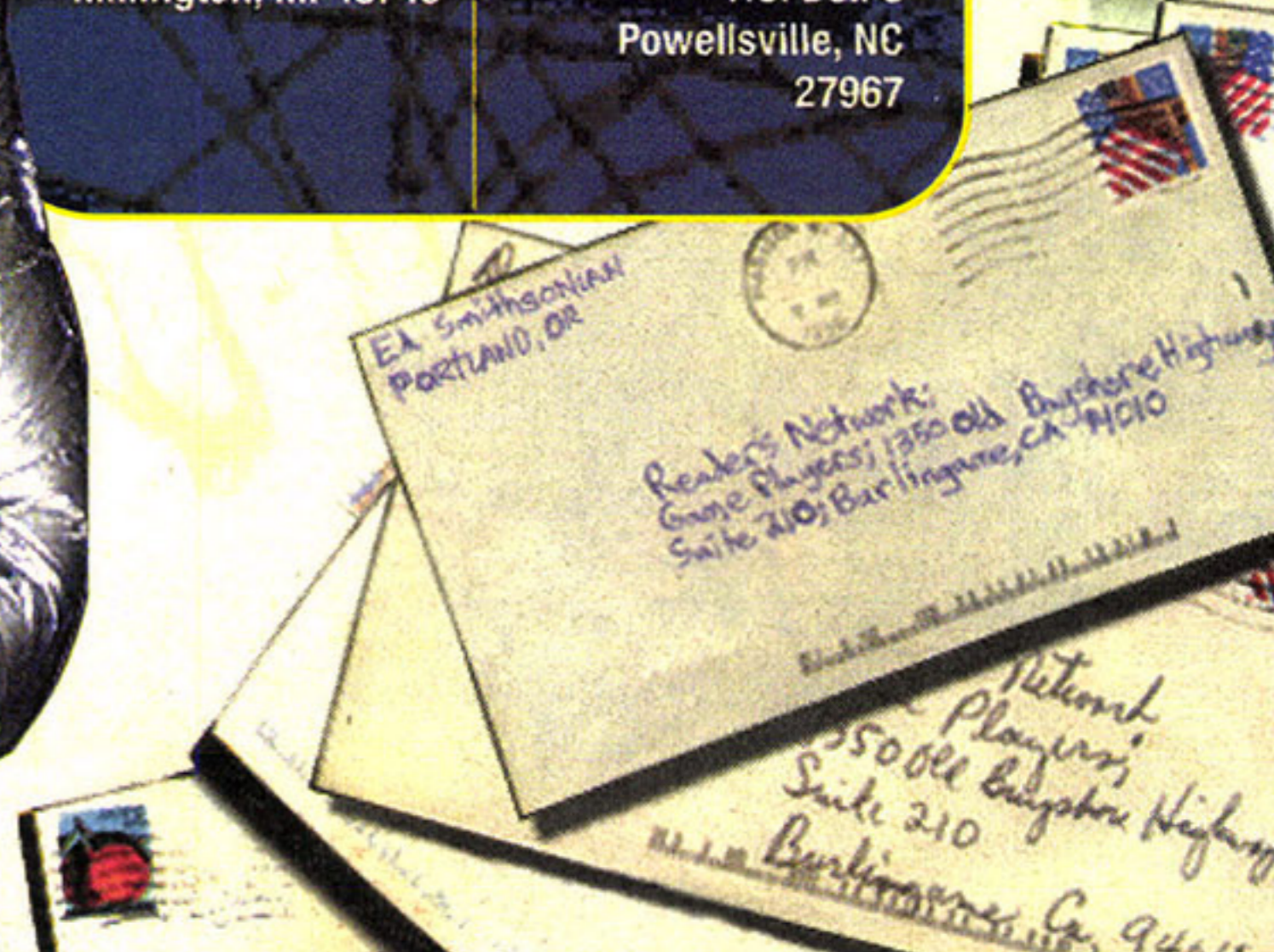
Hugo Garcia
1308 W. 225th St. #6
Torrance, CA 90501

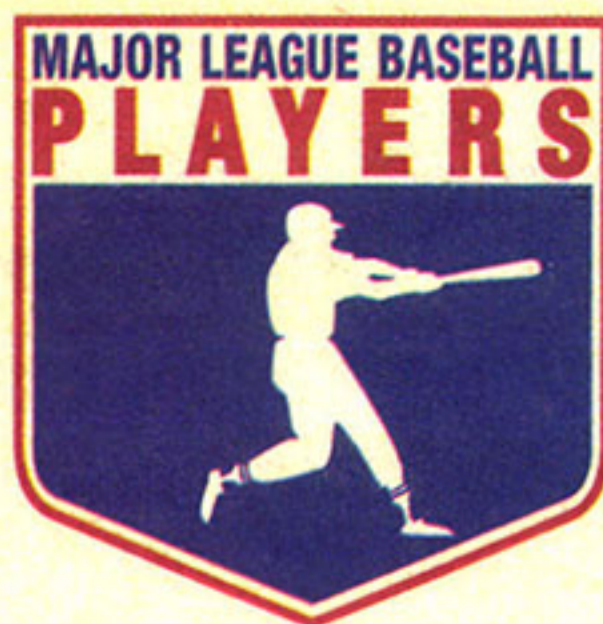
I'm 13 years old and I have a Genesis, and Game Gear.

Brandon Kruser
815 Arbor Ave.
Wheaton, IL 60187

I'm a 14-year old boy looking for a penpal.

Sage Ganiss
P.O. Box 8
Powellsville, NC
27967





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TRADES
**FULL SEASON
AND PLAYOFF MODES**
VOCAL UMP'S
ERRORS



**3-D INTUITIVE
BATTING SYSTEM**
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WIND CONDITIONS
**"PLAY-BY-PLAY"
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INFO TRAK

Did you ever notice how much of the stuff on our News page is centered around videogames? Could this just be a coincidence, or is it evidence of a vast, nefarious, underground plot? Hmm, we wonder...

Warping to Saturn

The developers of *D* turn their exclusive attention to the Saturn

Warp, the developer best known for its horror-based graphic adventure *D*, has recently broken off ties with Sony Computer Entertainment. While the door remains open for future Warp titles on the PlayStation, the developers are currently shifting their attention exclusively to the Sega Saturn while maintaining future plans for the M2. Therefore, upcoming titles such as *Enemy Zero* will only be available for the Saturn.

The reason for the change in plans is, according to Warp, primarily due to SCE's distribution policies, claiming the company exhibits too much control in this area. If *Enemy Zero* turns out to be as much a success as their mega-hit *D*, Sony will surely be sorry to see them go.



The horror... The makers of *D* turn their back on the controlling practices of Sony.

Playing the Numbers

Sony, Sega release new sales figures

Sony Computer Entertainment America has officially announced that one million units of the Sony PlayStation game console have been sold since its launch on September 9, 1995. In addition to Sony's hardware sales, developers have sold more than seven million dollars worth of PlayStation software. Among the best selling game titles are Sony's sport titles, with *NFL Gameday* selling a claimed 300,000 units and *NHL Face Off* selling over 200,000 units.

Although there has been a fair amount of skepticism of Sony's numbers within the industry, Sony stands by its numbers and states that the one million unit figure even boasts a 90% sell-through to the end consumer. If these numbers are indeed accurate, Sony may actually have captured 76 percent of the 'next generation' unit sales as it claims.

As expected, Sega leads the skeptics of Sony's numbers and has released a statement announcing that 500,000 Sega Saturns have been sold in North America since its release in May of 1995. Sega also goes on to claim a decrease in the PlayStation's domination since its impressive launch. With a promise to deliver 30 in-house games and a further 150 third party releases for Saturn this year, Sega fully expects to be ahead of the competition by the end of the year.

Electronics Boutique

Runs For The Border

EB test markets PlayStation import titles

Recently, in a move that can only be attributed to the cutthroat nature of the videogame retail business, Electronics Boutique has become the first national retailer to begin test marketing Japanese versions of Sony PlayStation games.

The initial titles available in select Electronics Boutique stores across the nation are Namco's *Ridge Racer Revolution* and Takara's *Battle Arena Toshinden 2*. The games are priced at \$89.99 each. The stores are also selling spring adaptors that will bypass the PlayStation's lockout on early shipment PlayStations. But EB is concerned of a potentially high return rate on the games since recent PlayStations feature a hardware fix that prevents the bypass from working.

Considering the imports' high retail price and their limited usability on import PlayStations and early release U.S. versions, it is a bit surprising that EB is pursuing this niche market. Official comments from Sony and Namco have been a resounding 'no comment', but it seems likely there would be concern of the import games stealing sales from the U.S. releases of the same games.

Playmates Interactive seems to have the most to be concerned about, considering they have paid for the American conversion of *Toshinden 2* and will release the game in the U.S. on May 14th. Any sale of the Japanese *Toshinden 2* would have royalties going to the game's developer, Takara,

thereby undercutting potential Playmates revenues.



Some EBs are reportedly looking at *Tekken 2* as their next import title.

The Sky Is Falling! The Sky Is Falling!

Saturn drops \$50 in U.S., \$100 in Japan

Sega of America, in what can be viewed as an effort to increase its market share in the 32-bit arena, has lowered the price of the Saturn Core system to \$249 as of April 1, 1996. Saturn systems that are bundled with the *Virtua Fighter Remix* game have also been reduced \$50 to a price of \$299.

But the \$249 price drop may be just a precursor to further reductions, as a new streamlined Saturn has been available in Japan since late March for a price of \$199. Although the Japanese Saturn 2.0 sports a thinner white casing, there is no performance difference from the currently available Saturn. Sega claims that a redesign of the interior mechanisms and new mass production techniques allow for production savings that can be passed on to the consumer. Sega of America's official position is that there are no current plans to bring the Saturn 2.0 to the U.S., but states that future actions will be dictated by the market conditions.

In related news, Sega has also revealed that it is working on a new controller that will feature a new 3D analog mini-joystick. The new controller is initially slated to be used with the much anticipated Saturn game *Nights*. Both the game and the new controller will be available this fall. Whether this new controller will become the Saturn's new pack-in controller remains to be seen, but it appears that Sega is taking the threat of the expanded capabilities of the Nintendo 64 controller seriously.



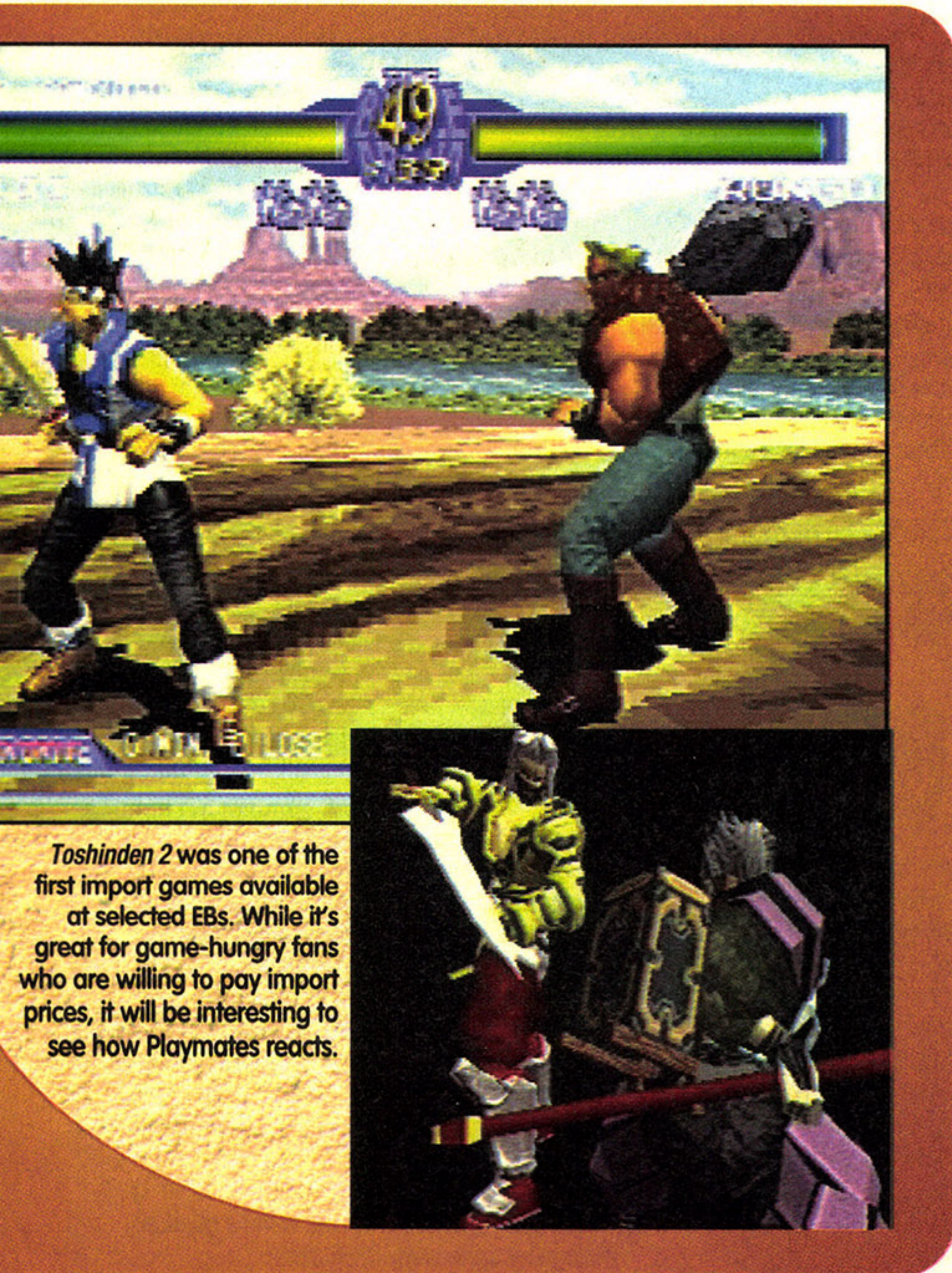
The Sky Is Falling! Again

Panasonic's 3DO price hits rock bottom

Panasonic, in the wake of the Goldstar 3DO multi-player's liquidation price drop, has followed suit and dropped the suggested retail price of its game machine to \$199. But unlike Goldstar, which has decided to exit the videogame hardware business permanently, Panasonic explains its price cut as an effort to stem the tide of the Sony PlayStation and the Sega Saturn and prepare for Matsushita's forthcoming M2 upgrade.

Whether Panasonic's explanation holds up is questionable, as certain national retailers have reportedly already been

selling the 3DO for less than \$199 in an effort to clear inventories. Regardless of whether Panasonic was forced into this price reduction, it can only help them in an ever more competitive 32-bit gaming market.



Toshinden 2 was one of the first import games available at selected EBs. While it's great for game-hungry fans who are willing to pay import prices, it will be interesting to see how Playmates reacts.

Surfin' For Codes

Game Shark web site up



Yes! Interact Accessories, Inc. has announced that its 'Surfing With The Sharks' Codes Web Site is now on-line. Located at <http://www.game-shark.com>, the site offers news, codes and contests for owners of the Game Shark video game enhancer product. The Game Shark (available for both the PlayStation and Saturn) allows the gamer to customize control settings and offers a number of options

like unlimited lives, unlimited power, invincibility, weapons, and levels to name a few.

Although codes can only be accessed on the site by paying a \$5 per year membership fee, they are updated on a weekly basis and the site offers what may very well be the quickest access to codes for the newest games. In addition, those who need technical assistance can E-mail questions to the customer service department, and receive a response within 48 hours.





GAME GOSSIP...

Step right up and open yer eyes and ears! We're ready to astound and amaze you with the inside info you just can't get anywhere else! Hey! I said open your eyes, mister!

Nintendo Gets Ready For The Big Show

E³'s right around the corner (in fact, it will probably already be in progress when you read this) and Nintendo plans to blow the doors off its competitors with the US unveiling of Nintendo 64. In addition to *Pilotwings*, *Mario Kart* and *Adventure of Link* (which is halfway done) Nintendo plans to show hot original titles like *Wave Race* along with several third party titles. • Nintendo will also unveil three big Super NES titles, including a rumored game that Shigeru 'Mario' Miyamoto has been working on. Still, a Nintendo insider claims that Nintendo will 'really have to work' to regain its lost market share, and E³ will be a 'must win' show for Nintendo.

PlayStation Show Fails To Impress

The recent Sony PlayStation Expo in Japan wasn't much home about. Game Players spoke with several developers and most were 'disappointed' or 'unimpressed' with the Sony shindig. • The few highlights of the show included Sony's own *Motor Toon Gran Prix 2* and *Jumping Flash 2*, both of which offered nothing substantially new over the previous games. One third party liaison in search of new product told us, 'With the amount of crap and glut of PlayStation product that's filling the Japan market now, it leads me to believe that Sony hasn't learned anything from Atari's mistakes during the 80s.'

New Games Spawn New Controllers

Well, it started with Nintendo's introduction of the 'ground-breaking' Nintendo 64 controller, and now Sega plans to release a new control pad to go with its forthcoming *Nights* title for Saturn — it will also utilize a new 3-D analog thumbpad (like the N64 controller). • *Nights* will debut at E3 and Sonic the Hedgehog creator, Yuji Naka, is responsible. A flight/action game, *Nights* will ship sometime this fall and 'is like nothing anyone has ever seen before on Sega Saturn or any other next generation platform,' says Tom Kalinske, president and CEO of Sega of America. • Not to be outdone, Sony also has an analog controller in development and a game that will supposedly use the new pad. One Rumor points to *Crash Bandicoot*, although that it would seem that game is already too far in development. • Hey, don't leave M2 out! Matsushita is also rumored to be adopting the new analog thumb-pad. Didn't Nintendo patent this, or something? I mean, everyone's running around trying to match Nintendo's moves, and they haven't even played with the N64 pad yet. Man, talk about industry clout...

Sega Sizes Down Saturn

Sega introduced a redesigned 'cheaper' Saturn in Japan recently. Just as the price of the US machine dropped to \$250, a newly scaled-down version of the machine is set for a Japanese launch at about 20,000 Yen (\$199). Sega claims the new pricing is possible due to 'innovative mass production techniques and hardware changes.' The new Saturn will still perform just like the original and have the same features. A US release hasn't been determined but is eminent and, as a result, Sega expects worldwide sales of Saturn systems to get a much needed boost from the price change.

EB's Import Sales Are Causing A Stir

Electronics Boutique has begun selling imported Japanese PlayStation games through special test market stores throughout the country. Over 30 EBs nationwide have already received and begun selling *Ridge Racer Revolution* and *Battle Arena Toshinden 2*, both which are retailing for \$89.99. Neither game will play on American PlayStation without using the classic disc swap technique.

While *RR Revolution* and *Toshinden 2* will both soon be available stateside, 'early adopters' who want to purchase these games through EB may want to act quickly. A spokesman for Sony claims that although no formal announcement has been made, 'Sony will put a stop to this practice.' The reason? Well, in the instance of *Toshinden 2*, Takara will distribute and collect revenues for all Japanese versions of the game sold, while Playmates has the rights to the US shores. Any import sales of the game will cut into Playmates stateside revenues. Sources inside Playmates and Namco (whose *Tekken 2* is rumored to be next on EB's list) echo Sony's statement, although neither would make a formal announcement.

Bits and Bytes

Digital Pictures closed its doors permanently due to poor sales and the inability to find new investors. • Shiny's new 3D action platform game *Wild 9's* is currently the subject of a publishing dispute between Playmates and Interplay. Rumor has it that although Interplay now owns Shiny, Playmates claims rights as part of a previous three game deal with Shiny. • Nintendo will re-release *Super Mario Kart*, *Zelda: A Link To The Past*, and other 16-bit classics for the Super NES, partly in anticipation of the Nintendo 64 versions of those games. • Finally, to be seen at the E3 show in May, Mindscape's *MegaRace2*, which will make it's way from the PCCD to PlayStation and Saturn, and from MicroSoft comes *Monster Truck Madness* and *NBA Full Court Press*. It's rumored that MicroSoft will use these and other titles to break into the 32-bit world. Also expect *Rayman 2* from UBI Soft and *ClanDestiny* from Trilobyte. We'll have more inside info from the world's greatest videogame trade show in 30 days!

U L T I M A T E

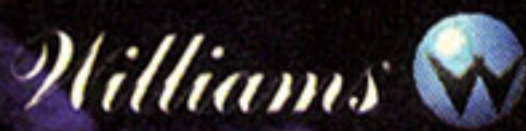
MORTAL KOMBAT[®]



The wait is over.



The biggest Mortal yet is now on Sega Saturn.



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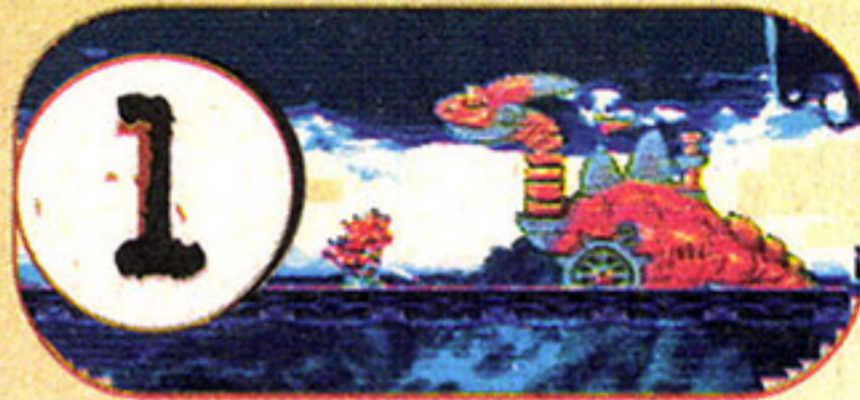


HIT LISTS...

Hey, you! What's your five favorite games? Why don't you write 'em down and send 'em in to *GAME PLAYERS*? We'll count 'em up and show the results here. You might even get lucky, just like *Dan Balsler*, of *New York, NY*! His Mystery Prize is on the way! Send in your top five games. You could see your name here next month!!!

OUR READER'S TOP TEN

Based on our reader mail!



1

Chrono Trigger
Super NES
Squaresoft

Donkey Kong Country 2

Super NES
Nintendo



2

Mortal Kombat 3
Super NES
Midway



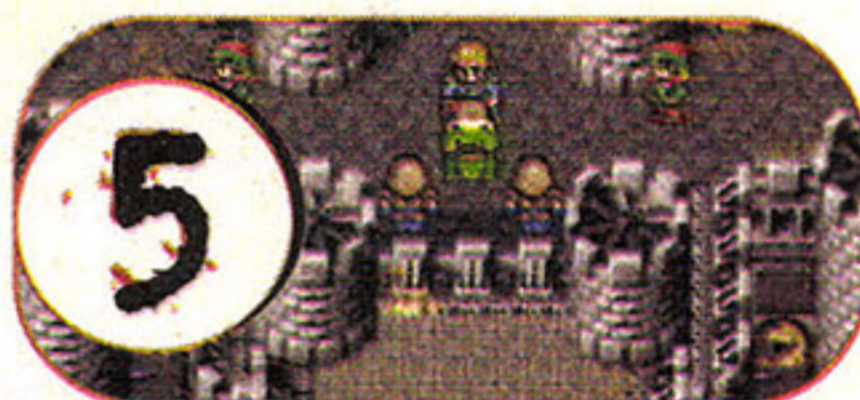
3

Killer Instinct
Super NES
Nintendo



4

Final Fantasy III
Super NES
Nintendo



5

Ultimate MK 3
Arcade
Midway



6

Virtua Fighter 2
Saturn
Sega



7

NBA Jam TE
Saturn
Acclaim



8

Tekken
PlayStation
Namco



9

Toshinden
PlayStation
Sony CE



10

OUR OWN DELUXE TOP TEN!

Based on what we play when we should be working!



1

Street Fighter Alpha 2
Arcade
Capcom

NBA Live '96
PlayStation
EA



2

Panzer Dragoon II Zwei
Saturn
Sega



3

Street Fighter Alpha
Saturn
Capcom



4

Soul Edge
Arcade
Namco



5

Time Crisis
Arcade
Namco



6

Super Mario RPG
Super NES
Nintendo



7

Resident Evil
PlayStation
Capcom



8

Super Bomberman 2
Super NES
Hudson Soft



9

Bottom of the Ninth
PlayStation
Konami



10

WRITE IN AND WIN A GAME!

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. Every month, one person will win a game in a random drawing, so include the game sys-

tem you own! Send your postcard to: Write Yer Own Darn List!, *GAME PLAYERS*, 150 North Hill Drive, Brisbane, CA, 94005. We'll do all the math and publish your compiled list every month! So get on it and write yer own darn list!

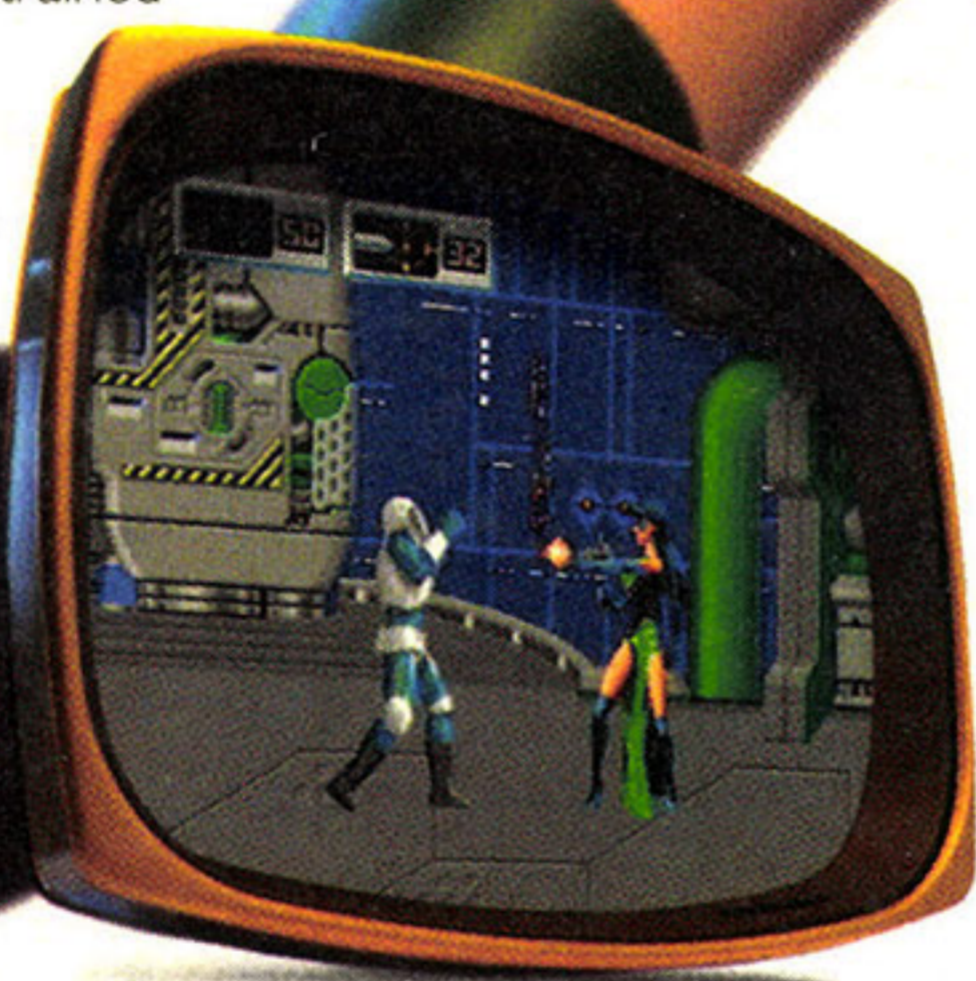
Be careful what you
say to her,
she's hiding a crossbow
under that dress.



And for the few who aren't impressed, let's not forget Shadow's black belt in Ninjitsu, Ph.D. in computer science, and the two other X-PERTS fighting alongside who can do just as much damage.

And all three of these trained

government specialists are just waiting for you to control them... pounding terrorists, torturing the ones who



won't cooperate, hacking Aqua's

computer system. All for the sake of National Security. And while you wield your X-PERTS against the bad guys, you'll be doing so with motion captured SGI rendered graphics, which means saving the free world will look better than ever... after all, just look how she turned out.

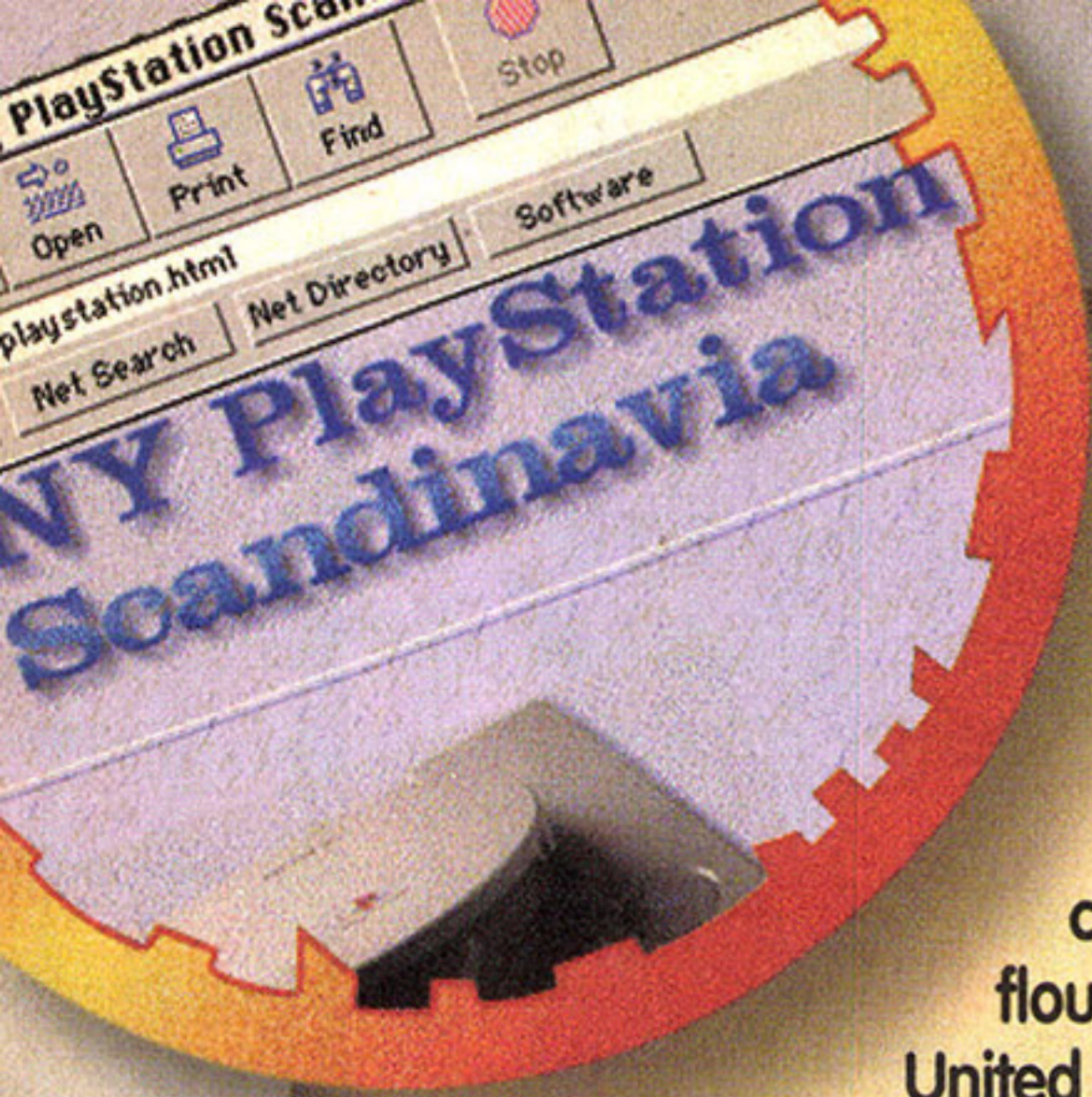


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U.S.: 1-900-200-SEGA \$.85/min (recorded), \$1.05/min (live). Must be 18 or have parental permission. TDD Phone required. Sega of America Canada: 1-900-451-5252 US\$1.25/min (recorded/live).



For more info, visit Sega's web site at <http://www.segaa.com> or on CompuServe at GO SEGA.





WEB STUFF...

As the videogame industry continues to flourish in the United States, it's becoming more and more interesting to periodically check in with what's going on in the industry around

the world. Of course, the most interesting country to watch, when it comes to videogames, is Japan. Let's face it, probably better than 70% of the best games come directly from Japan and it's always exciting to watch what's going on in the very epicenter of gaming. Recently, we're starting to see some other emerging markets though, such

as many super-hot developers in Europe. For example, games like *WipeOut* from Psygnosis and *Thunder Strike 2* from Core were both developed in Europe and there are still plenty of awesome games coming from overseas. This month, we bring to light a few of the hottest international Web sites in videogaming. Viva la videogames!

FutureNet

From Future Publishing, the largest and most comprehensive videogame publisher in Britain, comes FutureNet. Mirroring the company's vast interests, FutureNet covers every recreational activity you can imagine, but perhaps none so thoroughly as videogames. Whether it's news on publishers and developers, reviews of all the latest games or game cheats, you can find it on FutureNet. There are differences between the European scene and the American or Japanese scenes and with all the hot development that's going on in Europe right now, it's definitely worth checking out. <http://www.futurenet.co.uk/>



Finding reviews on all the latest European software is as easy as point and click on the FutureNet site.



Covering all aspects of the industry, FutureNet has extensive coverage of all the major players including, Sega, Nintendo and Sony.

Sega of Japan

Absolutely one of the most exciting games divisions in the world, Sega of Japan has been responsible for such titles as the *Virtua Fighter* series, *Daytona USA*, and the *Virtua Cop* series. The list goes on and on. So what could be better than going straight to the source for all your Sega of Japan information? Check out the latest arcade games, like *Virtua*



If you're looking for the latest information on Sega's next arcade title or Japanese Saturn releases, this is a great place to check.

Fighter 3 and *Gun Blade New York*. Get the early scoop on new Saturn games. You can even find out about Sega of Japan's business dealings. OK, there is one drawback for the average American web surfer. Most of the site is in Japanese, however, there are a few pages with English translations available. As we all know, a picture's worth a thousand words. Overall, the Sega of Japan site is an excellent place to check up on what Sega's up to. <http://www.sega.co.jp/>

Japan Online

OK, this isn't really a Japanese site, insofar as the page was actually created in the US. However, this is an awesome site for finding information on Japanese gaming. Find out about upcoming Japanese releases and even check out some non-gaming interests of the Japanese. What's nice about this site is that, while it is solely dedicated to all that is Japanese, it's created with the American user in mind and therefore is very easy to follow and to appreciate.

<http://www.japanonline.com/games/home.html>

Japan Online is everything you need to



know about the Japanese gaming industry, but prepared with the American user in mind.



Keeping up with the Japanese market is an absolute essential for the serious videogamer.



If you're lucky, the information you'll be checking out will be available in English.

Sony PlayStation Scandinavia

Well, if you needed proof that videogaming is not just an American and Japanese phenomenon you should check out Sony PlayStation Scandinavia, a website set up for the Scandinavian gamer. While there's not too much here to learn beyond what you can find in any worthwhile American gaming pub or web site, it's still pretty interesting to see gaming news written in Swedish. Check it out for kicks, at the very least.

<http://www.idgonline.no/playstation/playstation.html>



Sony PlayStation Scandinavia is proof that the Sony PlayStation is truly a world-wide phenomenon.

Sony PlayStation of Japan

As the PlayStation continues to establish itself in the US as top-quality gaming hardware, it's important to remember exactly from whence it came. The Sony PlayStation launched in Japan close to a year before it made it to The States. Excitement in Japan is just as strong today, if not more so. Due to PlayStation mania in Japan, it's extremely important to keep a close eye on what's going on over there. A great way to do so is to check out Sony's official Playstation page for Japanese PlayStation owners. Check out all the upcoming releases, including tons of Quick Time movies for soon-to-be-released titles!

<http://www.sony.co.jp/infoplaza/SME/Playstation/>



All the Quick Time movies you could ask for are here at the Official Sony PlayStation page of Japan.

Get a look today at the games that will be imported to the US in future months. Yes!!!

DEATH.

It's what they live for.

BATTLE ARENA TOSHINDEN 2



Against a dark and shifting 3-D landscape, the warriors of the twisted underworld known as BATTLE ARENA TOSHINDEN 2™ await your return. How do they know you'll be back? Let's just say it's a *gut* feeling. As in the first 360° go-round, the moves are lethal, the stages visceral and the characters, wicked. And this time, the original avengers are joined by a new crew of fighters. Like Tracy, the sexy cop gone bad; Verm, merciless madman; and Chaos, a friendly fella who happens to swing a sickle. All of 'em real keen to get to know you better. On every level.

So welcome back. And plan to stay awhile. Because here in Battle Arena Toshinden 2, these forsaken foes aren't just out to take you down. They're down to take you out.

<http://www.playmatestoy.com>



PlayStation



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PREVIEWS

NIGHTS

Sega for Saturn

Well, if you're going to claim to know anything about videogames, then the name Yuji Naka is one to be committed to long-term memory. As if being the creator of *Sonic The Hedgehog* for the Sega Genesis isn't enough, Naka is currently working on a new Sega exclusive title that will likely have the same kind of impact as the original *Sonic*. *Nights*, a 3D action/adventure game for the Sega Saturn, has been described as everything from 'ground-breaking' to the 'competition killer' and, while it's still too early to make these kinds of judgements, **THIS GAME LOOKS SUPER COOL!**

The action takes place in a dream-like landscape where the player has total 3D freedom to run around on the ground and then, with the aid of *Nights*, the main character in the game, take to the air with acrobatic expertise. Whether you're battling nightmarish dragons or zipping in and out of obstacles through the air, *Nights* is based on fast-paced and immersive action that is designed to take the player to a brand new level of gaming. While the

game's graphics are easy enough to admire, Sega assures us that the gameplay is just as revolutionary as

the look and that *Nights* represents the most advanced development from the Saturn yet. One thing's for sure, *Mario*, *Crash* and yes, even *Sonic* are going to have some mighty tall competition in *Nights*. We will be following this one as closely as Sega will allow — look for more information next month!

Offering a choice of characters, Elliot or Claris, should add to the overall appeal and diversity of the game.



The artistic quality of *Nights* is sure to be one of its strongest qualities.

When the fat lady sings — people listen!

Battling giant enemies seems to be the real challenge of the game. When the enemies look this good, however, it's almost a shame to have to fight them.

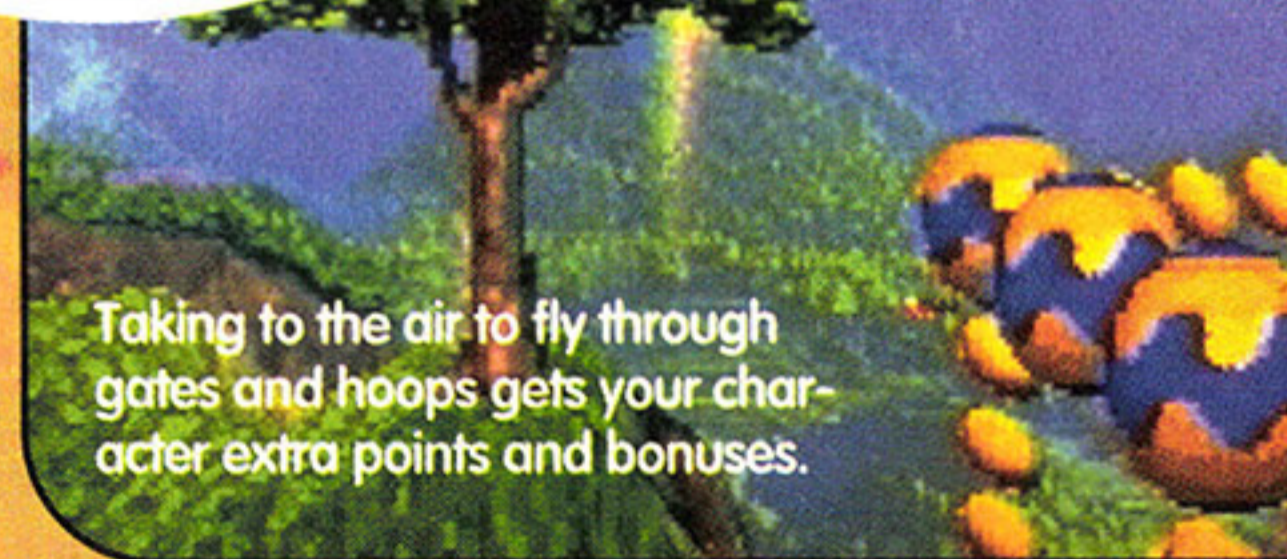


With the bizarre, dream-like environments, it seems anything can happen in *Nights*.



The real magic of the game seems to be in the flying mode.

The artistic quality of *Nights* is sure to be one of its strongest qualities.



Taking to the air to fly through gates and hoops gets your character extra points and bonuses.

Exploring on the ground is only half the fun of *Nights*, but with the total 3D freedom the game offers, there's all sorts of potential for fun.



WAR GODS

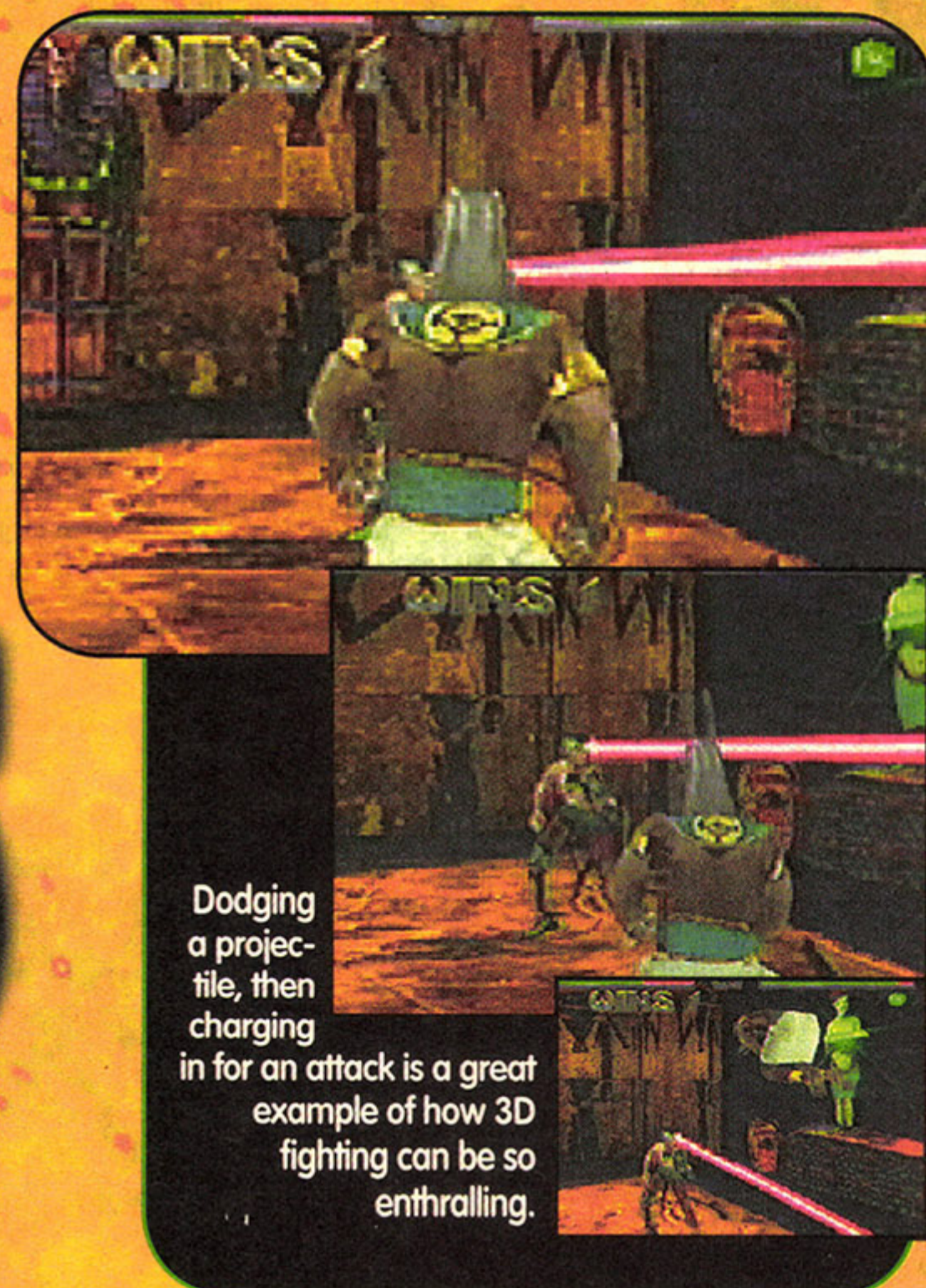
Williams for Arcades

Now that *Mortal Kombat* fever has finally started to slow down, Williams brings the same fighting system to 3D with *War Gods*. The characters are made of polygons with texture-mapped video on top. The end result is *Mortal Kombat* in 3D. However, the differences it brings to play is where *War Gods* could succeed or fail.

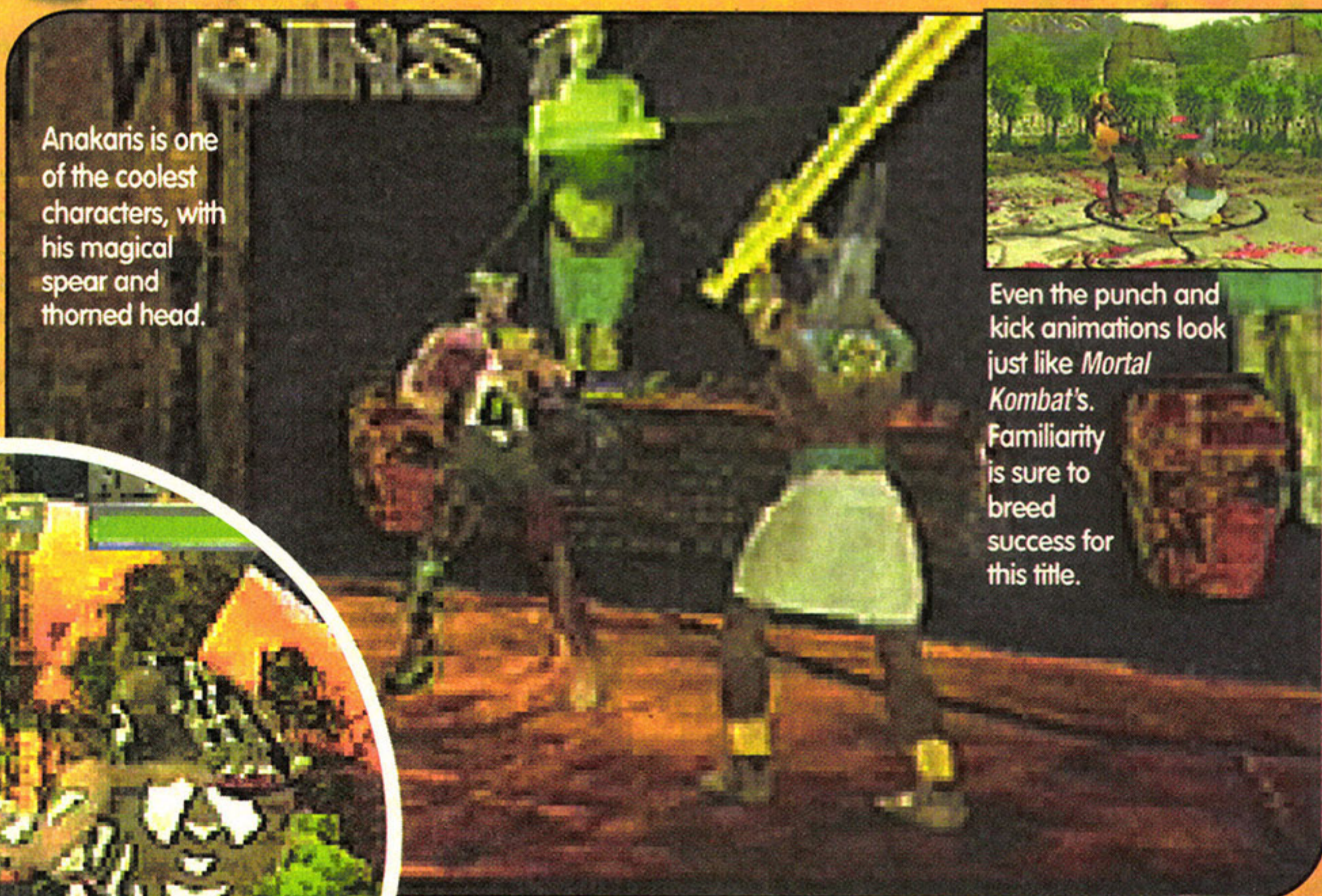
In a 2D environment, action is forced and constant, but with full 3D mobility, it's possible to avoid action and possibly slow down the fighting. However, Williams has answers for this as well. Each character has charge moves, teleports, projectiles, and holding moves, which really bring the action in anywhere in the arena. For example, Pagan (a female character played by Kerri Hoskins, but we refuse to mention her skimpy outfit one more time) has a move that can hit from anywhere in the arena, so if her opponent is running off in fear, she can jump across the arena, wrap her legs around his/her head and throw them to the ground. She also has a move where spirits come out of the ground to hold the opponent in the air. Her quick run over and uppercut brings the action back again.

It's difficult, at first, to get a grip on all the different ways to fight, making the game a little slow. But when watching some of the programmers go at it, it was amazing to see the variety in the fights. With full 3D ability, a wide array of moves, and the swooping camera, the combat can be simply beautiful to watch. The game also features finishing moves, which weren't yet in place when we played the game. According to the developers, there are going to be a couple of gory polygonal finishing moves for each character. They said the title would 'make *MK's* fatalities look like cartoons'. Yowza!

There's more good news for those of you interested in this game. Williams Entertainment is bringing it home on the PlayStation, Saturn, and Ultra 64. Expect the title to come home around Christmas and expect another Senate hearing as well.



Dodging a projectile, then charging in for an attack is a great example of how 3D fighting can be so enthralling.



Anakaris is one of the coolest characters, with his magical spear and thorned head.

Even the punch and kick animations look just like *Mortal Kombat's*. Familiarity is sure to breed success for this title.

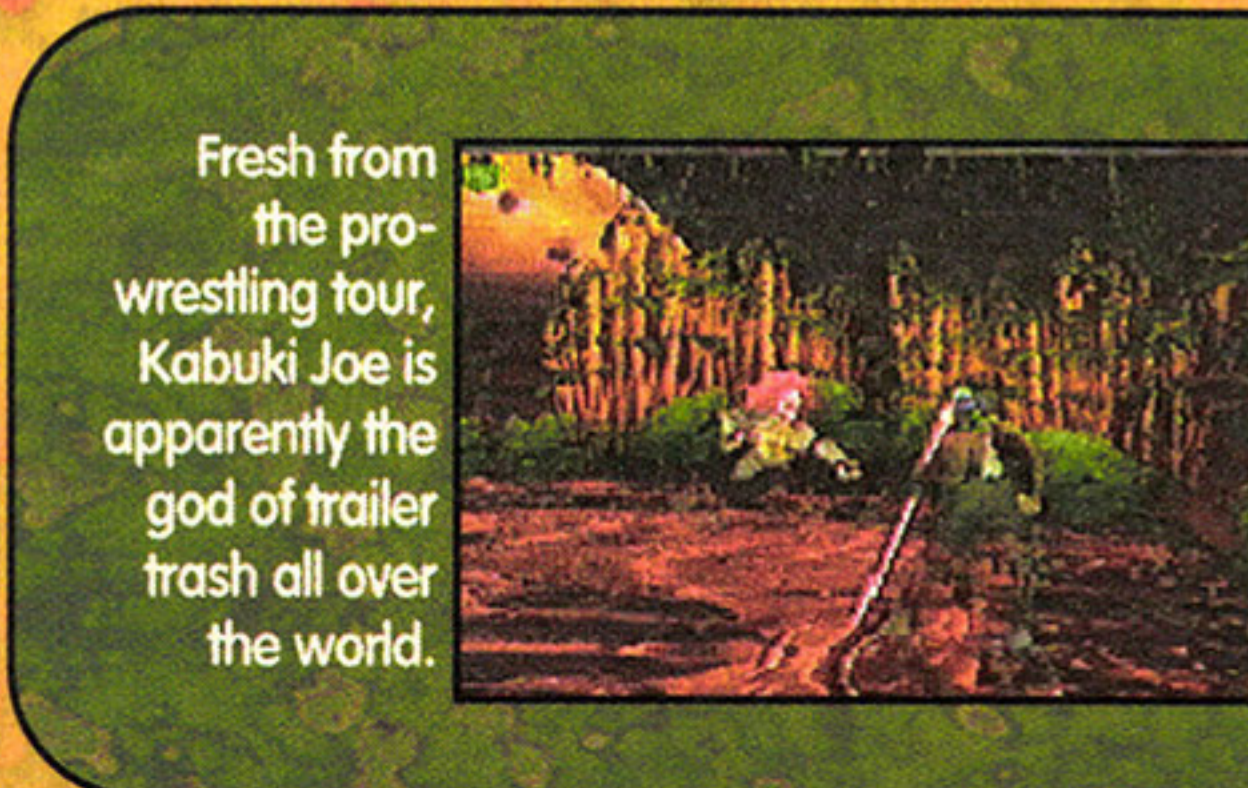


Up close the characters are surprisingly crisp, but the whole game is a bit dark and pales in comparison to Sega's upcoming *VF3*.

The finishing moves weren't in the game yet, but just imagine a polygon head wrapped in a video texture-map rolling on the floor gushing out blood.



She can get her legs around your head from anywhere on the screen! Man, I love her.



Fresh from the pro-wrestling tour, Kabuki Joe is apparently the god of trailer trash all over the world.



Watching Voodoo move in 3D is quite humorous, but when he starts throwing bats at you, it isn't funny anymore.

Shred Fest

Electronic Arts for PlayStation/Saturn

From the same developers that brought you *Road Rash* comes the ultimate snowboard experience. Real snowboarders like Shaun Palmer, Seth Miller, Tina Basich, and several more all had a hand in making *Shred Fest* to insure the accuracy and feel of the game were just right.

Just like *Road Rash*, *Shred Fest* features an alternative music soundtrack, hours of stylish video, and a real edgy presentation. The gameplay sends you to the slopes of eight different resorts, with different runs at each resort, a snowboard shop for upgrading equipment, five levels, hidden runs, and a final bonus helicopter event in Alaska. You can go on the pipe against another player or start competing to earn cash and work your way to the Alaskan finals. Realistic physics, intuitive controls, and hot tricks offer an ability to create your own tricks. You can even compete in non-sanctioned events that have you cutting by skiers, but knock one over and the ski patrol is on your ass.

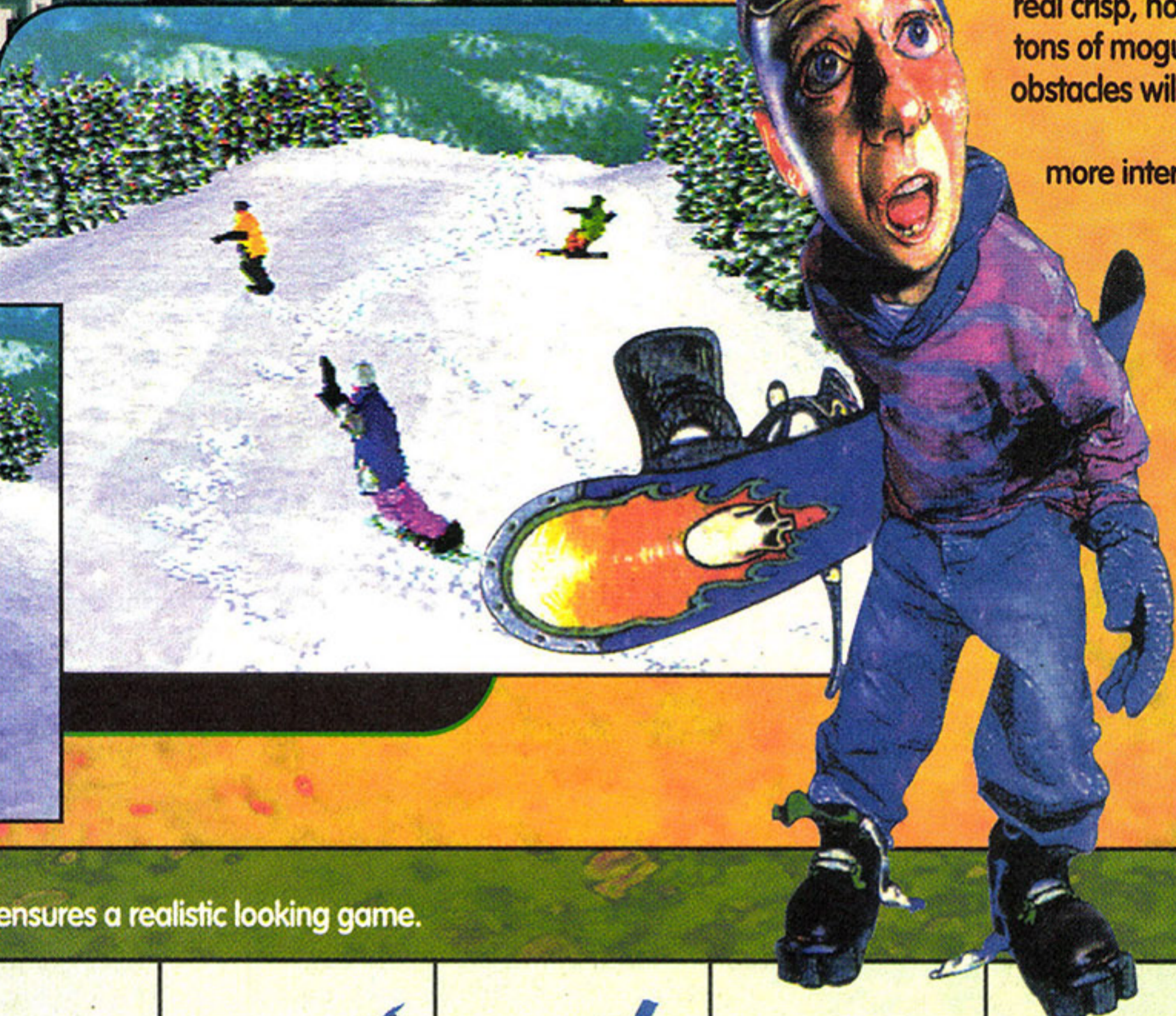
Knowing who's doing this game and the depth which they are approaching it, we expect *Shred Fest* to do for snowboarding games what *Road Rash* did for street racing.



The early shots of the slopes are looking real crisp, hopefully tons of moguls and obstacles will make it even more interesting.

Recognize these funky fish-eye animations? Just like the ones in *Road Rash*, and the video looks even better.

The snow flying up off the boards and the realistic physical modeling give *Shred Fest* a very real look.



The intense animation for the tricks ensures a realistic looking game.



DIE HARD

TRIOLOGY

Fox Interactive for PlayStation

For all of you out there that have been complaining about the lack of blood in the sterile polygon worlds of the 32-bit systems,

Die Hard Trilogy is the game you've been waiting for. Based on the *Die Hard* series of movies, *Die Hard Trilogy* is actually three games in one.

Each of the games is based on one of the movies and features a different style of gameplay. The first game is a *Doom*-type action game with a 'from the rear/overhead' view as opposed to the first person perspective. Search out and destroy the terrorists that have taken over the Nakatomi Towers while rescuing hostages.

Game two is a *Virtua Cop*-type first person shooter that has you doing some serious interior design modifications to Dulles International Airport.

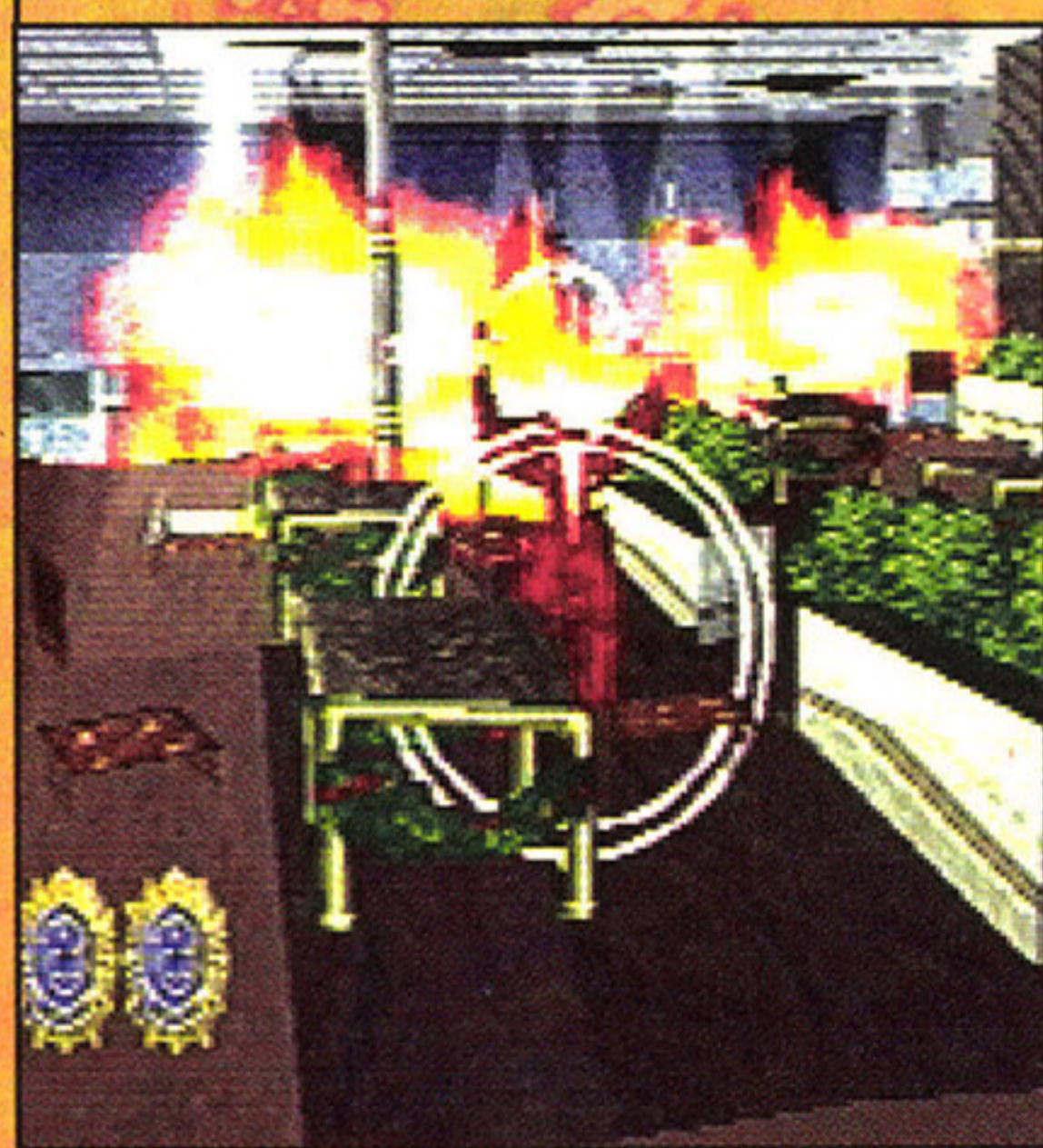
The major improvement over *Virtua Cop* is the blood and gore and the fully interactive background that retains any damage you inflict upon it. And if you happen to shoot a terrorist while he's standing near a wall, his blood will splatter against the wall! The third game is a *Twisted Metal*-type driving game that has you frantically searching city streets for nuclear warheads hidden by terrorists. Although your vehicle is unarmed, there are plenty of car crashes and

pedestrians who will splatter against your windshield.

All in all, *Die Hard Trilogy* flaunts some of the most impressive graphics and sound yet seen for the PlayStation. Couple that with the variety of gameplay and *Die Hard* should be one of the better gaming values coming out.



What *Die Hard* offers that *Virtua Cop* doesn't is copious amounts of blood and gore and the ability to utterly destroy the surrounding environment! Yes!



Blood Lust

Based on the first *Die Hard* movie, the first game



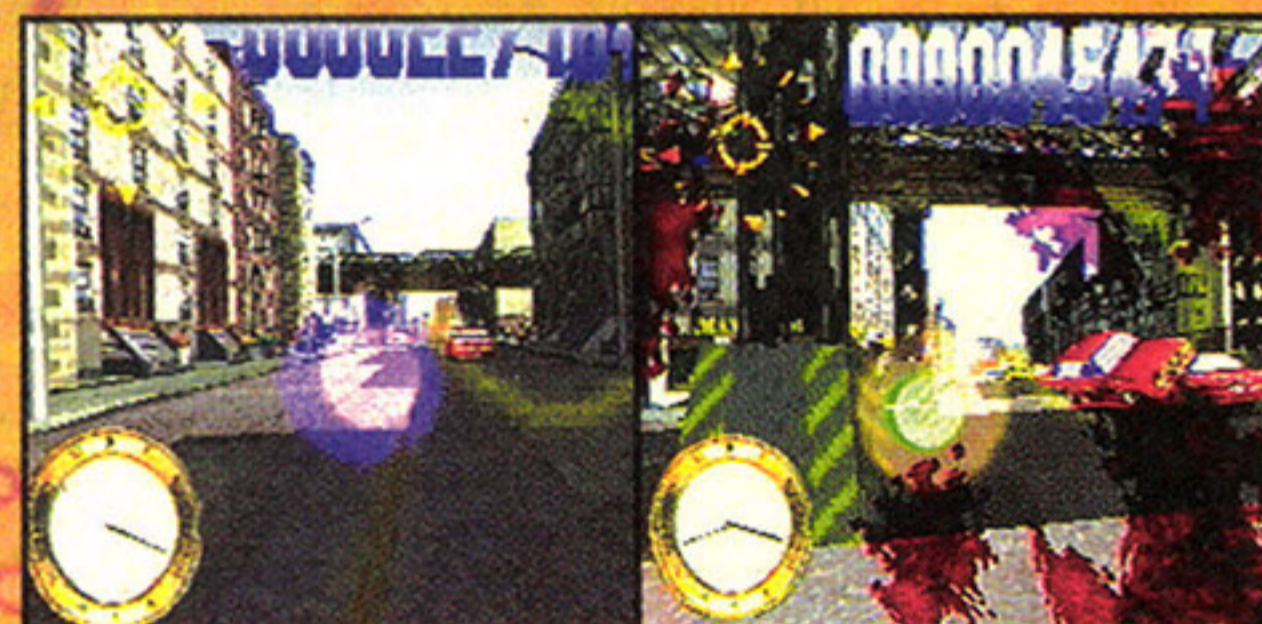
begins in the garage of the Nakatomi Towers. Kill the terrorists and rescue the hostages, but more importantly create a bloodbath any way you can!

A great effect in the game is the ability to shoot out windows. The sound and image of shattering glass is almost as enjoyable as the spurting blood.



Explosions are another high point in *Die Hard Trilogy*. Toss a grenade to cause chain explosions, but make sure you're not standing too close!

Shred Fest



The second game (based on *Die Hard 2*) begins outside of Dulles International Airport. But soon the death destruction spreads to the inside of the main terminal.

That handgun not quite powerful enough for you? Launch a missile to toast a terrorist. Man, did we just blow the skin off that guy?



Fail to find all those pesky nuclear warheads and they'll come looking for you!

Hello Traffic School!



Detailed effects, like this lens flare, elevate the gameplay experience in *DHT*.

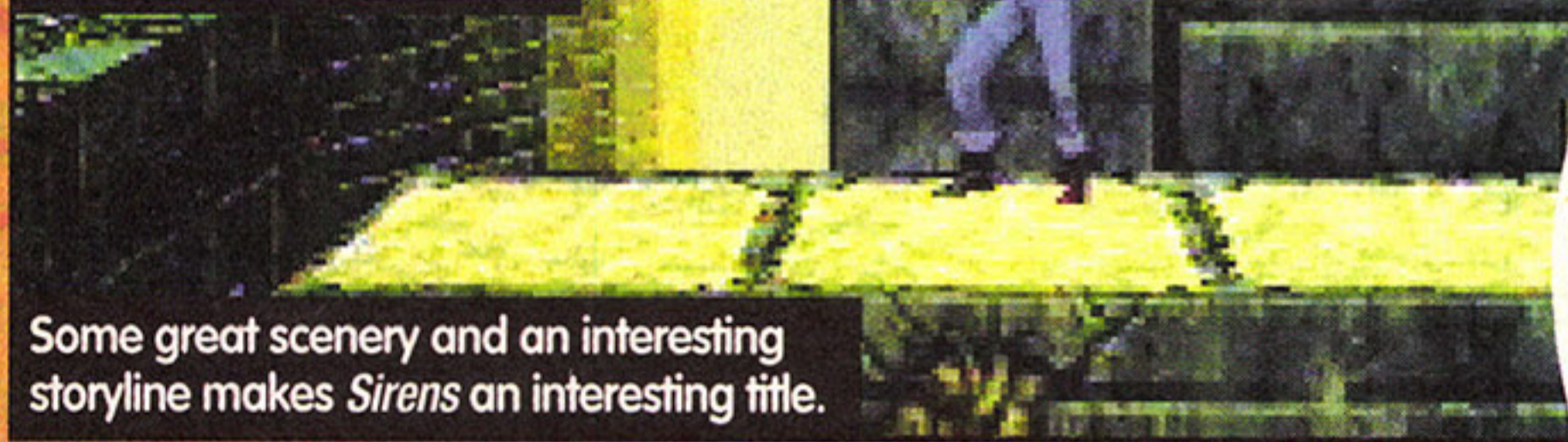
This is one blood-thirsty game! That red stuff was a pedestrian!



If there's one thing we enjoy as much as gratuitous gore is gratuitous destruction. *Die Hard Trilogy* boasts some of the best explosions ever seen in a videogame!



The backgrounds look real sharp and definitely give a dark feeling. Unfortunately, this looks a lot like a 2D platform game in this screen.



Some great scenery and an interesting storyline makes *Sirens* an interesting title.

Sirens

CAPS Productions for PlayStation



No, this isn't a Hugh Grant movie with a naked Elle MacPherson or even a game based on said movie. Instead, *Sirens* gives you Rieve Larson, a futuristic L.A. punk, whose quest is to resolve the age-old conflict between good and evil. The game is a non-linear, third-person, science-fiction game that takes you through several bizarre and terrifying scenarios. Play unfolds in huge devastated wastelands, tight claustrophobic warrens, mid-air, and the traditional underwater levels. The makers of the game tell us that *Sirens* is supposed to be, 'a chilling drama that is played out in a parallel time and place, where the line between the laws of nature and the surreal of the unconscious are blurred'. Way cool!

We'll be visiting HeadGames studios in the Portrero Hill district of San Francisco in a few weeks and shall return with gobs of coherent information for your perusal.

Here you see that all motion isn't in 2D, but the character does look real flat.

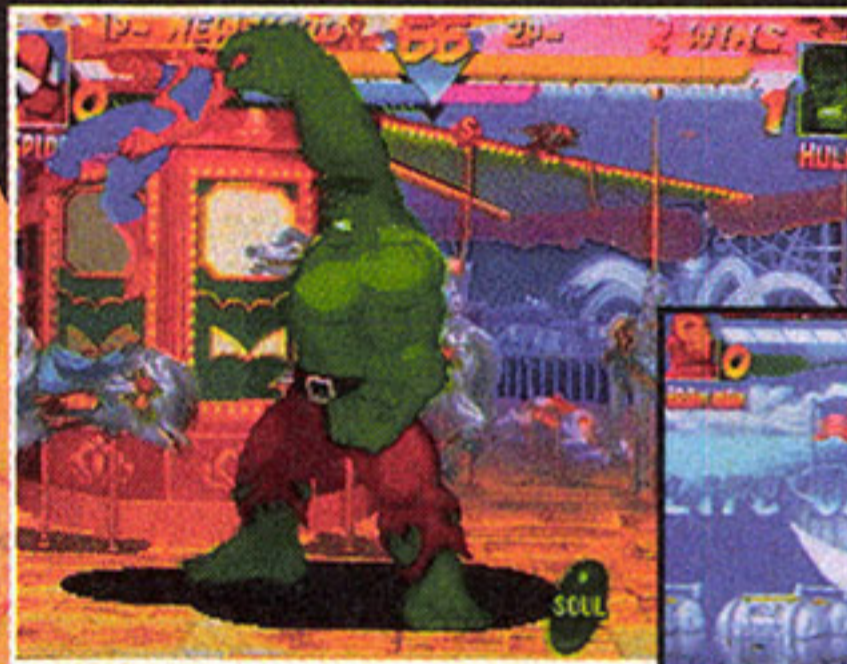
Capcom's extensive library of animated 2D fighters continues to get ported over to the PlayStation and Saturn.

Marvel Super Heroes is another classic Capcom fighter, with the smooth SF engine and some huge Marvel characters. Already on the PlayStation and Saturn are *Street Fighter Alpha*, *X-Men: Children Of The Atom*, *Night Warriors*, and *Darkstalkers*. And each one of those games has been arcade-perfect and a great addition to the library, we fully expect *Marvel Super Heroes* to be just as good, if not better.

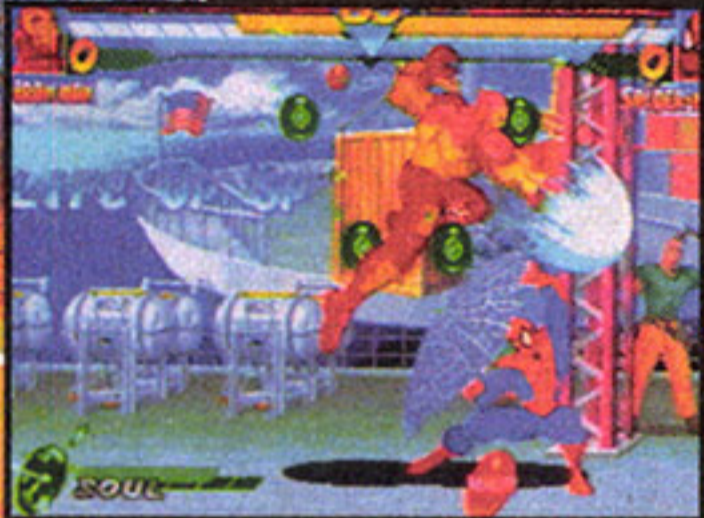
Stay tuned for even more info on this one.

Marvel Super Heroes

Capcom for PlayStation



He's big, green and he don't look too happy! If big and mad ain't your cup of tea, how about trying Ironman on for size?



In a typical battle of super-heroes, Spidey sticks it to Psylocke. The game looks just as good as the arcade version.



When you're dealing with a Werewolf, then you're dealing with a morph. Here's Jonah in his human form...

and (gasp) in his Werewolf form. Now if he starts dancing around and singing 'Thriller', I'm really going to be scared.



Werewolf: The Apocalypse

Capcom for PlayStation/Saturn

Based on the popular environment created by *White Wolf*, this RPG centers on heroism in the face of overwhelming odds. *Werewolf* is going to combine many elements of horror and fantasy to create a rich gothic environment. And judging from *Resident Evil*, these are things Capcom can definitely do. Players journey through six worlds and three sub-worlds as they travel to places as exotic as the Amazon, Russia, and San Francisco. This is a one or two player game, and although we haven't seen much the idea sounds great and we expect big things. More on this next month.

These are just two of the enemies that are going to make *Werewolf* so interesting.



MISSING PAGE

MISSING PAGE

Big, Ugly Head



Machinehead
U.S. Gold for PlayStation

Best described as a cross between *Doom*, *Thunder Strike II* and a racing game, *Machinehead* is an

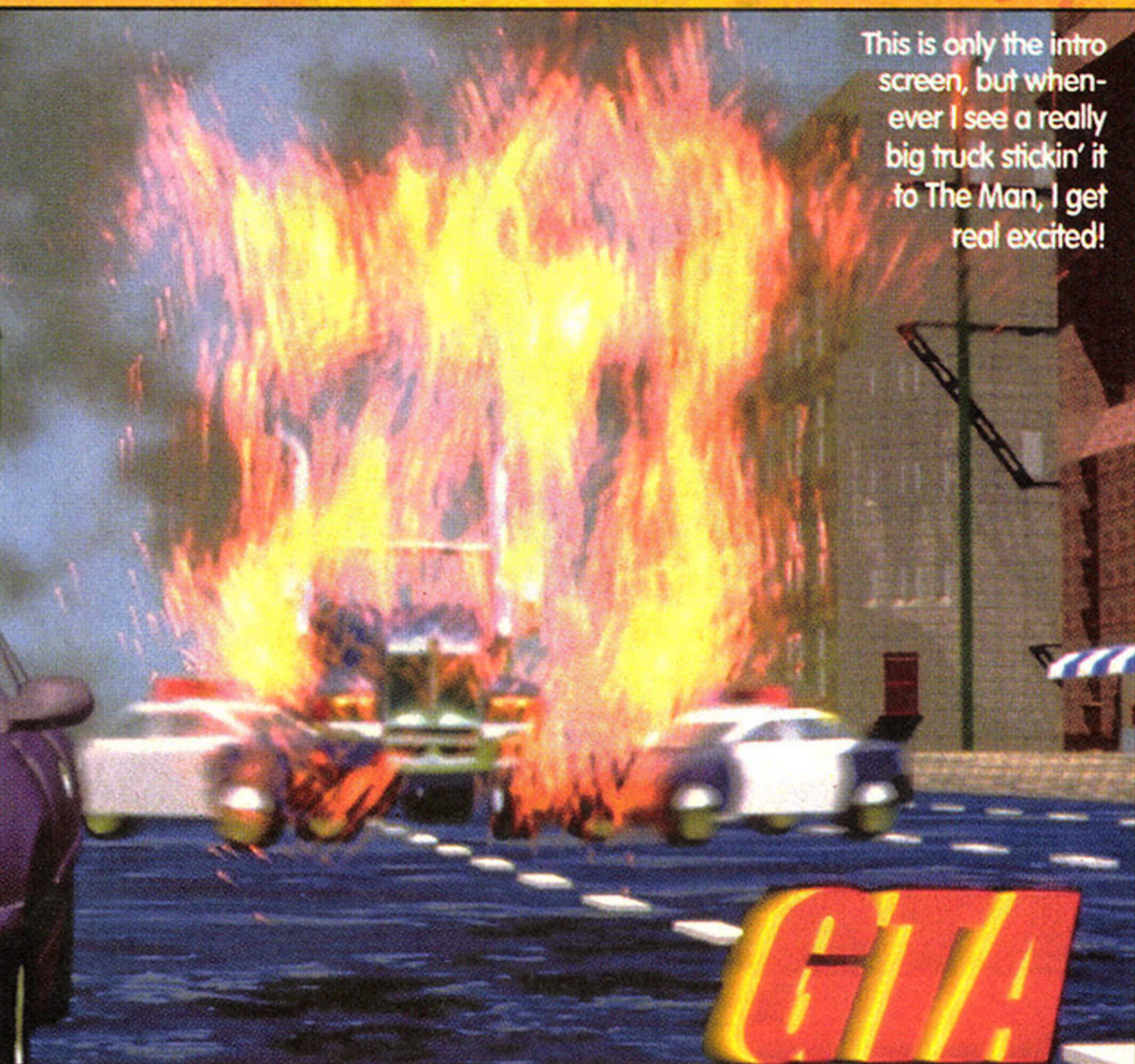
intriguing title that lets you fly across a real-time alterable 3D landscape on a rocket-powered hover bike. There are four main missions, split into several levels each, as you direct the heroine, Kimberly, on a mission to save the future of mankind from the genetic mutations of one Tony Defresco. Tony has already destroyed much of the Earth and has transformed himself into a malformed giant head called Machinehead.



Although we haven't received a playable version yet, what separates this game from the plethora of similar fare is its seemingly superior 3D engine. As you tear along the landscape, taking jumps and skidding around corners on your hover bike, you will be treated to such effects as true light-sourcing, shadow-mapping, night and day effects, fog, lens flares, and transparent glass.

Machinehead certainly seems to feature the details necessary to make us anticipate its late summer/early fall release.

Meet Tony. He's a little insane, but only if you consider turning yourself into a giant head and destroying the human race anti-social.



This is only the intro screen, but whenever I see a really big truck stickin' it to The Man, I get real excited!



But hey, there wouldn't be a game without

maniacal evil guys. And who'd want to pass up an opportunity to cruise with Kimberly on her hover bike?

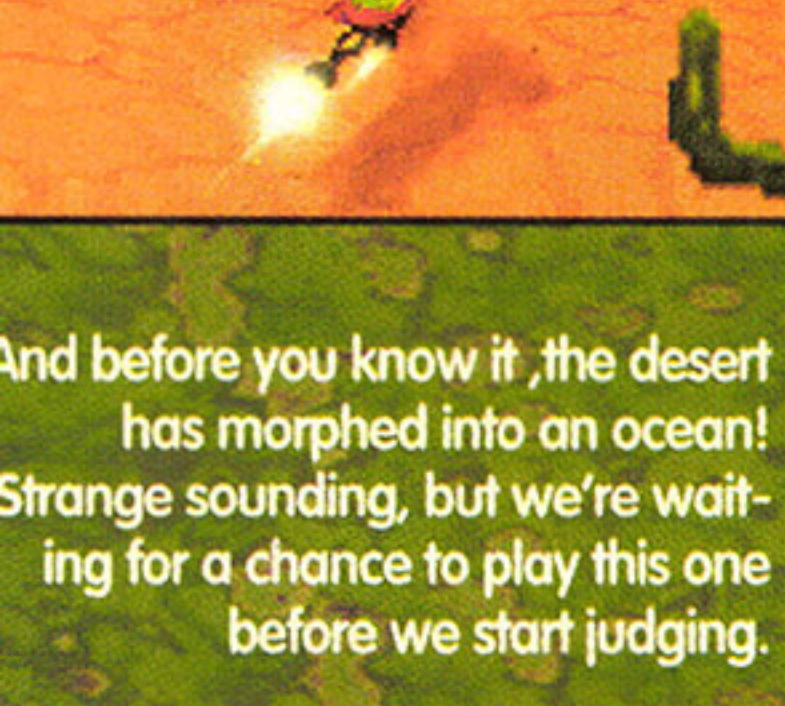
Hopefully Better



Sure, it has that *Doom* look. But with real 3D enemies, as opposed to sprites, and first-class effects, there's a good chance that *Machinehead* will do its 3D environment right.



The smoke effects look awesome as the odd-looking character, Dim, zips through the desert.



And before you know it, the desert has morphed into an ocean! Strange sounding, but we're waiting for a chance to play this one before we start judging.

Extreme Dreams
CAPS Productions for PlayStation

HeadGames, the developers who did *X Men 2: The Clone*

Wars, have hooked up with CAPS Productions to put out a couple of new games for the PlayStation. The first game they're working on is *Extreme Dreams*, a character-based action racing game for the Sony PlayStation. You get to take control of Dim, a slacker who escapes the responsibilities of his menial job by riding his rocket board. Real-time rendered graphics play host to Dim, while the morphing backgrounds add some real variety. *Extreme Dreams* boasts incredible speed, some very funky backgrounds, and a tongue-in-cheek look at Generation X.

The screens we have show some real unique artwork, but how the gameplay works we still don't know. Next month, we'll report back from our trip to the studios with much more information.

Olympic Summer Games and Olympic Soccer

U.S. Gold for PlayStation

Yes, this is another one of those license games. But these shots seem to indicate that there doesn't seem to be anything to fear here. Actually, U.S. Gold is releasing three separate games to take advantage of the marketing frenzy that will accompany this year's Summer Olympics in Atlanta. *Olympic Summer Games* and *Olympic Soccer* are pictured here, but there is also *Dream Team Basketball*. All three games are slated for a June release.

Olympic Summer Games features 15 different events and allows for a multi-player capability. Since we don't have a playable version yet, we can't comment on gameplay, but hopefully it'll measure up to that arcade classic *Track and Field*. *Olympic Soccer* certainly looks impressive, but it remains to be seen whether it measures up to the likes of *FIFA '96* from Electronic Arts. *Dream Team Basketball* is probably the most eagerly awaited title around here. There should be some information available on it by the next issue, we hope.

A Summer Olympics game can be counted on to feature a number of track and field events, but with 15 different events, *OSG* should offer a nice variety.

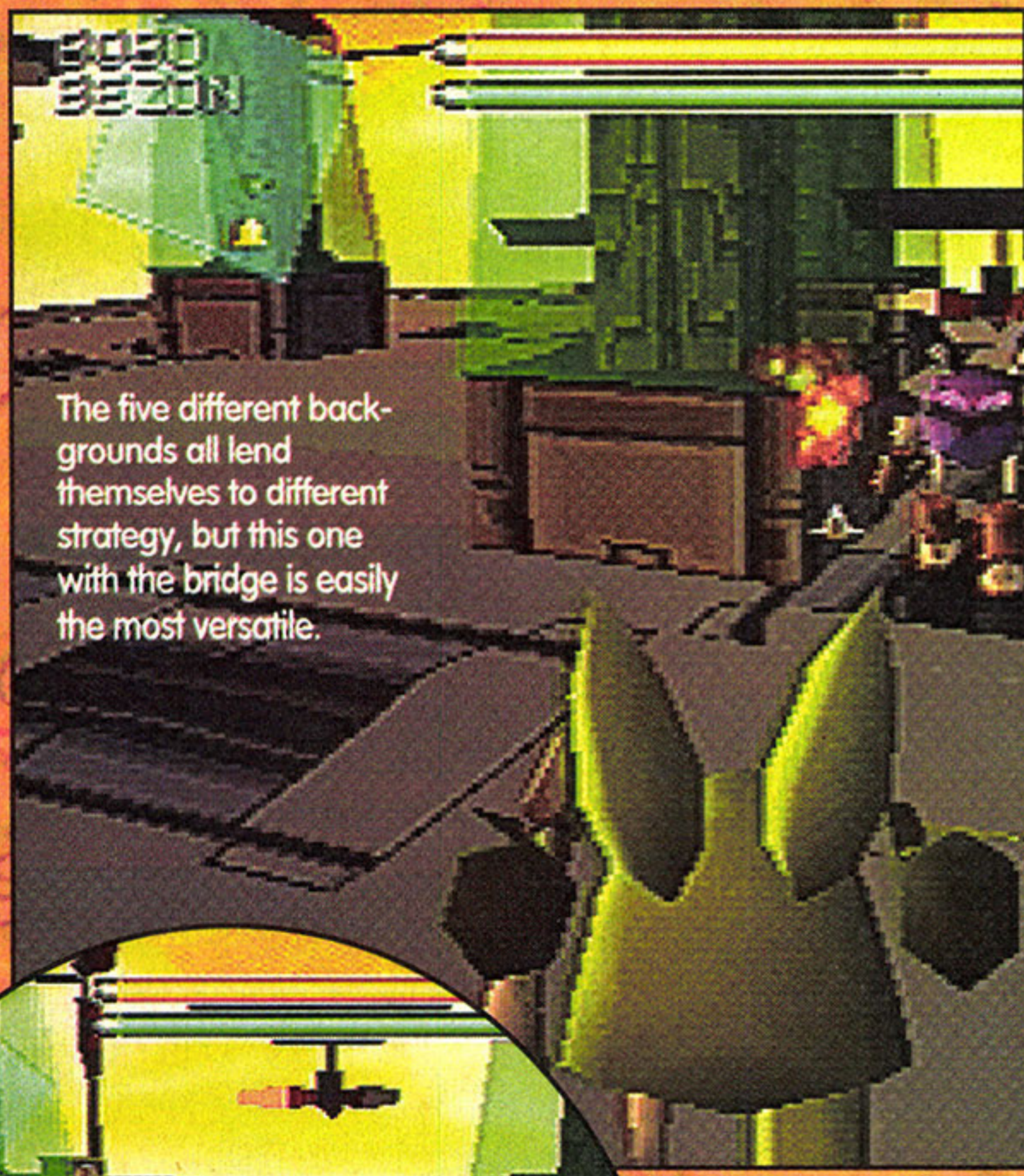
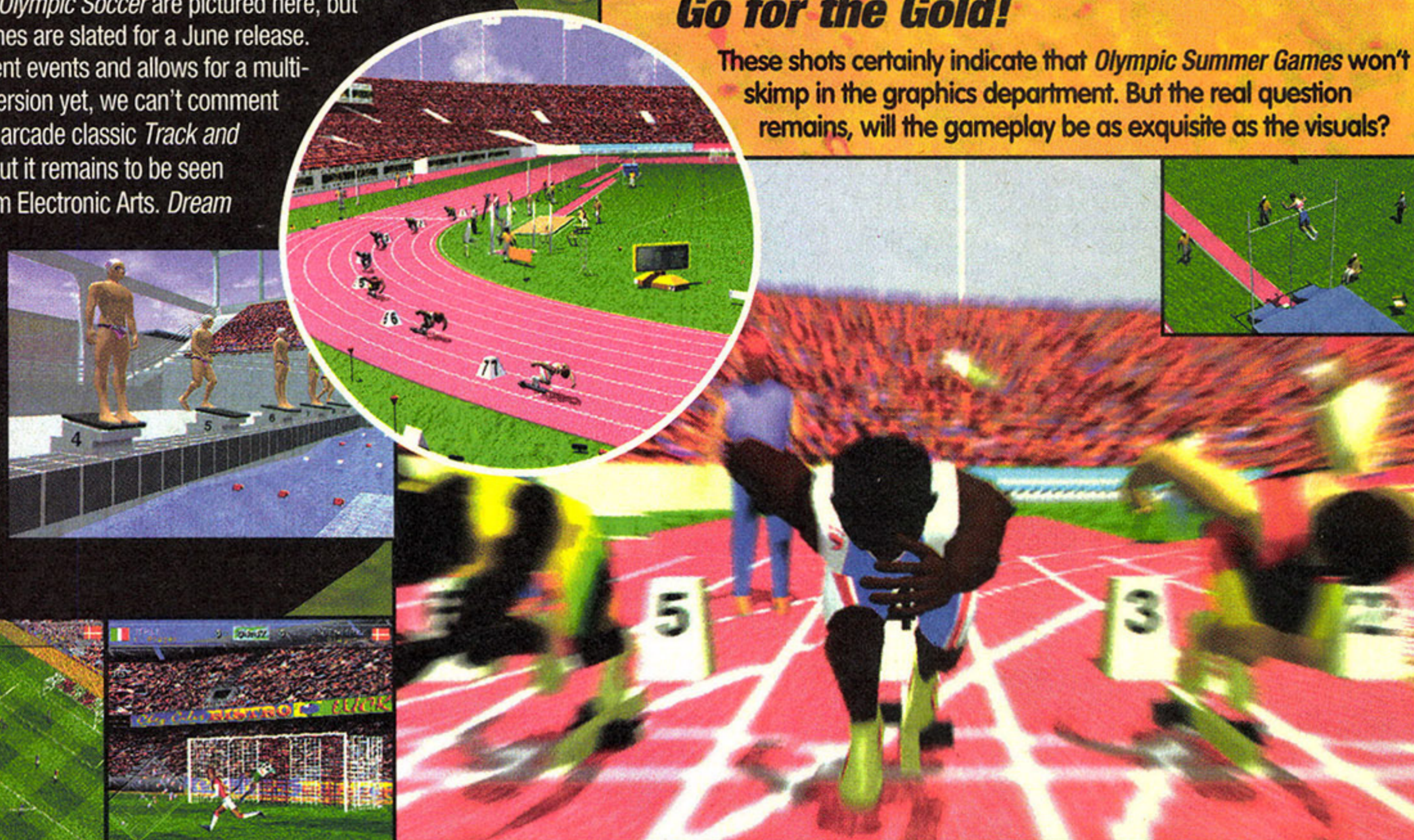
Soccer Sucker



Yes, yet another soccer game – this time, *Olympic Soccer*. You'd think there wouldn't be a need for anymore soccer games after *FIFA*. But at least this one seems to look great...

Go for the Gold!

These shots certainly indicate that *Olympic Summer Games* won't skimp in the graphics department. But the real question remains, will the gameplay be as exquisite as the visuals?



The five different backgrounds all lend themselves to different strategy, but this one with the bridge is easily the most versatile.

Robo Pit

THQ for PlayStation/Saturn

This game has been out in Japan for quite a while and it has enjoyed great success. You can build your own robot piece by piece and then take him into a

league of over 100 robots, where you have to battle your way to the top. Each time you win, you can take one of your opponents weapons, but when you lose, you suffer the same fate. The battles are a lot like Sega's arcade game *Virtual On*, with missiles, in-close weapons, jumping, and hiding behind walls. Another cool feature is the ability to pick up trees and rocks and chuck them at your opponent. The consuming one-player game is awesome, but even more fun can be had in the two-player split-screen mode. The split-screen does take away from the graphics, but the play is quite addicting.

Robo Pit isn't the best-looking game, but everything we've seen and played has us real excited for the final version.

Taking off in the air is a great way to seek out your opponent, but a real easy way for him to find you as well.



You can create your own robot and arm him different for each fight.

From this high up, all of the really cool geography is revealed! This shot implies that the game has a more-than-passing resemblance to *Jumping Flash!*

Picking up rocks and chucking them at the enemy robots is an awesome move, and very effective.

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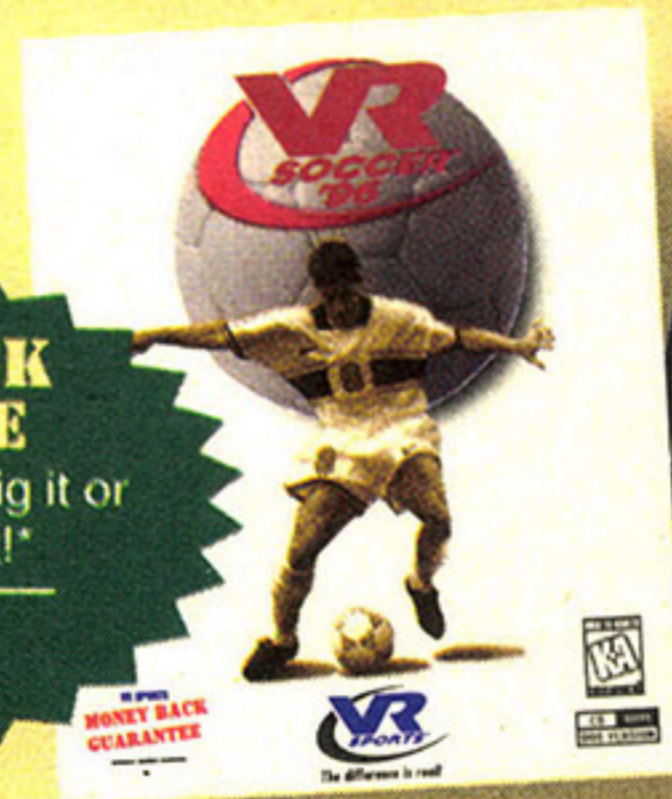


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Fade To Black

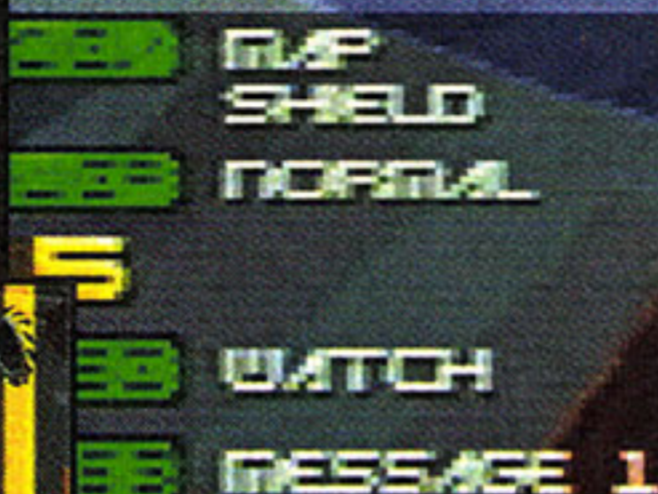
Electronic Arts for PlayStation

Billed as a sequel to *Flashback*, *Fade to Black* continues the tale of

Hey Good Lookin'!

Enemies, enemies, everywhere. We know you shouldn't judge a book by its cover, but anything this ugly deserves to be blown away!

Conrad as he wakes from a long cryogenic sleep to face the same alien enemies he battled 50 years ago. Now the morphs have taken over the entire solar system and are bent on enslaving the whole of mankind. What else is new?



Featuring an advanced 3D engine, *Fade To Black* has texture-mapped, Gouraud-shaded characters populating six huge levels, with many sub-levels and sub-missions. Multiple camera angles allow for a movie-like presentation of the action and numerous weapons and high-tech gadgets add to the furious assault. There are also cinemas before, during and between levels that help the story unfold.

Although the game sounds like a *Doom/Resident Evil* hybrid, expanded player controls that enable peeking around corners and over your shoulder should add some interesting twists. *Fade To Black* is scheduled for a June release so we should know pretty soon.

Run, Conrad, run!



Those enclosed passage ways have this game reeking of a *Doom* clone, but then few games are truly original. A good story and expanded control features could propel this title above the mediocre masses.

After you've saved the world once, you're not going to go back to a career in the fast food service industry! Take a nap and, fifty years later, there should be a demand for your services again.



Hero Wanted

You know, it seems like we've been following the progression of this game forever. But fear not, we finally received a final Japanese version and the American version is in the works.

Tokyo Highway Battle

Jaleco for PlayStation

Changes in this version seem to be limited to a FMV intro sequence and additional cars available for your racing pleasure. The FMV features Japanese race champion Keiichi Tsuchiya (known as the 'Drift King'). Although it is not known if Keiichi will be in the U.S. version, the basic premise of the game is to defeat lesser opponents before facing a final showdown on the streets of Tokyo with the 'Drift King' in the scenario mode. One-on-one races with no surface traffic can be accessed in the VS COM mode.

Graphics for the most part have been cleaned up rather nicely, although the game still doesn't measure up visually to the likes of *Ridge Racer* or *Sega Rally Championship*. *Tokyo Highway Battle's* trump card remains in its ability to upgrade and tune your car after race victories and the thrill of navigating around traffic while racing opponents.

Revenge of the Economy Cars Pt. 2



Although there's no super cars in here, the array of driving choices has expanded to include a Toyota MR2, Nissan Skyline, and Subaru SX.

Full Motion Filler



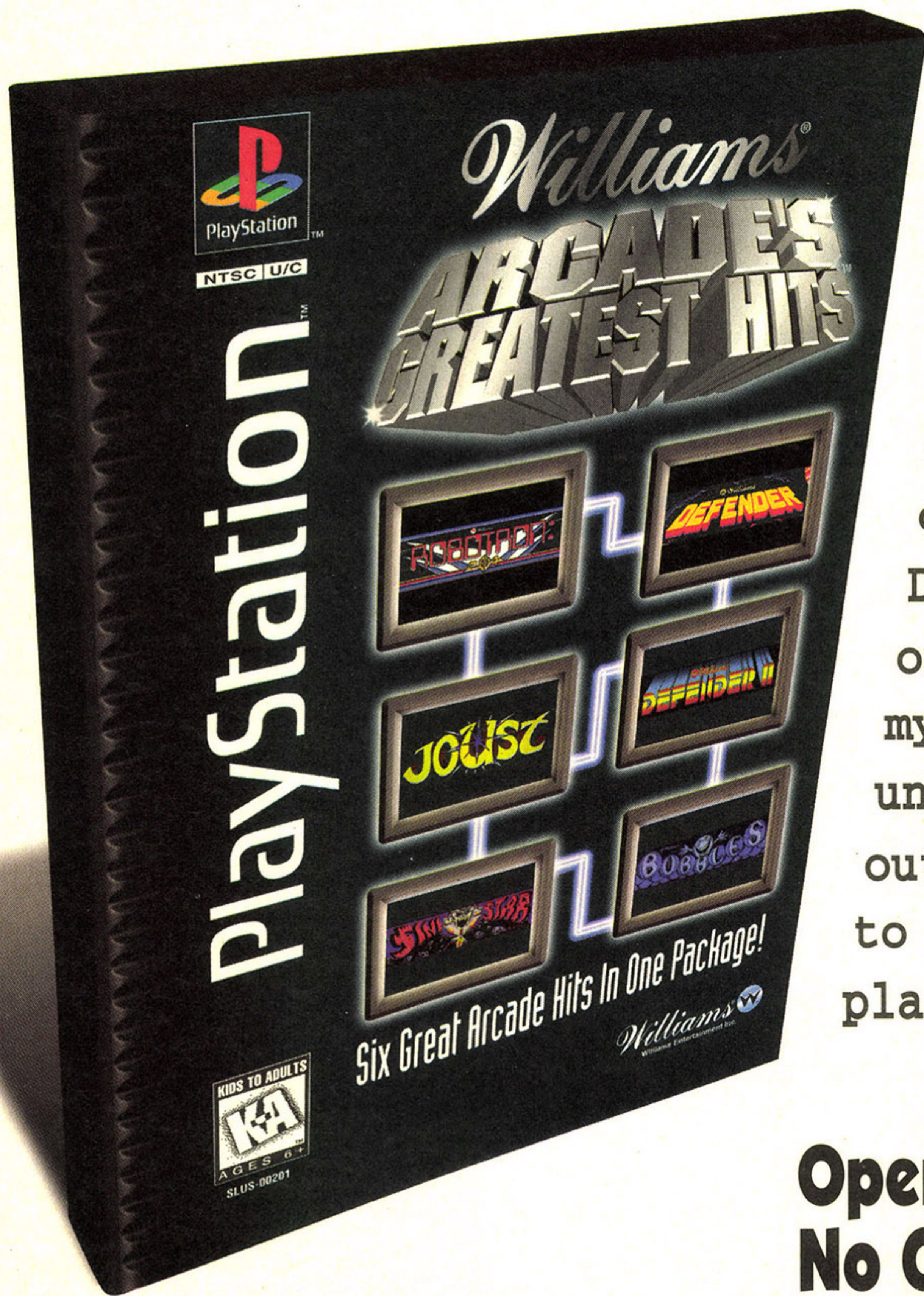
Seems like every game now days has to have a FMV intro sequence. *Tokyo Highway Battle's* FMV introduces you to Keiichi Tsuchiya and his considerable talent.



Get Reckless!

One on one or open season, *Tokyo Highway Battle* offers you the choice of endangering innocent commuters or not.

"Hey Dad, what video games did you play in the olden days?"



"Son, I remember walking through snow 10 feet high just to get to the arcade. In those days the games were only a quarter and Duran Duran was always on the radio. Me and my buddies would play until they kicked us out, then we would go to our favorite pizza place"...

**Open All Night.
No Quarters Needed.**

Williams
Williams Entertainment Inc.



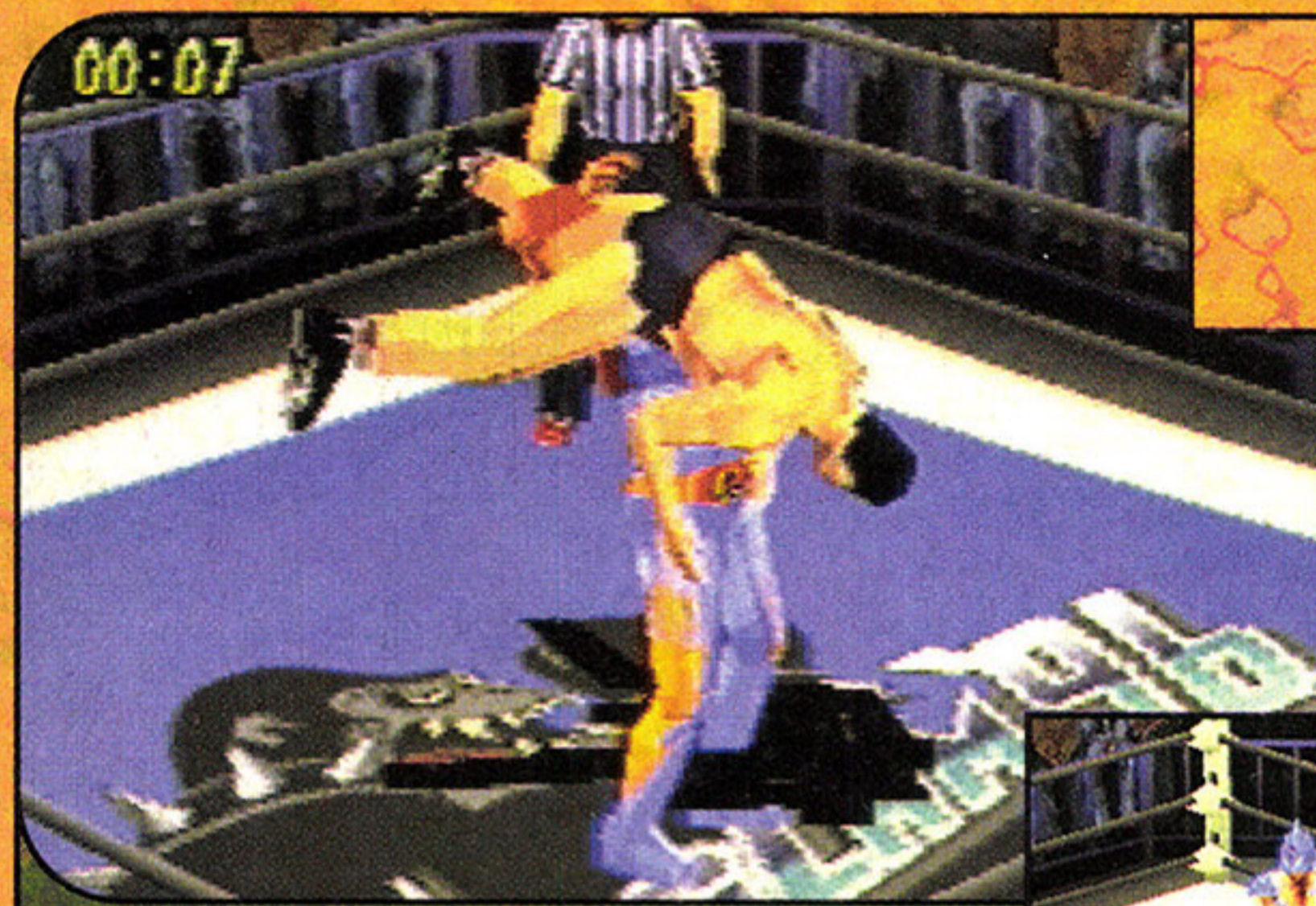
Super NES® and GENESIS™ versions coming soon.

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HYPER-EXCITING,
ULTRA-VISUAL,
100% PURE...

Japanese PREVIEWS



Fire Pro Wrestling

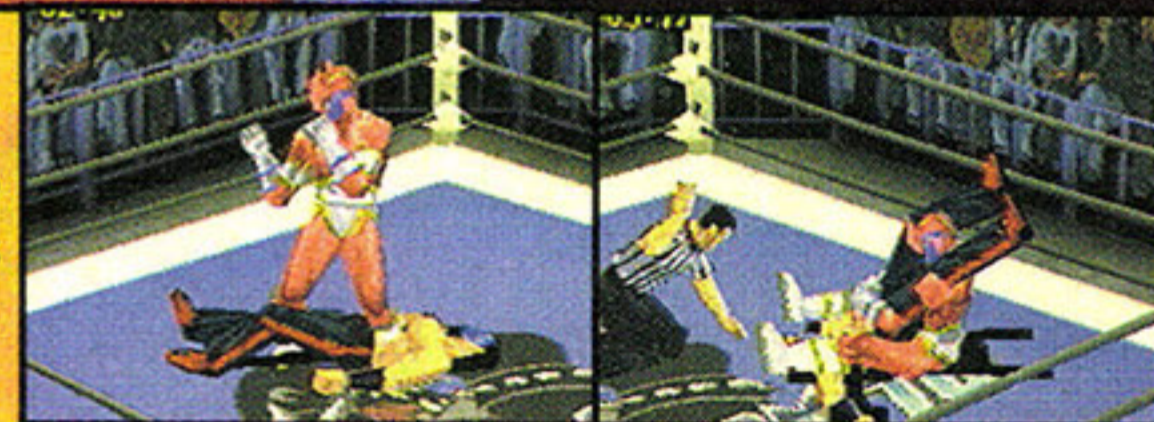
Human for PlayStation

Fully-3D characters make *Fire Pro Wrestling* a truly next generation wrestling game.

All the standard moves are here, plus a couple that they seemed to have just made up of the blue.



Problems with collision detection are most noticeable when one character moves right through another.



One of the biggest selling titles in Japan is *Fire Pro Wrestling* and with its graceful polygon action, it's no wonder. With the exception of a few big licensed titles, wrestling games in the US have always been a hit or miss kind of deal. In Japan, however, the continuous flow of wrestling titles commands a great deal of attention. They just keep getting better all the time! The challenge of wrestling games in the past, however, was always in trying to translate 2D sprites into 3D gameplay. With *Fire Pro Wrestling's* fully-polygonal characters, however, this is no longer a problem. Run your character all over the ring; there are no limits.

Fire Pro Wrestling is a pretty good game, with lots of real wrestling moves, but there are some pretty serious problems with collision detection and sluggish controls. If you love wrestling games, you're going to have to check this one out. Chances are good that it will make it to the US in some form or fashion. Hopefully they'll be able to substitute American wrestlers to make it feel right.

Rockman X3

Capcom for PlayStation/Saturn

Sure, we know what you're thinking. That's not Rockman, that's Mega Man, and well, you're half-right. The difference is that this is the Japanese version of *Mega Man X3* for the Saturn. In Japan, his name is Rockman. Go figure. OK, that's enough about the name, the real excitement is that *Mega Man X* is coming to 32-bit consoles. From what we've seen so far, the 32-bit version doesn't look much different from the classic 16-bit games, but the gameplay should still be great. With all our beloved 2D heroes going 3D, it's pretty cool to think that at least one is going to stay true to his roots, and hopefully there will be enough innovations



Even in the jungle, Rockman still has to worry about laser blasting mechs.



to make it worth doing on the new systems. Look to see an American version in the near future.



Sticking to the standard formula of floating platforms and mech bosses, *Rockman X3* is a pretty literal translation of the 16-bit games.

Another *Mega Man* game, another ice world — it just wouldn't seem right without it.

Wild, Pure, Simple

Artdink for PlayStation

Details on this one are still a little light, but this game just looks like so much fun that it was hard to not show what we've got. Surviving as a caveman in a completely untamed world has long been the dream of many an adventurous soul. Finally, they'll have their chance! Unfortunately, we don't know of anyone planning to bring this one the US just yet, but if this adventure is half as fun as it appears, American companies will be lining up. We'll keep you well-informed on this one.

Clubbing little piggies is just another reality in the life of a caveman. Take that, Babe!

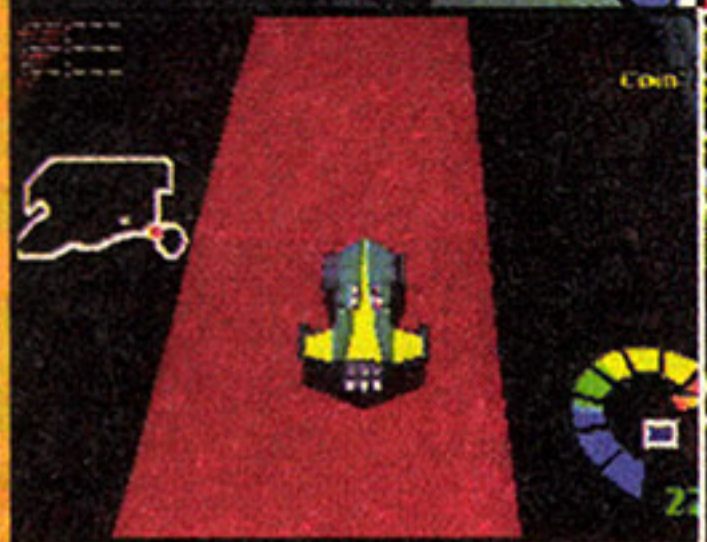
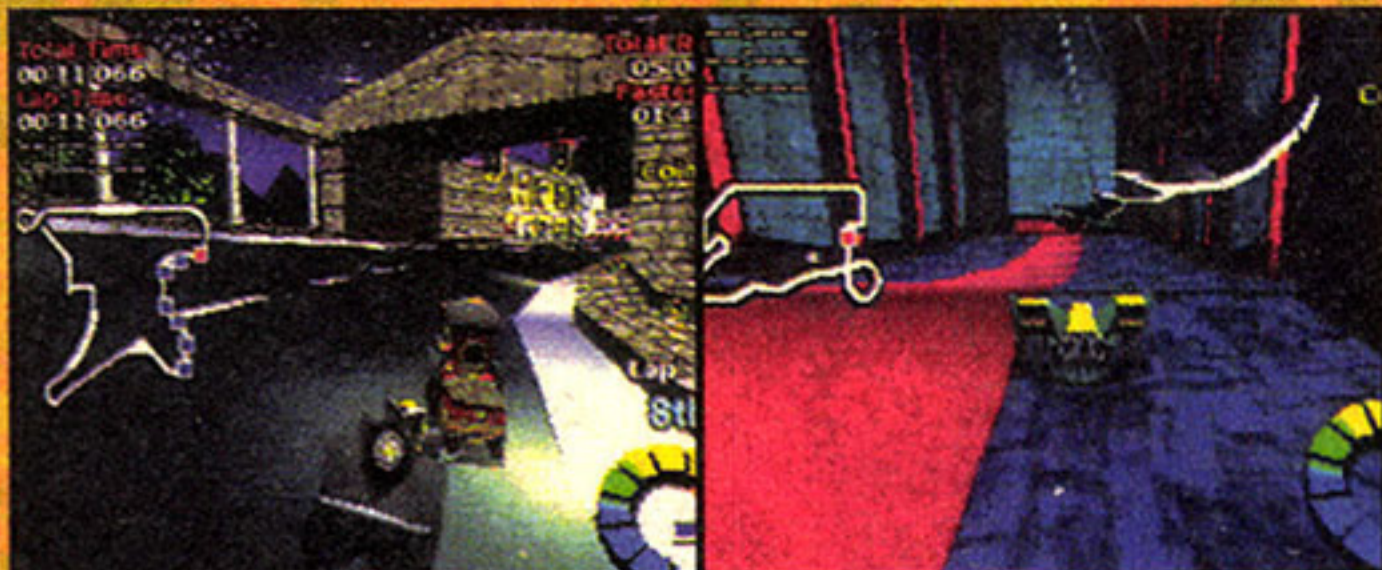


Motor Toon Grand Prix 2

Sony for PlayStation

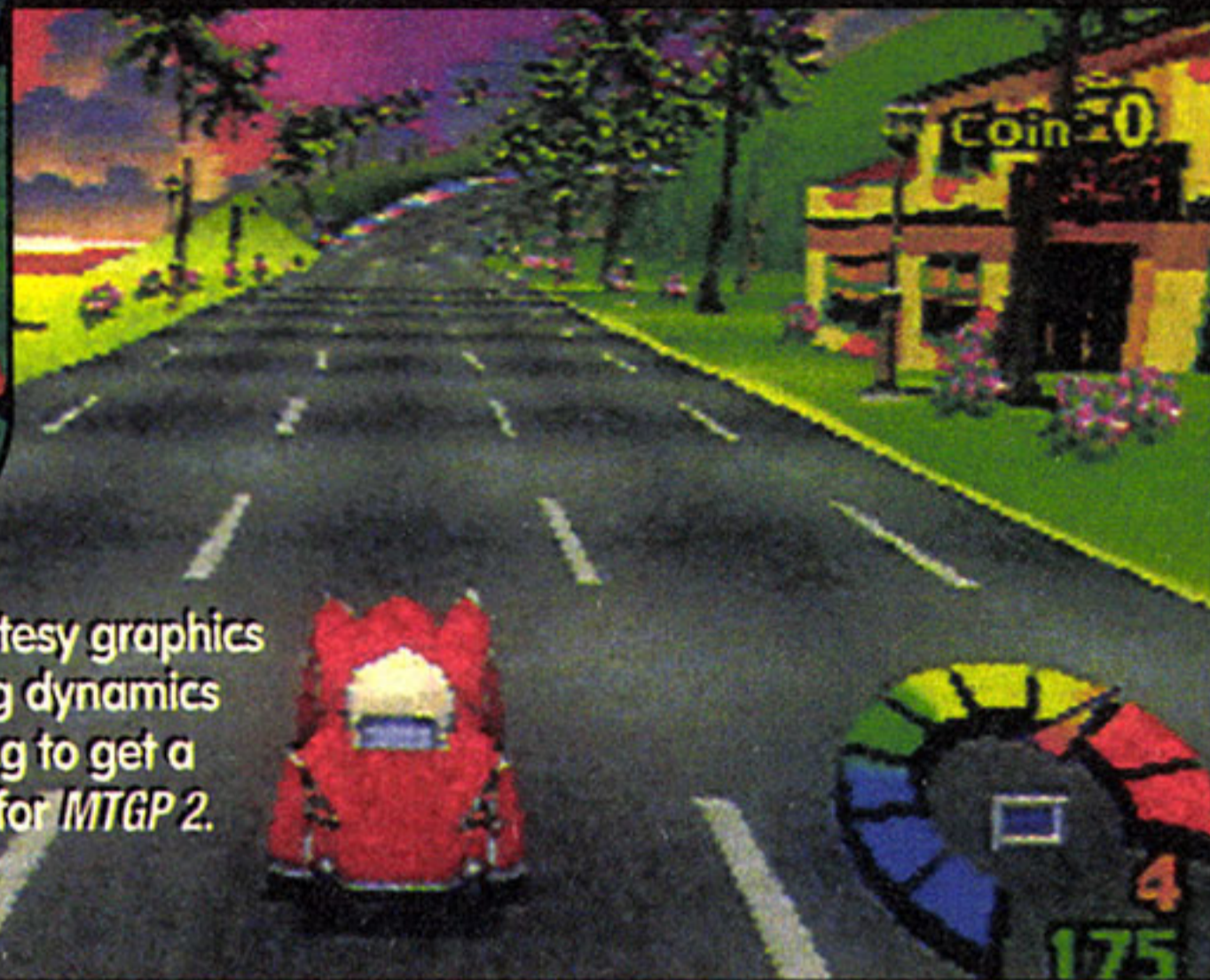
While most American gamers probably don't know there was a

Motor Toon Grand Prix 1, Japan is currently preparing for the release of the sequel. Following closely the formula of the original, *Motor Toon Grand Prix 2* is a wacky racing game with cute little cartoon racers and cute little cartoon tracks and cute little... well, you get the point. It's doubtful that the *MTGP 2* will ever be brought to The States, since the original never made it, but now that the PlayStation is so well established in the US, who knows?



Sticking closely to the style of the original, *MTGP 2* is still cartoony, but in a much cleaner, more sophisticated way.

Utilizing a cartoon philosophy, any place is fair racing territory in *MTGP 2*.



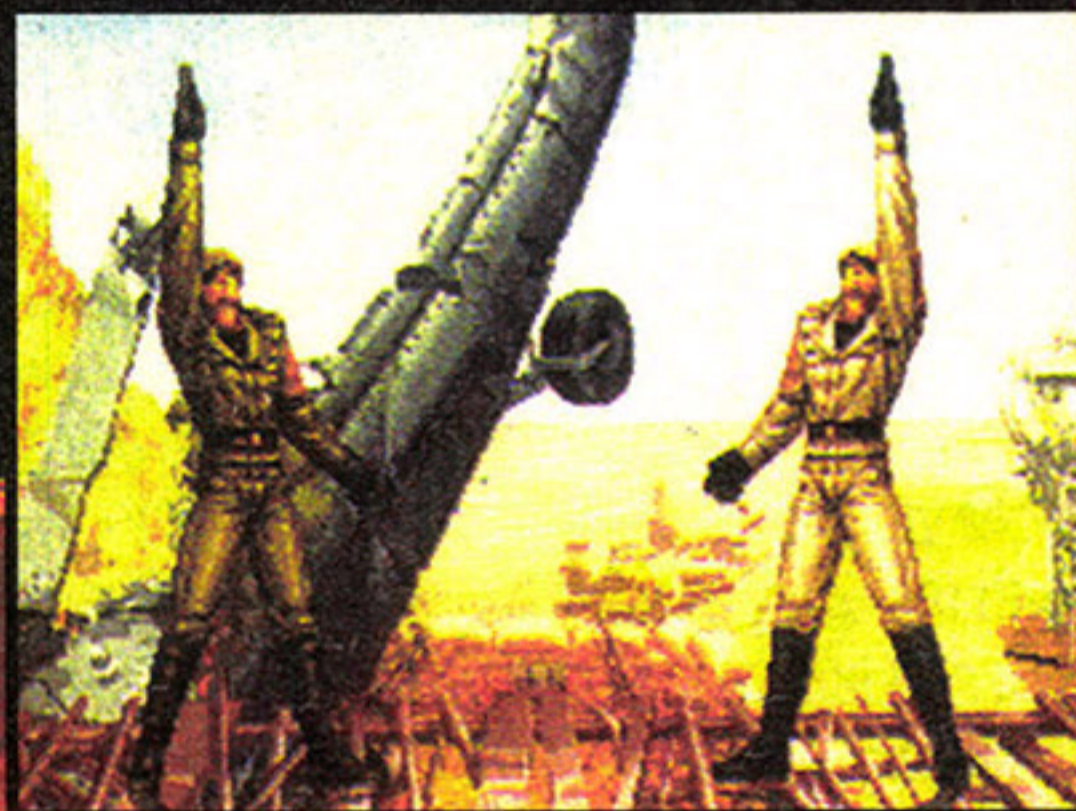
Combine ultra-cutesy graphics with wacky racing dynamics and you're starting to get a pretty good idea for *MTGP 2*.

King of Fighters '95

SNK for Saturn

Representing the first of the Neo Geo ports to the Saturn, *King of Fighters '95* is thought by many to be one of the finest 2D brawlers of all time. With tons of characters and a unique team-match feature, this is state-of-the-art fighting action. From the looks of what we've seen in the Saturn version, this game is going to be pretty hot compared to the 24-bit Neo Geo capabilities. If you love Neo Geo fighters, then you're in luck — *King of Fighters '95* should be something special.

The advanced color palette of the Saturn seems to be doing wonders for the graphic detail of the game.



With its intricately designed backgrounds and fierce, fast action, *KOF* is one of the best.

Arc The Lad II

Sony for PlayStation

Just last month we took an early look at the sequel to what is proba-

bly the most popular Japanese RPG for the PlayStation to date. This month, however, we just had to hit it again because of all the great new shots we were able to obtain. Unfortunately, since we're still waiting on the first *Arc the Lad* to be released in the US, we most certainly have quite a wait before we see this one here, but eventually we should be getting something really great.

The graphics we're seeing for *Arc The Lad*

are so far beyond the original that it's hard to believe they're from the same series.



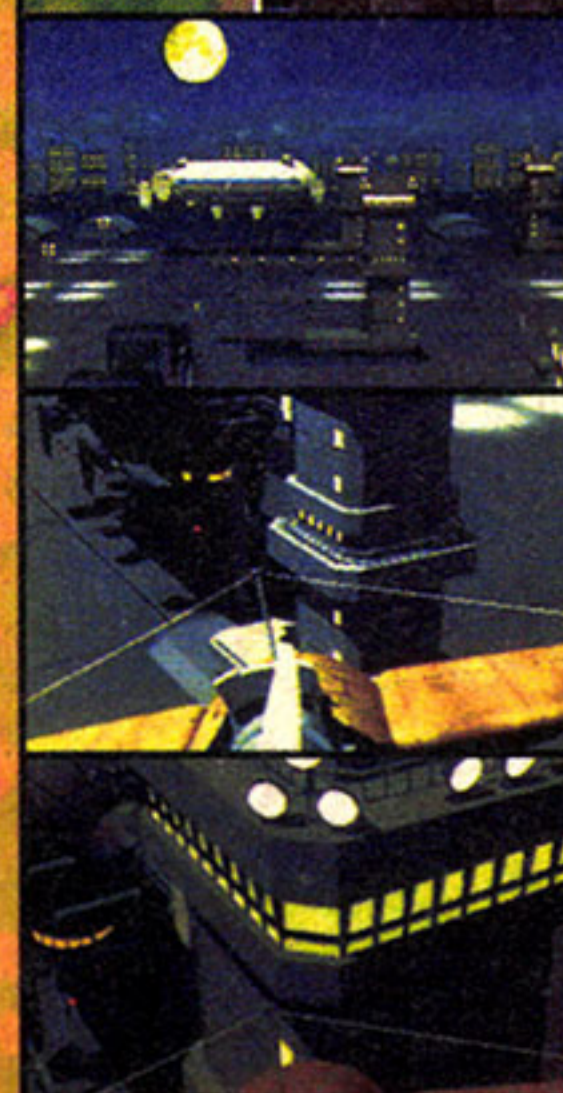
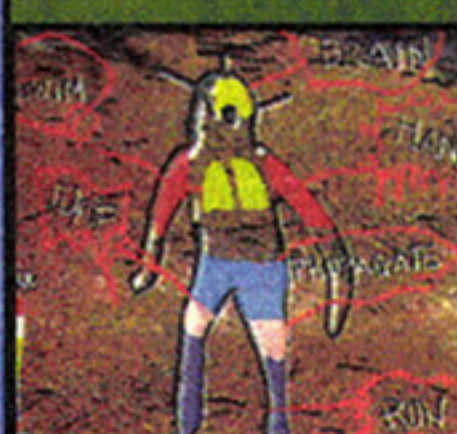
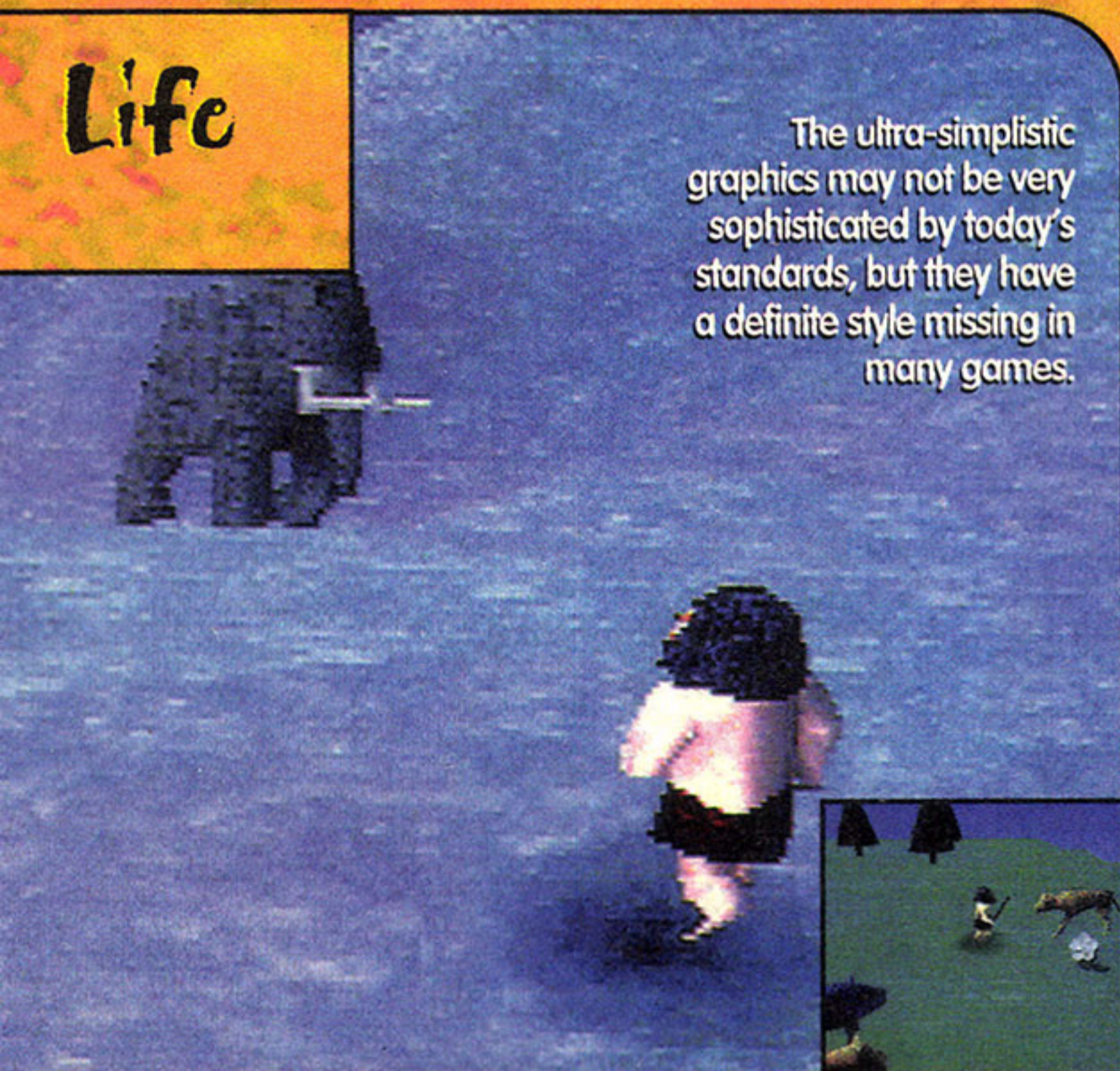
Life

The ultra-simplistic graphics may not be very sophisticated by today's standards, but they have a definite style missing in many games.

Wandering around the 3D landscape reveals all sorts of unusual objects and creatures.

New action sequences and battle scenes should make this sequel something really special.

With lots of new cinematics, the story unfolds dramatically before your eyes.





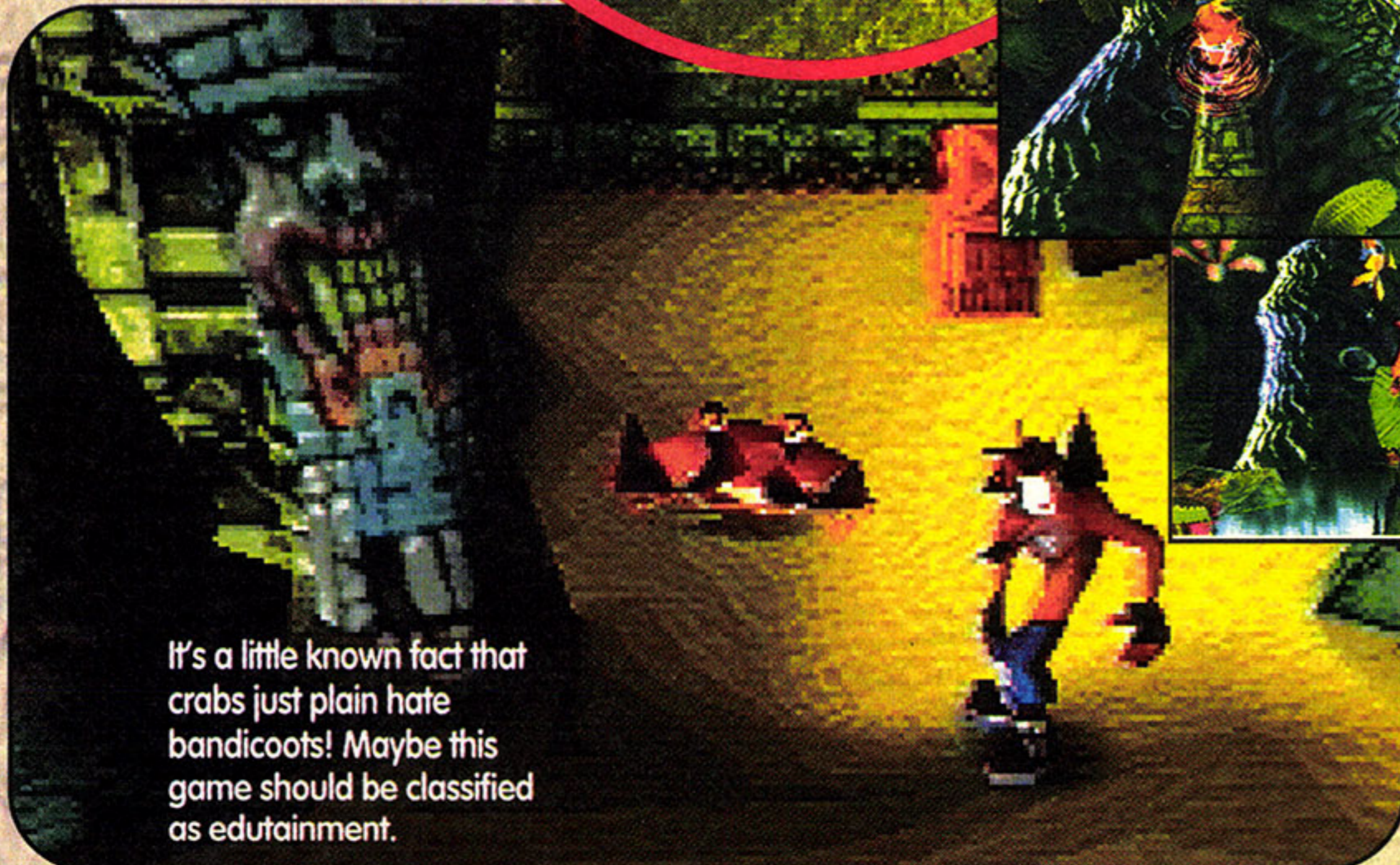
CRASH BANDICOOT

A Mascot in the Making



According to Webster's, a bandicoot is any of several very large rats of Southern Asia. Meet Crash!

Any game where a rat rides aboard a donkey is OK with me.



It's a little known fact that crabs just plain hate bandicoots! Maybe this game should be classified as edutainment.

Recently, Sony made a surprise announcement concerning a big rat. No, it wasn't Sega or Nintendo, but rather *Crash Bandicoot*, a 3D platform game hero for the 32-bit generation.

Acquired from developers Naughty Dog, of *Way of the Warrior* fame, Crash has the look of extra special care and long hours that make a game

stand out amidst the masses. When asked about

Crash's corporate mascot potential, Sony claims that the game will make of itself whatever it becomes. Obviously, they thought the game looked like the right stuff to do battle with the upcoming Sonic and Mario titles and from what we've seen so far, they could be right.

Offering the next generation gamer a

next generation experience is the obvious goal for *Crash Bandicoot*. Playing as Crash, the game is made up of pre-rendered 3D backgrounds with varying camera angles that show-off the free-moving nature of the game.

The shots we've seen so far are all from the first of three islands Crash will visit in the game. If the other two Islands look as good as this one, the graphics will defi-

Of course, the real question will be how much attitude that crazy rat has.

nately be top-notch. Of course, the real question will be how much attitude that crazy rat has. Oh yeah, and I guess we're pretty concerned about the gameplay too. For the time being, it's fun just to think about Sonic, Mario and Crash in some sort of weird videogame death match. Use your imagination. Next month, we'll be dishing out the full scoop on gameplay and some later levels.



There's just something about a water level that makes gamers happy — this gamer anyway.



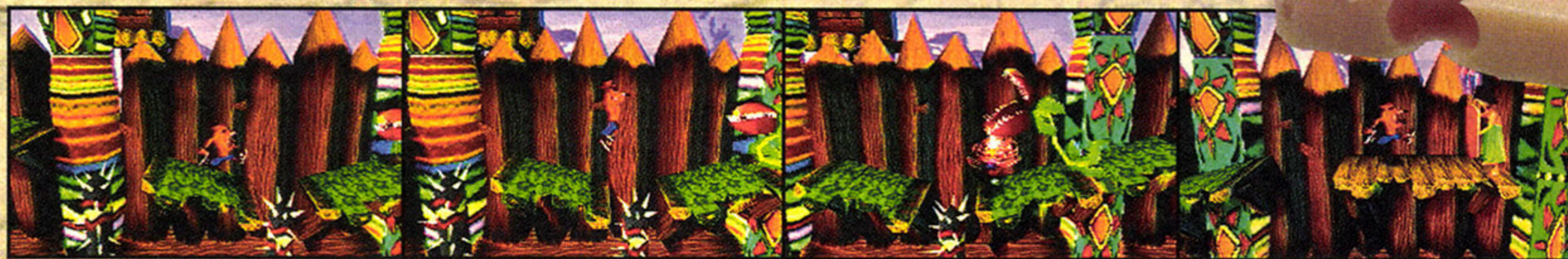
It's almost a darn shame to have to leave

the water when it looks this damn good, but everyone knows a rat's best work is done in the forest.



The intricately designed levels and detailed graphics of the first island alone are enough to get pretty damned excited about, not to mention the rest of this game.

Built around the principles of a classic side-scrolling action/adventure game, there is plenty of running, hopping and enemy-bashing in this bandicoot's immediate future.



Highly reminiscent of *Little Shop of Horrors*, this plant seems harmless enough until you get too close.



Of course, getting too close to the plant is the only way he'll show you his big plant teeth!

What good is a game about a South Asian rat without a visit to the local Tiki hut?



Offering a number of path choices, *Crash Bandicoot* will offer the gamer 3D freedom for exploration.





SONIC'S RED SHOE DIARIES

W Part One in an ongoing series documenting the development of Sonic for Saturn!

When it comes to videogame icons, it just doesn't get any bigger than Sega's feisty blue hedgehog, Sonic. When rumors started flying about Sonic's first appearance on the 32-bit Saturn, the excitement was felt throughout the industry. A few months later, the formal process is finally underway! This month, Sega opened its doors to **GAME PLAYERS** and asked Patrick to become an honorary member of the Sonic Team for a very special behind-the-scenes look at the development of *Sonic X-Treme*. Over the next several months, Patrick will be checking in on a monthly basis with the actual development team to bring to you the real scoop on how one of the biggest games of the year is created from start to finish.

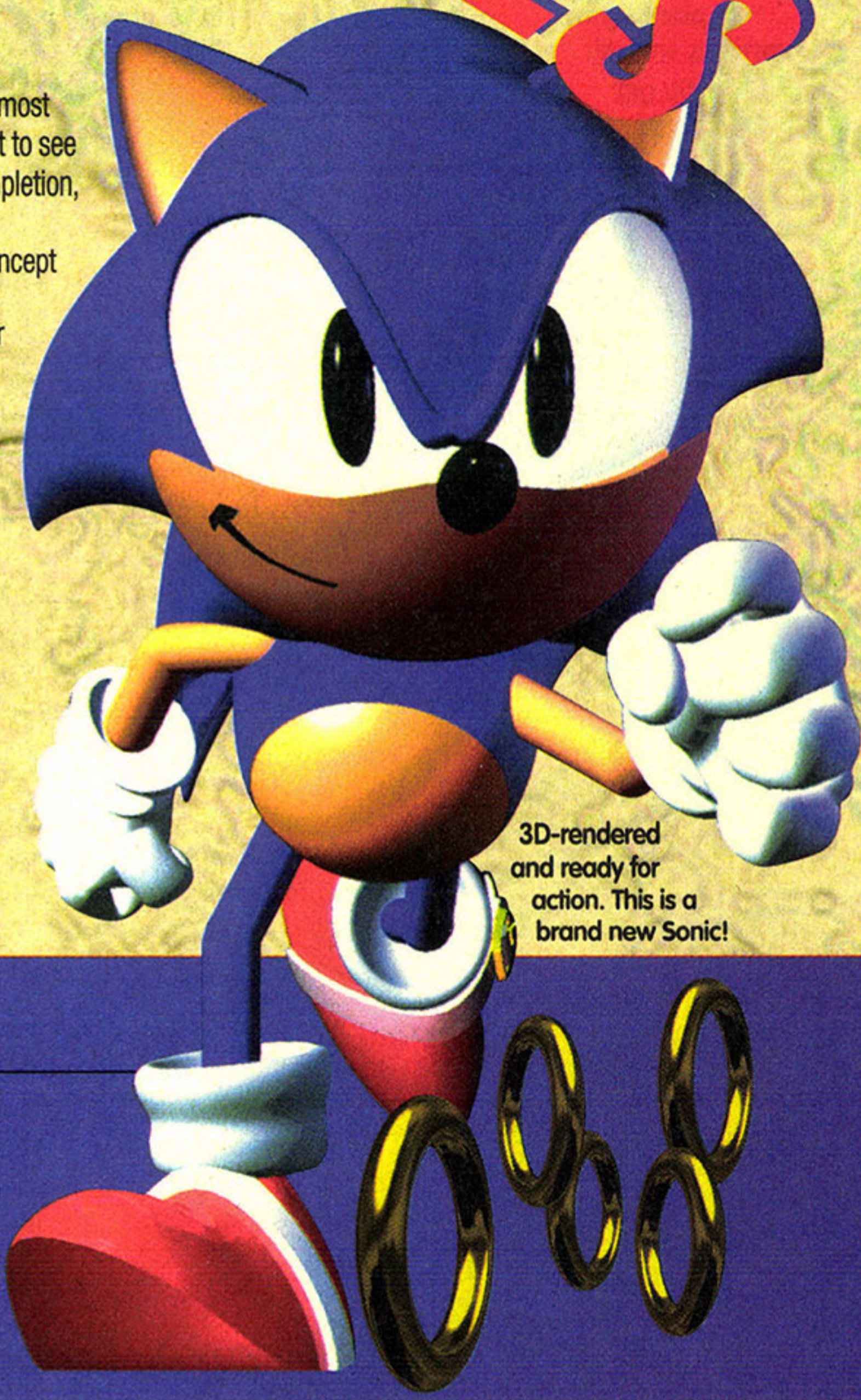


Each month, I will be focusing on a different aspect of the game's evolution. Whether your special interest is in the artwork of a game or in the actual programming or maybe even the marketing process, I will tell you exactly how it's done. And for those that want to know everything about how a game goes from concept to finished product, **GAME PLAYERS** is going to be the place to learn. Who

knows, maybe you'll even find a new career goal in videogames over the next few months. Of course, the most exciting part of our series is that each month, you'll get to see a little more of *Sonic X-Treme*, not just as it nears completion, but as it is actually being created.

This month we take a close look at the early concept stage of development. In many ways, this is the most exciting part of the process because this is the time for pure dreaming. Will Sonic have new friends? What kind of world will we see this time? Will there be new enemies? Will Sonic break-out of his two dimensional universe? The possibilities are endless! As the team gets to work on dreaming-up the game, some broad-stroke ideas are being put into

place. This month the team establishes the game's story-line, some of the characters, the overall style of the game and, of course, we'll all get to see what Sonic looks like in 3D. According to the Sonic Team, this is a time for testing the waters on all the big ideas they've been bouncing off each other for months and we'll get to see some of the early fruits of their labor.



3D-rendered and ready for action. This is a brand new Sonic!

The Sonic Team

The following names are people hard at work on making yet another great Sonic game.

- Ofer Alon** - Technical Director/Engineer, Lead Programmer and Co-Lead Designer
- Fei Cheng** - Computer Graphics Artist/Designer and Conceptual Design
- Chris Coffin** - Lead Boss Stage/Boss FX Programming and Conceptual Gameplay Design
- Howard Drossin** - Music and Sound Effects Director
- Ross Harris** - Lead Computer Graphics Artist/Animator and Conceptual Design

- Jason Kuo** - Boss Layout Lead
- Andrew Probert** - Computer Graphics Artist/Designer and Conceptual Design
- Chris Senn** - Art Director, Co-Lead Designer, Team Coordinator and Conceptual Music
- Mike Wallis** - Producer
- Richard Wheeler** - Designer, World Layout Lead and Conceptual Gameplay Design

Behind Closed Doors

As if simply being allowed into the inner offices of the Sega Technical Institute — the development branch responsible for such titles as *Sonic 2*, *Sonic 3* and *Sonic and Knuckles* — wasn't enough, my first visit as honorary member of the Sonic Team was kicked-off by a mass introduction. Our first order of business was to brainstorm on potential titles for the game.

Choosing a title for a game is always important when it comes to promoting the game, but with a universal game like Sonic, it becomes that much more important to find just the right title. The final title will therefore not only have to be approved by Sega of America, but also Sega of Japan, where Sonic is every bit as popular, if not more so than in the US.



The potential titles that were being thrown around included such notables as: *Sonic X-Treme*, *Sonic Ring Worlds*, *Sonic Bluestreak*, *Sonic Blast*, and *Sonic Boom!* There were also some less popular titles such as *PanaSonic* and *Bubonic Sonic*. Understandably, the latter two titles were not considered for very long. The meeting ended without a firm conclusion as to what the final name would be, but the field seemed to be narrowing down to just a couple of choices, with *Sonic X-Treme* looking like the favorite. We will therefore refer to the game in our feature as *Sonic X-Treme*. According to The Team, it's especially important to have a distinct name attached to this particular game as opposed to a

Coming together for a rare photo-op, The Sonic Team (myself included) is not quite used to posing for the press. For the most part, they seem happier letting their work do the talking.

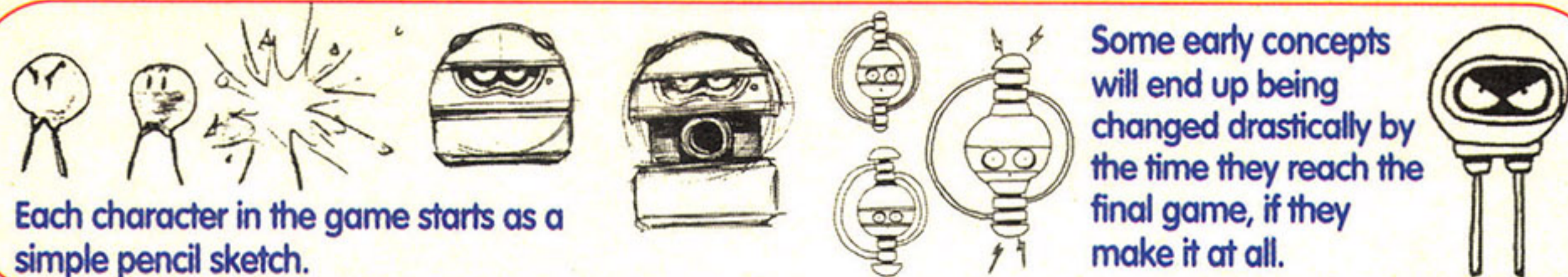
Lead Computer Graphics Artist Ross Harris demonstrates Sonic's silky-smooth running animation.



number (eg. *Sonic 4*) because this game is going to be very much of a departure from the earlier Sonic games.

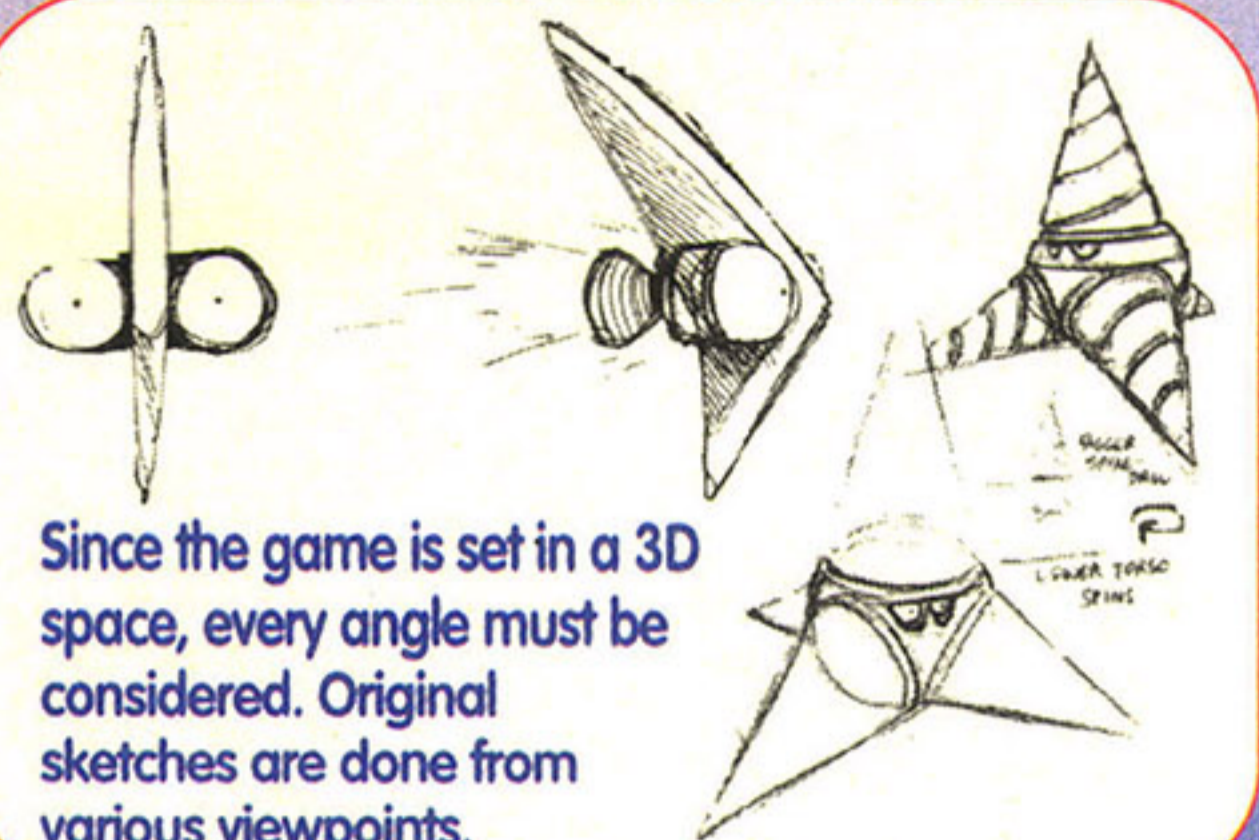
After the initial meeting, it was time to tour the studio. Getting to look in on the team in their actual work spaces was by far the best part of the day. Seeing the 3D models of various characters, including Sonic, come to life in animation shorts used for testing the visual effect of the game was my first real taste of what a 3D Sonic game was going to look like. Then I was off to see some of the conceptual environments where Sonic's new adventure would take place. Seeing these computer models and animations is especially gratifying when you first see the images as rudimentary pencil sketches. This month, it was fascinating just to see the team getting started on this kind of work. Of course,

It's Kinda Sketchy...

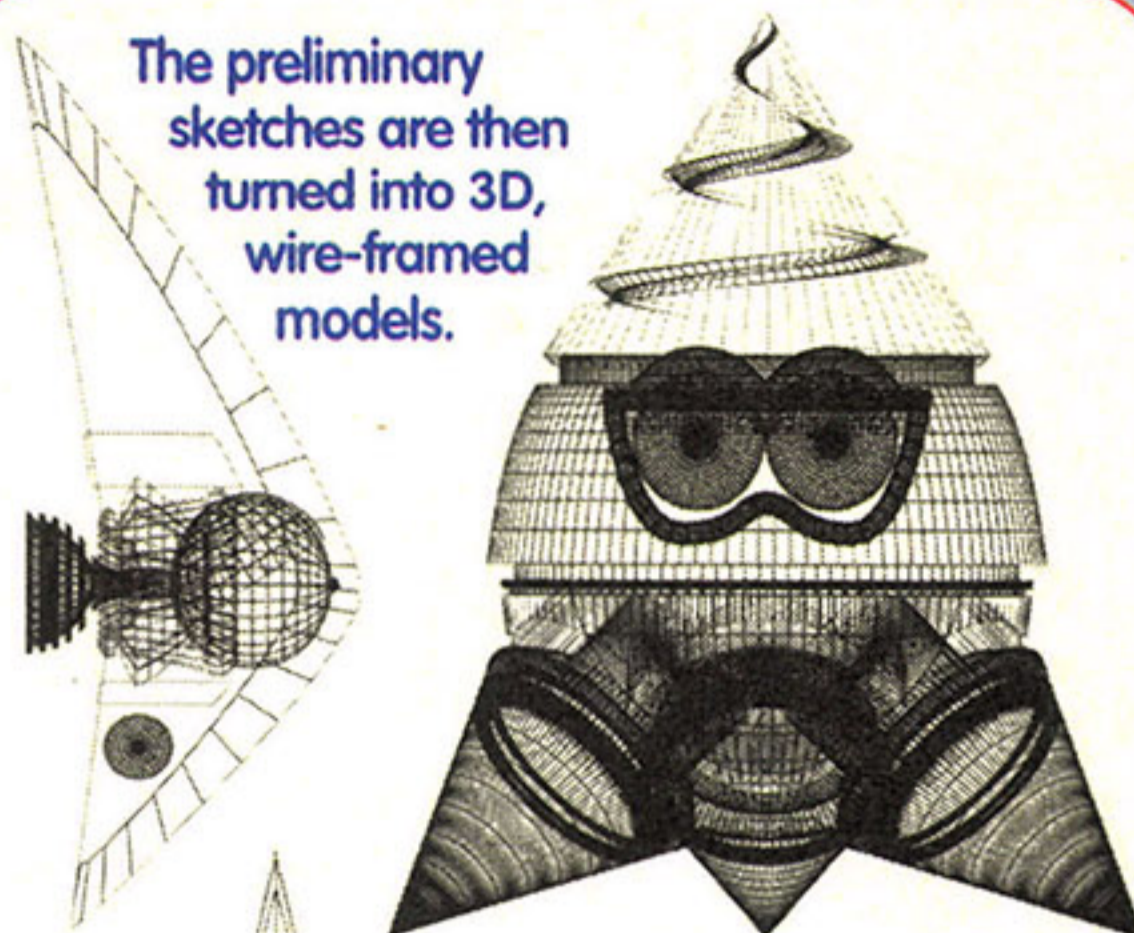


Each character in the game starts as a simple pencil sketch.

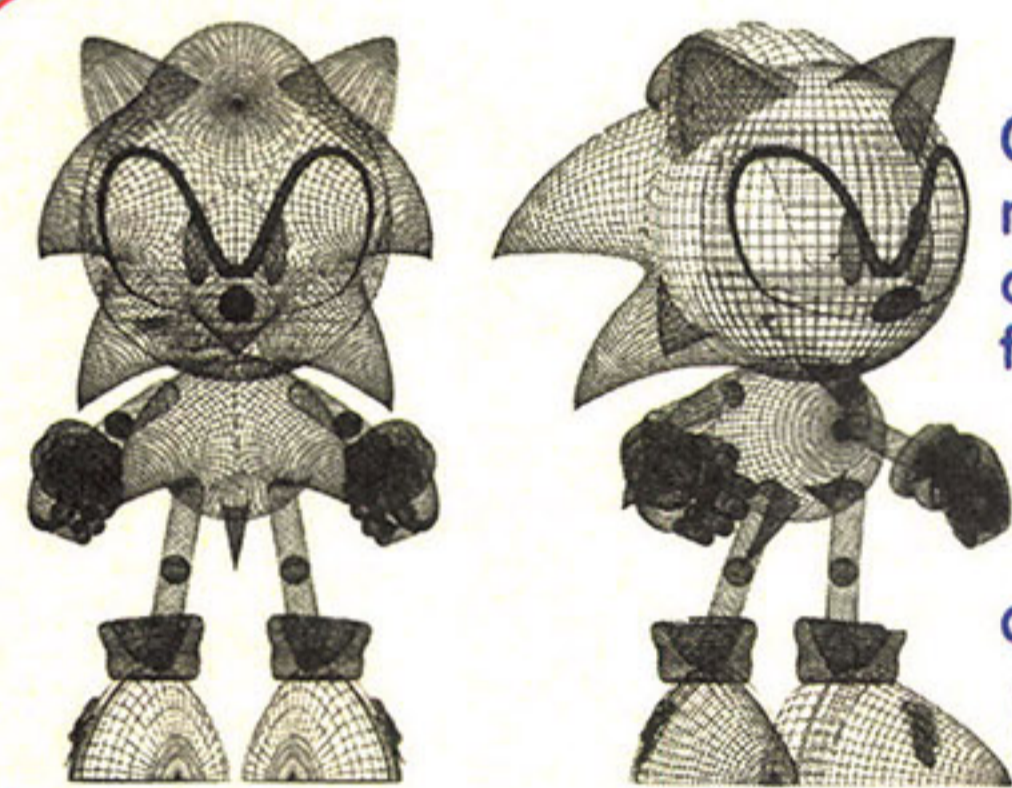
Some early concepts will end up being changed drastically by the time they reach the final game, if they make it at all.



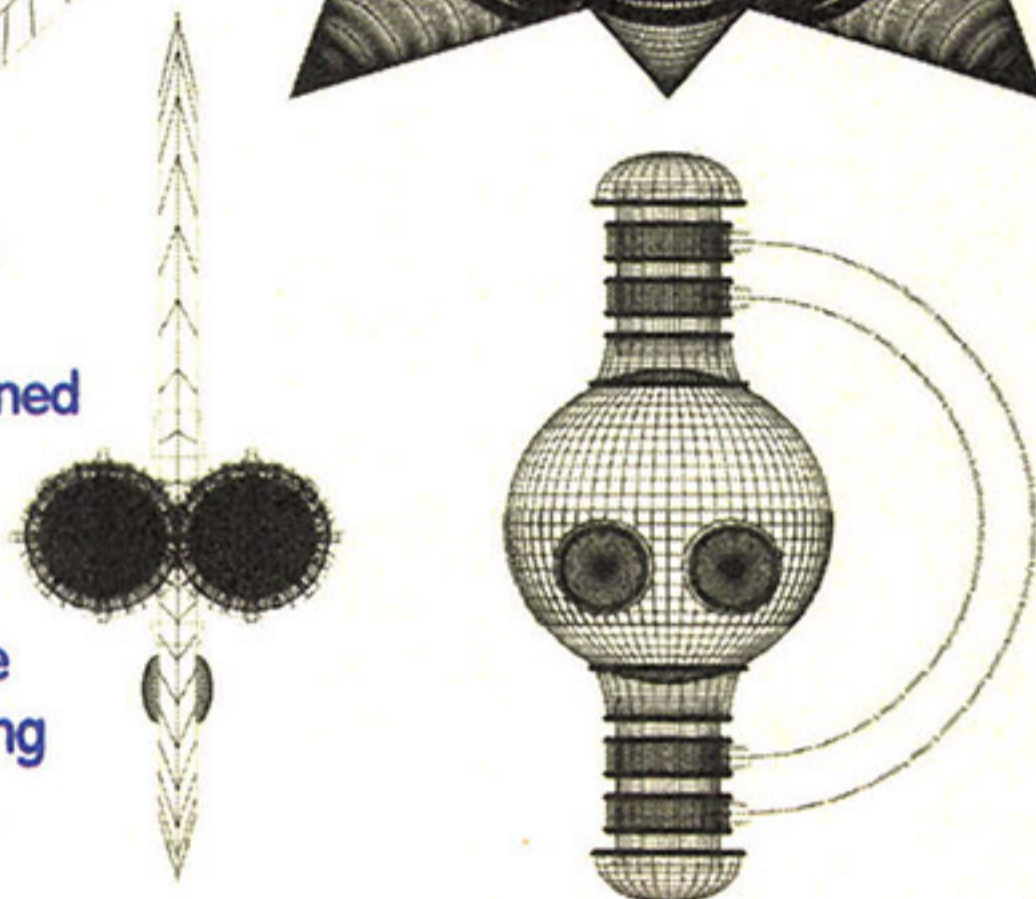
Since the game is set in a 3D space, every angle must be considered. Original sketches are done from various viewpoints.



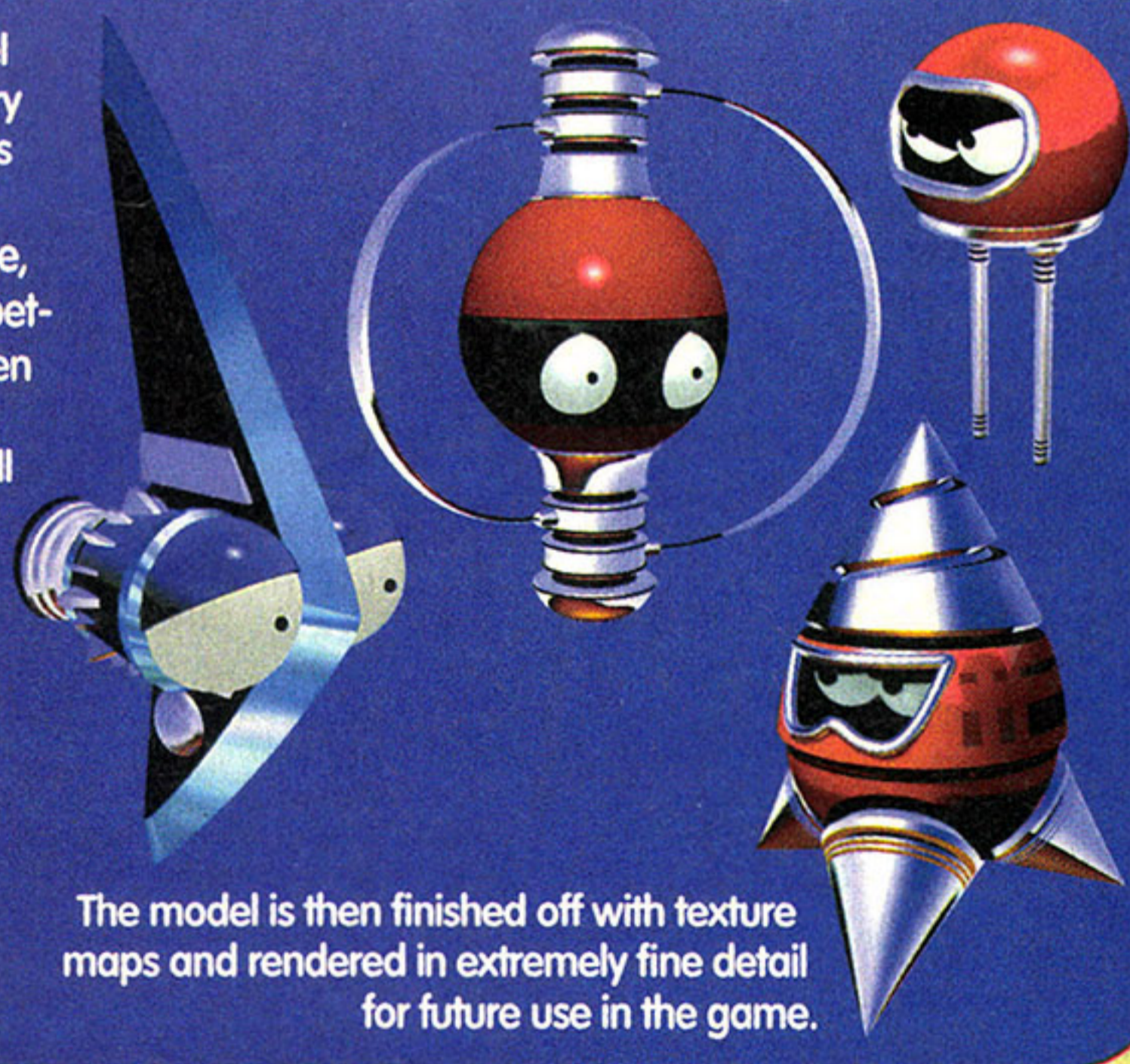
The preliminary sketches are then turned into 3D, wire-framed models.



Once the wire frame model is made, an object can be examined from every angle with complete accuracy. This will help later when the object is actually being placed in the game.



Some things just feel right from the very start. 3D Sonic is one of those things. Trust me, it only gets better when seen in motion, but for now this model will have to do.



The model is then finished off with texture maps and rendered in extremely fine detail for future use in the game.

while the artists are getting started on the conceptual look of the game, the technical members of the team, Ofer Alon and Chris Coffin are busy establishing the game engine. In the end, it takes each end, it takes each element, technical, art and design working



Taking a character idea from pencil sketch to fully-rendered 3D

model is no easy task, but Computer Graphics Artist Andrew Probert makes it look easy, as he demonstrates a test animation for one of the Egyptian-influenced enemies in the game.

together to make a great game.

The next piece of the Sonic puzzle that was revealed to me was the wall-map of levels. In order to get the flow of the game just right, the team has taken over an entire wall where they pin potential levels of the game in place. By having this kind of visual representation of the game, potential scenarios and paths can be assessed before they are actually put into effect in the game. Another advantage to having the entire game represented in this kind of flow chart is that you can actually get a feel for how big the game

The level flow chart establishes the layout of the game's levels. One of the goals of the Sonic Team displayed in the flow chart is to take advantage of the game's 3D freedom with plenty of path choices.

is going to be. Finally, the flow chart is just a great way to keep the game organized.

My final stop for the day was to check in at my new Sega-based office. I don't know exactly whose office it was that they allowed me to steal for a few minutes, but it sure helped to make a fella feel at home to see my name on the door. I don't even have a name plate at *GAME PLAYERS* — go figure.



Q & A with Mike Wallis

Mike Wallis is the very young and very excited producer of *Sonic X-Treme*. Though he was none too eager to be put in the limelight, we did manage to convince him to answer a few questions about our spiky blue friend and other related issues...

GP: Has the Sega Technical Institute worked on any of the other Sonic titles?

MW: Yes, STI was responsible for *Sonic 2*, *Sonic 3* and *Sonic and Knuckles*.

GP: How does someone your age end up being Producer on such an important title as *Sonic X-Treme*?

MW: I've been at Sega for about 18 months now. I started at Electronic Arts and then I was at 3DO. I guess it was my diverse product background — I worked on all types of games — sports games, action games. So, a lot of hard work as well as having a diverse background gives you that experience to be able to work on such a high profile title.

GP: In your opinion why has Sonic become so popular?

MW: There's sort of an intangible there. I mean, he's cool and he's got an attitude but he's not like a Mickey Mouse type — you know, everyone's lovable character. I don't know, how do you define cool? (laughs at his own answer.)

GP: How does it feel to have the fate of one of the biggest video game characters of all time resting in your hands?

MW: It's extremely exciting. The whole team is very jazzed about it which is great because it keeps their motivations high. They're working late each night and as producer I don't have to go out there and say "Get to work!" because they do it on their own (laughs at his position as authoritarian). I help them in any way I can, keeping the entire project in view, and lending input and assistance.

I'm also very lucky to have such an amazing team working on this game. Ofer Alon, besides being technically brilliant, makes considerable contributions on the design side. Andrew Probert's artwork is, well, fantastic! And Chris Senn, a creative force like no other, is the glue that binds this team together. It's really a whole team effort, and this team is one of the best.

GP: Outside of changing the game from 2D to 3D, what are the other big challenges of making this game?

MW: The bottom line is that it has to be fun. The gameplay needs to be top-notch. We also need to keep Sonic's image up. He's cool and he needs to do cool things so we've given him some new moves. The graphics also need to be top-notch as well, keeping in line with the past Sonic titles. And the speed, Sonic is about being fast.

GP: What are the main aspects that must be maintained in *Sonic X-Treme* from the earlier *Sonic* titles?

MW: The three big aspects are speed, graphics and gameplay.

GP: Are there any achievements that you're not expecting to be able to do that would really add to the game?

MW: Right now we're experimenting with a lot of different (camera) viewpoints. It would be great to develop a time machine so that we could spend as much time as we wanted with the game. Bringing Sonic into a 3D world in itself is a huge achievement. Just being able to see him running around in a non-linear 3D environment is huge.

GP: What are the advantages to working with the Saturn over any other platform?

MW: The Saturn's strength lies in its diversity. It has strong support for sprites and geometry, which fits in well with our game design.

GP: How do you plan to use the Saturn's strengths?

MW: Well, with the Saturn, of course we're going for a 3D environment. The world will be built out of fully texture-mapped polygons, while the actors, objects, and Sonic himself will be 3D-modeled sprites. With VDP1, the Saturn is capable of

pushing a lot of sprites, and with VDP2, we can manipulate some fantastic backgrounds. I think you're going to see that we've got a lot of surprises! (The Saturn's VDP1 processor handles all the action of the game while the VDP2, a totally separate processor, handles the backgrounds.)

GP: Is there anything that you and your team hope to do with Sonic this time that has never been done?

MW: We want to keep all the main aspects of the previous *Sonic* games — the exploration, the speed, the bonus rounds and a lot of hidden stuff, but we want to give Sonic new moves. We're giving him a ring throwing move. I mean, why did he carry all these rings in the other games? But now he can throw rings and so it's kind of a trade off. Do you want to throw your rings, which are, in essence, his life or do you want to hang on to them and use your spindash?

GP: How did you arrive at the story for *Sonic X-Treme*?

MW: We've had a number of different iterations of the story. In this latest one, Robotnik is up to no good again, trying to steal the Rings of Order from their proper keepers Boobowski and Tiara. We were also trying to keep the image of Sonic evolving into what is considered cool today, like surfing and bungee jumping. Sonic is a character of the times.

GP: What is your favorite Sonic game?

MW: Personally, I like *Sonic 3* because it's more open, there are cool bonus rounds, and there is a lot more exploration over *Sonic 2*.

GP: What other kind of games do you enjoy playing?

MW: I like *Virtua Fighter 2* and *World Series Baseball*. I think *World Series Baseball* for the Saturn is a top-notch title! I also just completed *Wing Commander IV* over the weekend and I just ROCK at *Command & Conquer*!

GP: Have you had a chance to see any of the other comparable 3D action/adventure games?

MW: Well, I've seen *Jumping Flash!*, but of course that's all first-person and some of the graphics are flat polys. It had a lot of good gameplay value. The graphics could be better, but a lot of people don't care about that because it did have good gameplay. *Captain Quasar* for the 3DO is a good example because it's a 3D modeled guy (although the perspective is different from Sonic). However, I think he's too big, which restricts your field of vision. If you run around a lot, you'll often find yourself in a mess real quickly because you don't have enough time to react. So there are issues with size and speed during development that you need to balance, especially when you're talking about a third-person, 3D game.

GP: Beyond *Sonic X-Treme*, is there somewhere you'd like to take Sonic after this game?

MW: This isn't going to be the only Sonic game on Saturn by any means. He is Sega's flagship guy.

GP: How is Sega supporting the product?

MW: From a marketing and PR end, Sega is devoting all available resources to this title. From a product development standpoint, if we needed additional people, we would not have a problem getting them.

GP: Describe the gameplay for *Sonic X-Treme*.

MW: Sonic can be controlled with virtually full freedom of movement, running into or out of the screen, left, or right. Of course he has a spin-dash, can jump, and duck. He can attack using the traditional 'bopping' or with his new moves, one of which is the ring-throw. There will be a secret areas, bonus rounds, and areas where he can take advantage of his speed. Plus there are some really big gameplay elements that are not yet ready to be revealed.

GP: How will it differ from a 3D game like *Bug!*?

MW: It will involve 3D worlds, but you won't be constrained by linear paths. Sonic is free to roam the game's sequence of Acts and take advantage of one of the *Sonic* game's hallmarks — physics. Sonic's a speedy guy and can keep up with the times.

New Features

All of Sonic's fancy footwork from days gone by is back, but this time around there are some new features as well. Here are just a few that are in test mode at present. We'll bring you more in later issues.



It just wouldn't be a Sonic game without blazing speed! Note the tower of rings in the background — could Sonic defy gravity?



This may be Sonic's first opportunity to really get his feet wet!

SpinBash - A quick forward attack modified from the Spindash.

SpinSlash - A mid-air, 360 degree attack.

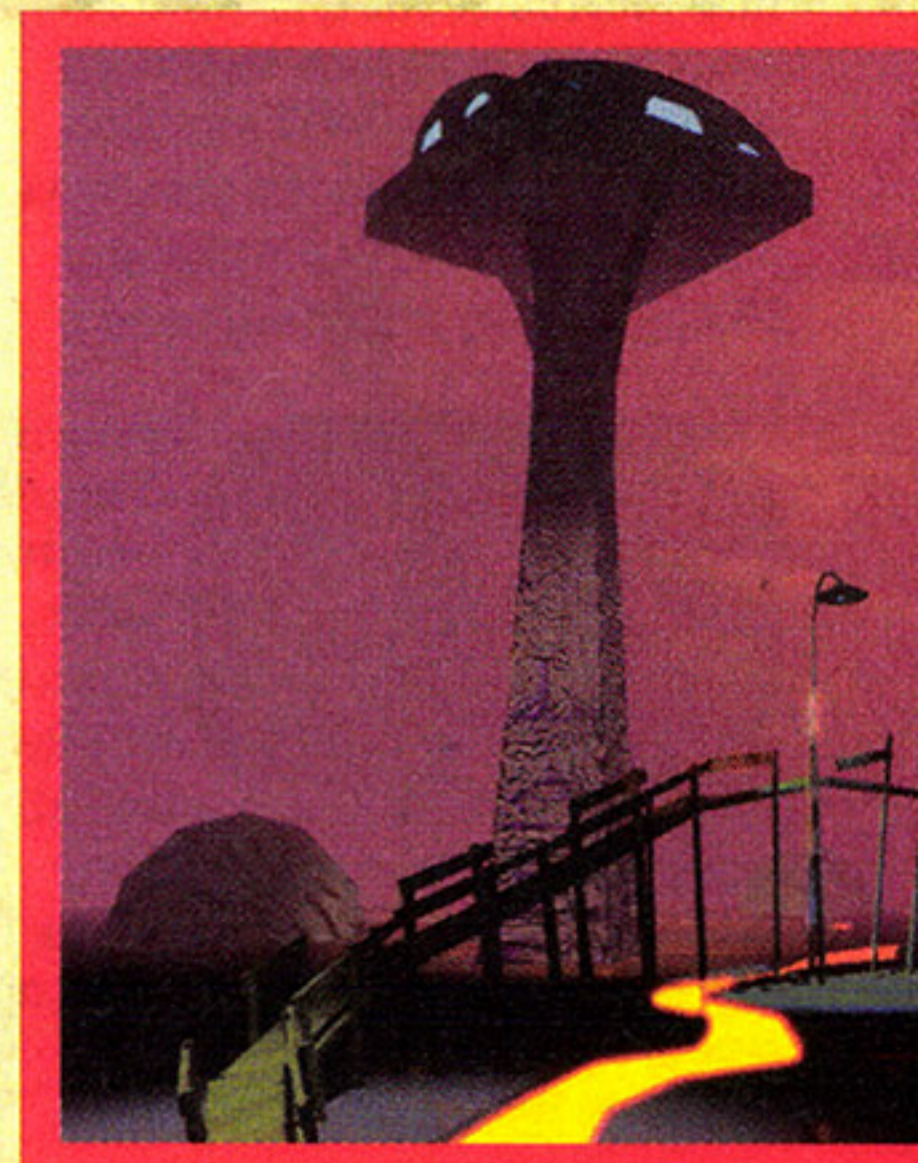
Ring Throwing - Just what you always wanted Sonic to be able to do.

Conceptual Level Designs

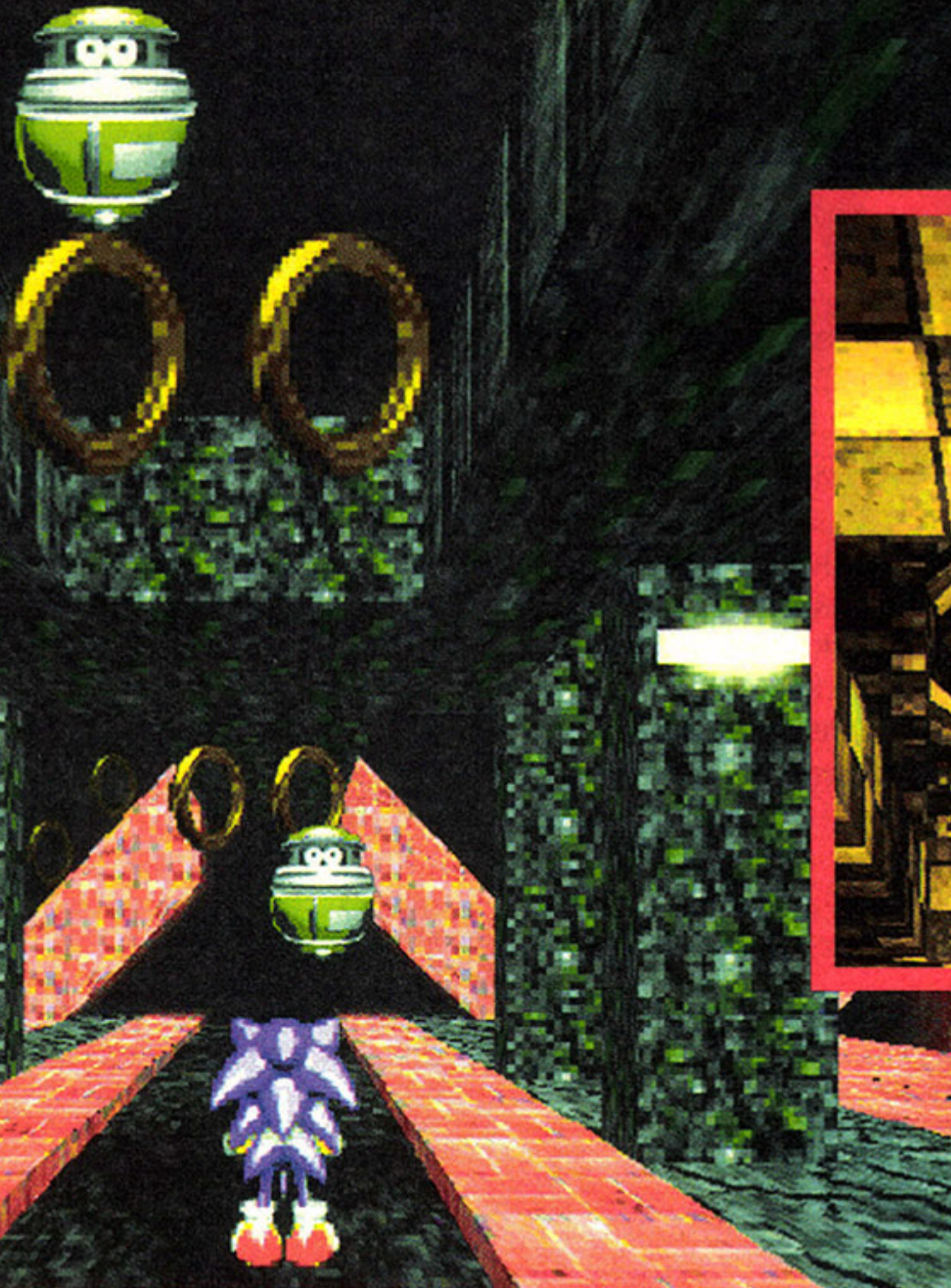
Below are three conceptual images of different levels in *Sonic X-Treme*. If the final game looks anything like these images, we'll have something to be very excited about



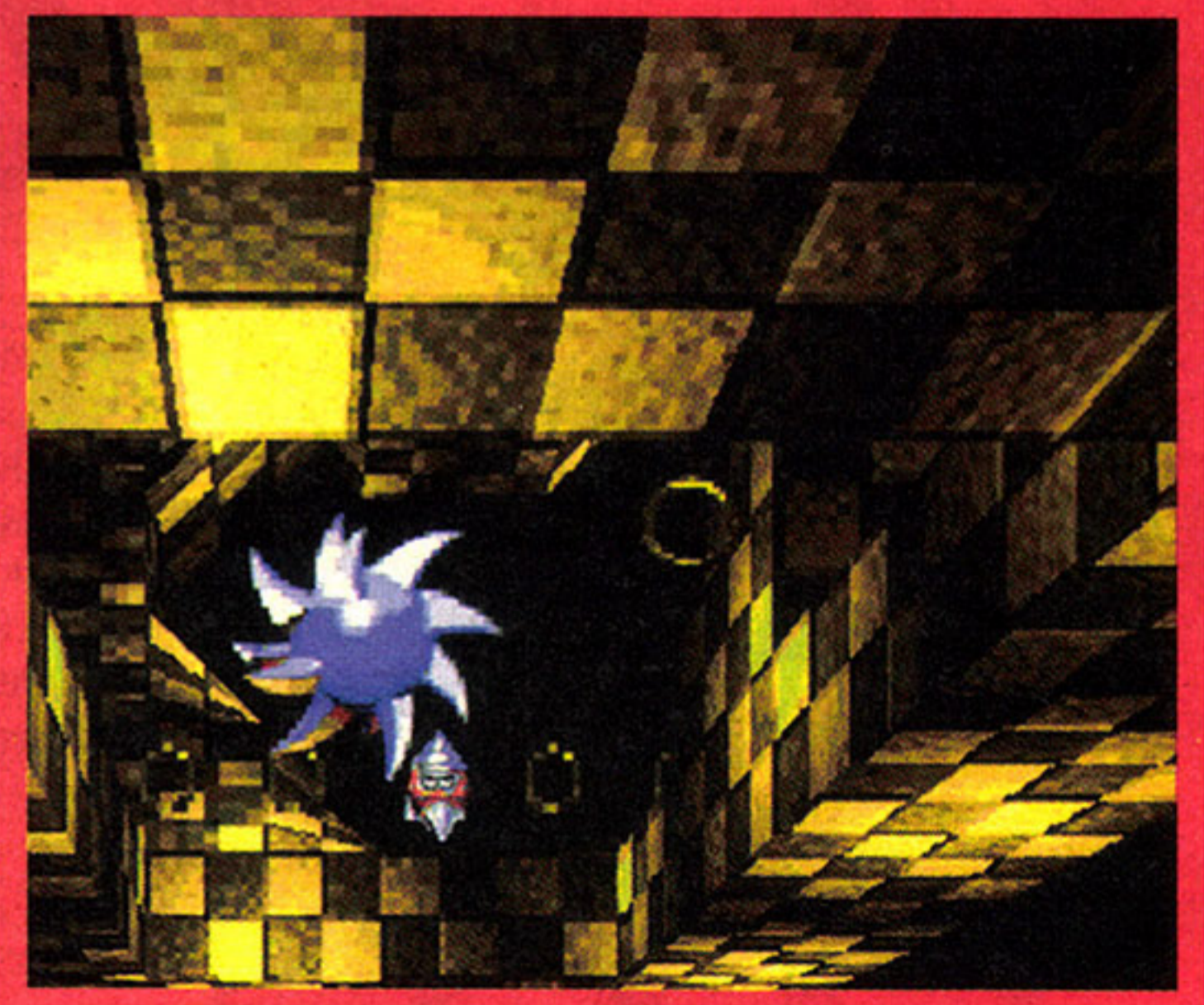
This conceptual image of the Crystal Frost level conjures up images of a slippery 3D ride through a dangerous world.



Here we see the Hedgehog in his natural habitat!



Sonic's standard spin move takes on a deadly new twist!



The Story-line: Sonic Saves The Day

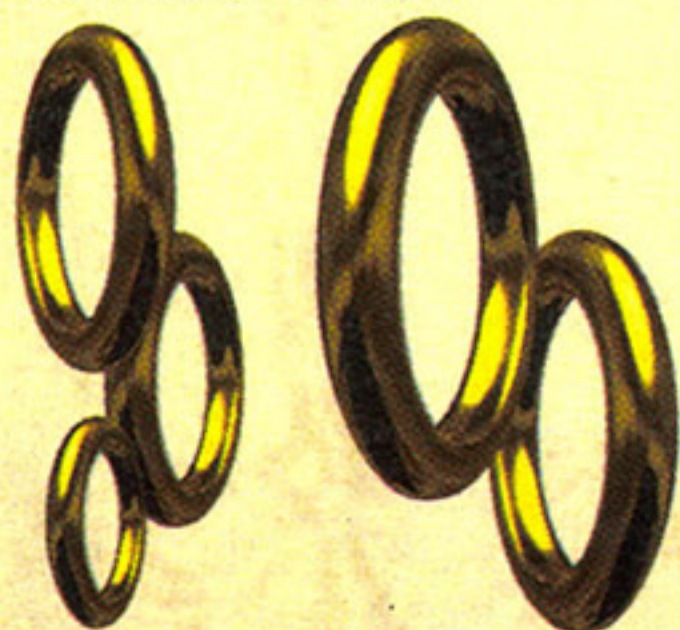
The new story introduces two new characters — one, an old man named Professor Gazebo Boobowski and the second, his daughter Tiara B. Neither character is playable in the game but they are both well-represented in the game's cinematics and there is always the possibility of future involvement in later adventures.

As with every great hero, Sonic's greatest joy in life comes from saving his friends from the clutches of evil, and in *Sonic X-Treme*, very little has changed! At the beginning of the game, we find Sonic doing a little surfing when he sees the Bluestreak distress signal in the sky. The signal is coming from Professor Gazebo Boobowski and his daughter Tiara B (Sonic in Drag? You make the call). Keepers of the six magical Rings of Order, and the castle wherein they practice the ancient art of ring smithing, Boobowski and Tiara are in fear that Dr. Robotnik, Sonic's arch-nemesis, is after their precious rings. Dr. Robotnik has, at this point, already made one attempt at stealing the Rings of Order. It is determined that only Sonic can fight off Robotnik's attempt and to do so, he will need to collect the six rings himself. From there, Sonic sets off to gather the six magic Rings of Order, battling Robotnik's Badniks all the way. Just another day in the life of a super hedgehog.

Even after all of the new 3D upgrades, that traditional Sonic feel and look cover every inch of the game.



With grand plans like this conceptual image of the Red Sands level, we can see that the Sonic Team means business.

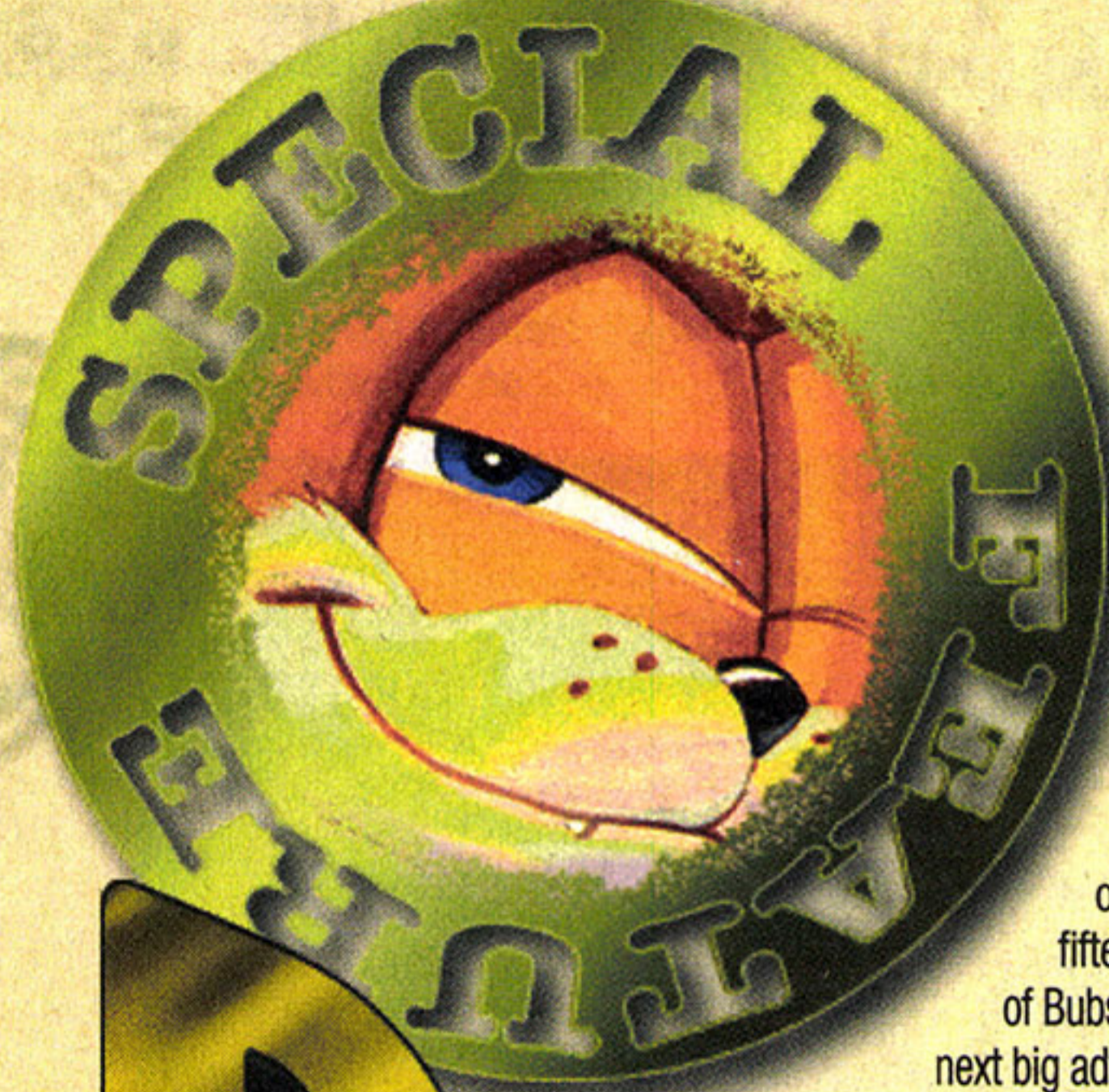


Playing around in a jungle level like Jade Gully is exactly the kind of excitement the Sonic Team feels gamers are eager to experience.



Could it be true? Could Sonic be into cross dressing? No, not as far as we know, but it is possible that Sonic could be developing a new love interest. Stay tuned for highlights on this week's Animal Kingdom.





What's got more attitude than a 2D bobcat? Come on... that's an easy one.



When you think of the big 16-bit side-scrolling action games, names like *Sonic* and *Mario* top a very long list. However, somewhere in the confusion, surfaced a bobcat with all the attitude of a first-class side-scrolling mascot, and that bobcat was named Bubsy. Fast-forward a few years through one less-than-stellar 16-bit sequel and the emergence of a new 32-bit market and we find ourselves on the verge of discovering a whole new side to Bubsy. Over the past fifteen months, Eidetic has been working with the character of Bubsy in an effort to send him into a totally 3D world for his next big adventure. It's done it.

Bubsy 3D takes the very essence of a side-scrolling action/adventure game and turns it

into something completely new. Playing games in a 3D polygonal world is not exactly new to PlayStation and Saturn owners, but never has a world so large and involved been attempted on either platform. From the following early look at the game, everything seems to be working just fine. Add tons of creative enemies, pin-point timing and plenty of hopping around on floating platforms and you've got the very ingredients of a successful platform game (2D or 3D). For many developers this would have been enough, but the creators of this game were too excited to stop there.

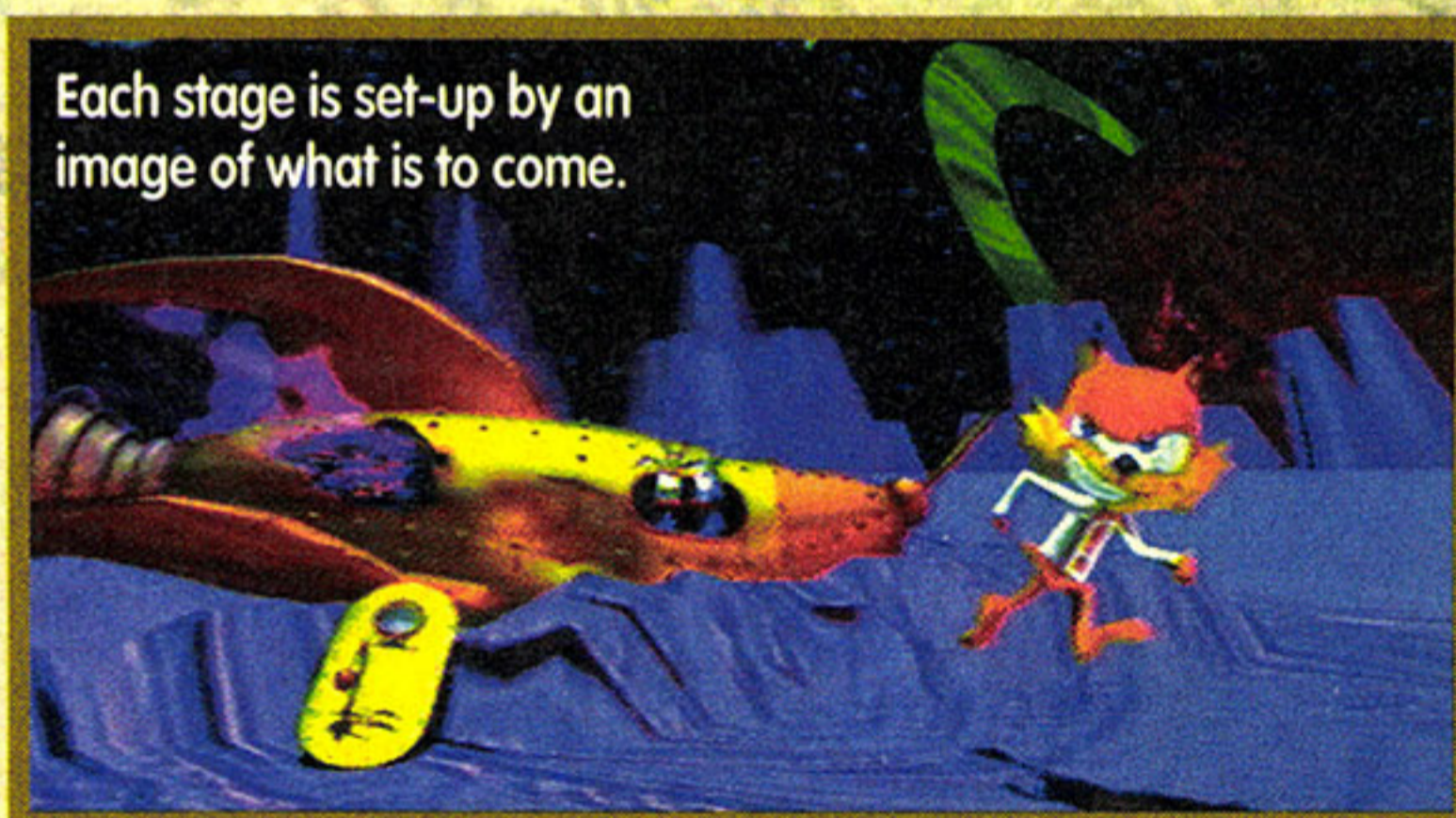
Technically speaking, expectations for the game are all extremely high, including a frame rate of 30 fps, high-resolution graphics and more polygons than you'd expect to see in this kind of game. The real excitement, however, comes from the time and effort put into the details of the game's development. Particularly proud of its lo-tech approach to animation, every single frame of motion in the game is first created in pencil form and then later translated to 3D, giving it a real old-school cartoon feel. Also, add interactive 3D music and sound effects and the immersive quality of the game gets that much bigger.

What's even more exciting still, is the pain-staking effort to create intricately designed levels filled with secret rooms and puzzle-like patterns that take the game beyond just another action/adventure game. Look for *Bubsy 3D* on PlayStation and Saturn in the near future.

BUBSY 3D



Working your way through the valleys of the game is a rewarding process of trial and error.

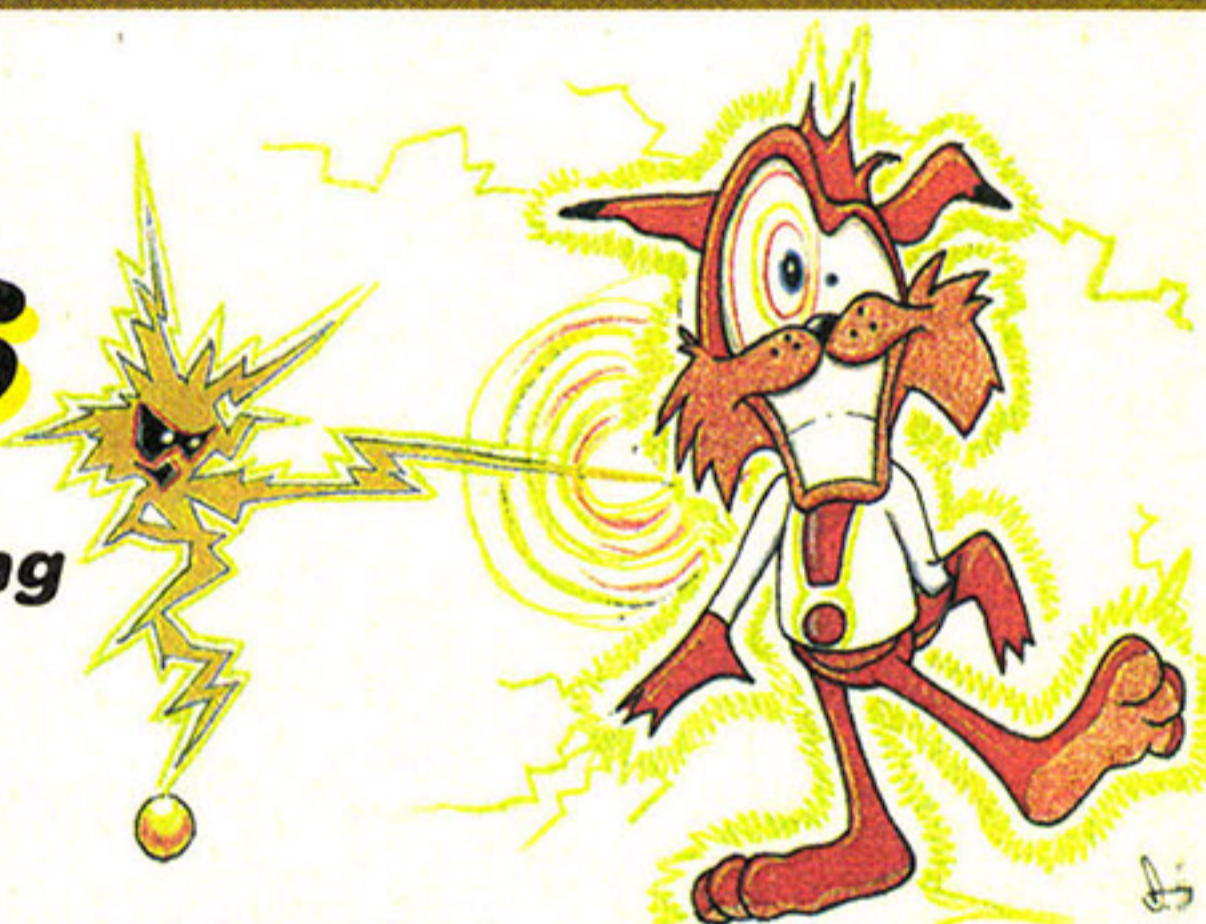
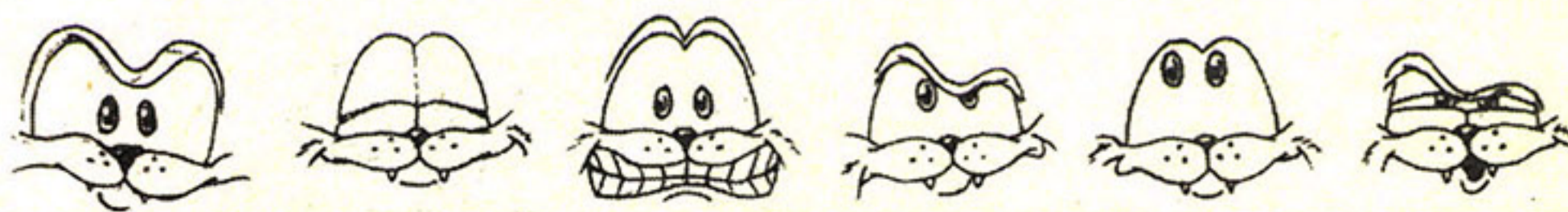


Each stage is set-up by an image of what is to come.

MEAGER BEGINNINGS

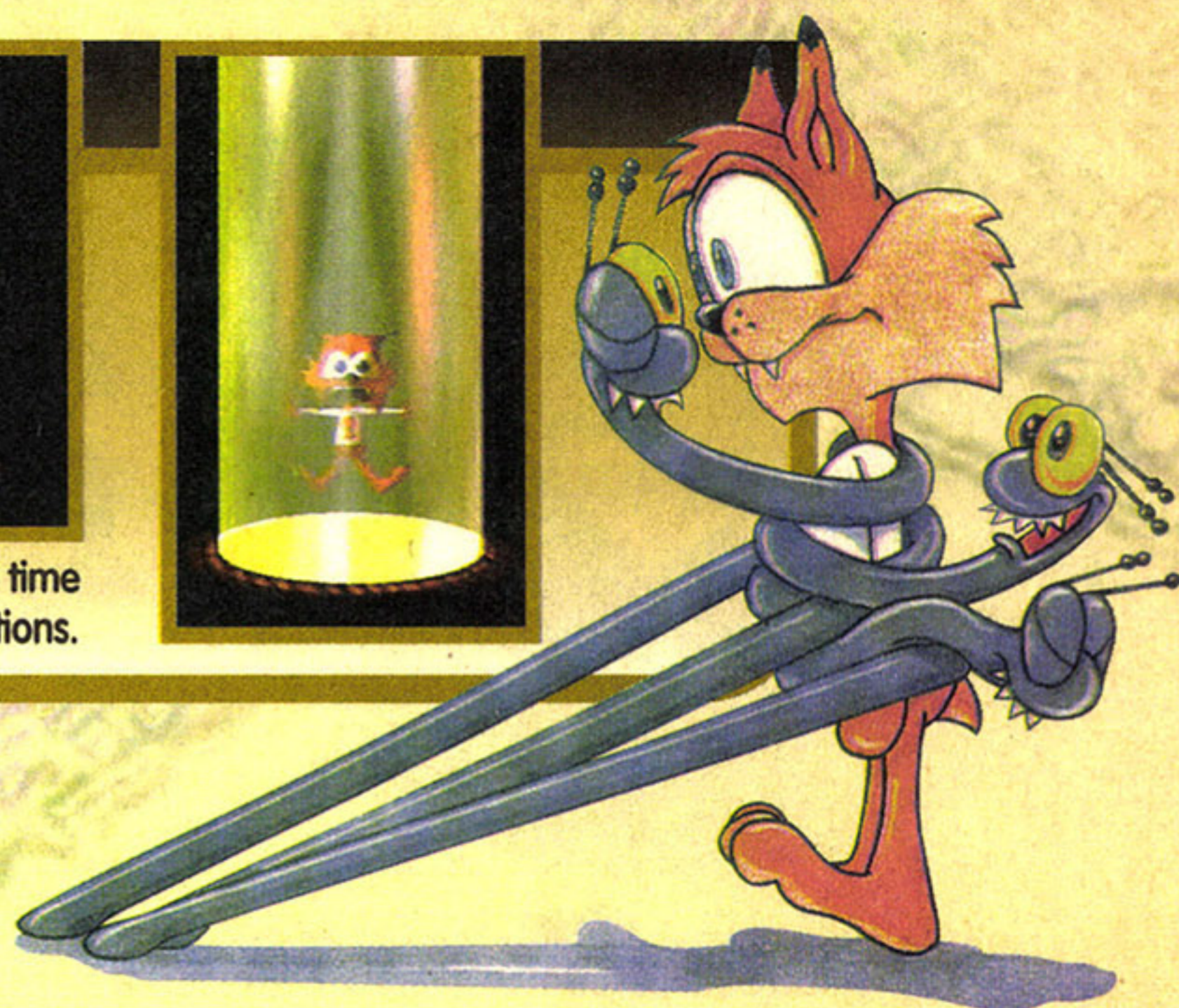
You might be tempted to think the pencil is a thing of the past in video game development. Think again.

The developers of *Bubsy 3D* live by the pencil sketch and the ultra-smooth end-effect shows-off this technique in a big way. The illustrations shown below are all actual sketches from early game design and most are represented in the game in some form or fashion. In a day and age when most developers are willing to let the computer do most of the work, *Bubsy* developers Eidetic simply won't have it.



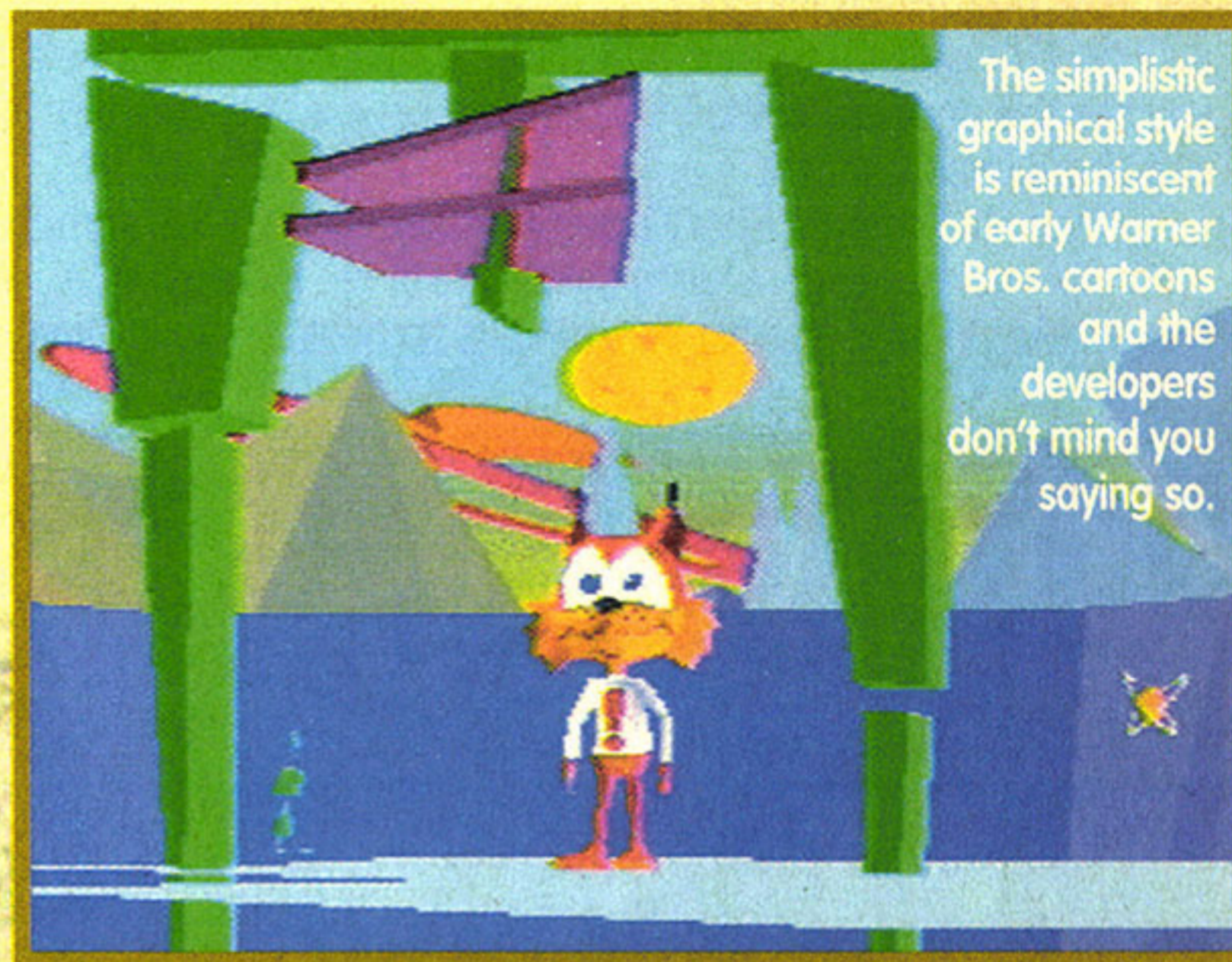
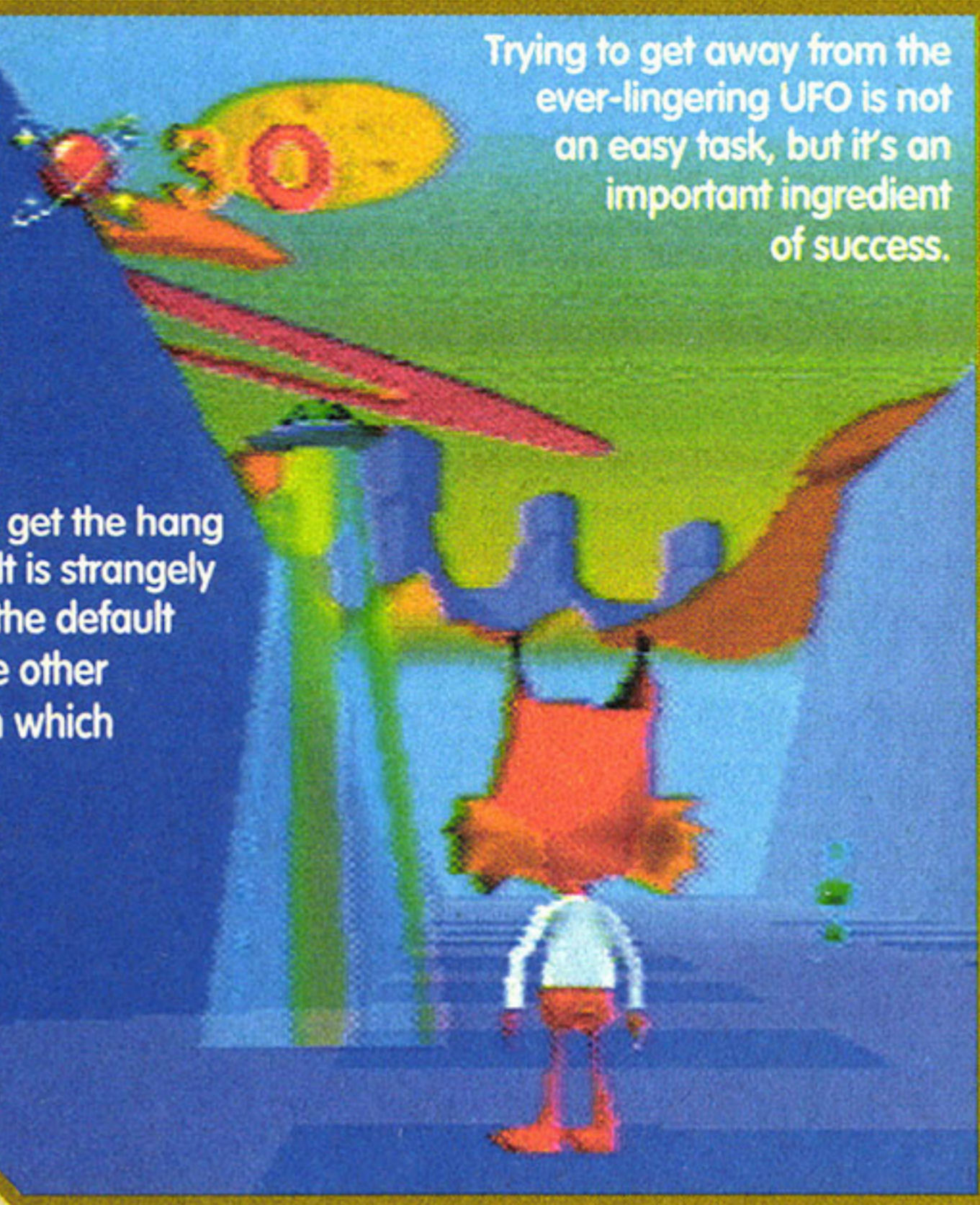


The death scenes are a big part of the humor of the game. With tiny little details revealed each time they play, these are far from filler animations.



Trying to get away from the ever-lingering UFO is not an easy task, but it's an important ingredient of success.

While it takes a few seconds to get the hang of the controls, the end result is strangely intuitive. If you don't like the default setting, there are three other configurations from which to choose.

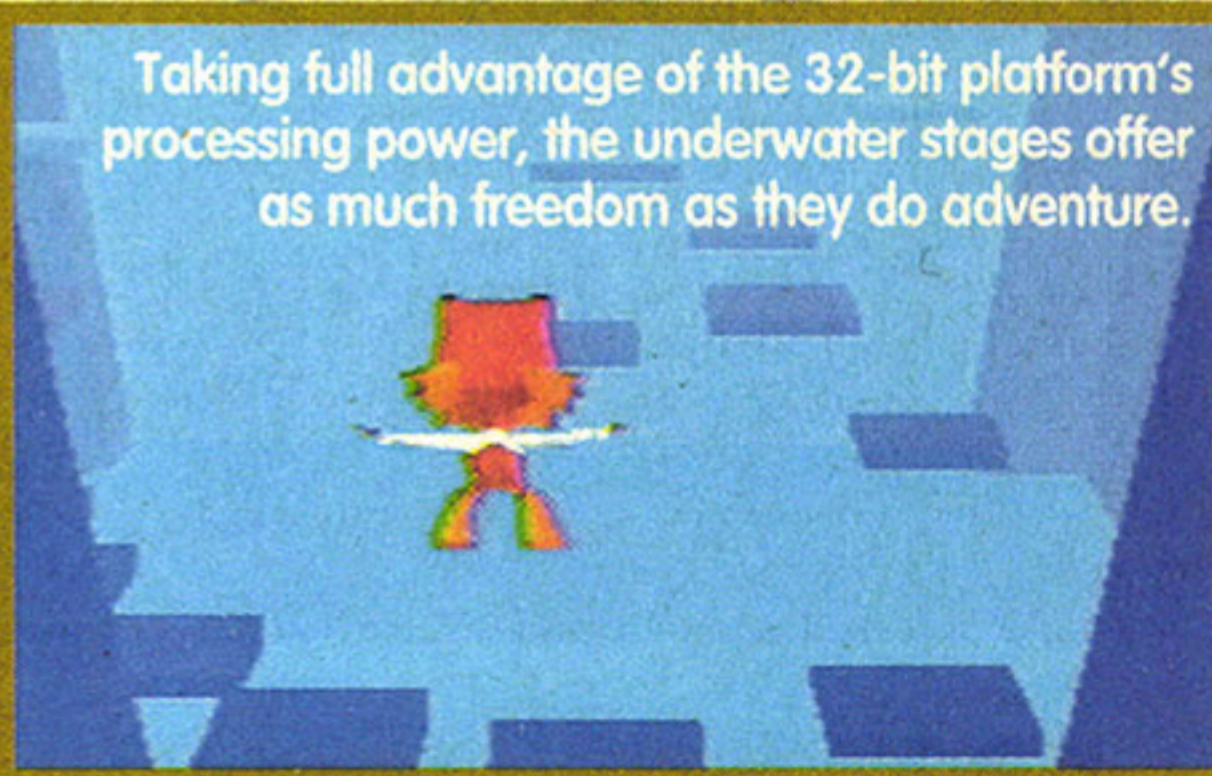
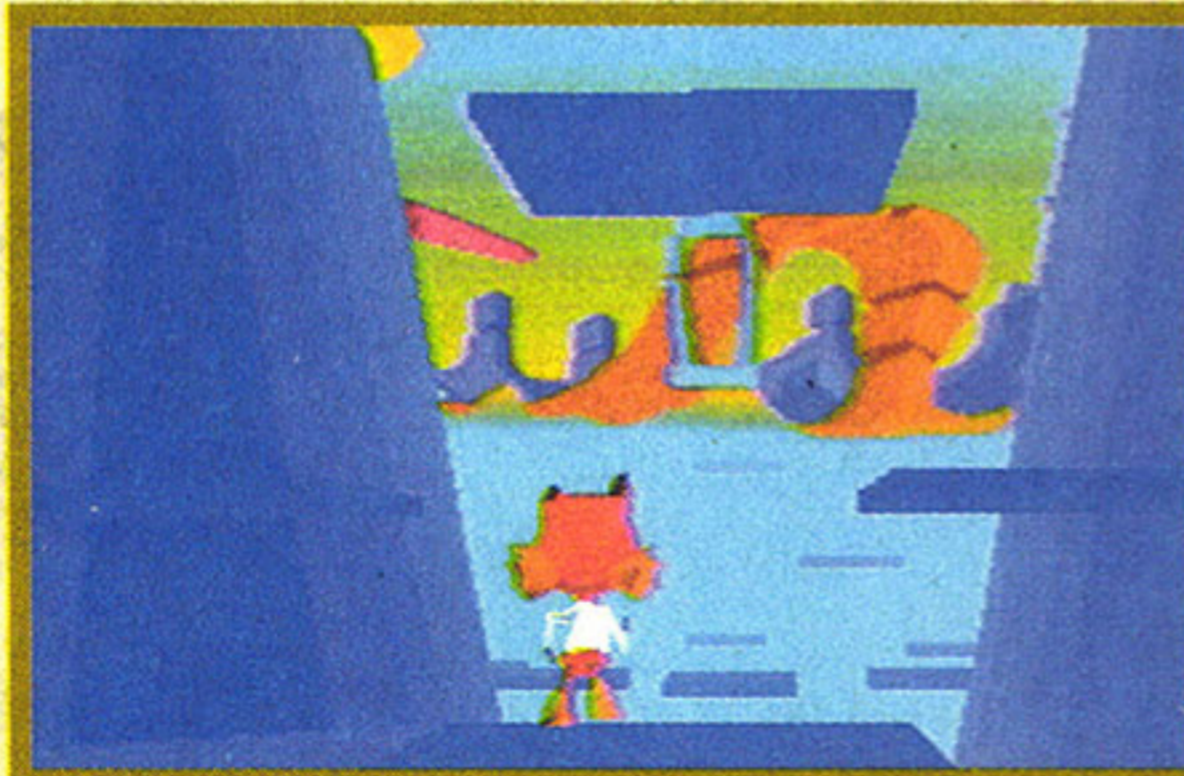


The simplistic graphical style is reminiscent of early Warner Bros. cartoons and the developers don't mind you saying so.

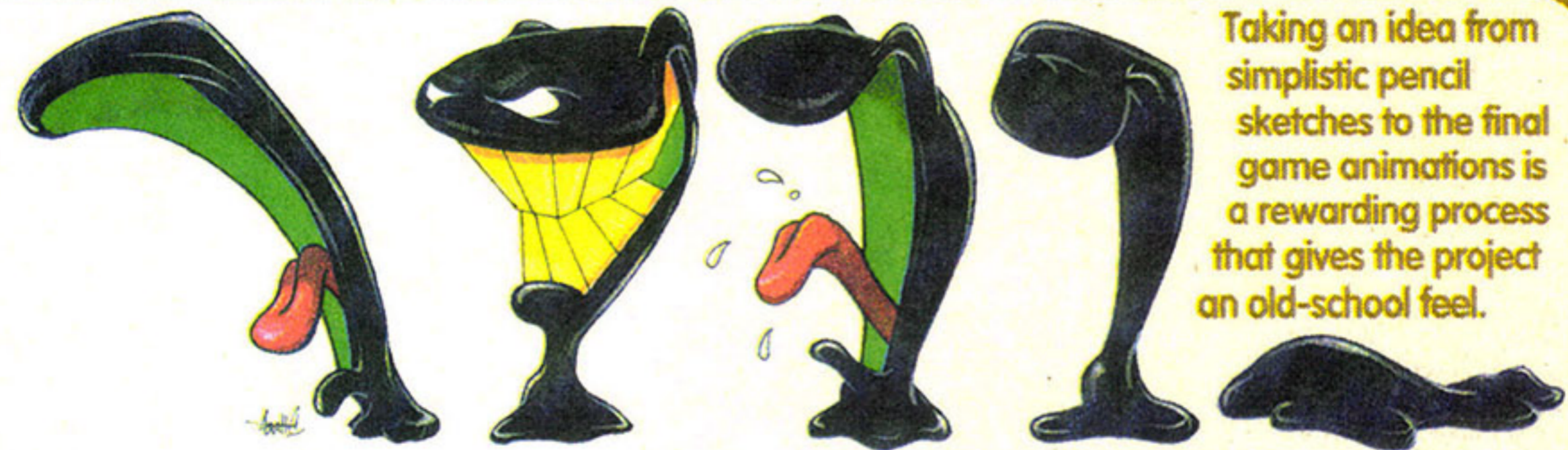
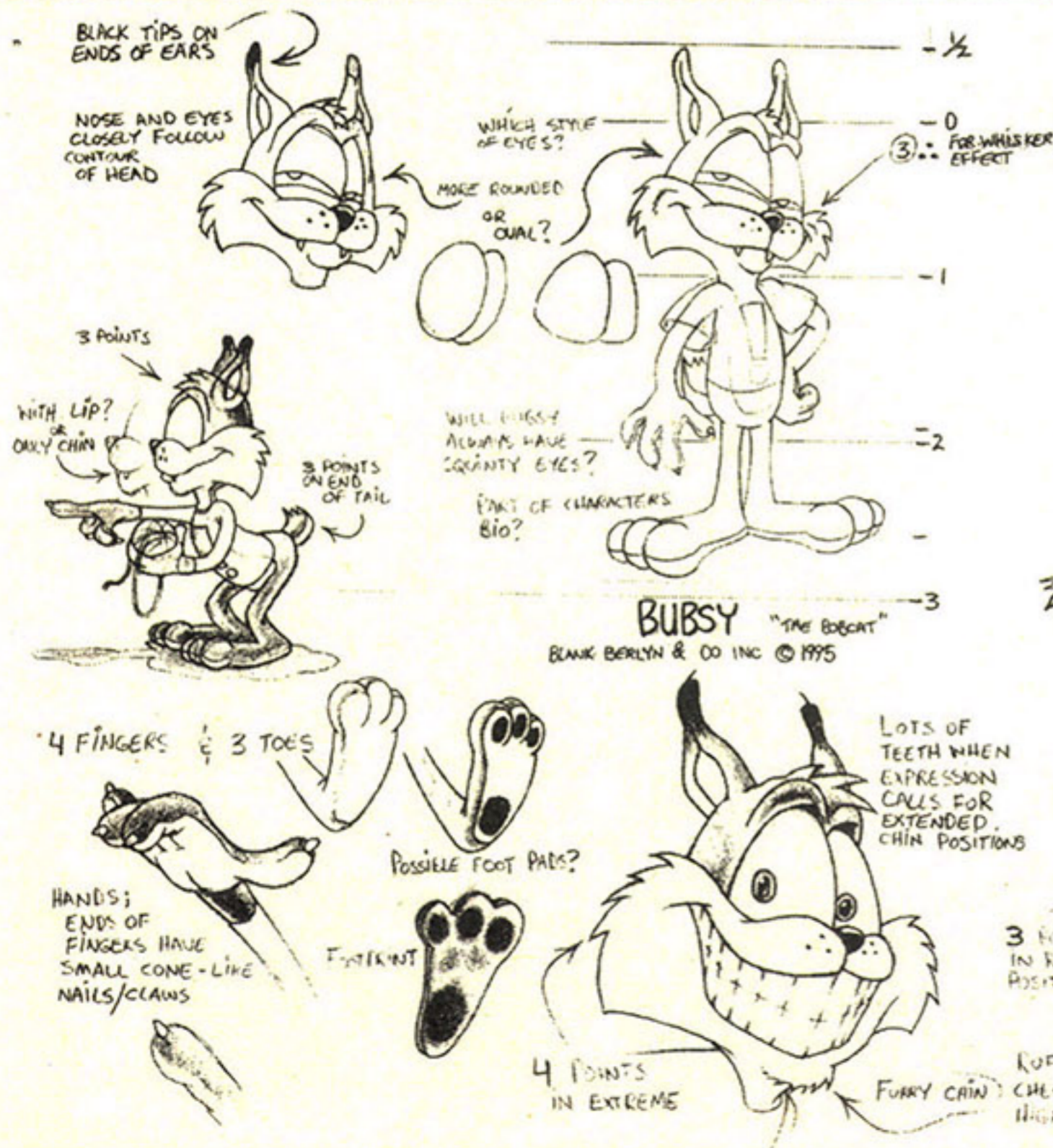


Figuring out the complex patterns and routes to take throughout the game is as much part of the overall fun as battling a big boss.

Encountering 'Woolies' in many shapes and forms is all part of the fun, but taking them out is the real challenge.



Taking full advantage of the 32-bit platform's processing power, the underwater stages offer as much freedom as they do adventure.



Taking an idea from simplistic pencil sketches to the final game animations is a rewarding process that gives the project an old-school feel.



In establishing all of Bubsy's subtle facial expressions, actions and general characteristics, the artists at Eidetic created tons of hand-drawn sketches meant to bring Bubsy to life.





Final Fantasy Fantasy

Yeah, I know, I know — we just had a feature on this game last issue, but hey, when a game this big comes along, we pack the pages with as much stuff as we can get our hands on! This month we take an even closer look at one of the most eagerly-awaited next generation games, with loads more info and screens. The only problem is that you're gonna have to wait until '97 before you see this one here in the US (unless, of course, you can read Japanese and can afford import prices).

Since the original *Final Fantasy* hit Japan's Nintendo Famicom back in 1987, the series has gone on to sell a total of ten million copies, with each new version topping the last in depth and technology (*Final Fantasy II* was the

first 16 Mbit game ever, and *Final Fantasy VI* was the first 24 Mbit game). With Square's ever-growing need for more memory to hold bigger and bigger adventures, it only makes sense that the next *Final Fantasy* game make the transition to CDs, which can hold tons more memory than the largest cartridge. Still, the adventure in *Final Fantasy VII* is said to be so huge, Square needed TWO CDs to hold it all!

By pairing some of the best videogame talent in the world with the hottest computer graphics designers in Square's new LA facility, it looks as if *Final Fantasy* is primed to set the standard for RPGs yet again. Look for the Japanese release in early December, with a US release tentatively scheduled for the first quarter of next year. Until then, drool over these pictures and suffer, gang.

game screens

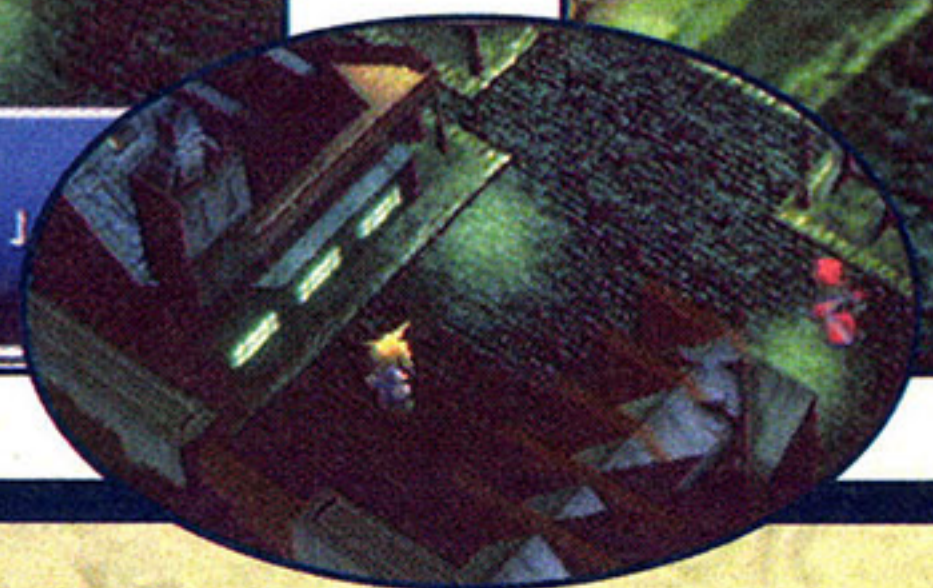


When I first looked at the slick SGI-rendered backgrounds and the smooth 3D characters, I thought to myself, 'Sure, these look cool. Now let's see the actual game'. Then I saw these game screens... (gasp)!

This game just looks phenomenal. Amazing, even. Square really took advantage of the PlayStation's massive color palette, giving the environments a rich, realistic look. But the most impressive thing about these screen shots is that they show hints of real gameplay to go along with those gorgeous graphics, letting us know that, along with the incredible 3D modeling, Square's also found the time to make a game, too.



クラウド「目標は北魔晄炉だ！
ザコにはかまわず進め！」



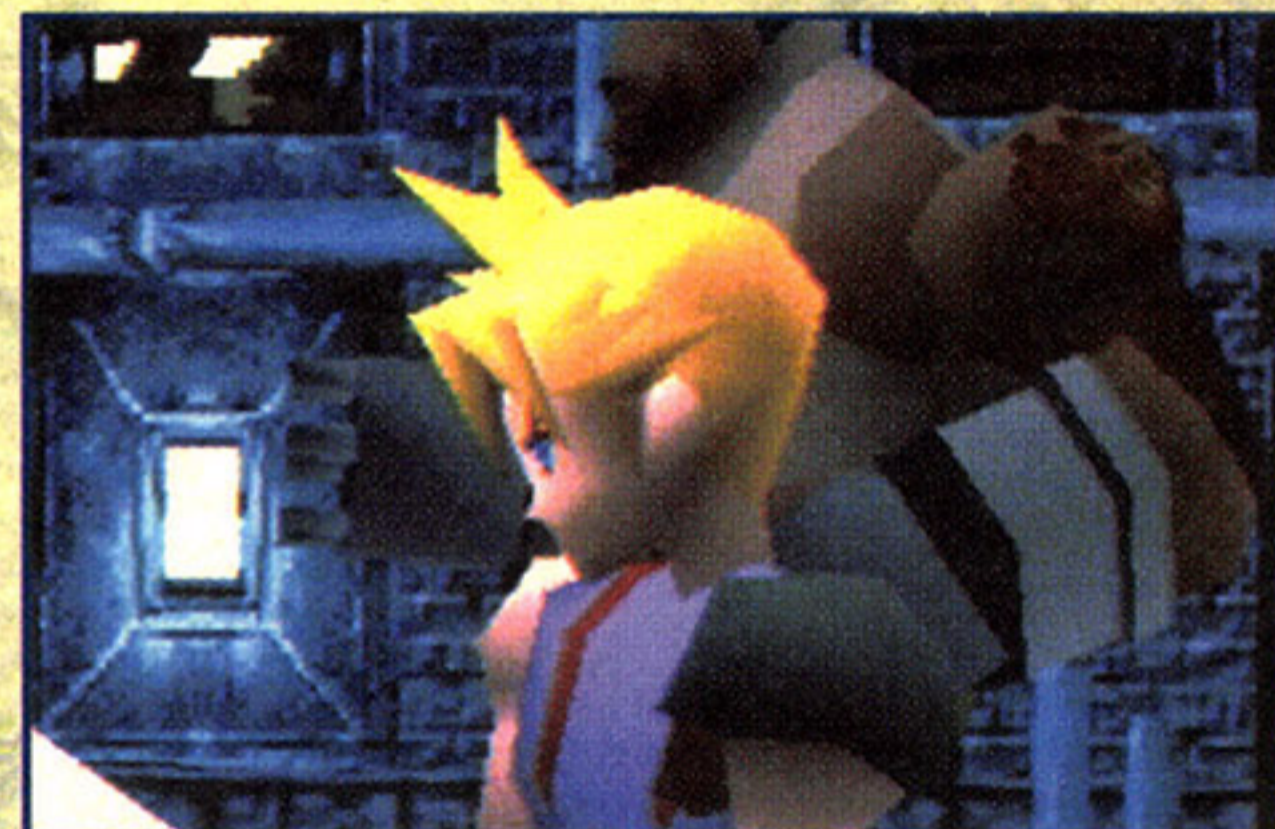
More of a Good Thing

combat screens

NOW this is what I expected from a 3D RPG — traditional RPG gameplay with boosted 3D graphics. Often times, the newer 'next-generation' RPGs stray too far from the classic elements that define the genre, giving us a great-looking game but not a great playing one. Thankfully, Square's unparalleled role-playing expertise shines through.

Notice the rolling 3D hills in the distance, and the beautiful sky behind them. I don't want to just roleplay there, I want to *live* there.

From this angle you really get the feel of standing beside your heroes in the front line, all without the unpleasant risk of injury!

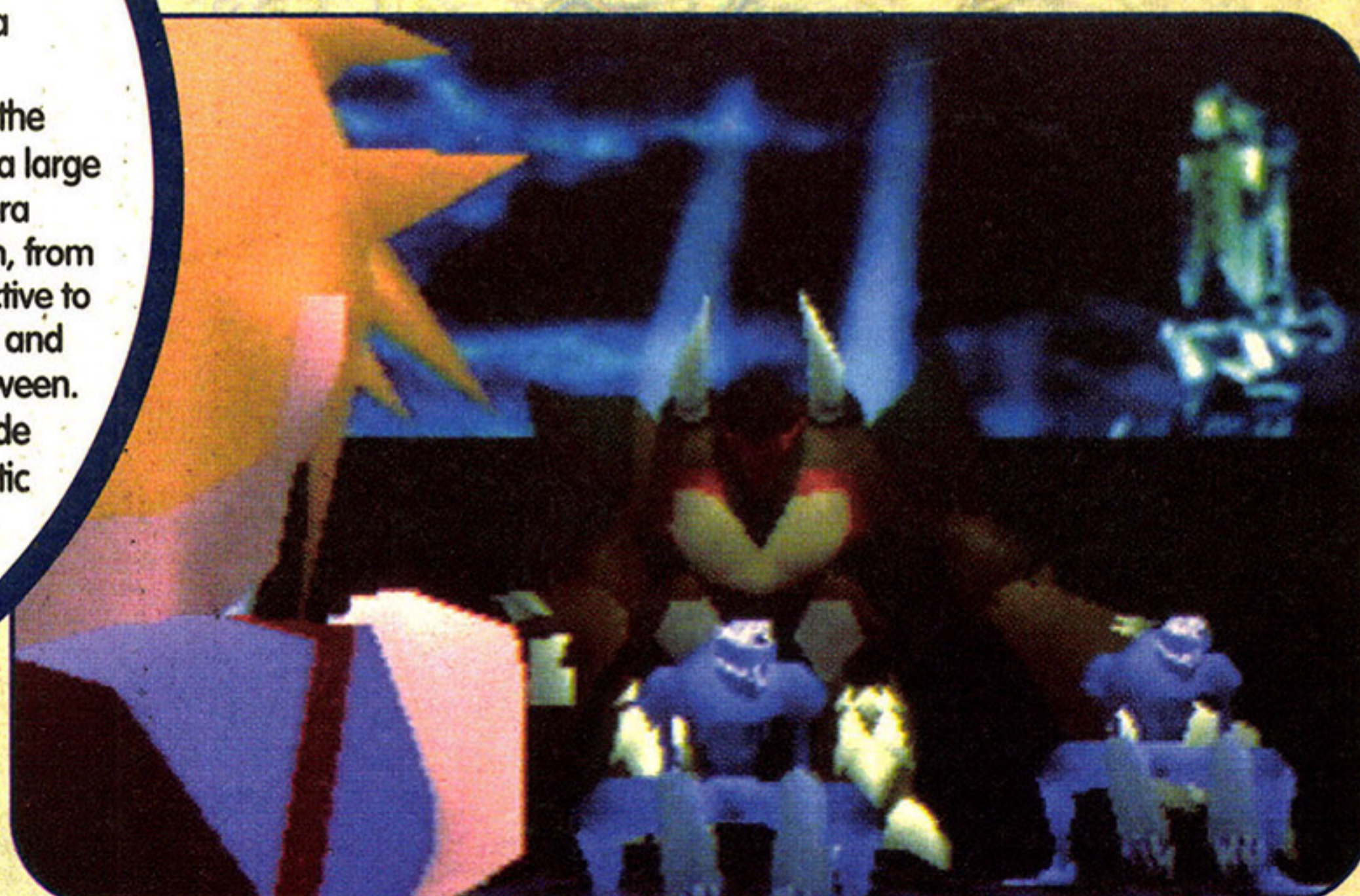


From the enemy's-eye view, you get to experience what it's like to receive a beating, as well as dish one out.

Unlike the rest of the game, where 3D polygonal characters are imposed over pre-rendered 2D backgrounds, the combat mode goes all-out with a fully-3D environment.

Because of this, the player can choose from a large number of pre-set camera angles to view the action, from your character's perspective to the enemy's perspective and nearly every spot in-between.

The combat mode also boasts some fantastic special effects, especially when it comes to magic!



Rendered Backgrounds

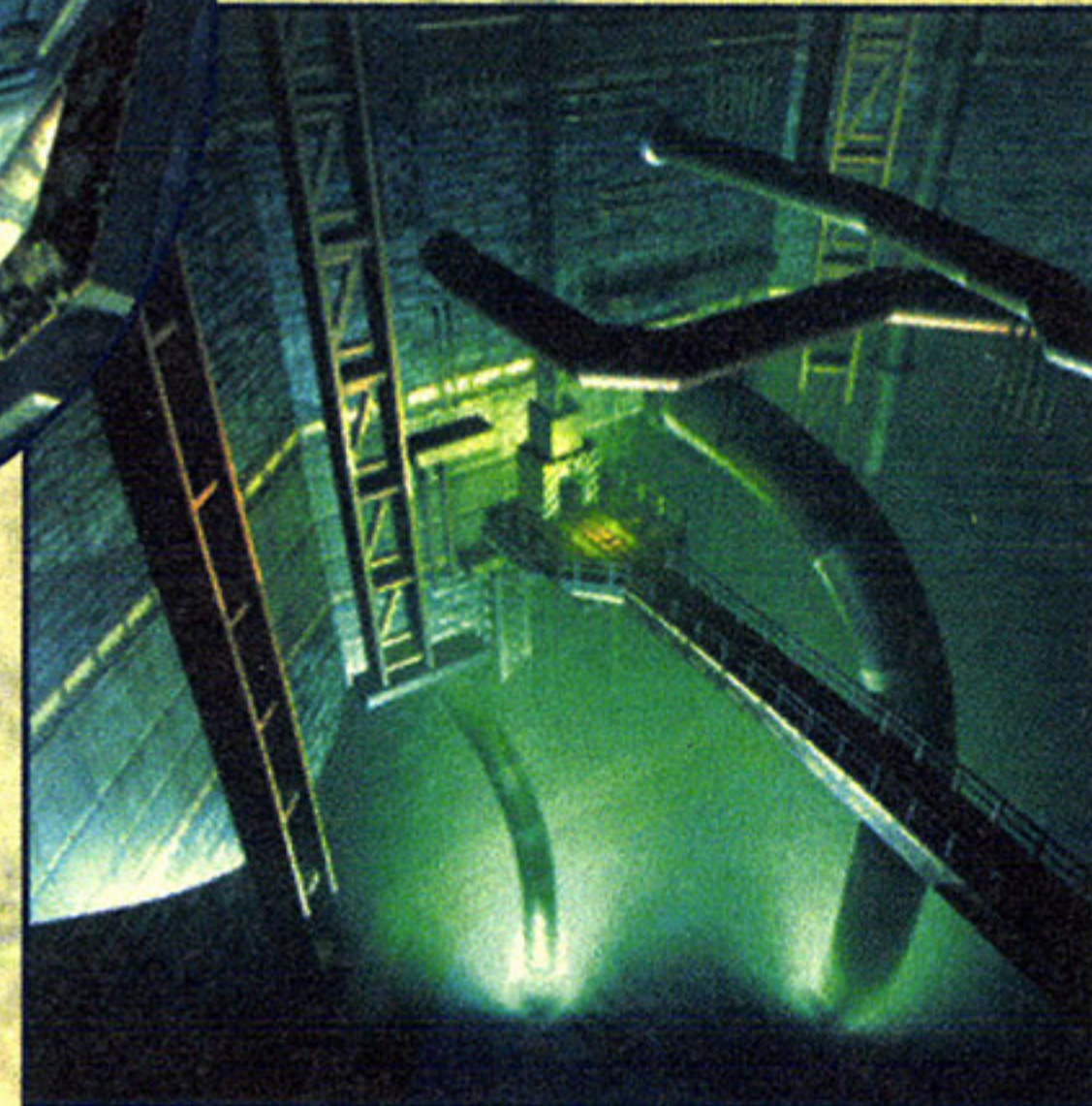
When Square first opened the doors of its new Los Angeles-based design house, many wondered if the company had lost its focus. After all, what would a Japanese videogame company that sells only RPGs, want with a big-time Hollywood production house?

Answer: Graphics, graphics and only graphics.

While the big brains back in Japan focus mainly on getting the gameplay right, Square's LA branch focuses solely on cranking out the best-looking 3D environments possible.



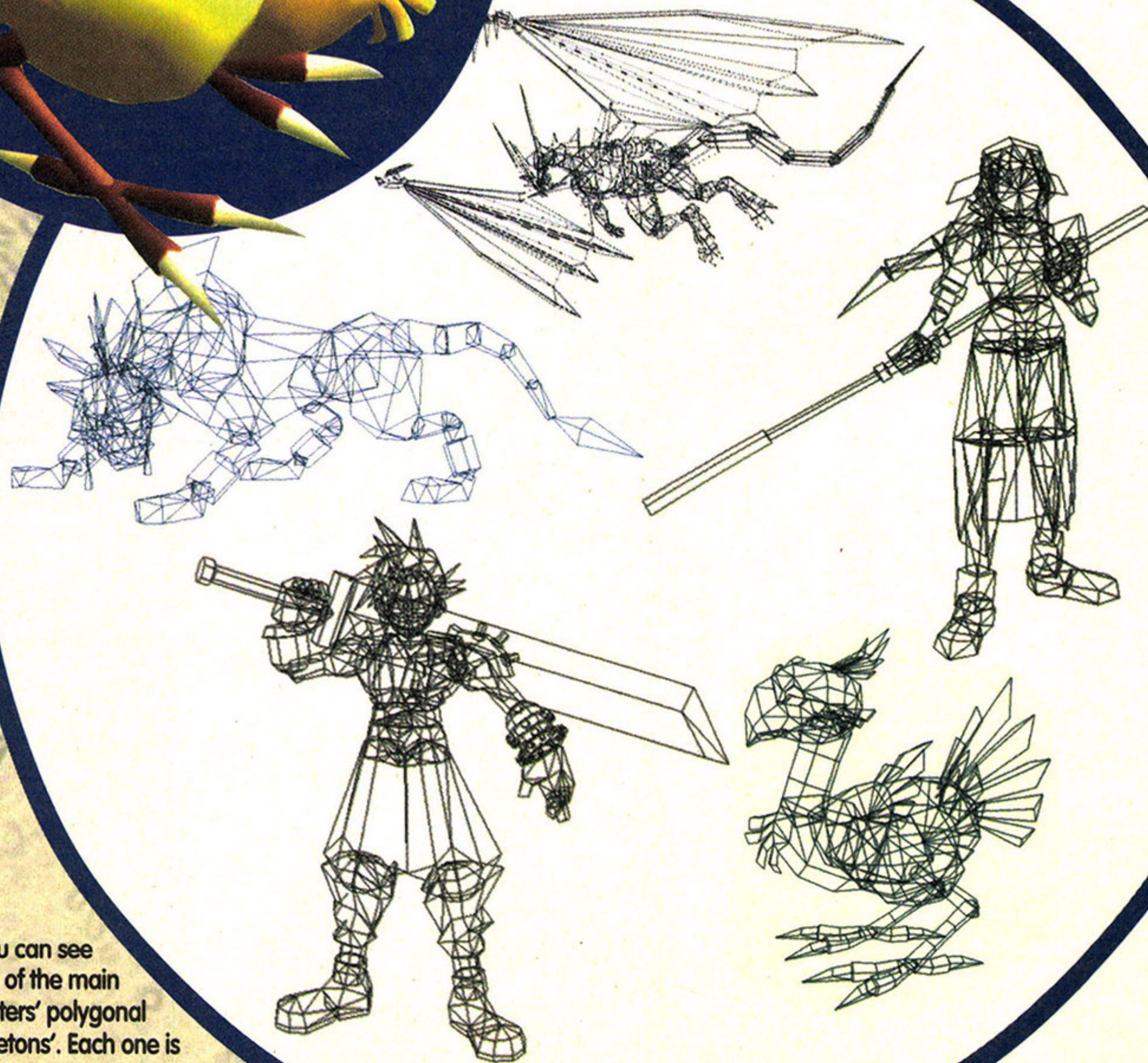
Square's Los Angeles-based graphics workshop has really outdone itself. The 3D-modeled backgrounds are so real, so elaborate, that the player should become lost in this adventure more than any other to date.



These backgrounds look fantastic, but they should look this good if done on a high-end graphics workstation. What's impressive is that they look nearly as perfect on the PlayStation.



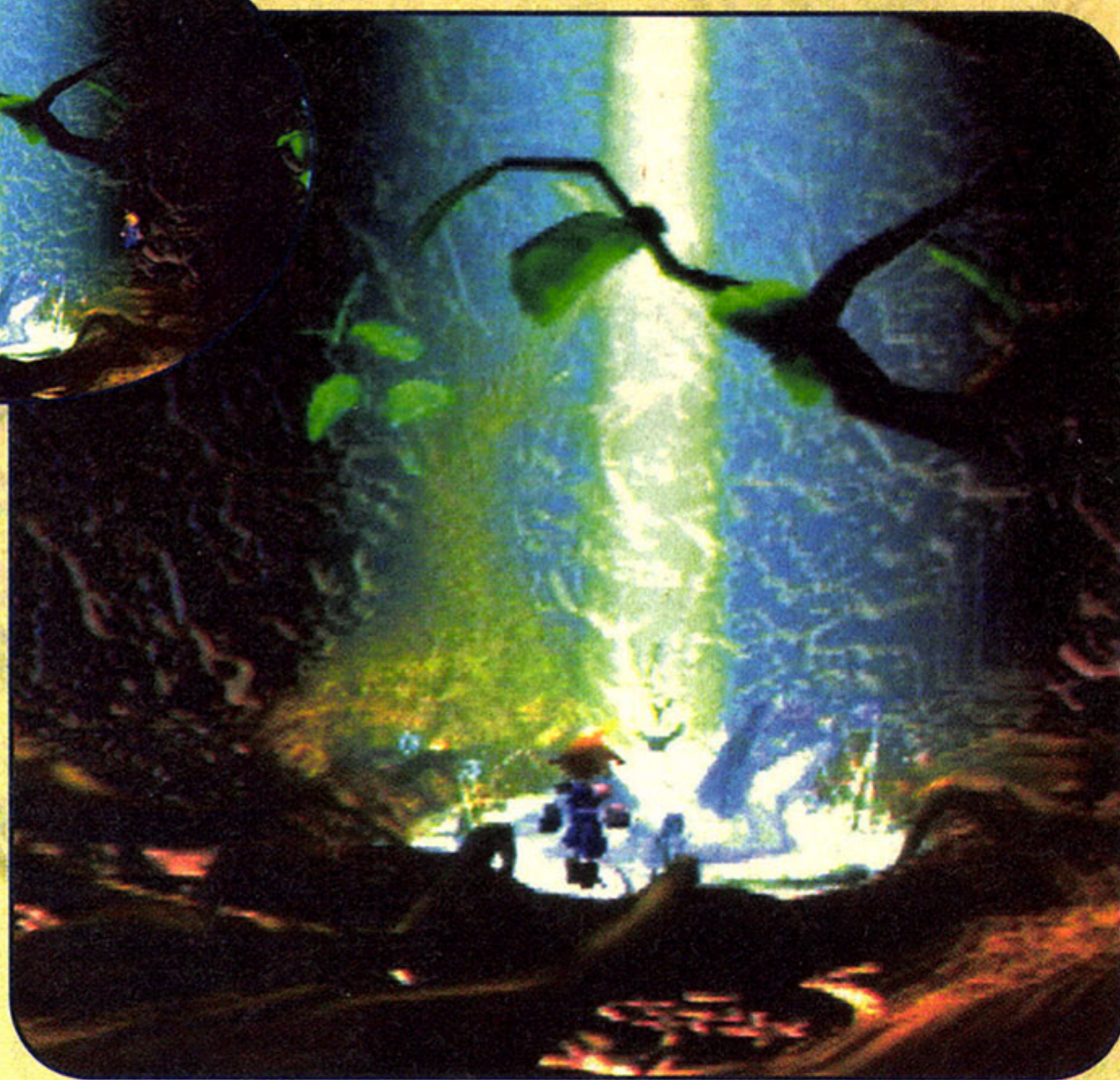
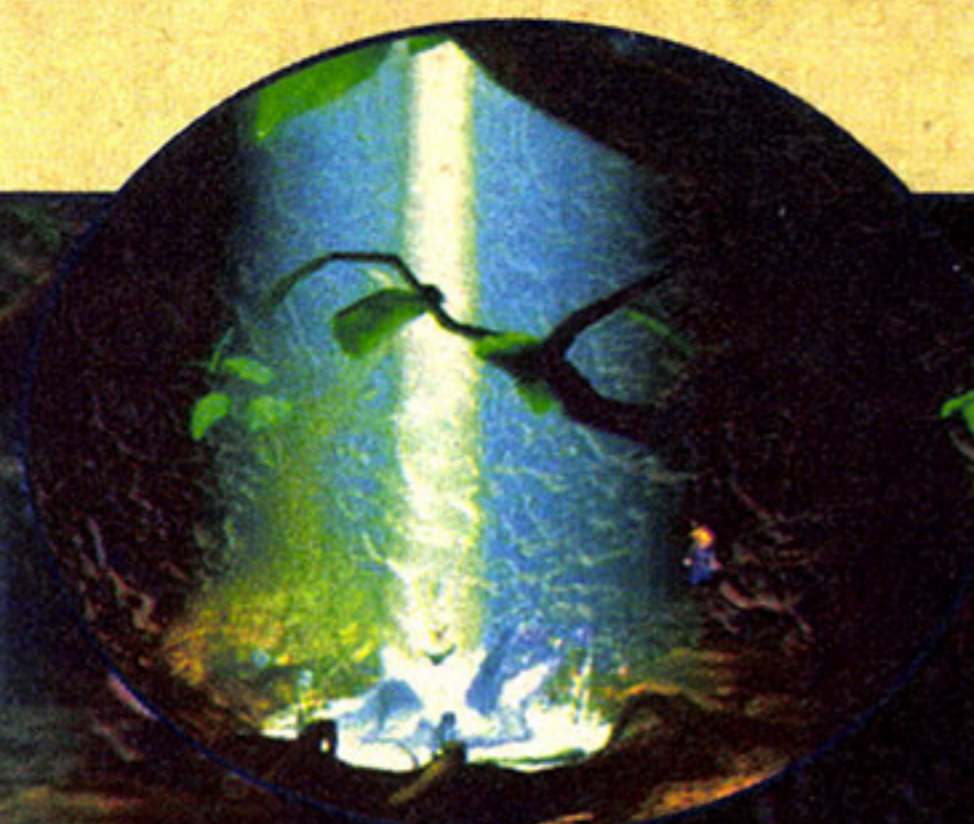
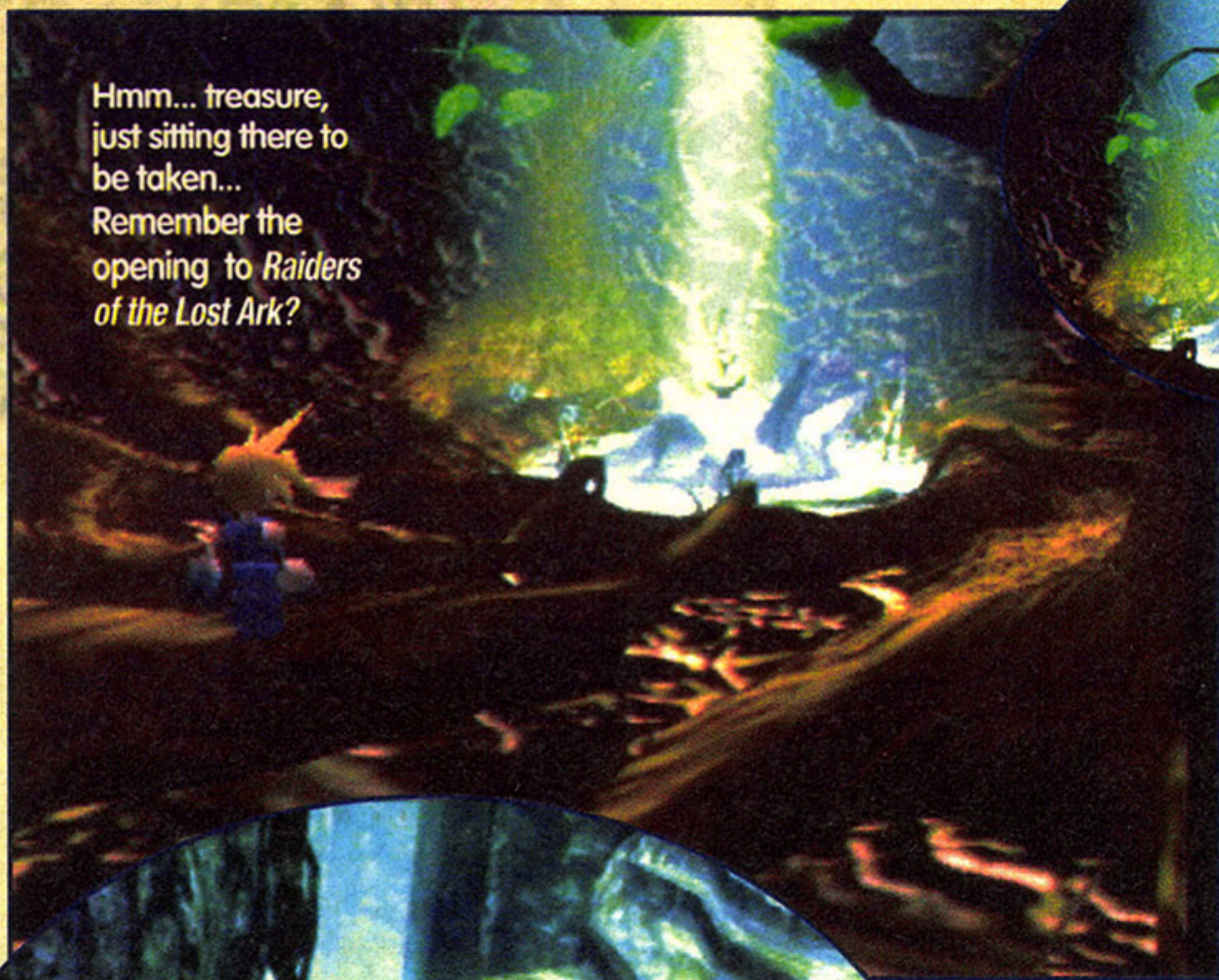
character models



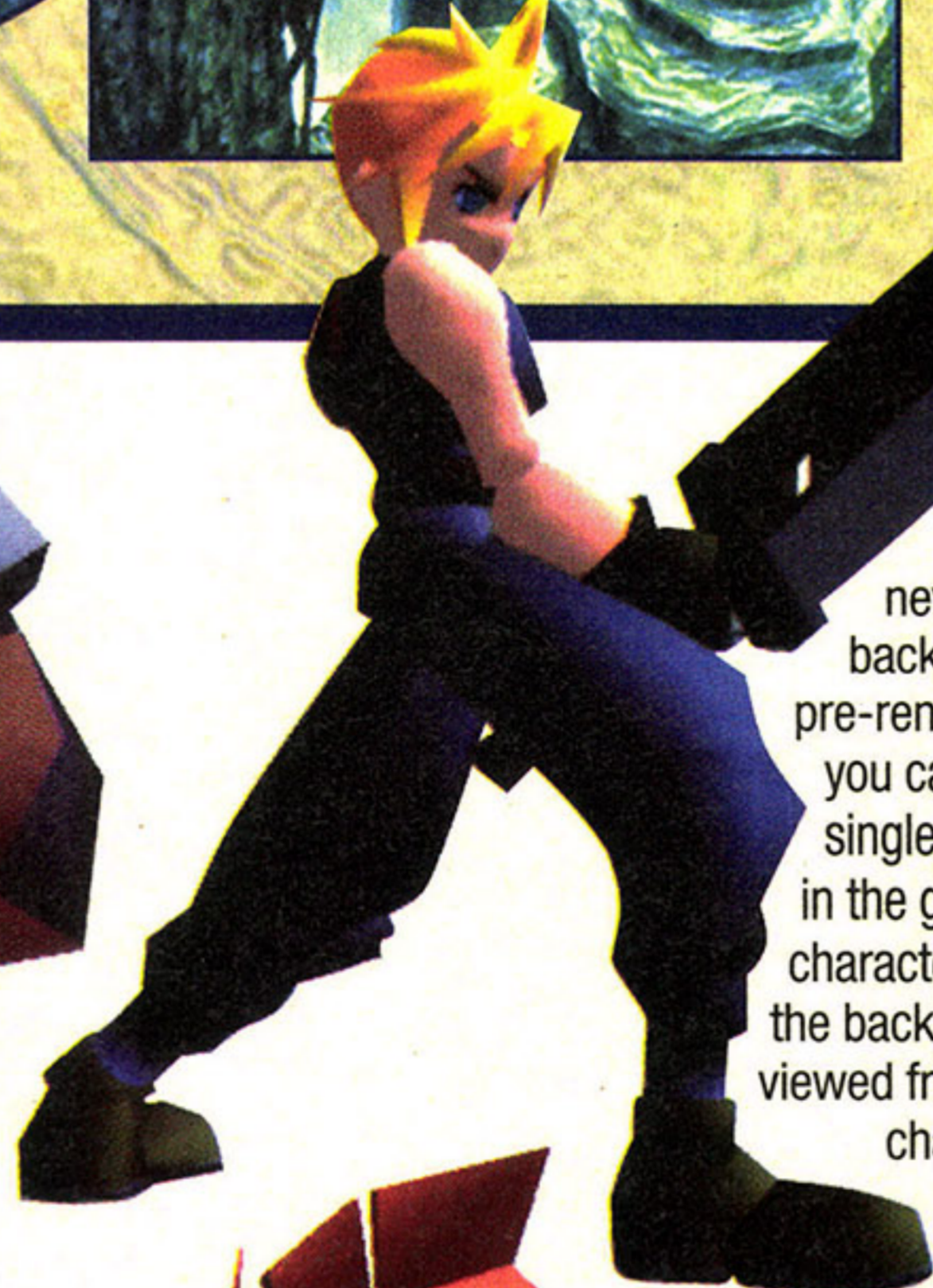
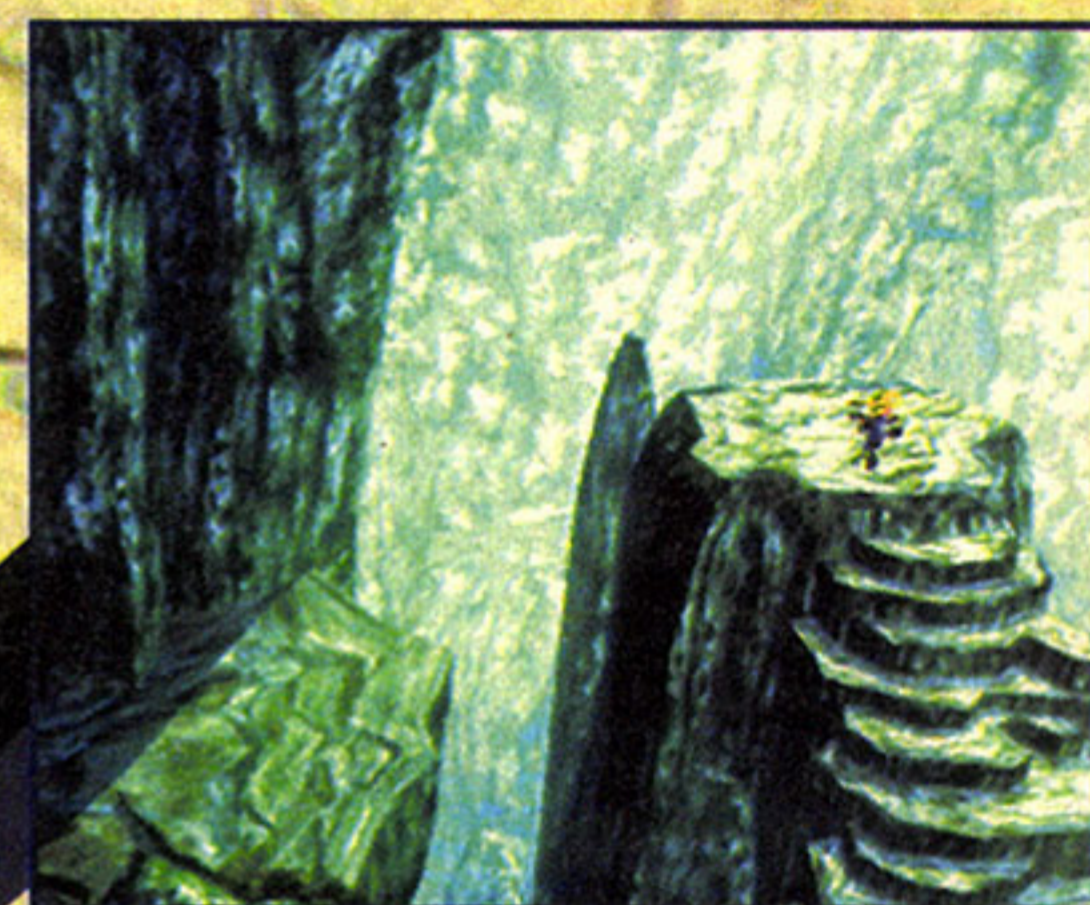
Here you can see some of the main characters' polygonal 'skeletons'. Each one is very complex, using a large number of polygons.



Hmm... treasure, just sitting there to be taken... Remember the opening to *Raiders of the Lost Ark*?



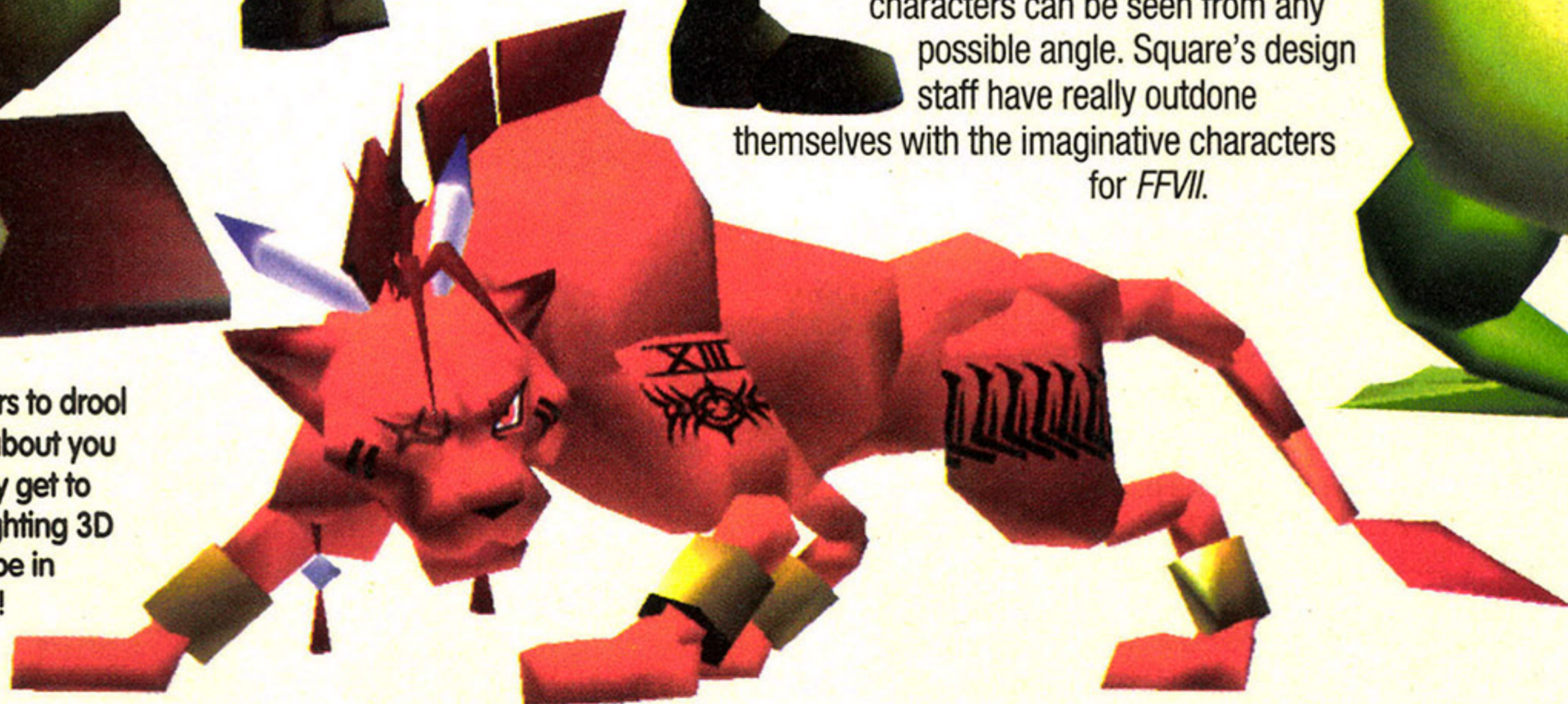
Dramatic lighting effects are used to give every background that extra bit of unparalleled realism — simply amazing. Have you figured out that I like this game yet?



Flying dragons and little round-headed guys never looked so good! While the backgrounds may only be pre-rendered 3D images, you can bet that every single bad guy and good guy in the game is a fully-polygonal character. This means that, while the background screens will only be viewed from a single fixed perspective, the characters can be seen from any possible angle. Square's design staff have really outdone themselves with the imaginative characters for *FFVII*.



More 3D characters to drool over. I don't know about you guys, but if I actually get to control a karate-fighting 3D frog, I'm gonna be in Gamer Heaven!





TEKKEN 2

New Moves

The two new characters, Jun and Lei, got loaded up with some of the most spectacular combos and moves in the game. Lei's crazy (you could almost say 'drunken') fighting style has him hopping around for some amazing combos, while Jun uses several high-low combos to keep opponents off-balance. Old characters like Yoshimitsu were given several new moves for this game, like the insane Hari Kari maneuver. Press down + square + circle and Yoshimitsu turns his sword onto himself. This can be used to avoid humiliation or as an offensive weapon. If your opponent is behind you and close (or charging), you can use the Hari Kari to stab through your body and into his, doing equal damage to both. This works great if you've got more energy than your opponent, plus it shocks the hell out of people as well.

Yoshimitsu has also added several new sword maneuvers and combos. While Yoshimitsu got more moves than most characters, they all got some new toys to play with.

The general moves have also been extended in

Is the home version even better than the arcade — again?

We've been showing you screenshots of this game for some time now, but just before this issue closed, we got a finished Japanese version of *Tekken 2* for the PlayStation. After playing this game intensely for a few days, we can confidently say that *Tekken 2* could be the best PlayStation fighting game yet. The U.S. version isn't scheduled to ship until near Christmas time, but with any luck, Namco will reconsider and give us this one a little early. One reason Namco may reconsider is because of the new deal at Electronics Boutique, where you'll be able to buy the Japanese version now and even learn how to do the trick for your U.S. PlayStation.

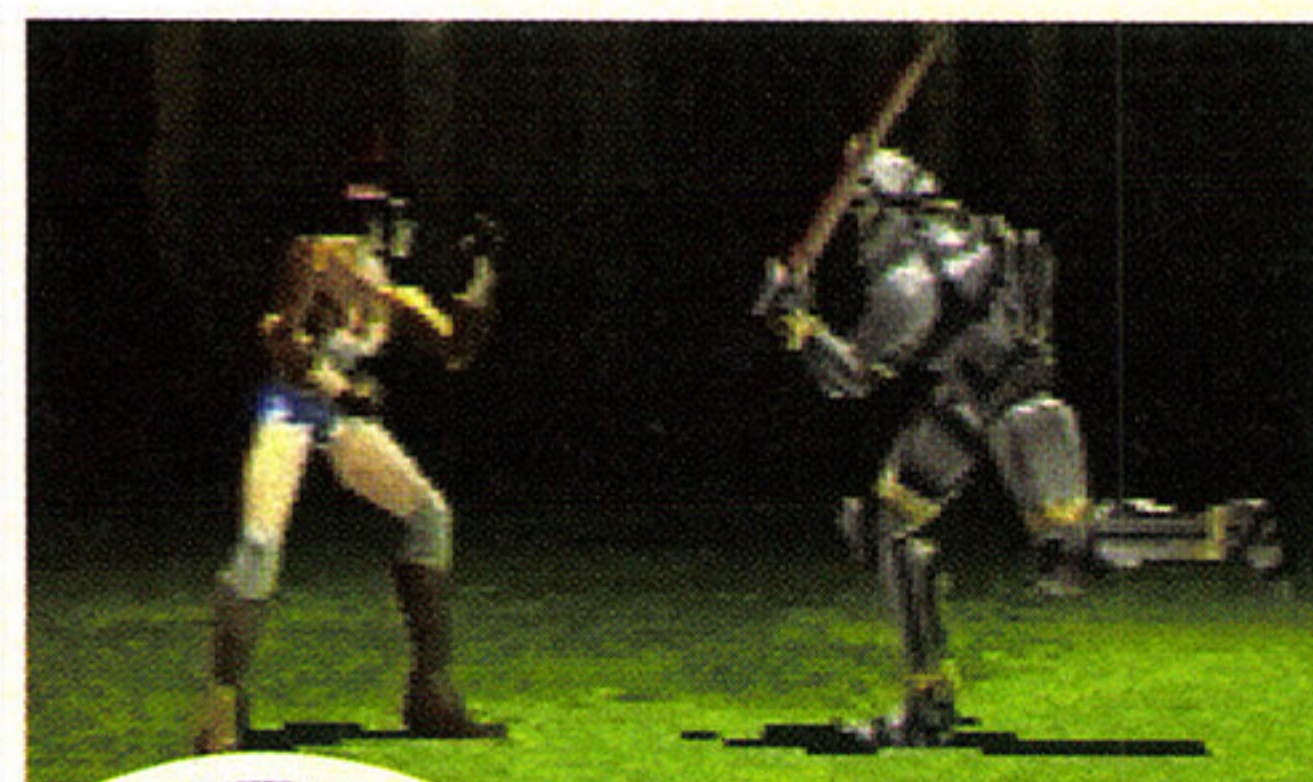
Tekken 2. When you run and tackle an opponent, you can sit on his chest and beat his face repeatedly. Most characters also have a 3D dodge or attack move, which really extends the strategy even more. Some characters also have defense moves that allow them to grab an attacking opponent and put him into a throw move. All these additions just make the game that much deeper. As we continue to discover more, we'll let you know.

That's Gotta Hurt

Breaking bones, cracking necks, and impaling on swords. Sound fun?



Heihachi's mega-noogie is finished with a good old-fashioned neck-breaker.



The ultra-smooth animation and crunching sound give all the moves added authority. Here Jun is making a wish with Heihachi's arm.

One of the new moves is that after you tackle somebody, you can continually beat on their face.

The Characters

The ten characters you start with are Nina, Michelle, Law, Paul, Jack-2, Heihachi (*Tekken's* boss), King, a revamped Yoshimitsu, and the two new characters, Jun and Lei. After the original ten, there are at least 12 other playable characters in the game. The sub-bosses can be acquired the same way as in the first *Tekken*. As you beat the game with each character, you get their sub-boss. Returning as sub-bosses are Kuma, Armor King, P. Jack, Lee, Anna, Kunimitsu, Wang, and Ganryu, while the new sub-bosses are Bruce and Baek. After defeating the sub-bosses, you have to face off against Kazuya and then Devil Kazuya. If you beat the game with a sub-boss, you can control Kazuya as well. That brings the

total characters up to a whopping 21. There are still two empty slots remaining. Those two slots are reserved for Roger, the boxing Kangaroo and the lizard, Alex. As for the question of whether Devil Kazuya is playable as well, he sure is, and his style is the most diabolical of all.

While a total of 24 playable characters may sound amazing, the truth is that all of the extra characters have virtually the same moves as the original characters. Still, the variety is amazing and should make other game makers take notice.

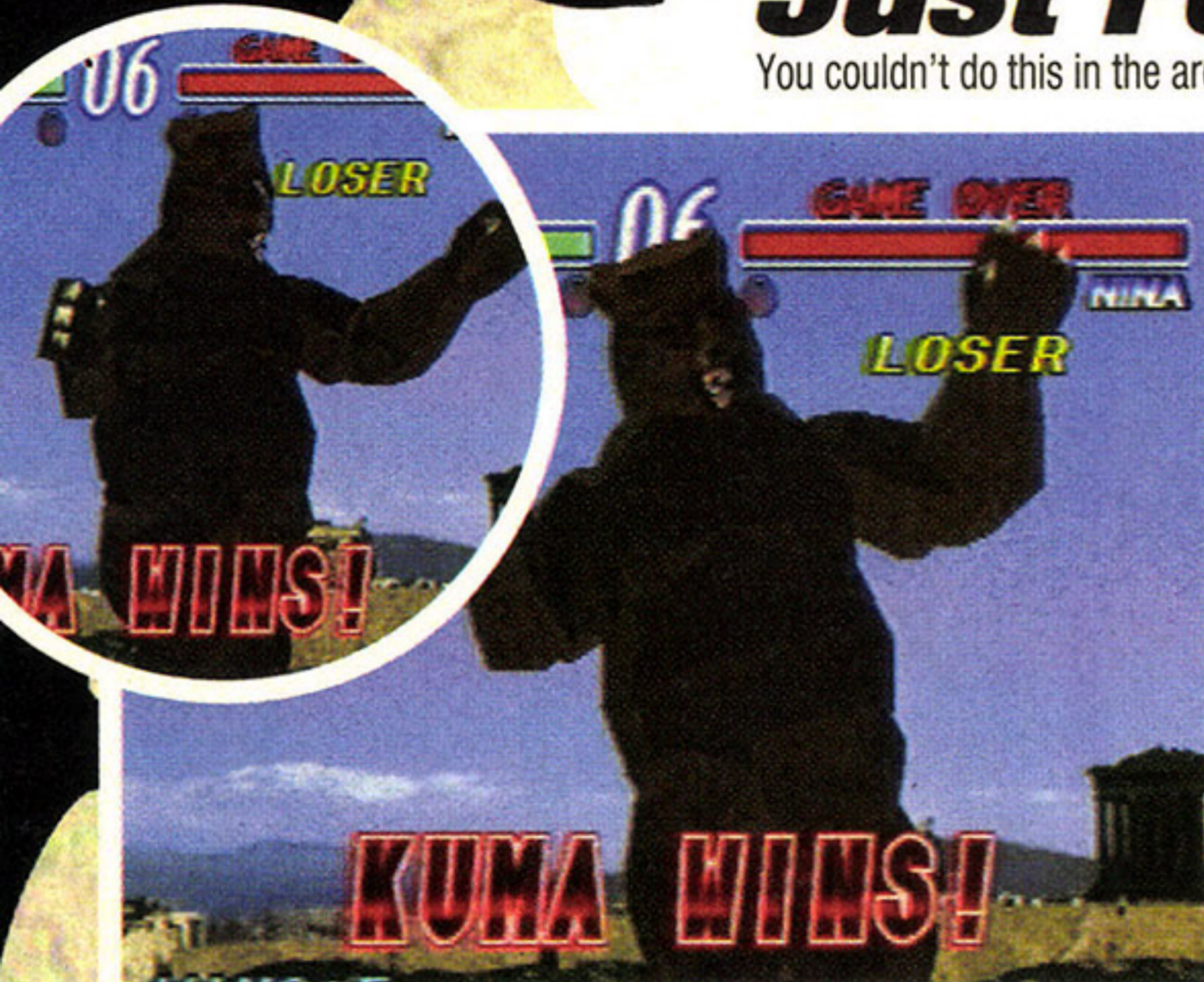
Press pause during the fight and you can see a large portion of your character's moves and how to do them.



Hold down select and press triangle to select your character and you get crazy, big-head, small-bodied fighters. Wow!

Just For The Home

You couldn't do this in the arcade.



The big-headed bear dance is a victory dance like no other. It has to be seen to be believed. It looks like a scene from the upcoming John Singleton movie 'Beaz In The Hood'.

Do it again for Kuma and you have the biggest head in video game history, 'all the better to eat you with'.



Yoshimitsu stabs himself to finish off Nina in one of the oddest fighting game maneuvers ever.



You've got a bear in the game, so you gotta have the maul, munch, munch move.

The Graphics

In the arcades, *Tekken 2* was a large improvement graphically on the first, due in large part to the addition of light-sourcing. The PlayStation version uses the same light-sourcing and looks just as good, if not better than the arcade. The backgrounds are a hundred times better than the original and, despite being a bit blocky, the characters are real crisp. *Tekken 2* may not be in the same league as *VF2*, but at first glance you'd almost say *Tekken 2* looks better. However, upon further inspection, you'll see that the smoother polygons of *VF2* have yet to be equalled by any game.

Additions For The PlayStation

What makes a port of an arcade game special is maintaining the same graphics and adding features that give the game more life at home. And with *Tekken 2*, Namco has proven once again that they know how important that is. Many companies just would've ported over an exact replica and saved money on additional development costs, but Namco added some additional FMV, built-in move lists, a practice mode, a survival mode, a time attack mode, a team battle mode, a big head mode and even a first-person mode! All this does is make a great arcade game an even better home game and, in the process, piss off more than one arcade operator.

The built-in move lists allow you to pause the game and find a move that could help you win. The time attack, survival and team battle modes all allow for different ways to play the game. The practice mode is a great way to fully understand the damage and blocking system. For each move you take, it tells you exactly what damage you do, what kind of block stops it, how long the combo is and, at one point, it even gave the bear a thought balloon.

Until Namco Hometek (U.S.A. division) releases the U.S. version of *Tekken 2*, we'll be busy playing the Japanese one.

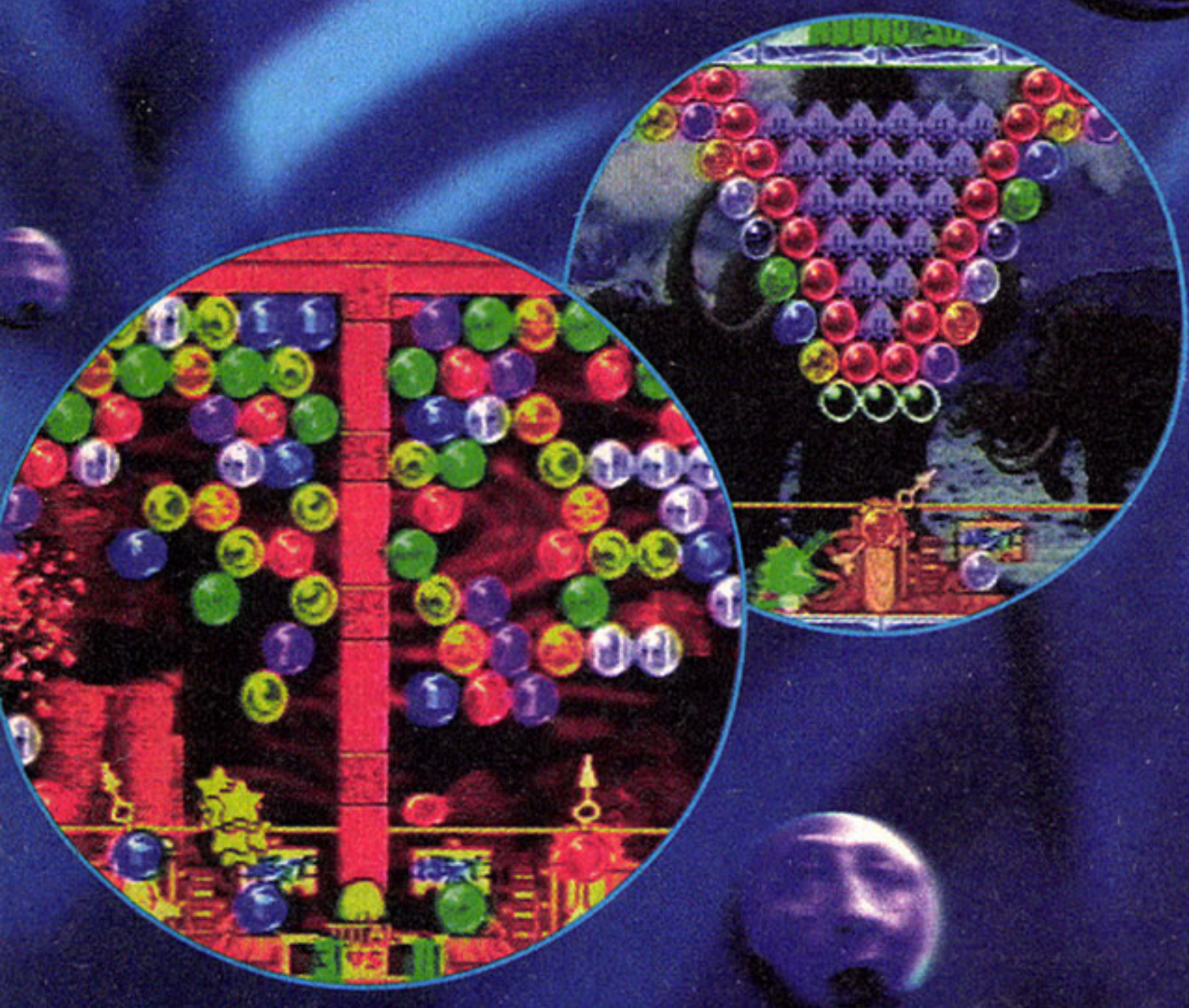




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BUST A-MOVE

ARCADE 2 EDITION



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REVIEWS

Congo	69
Williams Arcade's Greatest Hits	67
Lufia 2	68
Mohawk and Headphone Jack	71
Now Playing	80
Panzer Dragoon II Zwei	52
Raven Project	58
Rise 2 Resurrection	64
Romance of the Three Kingdoms IV	59
Shellshock	62
Toshinden Remix	56
Toshinden 2	54
Ultimate Mortal Kombat 3	60

Ahhh, summer! The fish are biting, baseball games are being played, and the Ice Cream Man is selling relief from the heat. And the **GAME PLAYERS** reviewers are sweating their butts off, trying to make deadline!



THE GAME PLAYERS ULTIMATE AWARD

We hope you realize just how hard it can be for a game to get one of these things! When a game has one of these, it means it scored at least a 90% with our reviewing staff. That ain't easy!

INFO

It's amazing how much info you can get out of a reviewer when you threaten to turn the air conditioning off! Why, he becomes a veritable fountain of info!

REVIEWER

Want to see this guy work? It's kinda like the donkey and carrot thing, but we use a reviewer and a tall, cool drink! Works every time...

OPINION

Sure, we got opinions! Opinions like 'Man, it's hot! Let's get our Super Soakers and plaster Chris! Hey, that's a good opinion!

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.

- Graphics:** Weighted by a factor of two.
- Music & Sound FX:** Weighted by a factor of one.
- Innovation:** Weighted by a factor of one.
- Gameplay:** Weighted by a factor of eight.
- Replay Value:** Weighted by a factor of six.

SCORE

Man, it's hot. Let's get the heck out of here and score a couple cold ones, OK?

100% Flawless	60-69% Good	20-29% Heinous
90-99% Ultimate	50-59% Average	10-19% Putrid
80-89% Excellent	40-49% Lacking	1-9% Shoot Me
70-79% Very Good	30-39% Crap	0% Cosmic Race

SATURN review

BATTLE ARENA-TOSHINDEN REMIX

THE WARRIORS
ALL YOUR FAVORITES FROM THE ORIGINAL TOSHINDEN ARE BACK AND READY TO DO BATTLE YET AGAIN.

7 GRAPHICS
The fully-3D characters are nicely designed.
Heavy pixelation takes away from the realism.

6 MUSIC & SOUND FX
The music is good background material.
The sound effects are weak and ill-timed.

6 INNOVATION
The rolling moves offer true 3D freedom.
Limited move list decreases variety.

9 GAMEPLAY
Wild special moves keep the game interesting.
Developing complex battle plans adds depth to the gameplay.

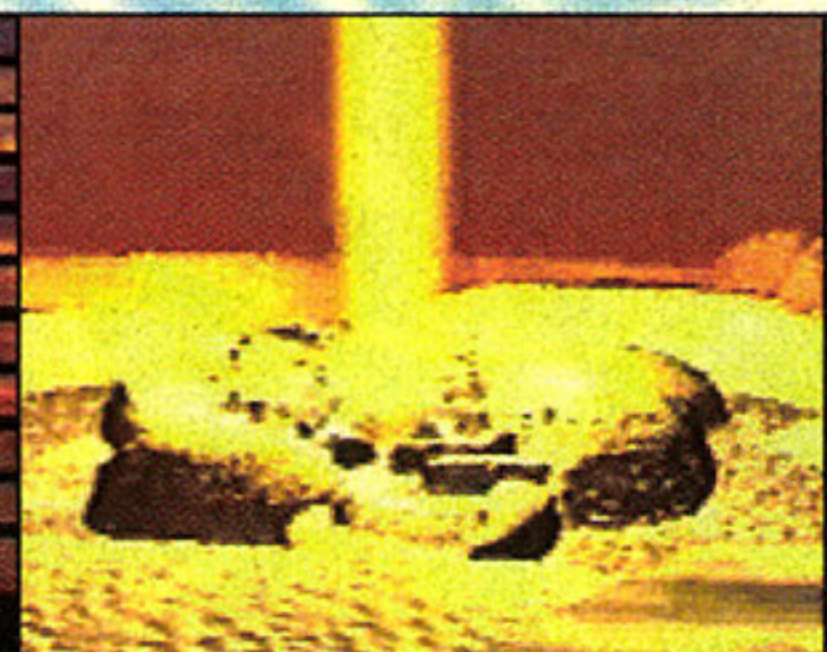
8 REPLAY VALUE
Four separate modes in which to play the game.
The two-player game accommodates endless competition.

EXCELLENT 81%

54 GAME PLAYERS June 1996

SATURN

GENRE / shooter
PLAYERS / 1
PUBLISHER / Sega
DEVELOPER / Sega
AVAILABLE / now
PRICE / \$59.00



It's difficult to even imagine a more intensely beautiful shooter than *PDIIZ*! That is, now that TV has obliterated all my imaginative powers. — Patrick Baggatta

PANZER DRAGON II ZWEI

When the original *Panzer Dragoon* was released for the Sega Saturn, people everywhere were floored by the amazing 3D graphics and graceful gameplay. Now, less than a year later, Sega is upping the ante in a big way with *Panzer Dragoon II Zwei* (*PDIIZ*). Showing a bold initiative, Sega's development team set out to create an even more magical and wholly impressive adventure, and the results are

nothing less than spectacular. What's perhaps most important about the sequel, however, is not the fact that the graphics are even more incredible than the original, but rather the added depth of gameplay incorporated into an already solid engine.

It's easy to look at *PDIIZ* and allow yourself to be blown away by the intense 3D environments. It is, on the other hand, important to appreciate the details in the gameplay. While the

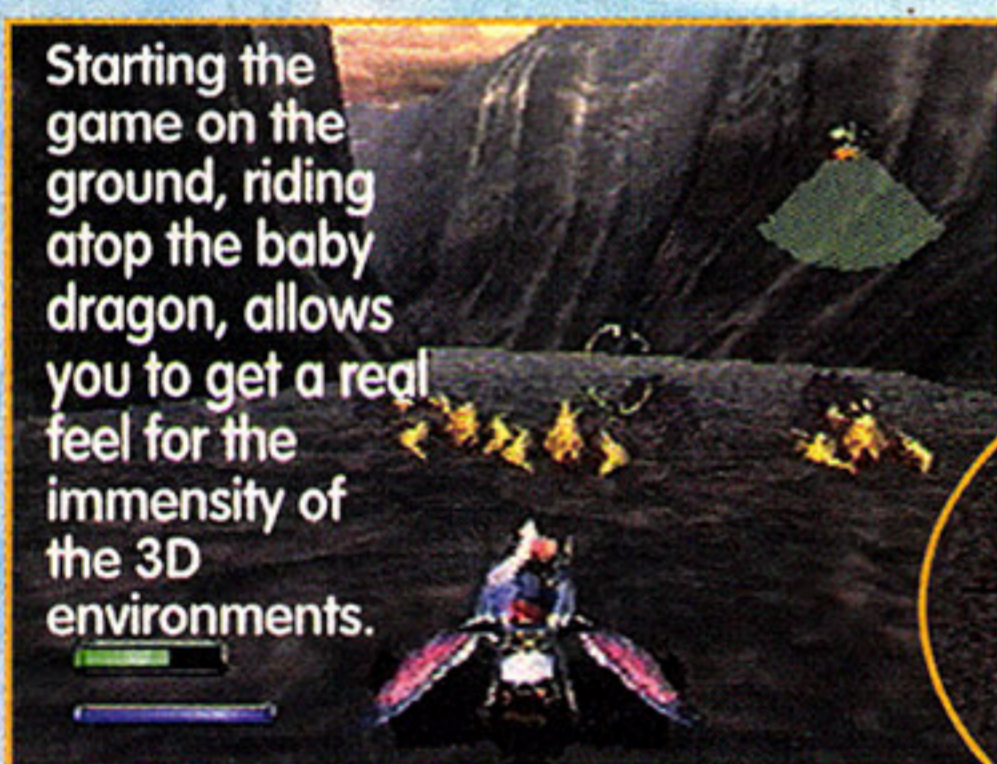
overall approach to playing is one of 'aim and fire rapidly', the developers were kind enough to dig a little deeper. One of the most impressive new gameplay elements is the evolving dragon.

This new feature allows your particular style of gameplay influence how your dragon is going to develop and therefore how he will perform and even where he will travel. Another awesome new feature is the addition of alterable paths, giving the player more of a choice in his/her adventure. Throw in a greatly increased field of vision, new weapons and devilishly bizarre enemies and you've got one hell of a shooter.

Finally, it is absolutely essential to give credit to this game for its incredible artwork. The artists for the game have created a uniquely stylized world filled with creatures so imaginative that they are to be marveled over. Not many games can be considered solely for their artistic value, but *Panzer Dragoon II Zwei* is quite simply gorgeous in a way that no other 32-bit game has been able to manage. In all, *PDIIZ* is a first-class addition to the Saturn library and one that Saturn-owners should simply not be without. **GP**

Beautiful Beasts of Burden

Starting the game on the ground, riding atop the baby dragon, allows you to get a real feel for the immensity of the 3D environments.

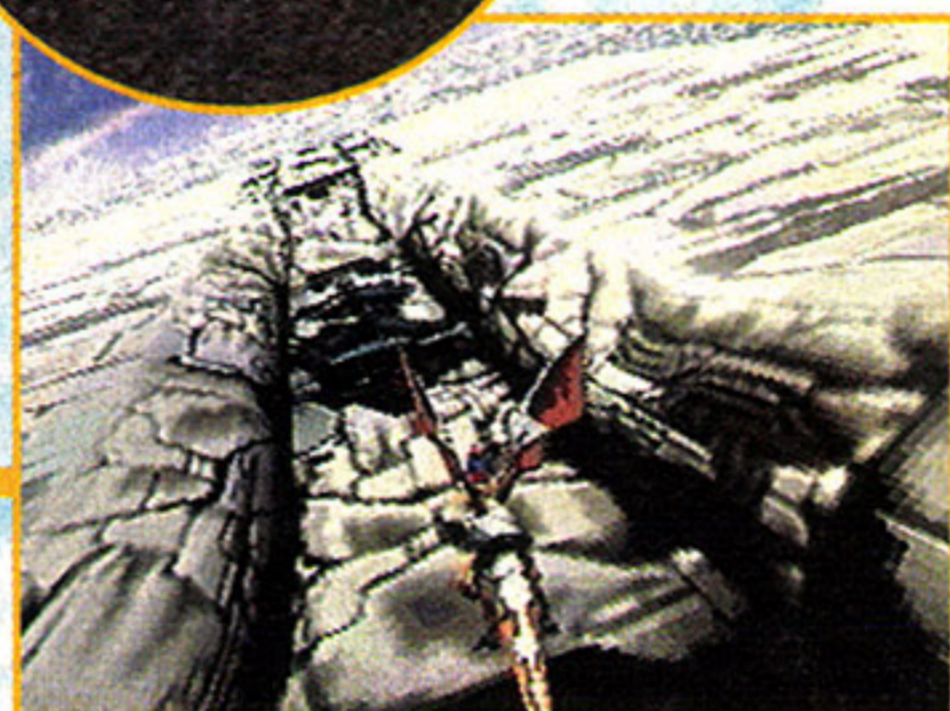


A new addition to the *Panzer Dragoon* mix, the evolving dragon adds a new sense of depth to the game's story and play.

By the time your dragon sprouts wings, you should just be getting a feel for the game.



The intermediate dragon is closest to the dragon in the original *Panzer Dragoon*.



By the time you're riding the ancient dragon, you'll be well on your way to ultimate victory.

The Beautiful Danger

While you'll find danger around every corner in *Panzer Dragoon II Zwei*, you're sure to appreciate the views.



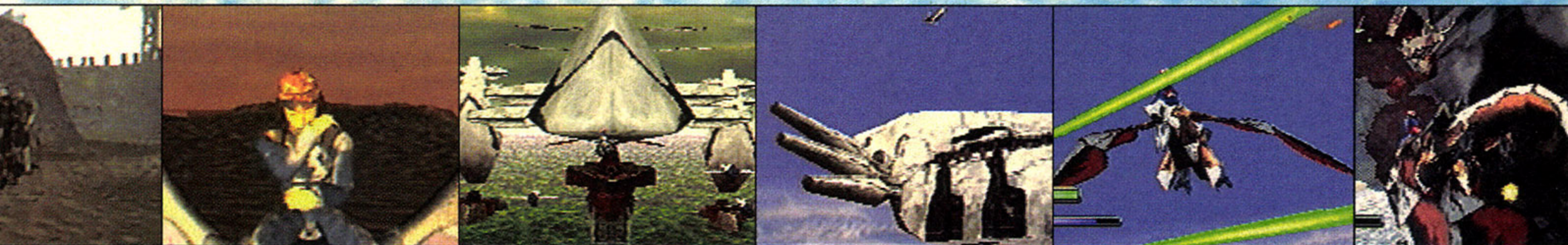
From the very beginning of the game, the dark and moody atmosphere is set in place.



Heading into the deep forest is a relaxing experience until the lasers start flying.

One of the most impressive representations of water yet, the river level is just amazing.

Never before has snowfall been so beautifully portrayed in a videogame.



The Boss Is Back

They're bigger and badder than ever, just the way you like 'em!



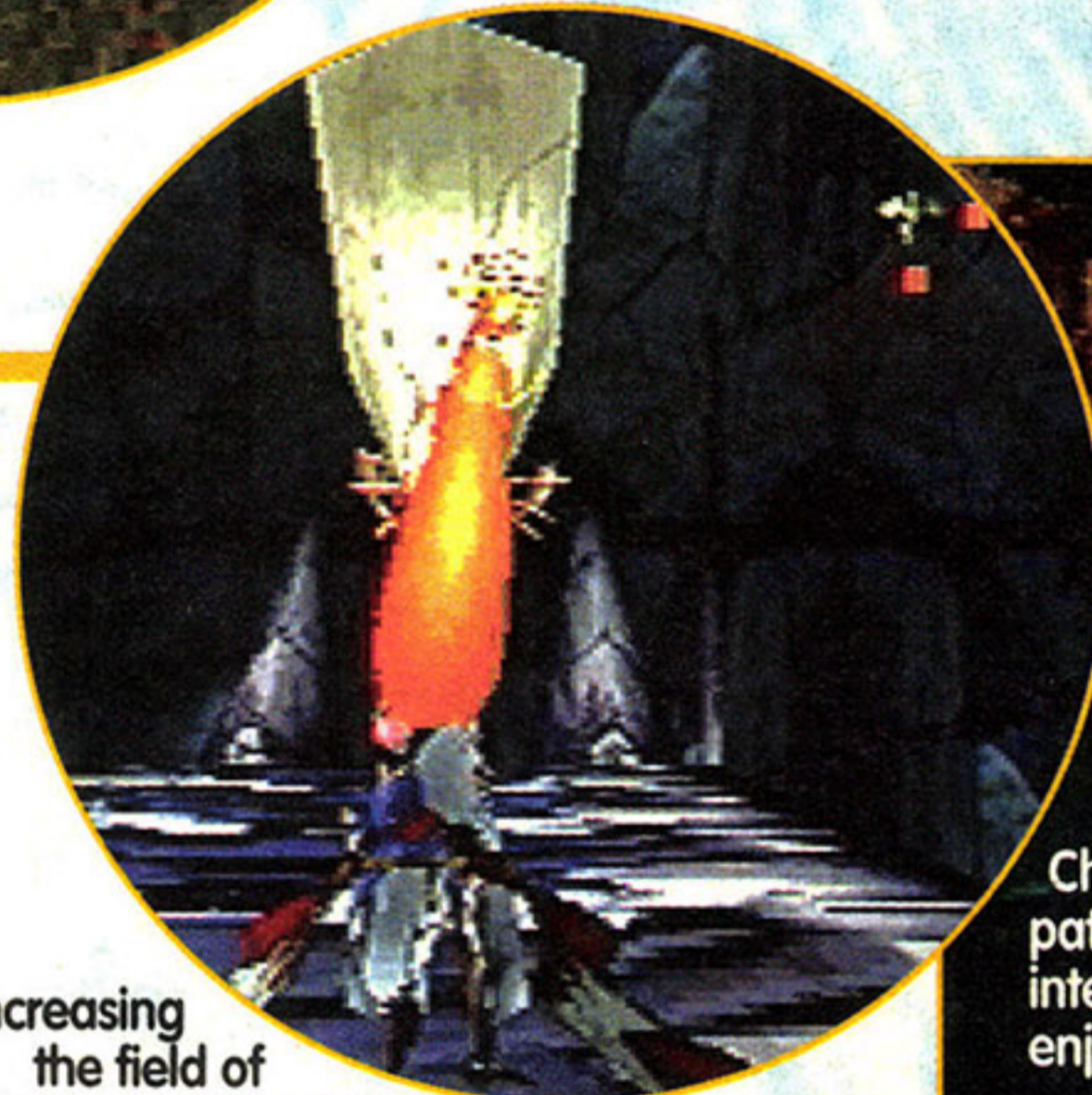
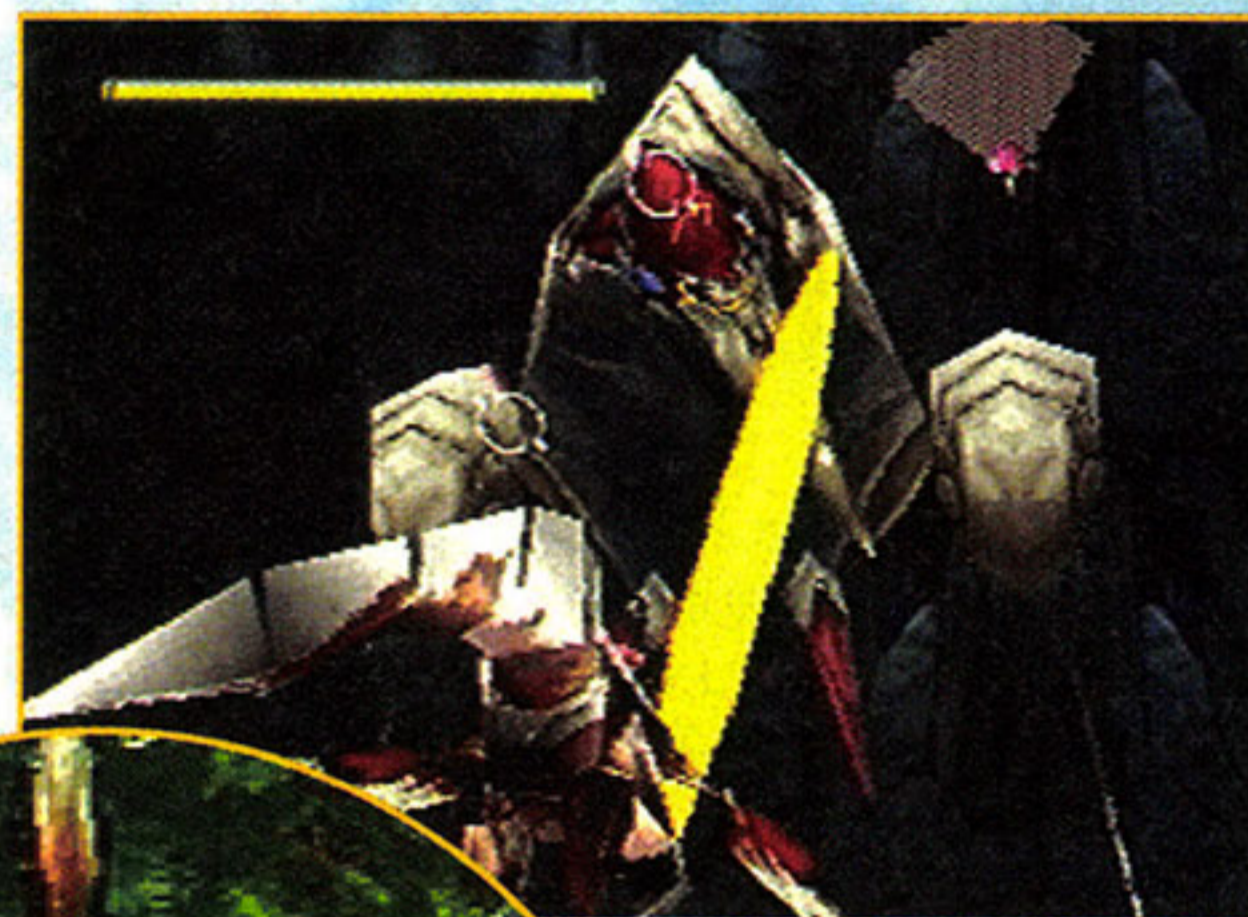
What's most impressive about the first boss is the fact that it's just plain enormous.

The forest boss is so damn cool that it almost hurts to have to leave him on the ground, writhing in pain.



When you see the river boss rise to the surface of the emerald green water for the first time, you will be amazed.

The new 'berserker' mode is a great help in times of desperation.

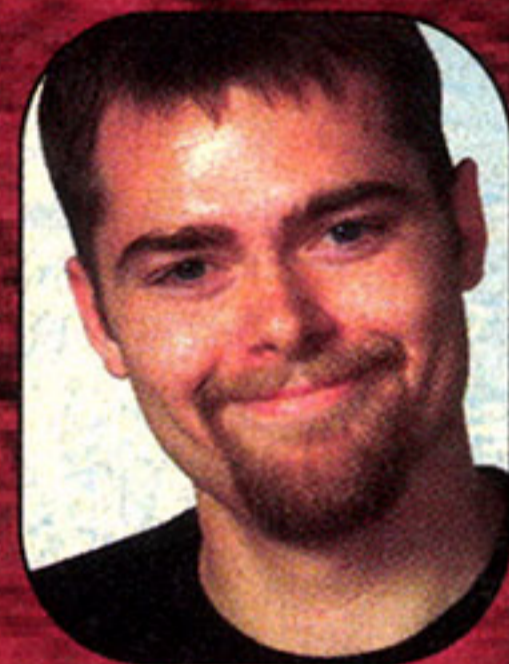


Increasing the field of view over the original *PD*, *PDIIZ* allows the player to check out just about every angle imaginable.

A SECOND OPINION

Patrick's right, *Panzer II* totally rocks! Everything has been improved upon since the original game — better graphics, more imaginative stages and bosses, and loads more depth to the gameplay.

Just the fact that you can fight from the ground, as well as the air, really mixes things up and makes the action a lot more interesting. That's the one problem I had with the original — it was just too repetitive. Sure, the action was fast and furious, but it was exactly the same level after level. In *Panzer II* you've got alternate paths to choose from, you can help customize your dragon, and the levels and enemies themselves are a lot more inventive. A definite must-buy for any Saturn action fan. — **Chris**



Choosing different paths becomes an integral part of enjoying *PDIIZ*.

GRAPHICS

10

MUSIC & SOUND FX

9

- Probably the most beautiful game we've seen on any platform.
- The artwork is wondrously original.

INNOVATION

7

- The orchestrated music adds to the stylish grace of the game.
- There's nothing like the scream of a dragon.
- The evolving dragon is completely original.
- The game's engine is pretty straight-forward.

GAMEPLAY

9

- The 360-degree views add greatly to the 3D play of the game.
- The game requires precise handling and pin-point shooting.

REPLAY VALUE

9

- Each of the several levels is enormous.
- Alterable paths give the game tons of depth.

ULTIMATE
90%

The sheer immensity of some of the enemy ships is impressive on its own.

Racing through the intricate maze of tunnels is an especially tough, but gratifying, experience. Wow!

PLAYSTATION



GENRE / fighting
PLAYERS / 1 or 2
PUBLISHER / Playmates
DEVELOPER / Tamssoft
AVAILABLE / now
PRICE / \$64.00



Well, it was as inevitable a sequel as *Porky's 2* and, now that *Toshinden 2* is finally here, I can finally stop watching *Porky's 2*! — Patrick Baggatta

Battle Arena Toshinden

When considering the phenomenal success of the Sony PlayStation, a few titles come instantly to mind, and the one that most often tops the list is *Battle Arena Toshinden*. Now, less than a year after the American release of the PlayStation, gamers are preparing for one of the biggest sequels of the year. The big difference with the release of *Battle Arena Toshinden 2 (BAT 2)*, however, is that, while the original was one of the first 3D fighting games on the market, the competition is no longer so sparse. Of course, fierce competition has long been the source of great inspiration, and certain innovations in *BAT 2* demonstrate what can be done as the result of such pressures.

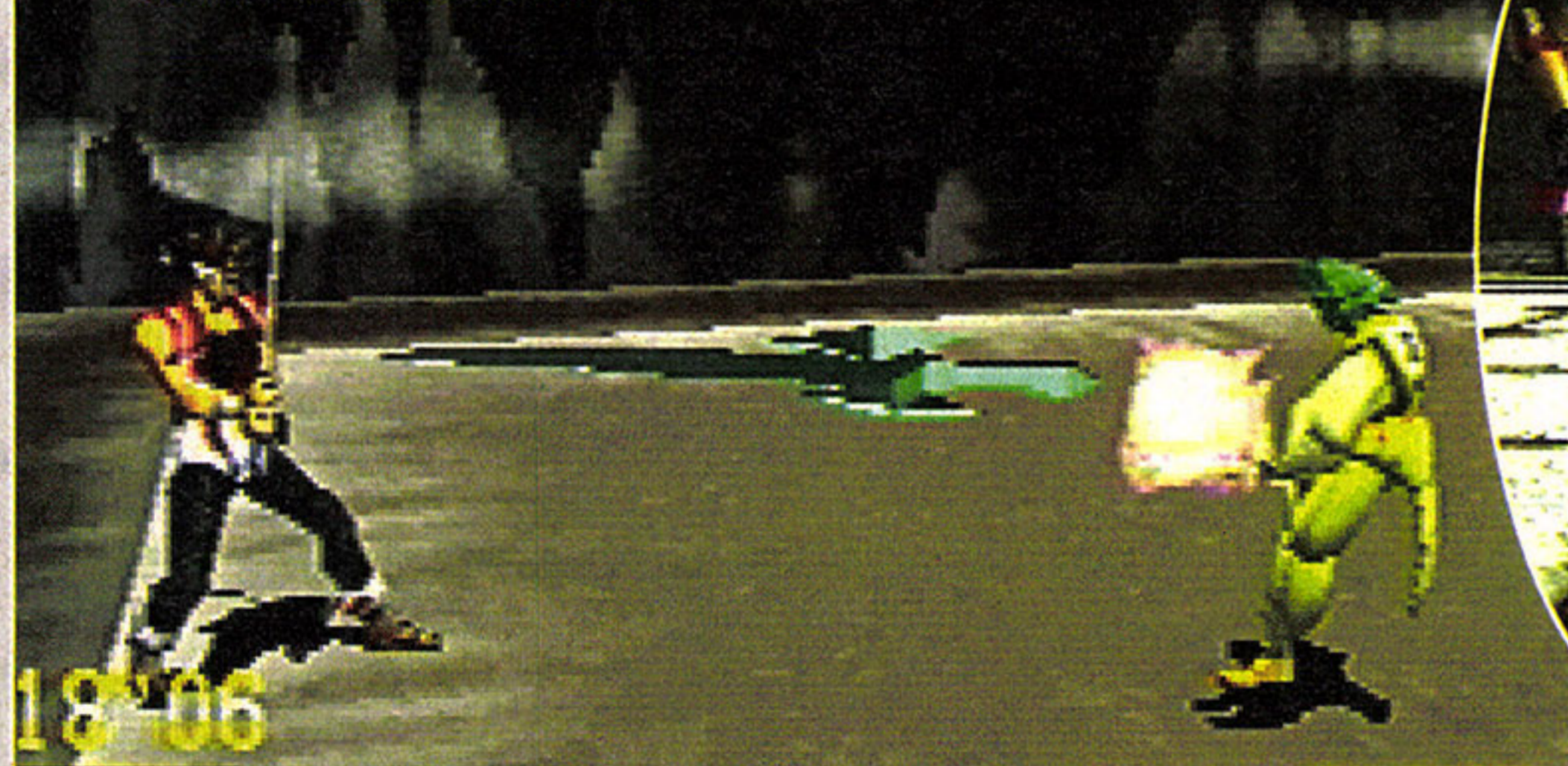
The most noticeable improvement over the original is definitely in graphics. From the incredible light-sourcing, to the increased detail of the character design, to the intricate and active backgrounds, *BAT 2* is graphically a marked improvement over a game that was already considered stunning by most. The most significant gameplay innovation, outside of the fact that there are several new quality characters with

which to play, is the addition of charging moves. Each character is now equipped with four charging attacks, giving the offensive nature of the game a new spark. Also added are new pouncing moves and an over-drive meter which allows your character to attack with a great deal of strength and flash.

While *BAT 2* is definitely a step in the right direction, the sequel to one of the greatest fighting games of all time never quite generates the excitement of the original. It's tough to criticize a game that plays this good, but *BAT 2* still suffers to some degree from choppy animations and occasionally sluggish controls. In the end, the sequel is more like the original than different, which is not a bad thing, but overall it's not likely to have the same impact. **GP**

the new faces

All your favorite characters are back, plus some really awesome new characters and bosses.



Another cool new boss, with her giant energy swords and lightning-fast attacks, is Master.



OK, we all agree that having two guns is a bit unfair, but Vermillion is one awesome new boss character.

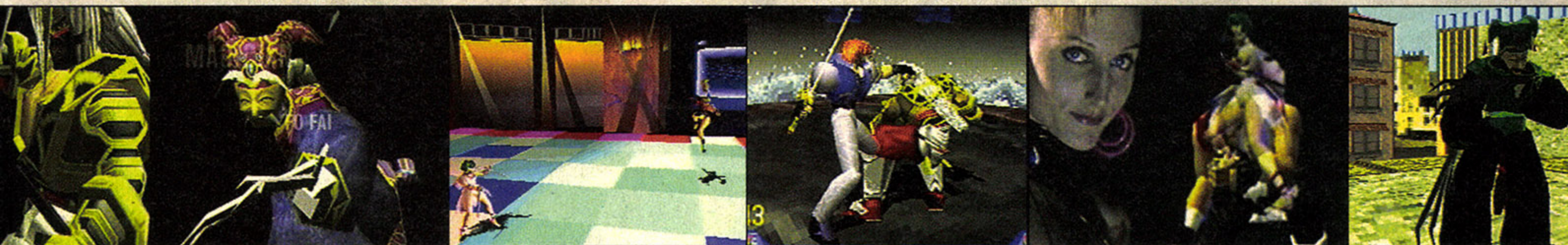


One of the best characters in the game is a new law woman named Tracy. Yes, officer, whatever you say.

Probably the most unusual and comical of all the new characters is Chaos.



Graphically speaking, Uranus is one of the most attractive characters in any fighting game.



make way for the pain

From the new dash moves to the new secret moves, *BAT 2* increases the field when it comes to new attacks.



Pouncing on an opponent when they are down is a standard feature in most fighting games, but new to the *Toshinden* series.



Tracy's throw move is both easy to pull off and extremely effective.

Vermillion's shotgun blast is hard to consider fair, but who cares?



Duke's charging sword smash is a move that leaves very little to the imagination.



Combine a giant scythe with *BAT 2*'s new dash moves and your opponent is in a lot of trouble.



A SECOND OPINION

The first *Toshinden* oohed and ahed even the most jaded gamer (that's me) with its graphical flash, 3D movement, and smooth animation. What was overlooked in all this was that *Toshinden* was never in the league of a *Street Fighter* or *Virtua Fighter* in terms of gameplay. It was more like a *Mortal Kombat*. The second one doesn't manage to wow like the first and, even though gameplay elements were added, it just isn't balanced or deep enough to rank with the classics. That doesn't mean *BAT 2* isn't an excellent fighting game, it just means it isn't the best fighting game available. Is it worth purchasing? *Tekken 2* and *BAT 2* are the only solid 3D fighters on the PlayStation, so at least one of them deserves your hard-earned money. — Mike



the backgrounds

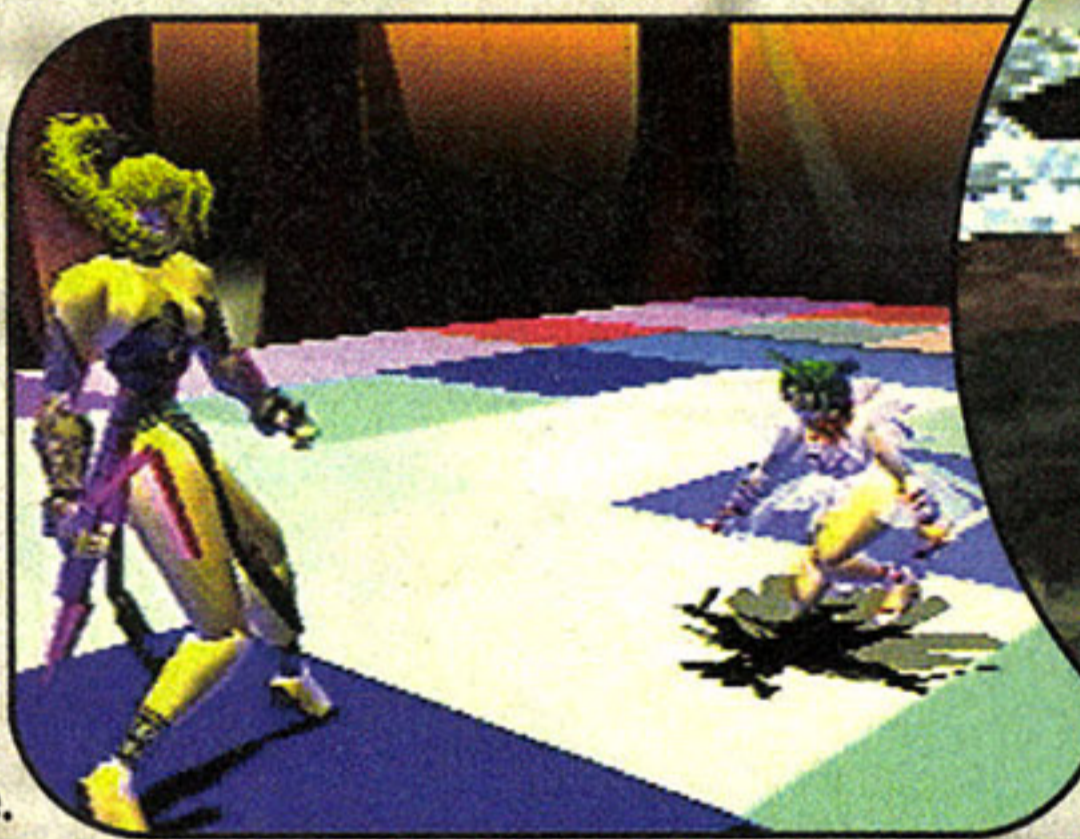
It doesn't take long to see how much time and effort was put into the development of the fantastic backgrounds.

In one of the most dramatic uses of true light-sourcing to date, Duke's arena is completely open to the sun on one side.

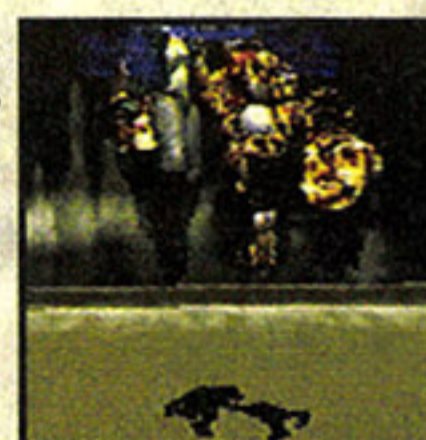


Rungo's new stage is a virtual wonderland of natural desert beauty.

Sophia's discotheque stage is almost a little too much to handle at first, but after a while you'll start to get the groove.



The overdrive meter is a nice new feature that adds quite a bit to the gameplay.



Even close-up, *BAT 2*'s character design is pretty darn nice.



Fo's stage has a similar feel to the original, but far more intricate.

GAMEPLAY

8

- ◆ Tons of moves and battle strategies are available with each character.
- ◆ Occasionally sluggish controls take away from the fluidity.

REPLAY VALUE

8

- ◆ The two player mode is near-endless fun.
- ◆ The computer AI is surprisingly weak.

INNOVATION

7

- ◆ Versatile 3D movement adds to the gameplay.
- ◆ Creative super moves keep the game interesting.

MUSIC & SOUND FX

8

- ◆ Background tracks are cooler than the original.
- ◆ Awesome sound effects add to each and every blow.

GRAPHICS

8

- ◆ Incredible light-sourcing adds to realism.
- ◆ Highly detailed characters and backgrounds add considerable flash.

EXCELLENT

83%

SATURN

GENRE / fighting
PLAYERS / 1 or 2
PUBLISHER / Sega
DEVELOPER / Takara
AVAILABLE / now
PRICE / \$59



BATTLE ARENA TOSHINDEN REMIX



In a serious case of counting chickens before they've hatched, Sega's *BAT Remix* is not quite what it was cracked up to be. — Patrick Baggatta

Almost a year ago, Sony Computer Entertainment launched its PlayStation hardware with a game called *Battle Arena Toshinden* (*BAT*) leading the way. With many considering it to be the best fighting game ever created for the home, it went on to play an enormous part in the successful PlayStation launch. A few months later, Sega shocked the gaming industry with news that they had stolen away the understood

exclusivity of *BAT* and were planning an even better version for the Saturn. However, though I can almost hear Sega cringing as I type this line, *Battle Arena Toshinden Remix* (*BAT Remix*) for the Saturn is just not as good as the original *BAT* for the PlayStation. Of course, there are several ways to judge the quality of a game and in most of the significant columns, *BAT Remix* is every bit as good as the original, but never is it better.

Most important when considering *BAT Remix* against the original is to understand that the gameplay is darn near identical, and thus *BAT Remix* is nothing short of an amazing 3D fighting game. However, when it comes to the overall look of the game, there are several places where the Saturn version falls short. This is not to say that *BAT Remix* isn't a good-looking game, but there has been better on the same hardware. It falters most dramatically when it comes to the special effects elements, explosions, fireballs and giant blue orbs that are overly pixelated and less than convincing. *BAT Remix* also falls a little short when it comes to sound effects, which are often lagging and notably under-powered.

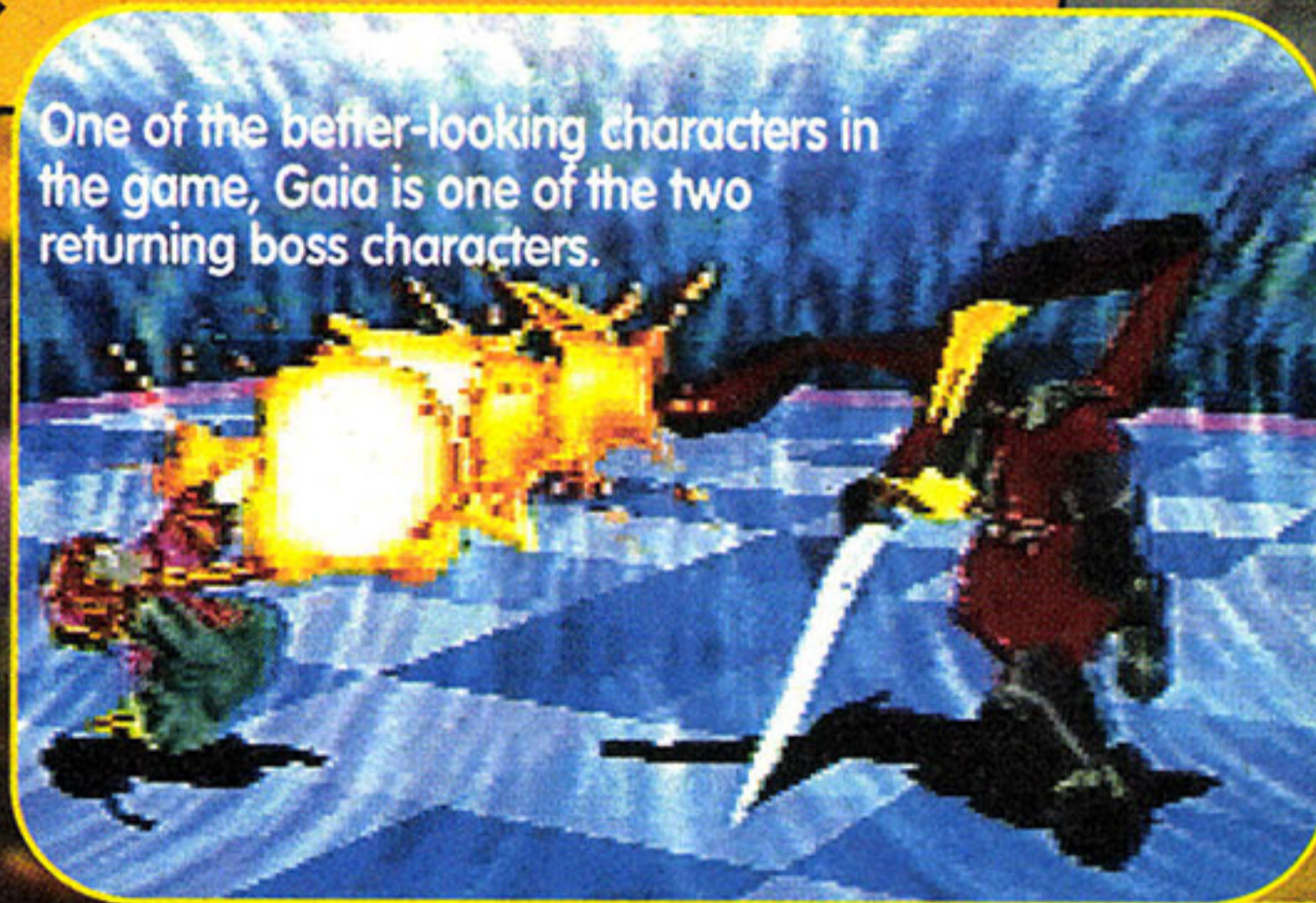
As well as featuring all the original characters and backgrounds of *BAT*, *Remix* does offer one new boss character named Cupido. What's peculiar about the addition is that the quality of the new stage is head and shoulders above the rest of the game. It's tempting to believe, therefore, that a *BAT Remix* created from scratch would have been far more satisfying than this respectable, but unpolished, port of the original. **GP**

THE WARRIORS

ALL YOUR FAVORITES FROM THE ORIGINAL TOSHINDEN ARE BACK AND READY TO DO BATTLE YET AGAIN.

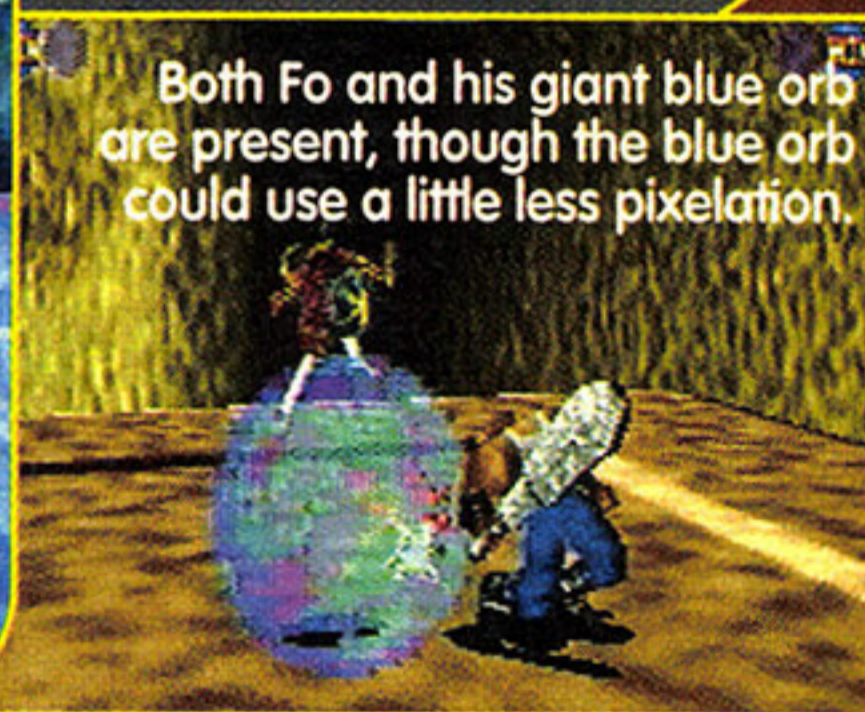
Mondo has suffered a little bit of graphic degradation from the original, but he still looks pretty good, even when getting slapped around.

One of the better-looking characters in the game, Gaia is one of the two returning boss characters.



Definitely the most impressive character in the game, Cupido is a great addition to the cast.

Both Fo and his giant blue orb are present, though the blue orb could use a little less pixelation.



7

- ⊕ The fully-3D characters are nicely designed.
- ⊖ Heavy pixelation takes away from the realism.

GRAPHICS

The story mode is a humorous, but ultimately unimpressive, addition to *BAT Remix*.

6

- ⊕ The music is good background material.
- ⊖ The sound effects are weak and ill-timed.

MUSIC & SOUND FX



It wait to see the blood gush from your body.

6

- ⊕ The rolling moves offer true 3D freedom.
- ⊖ Limited move list decreases variety.

INNOVATION

9

- ⊕ Wild special moves keep the game interesting.
- ⊕ Developing complex battle plans adds depth to the gameplay.

GAMEPLAY

8

- ⊕ Four separate modes in which to play the game.
- ⊕ The two-player game accommodates endless competition.

REPLAY VALUE

EXCELLENT
81%

BILLIONS OF PRAYERS FOR PEACE.
 MILLIONS OF MEN AT WAR.
 ONE LUNATIC STOKING THE FIRE.



Get ready to trip, *and we're talking hard*. We'er putting 500 weapons, troops, artillery at your command. We're loading you up with the first realtime 3-D rendered visuals of historically accurate battles. We're handing you the keys to over 50 of the most crucial battles of the biggest war ever fought. We're even letting you pick the country to play (Germany, Japan, or America). But, once you've picked sides, we're cutting you loose. History is in your hands. Lives are at stake. Will you champion freedom, or blow it and screw the world up forever?



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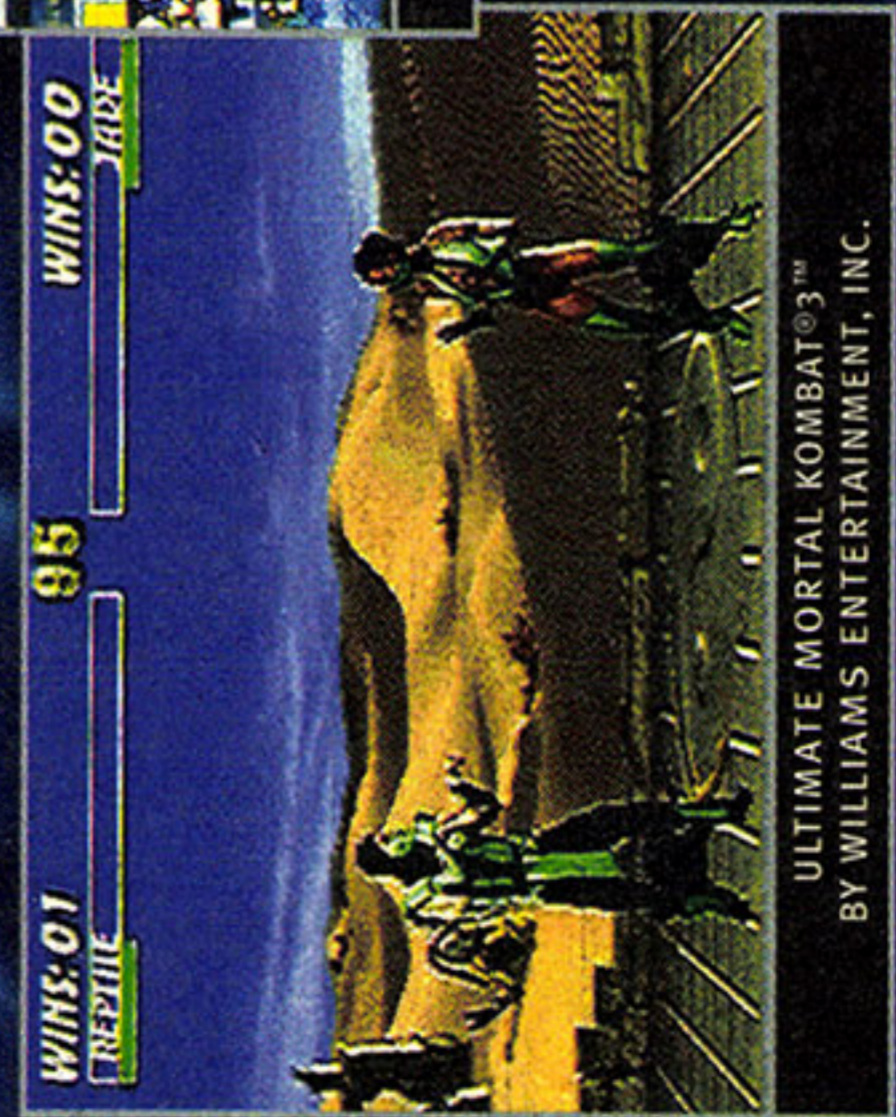


SEGA SATURN™



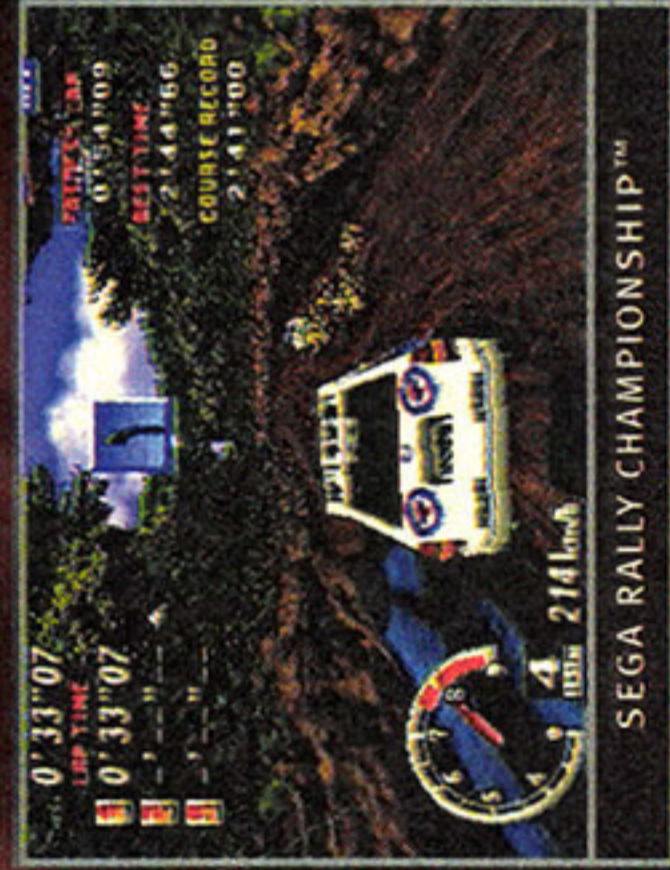
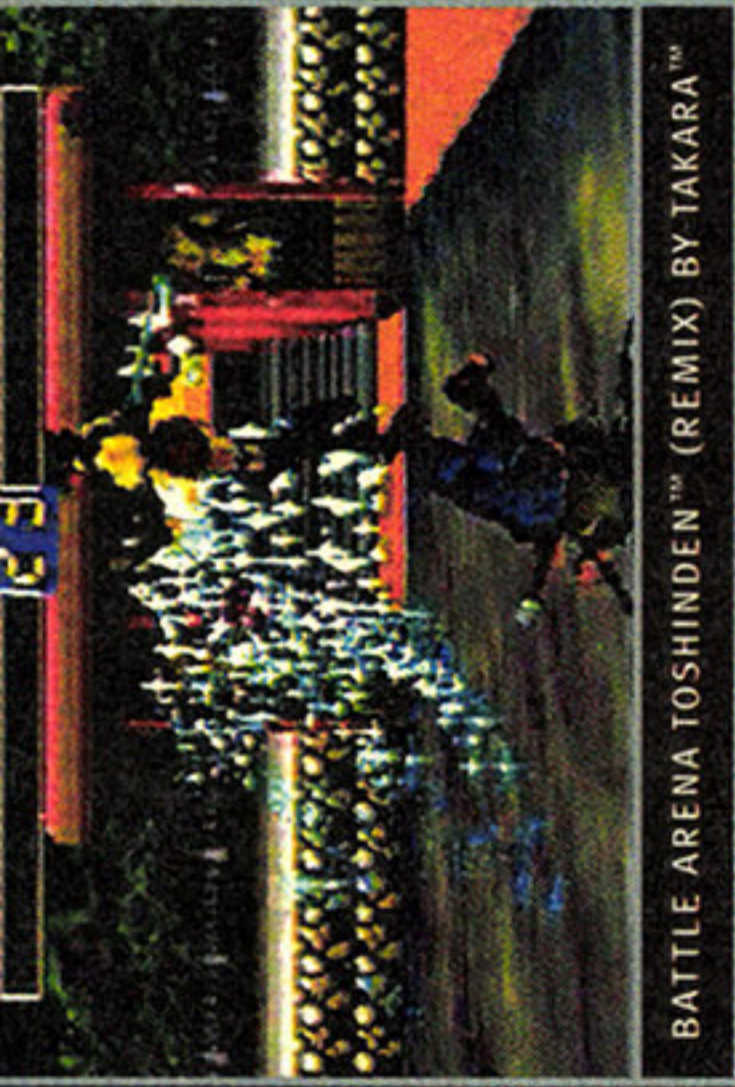
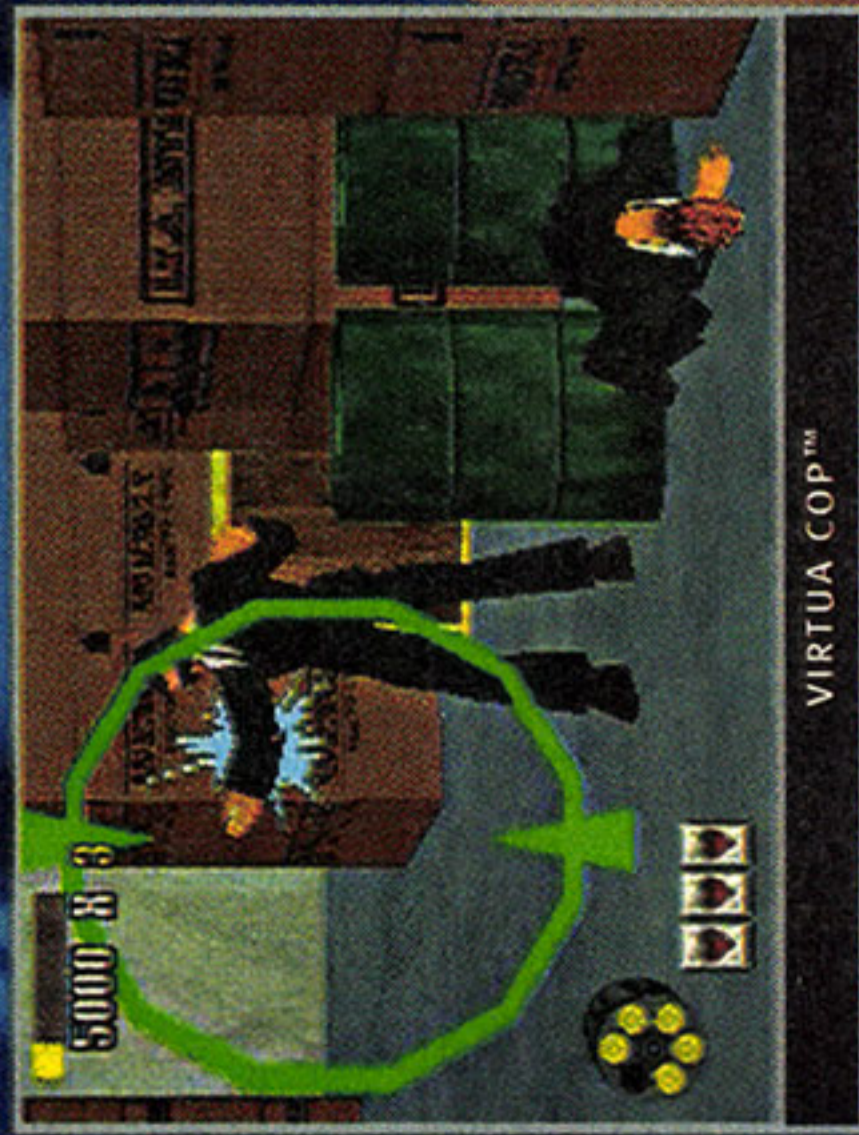
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{ IN CASE YOU DIDN'T NOTICE, }
THERE IS A
BEAUTIFUL, NAKED WOMAN
ON THIS PAGE.

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When you've got Sega Saturn's triple 32-bit processing power **NOTHING ELSE MATTERS.**

She's got blonde hair, blue eyes and the best body money can buy. **SO WHAT!** There's no time for distractions when you're deep into Sega Saturn. Besides, check out those screen shots. Ba-dah-boom, ba-dah-bing, know what I mean?

You want curves? Try Sega Rally! Want a thrill? Panzer Dragoon II Zwei. Want a real knockout? Check out Virtua Fighter II. And lots of other incredibly cool games you can play on Saturn. But don't be fooled. Sega Saturn games offer more than just great looks. Like three 32-bit processors (that's two more than Playstation™, if you're scoring at home - or even if you're alone). Saturn's triple processing power means better gameplay and better graphics. So if you're looking for some real action, **HEAD FOR SATURN.**



SEGA SATURN™

SATURN

GENRE / fighting
PLAYERS / 1 - 8
PUBLISHER / Williams
DEVELOPER / Eurocom
AVAILABLE / now
PRICE / \$59.99



If I wore a real skimpy costume, but kept doing the same thing over and over again, even I'd be boring! — Jeff Lundrigan

And here we go — AGAIN! I used to be a big fan of the *Mortal Kombat* series. Sure, the gameplay in *MK1* wasn't anything to write home about, but it had a hook that got my attention. *MKII* was amazing. Great gameplay and even more gore. I can't tell you how much work time I lost trying to perfect my technique. Never got there of course, but man, I had fun trying. So when the inevitable *MK3* came around, I tingled — really — with anticipation. Boy, watta letdown. The game's mechanics were all in place, but that was part of the problem. Other than a copycat combo system and a Run button (which was fun at first, but got annoying as time went on), it was basically the same game. This leaves us with a handful of new character designs and moves, and all kidding aside, they're a pretty sad bunch. Sure, Nightwolf is cool, and I find I'm oddly attracted to Sheeva (must be those extra arms), but when someone hauls out that cliched standby, robo-ninjas, I gag. Add to this that, by the time *MK3* hit, I was hip-deep in 3D brawlers like *Virtua Fighter 2*, and even the splatter couldn't hold my

NEW BUT OLD

The main thing that makes this 'ultimate' is four new characters, which you've actually seen before — but where the hell is Rayden?

attention. Which brings us to *Ultimate MK3*, which is the same thing, only there's more of it. It adds four extra characters and some additional tournament play modes, although actually they're four old characters, and even Mileena and Jade's new skimpier costumes (although naturally, Reptile and Scorpion didn't seem to feel the need to don Speedos or anything. Not that I actually want them to, but you get the point) doesn't make up for the ho-hum design. For what it's worth, the Saturn conversion is dead-on, except for the one nasty flaw everyone already knows about — when Shang Tsung morphs, you have to wait for the other character to load. Considering they've had a while since the initial home release of 'normal' *MK3*, you'd think they'd have found a way to fix it. The good news is that it looks like Williams is back on track with *War Gods*, its first 3D fighting game. From what I've seen, it kicks. In the meantime, I'd sweep this mild *MK3* 'enhancement' under the rug, unless you're just a die-hard *MK3* nut. **GP**

ULTIMATE MORTAL KOMBAT 3

Good to see Kitana back, and in fine form. Lace up leotards really protect you in a fist fight, you know?



OK, I'll grant that Jade is a new addition as a playable character, but that's a thin thread to hang by.



Reptile is back again too, which puts the number of ninjas in *UMK3* to what, about a thousand?

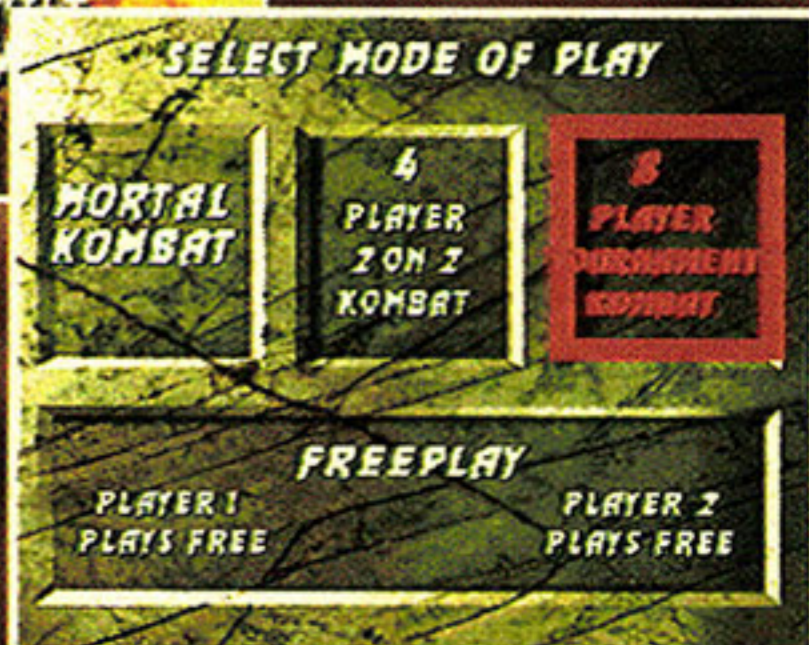


SCORPION

WHEN SHAO KAHN MAKES A FAILED ATTEMPT AT STEALING THE SOULS WHICH OCCUPY EARTH'S HELL, SCORPION IS ABLE TO ESCAPE FROM THE NETHER REGION. FREE TO ROAM THE EARTH ONCE MORE, SCORPION HOLDS ALLEGIANCE WITH NO ONE. HE'S A WILD CARD IN EARTH'S STRUGGLE AGAINST THE OUTWORLD.

I actually missed Scorpion, and I'm glad to see him again, although pulling out my copy of *MKII* accomplishes roughly the same thing.

Ermac, the 'red' Sub-Zero, is kicking around in there too, and you can turn him on at the option screen. Watta bonus. Way to stretch that color palette.



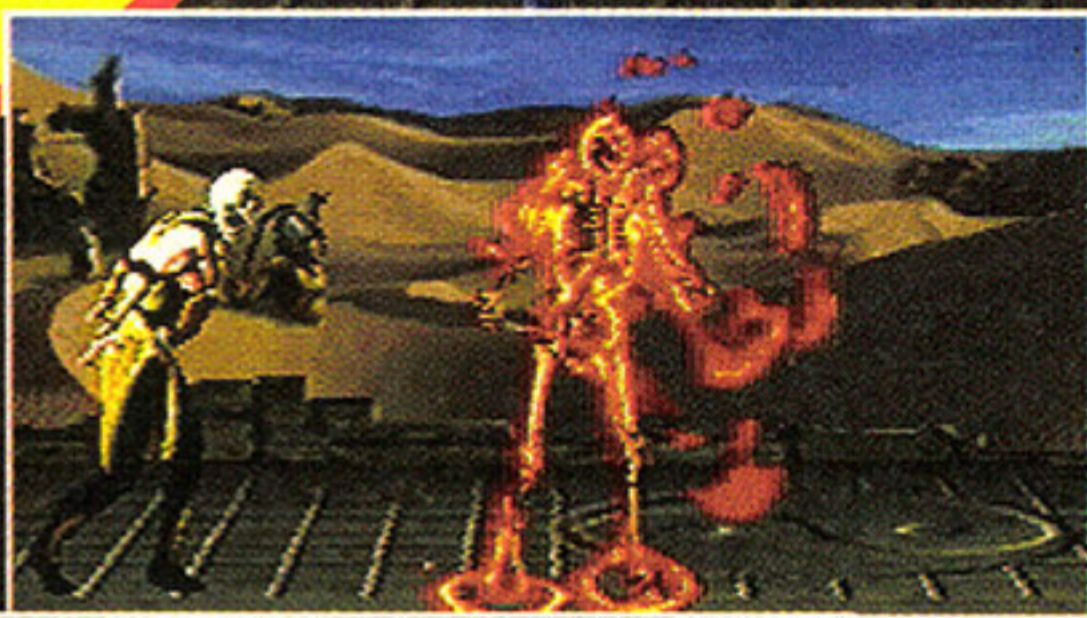
The new 8-player tournament mode, played round-robin style, is pretty cool. I love any game where I can rip eight of my friends' heads off!



FINISH HIM!

Once again, it's time to brutally maim the crap out of people.

Oh yeah, the Babalities, Friendships, and Animalities are here, too. Of course, they're all from 'normal' MK3, so it's not like you're getting much extra.



And woe be to him who wants to play as Shang Tsung. The pause and wait while he morphs

is really something. It's even more annoying to fight against him.



I know this game has its followers, and I know that nothing I say is going to change their minds, but I played this for free and I didn't like it. I guess as far as 2D fighting goes, I'm just more of a Street Fighter man.

GAMEPLAY

8

- ✔ Lots of difficulty levels.
- ✘ After you've memorized countless lines of fatality codes, that's it.

REPLAY VALUE

INNOVATION

7

- ✔ Plays as well as MK2.
- ✘ The control is really stiff, the difficulty balance is frustratingly off-balance, etc., etc...

- ✔ Ooh, there's four whole new characters...
- ✘ Let's market the same game twice!

MUSIC & SOUND FX

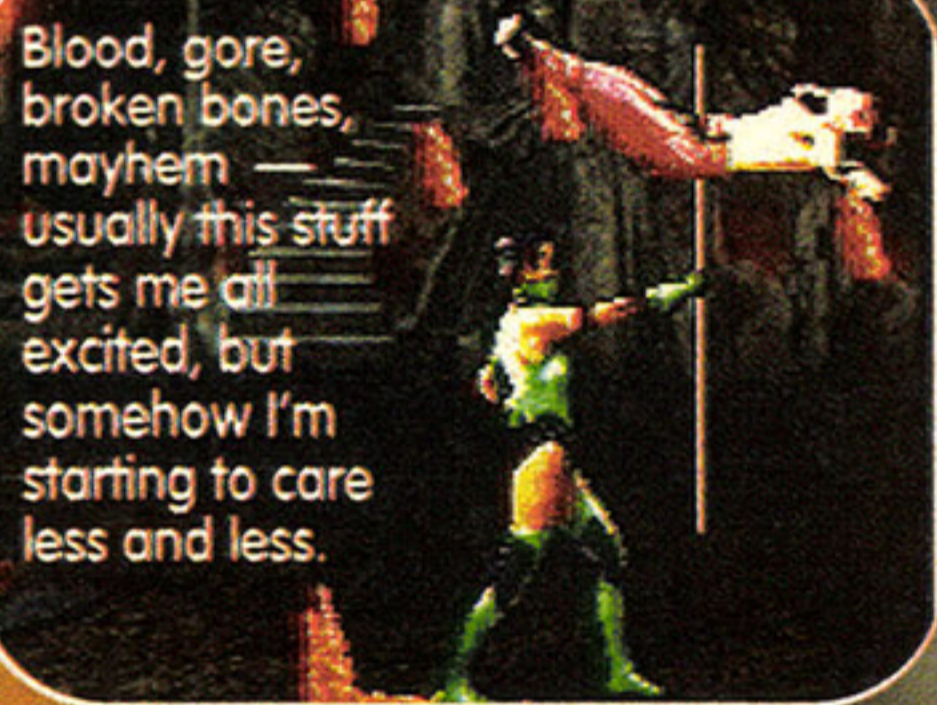
7

- ✔ The music's OK, and so are the bone-crunching sound effects.
- ✘ No Surround Sound?

GRAPHICS

9

- ✔ OK, it looks pretty good, I admit.
- ✔ New skimpy costumes for Mileena and Jade!



Blood, gore, broken bones, mayhem — usually this stuff gets me all excited, but somehow I'm starting to care less and less.

A SECOND OPINION

While anyone who's read this mag for a while knows that I'm not a real big *Mortal Kombat* fan, I still think that this game was a little better than Jeff gave it credit for. Sure, there isn't too much on the 'new' side, but the reality is that not many MK fans will care. Even after three games of exactly the same blood-spurting gameplay, for many players the formula will never wear thin. I have to say though, that the 'extras' added to this *Ultimate* edition are pretty weak. You really only get two new characters, each with two different-colored suits. Here's hoping that the 3D MK4 restores the faith. — Chris



VERY GOOD

73%

PLAYSTATION



GENRE / shooter
 PLAYERS / 1
 PUBLISHER / US Gold
 DEVELOPER / Core Design, Ltd.
 AVAILABLE / now
 PRICE / \$55-60



Considering rush hour traffic and my affinity for destruction, it probably wouldn't be a good idea, but if Ford comes out with a tank, I'm there. — Roger Burchill

SHELLSHOCK

As entertaining as the freedom fighter storyline of *Shellshock* may be, the 'A-Team' in the 'hood' persona of its characters quite frequently verges on embarrassing stereotypes rather than the hip urban renegades that seems to be sought. Fortunately, looking beyond the storyline, *Shellshock* manages to deliver quite well when it comes to actual gameplay.

Graphics impress with cool atmospheric effects that reduce the visibility of enemy targets further in the distance and explosions that provide the player with a satisfying

As part of 'Da Wardenz', you'll be part of a renegade band of freedom fighters traveling the world for fun and adventure. Who in the hell pays for this?

payoff for destructive inputs. But the graphics miss when enemies and buildings are viewed from close range. The inherent flatness of the objects seems out of place in a supposedly true 3D environment. As for sound, the rap/beat soundtrack provided courtesy of San Francisco 49er William Floyd is above average, but does become rather grating. But

Shellshock's saving grace is in its challenging 25 level-deep gameplay. The physics model used isn't a perfect tank simulation, but it is satisfying

and does relay a sense of actually piloting an armored vehicle. And utilizing buildings and barriers in the 3D environment is paramount in planning the tactical annihilation of adversaries. Overall, *Shellshock* is a tank shooter as opposed to a tank simulation game, but it is a very good shooter.

Besides the questionable storyline, the main drawback of *Shellshock* is that the elevation of the landscape doesn't come into play on the battlefield. Gameplay could have been improved by the addition of the tactical element of tanks peeking over hill crests to dispose of unsuspecting enemies. But as it stands, *Shellshock* accomplishes its task of a source entertaining destruction. **GP**



Yup, this is all the view you get. A few external camera angles might have helped to spice up the game.



Ethnic diversity is all good and great, but embarrassingly, your fellow team members seem more like caricatures than characters.



Pay close attention to the FMV clips that explain mission objectives because there's no way to review them once the mission begins.



It might have been really cool if you could choose this A-10, but at least you can call on it for air support.

8
 Atmospheric effects and great explosions highlight the graphics.
 Tanks and buildings seem a little flat for 3D.

7 **GRAPHICS**
7 **MUSIC & SOUND FX**
 The explosions and battle sounds complement the destruction nicely.
 Rap sound track begins to grate after a while.

6 **INNOVATION**
 It's like *Doom*, except you're in a tank. Good enough for me!
 Not a true sim; physics model is above average.

But boy, do I love blowing things up! *Shellshock* has some rather fulfilling explosions. Do explosions make a good game? Yup.

8 **GAMEPLAY**
 Rotating turret enhances tank sim feel.
 Ability to upgrade tank requires careful planning and consideration.

8 **REPLAY VALUE**
 25 levels and they ain't easy — that's replay value.
 Gameplay not quite entertaining enough to warrant additional replays.

VERY GOOD
78%

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PLAYSTATION



GENRE / action
 PLAYERS / 1
 PUBLISHER / Mindscape
 DEVELOPER / Cryo Games
 AVAILABLE / now
 PRICE / \$49.99



Sure, the game isn't all that great, but the slick black CD really makes a great coaster!
 — Mike Salmon

The Raven Project

When I first started playing through this game (well, actually I didn't get to play it until I had the great displeasure of watching way too many minutes of some poorly acted, ill-conceived FMV) I was starting to have a bit of fun with the early levels and I was almost excited about reaching some later levels. But as I played on I started to realize that the early levels, as simple as they were, were the pinnacle of the game. It was when I reached what could very well be the worst level in videogame history that I started to wish I had died earlier in the game.

with the poor control, requires a great deal of luck. Once you're locked on, you just keep pressing fire until they die, then you have to go through the whole process again. You also get to control the Lynx, which is a land walker that climbs the hills. But the two vehicles control nearly the same, since the spaceship can't really go in the air. The control is a real problem, but certainly not the only one. When you're being hit by the enemy or you run into something, the screen turns completely red and leaves you in no position to do anything but get frustrated. Another problem is the lack of a compass, so you have no idea which way you're going. If you take off after an enemy and destroy it, you could very well be lost. You can't tell which way to go, since every direction looks the same, and your radar only covers the immediate area.

Despite all those problems the first few levels weren't completely bad. When I reached the space level however, I needed to walk away from the game before I got ill. You're in a spaceship in open space, but you can only move up and down a little bit. The background is so confusing that it's impossible to tell which way you're going. You'll see a mass of enemies on the radar, but good luck trying to find them. I played through it one time looking for something to shoot, but ran out

of fuel before I was able to find one enemy.

The Raven Project is a game that had some promise, but was never able to do anything very well. Only sci-fi junkies who enjoy really poor FMV need bother. **GP**

The outside-the-ship view reveals a nice looking ship, but it makes aiming even more difficult.

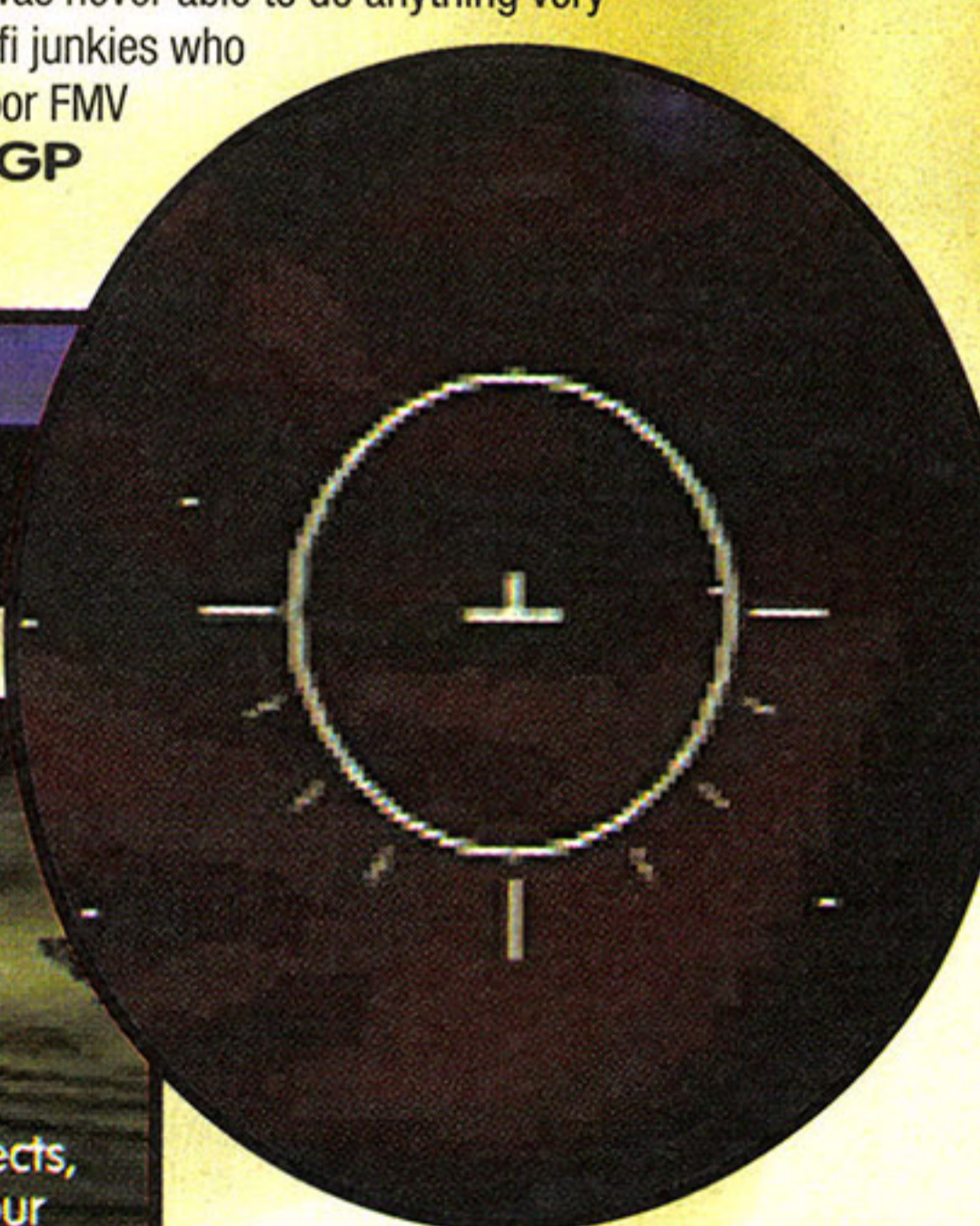


The first few levels feature you controlling a spaceship over some rolling hills, destroying land and air targets. The control is a real pain — shooting down other spaceships depends more on luck than skill. You can fire four different types of weapons, but you can't lock onto an enemy until you hit them which,

The in-the-ship view is interesting, but aiming your guns is real difficult.



Hopping inside the Lynx is real exciting, until you realize it's almost identical to the ship, control-wise.



'Where the hell am I, and where the hell are they?' In a shooter you should be able to find things to shoot, or at least know where the hell you're going.

7

GRAPHICS

- ⊕ The first couple of levels look pretty good.
- ⊖ The level in space is really horrendous.

7

MUSIC & SOUND FX

- ⊕ Some decent tracks and explosions help the game a bit.
- ⊖ Most of the tracks are poor attempts at techno.

4

INNOVATION

- ⊕ Getting to control different vehicles is a pretty good idea.
- ⊖ Gameplay isn't anything new.

5

GAMEPLAY

- ⊖ When the awful FMV finally ends, the gameplay is less than satisfying.
- ⊖ Control is wonky and the space level is horrendous.

6

REPLAY VALUE

- ⊕ Different levels will get you excited...
- ⊖ ...but they're ultimately disappointing, especially the space level.

AVERAGE
52%



PLAYSTATION

GENRE / sim
PLAYERS / 1 to 8
PUBLISHER / Koei
DEVELOPER / Koei
AVAILABLE / now
PRICE / \$59.95

ROMANCE OF THE THREE KINGDOMS IV: WALL OF FIRE

There is possibly nothing in the world more complex and demanding than a Koei simulation game. Oh yeah, except my wife.

— Roger Burchill



For simulation game fans, there's nothing as exciting as Koei coming out with its first 32-bit game. Unfortunately, Koei's first step into the next generation bears mixed results at best.

On the downside, there is no great leap in gameplay, at least not in any tangible aspect, for the non-hard-core fan. There are a few beginner friendly features, such as the advice and help commands, but their ultimate benefits remain questionable. If anything, with up to eight players and over 500 officers boasting an added 24 skill parameters, Koei

has managed to make an incredibly complex game even more so.

Besides the added complexity, the main difference from the Super NES version of the game is the improved graphics and the use of short FMV clips during gameplay.

With that being said, fans of previous Koei games should eat this game up. There's just nothing out there that compares to Koei simulation games when it comes to game depth. I'd venture to say that *RTK 4* for the PlayStation is the best Koei game ever — too bad it's not likely to inspire any new converts to the simulation genre. **GP**



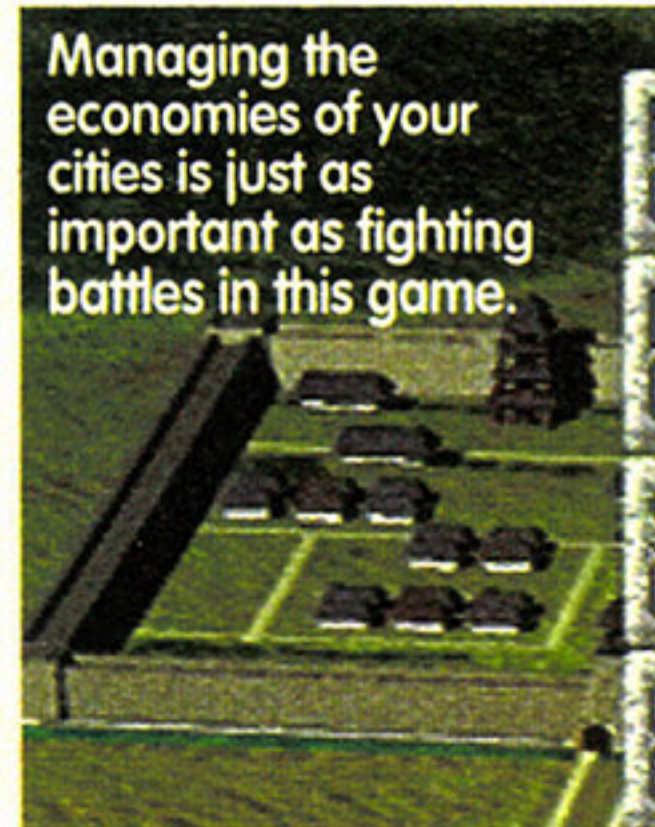
Cursory graphics have improved, thanks to the PlayStation's expanded color palette and the use of FMV clips.



But as this battle sequence reveals, gameplay is VERY traditional (at least for a sim game).



Pay close attention to the status of your officers — betrayal is always just around the corner.



Managing the economies of your cities is just as important as fighting battles in this game.

Farms	60	Walls	100
Gold	200	Warriors	100
Dams	44	Spears	100
Gold	200	Arrows	100
Shops	41	Warriors	100
Gold	100	Spears	100
Barracks	40	Warriors	100
Gold	200	Spears	100



Uniting third century China is no easy task, as you can see from the plethora of command menus at your disposal.

At the root of *Romance of the Three Kingdoms* is political intrigue. You stab my back and I'll stab yours!

REPLAY VALUE

9

- High complexity factor also equates to high challenge factor.
- Sim fans will be immersed in the deep gameplay for months to come.

GAMEPLAY

8

- For simulation fans, Koei games are the state of the art.
- The vast array of commands are intimidating and confusing.

MUSIC & SOUND FX

7

- Soundtrack adds atmosphere without annoying.
- Sound effects are rather bland and unnoteworthy.

GRAPHICS

8

- The 32-bit graphics and FMV clips contribute to the improved visuals.
- But this is a sim game, don't expect ground breaking graphics.

EXCELLENT
82%

PLAYSTATION



GENRE / fighting
 PLAYERS / 1 or 2
 PUBLISHER / Acclaim Entertainment
 DEVELOPER / Mirage
 AVAILABLE / now
 PRICE / \$54.95



There's a saying that a sequel never lives up to the original. Well, *Rise 2* lays that claim to rest. It brought out the Barf Lad in me! — Roger Burchill

RISE 2 RESURRECTION

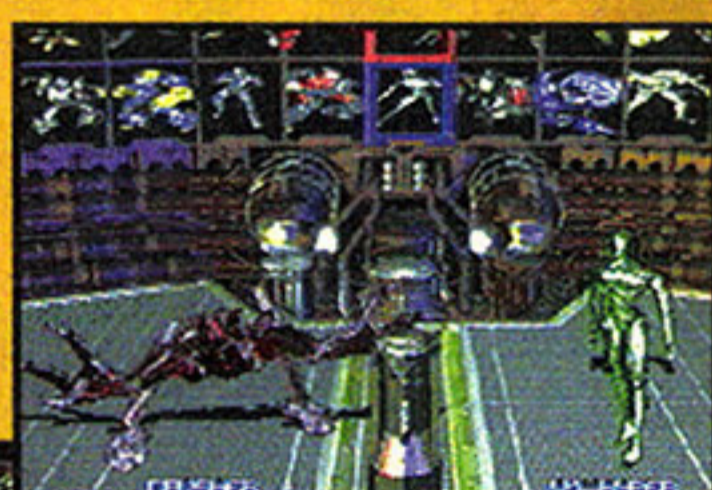


For fighting game fans everywhere, the original 16-bit *Rise of the Robots* game was a low point in the history of western civilization. I believe the **GAME PLAYERS** review at the time concluded that smashing a couple toasters together would produce a whole lot more gaming enjoyment.

Considering the pedigree, it would be putting it mildly that *Rise 2 Resurrection* came carrying a lot of baggage. But the thing is, I really wanted to like it. There are few things as enjoyable as having a game exceed your very low expectations. Sadly, *Rise 2* lived up to expectations perfectly. The graphics are passable at best and have the distinct aura of having been initially developed for a 16-bit platform and then hastily converted to resemble a 32-bit game. But the worst aspect of the game is in its gameplay and control. *Rise 2* may have the worst control feel of a 2D fighter ever — it is the complete antithesis of the balanced control structure of the *Street Fighter* series.

What is there to like about the game? Well, there are 18 characters to choose from, as well as some hidden ones. And there are Termination Moves (finishing moves) borrowed from the likes of *Mortal Kombat*. All in all, *Rise 2* has little to recommend it. Spend the day appliance shopping, you'll have more fun. **GP**

The only highlight of *Rise 2* is the choice of 18 characters, but everything goes pretty much down hill after the character select screen.



Wait a sec, I was a bit hasty! You can adjust the color palette for your character by moving the D-pad. Neato! Highlight number two!



What doesn't come across in these shots is the lack of smoothness in the game control. Slow and clumsy doesn't equal fun.

Rise 2 does have Special Moves, Super Special Moves, and Termination Moves, but poor control made them near impossible to use!



Don't let the screen shots fool you. *Rise 2* has all the ear marks of a 16-bit game that was turned into a 32-bit game at the last second.



4

GRAPHICS

- Some backgrounds look like 32-bit graphics...
- ...but the fighters look like they were pulled straight from 16-bit.

3

MUSIC & SOUND FX

- Brian May of Queen composed the soundtrack.
- Nothing in the sound effects distinguishes this as a 32-bit game.

2

INNOVATION

- Everything entertaining has been 'borrowed' from other games.
- This could have easily been a 16-bit game.

3

GAMEPLAY

- 18 characters provide more fighting possibilities.
- But the clumsy controls mean that possibility is gaming hell.

5

REPLAY VALUE

- Fighting games have a distinct advantage in replay value...
- ...but *Rise 2* does everything possible to diminish this advantage.

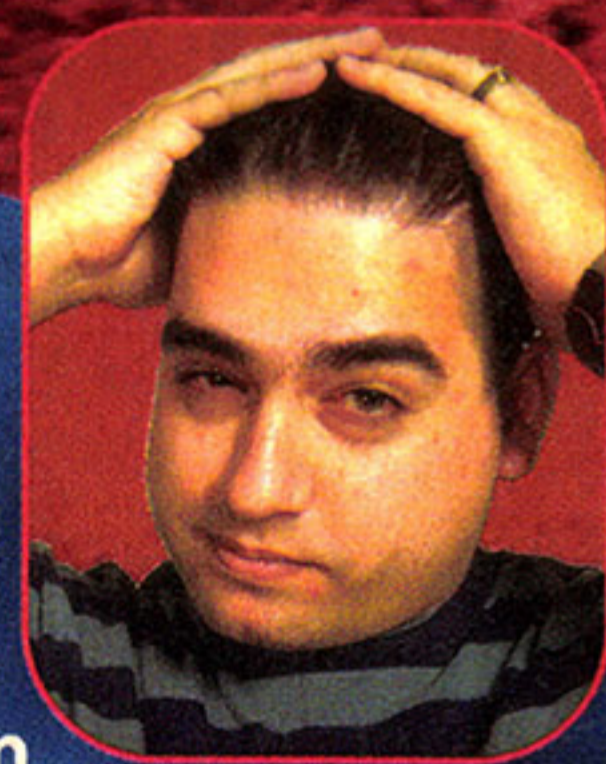
CRAP
37%



PLAYSTATION

GENRE / classic
 PLAYERS / 1 or 2
 PUBLISHER / Williams
 DEVELOPER / Digital Eclipse
 AVAILABLE / now
 PRICE / \$45-50

WILLIAMS Greatest Hits ARCADE'S



Back in the 'good old days', we didn't have no fancy 32-bit graphics! We had to walk ten miles, uphill both ways, just to get to an arcade! Now, get me my Geritol! — Roger Burchill

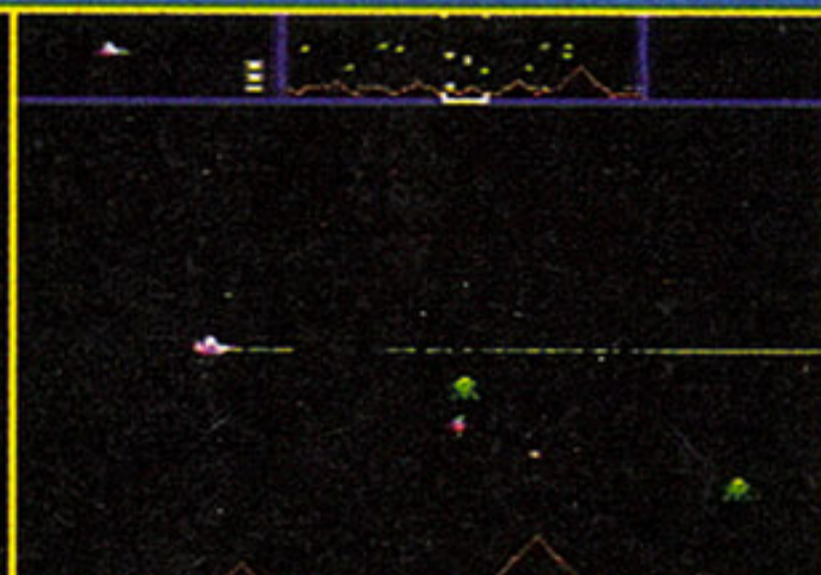
Compilation disks are something I have decidedly mixed feelings about. The main problem is that there are usually only about a half-dozen games tossed on to a 600 Meg CD-Rom. That's about 10% games and 90% empty space for your money. Still, if that's going to be the industry standard, Williams should at least be commended for offering the strongest collection of games on a single CD.

Defender, Defender II, Joust, Robotron, Sinistar, and Bubbles.

These were all titles that once ruled the arcades of America. Okay, maybe not *Bubbles*. But even *Bubbles* proves pretty entertaining; a classic example of how an emphasis on strong gameplay can help overcome deficiencies in looks or sounds. Sure, these games may not compare to the 3D-rendered polygon graphics out there today, but I guarantee that these games are still more entertaining than 90% of the games available today.

Of course, not everything is perfect in nostalgia land. If you missed these games the first time around in the arcades, you may have some trouble appreciating them. And the PlayStation controller has some trouble recreating the arcade control interface in games like *Defender* and *Robotron*. But if you're interested in videogame history, classic gameplay, or a stroll down memory lane, *Williams' Arcade's Greatest Hits* doesn't disappoint. **GP**

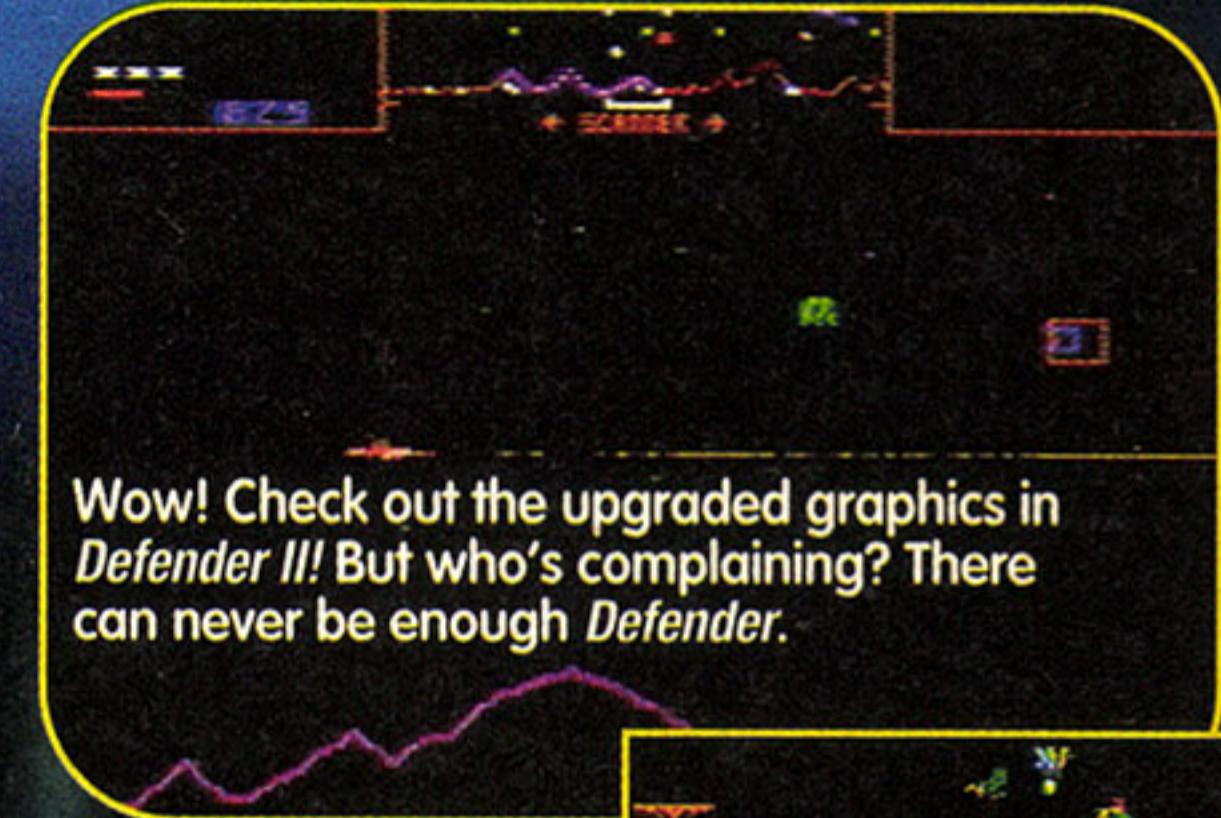
As compilation disks go, Williams offers one of the better ones with six solid classic arcade games.



Forget *Pac Man*! *Defender* was the game that had me committing petty larceny to acquire 'just one more quarter!'



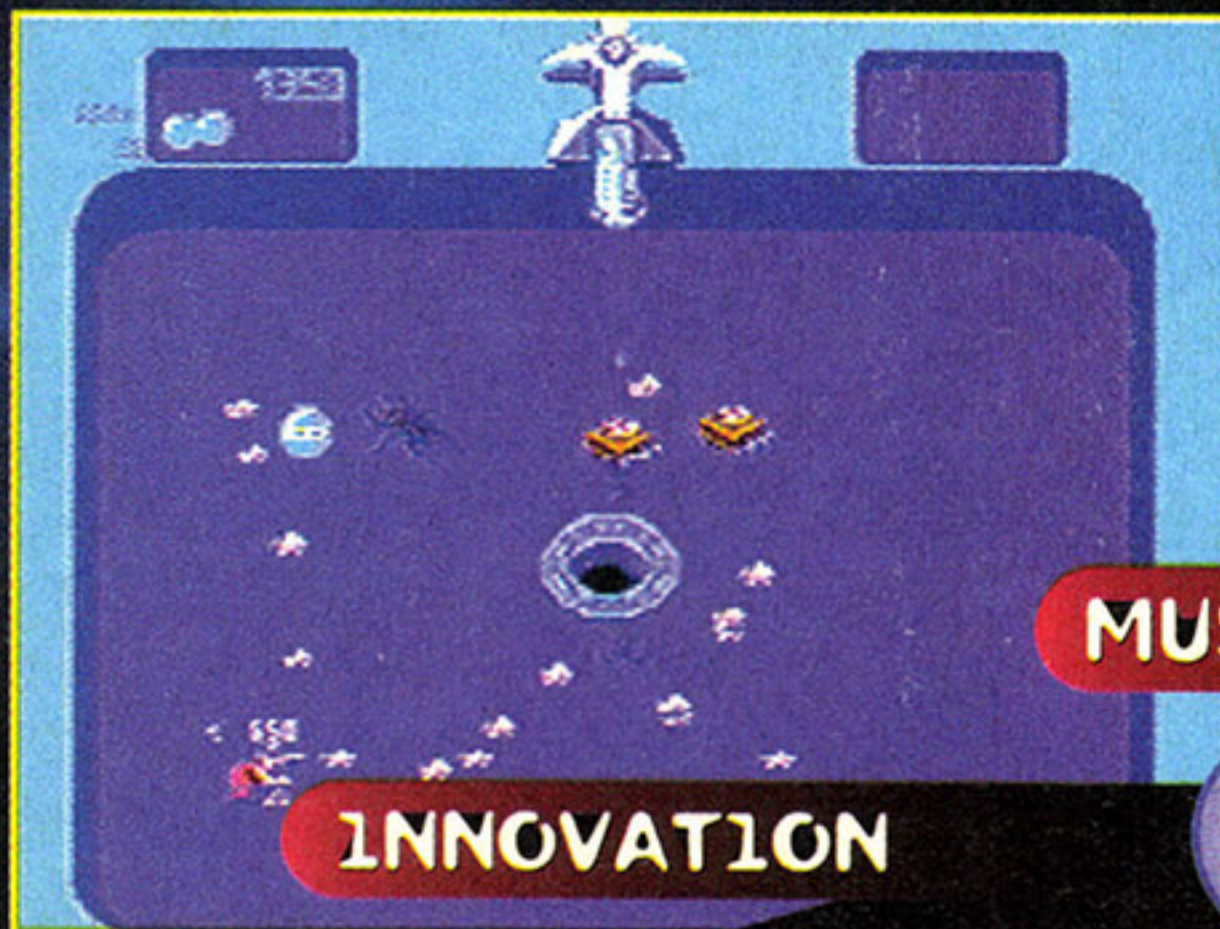
Defender, Defender II, Joust, Robotron, Sinistar and Bubbles. Pick any one to travel back to a kinder, gentler videogame era.



Wow! Check out the upgraded graphics in *Defender II*! But who's complaining? There can never be enough *Defender*.



Joust is a prime example of the gameplay that transcended the simplistic graphics and sound. Heh heh, kill bird guys!



Clearing the cobwebs from my brain, I vaguely recall *Bubbles* in the arcade. Surprisingly, it compares quite favorably to its more popular brethren.

INNOVATION

3

MUSIC & SOUND FX

4

- Defender still boasts some of the coolest sounds ever.
- Simplistic sounds from the arcade stone age.

- Use of the original code means arcade-perfect translations.
- Of course, arcade perfect for these games means crappy graphics.

GAMEPLAY

8

- Classic games. Great gameplay withstands the test of time.
- PlayStation controller loses arcade feel for some of the games.

REPLAY VALUE

8

- Six games, solid gameplay, and nostalgia keep you coming back.
- Missed these the first time around? You may not see the appeal.

GRAPHICS

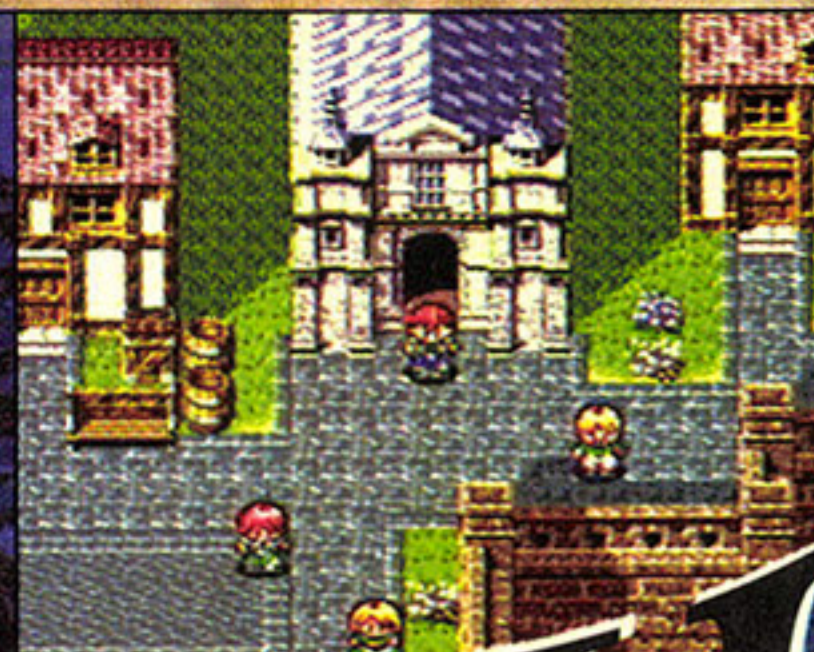
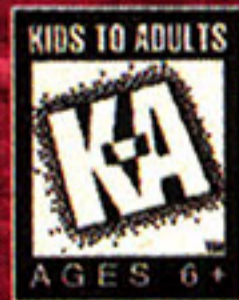
4

VERY GOOD

71%

SUPER NES

GENRE / RPG
PLAYERS / 1
PUBLISHER / Natsume
DEVELOPER / Taito
AVAILABLE / now
PRICE / \$69.95



Ahhh, RPGs... They take me back to my youth when I was short and round and challenged the Great Kitty of the Sandbox with my magic sword... — Roger Burchill

LUFIA II

RISE OF THE SINISTRALS

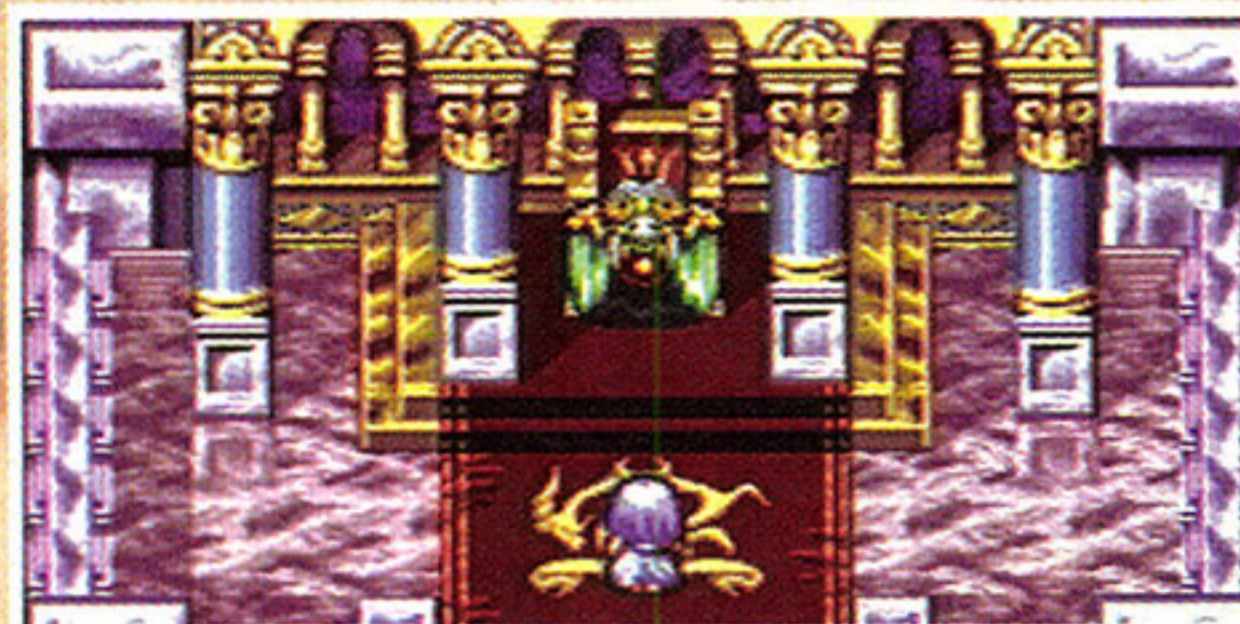
During this extended drought of good role playing games, gamers everywhere have been waiting for the next great RPG. A bit surprisingly, *Lufia 2 - Rise of the Sinistrals* (yes, a 16-bit game) could very well lay claim to that coveted title.

Lufia 2 doesn't accomplish this task by making great leaps in gameplay and technology. Rather, *Lufia 2* is the first RPG in quite a while to go back to the basics, and do the basics very well. Graphics and sound seem every bit the standard 16-bit fare but are actually more appealing than that of some supposedly 32-bit RPGs. The game accomplishes this task by simply adding more detail and care than normally

expected in both the visuals and music. But *Lufia's* appeal primarily lies in its excellent and deep story. In both plot pacing and character development, *Lufia* boasts an epic flavor.

Couple the story with a true RPG point system (as opposed to an action-based interface) and *Lufia 2* is the first game in a while that truly captures the qualities and feel of a true RPG.

Of course, as well as *Lufia 2* holds up to the criteria of the RPG fan, it certainly doesn't boast an explosion in innovation for the RPG genre. Role playing game fans everywhere should have no complaints in playing *Lufia* until that great leap in RPG gameplay comes. But rest assured, that leap does need to come. Role playing games are all about exploring and discovering new frontiers. The time for the RPG genre to expand and grow is well past due. **GP**



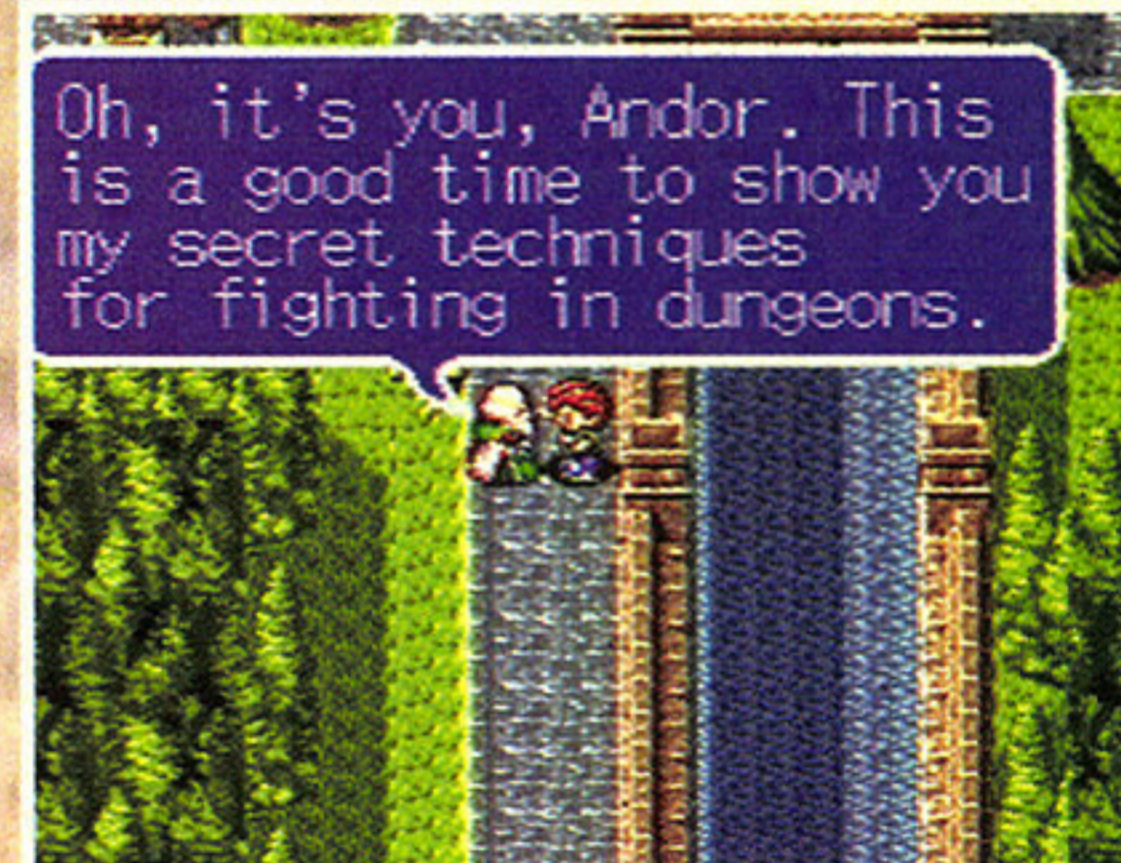
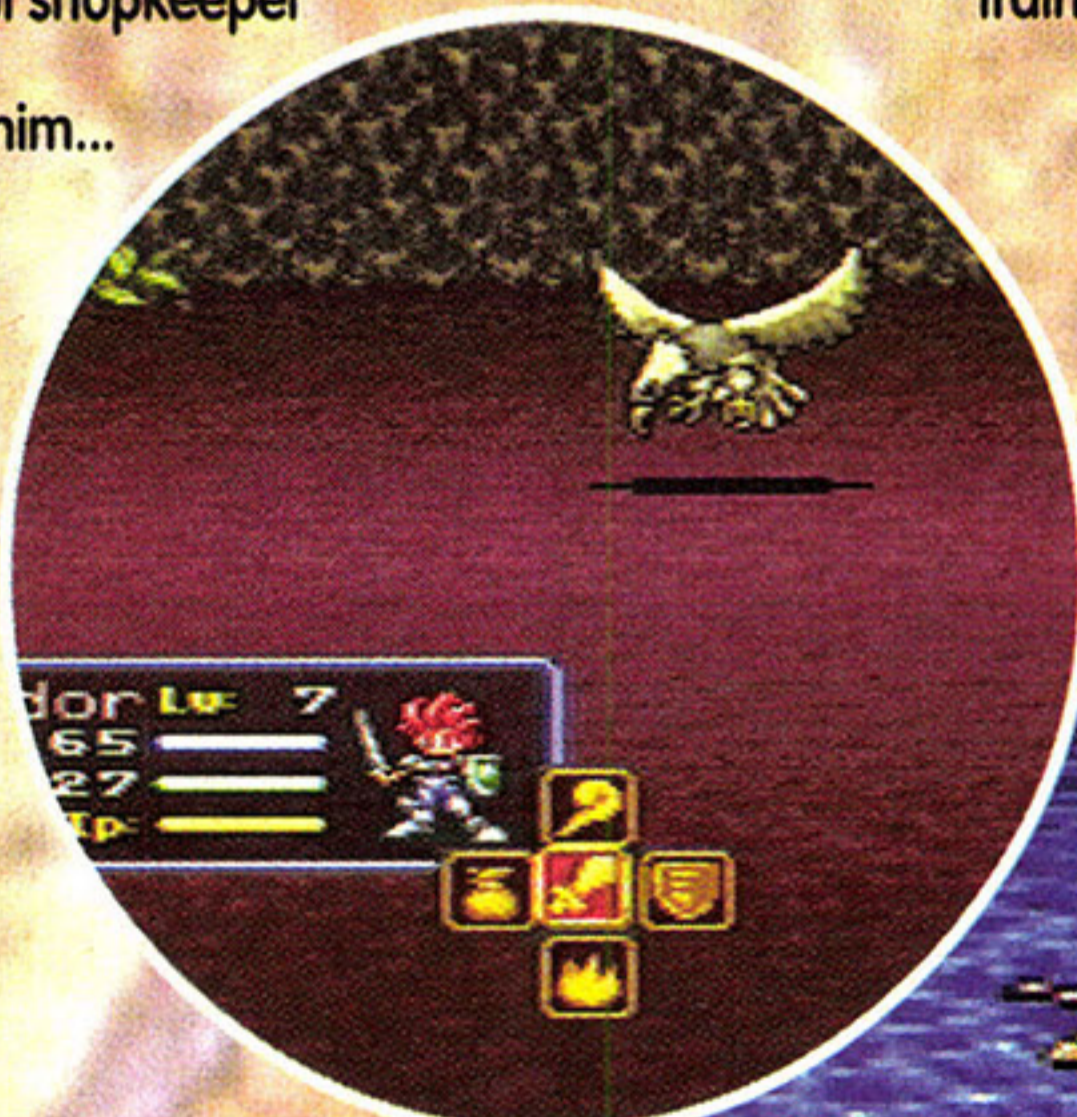
Evil forces brewing their dastardly plots. A young hero about to be swept away by circumstance. So the story begins...

Appealing characters are the backbone of any great story. Meet the brash, oblivious young hero and the sweet, faithful shopkeeper that loves him...

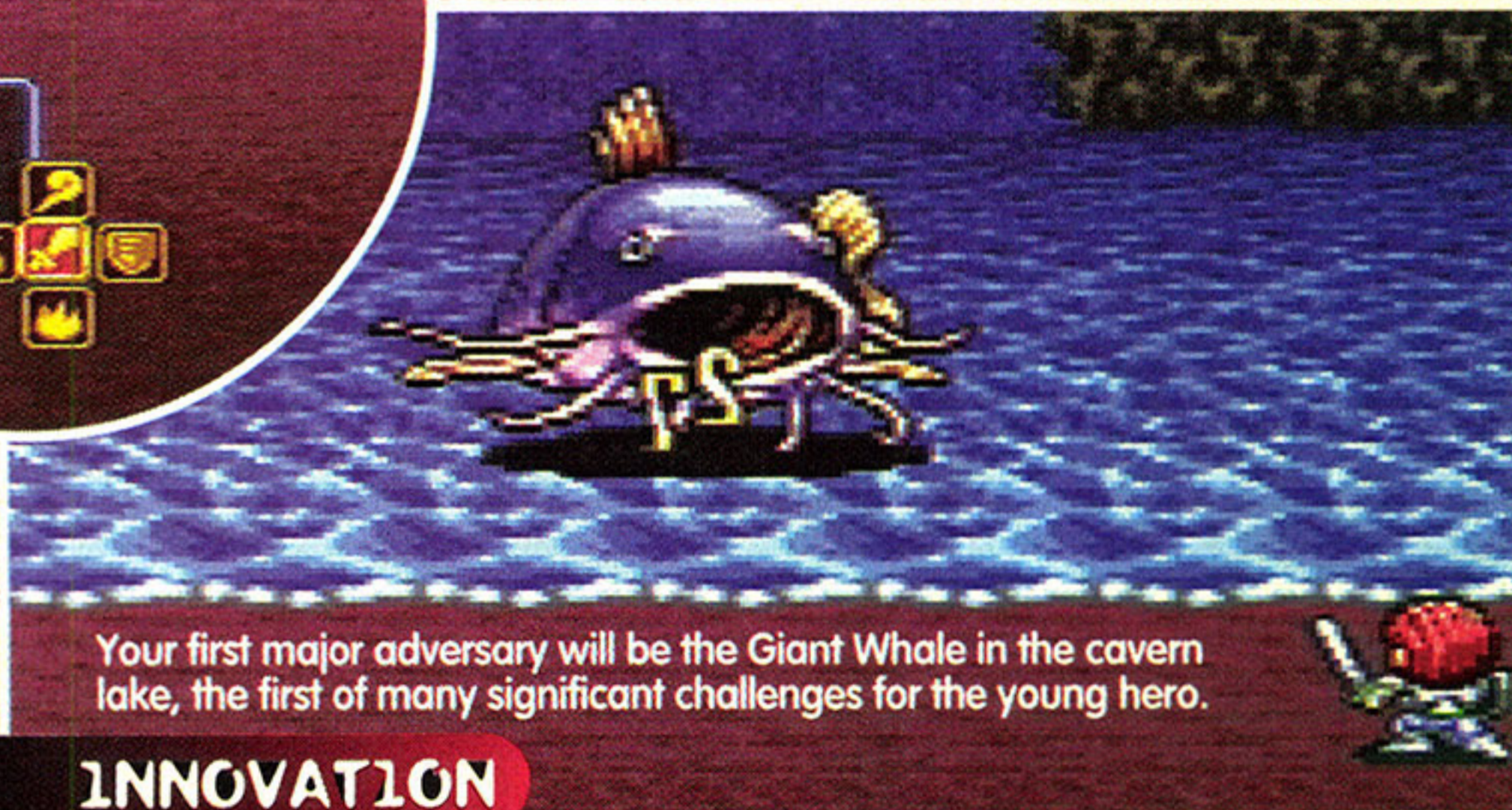
The elderly gentleman in your hometown will teach you the tricks of the trade. Listen to his advice and remember his training to survive.



Your cross-country treks are depicted on the topographical map. But beware, attacks can still come at any time.



Instead of being an action-based RPG, *Lufia 2* sticks with the tried and true hit /magic points battle system.



Your first major adversary will be the Giant Whale in the cavern lake, the first of many significant challenges for the young hero.

7 GRAPHICS

- Typical RPG look, but still a notch above most 16-bit RPGs.
- Say hello to the short, fat, round guys!

7 MUSIC & SOUND FX

- Simple score captures the epic nature quite well.
- Sound effects are understandably limited by the 16-bit hardware.

6 INNOVATION

- In RPGs, an excellent story is everything.
- There's nothing really here that deviates from 16-bit RPG norms.

9 GAMEPLAY

- The pacing and the scope of the huge story lay a solid gaming foundation.
- Point system is still the RPGers favorite.

9 REPLAY VALUE

- Epic story and exploration equals months of gaming goodness.
- Someday the story ends, but what a journey!

EXCELLENT

85%

SATURN

GENRE / shooter
 PLAYERS / 1
 PUBLISHER / Sega
 DEVELOPER / Away Team
 AVAILABLE / now
 PRICE / \$49.99



When Chris said any monkey could play this game, I was honored that he chose me over all those other qualified monkeys — *Mike Salmon*

CONGO

Sure, the movie *Congo* was total crap, but the premise really made sense for a video game. Wandering around a 3D jungle, shooting monkeys, and discovering treasure has all the trimmings of a great video game. However, *Congo* never achieves greatness, because of several crucial flaws.

The first and most obvious short-coming in *Congo* are the atrocious graphics. The enemies are flat and lifeless and the texture-maps are blockier than many early 3DO games. It's not that graphics make or break a game, but to fully immerse yourself in a game, it's necessary to have graphics that bring you into a believable world. And *Congo's* chunky, flat graphics just left me cold. After getting deeper into the game, I found that there was plenty of good gameplay ideas. In one level, there's

an earthquake every so often that shakes the ground, and you have to use this to get over obstacles and hunt down the jewels. Some of the enemy AI is exceptional! They come out of the woods, attack you, then head back for cover. Unfortunately, all these solid ideas weren't fully utilized because of some shaky control, poor frame rate, and pixelly graphics.

Doom fans are sure to be appalled by the slow frame rate and loose control that often leaves you spinning in circles, not knowing what to do. Conceptually, *Congo* is very solid and because of that, there is still some entertaining gaming, but there are definitely better titles out there that aren't near as ugly. **GP**

Traveling in the jungle and crossing rope bridges could be very cool, if it just moved a little smoother.



You even jump down from the bridge and try to head upstream on this river.



Jumping over ravines is very interesting, but the control is so poor that you never get the timing down.

Later in the game, there are some nicer looking graphics as you travel through the ruins, but the control still isn't there.



Monkeys tossing rocks at you is fun, but if it was poop they were tossing, it would be that much better.

Flat enemies really hurt this game. You want to kill them just to get the ugly pixels off your screen.

Get up close to anything in *Congo* and it looks just like this, not what we expect from a second generation Saturn game.

GRAPHICS

5

- ⊖ Arguably the ugliest 32-bit game to date.
- ⊖ Texture maps are ugly, enemies are flat.

MUSIC & SOUND FX

7

- ⊕ Jungle sounds and gun sounds are precise.
- ⊖ We want more monkey noises! We want more monkey noises!

INNOVATION

7

- ⊕ Earthquake during one of the levels is great, as are the secret passages.
- ⊖ It's *Doom* in a jungle with apes. It's not that original, you know?

GAMEPLAY

5

- ⊕ The variety in levels is the only thing that saves this game.
- ⊖ Poor frame rate and sloppy control can be very frustrating.

REPLAY VALUE

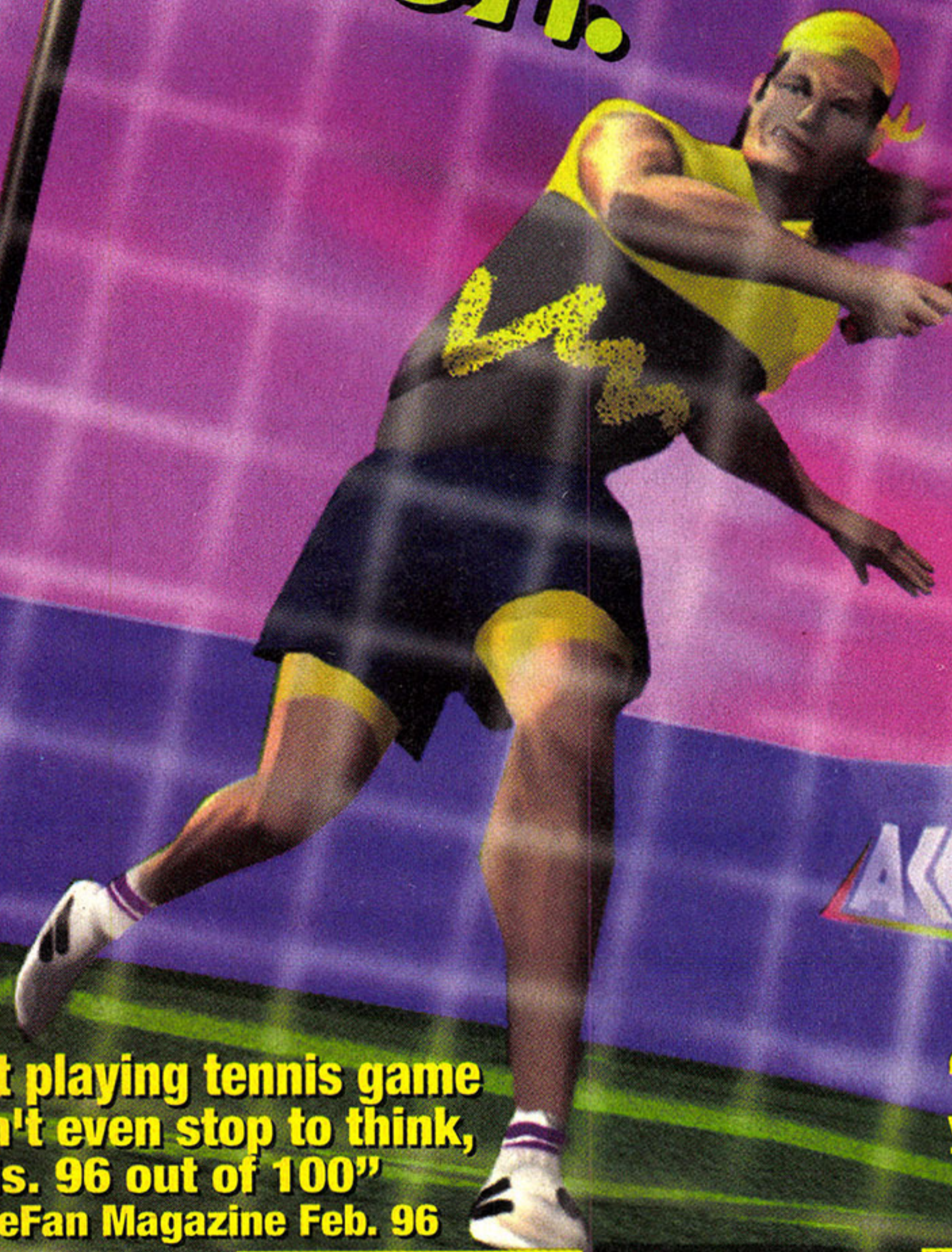
7

- ⊕ So many secret areas could keep you playing for quite a while...
- ⊖ ...but the frustrating control and ugly graphics don't help much.

AVERAGE

59%

The net generation.



Acclaim
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GameFan Magazine Feb. 96

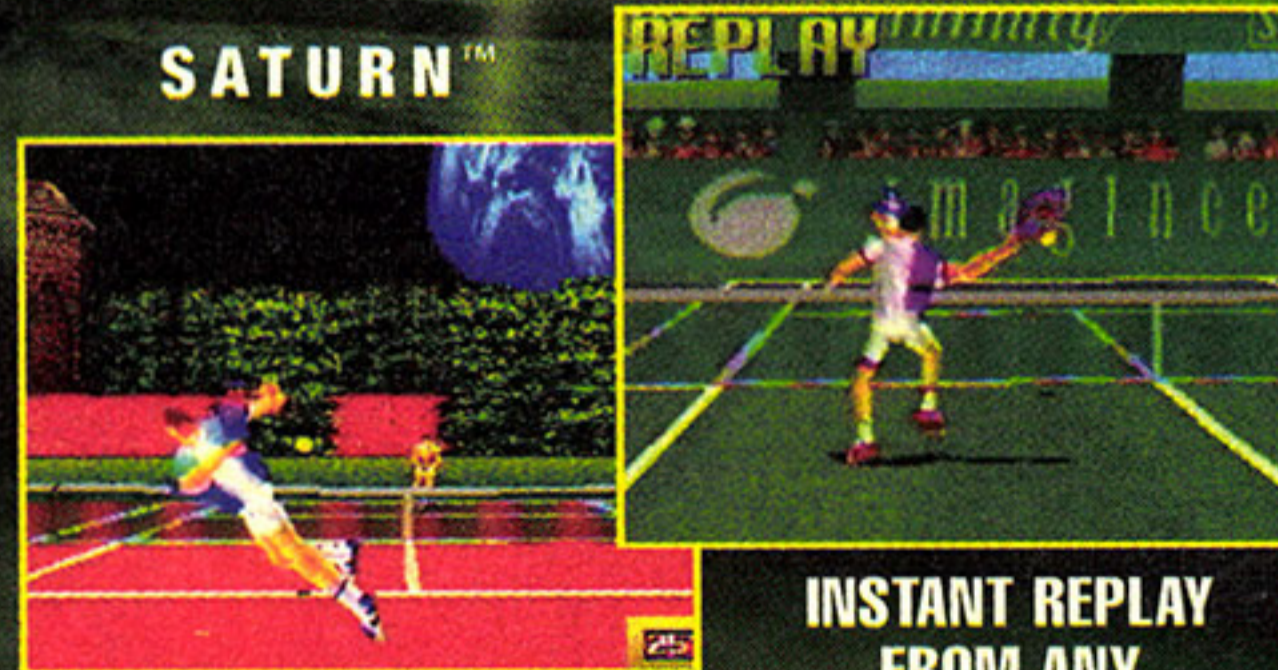
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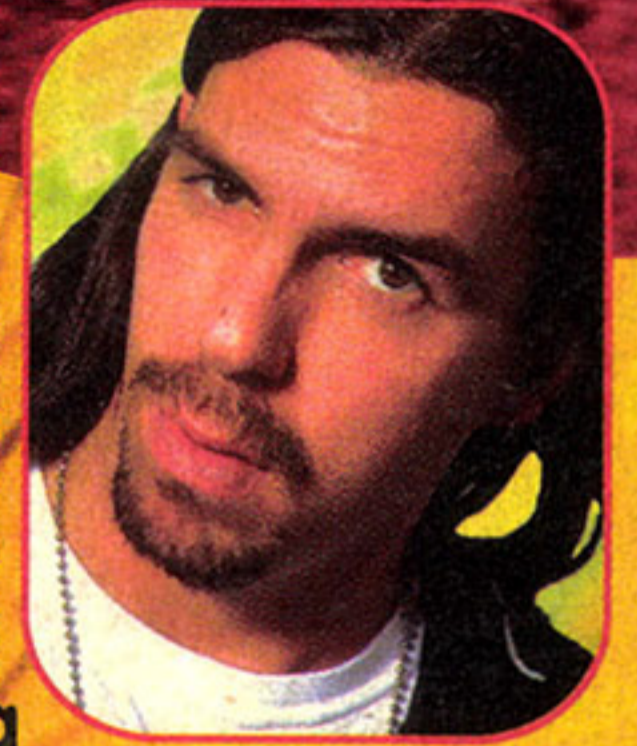


SUPER NES

GENRE / action
 PLAYERS / 1 or 2
 PUBLISHER / T*HQ
 DEVELOPER / Black Pearl Software
 AVAILABLE / now
 PRICE / \$49.99



MOHAWK AND HEADPHONE JACK



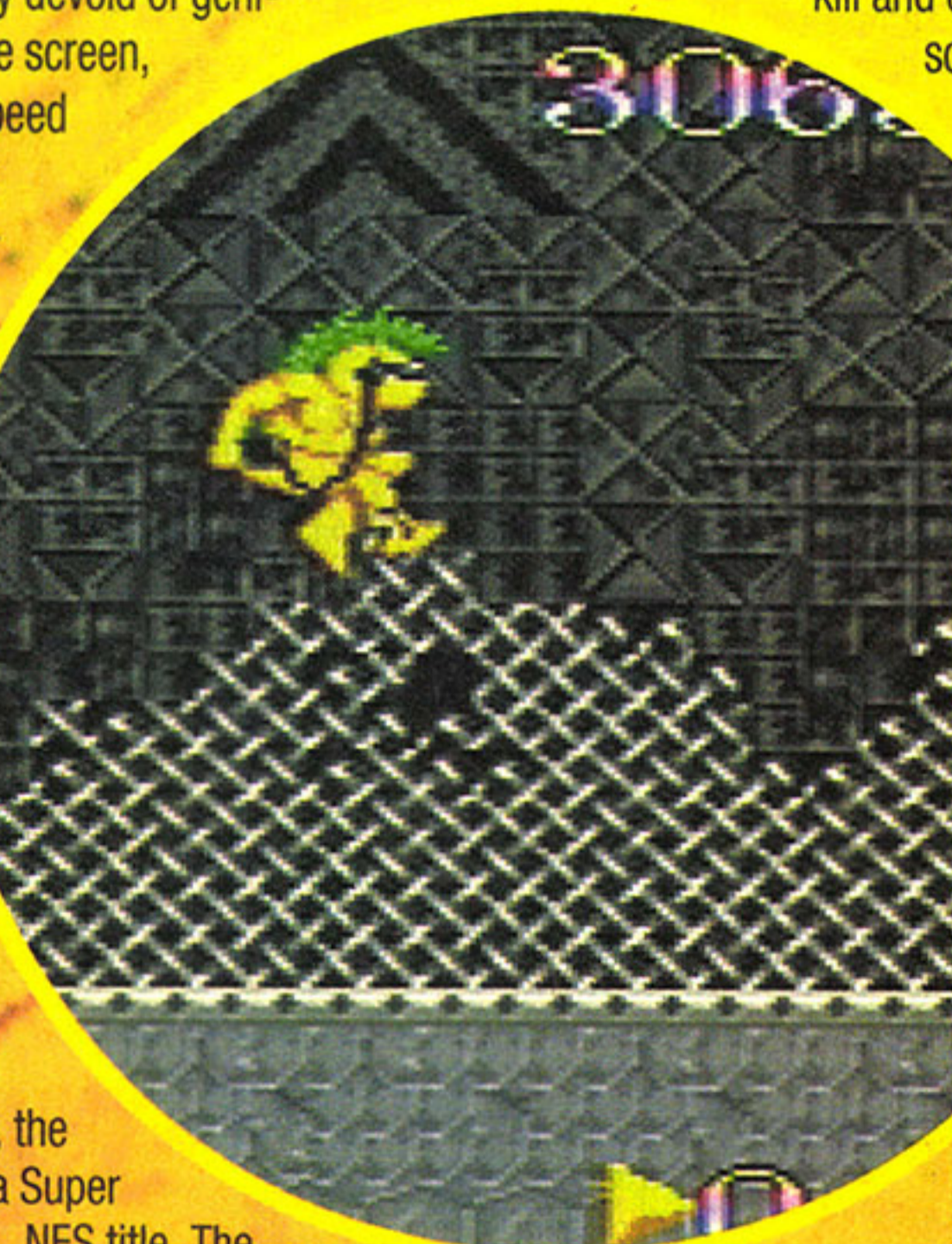
The name scared me, the freaky little creature made me cry, but after getting over the motion sickness, I actually found the hidden fun! — *Mike Salmon*

This could be one of the last original third-party games for the Super NES, and we don't have to tell the Super NES owners that it's one of the few new games as well. Fortunately, *Mohawk* is a very original title that relies on speed and a totally new approach to a platform game.

Mohawk is a creepy looking little mascot that sports a long green mohawk and a tiny muscular body devoid of genitals. Once you have the courage to look at the screen, you're likely to be very impressed with the speed and variety in gameplay. The levels are huge and they feature tons of hidden areas, a confusing pipe system, teleporters, and a constantly changing gravity source. Sound confusing? Well, when I first played this game, I was extremely confused, but with the help of a superb map screen and a faultless sense of direction, I finally found my way. Once I got into the game, I realized the immense possibilities and courses that can be taken to reach the final goal in *Mohawk*.

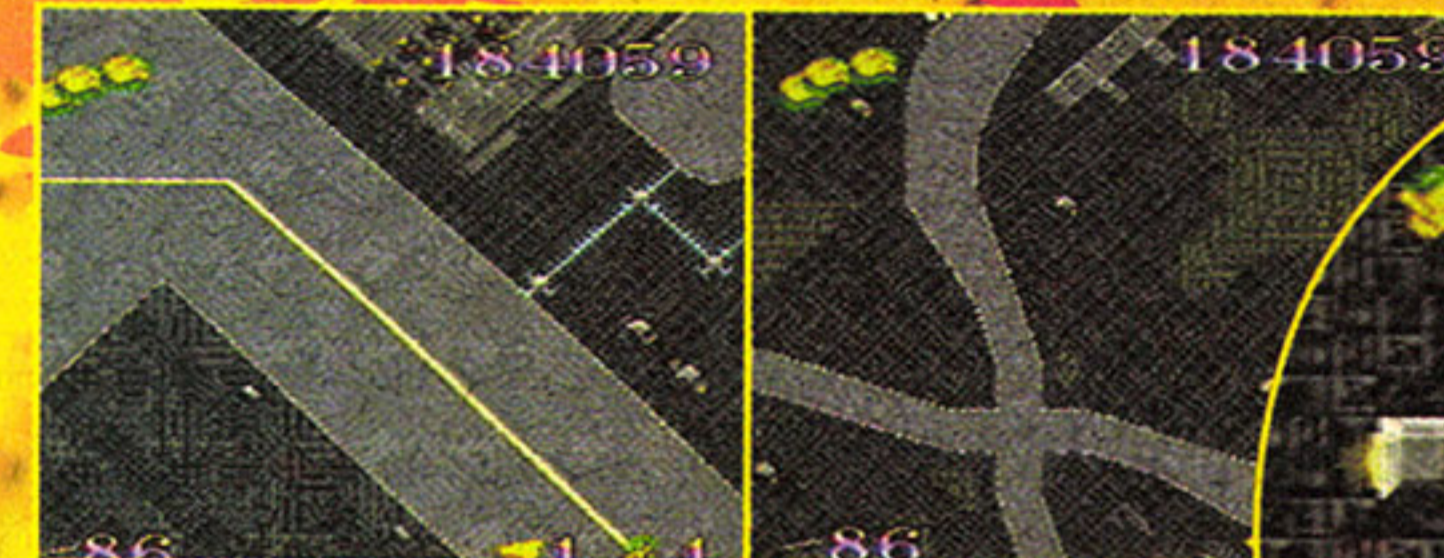
Although the levels and the hero (we think it's a hero) aren't the prettiest I've seen, the graphics are undeniably clean and sharp for a Super NES title.

The disorienting part of *Mohawk* is when you jump in the air and...



way through a level, because what few enemies there are, are extremely easy to kill and quite generic. And while some players may love the adventure aspect of finding new hidden areas, I wanted some more noteworthy

The handy map screen is very useful and entirely necessary. It also shows how huge the levels are.



Mohawk comes across places where he can fly or throw a tire on his bottom half and act like a unicycle.

enemies to make the game that much more complete.

Other than that flaw, *Mohawk* is just a good solid game with some real original gameplay. It's one of the few Super NES games still worth buying. **GP**

The bosses aren't real tough, but this one looks pretty cool.

The most glaring flaw in *Mohawk* is the lack of tough enemies. The trick to *Mohawk* is finding your

...all of the sudden gravity has changed and up is now down. Freaky and intriguing!

INNOVATION

7

- ✔ Completely original level design that will have your head spinning.
- ✘ Collecting CD's is far from new.

GAMEPLAY

7

- ✔ The game is real fast and has some great loops.
- ✘ Occasional slow down and a lack of enemies can be a bit annoying.

REPLAY VALUE

7

- ✔ Tons of things to explore and lots and lots of hidden stuff.
- ✘ Can be a bit repetitive and could give you motion sickness.

GRAPHICS

7

- ✔ Mode 7 has never been used this well before in a game.
- ✘ That little guy is really very freaky.

MUSIC & SOUND FX

7

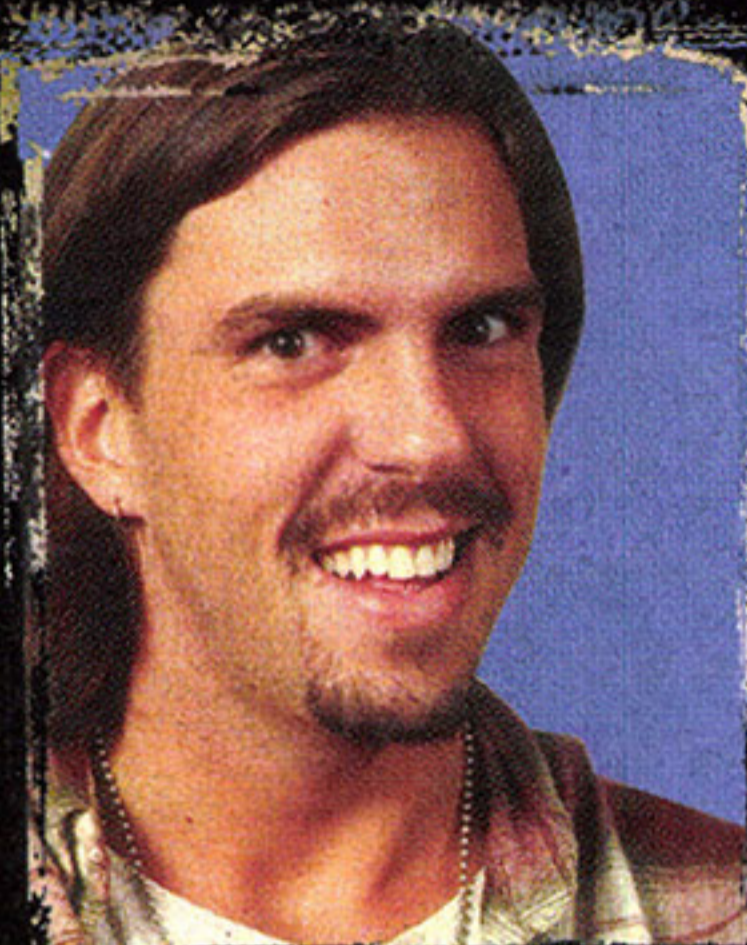
- ✔ Music is decent for a Super NES game.
- ✘ When you've been teased with CD sound, the Super NES doesn't cut it.

VERY GOOD

71%

GP

SPORTS



The day of reckoning has come and only one 32-bit hoops title can emerge as champion.

Check out the in-depth reviews on *NBA Live*, *NBA Shoot Out*, and *Slam 'N' Jam* to see which game comes through in the clutch. I also have some first-looks at *MLB Pennant Race* and *Triple Play '97* for the PlayStation. It looks like another Sony Interactive vs. EA Sports battle in the works. The search continues for the world's best baseball game.

With so many sports titles coming out on the market, it's real tough to pick the game you want, so pay attention to the scores and the content of the reviews. I may rate *NBA Live* higher than *NBA In The Zone*, but if you prefer the big polygon players and couldn't care less about realism, then *In The Zone* is the game you should buy. My reviews are based on years of sports gaming and a thorough examination of every game, but my interpretation of a great game may not always be the same as yours. This is why each review points out the good and bad in each game, so you can use the review to weed out the games you don't want and find the ones you do. If you have any comments, suggestions, problems, or just want to talk sports gaming, feel free to E-Mail me at: Mike_Salmon@qm.imagine-inc.com or, for the Internet-challenged, write me at **GAME PLAYERS**, 150 N. Hill Dr., Brisbane, CA, 94005. I want to keep making this the absolute best sports section around and, with your input, it's possible (although unlikely) to make it even better.

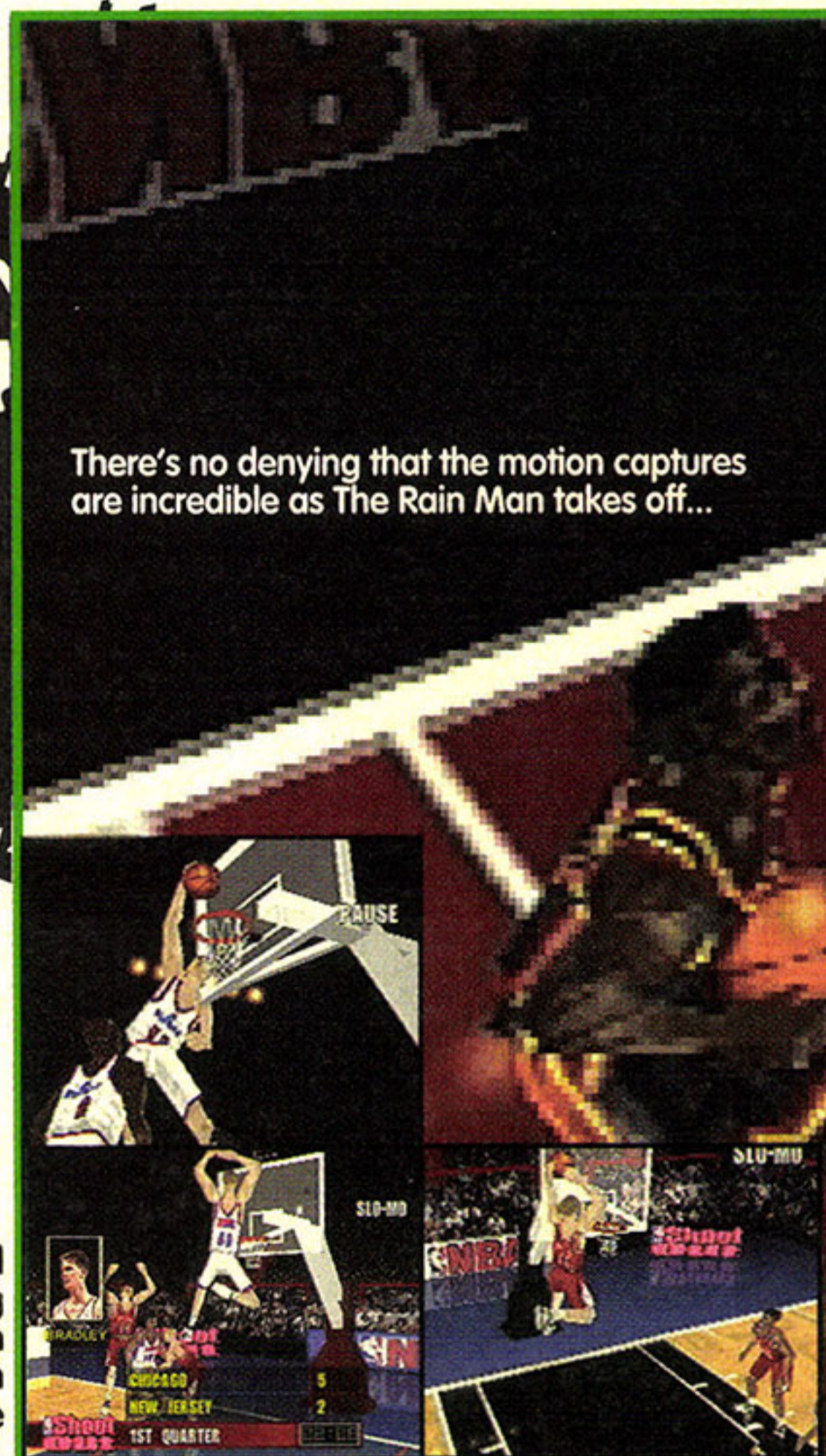
HOOP IT UP!

The definitive guide to 32-bit basketball.

Three more basketball titles reached the reviewable stage this month, so I've crossover-dribbled and tomahawk-jammed on each of them enough times to give the lowdown on which game is right for you. I've also included a head-to-head comparison of every 32-bit basketball game, so you can see where each game's strengths and weaknesses are. Read this before you buy, and you can avoid all that annoying buyer's remorse.

George Muresean, Shawn Bradley, and Luc Longley all have apparently attended Latrell Sprewell dunking classes, as they get some serious air. That's the problem with motion-capture, until you apply the process to each and every player in the NBA, you will lose the individual signature moves.

There's no denying that the motion captures are incredible as The Rain Man takes off...



HEAD TO HEAD TO HEAD TO HEAD

The big four PlayStation B-ball titles ranked and rated.

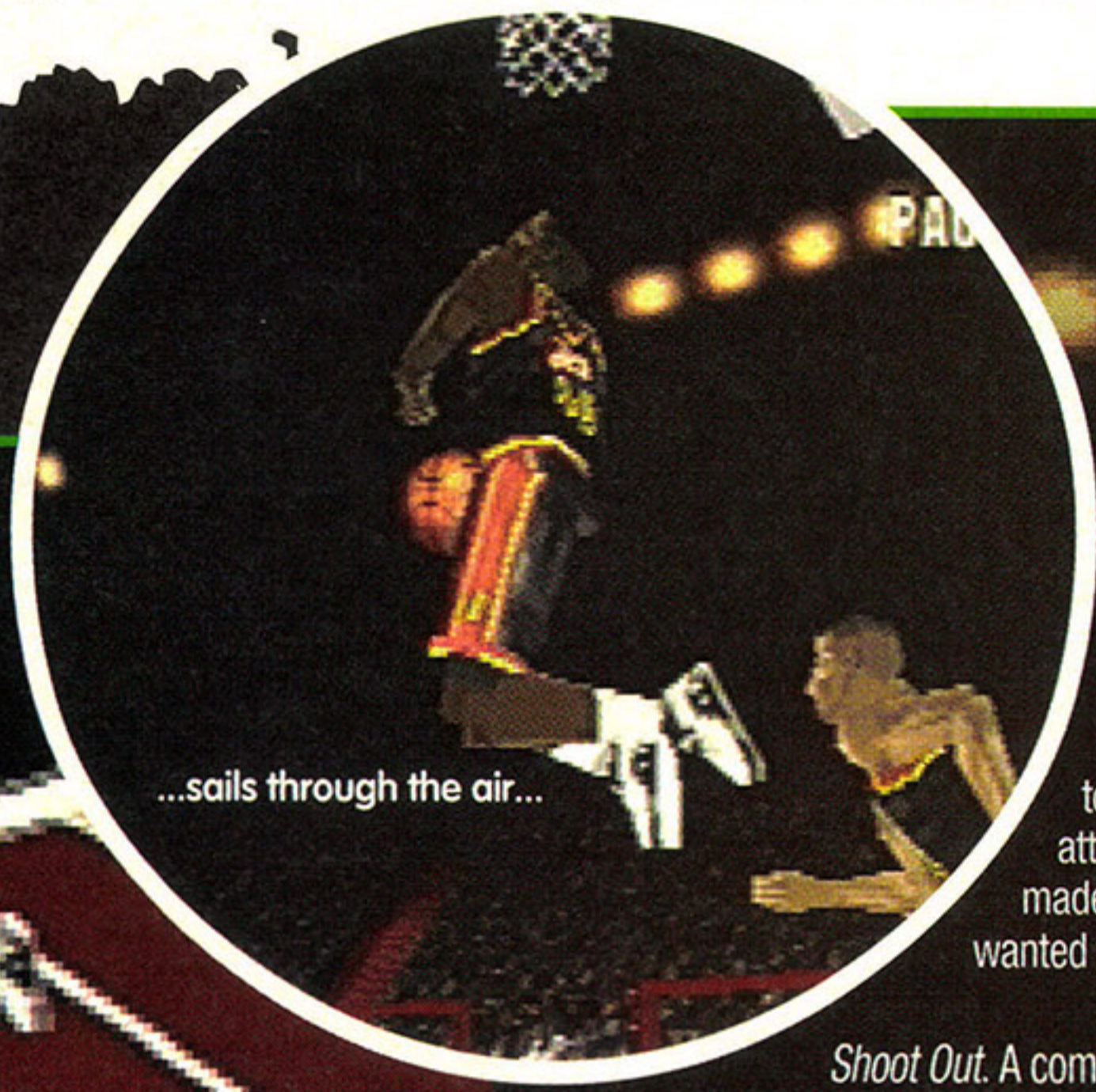
Each game is rated from 1st to 4th in the most important categories for basketball games. This helps give you an idea of which game is right for you. Do you want big dunks? Sharp Graphics? Realistic gameplay? It's up to you.



	<i>NBA Live '96</i>	<i>NBA Shoot Out</i>	<i>In The Zone</i>	<i>Slam 'N' Jam</i>
Graphics	4th	2nd	1st	3rd
Dunks	4th	2nd	1st	3rd
Sim	1st	2nd	3rd	4th
Arcade	3rd	4th	1st	2nd
Season	1st	2nd	4th	3rd
Speed	2nd	4th	3rd	1st
Options	1st	2nd	4th	3rd
Realism	1st	2nd	3rd	4th
Stats	1st	2nd	3rd	4th
Plays	1st	2nd	4th	3rd
Overall Rating	1st	2nd	3rd	4th

NBA SHOOT OUT

System: PlayStation • Publisher: Sony Interactive
 Developer: Sony Interactive Europe • now available • \$55



After spending the last month playing basketball games day and night, I've realized several things. Someone has got to figure out a way to get Michael Jordan in the game, there's plenty of room for improvement in the genre, my girlfriend doesn't like me any more and, despite all this, I enjoyed every minute of it.

NBA Shoot Out wasn't able to unseat *NBA Live* as the best basketball sim, but it has definitely raised the stakes for next year's battle. The game uses crisp polygon players and some ultra-smooth motion captures to deliver its game to the court. Somewhere in that delivery, however, *NBA Shoot Out* comes up a bit short and leaves *NBA Live '96* as the undisputed champion. *Shoot Out* is technologically superior to every basketball game out there and an attempt to include full simulation options really made this a close battle, but in the end, I just wanted to keep playing *Live*.

You can't ignore the many good points of *NBA Shoot Out*. A complete (or as complete as you can get) players' license, a set of plays, some amazing motion capture, smooth dunks, and the most stylish presentation of any basketball game were all done right. Eight players and a multi-tap makes for some great 4-on-4 match-ups and a perfect party game. Unfortunately, *NBA Shoot Out* just missed the mark on several other key elements.

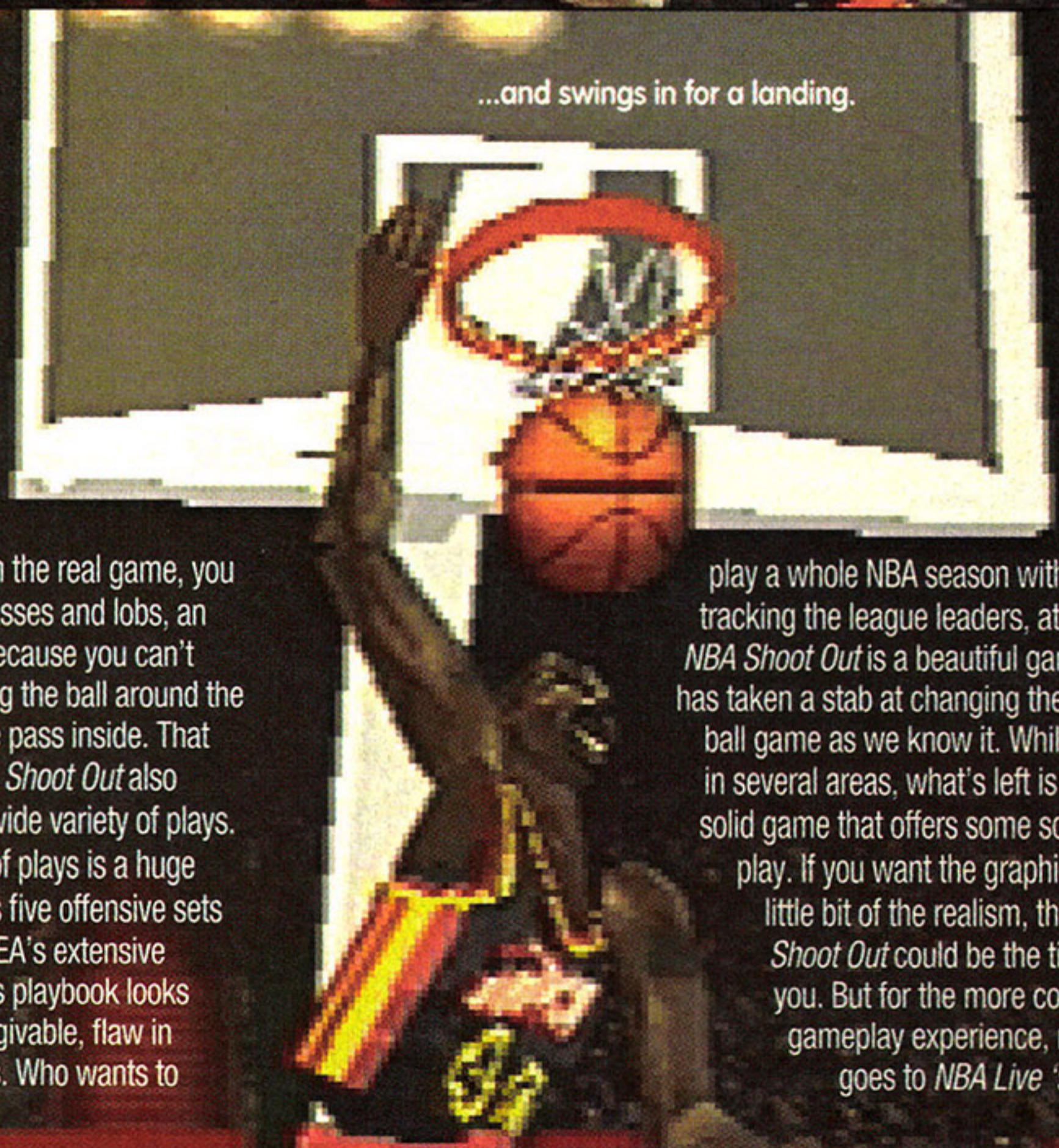
It is much tougher to drive by opponents than any other game, but they went too far. A flaw in *NBA Live* is that the players float in mid-air and speed by everybody, but *NBA Shoot Out* doesn't have enough speed or mobility making the game less exciting. The perfect mix would be somewhere between the slow *NBA Shoot Out* and the slippery *NBA Live*, but until that mix is found,

the slippery is easier to swallow than the slow. When jumping for a rebound or block, you have no lateral movement whatsoever, making it impossible to make a realistic play. Passing is done differently, but again, it doesn't work as well. If there is anybody in the passing lane it hits them and is stolen,

and that all makes sense. However, in the real game, you can pass around men with bounce passes and lobs, an option you don't have in *Shoot Out*. Because you can't pass over people, you're stuck passing the ball around the perimeter, unless you want to risk the pass inside. That greatly limits your options on offense. *Shoot Out* also claims to be a basketball sim with a wide variety of plays. Well, it is a sim, but the wide variety of plays is a huge exaggeration. *Shoot Out* only contains five offensive sets and no set plays. When compared to EA's extensive playbook and quick plays, *Shoot Out's* playbook looks silly. And the biggest, and most unforgivable, flaw in *Shoot Out* is the inability to track stats. Who wants to

HALFTIME		STANDOUTS	
	BRADLEY		LONGLEY
22	POINTS	10	
0	REBOUNDS	20	
8	STEALS	1	
1	BLOCKS	0	

You can't hope to stop the big fella, you can only hope to contain him. The stats are presented for each game, but the inability to track them is downright annoying.



play a whole NBA season without tracking the league leaders, at least? *NBA Shoot Out* is a beautiful game that has taken a stab at changing the basketball game as we know it. While it failed in several areas, what's left is a real solid game that offers some solid gameplay. If you want the graphics and a little bit of the realism, then *NBA Shoot Out* could be the title for you. But for the more compelling gameplay experience, my nod goes to *NBA Live '96*.

Look at the shooter's feet. Sam Perkins is left-handed and his left foot is forward. This is the same for every player and it's completely wrong. It's a little thing, but it shows that the guys who worked on this game just didn't get it.



Rodman's hair changes colors during a game. Pull him out with green hair and he comes back in with red.

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

76%
 VERY GOOD

NBA LIVE '96

System: PlayStation • Publisher: EA Sports
 Developer: EA Canada • now available • \$55

When you feel the shot, you can go on a tear. I had Reggie Miller knock down six consecutive threes from all over the court and Chris could only watch.

Even EA admits that technologically they are way behind Sony Interactive, Konami, and even Crystal Dynamics, but when it comes to gameplay, *NBA Live '96* is the most consuming basketball game on the market.

The vast array of options and features make *Live* the most versatile and complete basketball game yet. That doesn't mean the game's perfect — it's far from that — but until something better comes along, it remains the king of console hardwood.

Basketball games are not taken lightly round these parts. Chris and I trash talk through each and every game, noting the flaws and praising

the good. When the final versions of *Live*, *Shoot Out*, and *Slam N' Jam* came in, we played all of them over and over, but each time we were going to start a session, we wanted to play *Live*. The games were more exciting, realistic, and featured tons more strategy elements. The feel you get for the shot in *Live* is unmatched. You can get your timing down and get in a zone, then all of the sudden you lose the touch. It's the combination of stats and player control that is the

pinnacle of sports gaming! *Live* comes closer to that than any other basketball game. The players still skate around on the floor, posting up is useless, the dunks are completely unreal, and the fouls are a bit outra-

geous, but nobody else stepped it up to take advantage of *Live*'s flaws. Maybe next year.

The look of the PlayStation is very similar to its 16-bit predecessors, but the stadiums have all been done in 3D and look awesome. The players are still sprite-based, but they look much more like their NBA counterparts than ever before. The best graphical enhancement is the rim and net — when the ball swishes in you get the same euphoric feeling you get when you really tickle the twine. The music gets you in the mood and the sound effects are real nice, but *Live* isn't presented near as well as the other titles.

Another big test for basketball games is playing a season, and this is another place where *Live* really shines. Each game contained excitement and the computer teams performed closer than ever to their real life counterparts. For example, beating up on the Timberwolves and Sixers was no problem, but getting by the Magic and

Sonics was no easy task. After each game, your stats are updated and stored on a memory card and a full league leaders is done as well. The stat-package is complete and unmatched by any game out there, however, I would like to have seen the ppg, rpg, apg, and bpg averages figured out for each player.

The final area that *Live* dominates is the easy to call and totally realistic plays. You've got 16 quick plays you can call from any one of the sets that allow you to be a coach on the floor. You're down two with seven seconds left, call a timeout and you get to take the ball out on the other end of the floor just like the real thing. You call a three-point offense hoping to free up Dennis Scott for the game winner. The ball's inbound, but Dennis can't get a shot. You use the quick play to call for a pick and fade, Penny steps up with a pick, Dennis goes right and kicks it back to Penny. As the buzzer sounds, Penny launches an open three and — swish — Magic win! That actually happened in a game I was playing! It was awesome! Gameplay like that cannot be matched by any game out there and that's what makes *Live* the game I'll be playing for quite a few months.

The vast array of options and features make *Live* the most versatile game yet.



From the corner...

The court ain't big enough, baby.

In your face!



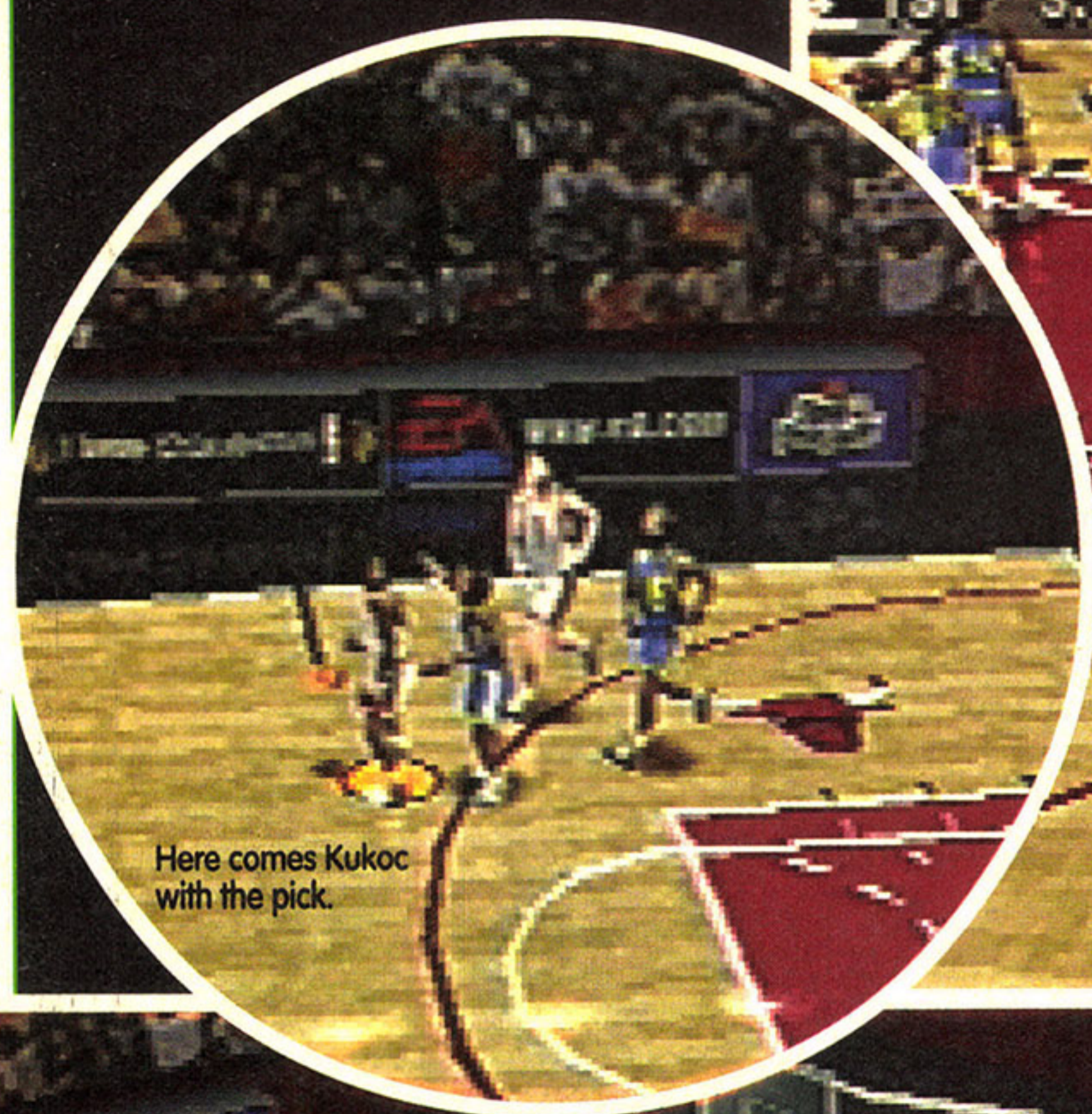
Swish — Cha-ching —
 Rip — Pop! En Fuego!!!



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

8-1%
 EXCELLENT

The pick and fade in action. The quick plays let you run the two-man game to the shot you want.



Here comes Kukoc with the pick.



Feed the big fella and let him play.



Time the release and knock down a three for the perfect play!

Scottie takes it in to the right and draws the D.

TOP PERFORMERS

	32 SHAQUILLE C O'NEAL		45 RIK C SMITS
14	POINTS	33	
4	REBOUNDS	0	
1	BLOCKS	0	
0	ASSISTS	0	
2	STEALS	0	

Where's the foul? Players go flying on a regular basis and often they don't even call a foul.

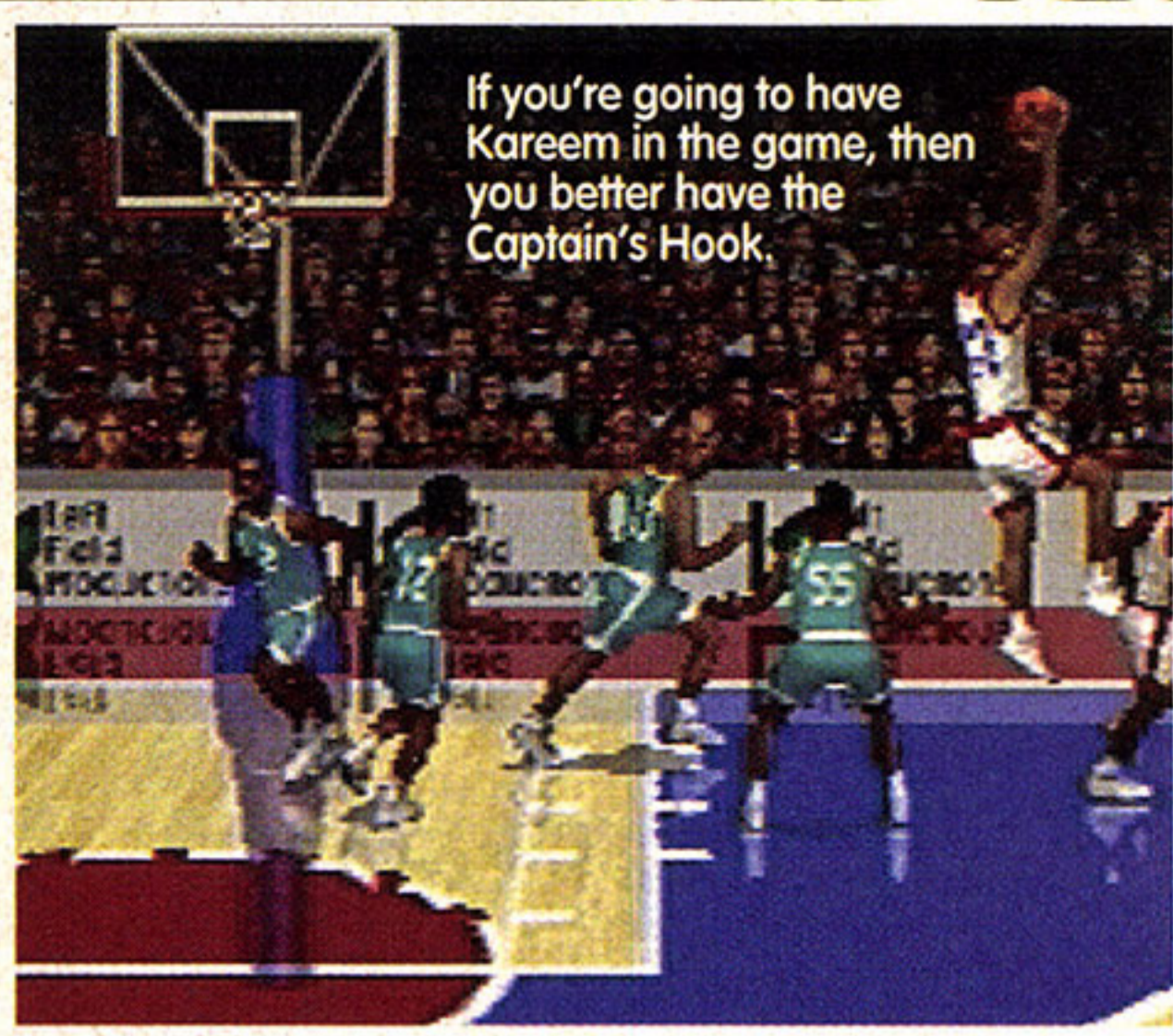


Gotta love those stats. Can anybody stop White Thunder (my own nickname for the Dunking Dutchman, Rik Smits)?

The dunks just aren't very exciting, especially when compared to the other games.

SLAM 'N' JAM '96: FEATURING MAGIC AND KAREEM

System: **PlayStation/Saturn**
 • Publisher: Crystal Dynamics
 Developer: Crystal Dynamics • now available • \$55



If you're going to have Kareem in the game, then you better have the Captain's Hook.



Fortunately, Slam 'N' Jam is a good rip-off, but a rip-off, nonetheless.

There's Magic bringing show-time back to the PlayStation and Saturn...

Get up close and you notice the incredible detail on the players' faces, easily the most facial detail of any B-ball game. Too bad no one knows these faces.

...then the patented no-look pass...

about *Slam N' Jam* — the play is ultra smooth and the game is just good fun. A two-player game of basketball in *Slam N' Jam* is an up and down battle that requires skill, timing and the proper use of fictional players. The players aren't real, but they're all rated in several categories and each player performs differently. If they just could've used the same engine for a game with real players, then *Slam N' Jam* could've been a serious contender for the hoops title. As it is, *Slam N' Jam* is a game whose time is passing. It's still a great two-player game, but the one-player game isn't interesting and the technology has caught and passed it by. It's a great game to get if you want some good close battles against friends, but when Howard Jackman catches fire, you don't get the same feeling as when Reggie Miller does.

On the 3DO a year ago, *Slam N' Jam* set new standards for graphics and playability on a home system. The in-your-face, five-on-five arcade style basketball is a direct rip-off of Konami's *Run N' Gun* — even the name is remarkably similar. Fortunately, *Slam N' Jam* is a good rip-off, but a rip-off nonetheless.

Rumor had it that the PlayStation and Saturn versions of *Slam N' Jam* would feature the players' license and be more of a sim. Crystal Dynamics did get a players' license, but the only players it got was Magic and Kareem, which means Magic can't be in any other basketball games, which just ruins the players' license even more. I'm begging companies to stop signing single players to its game. It adds nothing to the game and takes away from others. The full players' license is the only thing you need. A player's name on the box just tells sports game fans (like myself) that this is the only real player in the game. Without the full license, *Slam N' Jam* can't be anything more than an arcade game with no real simulation value.

Team	Player	PTS	REB	AST	STL	BLK
SEA	22 Eric Drey	67	26	18	4	6
	23 David Hahn	67	26	18	4	6
	24 David Hahn	67	26	18	4	6
DAL	11 Magic Johnson	77	31	27	5	8
	12 Magic Johnson	77	31	27	5	8
	13 Magic Johnson	77	31	27	5	8
MEM	14 Magic Johnson	77	31	27	5	8
	15 Magic Johnson	77	31	27	5	8
	16 Magic Johnson	77	31	27	5	8
LAC	17 Magic Johnson	77	31	27	5	8
	18 Magic Johnson	77	31	27	5	8
	19 Magic Johnson	77	31	27	5	8
SAC	20 Magic Johnson	77	31	27	5	8
	21 Magic Johnson	77	31	27	5	8
	22 Magic Johnson	77	31	27	5	8

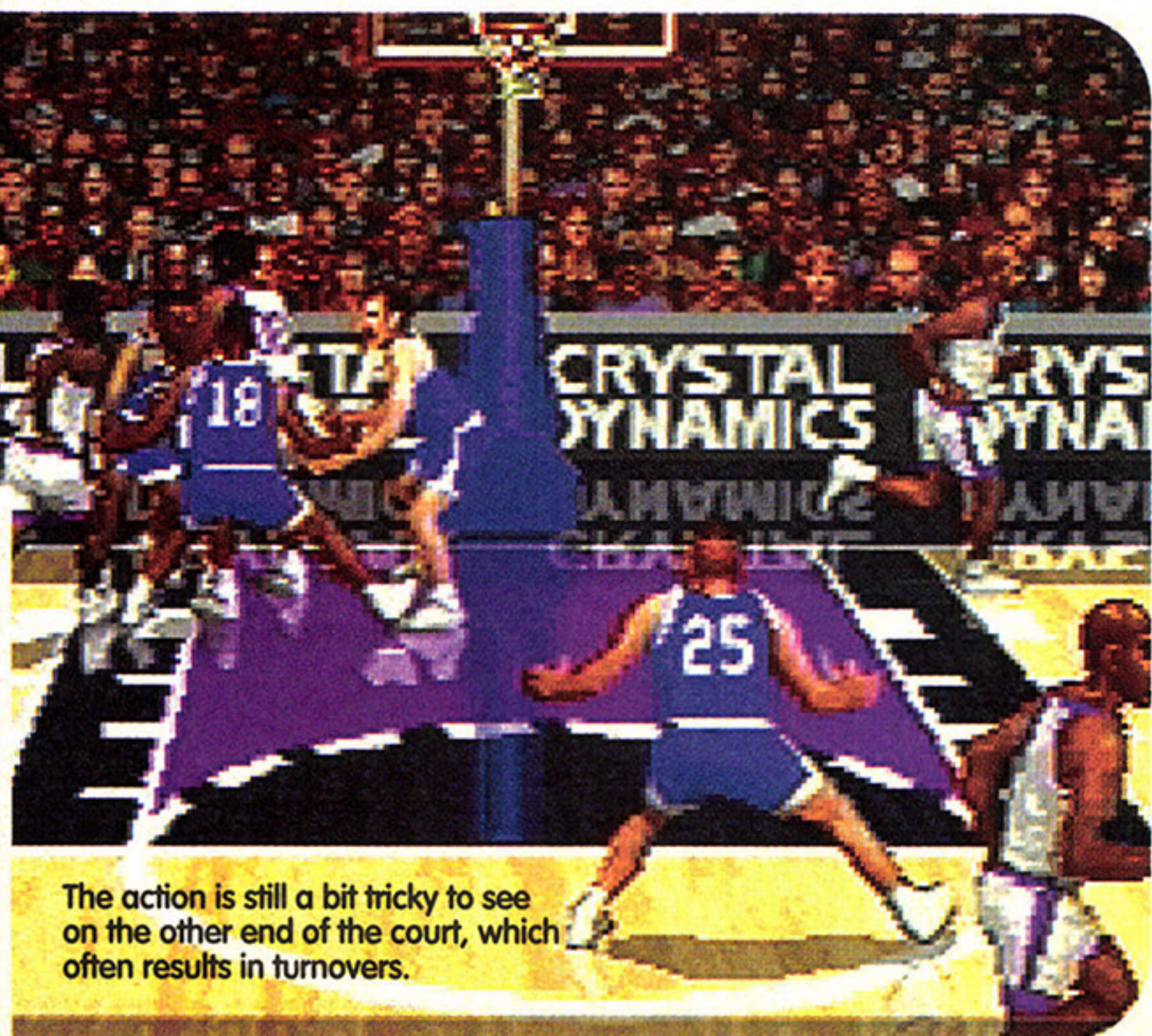
Detailed ratings are accurately represented on the court, but these guys aren't household names.



...and the JAM!



Calling for isolation or a pick with the touch of a button is a great way to run a simple offense and get open for the three.



The action is still a bit tricky to see on the other end of the court, which often results in turnovers.

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

72%
VERY GOOD

BOTTOM OF THE NINTH

System: **PlayStation** • Publisher: **Konami**
 Developer: **Konami** • now available • \$55

When you properly judge a fly ball and make a game-saving, diving catch, it's an awesome feeling of accomplishment that's been missing in many baseball games.

When I first started playing this game, I was frustrated by the controls and disappointed in the graphics. As I continued to play the game, I started to get better and realized that *Bottom Of The Ninth* is a near perfect mix of arcade and simulation.

The idea for the perfect arcade/simulation experience is to give you full control over real athletes and their real attributes. Games have come close, but the control isn't all in your hand and the ratings are often very generic. *Bottom Of The Ninth* does a great job of giving control and a pretty good job of rating as well.

At the plate, you have control of a rectangular cursor that increases in size depending on the player's abilities. If you choose a power swing, the cursor gets smaller, but the sweet spot results in bigger hits. At first, it seems real tricky to maneuver the cursor to the proper place and time your swing, but when you get used to using the catcher's glove placement as a starting point, it becomes much easier. Hit the ball with the top half of the cursor and it goes in the air, while with the bottom half it goes on the ground. This means you have control of where your hit goes, but it all happens so fast (like in real baseball) that you often aren't able to do what you want. The cursor was first used in *World Series '95*, but *Bottom Of The Ninth* does it even better. It's a great way to handle the hitting and is possibly the future of baseball games.

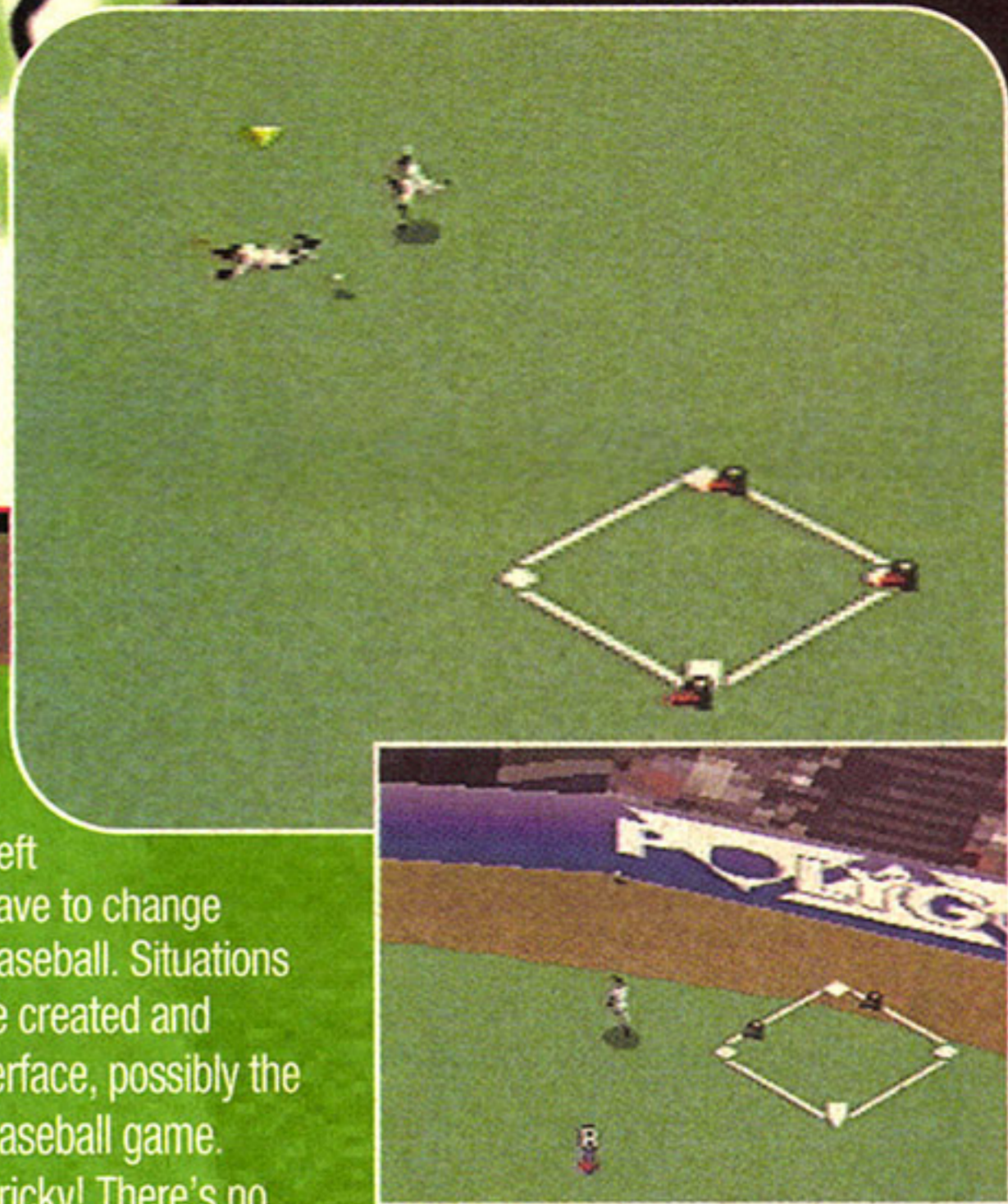
On the mound, you have control of a fastball, changeup, curve, and, depending on the pitcher, a forkball, slider, knuckleball, or sinker. All of the pitches react accurately and make hitting them that much tougher. You pick the pitch, then the desired location to start your pitch. If you start a sinker at the knee caps, it'll drop into the dirt. The

same goes for all other pitches that move. Changing up your pitches is a great way to keep the batter off balance and the only way to ring up strikeouts. In previous baseball games, you just put crazy curves on the ball and left the batter guessing. In *Bottom Of The Ninth*, you have to change speeds and catch the corners just like in real baseball. Situations like taking a curve ball the opposite way are created and required for success by this realistic interface, possibly the best pitcher/batter interface in any baseball game.

In the field is where it's really tricky! There's no more magical spot that shows up telling you where to position your fielder. Instead, you actually have to judge fly balls in order to catch them. At first, this is extremely difficult, but the game is done so well that, after taking some fly ball practice in the training camp mode, you actually know where a ball's going when it's hit. Because you have to judge the fly ball yourself, it makes every single catch that much more satisfying.

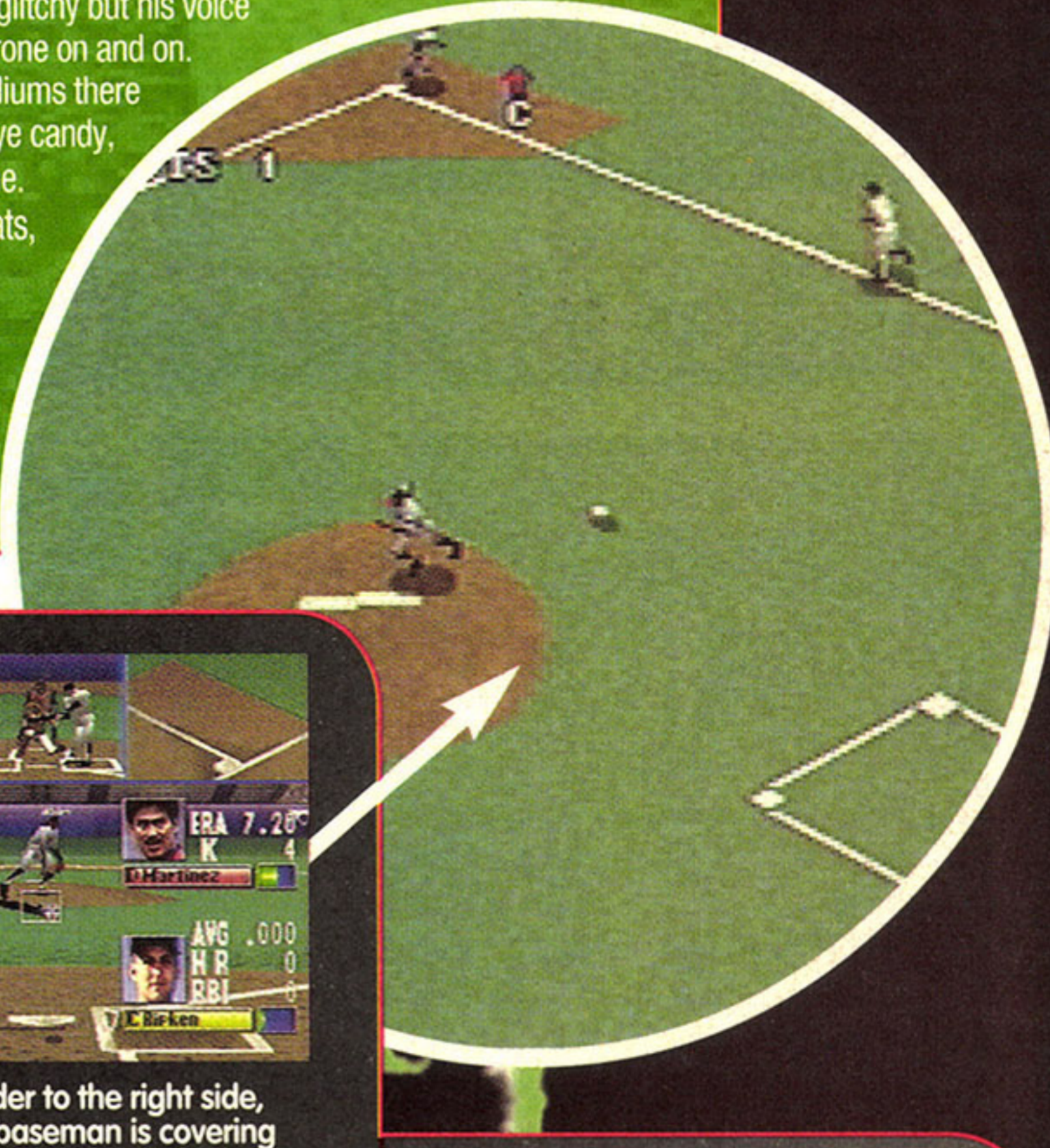
Not everything is perfect in *Bottom Of The Ninth*. The screen is real cluttered with unimportant information and it makes the game look ugly and makes it harder to judge fly balls. The polygon players and field are done well, but don't look near as good as most of the other baseball games coming. The announcer is very current and isn't glitchy but his voice isn't very exciting and he can kind of drone on and on. There is no MLB license and the few stadiums there are aren't real, but beyond the missing eye candy, *Bottom Of The Ninth* is an awesome game.

The season mode saves all the stats, most of the players are in the game, and the general manager allows you to update your rosters to the current ones. What all this adds up to is a great arcade/simulation combo that is highly recommended and a ton of fun.



The outfield is a bit big and the players a little small, but when the ball goes to the wall, you're going to get more than a single.

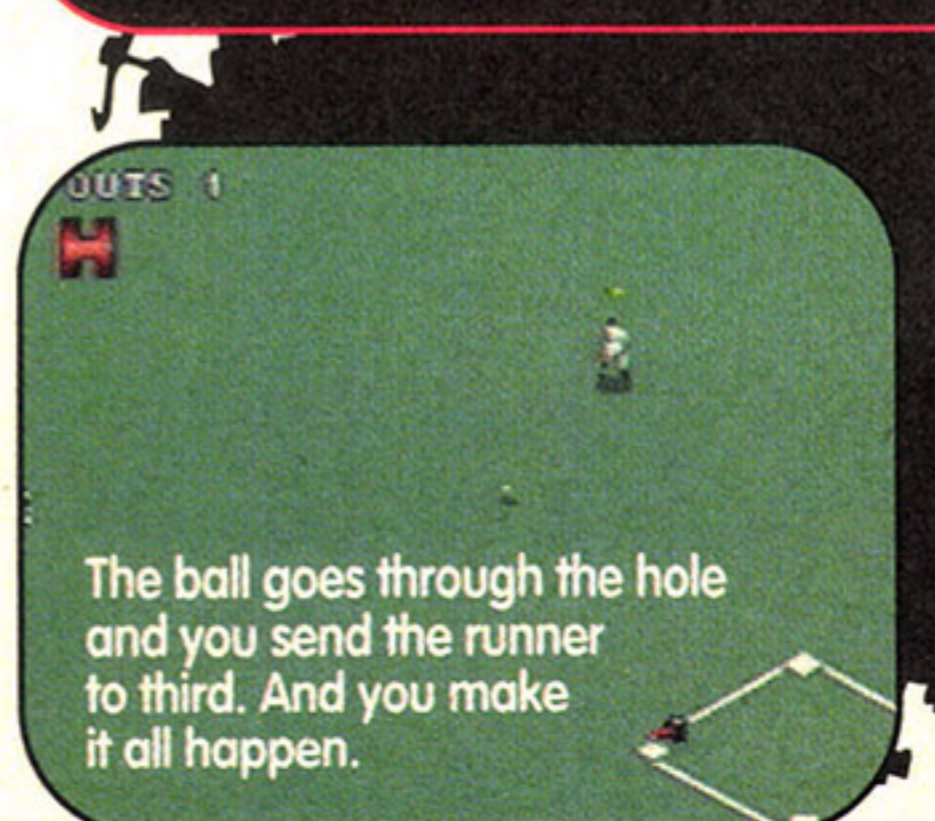
In Training Camp you can learn how to hit, pitch, run, and, most importantly, field. It's a necessary and great option.



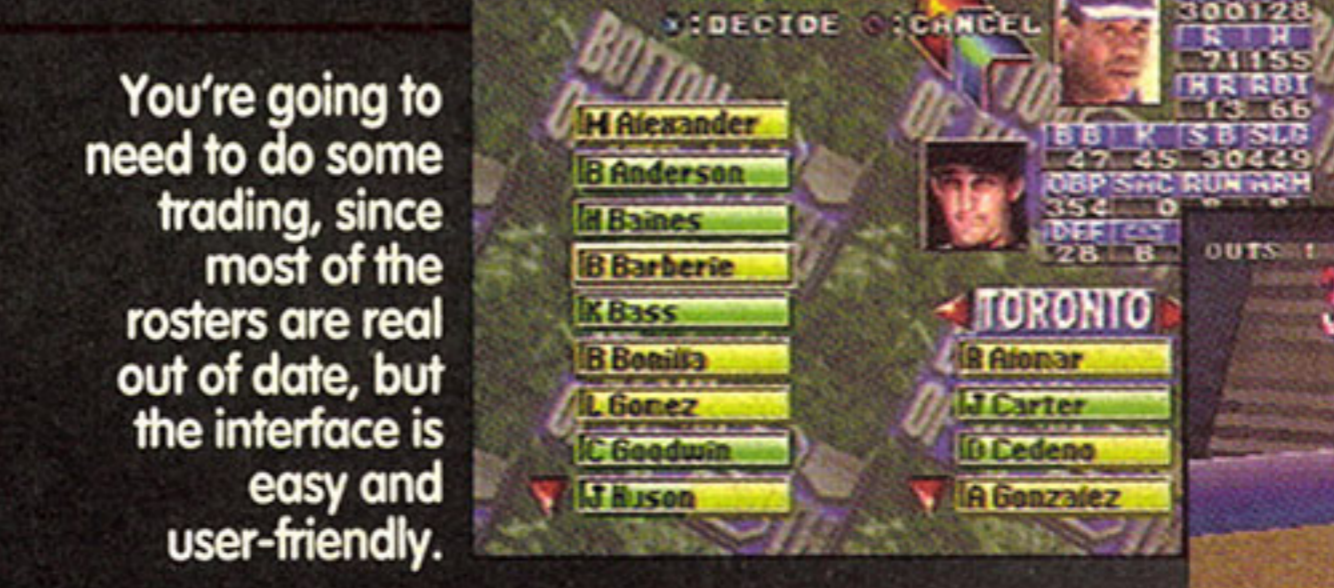
When you get good enough, you can pull off the hit and run to perfection. Send the runner, then hit the ball on the lower right side of the cursor.



Smack a grounder to the right side, but the second baseman is covering the bag.



The ball goes through the hole and you send the runner to third. And you make it all happen.



You're going to need to do some trading, since most of the rosters are real out of date, but the interface is easy and user-friendly.

When Albert Belle hits the sweet spot, man, does that ball fly! But it's up to you to make sure he gets the ball up in the air and well-struck.



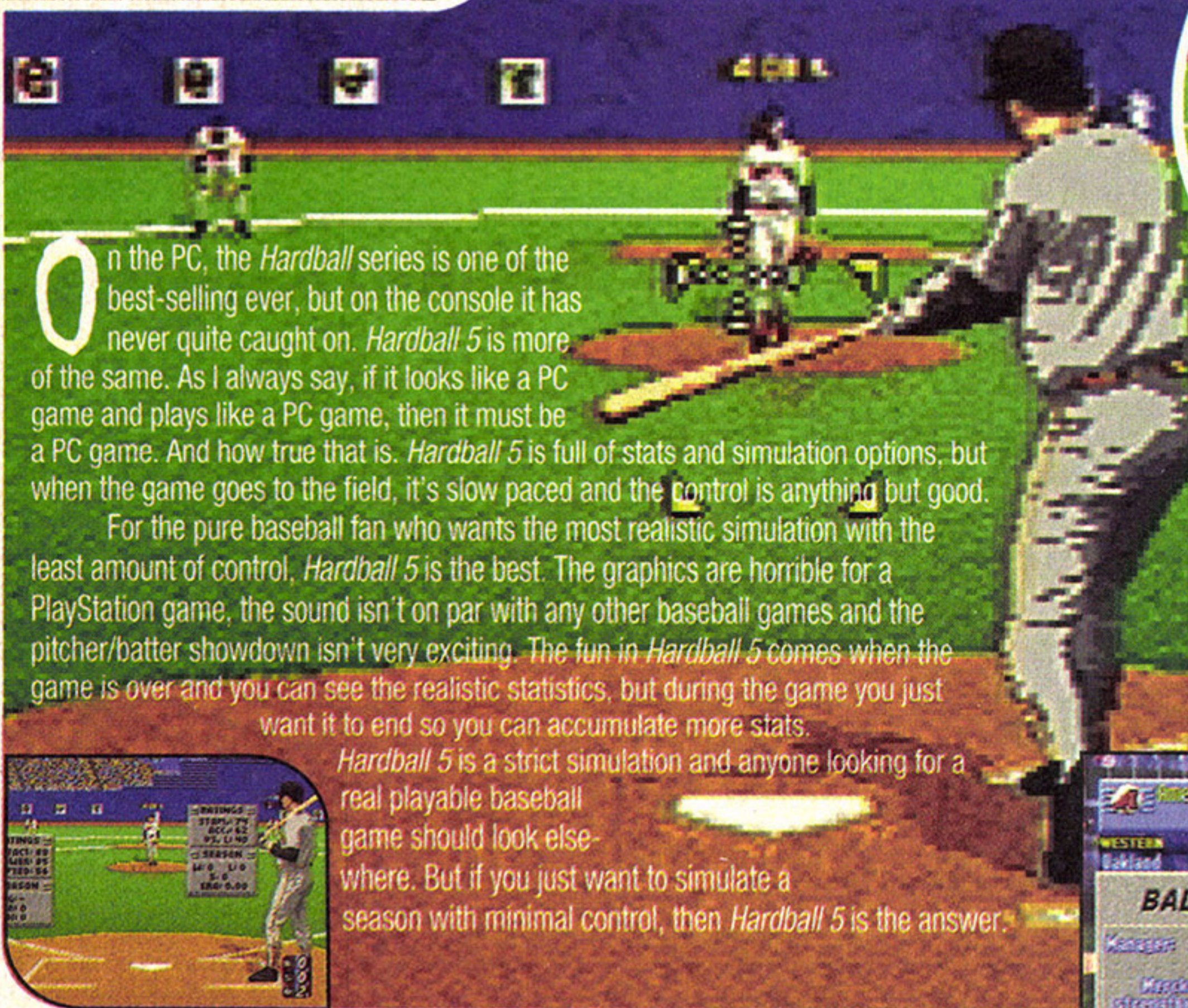
- 7 GRAPHICS
- 9 MUSIC & SOUND
- 8 INNOVATION
- 9 GAMEPLAY
- 9 REPLAY VALUE

87%
EXCELLENT

HARDBALL 5



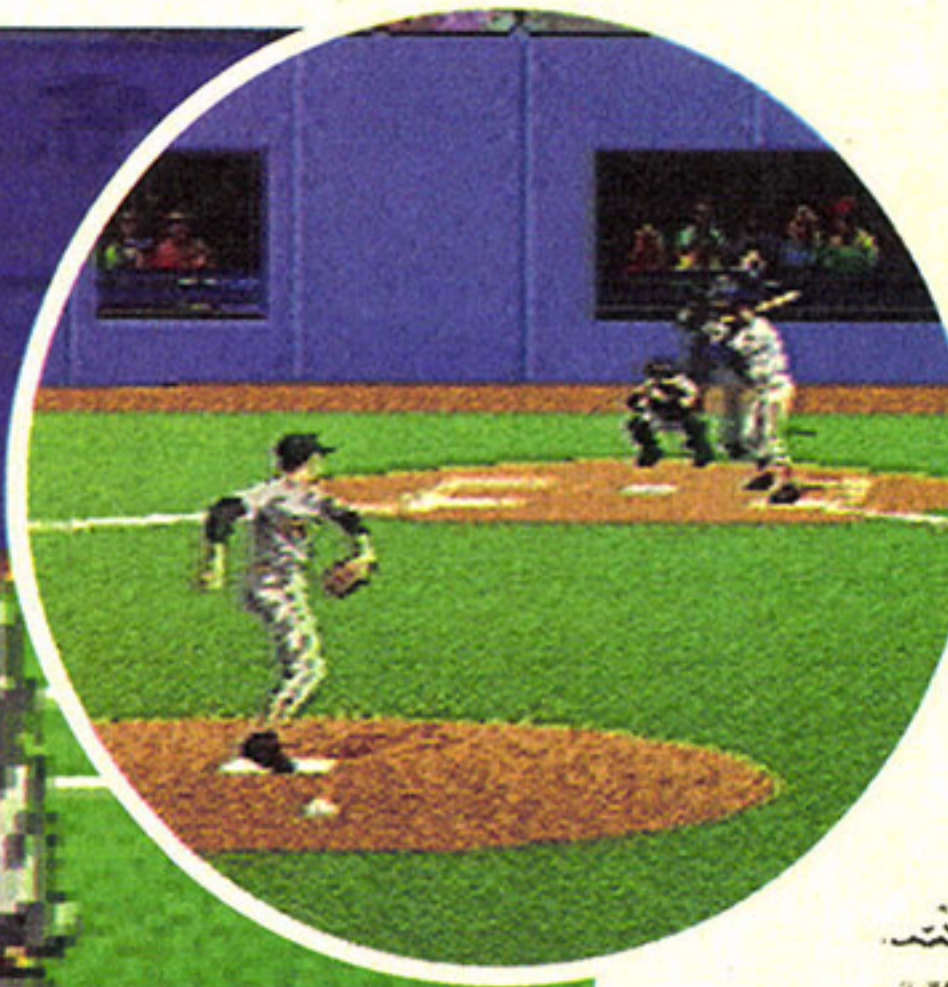
Try getting some good control over players this small. They move pretty jerky as well.



On the PC, the *Hardball* series is one of the best-selling ever, but on the console it has never quite caught on. *Hardball 5* is more of the same. As I always say, if it looks like a PC game and plays like a PC game, then it must be a PC game. And how true that is. *Hardball 5* is full of stats and simulation options, but when the game goes to the field, it's slow paced and the control is anything but good.

For the pure baseball fan who wants the most realistic simulation with the least amount of control, *Hardball 5* is the best. The graphics are horrible for a PlayStation game, the sound isn't on par with any other baseball games and the pitcher/batter showdown isn't very exciting. The fun in *Hardball 5* comes when the game is over and you can see the realistic statistics, but during the game you just want it to end so you can accumulate more stats.

Hardball 5 is a strict simulation and anyone looking for a real playable baseball game should look elsewhere. But if you just want to simulate a season with minimal control, then *Hardball 5* is the answer.



The grainy screen really shows that *Hardball 5* was made for the PC and ported to the PlayStation as an afterthought.



Incredibly updated rosters and analysis of teams strengths and weaknesses is one of the good points.

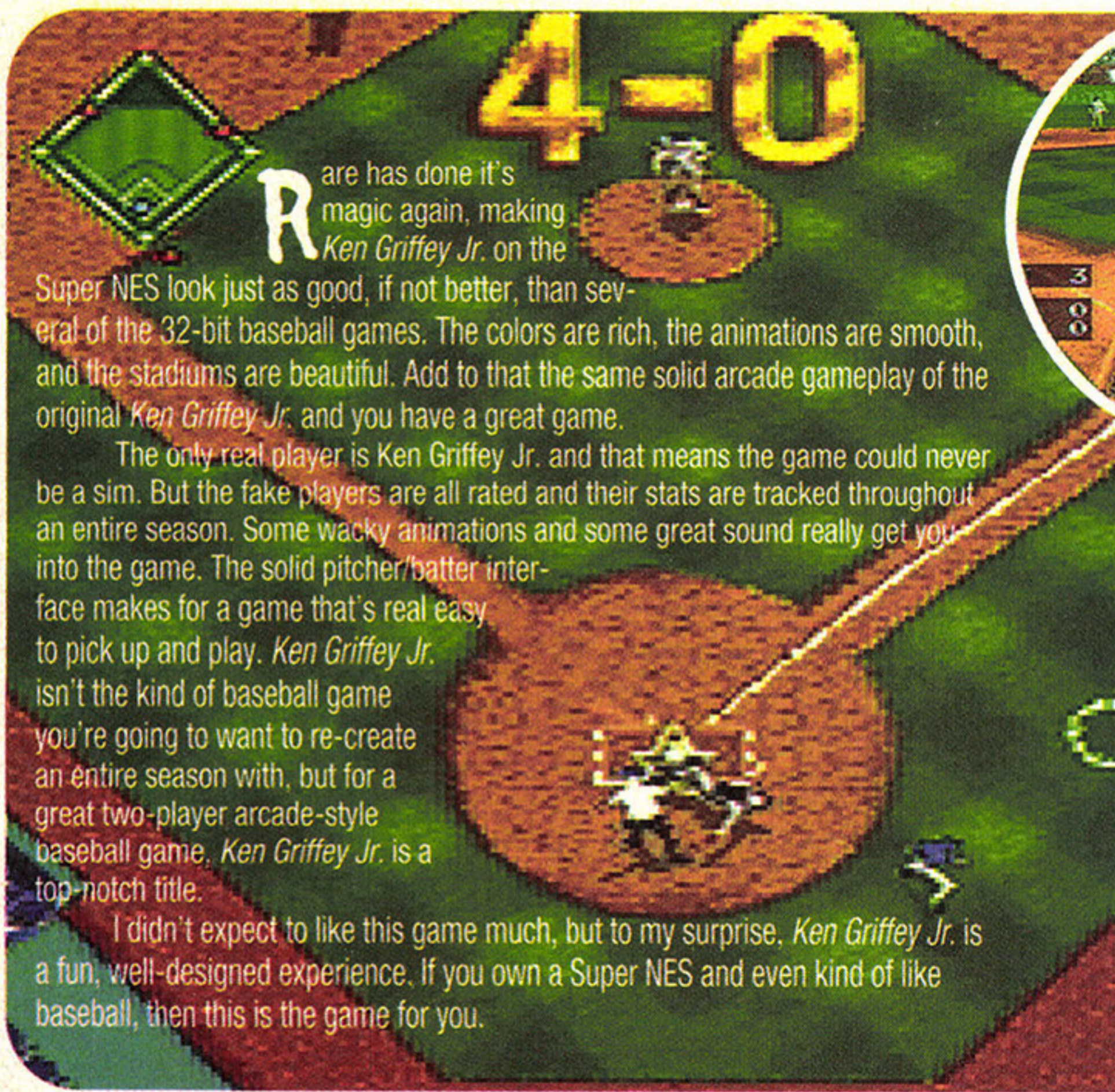
System: PlayStation
 Publisher: Accolade
 Developer: Accolade
 now available • \$55

If they could've made this game prettier and given more control, it could've been a contender.

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

66%
GOOD

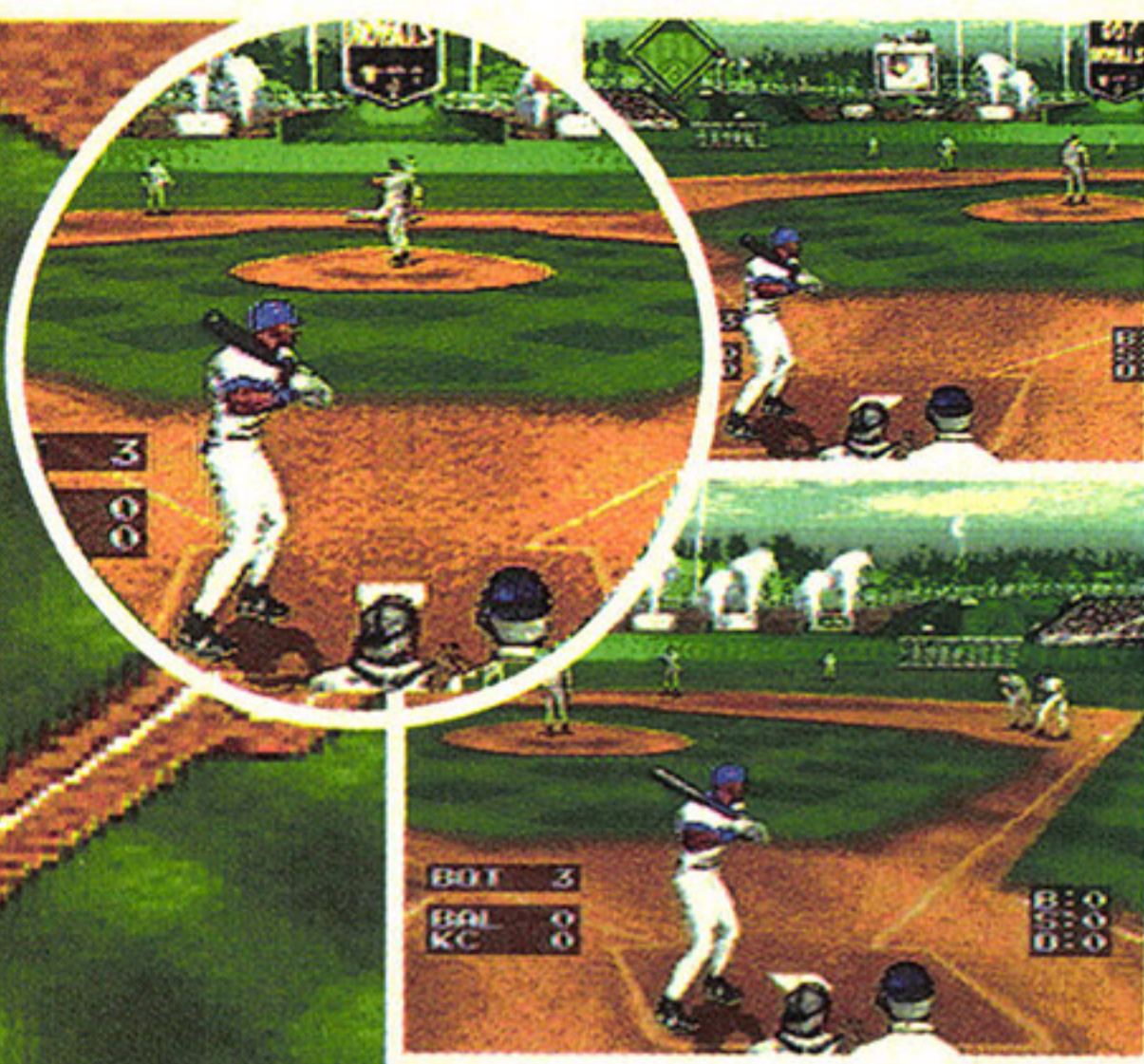
KEN GRIFFEY JR.'S WINNING RUN



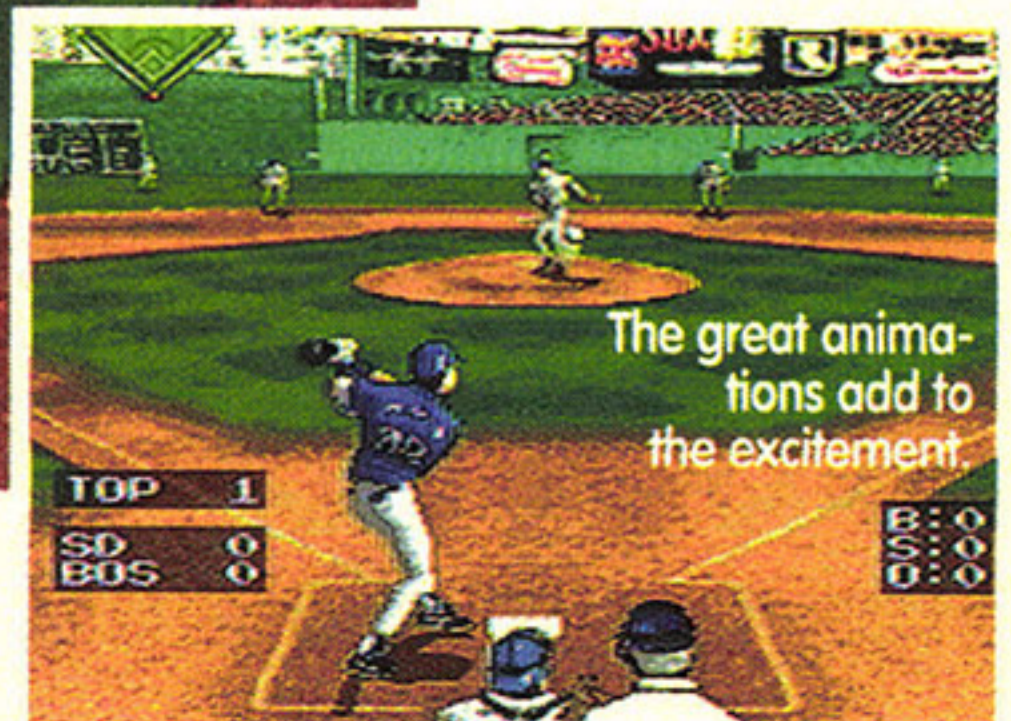
Rare has done it's magic again, making *Ken Griffey Jr.* on the Super NES look just as good, if not better, than several of the 32-bit baseball games. The colors are rich, the animations are smooth, and the stadiums are beautiful. Add to that the same solid arcade gameplay of the original *Ken Griffey Jr.* and you have a great game.

The only real player is Ken Griffey Jr. and that means the game could never be a sim. But the fake players are all rated and their stats are tracked throughout an entire season. Some wacky animations and some great sound really get you into the game. The solid pitcher/batter interface makes for a game that's real easy to pick up and play. *Ken Griffey Jr.* isn't the kind of baseball game you're going to want to re-create an entire season with, but for a great two-player arcade-style baseball game, *Ken Griffey Jr.* is a top-notch title.

I didn't expect to like this game much, but to my surprise, *Ken Griffey Jr.* is a fun, well-designed experience. If you own a Super NES and even kind of like baseball, then this is the game for you.



A look around the stadium reveals incredible detail and graphics that are unbelievably good.



The great animations add to the excitement.

A collision at the plate is awesome as the runner lowers the elbow and delivers the blow.

System: Super NES
 Publisher: Nintendo
 Developer: Rare
 now available • \$50

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

81%
EXCELLENT

ON DECK

MLB PENNANT RACE

Sony Interactive For The PlayStation

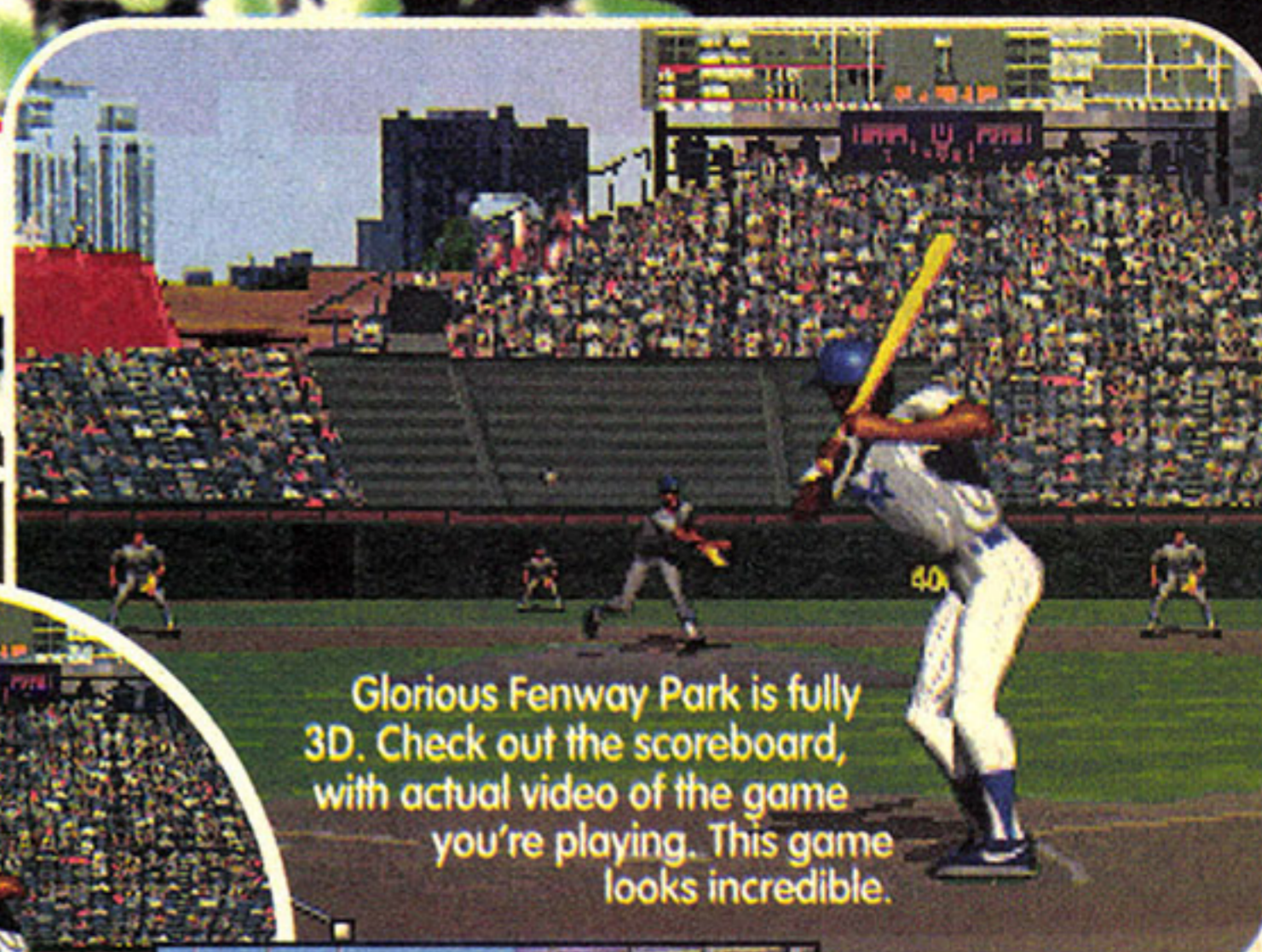
Man! I was finally able to pry some information and screen shots on Sony's newest sports effort. *MLB Pennant Race* is easily one of the hottest-looking baseball titles on the way. The graphics are crisp and the play appears to be deep. With all the real players, all 28 stadiums, and real home and road uniforms, *MLB Pennant* has all the makings of an awesome game. Color commentary featuring the voice of Padres announcer Jerry Coleman and a

crisp TV-style presentation give *MLB* the same polished look and sound of Sony Interactive's other sports titles (*NFL Gameday*, *NHL Face Off*, *NBA Shoot Out*).

If *MLB* can deliver all that it promises, then the diamond could be Sony's. Next month we'll give a further update on this promising title.

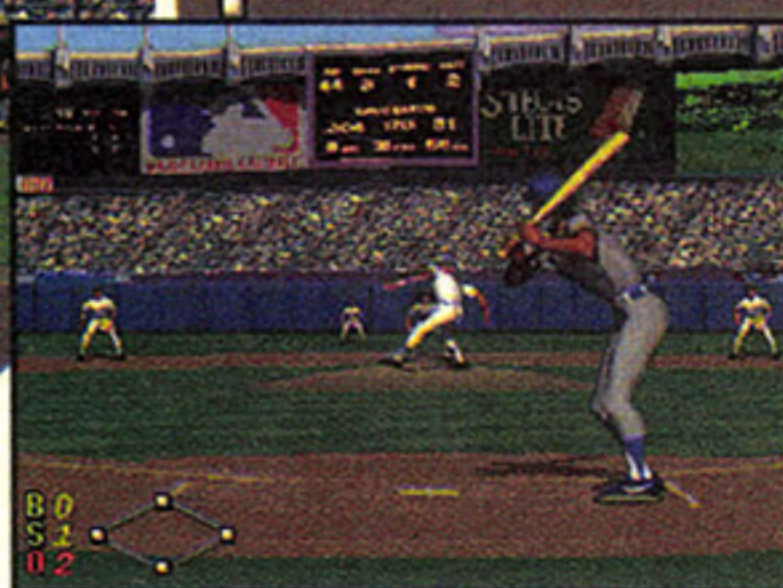
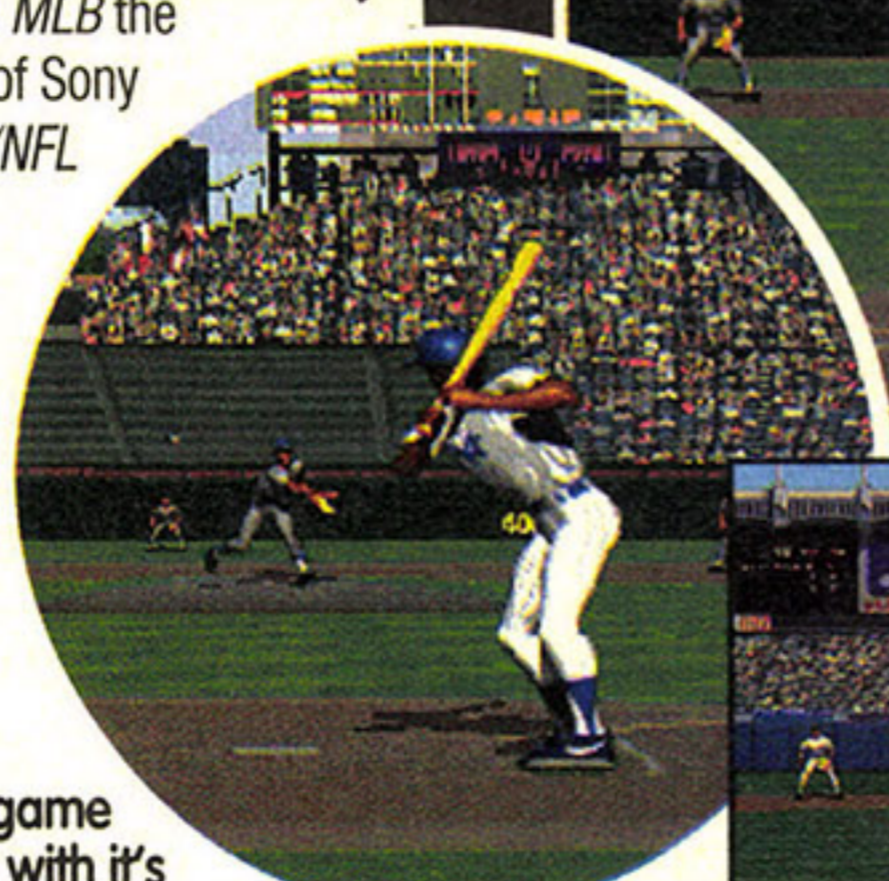
What baseball game is complete without Camden Yards and it's 'Hit It Here' sign. No detail is missing on this one.

Even a day game at Wrigley, with it's manual scoreboard, is done to perfection. Can't wait for this game to come.



Glorious Fenway Park is fully 3D. Check out the scoreboard, with actual video of the game you're playing. This game looks incredible.

The centerfield scoreboard at Yankee Stadium displays your current batter's stats as he steps to the plate. What an ingenious way to keep from cluttering the screen.



ON DECK

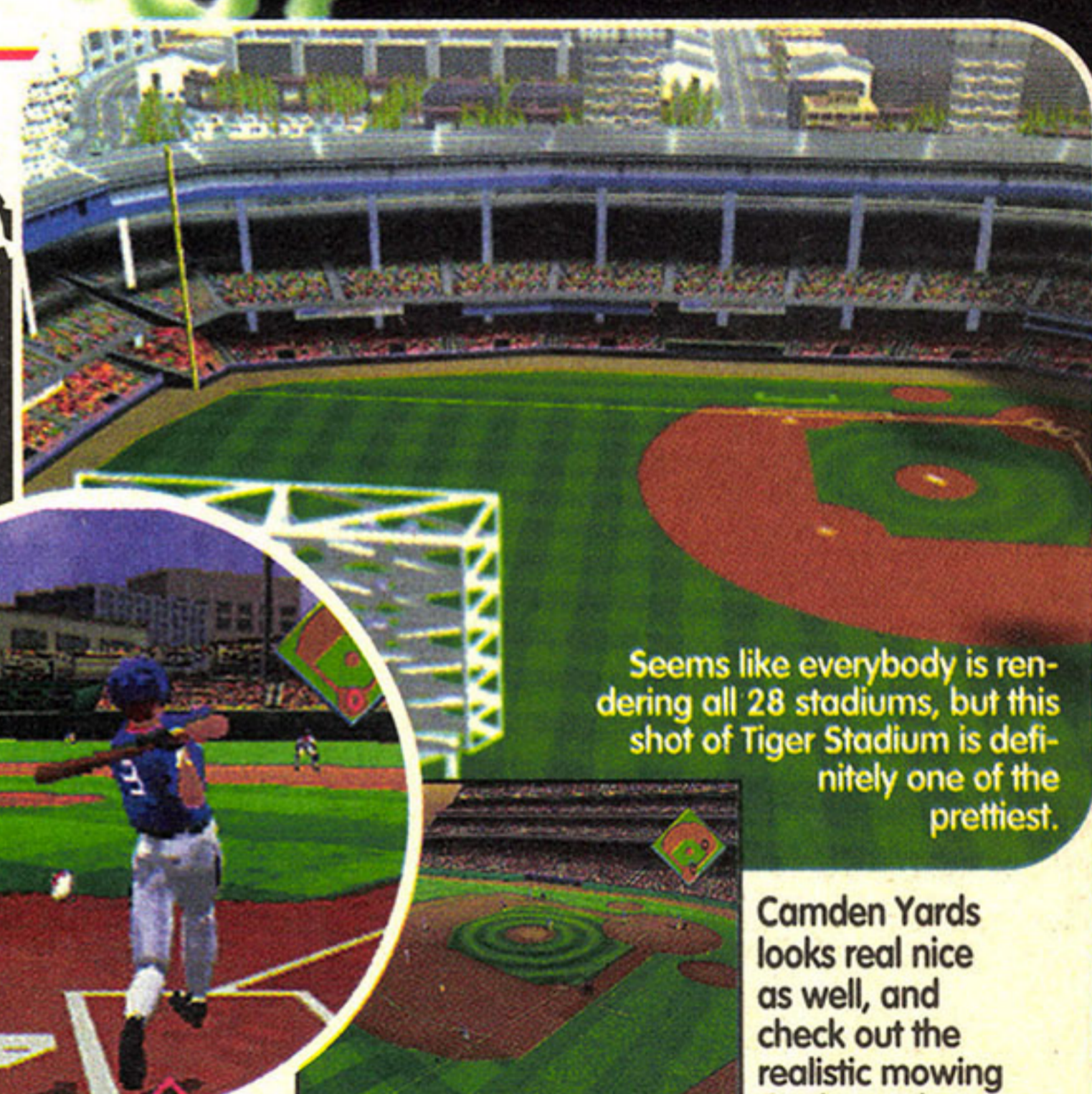
TRIPLE PLAY '97

EA For The PlayStation

Finally, some PlayStation screens of EA's *Triple Play '97* reached my hungry hands. What we've seen thus far is going to put EA head to head with Sony Interactive once again. All 28 stadiums in full 3D, every player, and, as usual, every option you'd ever want are included to make *Triple Play* a real contender. Creating, drafting, and trading players allow for a fantasy-type season, and the 'on the fly' manager mode gives you

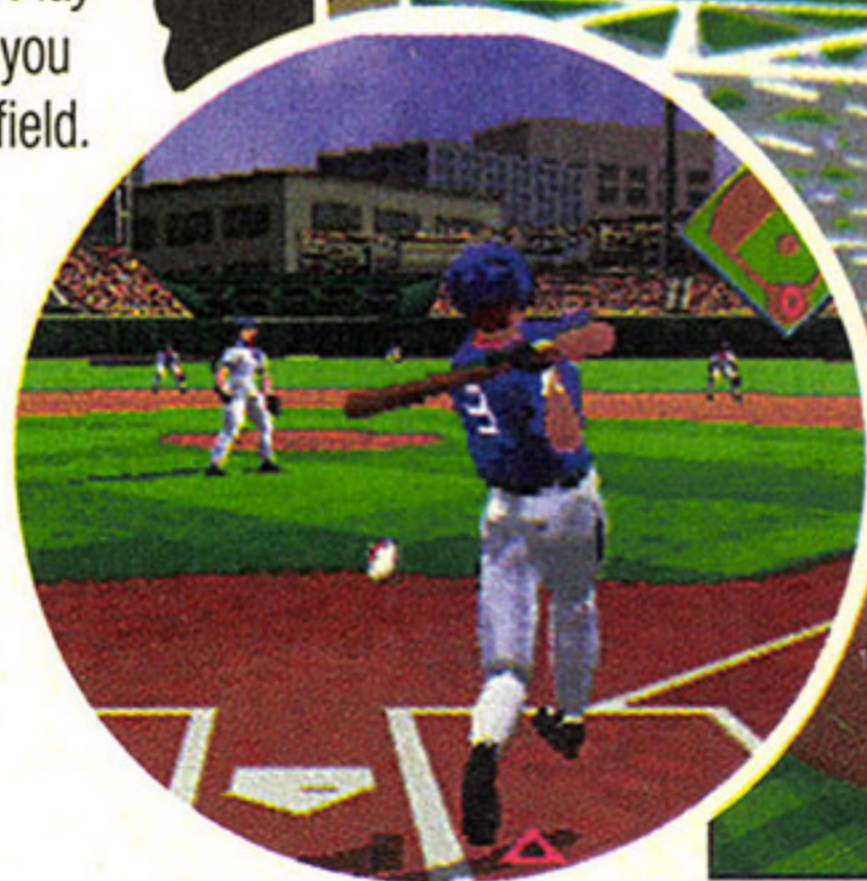
even more control over the game. One thing that definitely sets *Triple Play* apart is the eight player compatibility, so you and seven friends can battle it out on the field. My early view on the upcoming Baseball battle is that the major contenders are *MLB Pennant Race*, *Triple Play '97*, and *MVP Baseball*, although Konami's *Bottom Of The Ninth* is a great game. Next month, I'm hoping to further update you on *Triple Play* and all the other baseball titles as well.

Good animations make the players look extremely realistic. Now if the gameplay is there, *Triple Play* is going to be a winner.



Seems like everybody is rendering all 28 stadiums, but this shot of Tiger Stadium is definitely one of the prettiest.

Camden Yards looks real nice as well, and check out the realistic mowing marks on the grass. You can almost smell the hot dogs.



ON DECK

MONDAY NIGHT FOOTBALL

Overtime Sports For The PlayStation

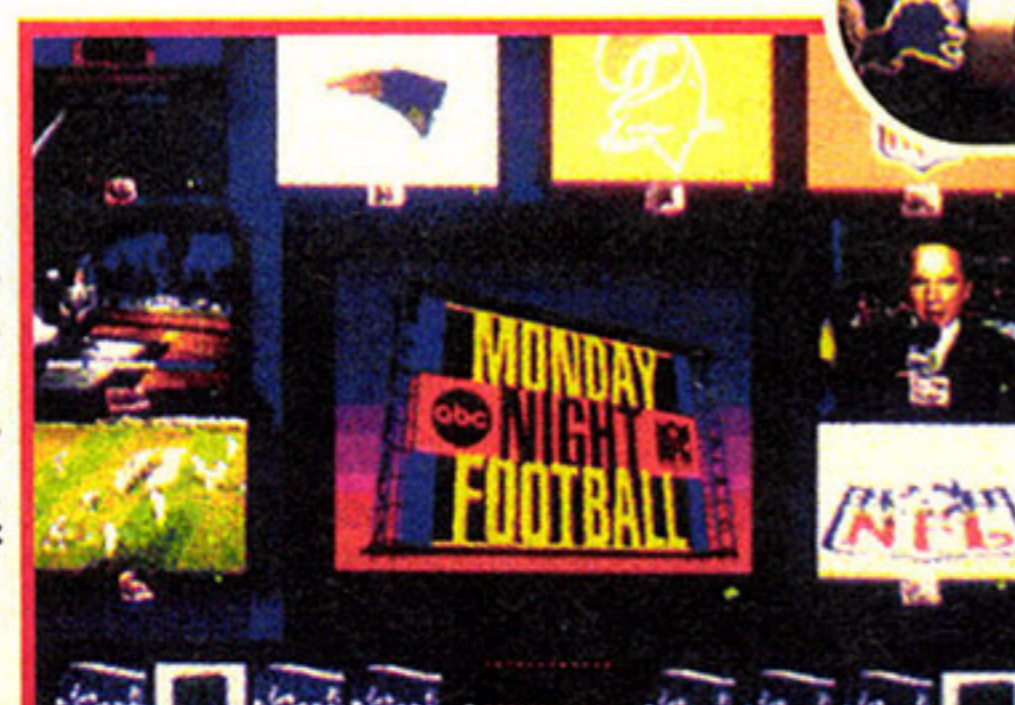
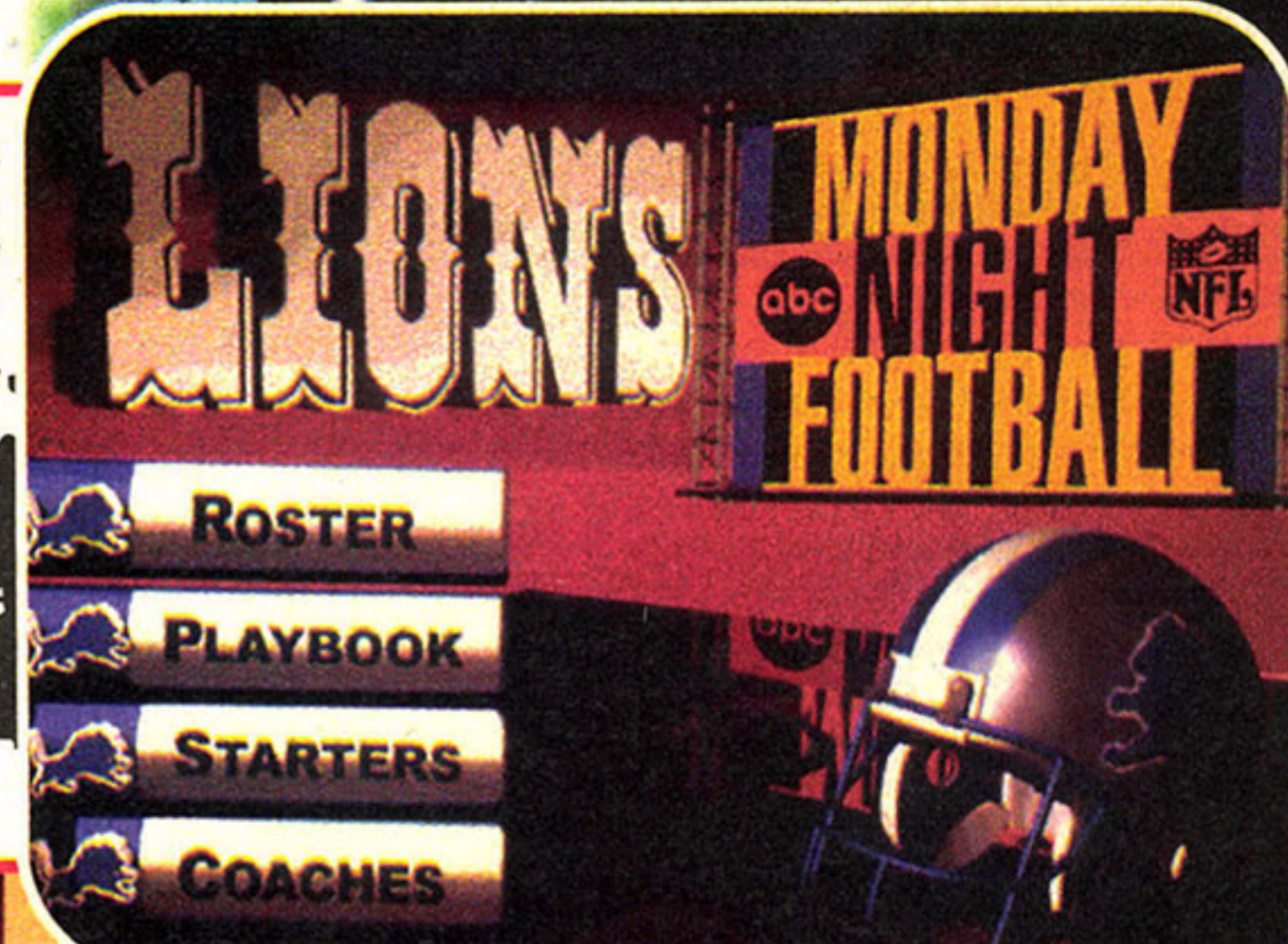
Just when you thought the football season was over, there's word of a football game for this fall. OT Sports is a joint venture between ABC and Spectrum Holobyte and will be making sports games based on the ABC sports properties. Their first effort is going to be ABC's *Monday Night Football* and it's going to feature AI, Frank, Dan and even Hank Jr.'s 'All My Rowdy Friends Are Here On Monday Night.'

Early reports have the game being fully 3D and each player is going to have their number on the back of their jersey and be made to the right

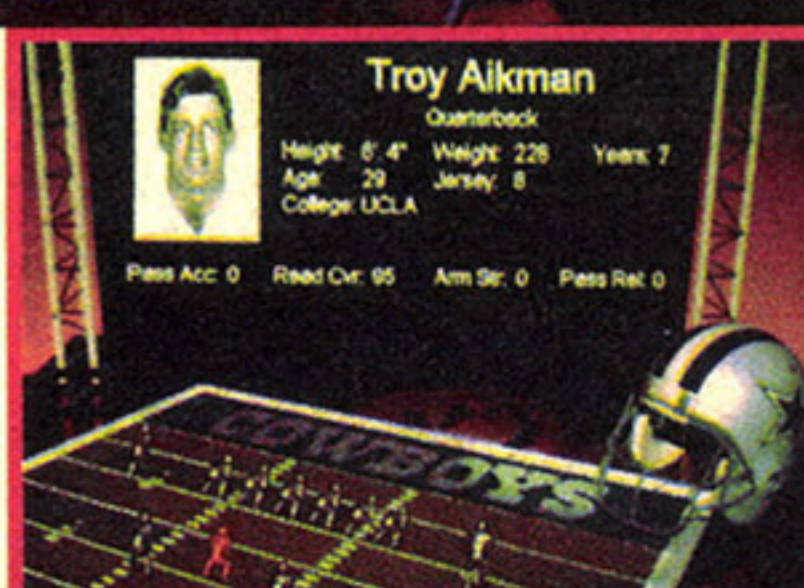
size. I haven't seen much on this title, but I'm hoping the developers concentrate more on the game than on the hoopla.

The ABC control room is where you make things happen. You can finally make Dan Dierdorff shut up.

All the teams and players are included in *MNF*. Let's hope there's a game here as well.



Each team and player are going to be rated in all the important categories, and each team is going to have their own playbook.



NOW PLAYING

What better time than now to bring back an old tradition — giving away a prize in this section? That's right. Somewhere in here is a chance to win a prize. Something strange and possibly deadly... something you've seen in the magazine before... What could it be? What could it be?

WIPEOUT

SONY INTERACTIVE FOR PLAYSTATION Review, 8#11



From sizzling start to frantic finish, *WipeOut* is a joy to behold! This game is, by itself, reason enough to own a PlayStation. You need this game!!!

OVERALL 96%

BLADEFORCE

STUDIO 3DO FOR 3DO Review, 8#12



Strap on your heli-pak and fly around a huge city, blowing stuff up! Great graphics and gameplay make this one a must-have! What a game!

OVERALL 95%

LOADED

INTERPLAY FOR PLAYSTATION Review, 9#1



OK, so you're locked in this asylum and all you've got is a really big weapon! So you just do what comes naturally! KILL 'EM ALL! YES! This game rocks! Get it!!!


OVERALL 91%

Do you agree with our reviews? If not, we want to hear from you. Write to: You Got it Wrong; *Game Players*; 150 North Hill Drive; Brisbane, CA, 94005 and tell us what you think was wrong with the review, the score the game should have received, and why. You won't win anything, except 15 minutes of fame. Oh, well... GP
 • denotes games reviewed last month

ALIEN TRILOGY

Acclaim for PlayStation; review, 9#5

This is Acclaim's first entry into the 3D genre. How'd they do? Pretty darn good! The game has a great camera swing, that makes it look like you're really there. ALIENS RIPPED MY FLESH! (Oops...)



OVERALL 91%

ASSAULT RIGS

Sony Interactive for PlayStation; review, 9#3

Hey, do you remember Tron? Well, this game is kinda like that movie. Drive your tank through a whole bunch of different mazes, shooting up the bad guys! The only bummer is that the mazes aren't very interesting at first. Oh, well. This is still really cool.

OVERALL 78%

ATTACK OF THE MUTANT PENGUINS

Atari for Jaguar; review, 9#3


The premise here is simple: ALL MUTANT PENGUINS MUST DIE!!! Got it? Good. What makes this game fun is the many different ways you've got at your command to snuff the little rotters! Remember, the only good penguin is a dead penguin! This is cool!

OVERALL 88%

BATTLESPORT

Studio 3DO for 3DO; review, 9#2

With 50 different arenas and 27 different types of weapons, this game is gonna rock your socks off! Take on a friend in one of the most imaginative games ever. Let's face it — this game is very cool!!!



OVERALL 96%

CAPTAIN QUAZAR

Studio 3DO for 3DO; review, 9#2

This game is just like your life: no matter how the scenery changes, you keep doing the same old things. The control system is awkward and aiming your weapons is next to impossible. You wouldn't have to look far to find a better action game.

OVERALL 54%

CENTER RING BOXING

JVC for Saturn; review, 9#3

While this type of game isn't as popular as fighting games, boxing games do have their fans. This game allows you to customize and train your boxer and then turn him loose in the ring, where he will probably suffer some kind of brain damage! It's a good game.

OVERALL 79%

CLOCKWORK KNIGHT 2

Sega for Saturn; review, 9#4

Here's an extremely well done game with only one problem: there are only 12 types of enemies in the whole game! Other than that, this disc has a lot of goodies on it, including the original *Clockwork Knight* game. How can you lose?

OVERALL 79%

COLLEGE SLAM

Acclaim for Super NES; review, 9#4

OK, what we got here is *NBA Jam*, only with college players. While you can enter your own names for players and edit their stats, the players pictures aren't available to change, so you never quite get the feeling of being the actual college team. It's your call...

OVERALL 69%

CREATURE SHOCK

Data East for PlayStation; review, 9#5

Since this game is a track-based shooter with lots of FMV sequences, we guess that all you'd want to say about this title is RUN AWAY! RUN AWAY! This game could have had some potential, but what little it had was destroyed by a lackluster effort. Avoid this one!

OVERALL 28%

WHAT YOU THINK

Why did you give Virtua Racing a 79%? the graphics suck and the sound effects sound like a swarm of bees. This game blows so much it makes the wind proud!

— Blaise Caroleo, Staten Island, NY

CUTTHROAT ISLAND

Acclaim for Super NES; review, 9#2

Here's an 8-bit game masquerading as a 16-bit game. The graphics stink, there's no gameplay to speak of and the designers even included a dreaded mine cart level. THE HORROR! The only good thing about this game is that you're not required to play it!

OVERALL 31%

CYBERDILLO

Panasonic for 3DO; review, 9#5

While this game does have a sense of humor that will keep you amused for about five minutes, the control is really loose and the graphics are far from being on the cutting edge. If you like plungers and bathroom humor, then this is for you.

OVERALL 63%

CYBERIA

Interplay for PlayStation; review, 9#3

This graphic adventure is a kind of transition point between what this type of game was and what they can be someday! While the graphics are really sweet, having to follow a linear storyline kinda sucks. Someday, these games will rock! This one just kinda rolls.

OVERALL 70%

CYBERSPEED

Mindscape for PlayStation; review, 9#2

Try to think of this game as the poor man's *WipeOut*. While the game does have several fascinating angles to it, these same angles are the games downfall. While *WipeOut* lets the player get right into the game, this game's learning curve is very steep and frustrating.

OVERALL 79%

D

Acclaim for Saturn; review, 9#3

This version of the ever-popular scary game has been 'improved'. What that means is that they've tried to fix some of the problems inherent in the 3DO version, and pretty much failed at it. It's still a really scary game, though it's just a bit slow!

OVERALL 79%

DARIUS GAIDEN

Acclaim for Saturn; review, 9#4

This is a totally uninventive 2D shooter. If it weren't for the fact that you get to pick which level you get to play next, and those really big, fish-like bosses, this game would be a total loss. If you like 16-bit-style shooters on your 32-bit system, go for it, otherwise...

OVERALL 53%

DARK STALKERS

Capcom for PlayStation; review, 9#3

This is probably the best 2D fighter out there, but let's face it — IT'S A 2D FIGHTER! In this day and age of 3D fighting games, how much life can be left in the old genre? Still, this is arguably the best 2D fighter out today. It's still worth a play...

OVERALL 71%

DEFENDER 2000

Atari for Jaguar; review, 9#3

With its solid gameplay, this game was once the champion of the arcades. Now, it's still got solid gameplay and it's still fun as all hell! Along with the original game, there are two other versions with better graphics, but the original is still the best!

OVERALL 81%

DESCENT

Interplay for PlayStation; review, 9#4

If it weren't for the fact that the graphics really hadn't been updated from the PC to a 32-bit console, this game might have gotten an ultimate award. This claustrophobic, disorienting game is really a hoot! The mazes will drive you crazy! Get this one!

OVERALL 84%

EARTHWORM JIM 2

Playmates for Saturn; review, 9#5

While this game doesn't do anything to remind the player that this title is on a Saturn, all of the original zany humor is still here. If you haven't got this one yet, then it's definitely worth a shot, but if you own the 16-bit version already, pass it by.

OVERALL 81%

GEX

Crystal Dynamics for PlayStation; review, 9#3

If you're looking for a side-scrolling game for your PlayStation, then this is it! This is a straight port-over from the 3DO, without any secret stuff added in. It might also help if you're a big Dana Carvey fan, since he does the lizard's voice...

OVERALL 81%

HANG ON GP

Sega for Saturn; review, 9#3

While there is next to no draw-in and a total of six different tracks, this game suffers from really blocky graphics, especially in the way the cycles and their drivers look. Other than that, this is a good addition to anyone's Saturn library!

OVERALL 81%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

DKC2: DIDDY'S KONG QUEST

NINTENDO FOR SUPER NES
Review, 8#12



Diddy's back — and he's got a girlfriend! This game is even better than the original *DKC!* This title is more fun than a barrel of monkeys! Yow!!!

OVERALL 94%

WORLD SERIES BASEBALL

SEGA FOR SATURN
Sports, 8#12

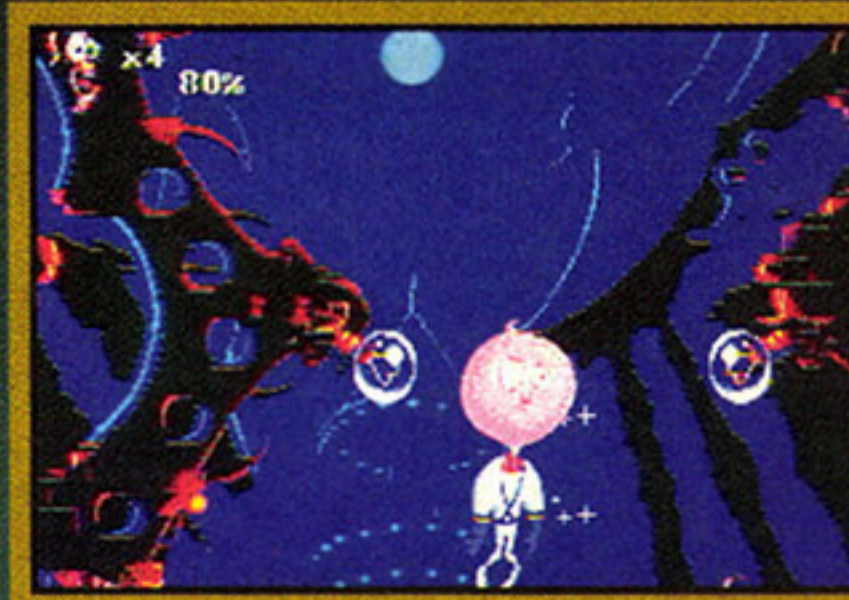


This is the best baseball game ever made! The US version of Japan's *Greatest Nine* rocks the house with great graphics, killer gameplay and amazing announcers!

OVERALL 97%

EARTHWORM JIM 2

PLAYMATES FOR GENESIS
Review, 8#12



That lankiest of Texans is back, with more of the zany antics that made the original so popular. This game is great! What are you waiting for? Go get it!

OVERALL 92%

SEGA RALLY

SEGA FOR SATURN
Review, 9#1



What we've got here is a near-perfect copy of the arcade smash! All of the cars, tracks and action are captured here for the home console. Yes!

OVERALL 92%

HI OCTANE

EA for PlayStation; review, 9#2

The best part of this game is the way the tracks seem to swell and recede in certain points. The racers themselves look real geometric and lifeless. If the designers had taken a bit more time, this game good have been exceptional, instead of just good.

OVERALL 66%

IN THE HUNT

T*HQ for PlayStation; review, 9#2

If you like really big, beautiful explosions that really rock the screen, then this is the game for you! If, on the other hand, you like 32-bit games that aren't left-to-right, side-scrolling shooters, then this isn't the game for you. Take yer choice!

OVERALL 51%

IRON STORM

Working Designs for Saturn; review, 9#5

Now you can fight World War II all over again, from any side! This strategy game has some great animations that, while adding graphic goodness to the game, slow it down somewhat. Still, this is a must!



OVERALL 95%

JOHNNY BAZOOKATONE

US Gold for Saturn; review, 9#2

Yee-haw! Slap that 30 round clip into your guitar (your guitar?) and get ready for some real Rock 'n' Roll action! While this game may frustrate beginning gamers, it's a real hoot for the side-scrolling master! Lock and load! Let's rock!

OVERALL 73%

JUPITER STRIKE

Acclaim for PlayStation; review, 9#2

While this game has one of the most beautiful intro sequences ever, the rest of the game is simply lacking. The music and sound effects are the worst ever heard, and your fighter is totally bereft of any kind of control. This should be called *Jupiter Strikes Out*.

OVERALL 48%

KING'S FIELD

Ascii Entertainment for PlayStation; review, 9#3

This game is a very entertaining mix of action and RPG! Stalk the dark halls in search of weapons, fantastic treasures and monsters galore! Unfortunately, this game also has a hard time deciding which type of game it wants to be... But, it's still way cool!

OVERALL 84%

KRAZY IVAN

Sony Interactive for PlayStation; review, 9#4

Who's got complete control over a 70-ton mechanized warrior, loaded to the gills with all kinds of deadly weaponry? Why, Ivan does! AND HE'S CRAZY!!! This is a beautiful, fluid game that is just a bit too short, sadly. Give it a try!

OVERALL 82%

LUCIEN'S QUEST

Panasonic for 3DO; review, 9#4

Everything about this RPG is dead average. Well, OK, the graphics are kinda cool and the soundtrack is full, but everything else is just plain average. It only took Jeff nine hours to beat this game and he says he didn't have any fun. Like we said — average.

OVERALL 54%

MAGIC CARPET

Electronic Arts for PlayStation; review, 9#5

This game is kind of like *Populous* with wings. Zoom over the terrain on your magic carpet, casting spells, building castles and just plain blasting the heck out of everyone you don't like. What more do you need? Go get this game!

OVERALL 84%

MEGA MAN X3

Capcom for Super NES; review, 9#1

Once again, Mega Man is back with more of his familiar side-scrolling action. This time, Doctor Wiley is dead and an evil robot is running the show. You do have the option to play as Mega Man's buddy, Zero. If you like *MM*, get this game.

OVERALL 81%

PHILOSOMA

Sony for PlayStation; review, 9#3

This is a sprite-based shooter. There will be lots of tendon-damaging turns and thumb-bruising button mashing. Some people think this is fun. In fact, some people thought this was fun for years, which is why the designers haven't ever changed the genre. Oh, well...

OVERALL 65%

PSYCHIC DETECTIVE

Electronic Arts for 3DO; review, 9#3

Trent Ward said this game was about as much fun as a *Love, American Style* marathon. Actually, this game is only slightly more fun than a multiple root canal. You'd be better off just leaving this one all alone on the shelf, OK?

OVERALL 28%

MISSILE COMMAND 3D

Atari for Jaguar; review, 9#3

Most of the really cool games for the Jaguar have been re-issues of the old games of yesteryear and this is no exception. The really cool game in this package is the VR game. With its bosses and its real 3D look, this game has it all!

OVERALL 83%

MUSEUM CLASSICS VOL 1

Namco for PlayStation; review, 9#4

The best part of this disc is the the fact that seven games — even if they're not all that great — are still better than just one game on a disc. Unfortunately, only four of the seven games here are worth coming back for. Oh well, *Pac Man* is still fun.

OVERALL 66%

MYSTARIA

Sega for Saturn; review, 9#1

Here's the first, true RPG for the Saturn, and Brother, it's a good one! Known as *Riglord Saga* in Japan, it's gonna generate massive sales here in the US. The controls are seamless and the 3-D characters and landscapes are awesome!

OVERALL 81%

NEED FOR SPEED

Electronic Arts for PlayStation; review, 9#5

Man! This game is fun! When I borrowed it for the weekend, I couldn't keep the neighbors away! With its beautiful graphics, huge tracks and a two player option, this title has it all for racing thrills and excitement! You gotta check this one out!

OVERALL 84%

WHAT YOU THINK

I was outraged at how you rated the Aerosmith videogame, Revolution X. Just because you don't like Aerosmith doesn't mean you should rate the game low. — Roger Duran, Los Angeles, CA

NIGHT WARRIORS

Capcom for Saturn; review, 9#5

While this game is a 2D fighter, it has a lot going for it! Tons of fighting strategies, really responsive controls, cool new moves, well-developed characters and extremely smooth animation make this game a winner!

OVERALL 82%

PRIMAL RAGE

Time Warner for PlayStation; review, 9#2

Here it is, folks! The arcade classic has been faithfully reproduced for the home. Unfortunately, the arcade classic was only a 2D fighter with a simplistic combo system. So, if you need fighting dinosaurs, get this game. Otherwise, it may be a bit extinct.

OVERALL 74%

PTO 2

Koei for Super NES; review, 9#2

This has to be the single most complex game ever devised by man. You can fight the entire Second World War in the Pacific Theater of Operations all over again! If you love war, you'll love this!

OVERALL 90%

RESIDENT EVIL

Vic Tokai for PlayStation; review, 9#4

Sing along, everybody! Blast those zombies in the head. Do-dah, do-dah! Make sure that they're good and dead! Oh, do-dah day! Now, repeat after me! I NEED THIS GAME. I NEED THIS GAME! This rocks!

OVERALL 92%

RETURN FIRE

Time Warner Interactive for PlayStation; review, 9#5

Remember when you used to play with those little toy soldiers? Well, this is just like that, only it's more fun! You can spend hours blowing your friends to kingdom come! Heck, even the one-player game is a ton of fun! Yes!!!

OVERALL 83%

REVENGE OF ROOTENTOOTEN

Clear Case for Fish; review, 9#5

A long time ago, we used to put phony games in here and give away prizes. Well, here's another made up game, but we're NOT giving you a prize for this one. We will give you a prize if you can find the second phony game, though. Good luck!

OVERALL 25%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

VIRTUA FIGHTER 2 SEGA FOR SATURN

Review, 9#1



There's many very good reasons why this game has been given our highest score ever! If you own a Saturn and you don't buy this game, you're just plain stupid!

OVERALL 99%

BUYING BY MAIL

Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...

- **First, read the ad carefully**, including the small print. Check to see how long it takes for delivery. Mail-order companies often take 4-6 weeks to fulfill orders, so make sure you give them that much time.
- **Check out the company**. Have any of your friends used it before? What kind of service did they get at the time? If nec-

essary, contact the Better Business Bureau (use the one located in the same city as the mail-order company). Better Business Bureaus log complaints against companies and can tell you the types of problems — if any — that have been encountered. Look in the Yellow Pages for the BBB's telephone number.

- **Contact the company to check on availability**. They may be offering *MK II*, but that doesn't mean they're expecting it next week. Companies never get products before they're available in stores unless they're selling foreign versions. Don't send your money without giving them a call.
- **If possible, pay by credit card**. For one reason, credit cards aren't charged until the

merchandise is sent. And if you don't receive your goods, the credit-card company is responsible for refunding your money or crediting your account. If you don't have a credit card, use a personal check and consider mailing it by recorded delivery so it can be traced. Never send cash through the mail. Be wary of money orders, — they can be hard to trace.

- **Once you've ordered your game, relax**. It'll be sent out within the stated delivery time. DON'T call the mail-order company every day to find out what's happening.
- **Inspect your order as soon as it arrives**. If it's incorrect or the product(s) is defective, file a complaint with the mail-order company immediately. If it has been damaged in shipping,

contact the postal service that delivered it. Use recorded delivery on any returns.

- **Some companies offer a trading option** so you can send them your old games for a discount on new ones. If you use this service be sure to use some form of recorded delivery.

We can't guarantee the reliability of any mail-order company. If anything goes wrong, contact the mail-order company. Your contract is with them — we have no record of your dealings, so we can't help. Most mail-order transactions are trouble-free. But if you've experienced problems with companies advertising let us know by writing to: Customer Service; 150 North Hill Drive; Brisbane, CA, 94005. We don't want to deal with disreputable companies any more than you.

REVENGE OF ROOTENTOOTEN, TOO

Acclaim for Genesis; review, 9#5

Well, that was real hard, wasn't it? OK, the first person who writes in to 'I Know The Answer', 150 North Hill Drive, Brisbane, CA, 94005 and tells us where the name 'Rootentooten' came from, wins a prize. This prize is really, really, weird!!!

OVERALL 42%

SPOT GOES TO HOLLYWOOD

Acclaim for Genesis; review, 9#3

Wow! Here's a game about a bottle cap! How... uh... cool. Yeah, that's it. It's... cool. Actually, the game does have a nice control system and the graphics and sound are pretty good for the Genesis. But the hero is... uh... a bottlecap. Yeah...

OVERALL 63%

VECTORMAN

Sega for Genesis; review, 9#1

While this game may not be the 'most revolutionary' game of all time, it is a truly great action game. The lighting effects are simply amazing and the sound effects are stellar. Great, but not 'revolutionary'.

OVERALL 90%

REVOLUTION X

Acclaim for Genesis; review, 9#2

Everything about this game sucks, from the lousy graphics, to the horrible music (Aerosmith? Yuch!), to the astounding lack of gameplay! Let me repeat that, just in case you're deaf from going to too many rock concerts — this sucks!!!

OVERALL 29%

STREET FIGHTER ALPHA

Capcom for PlayStation; review, 9#3

Here's that game again, for the millionth time. Frankly, there are better fighting games out there, but if you feel happy giving the same company your money for basically the same game, with a few changes, then go right ahead...

OVERALL 87%

VIEWPOINT

EA for PlayStation; review, 9#2

This is kinda like *Zaxxon* on steroids. While the graphics are exceptionally beautiful, the gameplay is enough to drive you nuts! Unless you have a high tolerance for frustration, you might be well advised to leave this game alone.

OVERALL 64%

ROAD RASH

Electronic Arts for PlayStation; review, 9#3

If you've never played this game on any of the millions... Oh alright, *hundreds*, of systems that it's been on before, then you should definitely go out and get it! Otherwise, it might be a good idea to just pass this one by!

OVERALL 73%

SHINING WISDOM

Sonic! Software for Saturn; review, 9#5

Well, this game isn't so much an advance in the 32-bit RPG genre, but it's still a pretty good game. The music and sound effects are kinda lacking, but the storyline makes this one worth the price of admission. Give it a shot!

OVERALL 73%

SILVERLOAD

Vic Tokai for PlayStation; review, 9#4

Yeee-haw! What could be cooler than a horror/western game? Try to keep body and soul together as you try to find out who's been stealing all the settlers' children. Kick-ass graphics and really great creepy atmosphere make this a winner!

OVERALL 83%

SKELETON WARS

Playmates for Saturn; review, 9#3

This is really weird... You've got a 2D, side-scrolling game, but the world that it takes place in is 3D! In fact, the graphics are really beautiful and the music and sound effects really set the mood. It might even be fun! Give it a shot...

OVERALL 79%

SOLAR ECLIPSE

Crystal Dynamics for Saturn; review, 9#2

While this game doesn't exactly set off a whole bunch of bells and whistles, our reviewer found it interesting and challenging. In fact, he kept going back for more! So give this title a try! You won't be disappointed at all!

OVERALL 73%

SPIDERMAN: WEB OF FIRE

Sega for 32X; review, 9#3

OK, let's get things off to a good start... THIS GAME SUCKS! Man, that felt good! There isn't one thing in this game that hasn't been done before somewhere else — and better, too! So everyone repeat after me... THIS GAME SUCKS!

OVERALL 36%

WHAT YOU THINK

You gave Warhawk a 92% because it only has six levels. It should have gotten 100%. (Bill — Oh, no! Not another one! I can't take it!)
— Harley Metcalfe, Greenville, MS

SUPER MARIO RPG

Nintendo for Super NES; review, 9#5

Here's a really big RPG that stars Mario. Nintendo and Square worked together to bring this magical universe to life. It combines the best elements of RPGs and Mario action games! It's a must have!!!



OVERALL 91%

VIRTUA COP

Sega for Saturn; review, 9#1

Let's see... You're a cop and all you do is run around and blow away all the bad guys. THAT'S GREAT! This game has some very intense shooter action! It's too bad that the Stunner will be bright orange in color.

OVERALL 92%

WARHAWK

Sony Interactive for PlayStation; review, 9#1

Fly the deadly skies in a vehicle best described as a Sherman tank with wings! Yaaa-hooo! This is one game that really shows off the power of the PlayStation! The only drawback is there's only six levels.

OVERALL 92%

WING ARMS

Sega for Saturn; review, 9#2

Aside from the fact that the canyon level is kinda frustrating and very ugly, and that the game is too short, this title is a heck of a lot of fun. Oh, one more thing — how come there's no two-player mode? Oh well, it's still fun!

OVERALL 73%

WORMS

Ocean for Saturn; review, 9#5

Did you ever wonder what worms did when they weren't riding a fishing hook or grossing out a little girl? Well, the truth is — THEY WAGE ALL-OUT WAR! Yes! Open up this can of worms and start blowing stuff up real good!!!

OVERALL 94%

X-MEN: CHILDREN OF THE ATOM

Acclaim for Saturn; review, 9#3

What happens when you port a 2D fighting arcade game over to a new 32-bit system? Well, you get a 2D fighting game... And what's wrong with that? If you need the sweet action of the arcade hit in your home, then get this game!

OVERALL 72%

ZERO DIVIDE

Time Warner for PlayStation; review, 9#2

What we've got here is an excellent fighting game — that, unfortunately, is in a genre that has some outstanding titles in it as well. The animation and control interface are very good, but the graphics themselves are kinda blocky. Eh, it's your dime...

OVERALL 80%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

TOKYO HIGHWAY BATTLE

JALECO

KIDS TO ADULTS

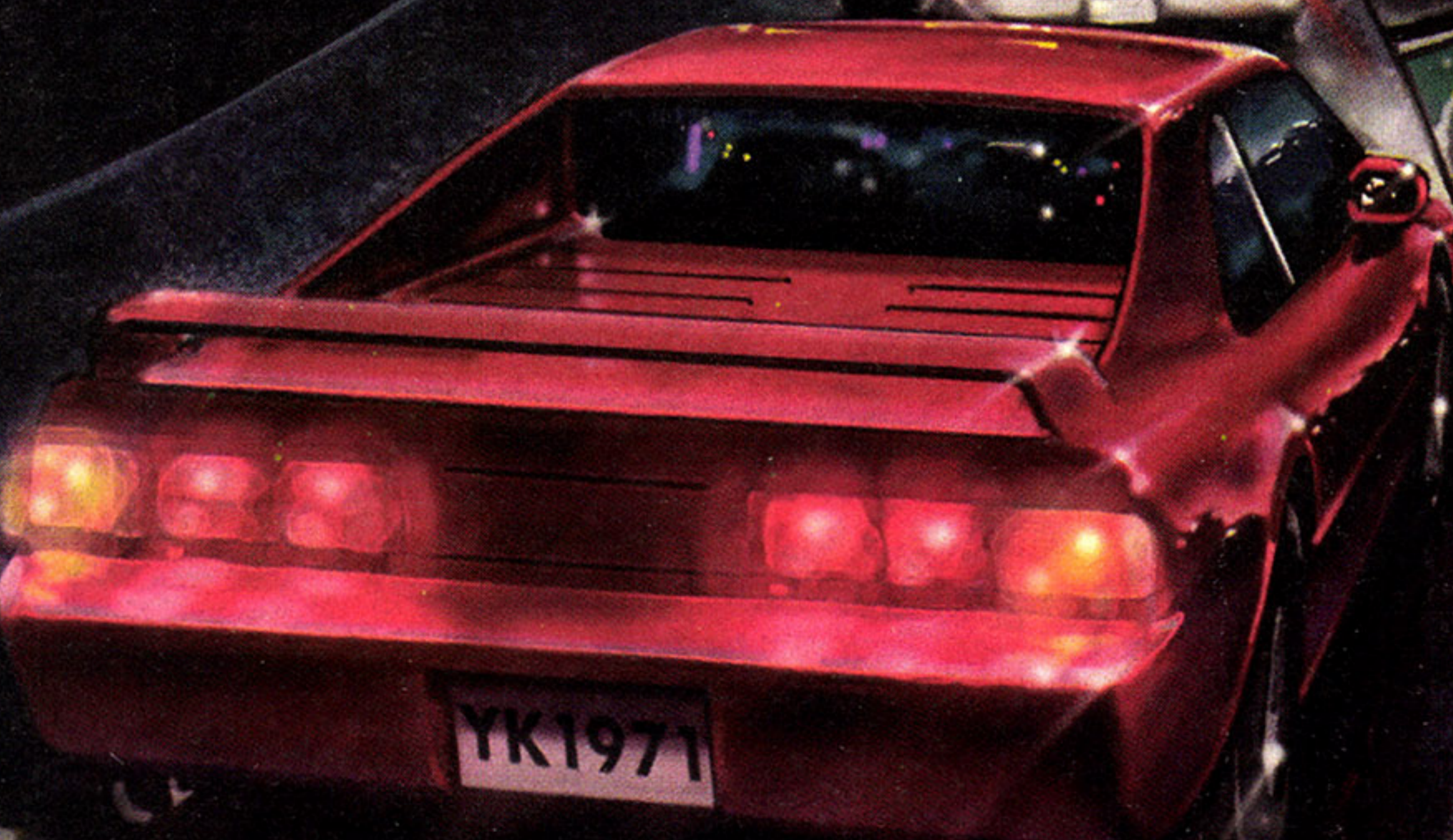


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U.S. and foreign patents pending



Arcades

What good are quarters anymore? You used to be able to get a bunch of stuff for a quarter — comic books, sodas, four goofy black and white pictures of you and a friend, or even a pair of X-Ray specs that didn't work. Nowadays, all they're good for is — The Arcades!

Dead Or Alive

Tecmo

Throw moves like twisting the opponent to the ground are perfectly captured and real smooth. Check out the polygon pecs on the guy in the blue.

This game was easily the biggest surprise of the show. I was walking between Sega, Namco, and Williams, checking out all the new games, when out of the corner of my eye I spotted this awesome looking game. Tecmo, who hasn't done an arcade title in quite a while, is using Sega's Model 2 board (*VF2*, *Daytona*) to make *Dead Or Alive*. The game we saw was only 30% complete and looked incredible, the graphics are nearly on par with *VF2*.



Some real solid kicks and some truly 3D backgrounds make *Dead Or Alive* look mighty impressive.

Only a few characters were on display and, while they looked awesome, they seemed to lack originality.



What 3D fighting game would be complete without those bodacious polygon breasts? Only 6 characters were done in the demo, and all of them had a full arsenal of moves with even more expected. The characters were still moving a bit slow, but that's to be expected from a 30% version. As for implementing new gameplay elements, we didn't see any sign of that. It just looked like a well done *VF2* clone and that's exciting in its own right. Maybe by the time *Dead Or Alive* comes out, they will have added more characters and gameplay to make this a huge arcade hit. We'll wait and see.

Wave Racer

Konami

Konami was also showing a 30% version of *Wave Racer*, a jet ski racing game where you actually stand on a plastic replica of a jet ski. The version at the show was real early, but was still packed with all kinds of action. The control is very interesting and requires a great deal of skill. The graphics on the game were still real early, but were already looking good enough to make *Wave Racer* a big hit.



Hopping on the jet ski and leaning into the turns is a real blast and always draws a crowd.

This game is an experience you can't possibly get on the home system because of the big jet ski. We'll get more info on this one as it becomes available.

Midnight Run

Tecmo

The crowded field of arcade racing games just keeps getting more and more entries. Konami's entry into the field certainly isn't the most graphically impressive effort, but the pure speed and gameplay make *Midnight Run* well worth your quarters.

Games like *Daytona*, *Rave Racer*, *Indy 500*, and *Sega Rally* have a far superior graphical look, but *Midnight Run* manages to hold its own, with extremely tight control and a different approach. *Midnight Run* is a racing game, but it's a racing game through traffic-riddled highways at night. So not

only do you have to hug the corners on tight turns, you also have to weave in and out of traffic while doing it. And because that is so difficult to do, it's extremely important that the control is perfect. Luckily, the control is perfect. The first level of cars hug the road real tight and move at amazing speeds, but if you really want speed and a challenge, move on to the advanced cars. The advanced cars have even quicker pick up and they move at such amazing speeds that they slide around even the slightest corner. The key to controlling these cars is working through the slides to keep the car going forward.

At first glance, *Midnight Run* looks like a cheap imitation of the big racing games, but upon further play you'll realize that *Midnight Run* is a great game in its own right.

The funky-looking little car you get into is actually quite comfortable and has a back seat for dates.

Much like *Cruisin' USA*, the gameplay is greatly enhanced by weaving through traffic while trying to outrace your opponent.

The cars have impeccable control, allowing you the ability to focus on weaving through traffic rather than losing control.

The graphics aren't on par with Sega's big racers, but you won't believe the feeling of speed you get.



Linking up a pair or more of *Midnight Runs* makes for some serious competitive driving. There's even a cooler for road trips.

The Line

Just last month, you got the first and most in-depth look at *VF3* and *War Gods*, the two hottest arcade games around (we're so darn cool). This issue, we have a couple more screens on *VF3*, not to mention a handful of other hot arcade games at the show. • *Street Fighter Alpha 2* is on test in many arcades and it is easily the biggest draw at any arcade we've been to. Lines of people wait to play *Alpha 2*, while *K12* sits alone in a corner, begging for attention. • *Street Fighter 3* still isn't here, but the folks at Capcom are making some mighty big promises, saying, 'we have to make a game that's even more impressive than *VF3* or *War Gods*'. We'll wait and see about that one. • Namco is making a snow boarding game (ala *Alpine Racer*) and a hot-air balloon game (huh?), along with a slew of sequels (*Time Crisis 2*, *Tekken 3*?). • Williams' work on *Mortal Kombat 4* is said to follow along the same lines as *War Gods*, texture-mapped video on polygon characters. • Sony looks to be heading into the arcade business. They sent about ten people to the arcade show to see what the competition is up to and, according to someone high up at Sony, they are just waiting for the right time. • Look for even more ACME coverage next issue and remember, until you get to play all the hottest arcade games on free play, you haven't lived.

VF3

Sega

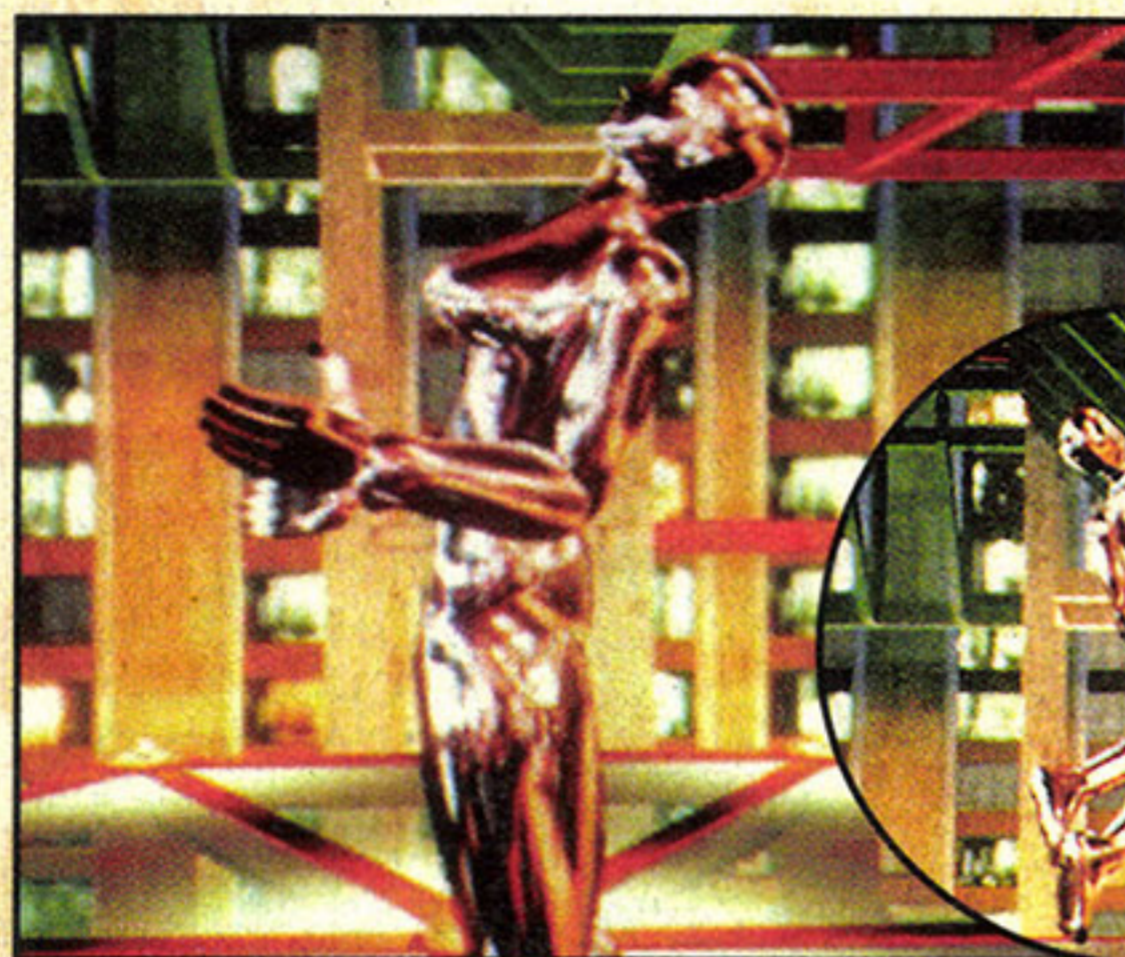
Just last month we brought you the exclusive first pics of *VF3*; now, we've got more. These pictures still don't do this game justice — it just looks phenomenal. Before I have to go wash again, let's get to the new screens. The game is still scheduled for an August release. We will definitely keep you updated on this monster title.



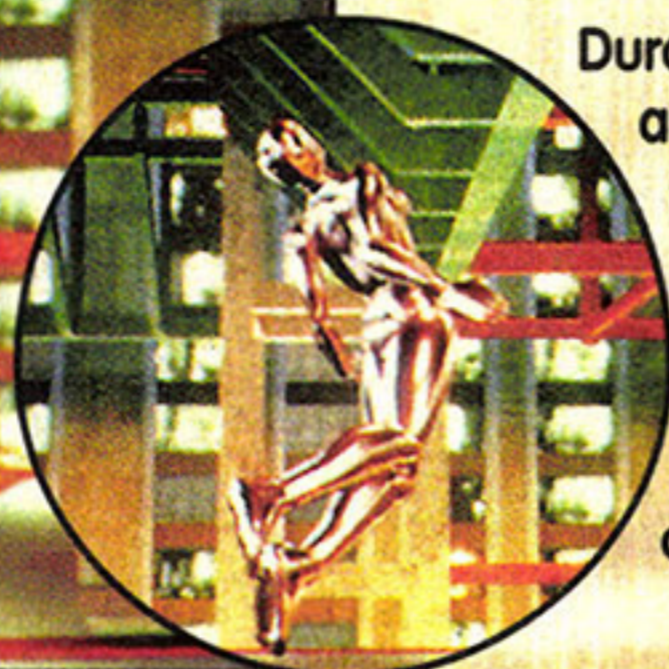
Lau did some amazing things in the demo, and his movement is so smooth.



The dancing around is great, but you have got to see Lau going off a wall and attacking Pai. It's awesome.



When characters look as good as Dural in a game, reality starts to look real unappealing.



Dural flipping around, with reflections glaring off her cold steel bod, is amazing and fluid.

Missile Command 3D

Virtuality

So you're wondering just how that whole Virtual Reality catch phrase is really doing? Well, the biggest makers of VR equipment is Virtuality and it had a couple of real nice games at the show.

The best was easily *Missile Command 3D*, where you and someone else each enter a gun turret. You look all around and try to shoot the bombs before they hit your bases. A microphone in each helmet helps



The timeless classic takes to Virtual Reality. You have to man the cannons and save the world from imminent destruction (ho-hum).



you communicate with your team-mate to ensure a good score. The graphics still aren't up to par with other arcade games, but with *Missile Command 3D* Virtuality is getting much closer to VR and, more importantly, it's a good, fun game.

The two-player link-up features a microphone for communication and a load of fun.

Tokyo Wars

Namco

Namco's big (and we do mean BIG) new game at the show featured four massive hydraulic-powered sit-down units linked together. You team up with another person to take on two other human opponents in a battle of brute force, pounding shell after shell into enemy tanks. Each time you fire or get hit, you feel the recoil on the sit-down unit, and that's what makes this game so intriguing.

The graphics have the usual Namco sharpness and the later levels offer some great battle fields, but what makes this game great is the big recoil and the team play. You won't find too many of these units in small arcades, but the big arcades should be getting *Tokyo Wars* real soon. So grab a friend and take on all comers.

The tanks and backgrounds are done with plenty of polygons and have a real crisp look.

Explosions are awesome and satisfying!



The big unit jerking you back and forth will make you feel like freaking Patton.

Coming Soon...

A quick look at several titles we'll be getting a deeper look at in the months to come.



Star Gladiators — Capcom



Run N' Gun 2 — Konami



NBA Jam Extreme — Acclaim

19XX — Capcom



War Gods — Williams



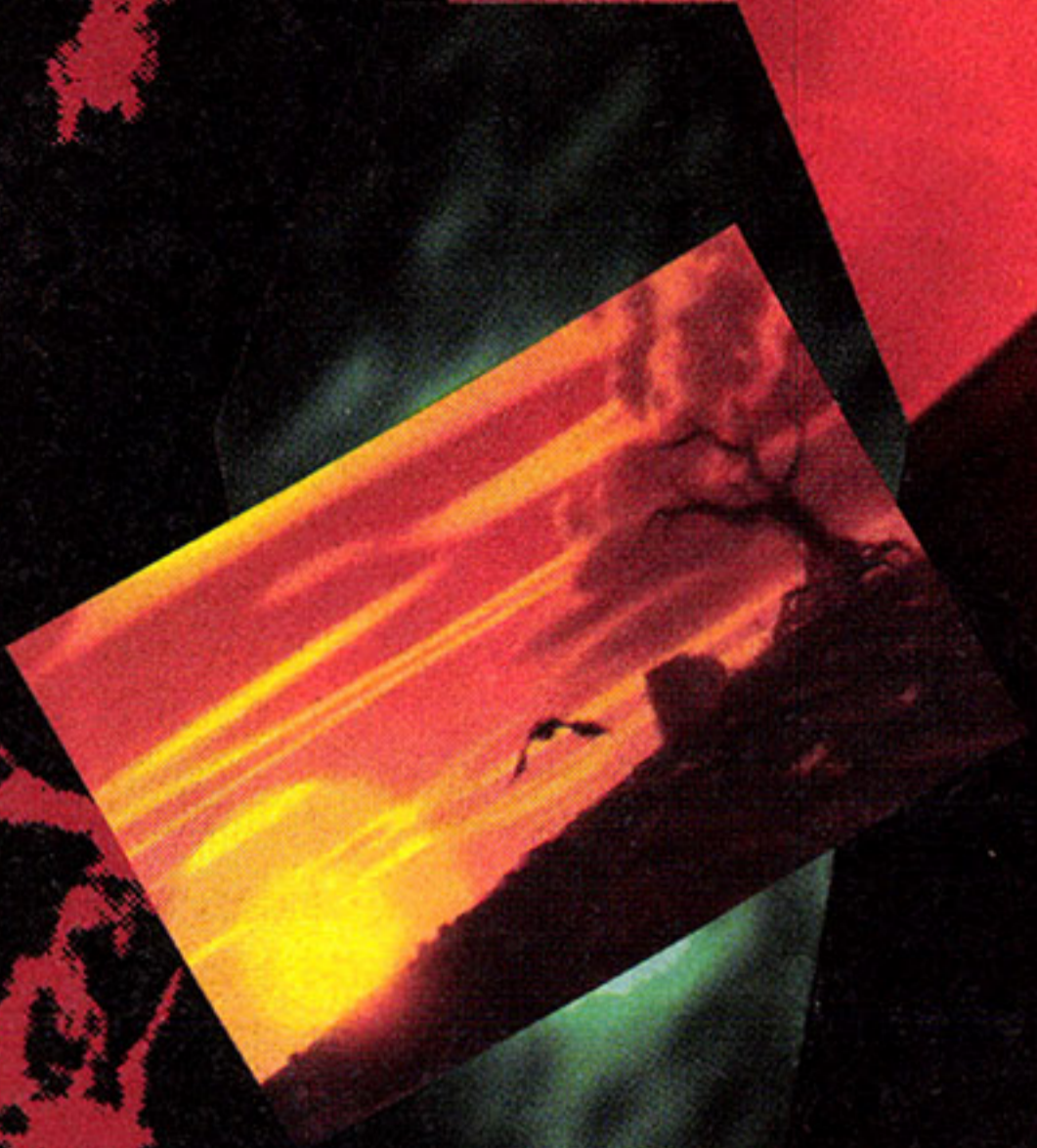
Shadow Over Mystaria — Capcom



Skeet Shoot — Virtuality



Propcycle — Namco



THIS MAN'S DYING WORDS WERE "PROTECT ME".

He died while clutching his neck to utter those words, utterly too late. At peace now in his postmortem state, he was a beaten, emaciated man trying to leave the town of Silverload. No one seems to know exactly what befell him, and not much was learned from the delirious rambling that came from his painfully parched lips. He spoke of vampires and vultures feasting on his legs, and something about cannibalistic children. Of course, we don't have a clue as to what he was talking about...

Come visit us soon; we'll be waiting for you. *The folks at Silverload.*



PlayStation

Silverload™

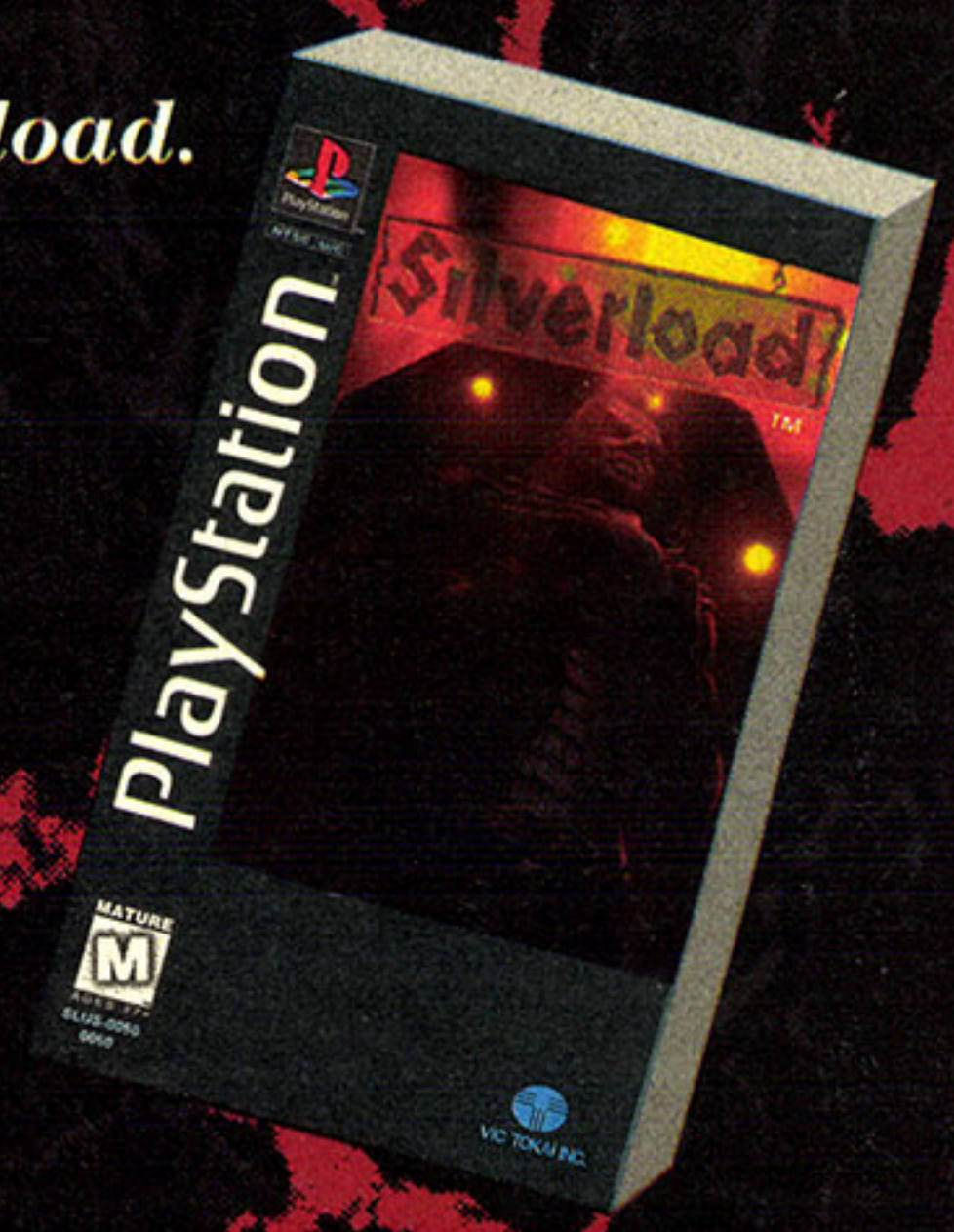
SILVERLOAD is also available for PC CD-ROM

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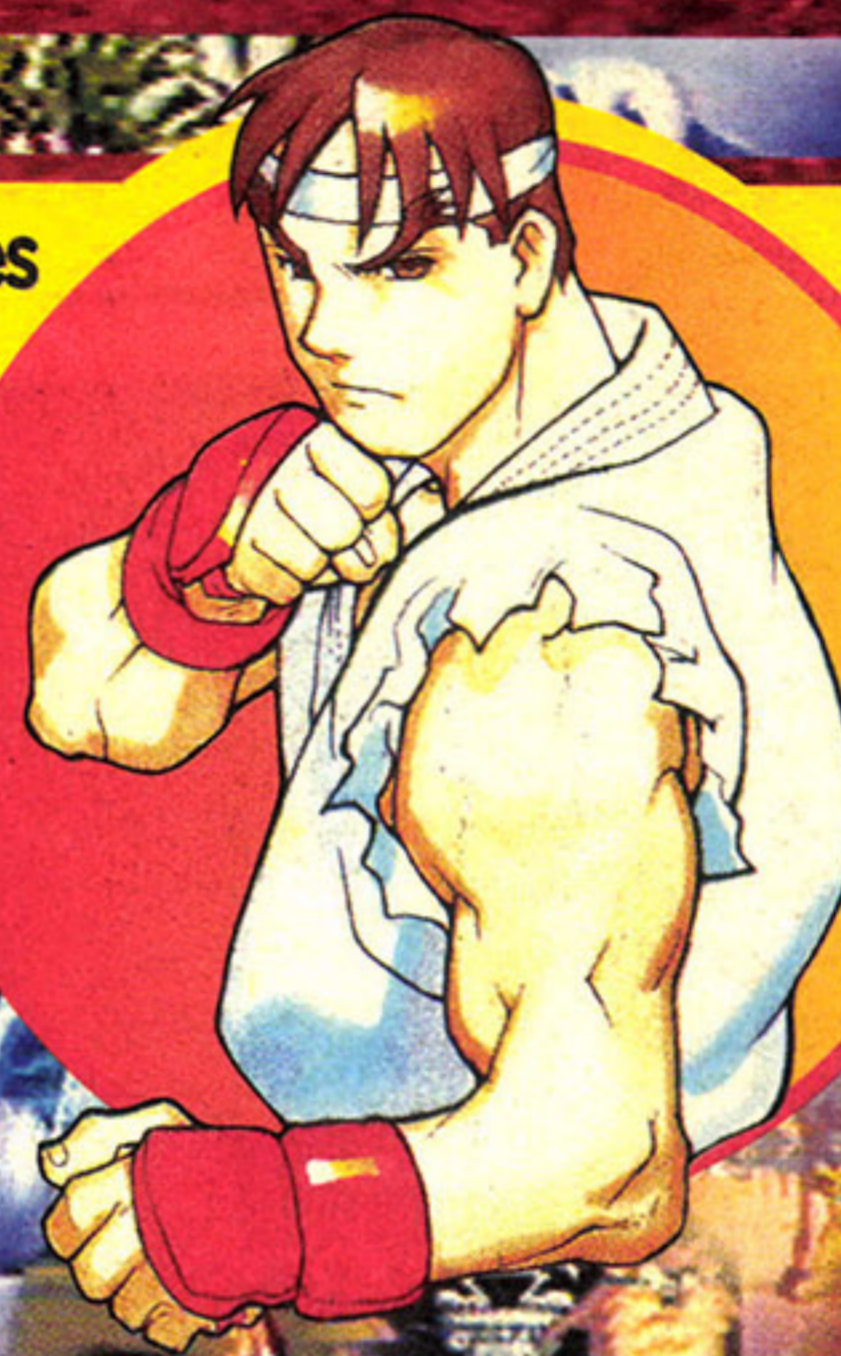
22904 Lockness Ave., Torrance, CA 90501
For more information call: (310) 326-8880



CHEAT SHEETS

STREET FIGHTER ALPHA 2

The winning moves are on page 88!



Alien Trilogy	92
Area 51	100
Captain Quazar	104
College Slam	101
Darius Gaiden	104
Earthworm Jim 2	100
Game Shark Codes	103
Hang On GP	103
Indy 500	101

ALIEN TRILOGY

If you don't use our strategy on page 92, everyone in space will hear you scream!



Loaded	102
Soul Edge	94
Street Fighter Alpha	102
Street Fighter Alpha 2	88
Tetris Blast	103
Toy Story	101
Virtua Fighter 2	104
Virtua Racing	102

SOUL EDGE

We've got more sharp, cutting strategy than a Ginsu commercial! Check page 94!

For Codes or Help, Call...

Nintendo.....	900-288-0707	Interplay.....	900-370-7529
Sega.....	415-591-7529	Acclaim.....	516-624-9300

STREET FIGHTER ALPHA 2

SUPER METER

The Super Meter is a meter that increases during the course of each fight. Any number of things charge the Super Meter, but some moves, Special Moves that do damage to your opponent, for example, charge the meter much faster than others. There are three stages of the meter to be filled. You need your Super Meter charged to perform Super Combos.

CHAIN COMBOS

So far, Guy is the only character in *Street Fighter Alpha 2* who can perform a chain combo. To perform the combo, simply press each attack button in succession from weakest to strongest.

CUSTOM COMBOS

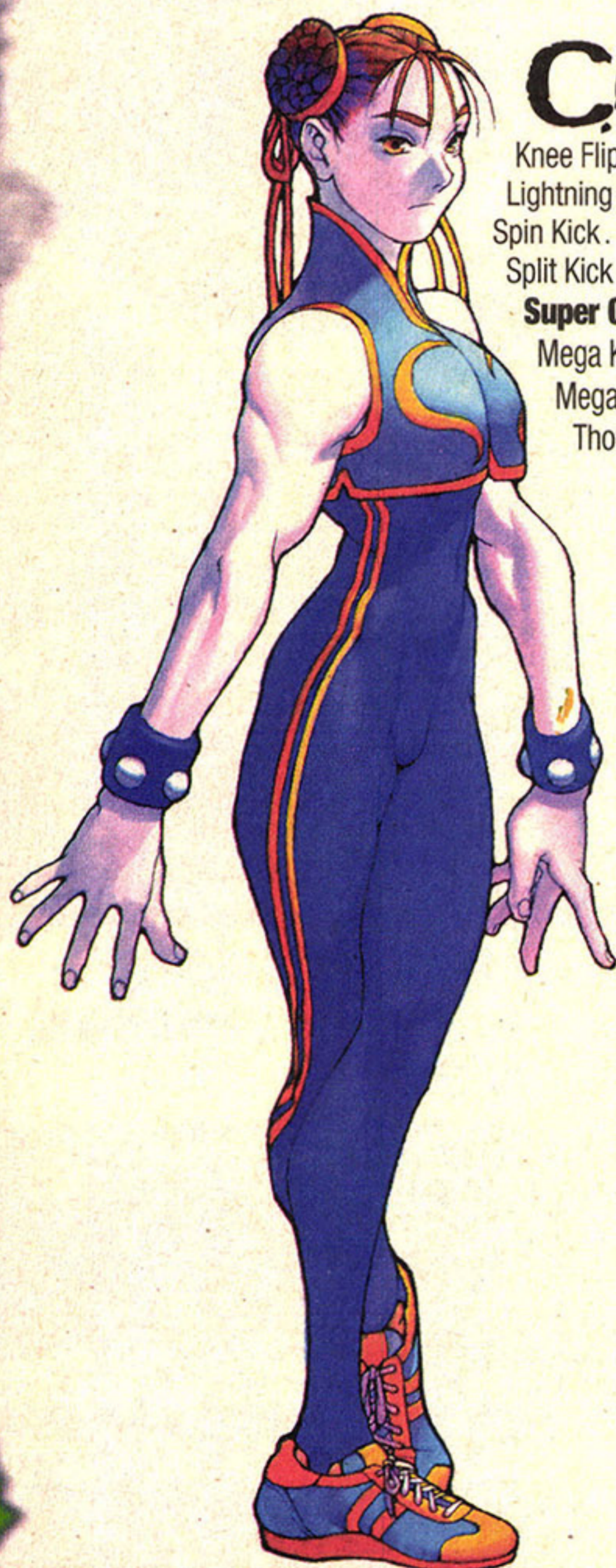
New to *Street Fighter Alpha* is the addition of a Custom Combo feature. Custom Combos are activated by pressing any two punch buttons and one kick button or two kick buttons and one punch (effectively making a triangle with the buttons). Once you begin a Custom Combo, a time counter of various lengths (dependent on your super meter) appears and, as the timer runs down, any and all moves performed will be executed in rapid succession. Any move can be used, but special moves in a Custom Combo cause more damage.

ALPHA COUNTERS

An Alpha Counter is a built-in reversal which each character can perform with one single motion. The key to using the Alpha Counter successfully is all in the timing. You also need at least one level of your Super Meter filled to use an Alpha Counter. To perform the move, block an attack and then immediately do the following move: B, DB, D + P or K. Punch counters are slightly faster than kick counters, but generally inflict less damage. The window of opportunity for counters is very small, so beware.

MOVE KEY

- JAB Light Punch (Jab)
- STRNG Medium Punch (Strong)
- FRCE Fierce Punch (Fierce)
- SHRT Light Kick (Short)
- FRWRD Medium Kick (Forward)
- RH Strong Kick (Roundhouse)
- P Any Punch
- K Any Kick
- Icon in red hold key down

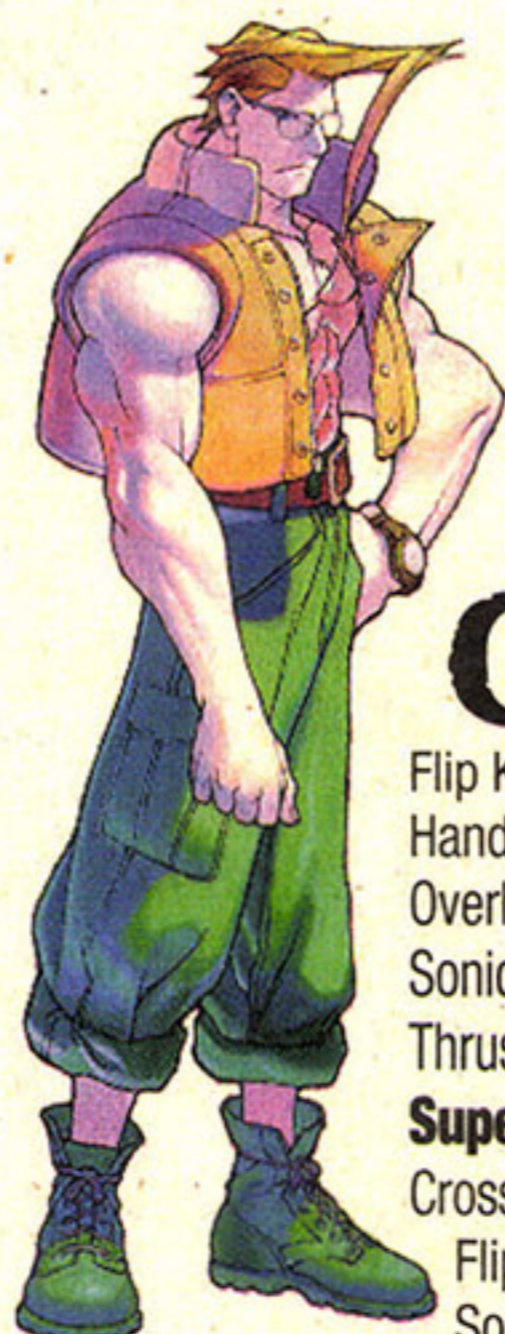


Chun-Li

- Knee Flip ⬇ + RH
- Lightning Kick K (repeat)
- Spin Kick ⬇ + K
- Split Kick ⬇ + K

Super Combos

- Mega Kikoken ⬇ + P
- Mega Spin Kick ⬇ + K
- Thousand Burst Kick ⬇ + K



Charlie

- Flip Kick ⬇ + K
- Handspring SHRT + FRWRD + RH
- Overhead ⬇ + FRWRD
- Sonic Boom ⬇ + P
- Thrust Kick ⬇ + RH

Super Combos

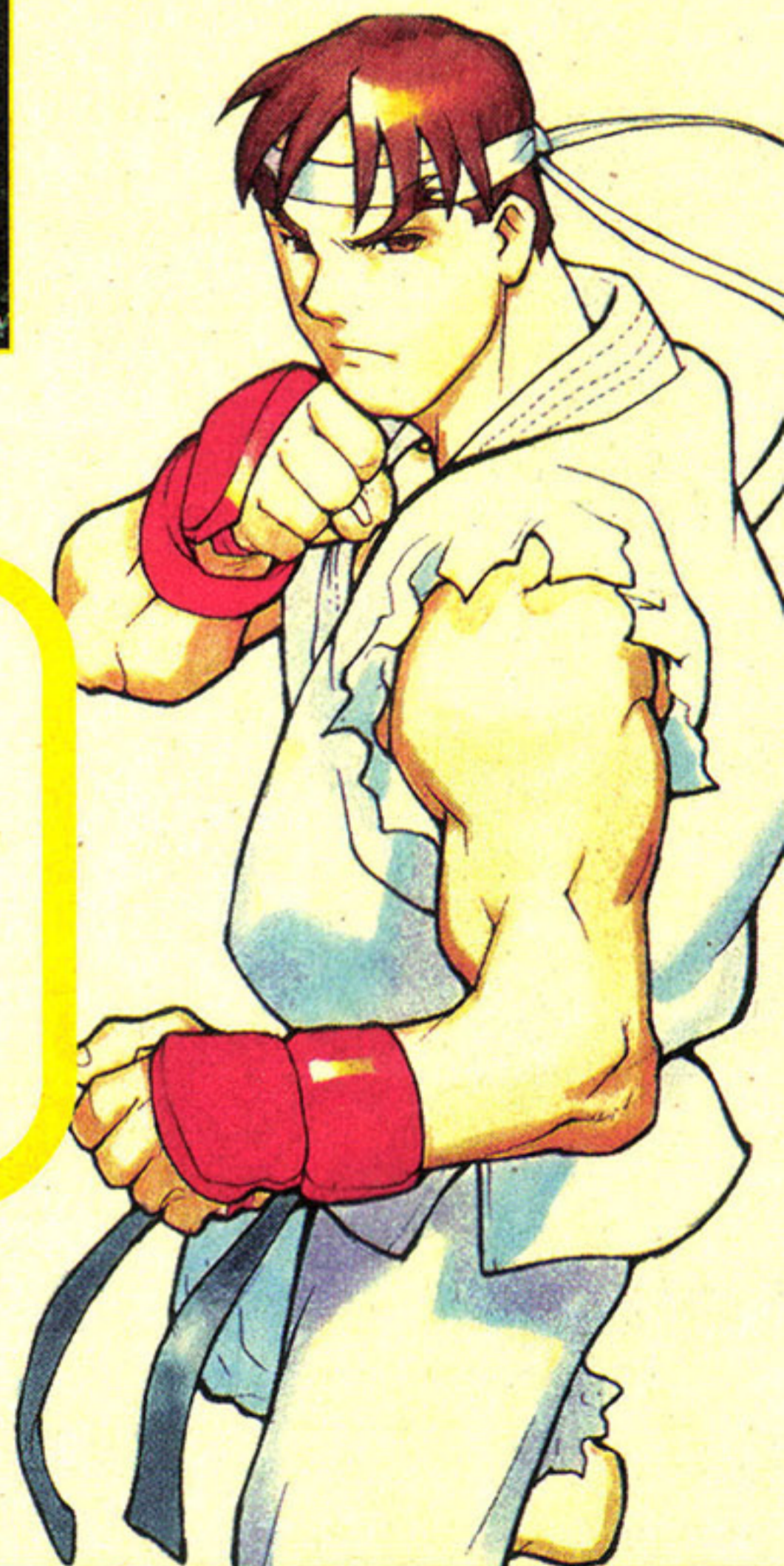
- Crossfire Blitz ⬇ + K
- Flip Kick Combo ⬇ + K
- Sonic Blade ⬇ + P

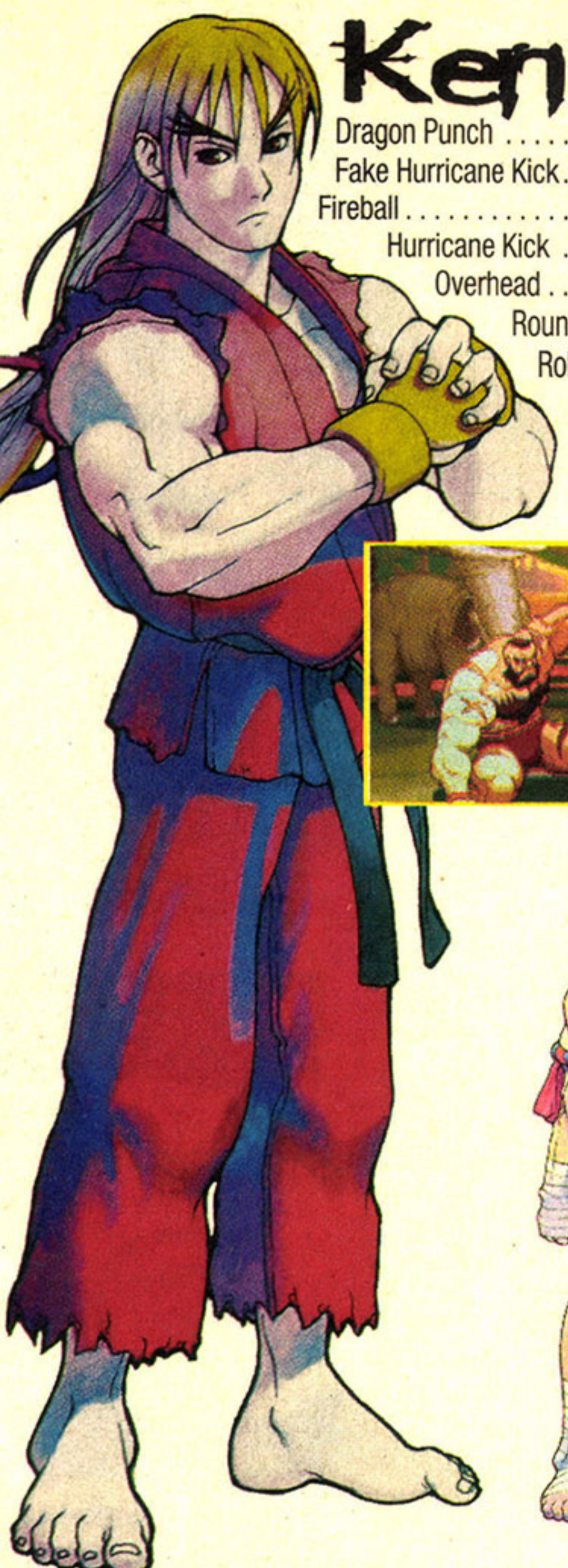
Ryu

- Dragon Punch ⬇ + P
- Fake Fireball ⬇ + SHRT
- Fireball ⬇ + P
- Hurricane Kick ⬇ + K
- Overhead ⬇ + STRNG

Super Combos

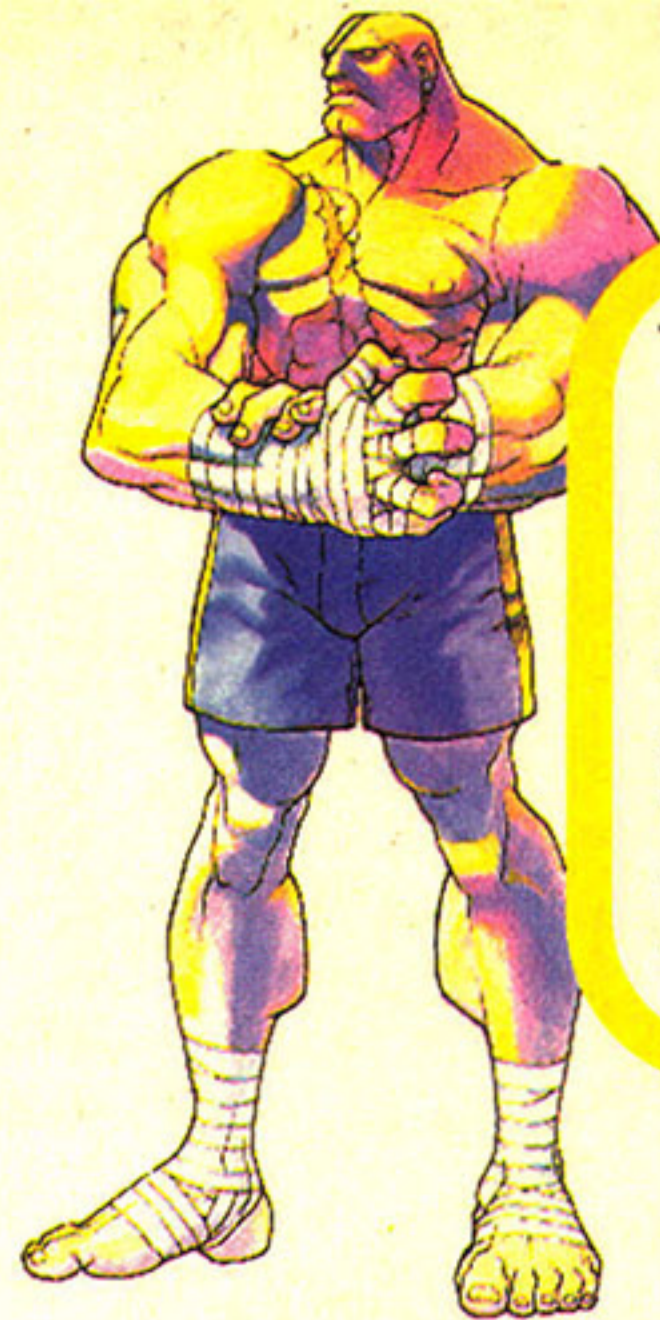
- Shinkuu Hadoken ⬇ + P
- Vacuum Hurricane Kick ⬇ + K





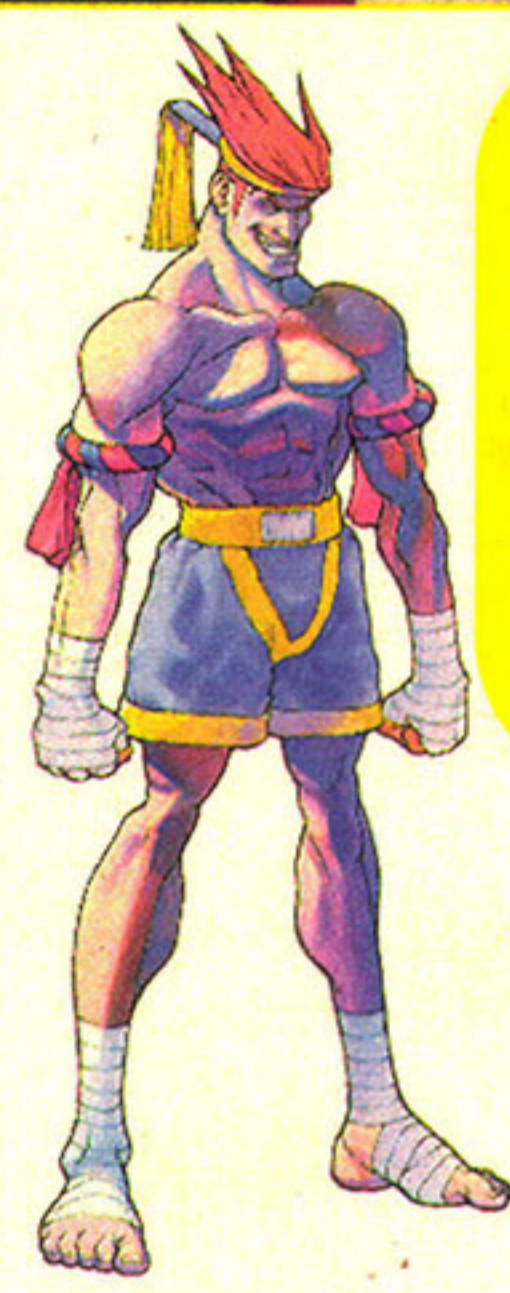
Ken

- Dragon Punch ⬇⬇⬇ + P
- Fake Hurricane Kick ⬇⬇⬇ + SHRT
- Fireball ⬇⬇⬇ + P
- Hurricane Kick ⬇⬇⬇ + K
- Overhead ⬇ + FRWRD
- Roundhouse ⬇ + RH
- Roll ⬇⬇⬇ + P
- Super Combos**
- Shinryuken ⬇⬇⬇⬇⬇ + K
- Shoryureppa ⬇⬇⬇⬇⬇ + P



Sagat

- Low Tiger Shot ⬇⬇⬇ + K
- Tiger Blow ⬇⬇⬇ + P
- Tiger Crush ⬇⬇⬇ + P
- Tiger Shot ⬇⬇⬇ + P
- Super Combos**
- Tiger Cannon ⬇⬇⬇⬇⬇ + P
- Tiger Genocide ⬇⬇⬇⬇⬇ + K
- Tiger Raid ⬇⬇⬇⬇⬇ + K



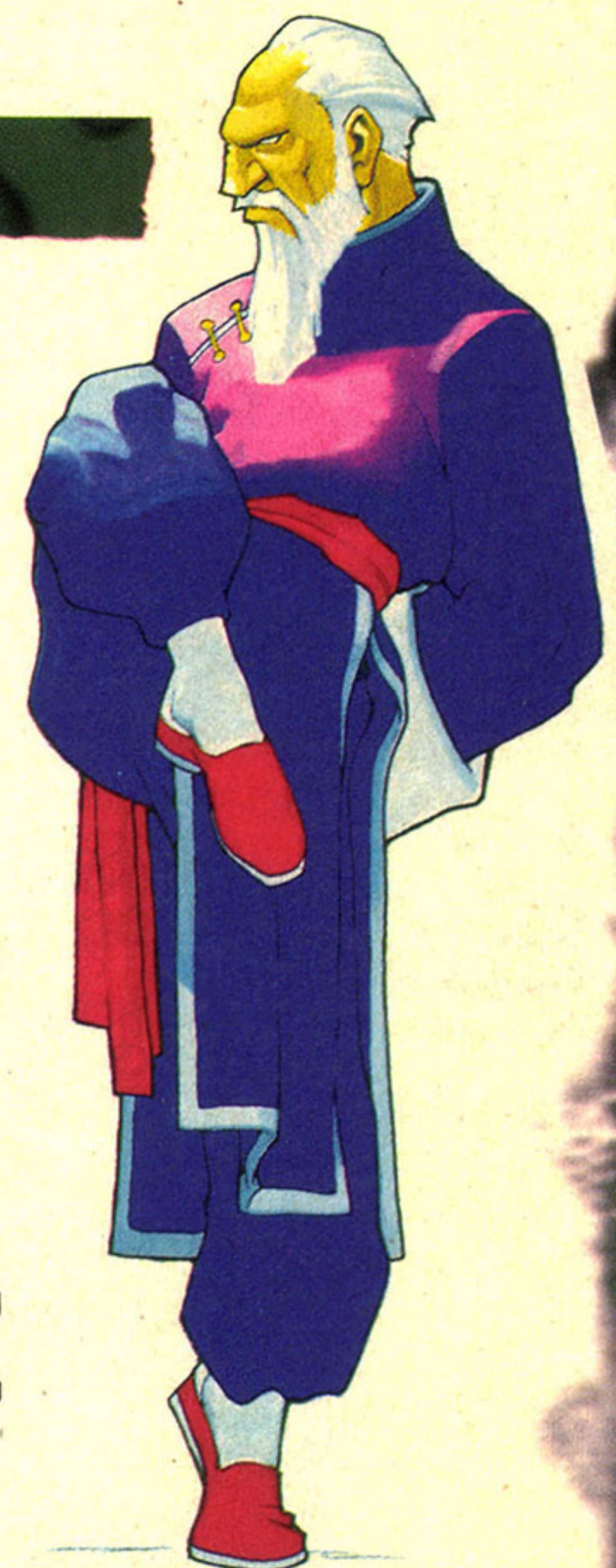
Adon

- Jaguar Kick ⬇⬇⬇ + K
- Jaguar Knee ⬇⬇⬇ + K
- Jaguar Tooth ⬇⬇⬇⬇⬇ + K
- Overhead ⬇ + STRNG
- Super Combos**
- Jaguar Elbow Combo ⬇⬇⬇⬇⬇ + P
- Jaguar Kick Combo ⬇⬇⬇⬇⬇ + K



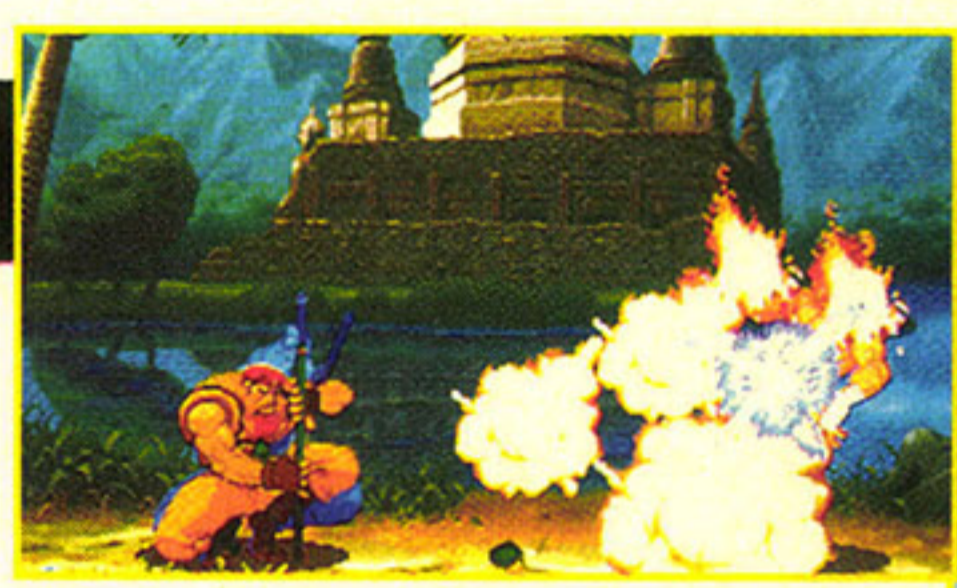
Gen

- Burst Punch P, P, P (repeat)
- Leg Thrust ⬇⬇⬇ + K
- Mantis Style (press (all) K)
- Overhead Attack ⬇ + STRNG
- Rolling Attack ⬇ + P
- Single Air Kick ⬇ + FK
- Wall Dive (hold) ⬇⬇ +
- Super Combos**
- Air Grab ⬇⬇⬇⬇⬇
- (Mantis Style)
- Dashing Pain ⬇⬇⬇⬇⬇
- Rapid Punch Spell ⬇⬇⬇⬇⬇



Sodom

- Carpet Drop ⬇⬇⬇⬇⬇ + K
- Jitte Strike ⬇⬇⬇ + P
- Power Bomb ⬇⬇⬇⬇⬇ + P
- Super Combos**
- Mega Jitte Strike ⬇⬇⬇⬇⬇ + P
- Mega Power Bomb ⬇⬇⬇⬇⬇⬇⬇⬇⬇⬇⬇⬇⬇ + P



Guy

- Bushido Leap ⬇⬇⬇ + P, P
- Bushido Run ⬇⬇⬇ + K, K
- Overhead ⬇ + STRNG
- Spin Elbow ⬇⬇⬇ + P
- Spin Kick ⬇⬇⬇ + K
- Super Combos**
- Bushido Rampage ⬇⬇⬇⬇⬇ + K
- Rising Attack Combo ⬇⬇⬇⬇⬇ + K

M. Bison

- Devil's Reverse ⬇⬇ + P, P
- Head Stomp ⬇⬇ + K, P
- Psycho Aura ⬇⬇ + P
- Scissors Kick ⬇⬇ + K
- Teleport ⬇⬇⬇ + all (P or K)
- Super Combos**
- Knee Press Nightmare ⬇⬇⬇⬇ + K
- Psycho Crusher ⬇⬇⬇⬇ + P



Akuma

- Air Fireball (while in air) ⬇⬇⬇ + P
- Dragon Punch ⬇⬇⬇ + P
- Fireball ⬇⬇⬇ + P
- Hurricane Kick ⬇⬇⬇ + K
- Overhead ⬇ + STRNG
- Red Fireball ⬇⬇⬇ + P
- Teleport ⬇⬇⬇ + (all) P or (all) K
- Super Combos**
- Shinkuu Hadoken. ... (while in air) ⬇⬇⬇⬇⬇ + P
- Shoryureppa ⬇⬇⬇⬇⬇ + P



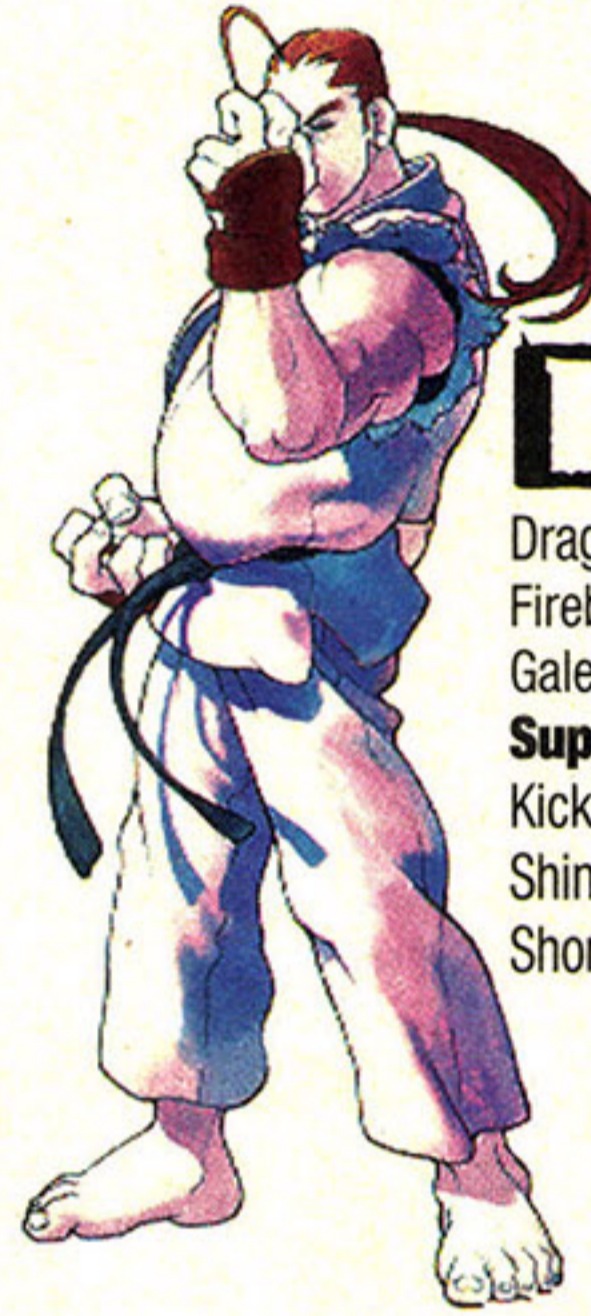


Zangief

- Bear Hug... (at a distance) $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + K
 Green Hand... $\downarrow\downarrow\downarrow$ + P
 Lariat... all) P (repeat)
 Short Lariat... (all) K (repeat)
 Spinning Pile Driver... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + P
 Suplex... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + K
Super Combos
 Atomic Buster... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$
 $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + P
 Uppercut/Throw... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + K

Dhalsim

- Air Drill... \downarrow + K or FRCE (in air)
 Teleport... $\downarrow\downarrow\downarrow$ + (all) P or (all) K
 Yoga Fire... $\downarrow\downarrow\downarrow$ + P
 Yoga Flame (Air)... $\downarrow\downarrow\downarrow\downarrow\downarrow$ + P
 Yoga Flame (Ground)... $\downarrow\downarrow\downarrow\downarrow\downarrow$ + P
Super Combos
 Mega Yoga Air Toss... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + K
 Mega Yoga Flame... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + P

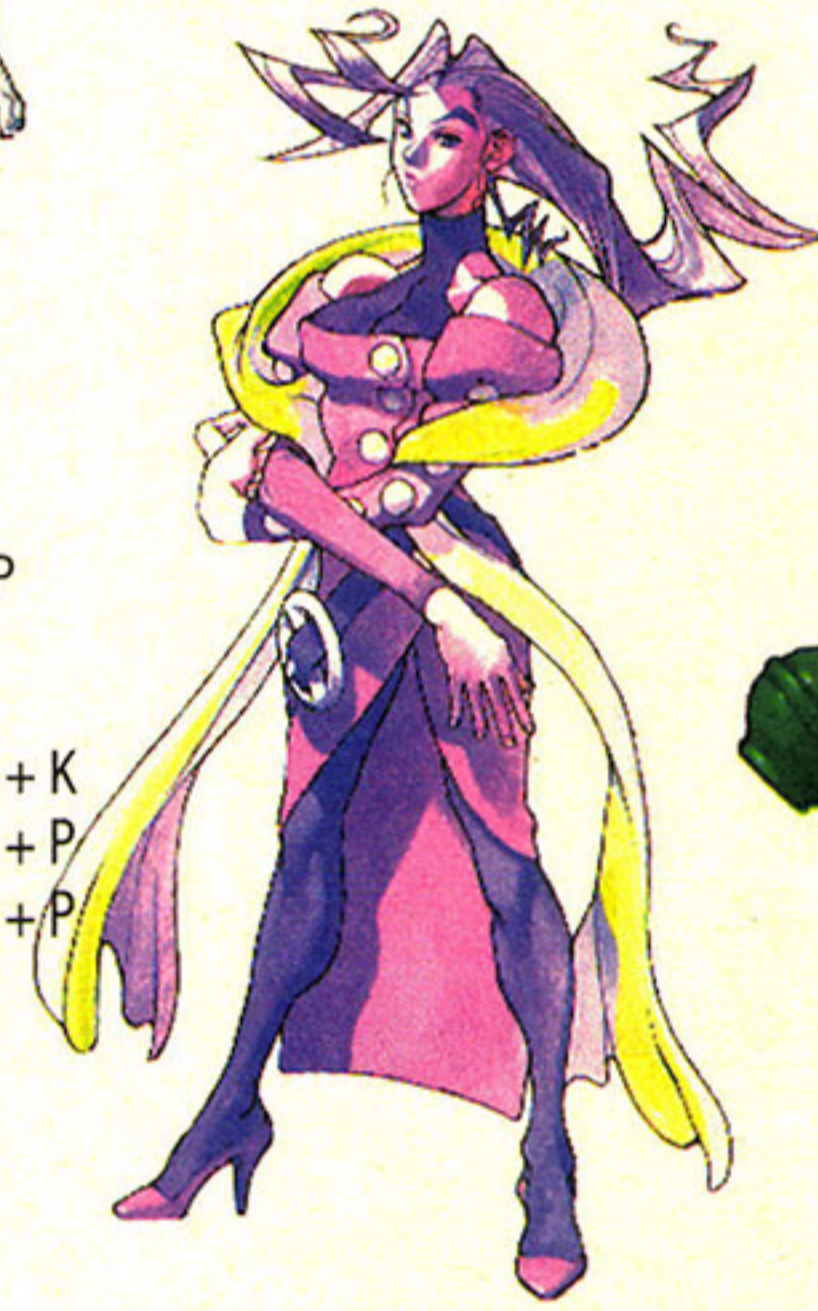


Dan

- Dragon Punch... $\downarrow\downarrow\downarrow$ + P
 Fireball... $\downarrow\downarrow\downarrow$ + P
 Gale Kick... $\downarrow\downarrow\downarrow$ + K
Super Combos
 Kick Combo... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + K
 Shinkuu Hadoken... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + P
 Shoryureppa... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + P

Rose

- Soul Fist... $\downarrow\downarrow\downarrow$ + P
 Soul Reflect... $\downarrow\downarrow\downarrow$ + P
 Soul Spark... $\downarrow\downarrow\downarrow\downarrow\downarrow$ + P
 Soul Thrust... $\downarrow\downarrow\downarrow$ + K
Super Combos
 Friend Combo... $\downarrow\downarrow\downarrow\downarrow\downarrow$ + K
 Mega Soul Combo... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + P
 Mega Soul Spark... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + P

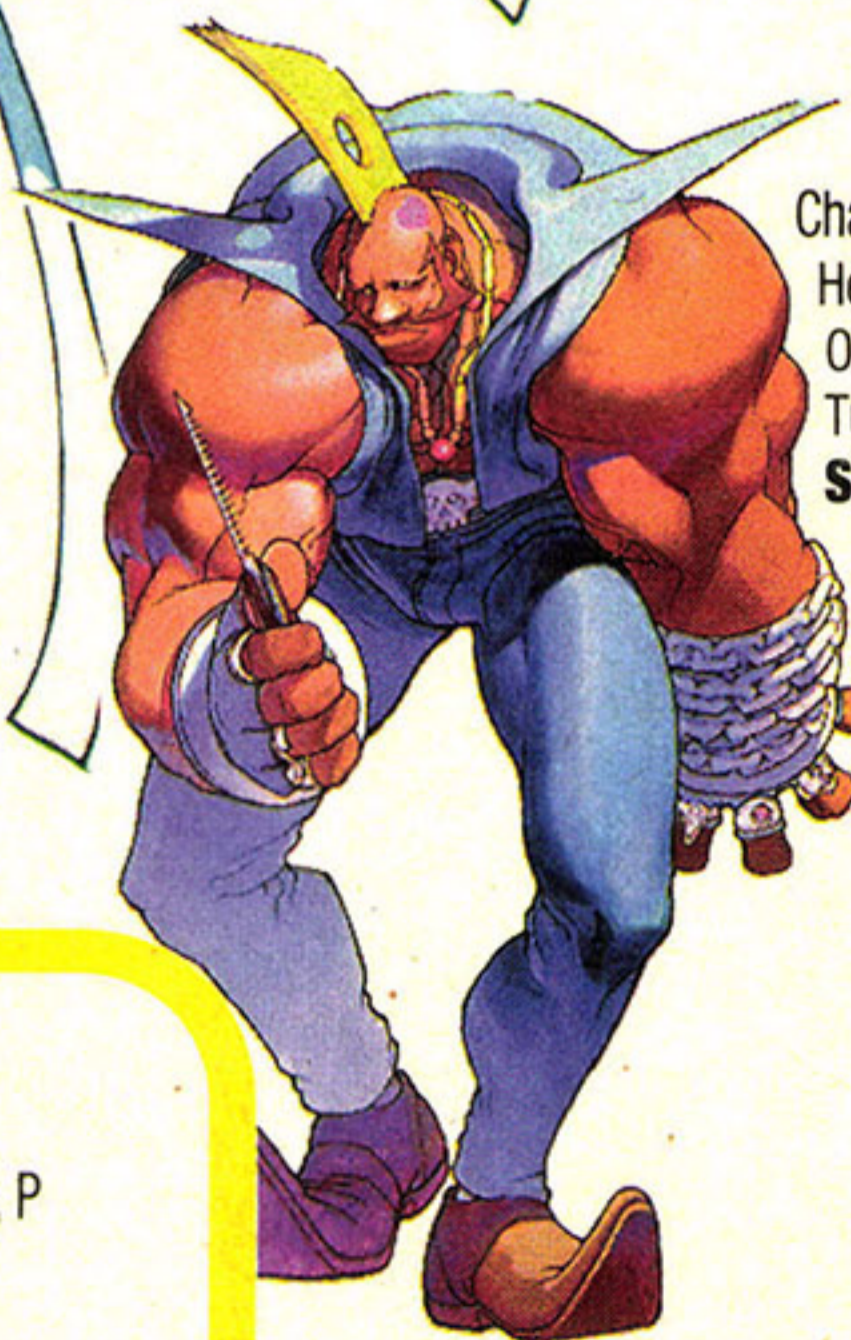
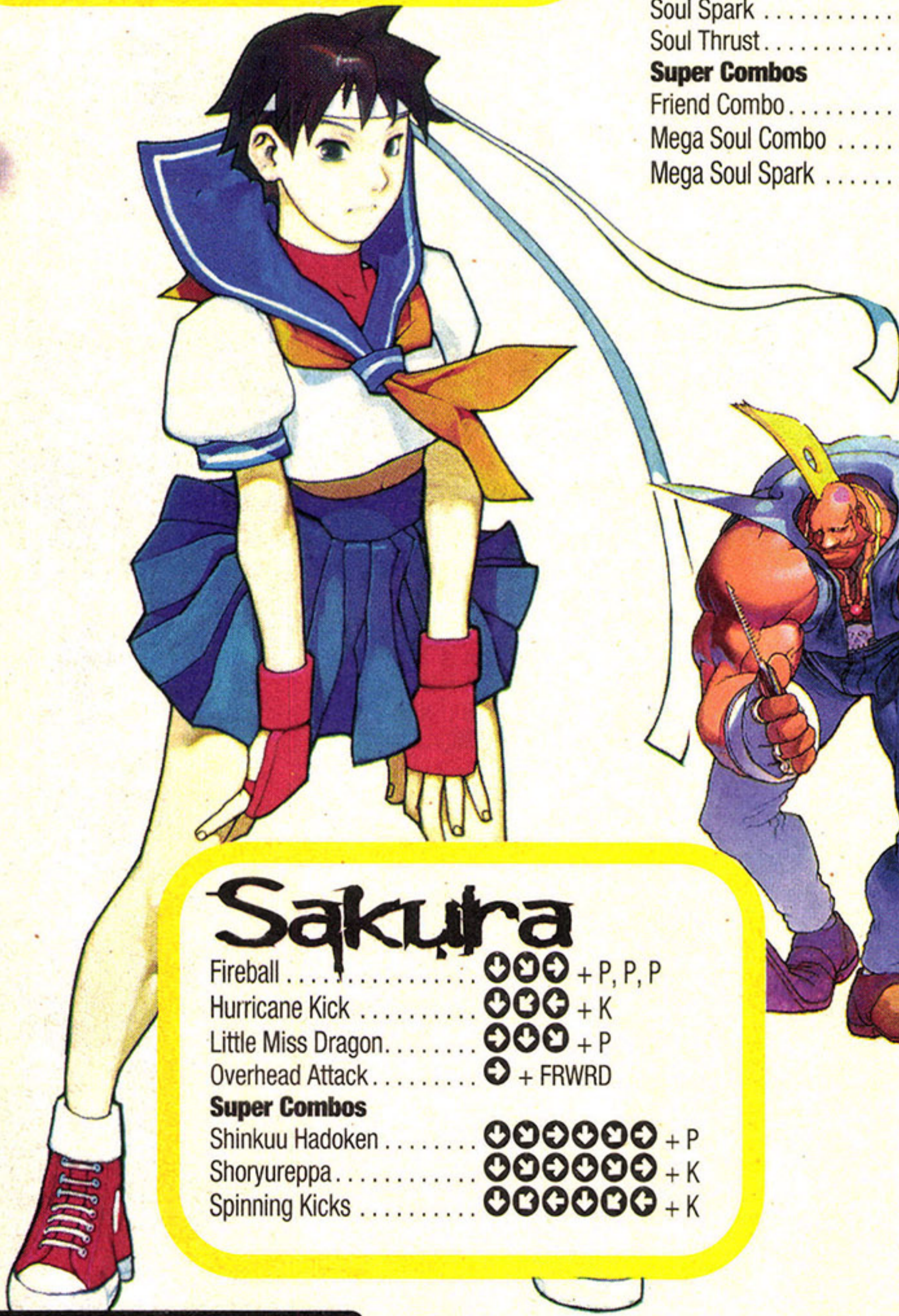


Birdie

- Chain Grab... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + P
 Headbutt Rush... $\downarrow\downarrow$ + P
 Overhead... \downarrow + RH
 Turn Around Headbutt... JAB + STRNG, release
Super Combos
 Chain Massacre... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + P
 Mega Headbutt Combo... $\downarrow\downarrow\downarrow\downarrow$ + K

Sakura

- Fireball... $\downarrow\downarrow\downarrow$ + P, P, P
 Hurricane Kick... $\downarrow\downarrow\downarrow$ + K
 Little Miss Dragon... $\downarrow\downarrow\downarrow$ + P
 Overhead Attack... \downarrow + FRWRD
Super Combos
 Shinkuu Hadoken... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + P
 Shoryureppa... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + K
 Spinning Kicks... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + K



Rolento

- Fast Rolling Attack... (all) P (repeat)
 Pipe Twirl... $\downarrow\downarrow\downarrow$ + P, P, P
 Quick Jump... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$
 Rolling Attack... $\downarrow\downarrow\downarrow$ + P, P
 Wall Attack... $\downarrow\downarrow\downarrow$ + K
Super Combos
 Grenade Ambush... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + P
 Hang 'em High... $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ + K



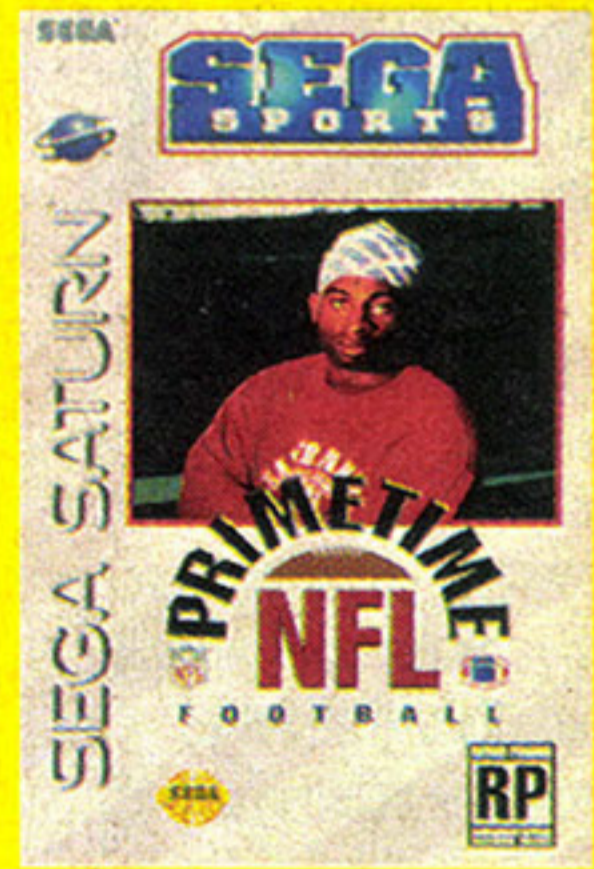
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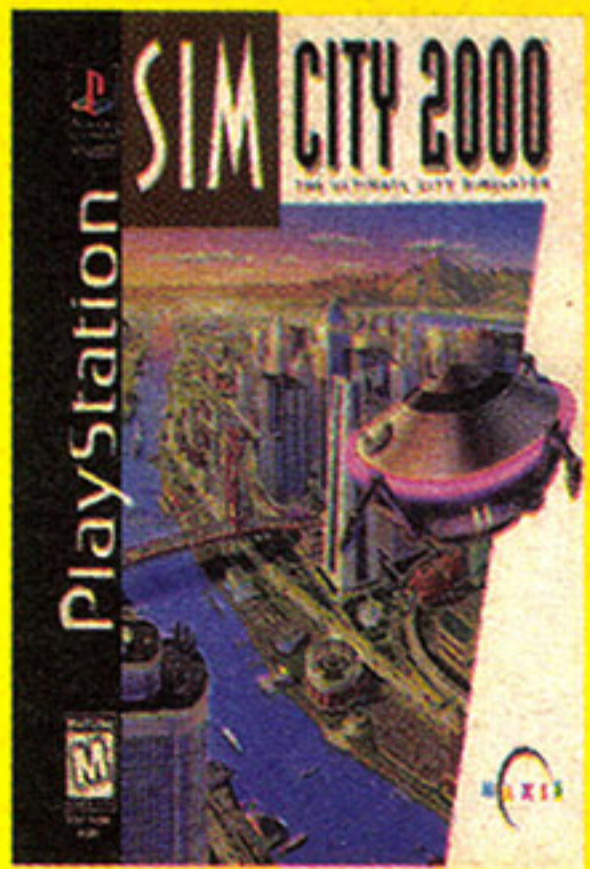
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ALIEN TRILOGY

Wow, my first strategy guide. Well, it's 3:14 am and I just solved *Alien Trilogy (AT)* again, so I guess I'm as ready as I'll ever be. I just hope Bill likes it enough to let me take a nap in the 'soft' Box tomorrow. On the other hand, all the boxes seem soft when you're this tired.

This game looks like it plays a lot like *Doom*, but if you try to use your standard *Doom* strategies, you aren't going to get very far. First off, there is a LOT less ammunition in *AT*. That would be OK, because there are also a lot fewer enemies per level, except a lot of enemies take way more than one hit. Conserve your ammo, especially your charges and grenades. Unless you have an alien on your scope, you should have the 9 millimeter gun selected; it's enough for most things (it just takes a LOT of hits).

Here's some general strategies: Go slow. There's no time limit for the levels. Plus, most of the enemies are in preset places in the levels. As soon as they see you, they start coming for you, so if you go running around half-cocked, you're going to end up with a ton of aliens chasing you around. When more than one alien attacks you at once, get against a wall, or one of them will try to get behind you and attack from behind. If there are a group of aliens laying in wait for you (which you usually discover by charging into them and getting killed), you can usually bait them to come after you one at a time (making them far easier to kill), if you go in slowly until one sees you, and then run back to a safe area where you can kill him one on one.

Because ammo is at a premium, finding hidden caches is essential. When you get the auto-mapper on a level, look for all the blue dots. That's where the good stuff is. If it's hidden in a locker, use the 9 mill to open it.

Each level requires a different strategy, and most levels have a best way to go through them. If you die (and you will), keep trying and you'll figure out the right path. Many times, you'll need to access hidden areas to complete the mission. If you find the exit door without completing a good percentage of the mission (over 65%), you'll have to do it over again.

Obviously, save after every level (if you don't have a memory card, you'll have to write down a long password, but it's worth it, trust me). On the bonus levels, practice going through them a bunch of times until you discover all the secret areas and can plot out a strategy for getting the most stuff. If you

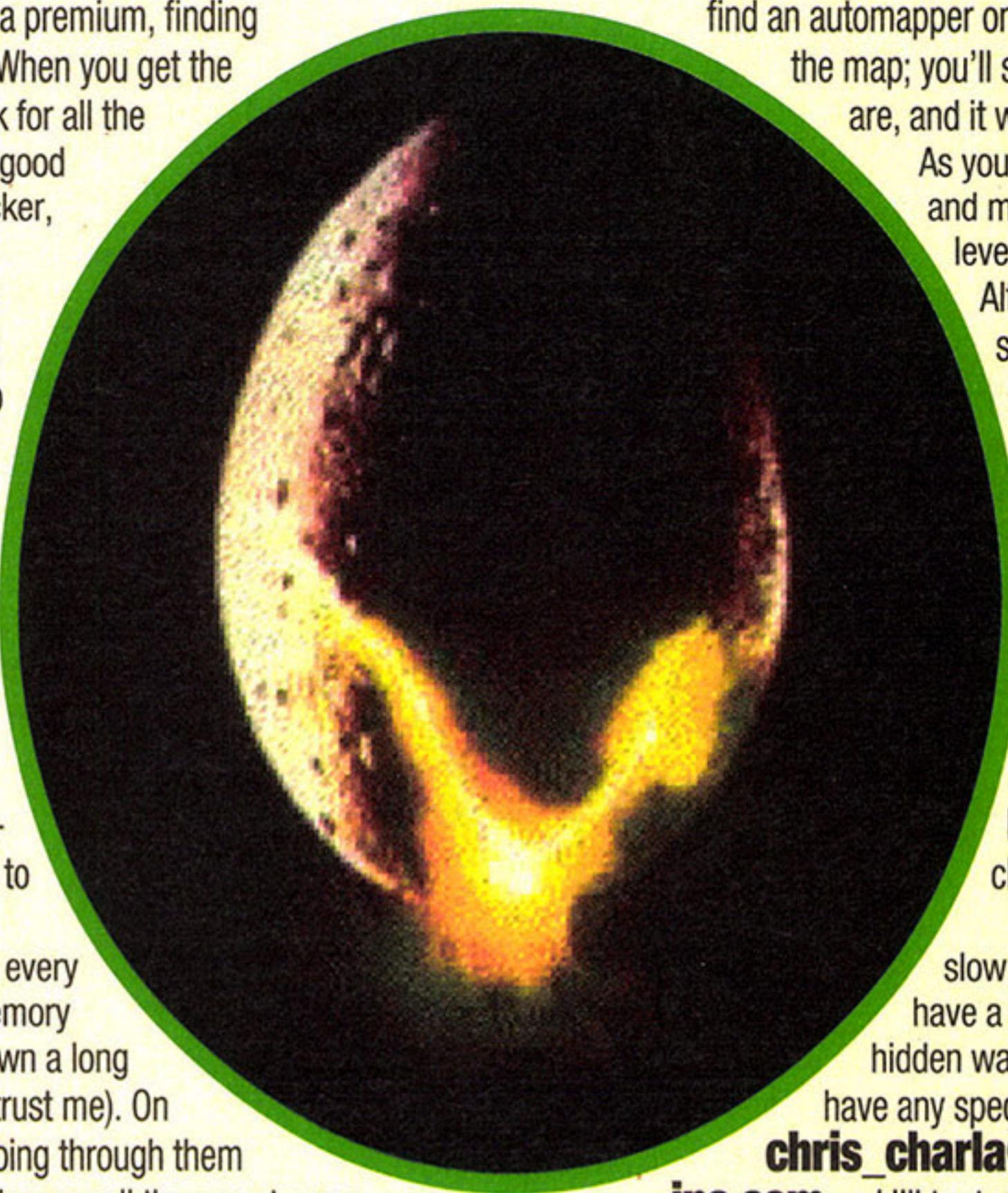
find an automapper on a bonus level, check out the map; you'll see where all the power-ups are, and it won't take any time.

As you progress, levels get more and more complex, with multiple levels and hidden elevators.

Although the automapper will show the location of many hidden items, it doesn't show them all, so don't depend on it completely. On later levels, it gets harder to detect false walls. Try shooting a single round with your most powerful gun. If you don't see sparks (from the bullet bouncing off the wall) chances are it's a fake wall.

Overall, if you take it slow, conserve your ammo, and have a good nose for sniffing out hidden walls, you should do fine. If you have any specific questions, email me at

chris_charla@qm.imagine-inc.com and I'll try to help you out.



Don't shoot the pipes, you'll release scalding steam.



A lot of the fake walls on later levels are really fake — you don't need to shoot them at all like you do on lower levels; just walk through them.

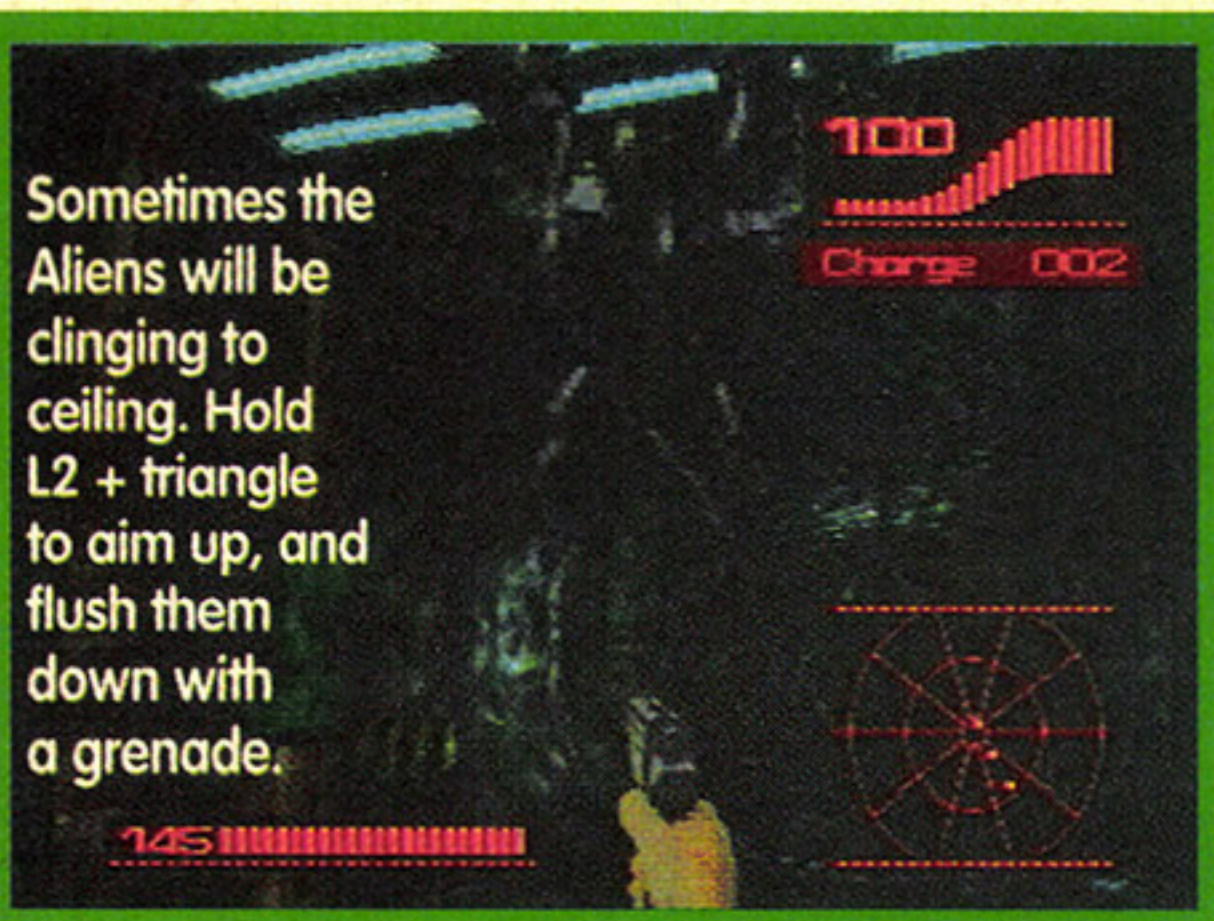


The lock mechanisms need batteries to be tripped. If they switch from red to yellow and stay that way, whatever you just affected, usually unlocking a door, is permanent. If you leave the area and come back and the lock is flashing red again, you caused a temporary change, probably activating a lift. Run around and check quick, because it won't stay activated for long.



Another good way to detect false walls is your radar screen. If it shows an enemy just in front of you, who you can't see, chances are there's a hidden room behind that wall. Just because there's a hidden door there, though, doesn't mean the entrance is right in front of you.

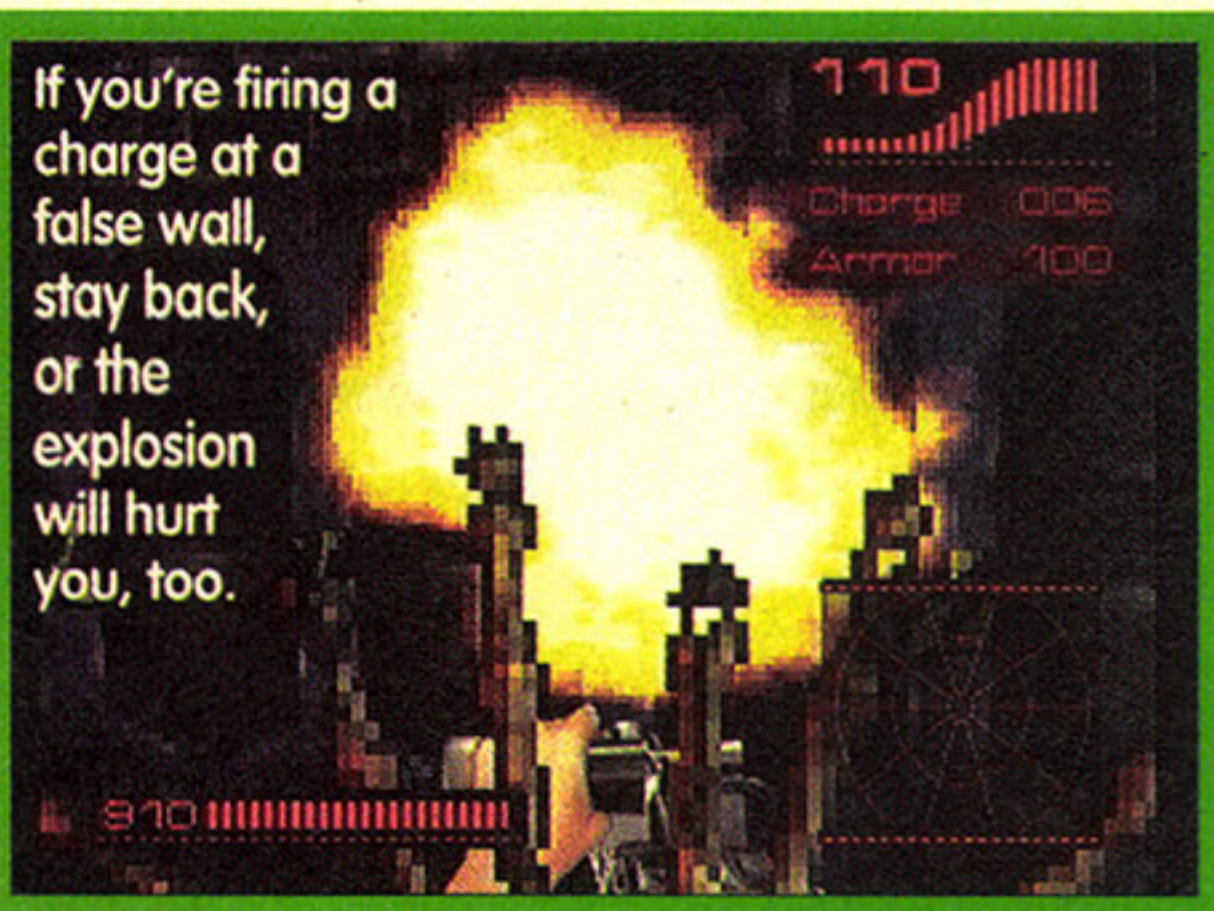
Sometimes the Aliens will be clinging to ceiling. Hold L2 + triangle to aim up, and flush them down with a grenade.



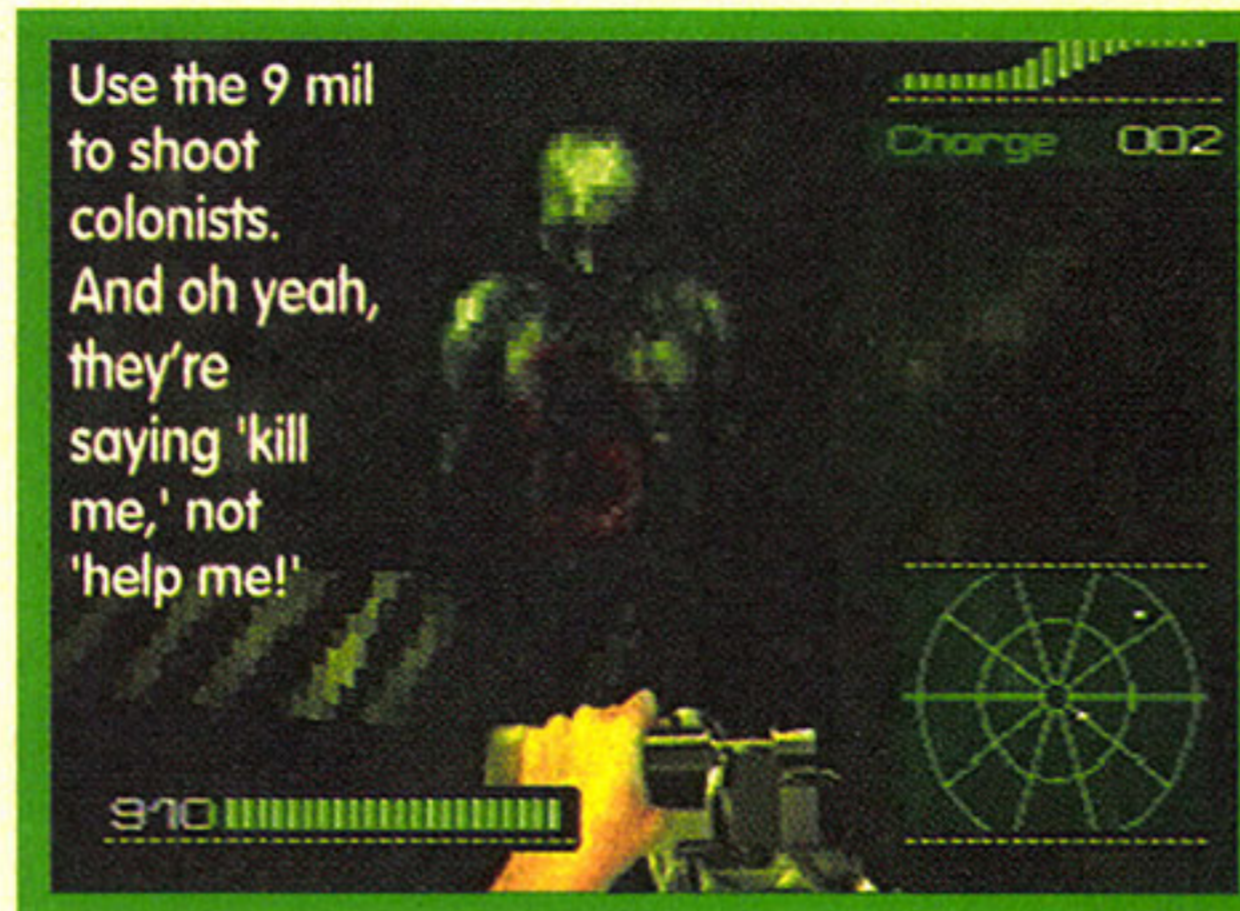
Alien blood is acid! Don't step in it, it will cause damage!



If you're firing a charge at a false wall, stay back, or the explosion will hurt you, too.

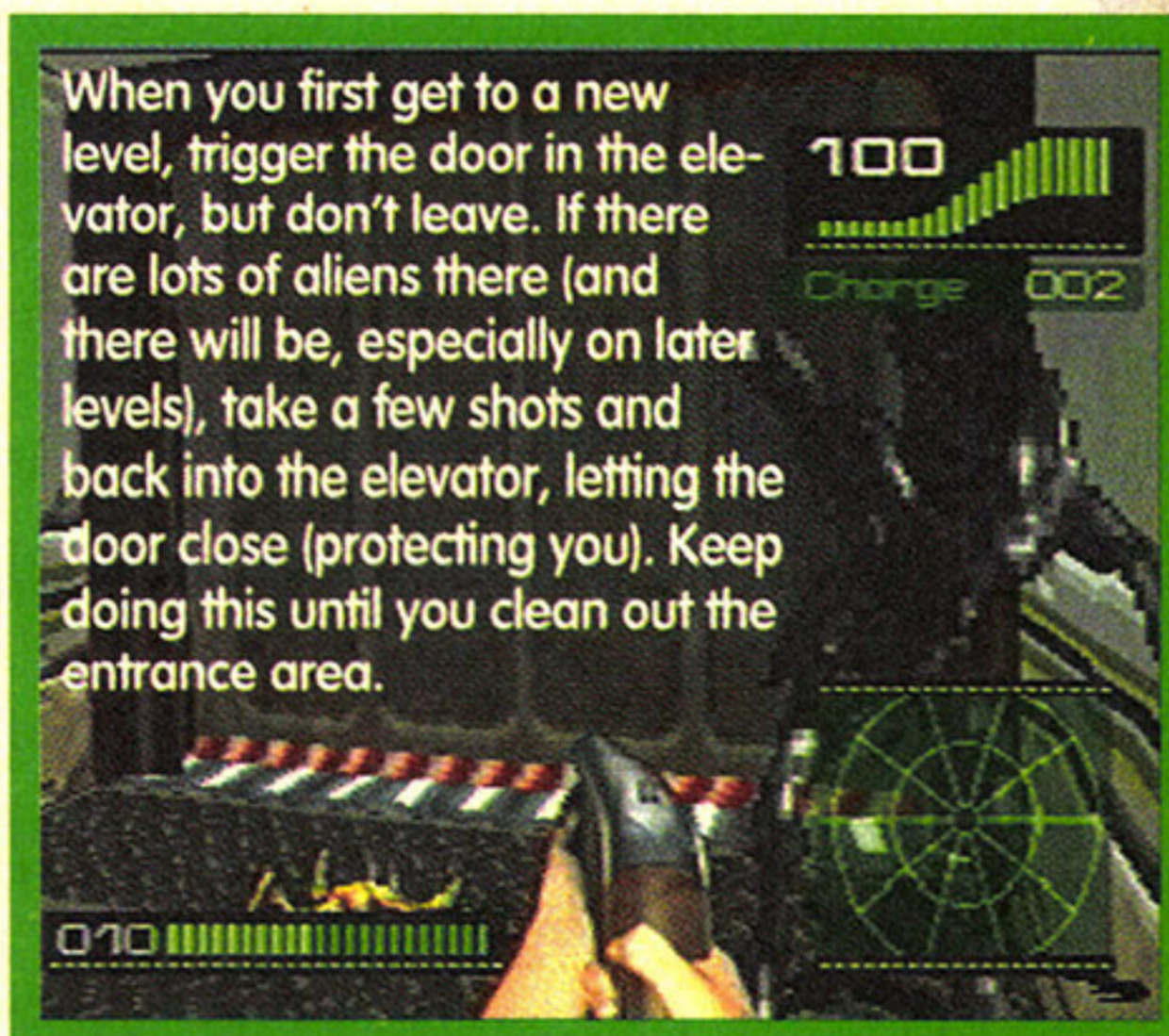


Use the 9 mil to shoot colonists. And oh yeah, they're saying 'kill me,' not 'help me!'



Most of the time, if an enemy can't see you (he's just walking around instead of shooting at you) he's too far to hit. But sometimes you can get him with a grenade or charge.

When you first get to a new level, trigger the door in the elevator, but don't leave. If there are lots of aliens there (and there will be, especially on later levels), take a few shots and back into the elevator, letting the door close (protecting you). Keep doing this until you clean out the entrance area.



Face-huggers are scary, but they only take off two health points.

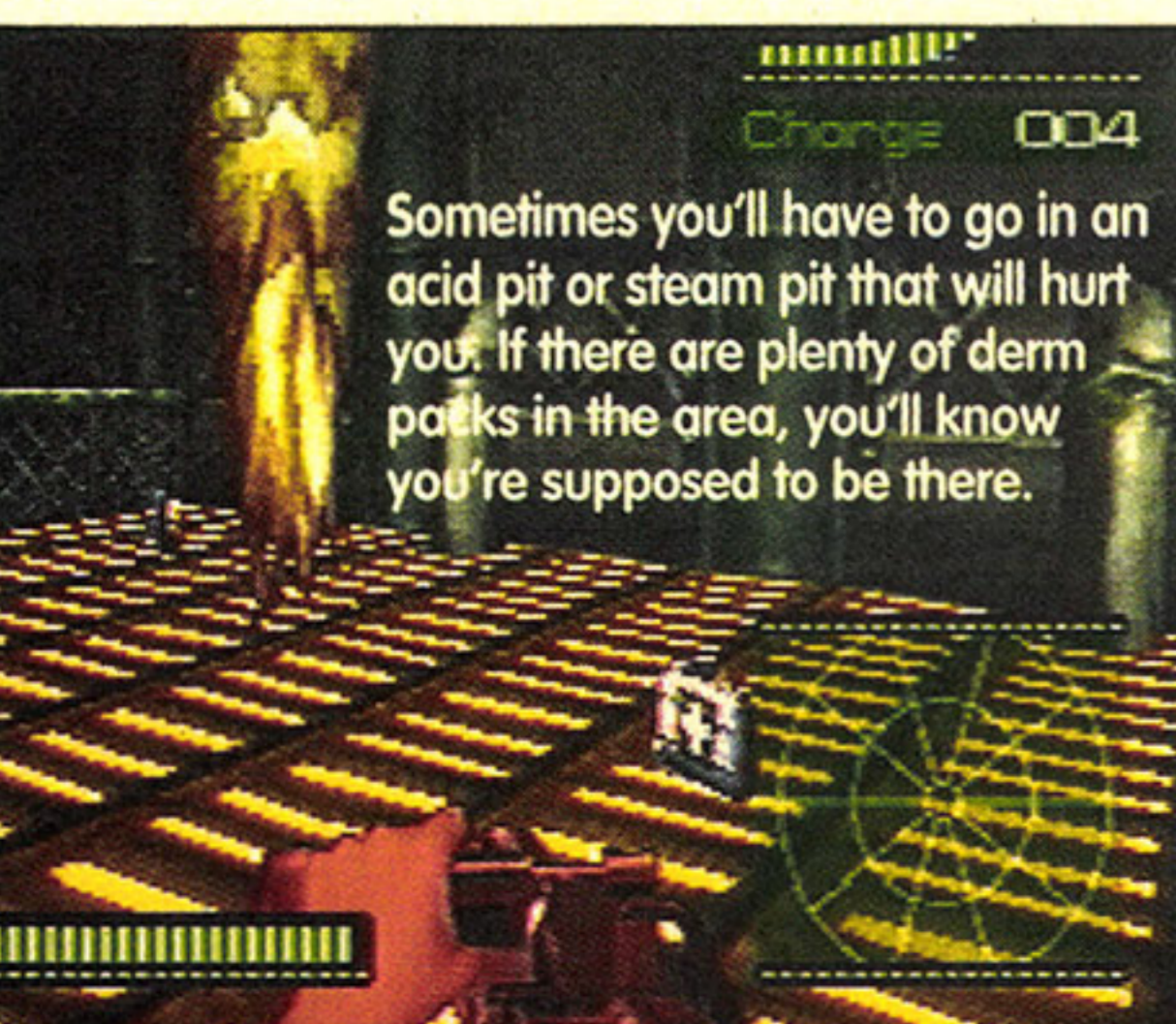


Synthetics are wicked tough. Your best bet is to use a grenade. Don't forget though, grenades work great, but only at a distance. Using them up close will just waste them.

Use a flamethrower for the eggs. When you first encounter an area with lots of eggs, you have only a limited amount of time before they start to hatch. The flamethrower kills them fastest.



The automapper comes in handy on the bonus levels, especially if you're prepared to go through more than once.



Sometimes you'll have to go in an acid pit or steam pit that will hurt you. If there are plenty of derm packs in the area, you'll know you're supposed to be there.

The best strategy with a Queen is shoot until she gets close to you, then run, turn around and start shooting again. On Queen levels, make sure you fry as many eggs as possible before taking on the evil witch herself.

SOUL EDGE

One of the more widely-anticipated arcade fighters of the year, *Soul Edge* impresses with its superior motion-captured, texture-mapped graphics and its true light-sourcing. Coupled with challenging gameplay that emphasizes side-stepping, counter-attacks and strategy, Namco appears to have a sure-fire winner. Although there have been complaints about character balance, it is probably way too early to indict the game, as this may merely be a matter of players not yet discovering and utilizing the true capabilities of each fighter. With that being said, consider this strategy a starting point as you enter the world of *Soul Edge*.

General Strategies

Buttons:

A	Horizontal Attack
B	Vertical Attack
K	Kick
G	Guard
→	Hold Forward



Basic Strategies

A major element that elevates the quality of *Soul Edge* is its true 3D environment. This element not only proves useful in evading attacks, but by side-stepping and attacking, your opponent will have difficulty adjusting to an attack from the new position. Even when a character is knocked to the ground, consider this an opportunity to recover and attack at the same time. As experience will prove, constant attacking will only get you so far in this game. Success lies in the ability to defend and counterattack.

Blocking System

Weapon Meter — Below the life meter is a secondary meter that measures damage to a character's weapon. Every time a character blocks an opponent's attack, some energy is lost. When all of the energy is gone, the character loses the weapon. In addition, whenever a Super Combo is performed, energy in the Weapon Meter is lost.

Weapon Clash — One of the cooler features in *Soul Edge* is the Weapon Clash. If attacks by both characters are at exactly the right time, the characters will lock weapons with each other. Tap either the A, B, or K buttons to attack an opponent as you come out of a Weapon Clash.

Basic Moves

Sidestep Left	↓↑
Sidestep Right	↑↓
Run Forward	→
Opponent Down Attack	↑A
Running Slide	→+K
Super Move	A+B+K
Counter	←+A+G

Recovery Moves

Note: These moves are to be performed when a character is down on the ground.

Backward Somersault	←
Forward Somersault	→
Roll to the Left	↑
Roll to the Right	↓
Quick Recovery	G (Repeatedly)



Li Long

Thunderstorm	A, A, A
Hailstorm	B, B, B
Jack Hammer	A, A, K
Twin Harpoon	K, K
Harpoon Driller	K, K
Rope Attacher	↻+A
Chinese Fury	↻+A
Low Blow	↻+B
Crazy Windmill	A+B
Twin Arrow	↻+A+B
Punisher Whip	↻+B
Rope Skipper	↻+A

Throws:

Body Slam	A+G (In Close)
Neck Breaker	B+G (In Close)
Last Breath	A+G (From Behind)



Voldo

Dark Shredder	A, A, A
Killer X	B, B
Rat Chase	↻A, A, A
Heaven's Swing	↻+B
Demon Elbow	↻+B
Leg Trap	↻+A+B
Mutilator	A, A, B
Dark Shredder	A, B, A
Praying Mantis	A+B
Deadly Rose	A+K

Throws:

Top Spinner	A+G (In Close)
Back Tracker	B+G (In Close)
The Stinger	A+G (From Behind)



Mitsuruqi

No Escape	A, A, A
Windstorm	A, A, B
Tiger Claw	B, B
Tiger Sweep	↻+A
Wasp Stinger	↻+B
Steel Slicer	A+B
Shin Slicer	↻+A
Leg Sweeper	↻+B+K
Phoenix Tail	↻+A+B
Thunder Strike	↻+B

Throws:

Slice & Dice	A+G (In Close)
Split Decision	B+G (In Close)
Takedown Grab	A+G (From Behind)



Taki



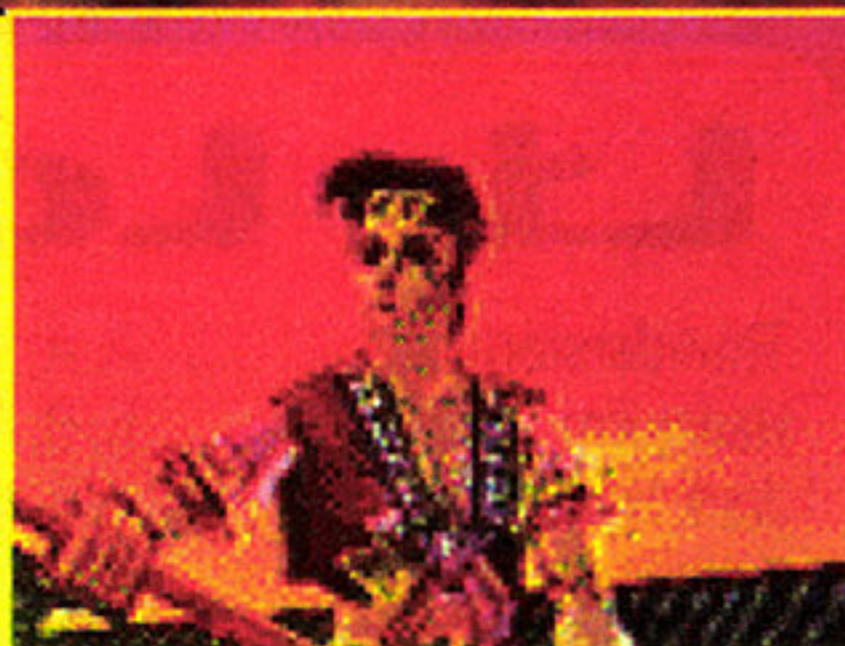
- Thunder & Lightening A, A, A
- Lightening Strike B, B, B
- Shooting Stars K, K, K
- Great Loop ⬇️K, K
- Whirlwind ⬇️⬆️K
- Windmill Kick ⬆️K
- Killer Ice Pick ⬆️A, B, B, B
- Reaping Hook ⬆️A
- Death Spin ⬇️⬆️⬆️B
- Assassin's Combo B, A, K

Throws:

- Suplex Surprise A+G (In Close)
- Close Shave B+G (In Close)
- Flip Destruction A+G (From Behind)



Seung Mina



- Sparrow's Rush A, A, A
- Meteor Shower B, B, B
- Triple Wave B, B, ⬇️A

- Starlight Explosion A+B
- Spinning Blade ⬆️K
- Mountain Crusher ⬆️⬆️+K
- Skyscraper ⬆️+B ⬇️A+B
- Axle Kick B+K
- Spinning Sparrow ⬆️+A

Throws:

- Grab Attack A+G (In Close)
- Flip Throw B+G (In Close)
- Say Uncle A+G (From Behind)



Sophitia

- Angel's Punishment A, A, A
- The Conductor B, B, B
- Angel's Punishment A, A, K
- Tricky Tangle A, A, ⬇️K
- Maiden Revenge ⬆️+A
- Eclipse Solar ⬆️+B
- Sunrise Slice ⬆️+B
- Moon Flip ⬆️+K
- Angel Strike ⬆️⬆️⬆️B
- Satellite Kick ⬆️⬆️K
- White Flash ⬆️+K

Throws:

- Soprano Surprise A+G (In Close)
- Neck Cracker B+G (In Close)
- Close Encounters A+G (From Behind)



Siegfried

- Meat Slicer A, A
- Spiral Attack A, A, B
- Brain Masher B, B, B
- Cross Cutter B, ⬆️A
- Blackmail ⬆️⬆️B, B
- Wheel Turner ⬆️+A
- Drilling Horn ⬆️+B
- Skull Scraper ⬆️⬆️B
- Sledgehammer ⬆️⬆️A+B
- Flap Jack ⬆️A+G

Throws:

- Cold Steel A+G (In Close)
- Power Bomb B+G (In Close)
- The Sandman A+G (From Behind)



Rock

- Cut to Pieces A, A, A
- Piston Attack B, B, B
- Discus Thrower ⬆️+A
- Sky Splitter ⬆️+B
- Shin Slicer ⬆️+A
- Rock Climber ⬆️+K
- Tidal Wave ⬆️A, A, A
- Tornado ⬆️⬆️A+B
- Wishbone ⬆️⬆️A+K
- Buffalo Charge ⬆️⬆️K
- Tornado ⬆️⬆️A, B

Throws:

- Overhead Throw A+G (In Close)
- Head-Butt Fury B+G (In Close)
- Spin Cracker A+G (From Behind)

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CODE

BREAKERS



After having cleared the guard towers and the mine field, Roger Burchill actually thought that he had escaped. But he had forgotten the dogs! Only the night heard his cries as he was dragged back, bleeding, to his hellish Code Breakers column.

AREA 51

Time Warner for Arcade

Secret Rooms

Here are some of the cheats to access secret rooms in one of the more entertaining arcade shooters out right now. There are six different secret rooms in the game but the 'X Marks the Spot' room has replaced the 'Shake Your Booda' room in arcade consoles with a higher serial number than #2,138.



X Marks the Spot

Right after the game starts, shoot the first 10 hangar windows while outside on the Front Tarmac (Wave 1) to get in the secret room. Be alert, because two of the windows are only visible during a very quick camera pan.

Head Quarters

Shoot out the three blue emergency lights during the first lock down in the Hangar (Wave 2). Two of the lights are to the right of the red tractor truck and one is to the left. The one light to the left can only be shot during a quick camera pan.

Chow Palace

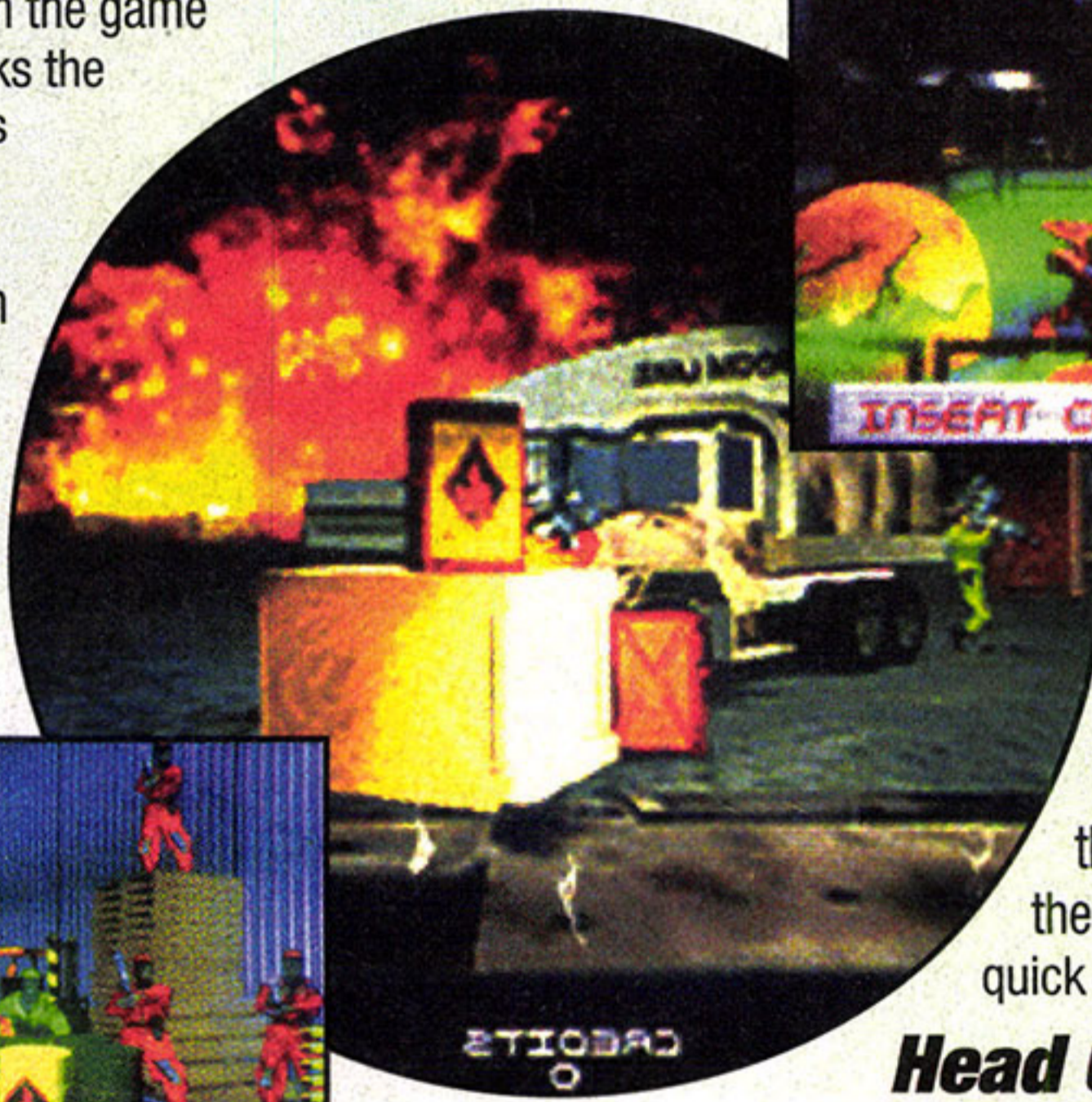
Shoot all 15 of the windows at the back of the Hangar (Wave 2) on the far left as you enter. Chow Palace is a huge power-up feast and it is the only place in the game where you can see a Stage 2 alien (the intermediate bio-form between the Stage 1 zombies and the full-blown Stage 3 Kronomorph alien).

Egg-Cellent

After entering the Administration Building (Wave 4), shoot out the first 'Exit' sign and the first three ceiling lights around it when you go through the doorway in the first corridor. You can score over 15,000 points in this room. Talk about easy...

Chow Palace Again

Shoot out all 15 of the exploding barrels during the barrel-throwing zombies lock down in the Bunker (Wave 6) to get back to power-up heaven.



EARTHWORM JIM 2

Playmates Interactive
Entertainment for Super NES

Thanks, Code Weasel!

Well, it's nice to see that someone was paying attention a couple issues ago when I asked if anyone knew what the Teleport Bomb code (Enter X, X, X, X, B, B, B, B when game is paused) was for in EJ2. Apparently the code only works on 'The Flying Kings' stage and it teleports the bomb to your location. My thanks go to E. Howell (I hope that's your name) who contacted me via America Online with the information. For your extraordinary performance beyond the call of duty, I hereby dub thee an official GAME PLAYERS Code Weasel. What does this mean? Well, it means you're not the Code Monkey, so you don't get a prize. But hey, at least you got some recognition!

Okay! Everybody out of the Code Dungeon! Snap out of your banana-belching, code-breaking stupor and listen up for this month's updates. Here we go:

Due to overwhelming demand, the dreaded Code Donkey of the Month award will soon make its return to these hallowed pages. Unfortunately, this month not one of our readers was deemed enough of a loser to be inducted into the Hall of Shame. But I know somewhere out there is a Donkey in making. Look for his humiliation in next month's new and improved Code Breakers.

Next, it seems that a few, okay, a lot of you, have been complaining about the Even More Codes section. Apparently, you weren't happy about this handy and convenient reference of previously run codes. So, benevolent ruler that I am, I have decided to add three more pages to the Code Breakers section, despite the extra work that it makes for me.

Now you have to buy every issue of GAME PLAYERS to insure that you never miss any codes. Now get back to work, you lazy, worthless Code Breakers! I need more codes!

INDY 500

Sega for Arcade

**The Competitive Advantage**

As one of the best racing games ever for the arcade, *Indy 500* can stand on its own merits. But take a look at all the following cheats and codes and you'll be amazed at how much hidden stuff went into an arcade racing game. It just goes to show why Sega is number one when it comes to arcade games.

Hidden Stuff**Fifth View**

To get a larger view of the race track, drive in the **fourth view**, then push **two view change buttons** simultaneously.

Mirror Mode

To race a track with everything in reverse, **press and hold the red zoom-in button** and then **press the start button**. If this is done correctly, not only will the track be in reverse, but so will all the text on the signs in the game.

Mirror Mode with Power Steering

Power Steering allows the steering to turn freely and without any resistance while in Mirror Mode. To do this, **press and hold both zoom buttons** and then **press the start button**.

Twin-type Console Cheats**Reverse Direction**

To race the course in the opposite direction, **push the shift lever down** while starting the game.

Driving the Pace Car!

To drive the hot Mustang Pace Car, simply **step on the brake** and **push the start button** simultaneously after you've selected your track and before the rolling start.

Mustangs Everywhere!

To change all the other cars on the course to Mustang Pace Cars, **step on the brake continuously** while pushing the **shift lever up** after you've selected your track and before the rolling start.

Fun Stuff**The Trailer**

If you **step on the brake** at the Transmission Select screen, you can see the door of the trailer carrying your car up close. **Step on the accelerator** to watch the car come out of the trailer.

The Birds

Race the 'Highland Raceway' track while in the Reverse Direction Mode. As you emerge from the tunnel on the track, you will see birds flying with your car for awhile. To keep the birds as your escort, just **make a U-Turn** and drive in the normal forward direction.

TOY STORY

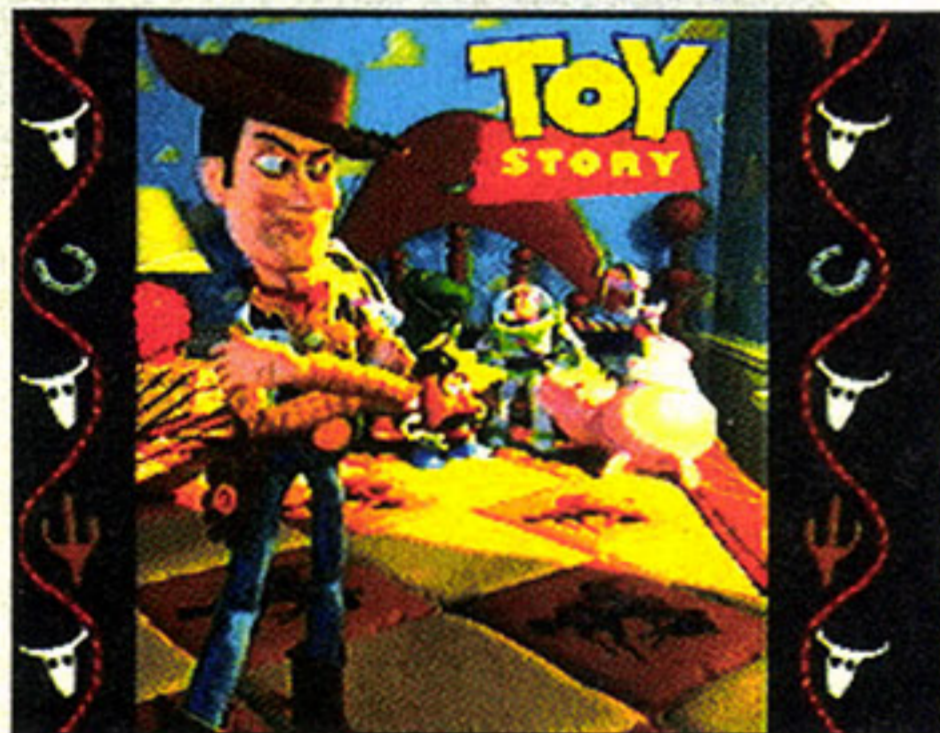
Disney Interactive for Super NES

Skippable and Unstoppable

Previously, I've run invincibility and level skip codes for the Genesis version of this game. This time around we have the same codes for the Super NES. Hopefully, you haven't bothered sending the 'You're a Sega Brown-noser' letters out to me yet. Isn't it nice how it all works out in the end?

Whereas in the Genesis version you actually couldn't access the invincibility cheat until Level 2, the Super NES is nice enough to offer it on Level 1. To initiate invincibility, **go to the dresser** that has the bucket of army men on top and **hop on the lower dresser drawer**. Make

Woody duck down for about **five seconds** and when the star in the upper left corner of the screen begins to spin, you are invincible.



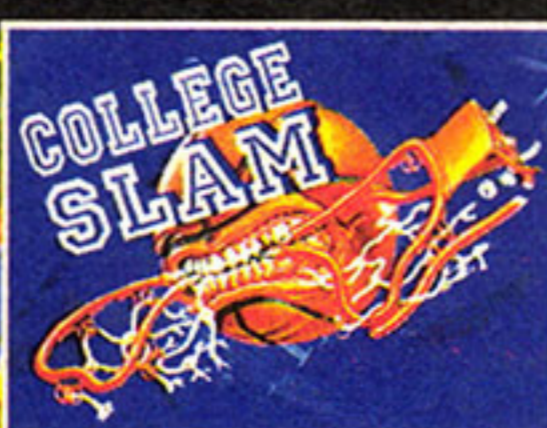
After you've entered the invincibility code, just **pause** the game at anytime and press the **SELECT** button to skip to the next stage!

COLLEGE SLAM

Acclaim for Saturn

Twist and Shout

Here's a trick that will turn your teammate or yourself into a tornado for the entire game. Weird, huh? He probably won't have much of a shot but he should suck down a ton of rebounds!



To do this trick go to the 'Tonight's Match-up' screen. As soon as the screen

appears, start **rotating the directional pad in a clockwise direction**. Wait for the announcer to finish speaking and, while still rotating the directional pad, press the **A** button to start the game. When the tip-off screen appears, either your teammate or you will be a tornado!

STREET FIGHTER ALPHA

Sega for Saturn

@\$ Whuppin' Codes

You know, if there's a game out there that excites gamers more than *Street Fighter*, I don't know of it. Okay, maybe that short little Italian plumber guy has a following but a hurricane kick coupled with a triple flaming uppercut should put him in his place! Anyways, we had some hidden character codes for *SFA* on the PlayStation last month. This month, it's Saturn time!

47 Hit Combo

Here's an awesome combo that's possible when you're fighting in the Team Mode. **Double team Bison** by surrounding him and knocking him down with repeated short kicks. Bison will then get up **seeing birdies**.

Surround him very closely again and this time both players should hit him with **ducking jabs**. This should get you about an easy **35 hits** at this point. Now if Ryu does his **Super Combo Hurricane Kick** at exactly the right time and Ken continues jabbing or does a Hurricane Kick of his own, a **47 hit combo** should be achieved. There even seems to be a possibility for even more hits. How sweet it is!



Hidden Characters

To play as Akuma, go to the character select menu and highlight the random character box (marked by a '?'). Hold down the **L** and **R** buttons and press **Left, Left, Left, Down, Down, Down, A+B** to select Akuma in his normal colors. Press **X+Y** instead of **A+B** to play Akuma in his secondary colors.

For Bison, highlight the random character box and press **Left, Left, Down, Down, Left, Down, Down, A+B** while holding the **L** and **R** buttons. Once again, you may replace the **A+B** with **X+Y** for the secondary color. Wow!



To play as Dan, follow the process listed above but enter **Y, X, A, B, Y** while holding down the **L** and **R** buttons. To access Dan's secondary color press **Y, B, A, X, Y** while holding down the shoulder buttons.



To access Dan's secondary color press **Y, B, A, X, Y** while holding down the shoulder buttons.

In one of the cooler hidden tricks in a while, do the following to have both Ken and Ryu fight Bison. Go to the arcade mode and have **player one highlight Ryu** and **player two highlight Ken**. Both players should then hold the **L** and **R** shoulder buttons and press **Up, Up**. Then release the shoulder buttons and press **Up, Up**, again. Player One should then press **X** and player two should press **Z**. Note: The commands do not need to be entered simultaneously by both players for this trick to work. If you and your friend manage to defeat Bison, a Team Mode option is automatically added to the choices at the Main Menu.



LOADED

Interplay for PlayStation

Blood and Guts

As if there wasn't enough death and mutilation in this game, here are a bevy of codes that should further encourage your anti-social behavior. Ohh, sweet, sweet blood...



To use these codes, just

pause the game and hold **L1+L2** for **10 seconds**. Continue holding down the **L1+L2** buttons while entering the following codes. (Note: After entering the codes, you must once again pause during gameplay and use the newly appeared options in the menu to initiate the cheats.)

Level Select - **Up, Right, Down, Left, Triangle, Circle, X, Square, X, Triangle, Square, Triangle.**

Level Skip - **X, R1, Triangle, R1, Square, Circle, R2,**



R2, X, Square, Triangle, X.

Extra Lives - **Left, Down, Right, Triangle, Square, X, Circle.**

Free Bombs - **R1, R2, X, Triangle, Square, Circle, R1, R2, Circle, Circle, Square.**

Extra Ammo - **Down, Right, Circle, Left, Right, Circle.**

Weapon Power Up - **Down, Right, Down, Right, Triangle.**

Healing - **Right, Right, Left, Down, Down, Up, Triangle, Circle.**

VIRTUA RACING

Time Warner for Saturn

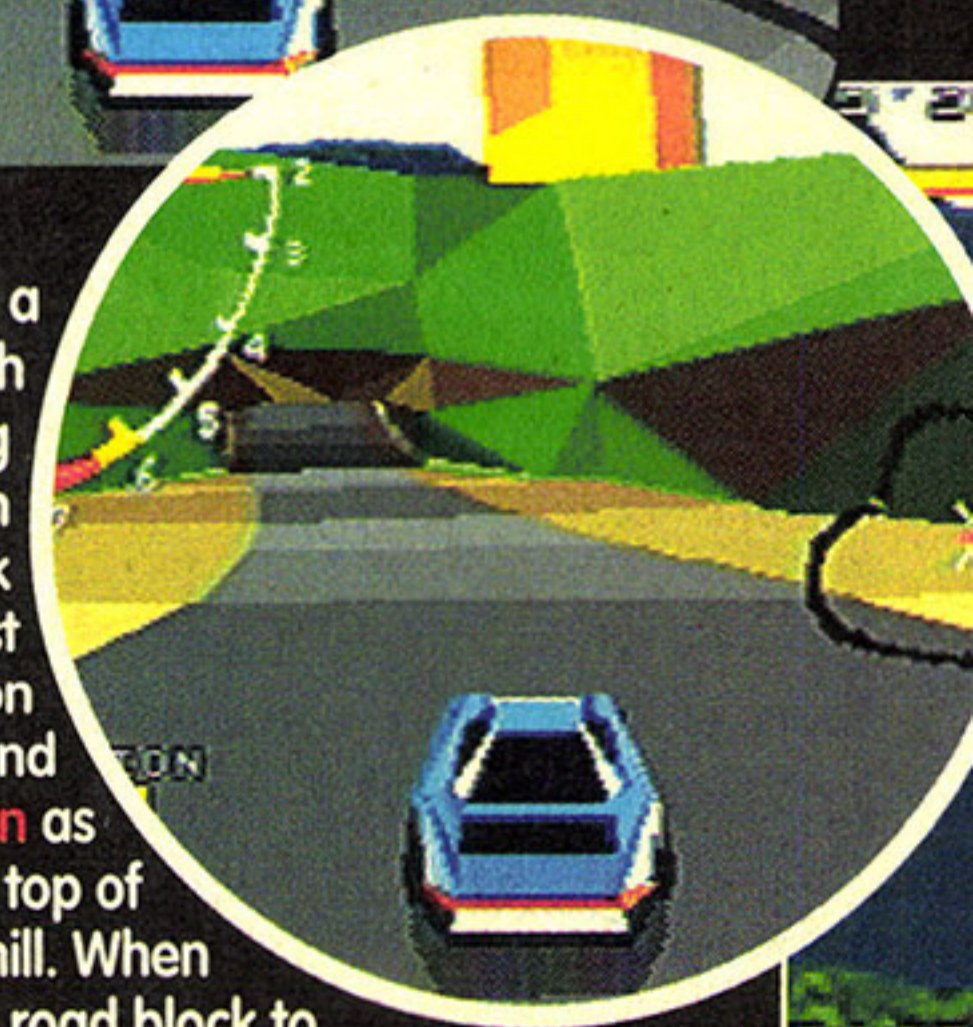
Racing Diversions

Okay, when you think racing games for the Saturn, this may not be the first one to pop in your mind. But once upon a time it was the hottest racing game in the arcades and this is a somewhat decent conversion. So if you happen to be playing this game, use the following trick to convince yourself that *Virtua Racing* lives up to the standards of *Daytona* and *Sega Rally*. Yeah, right.



To access a hidden path while racing the Amazon Falls track just go past the first hill on the track and **slow down** as you near the top of the second hill. When

you see a road block to the **right**, turn and drive through it! Here you will find a road with tunnels and huge jumps! But be careful, if you happen to hit the side of the road you will be swept back to the main road. Check out the aerial view for a better look of the secret passage way!



POST
16
SPEED



A neat little trick that is available by using the Health code is playing as a disemboweled mess. Just allow yourself to be **killed** and splattered and **Pause** the game immediately. Go to the health option and press **X**. You will now receive full health and be able to wander around as a splattered corpse. Gameplay is somewhat limited with this cheat but it's still pretty cool and at least your smart bombs still work!



TETRIS BLAST

Nintendo for Game Boy and Super Game Boy

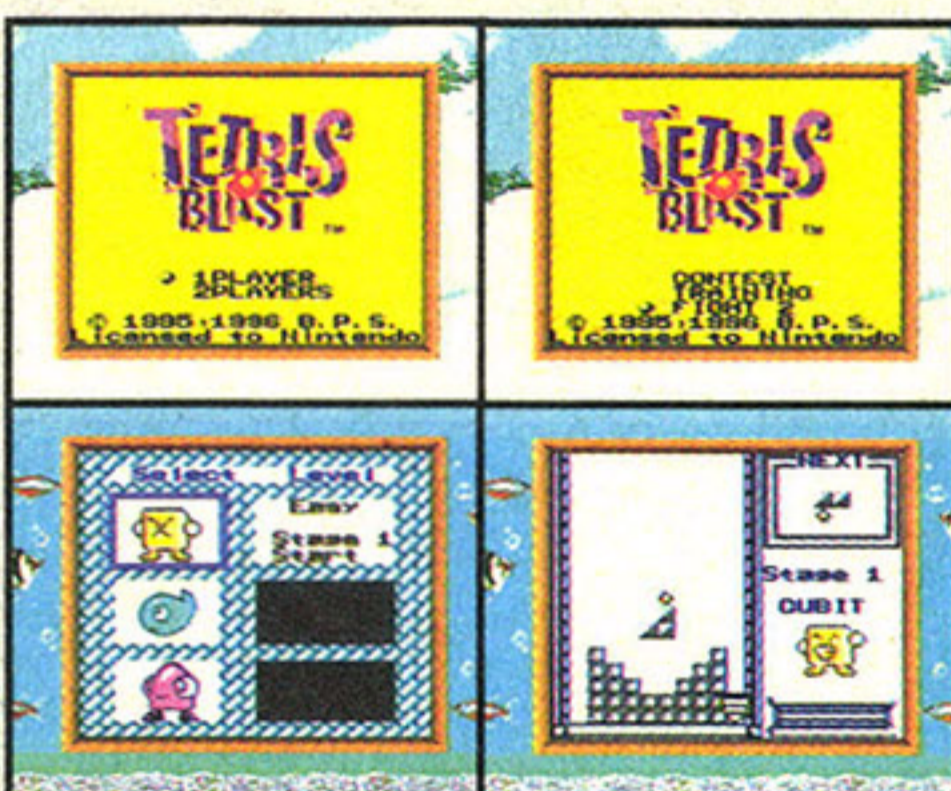
Get Blasted

Well, here's a rarity – a code for a portable system. It's not often that I hear about cheats for these neglected little guys. So let's just say that this is their little moment in the sun.

The following are the stage level passwords for *Tetris Blast*. Just enter them at the options screen.



- Stage 2 ZFFFJJF
- Stage 3 B/MMLLKB
- Stage 4 XSDDGGDM
- Stage 5 KCWGLLHK
- Stage 6 VG.LJJDM
- Stage 7 K.TDGGMF
- Stage 8 XZSCDDKK
- Stage 9 DFMYLDD
- Stage 10 YGCPDDL
- Stage 11 GVMYLLCJ
- Stage 12 WCPDDGD
- Stage 13 CJXTBDCF
- Stage 14 !L.YLKKL
- Stage 15 LXWTBMMB
- Stage 16 VSRPDCCH



To access the hidden Fight 2 mode, press the **B** button **five** times and press **Start** at the player screen.

HANG ON GP

Sega for Saturn

Speed Thrills

Wow! A low profile game that improves as you familiarize yourself with it, *Hang On GP* is one of the more enjoyable motorcycle racing games available. Even better, here's a code to bring out the most in the game.



For the ability to select any course to race without defeating the easier courses first, go to the **Mode Select** screen and highlight **Options**. Using the shoulder buttons, enter **R, R, L, R, R**. Now when you go to race, there will be no lock out on the last three tracks!



Yes, for all you professional cheaters out there who require mechanical assistance (hopefully, this is in regards to codes only), Interact Accessories has once again come through with codes for their little cheat machines. And if all these Game Shark codes aren't enough, check out the *Surfing With The Sharks* web site at

<http://www.gameshark.com>. The site offers Game Shark news, technical information and assistance and of course, codes (updated weekly). Codes are only accessible if you pay a membership fee but check out the sight anyway – If you're really code hungry this may just be the ticket for you.

PlayStation Codes

Twisted Metal

- Infinite Fire Missiles801A1C00 0002
- Infinite Freeze Missiles801A1C02 0002
- Infinite Catapults801A1C0C 0002

Raiden Project II

- Infinite Lives (Player One)800ECF40 0003
- Max Vulcan (Player One)800ECF28 0008

Street Fighter Alpha

- Player One Invulnerable8018710C 0090

King's Field

- Loads of Gold80199440 C350

Alien Trilogy

- Infinite Batteries8009A05A 0001

Saturn Codes

(Note: The master codes are necessary to use the cheat codes on the Saturn.)

NFL Quarterback Club

- Master CodeF60290D0 C305
B6002800 0000
- Player Two Never Scores1603EC54 0000

Mortal Kombat II

- Master CodeF6000914 C305
B6002800 0000
- Infinite Energy160BDB70 00A1
- Zero Energy Opponent160BDD04 0000

Hang On GP

- Master CodeF6000914 C305
B6002800 0000
- Infinite Time1604BCE2 003C

D

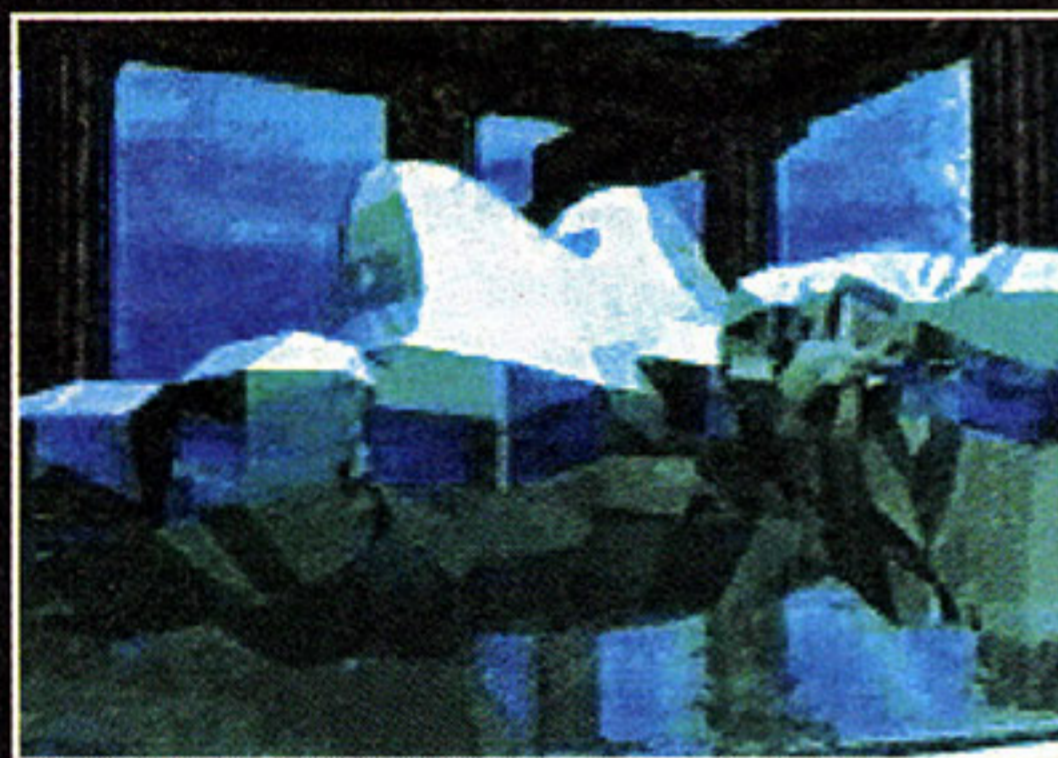
- Master CodeF6000914 C305
B6002800 0000
- Infinite Mirror Hints1601F80A 1A60



CODE MONKEY OF THE MONTH

Face Off

Well, it's been sort of a slow month for great codes. But **Jason Fogler of Bloomington, IL** did manage to provide me some entertainment by passing along the info necessary to access the Dural Cinema at the end of *VF2*. Since this is a dirty film, with a scantily clad babe, it proves that Jason truly knows the way to this Code Master's heart. For supplying me with information that will contribute to the general decay of society, you are hereby promoted from Banana Boy to the coveted title of Code Monkey!



After you've fought and knocked out all your opponents (including Dural), the cinema will load and you will see Dural's armor fall off of her and get a tantalizing peek at her face!

BONUS STAGE

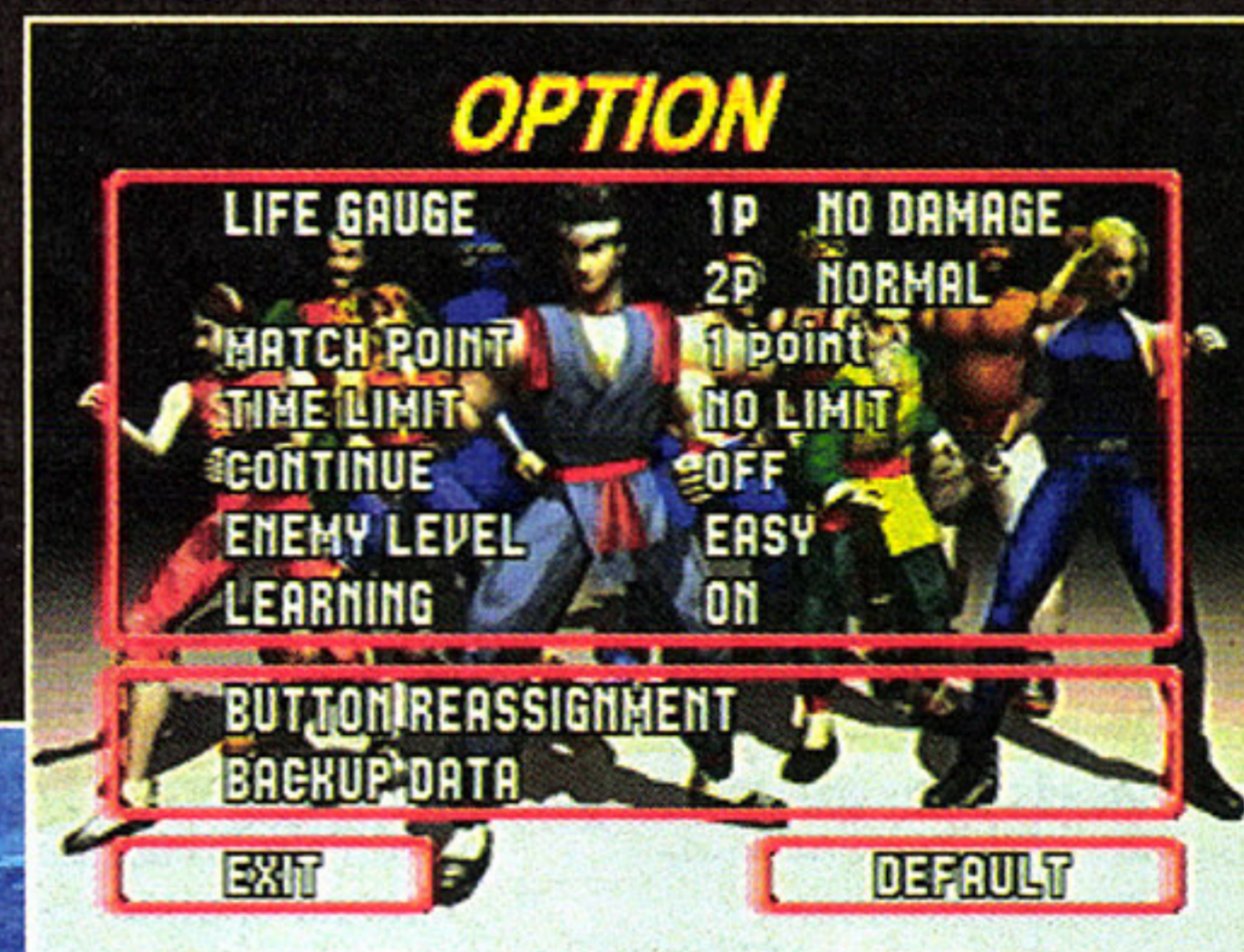


VIRTUA FIGHTER 2

Sega for Saturn

The Dural Cinema at the end of VF2 reveals that Dural isn't all cold, hard polygons — deep down she's really a soft, warm, butt-kicking woman!

Now it's one thing to discover the Dural Cinema, but Jason also offers the cheat to make it easy to get there. Because, unless you're a *VF2* god, it could take you a while to defeat the game on the hard setting with no losses and all knock outs. So to shift the balance of power to your side, go to the **options** menu and set the life meter to **No Damage**, the time to **Infinite**, and the number of matches to one. Beating the game on the Easy setting so you can change the ring size to **42 meters** on the extra option screen would be most helpful, as ring outs are the only real threat to an invincible *Virtua Fighter*.



*Virtua*TM
Fighter 2

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CAPTAIN QUAZAR

Studio 3DO for 3DO

Crazy Captain

Speaking of neglected little buddies, here's some codes for a system that seems to get lost in the shuffle sometimes. Nothing personal, but enjoy the codes while you can. Nothing lasts forever...



If you'd like to walk through walls as opposed to walking around them, just **pause** the game at anytime during game-play and press **R, L, B, B, B, R, L, Up**. If done correctly, all walls within a close radius of Captain Quazar will disappear momentarily.

DARIUS GAIDEN

Acclaim for Saturn

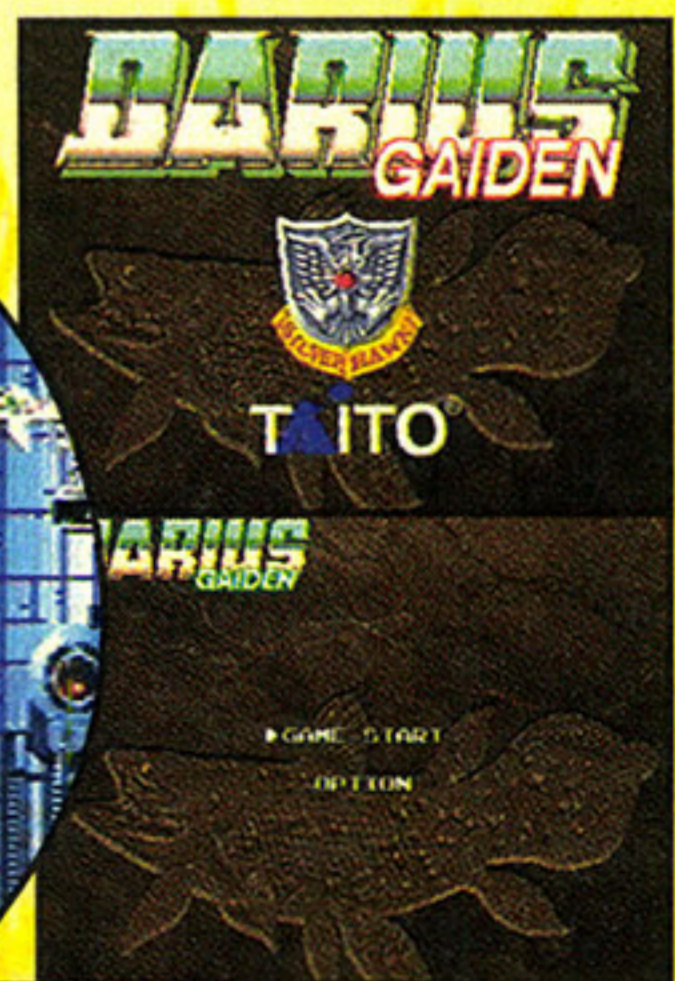
Gone Fishin'

For all the shooter purists out there, the mere suggestion of cheating is an executionable offense. But for the rest of us it's the only way to see the second half of the game! The following codes won't make you invincible but they will help.

To get nine credits, go to the options menu and press **X, A, L, R, Left** and then hold down **L** and press **X, C, Z, A, Right, Right**. You will hear a weird sound if this is done correctly.

To access the Very Easy and Abnormal Level options, hold down **X**, then press

Z, C, L, B, Left, R, L at the options screen. You should hear a monster sound if this done correctly.



Faster Auto-fire is always a god send in shooters! To access it in *Darius Gaiden*, hold **B** and press **Y, Right, Left, X, Z, L, R** while at the options screen. An explosion sound will mark a correct entry of this code.

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EVEN
MORE

CODES

After last month's twisted attempt to get you all to sing the *GAME PLAYERS* 'Mo Codes' theme song, we've decided just to publish the codes and keep our songbooks shut!

DONKEY KONG COUNTRY 2

Nintendo for Super NES

A Barrel Of Fun!

To access the cheat mode, you first need to start a new game. Now, on the player select screen, highlight the Two Player contest and press down five times. This will reveal the sound test. Press down five more times and the cheat mode will be revealed!

To eliminate all DK barrels from the game (thereby increasing its difficulty slightly), press B, A, Right, Right, A, Left, A, X. You will hear the sound of a monkey if the code is entered

correctly. Note: Although there are no DK barrels once you use this code, you will start each level with both Diddy and Dixie.)

To make your life a bit easier, enter Y, A, SELECT, A, Down, Left, A, Down to start the game with 50 lives! Once again, a properly entered code will be noted by a monkey sound.



Game Shark Codes

Thanks Interact!

The Game Shark Videgame Enhancer is available for both the Sega Saturn and the Sony PlayStation from Interact Accessories, Inc.

Saturn Game Shark Codes

(Note: The master codes are necessary to use the cheat codes on the Saturn.)

Virtua Fighter 2

Master Code — F6000914 C305
B6002800 0000
Infinite time — 160E0032 0782
Play Under Water — 160E0038 0010
160E001A 0002

Sega Rally Championship

Master Code — F6000914 C305
B6002800 0000
Select Lakeside Track
(Practice Only) — 16040018 0003

Corpse Killer

Master Code — F6000914 C305
B6002800 0000
Infinite Datura Bullets — . 16050D0E 0063

PlayStation Game Shark Codes

Mortal Kombat 3

Unlimited Energy
(Player One) — 801cbc38 00a6

Total Eclipse Turbo

Infinite Plasma Bombs —
80078DD4 0003

Def Con 5

Infinite Ammo —
800D53AC 0014



CLOCKWORK KNIGHT 2

Sega for Saturn

Cuckoo Clocked
Cheats & More Cheats

For a stage select cheat, enter the following at the title screen: Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up. Use the directional control and the Z button to select which stage you want.

For 999 lives, enter Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down at the title screen.

To view the ending for *Clockwork Knight 2*, enter Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down at the title screen. In one of the neater tricks we've heard of in a while, to see special holiday title screens in *CK2*, set your Saturn's internal clock to Christmas, New Year's and Valentine's Day.

THEME PARK

Electronic Arts for Saturn

Thrill Codes

The Everything Code

To get access to all the stuff (rides, etc.) in your theme park, start a new game and enter DEAD as your nickname. Finish filling out all the rest of the info and select the country for your theme park. When you start the game, press the left shoulder button and go to the ride purchase menu. Then press the X, Y, Z, A, B, and C buttons simultaneously. You should hear a bunch of kids say 'Yeah' and now you have all the rides, shops, and park features.

To get all the money you want, go back to the ride purchase menu and hit the X, Y, Z, A, B, and C buttons simultaneously again. The kids will yell 'yeah' again and the longer you hold down the buttons the more money you will receive. If for some reason you don't load up on enough cash in the beginning, you can now just hit the A, B, and C buttons at the same time during gameplay to get even more money!

ZERO DIVIDE

Time Warner for PlayStation

Secret Shooter
Invulnerable Phalanx!

This isn't actually a code for *Zero Divide* itself, but rather for the shooter game *Tiny Phalanx!* that is hidden inside. For those of you who weren't paying attention, hold down the START and SELECT buttons on the second controller while turning on the game to access *Tiny Phalanx!*

To be an invincible Phalanx, go to the option screen of *Tiny Phalanx!*, highlight the speed option and press Left/Up, L2, R2, and Triangle at the same time. The background screen will turn red if you have done this correctly.

JOHNNY BAZOOKATONE

U.S. Gold for Saturn

**Bazooka This!
Rockin' Codes**

Yes, we've got all the level codes for this strange, but somehow rockin', game and here they are:

- Level 1 - Prison - (Just start it.)
- Level 2 - Hotel - WALKER
- Level 3 - Kitchen - OVERTIME
- Level 4 - Hospital - VILLA
- Level 5 - Penthouse - ENDBOSS

To get infinite lives, just enter TAEHC at the password screen! (You'll automatically get infinite lives with this code, but to skip to the next level pause the game and hit X.)

JOHNNY BAZOOKATONE

U.S. Gold for PlayStation

**Bazooka This, Too!
Rollin' Codes**

And for those PlayStation owners lucky enough to own this err... interesting game, here are your codes:

- Level 1 - Prison - (Just start the game!)
- Level 2 - Hotel - AFLEAPIT
- Level 3 - Kitchen - TEASPOON
- Level 4 - Hospital - SEDATION
- Level 5 - Penthouse - VERYNICE

And as a nice bonus, here are a couple more codes:
Invulnerability - PILCHARD
Level Select - KRISTIAN

JOHNNY BAZOOKATONE

U.S. Gold for 3DO

**Bazooka That!
Rock n' Rollin' Codes**

Hey! How about this? Some codes for the 3DO version. For some reason, there's a code for the first level. Go figure!

- Level 1 - Prison - SOFTCELL
- Level 2 - Hotel - LOVESHAK
- Level 3 - Kitchen - STIRITUP
- Level 4 - Hospital - LIVEAID
- Level 5 - Penthouse - PLECTRUM

Sorry, no invulnerability or infinite life codes are available for the 3DO.

ASSAULT RIGS

Psygnosis for PlayStation

**Get Tanked!
Total Destruction**

Here are a tank load of level codes, an invulnerability code and an all-weapons code.

To access all weapons, press Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down during gameplay. You will hear the message, 'Max weapons added... Oh yes.' that confirms the code entry.

For the all important invulnerability code, press Left, X, Left, X, Left, Left, X, Right, X, Right, X, X. The message 'Invincible! Yes indeedy.' will acknowledge the code.

Level Codes

Level 1 — Welcome — Circle, Circle, Circle, Circle, Circle, Circle

Level 2 — Next Gen — Square, X, Square, X, Triangle, Square

Level 3 — This way — Triangle,

Square, Square, Circle, Circle, Triangle

Level 4 — JoyJoy — Triangle,

Square, Triangle, Triangle, Circle, Triangle

Level 5 — Noddy — Square, Triangle,

Triangle, Triangle, X, Triangle

Level 6 — Wastelands — Triangle, Square, Circle, Circle, X, Square

Level 7 — Vertigo — X, Square, Square, Square, Circle, Triangle

Level 8 — Gem Tower — Triangle, Square, X, Square, Triangle, Triangle

Level 9 — Bridge — Square, Triangle, Square, X, Triangle, X

Level 10 — Obliterate — Triangle, Triangle, Circle, Square, X, Square

Level 11 — Arena — Triangle, Triangle, X, Triangle, Circle, Square

Level 12 — PBM — Circle, Square, Triangle, Triangle, Triangle, Circle

Level 13 — Ramps — Triangle, Square, Circle, X, Triangle, Square

Level 14 — Oasis — Triangle, Triangle, X, Square, Square, X

Level 15 — Halls — Circle, X, Triangle, Triangle, Triangle, Triangle

Level 16 — Coaster — Circle, Square, Circle, Circle, Circle, Square

Level 17 — Mine — Triangle, Triangle, Triangle, Circle, Triangle, Square

Level 18 — Look Up — Square, Circle, Square, X, Square, Triangle

Level 19 — Deadline — X, X, Square, X, Triangle, Circle

Level 20 — Fort — X, Square, X, Triangle, Triangle, Square

Level 21 — Stairway — Triangle, Square, Triangle, Square, Triangle, Triangle

Level 22 — Park A Lot — Square, Square, Triangle, Circle, Square, Triangle

Level 23 — ZamCam — Circle, X, X, X, X, Triangle

Level 24 — Shootme — Triangle, Square, Square, Triangle, Triangle, Triangle

Level 25 — Wild — Triangle, Circle, Triangle, Triangle, Circle, Square

Level 26 — Oil Rig — Square, Circle, Circle, X, Square, X

Level 27 — Rightway — X, Circle, Square, Triangle, Triangle, Square

Level 28 — Waste Two — Square, Circle, Square, Square, Square, Square

Level 29 — Dodge — Triangle, Square, Circle, X, Circle, Circle

Level 30 — Air — Square, Circle, X, Circle, X, Square

Level 31 — Jump — Circle, Square, X, Triangle, Circle, Triangle

Level 32 — Room 101 — Triangle, Square, X, Circle, Square, X

Level 33 — Firepower — X, X, Triangle, X, X, Square

Level 34 — Wave — X, Circle, Square, Circle, Circle, Square

Level 35 — Push Off — Circle, Triangle, X, Triangle, X, Triangle

Level 36 — Perimeter — X, Triangle, Triangle, X, X, Square

Level 37 — Spiral — X, Triangle, Triangle, X, Triangle, Square

Level 38 — Bounce — Circle, X, Triangle, Triangle, Square, Triangle

Level 39 — The Castle — Square, Triangle, Square, Triangle, Square, X

Level 40 — Fortress — Square, X, Triangle, X, X, Triangle

Level 41 — Lifts Ahoy — Triangle, X, Triangle, Circle, Square, X

Level 42 — Push Me — Circle, X, Triangle, Circle, Triangle, Square

STREET FIGHTER ALPHA

Capcom for PlayStation

Hidden Characters

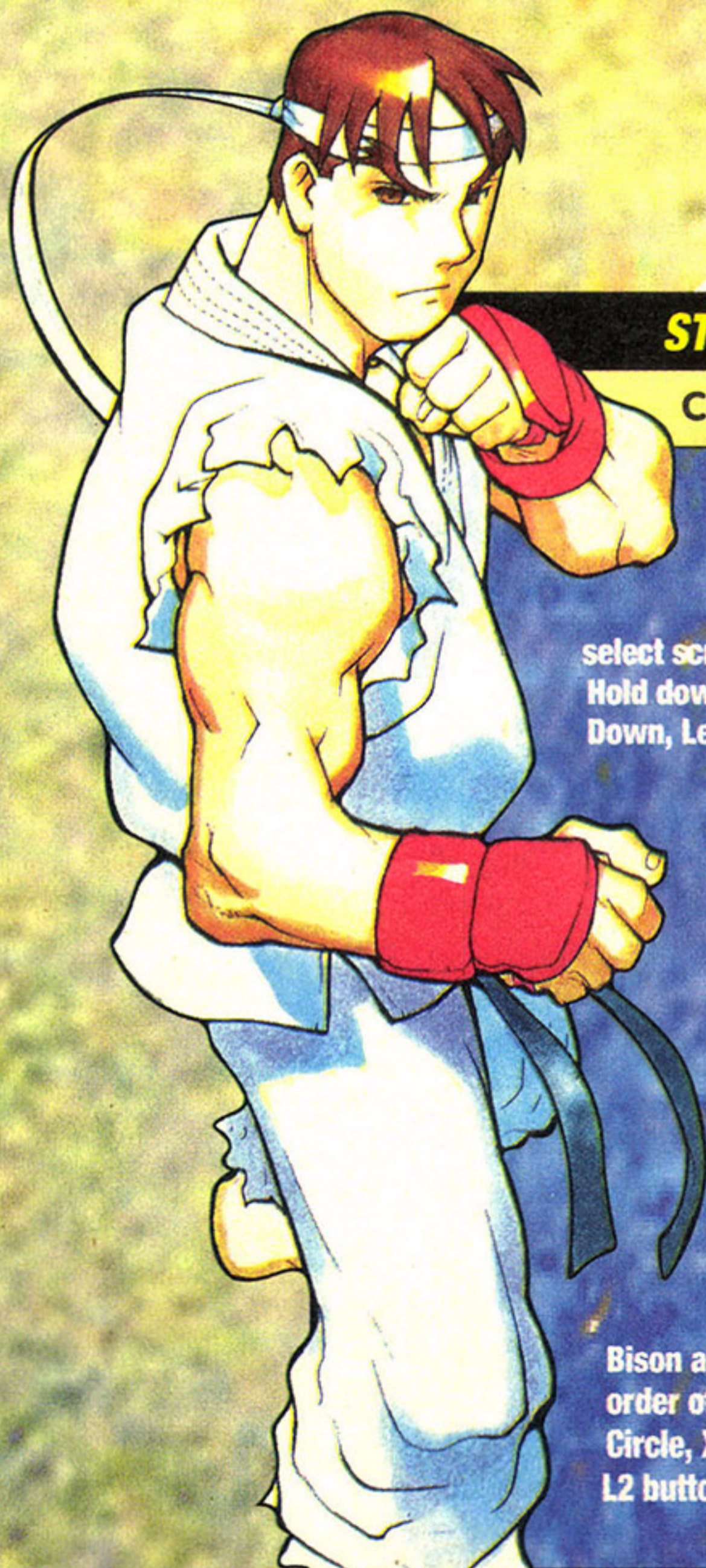
To play as M. Bison, go to the random box on the character select screen.

Hold down L2 and press Left, Left, Down, Down, Left, Down, Down, Square + Triangle.

To play as Akuma, go to the random box and hold down L2 and press Left, Left, Left, Down, Down, Down, Square + Triangle.

To play as Dan, go to the random box, hold down L2 and press Triangle, Square, X, Circle, Triangle.

To access the character's other color, just replace Square + Triangle with Circle + X for M. Bison and Akuma. For Dan, just reverse the order of entry and press Triangle, Circle, X, Square, Triangle while holding the L2 button.



EARTHWORM JIM 2

P.I.E. for Genesis

Even Wormier! More Worm Codes

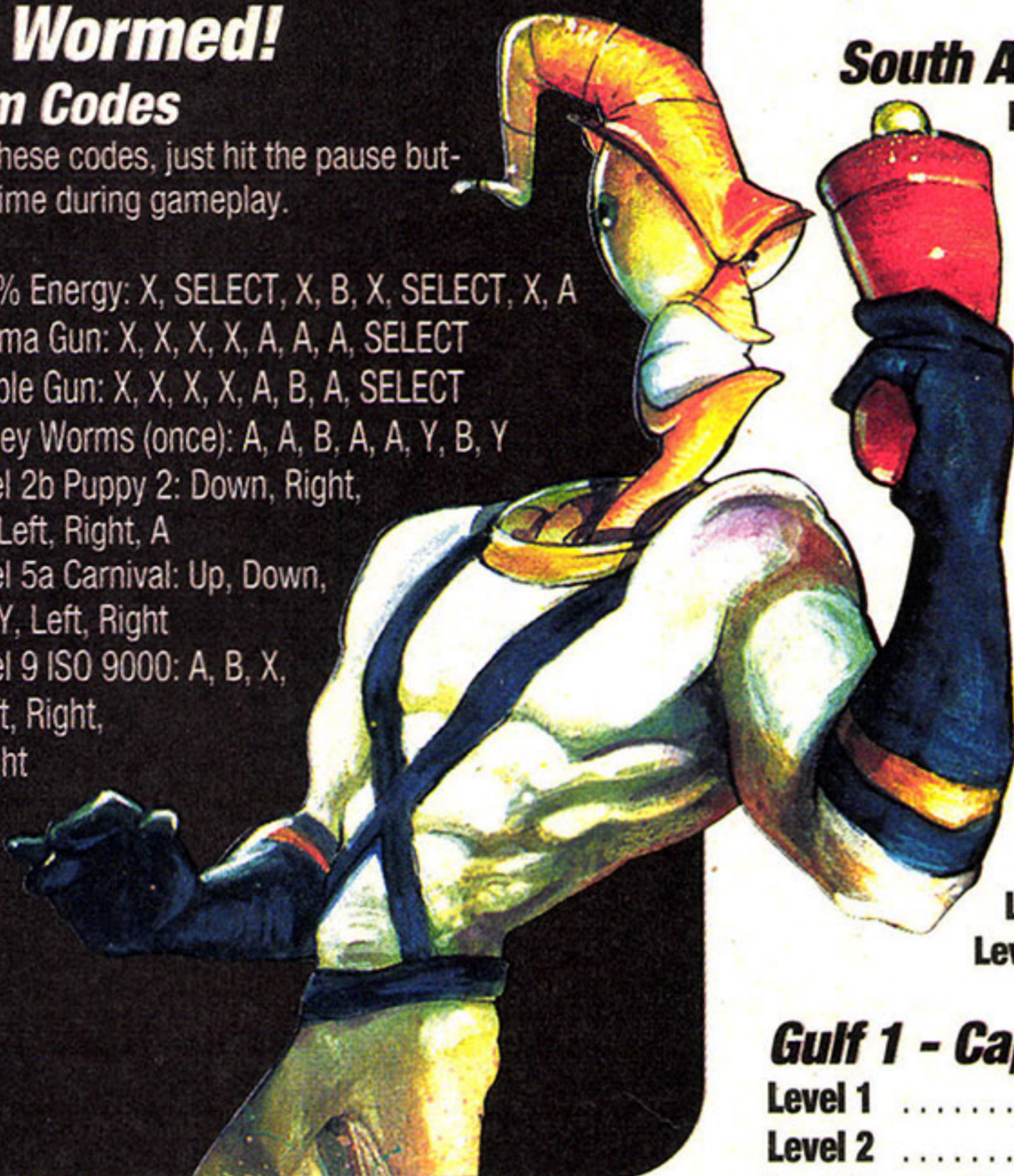
Like with the Super NES, pause the game to enter the following codes:

- For 100% Energy: A, B, C, A, B, C, A, A
- For Plasma Gun: C, C, C, C, A, A, A, B
- For Bubble Gun: C, C, C, C, A, A, B, B
- For Money Worms (once): C, A, C, A, C, A, C, A
- For Level 2b Puppy 2: Left, Right, B, C, C, Left, Right, A
- For Level 5a Carnival: B, B, C, A, B, C, Left, Right
- For Level 9 ISO 9000: A, B, C, Right, Right, Right, Right, Right

Get Wormed! Worm Codes

To use these codes, just hit the pause button anytime during gameplay.

- For 100% Energy: X, SELECT, X, B, X, SELECT, X, A
- For Plasma Gun: X, X, X, X, A, A, SELECT
- For Bubble Gun: X, X, X, X, A, B, A, SELECT
- For Money Worms (once): A, A, B, A, A, Y, B, Y
- For Level 2b Puppy 2: Down, Right, A, B, X, Left, Right, A
- For Level 5a Carnival: Up, Down, X, A, B, Y, Left, Right
- For Level 9 ISO 9000: A, B, X, Left, Left, Right, Left, Right



THUNDERSTRIKE 2

U.S. Gold for Saturn

Working Vacation, Pt. II A Level Above

Okay, okay! Quit your whining! All you Saturn owners out there can satisfy your blood lust by utilizing the following level codes for the Saturn version of *Thunderstrike 2!*

Once again, proceed to the password entry to utilize the codes.

South America

- Level 1J6HH1FC5VBDVSIQ
- Level 2JV11NC7CBDVROQ
- Level 3JV41URC7TBDV1PQ
- Level 4J1M1URC9MBDWW4I

South America - Stealth

- Level 1J9U9U3CRNFDFS9Q
- Level 2J94PUNCQ8FDFR2K
- Level 3J819V7CSFFDF14I

Panama Canal

- Level 1JSFPMCV0JCF5F2
- Level 2JSQ9SUCUUJCFRT2
- Level 3JJ19S6K13JCFOTQ

Central America

- Level 1JIOPT3C05NAFTPQ
- Level 2JIT9TBCJ8NAFRU2
- Level 3JL5PTNCLGNF162

Eastern Europe

- Level 1JL08QF4NEREFS6I
- Level 2JK6KRVCMPREFRVA
- Level 3JNB4RDN1REF1IQ

Gulf 1 - Capture

- Level 1JNV4RBSAAVMFSK2
- Level 2JN64RNSCNVMFQ2Q
- Level 3JM44RNSF2VMF1AQ

Gulf 2 - Oil Dispute

- Level 1JPL4RNCF236FSQ2
- Level 2JPRKRNCGH36FRDA
- Level 3JB1KRND2B36F0DQ
- Level 4JAN4RND5K36FU11

South China Seas

- Level 1JB34RND5866FTK2
- Level 2JAI4RND5K66FS4I
- Level 3JDBKRND7A66FR5I

EndJA943ND9U66FINI

THUNDERSTRIKE 2

U.S. Gold for PlayStation

Working Vacation Level 'em

Here's a few level codes that will have you creating maximum mayhem with minimum effort. To input these codes, just go to the password entry and pop them in!

South America

- Level 1ONHV0V6VEBDU55Q
- Level 22NH70V9VEFDQ592
- Level 37RH30V7AEFD64BI
- Level 48NH30V8EEJD24PI

Gulf 2 - Oil Dispute

- Level 1VNHROV0E6JDE53I
- Level 20RHVOU066NDA53A
- Level 3IFHD0U0U6RDM5P2
- Level 4NJHPOUKE6VDI5BI

Stealth

- Level 107HPOU0QAUDE45A
- Level 2U7HL0UNIAUDA5RA
- Level 3AFHPOUKUA2DM4HI

Central America

- Level 1FJHLOUGI2CE4KI
- Level 2G7HH0U72I2CA5R2
- Level 32BHP0URQI6CM58A

South China Sea

- Level 1KRG50URQ26GE4J2
- Level 2ORGL0UTI3AGA5UI
- Level 3FRG9S1CM3EGM52I

Panama

- Level 193G5SD9UNGGE40A
- Level 2VVG55HUENGGGA4SQ
- Level 3JNGH4CPUNKGM5TI

Eastern Europe

- Level 1L3GG4406V0EE5R1
- Level 2F7GK5S2QV0EA41A
- Level 327GK50UMV4EM58Q

Gulf 1 - Canyon

- Level 17FGK48T6R8ME4NI
- Level 28JGK48VUR8MA5JQ
- EndT7GK28U2SCMM40I

SEGA RALLY CHAMPIONSHIP

Sega for Saturn

No More Hiding Hidden Car Code

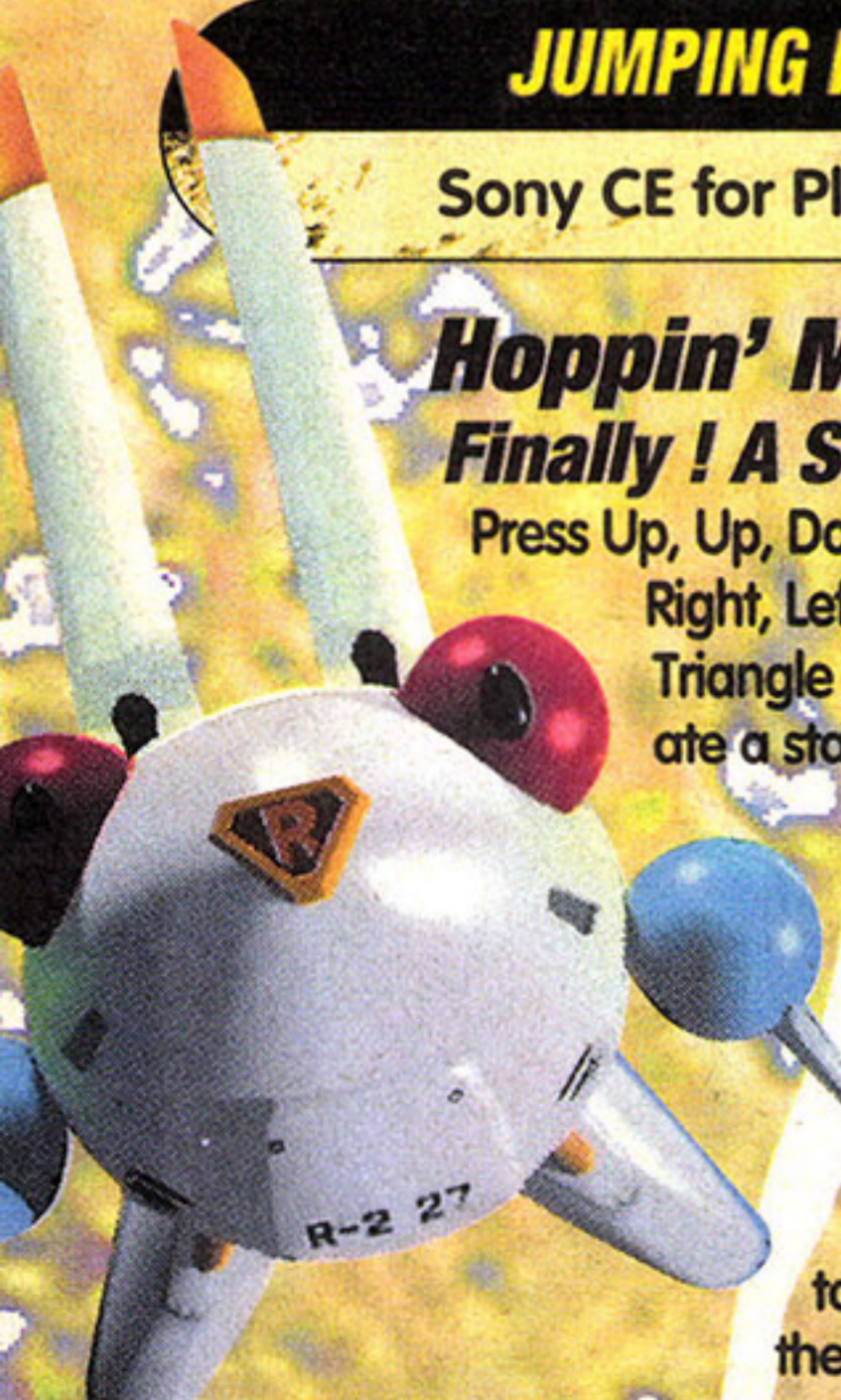
If you don't feel like winning a championship to access the Lancia Stratos, here's the easy way — just enter X, Y, Z, Y, X at the menu screen.

JUMPING FLASH!

Sony CE for PlayStation

Hoppin' Mad! Finally! A Stage Select!

Press Up, Up, Down, Down, X, X, Left, Right, Left, Right, X, Triangle, X, Triangle at the title screen to initiate a stage select cheat. If the code is entered correctly, part of the background will turn red. Now, start your game and just use your directional pad to scroll to the left or right to reach the stage you desire.



TWISTED METAL

Psygnosis for PlayStation

Twist And Shout! Helicopter View

To play using the helicopter view, enter Circle, Circle, Triangle, X, Space at the password screen. This view will only work on the arena stage and the rooftop stage.

Make sure that you push START + Up while you're in the stage to select this view.



WIN! The Ultimate Gaming Rig! OVER \$20,000⁰⁰ IN PRIZES!



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with Pentium 166 Mhz processor, 16 meg. ram, 1.2 Gig. hard drive, CD-ROM, 17" monitor, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Atari Jaguar. Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					M Y S T E R Y W O R D
		E				
P	I	N	C	H	W	
	R					
S						

WORD LIST and LETTER CODE chart

PINCHW PRESSK BLASTA WRECKD
 BREAKZ PUNCHS SPRAYC TURBOV
 STOMPT STANDR PRESSE DREAMO
 CRUSHI SCOREH SLANTL CHASEP

MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

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- (\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

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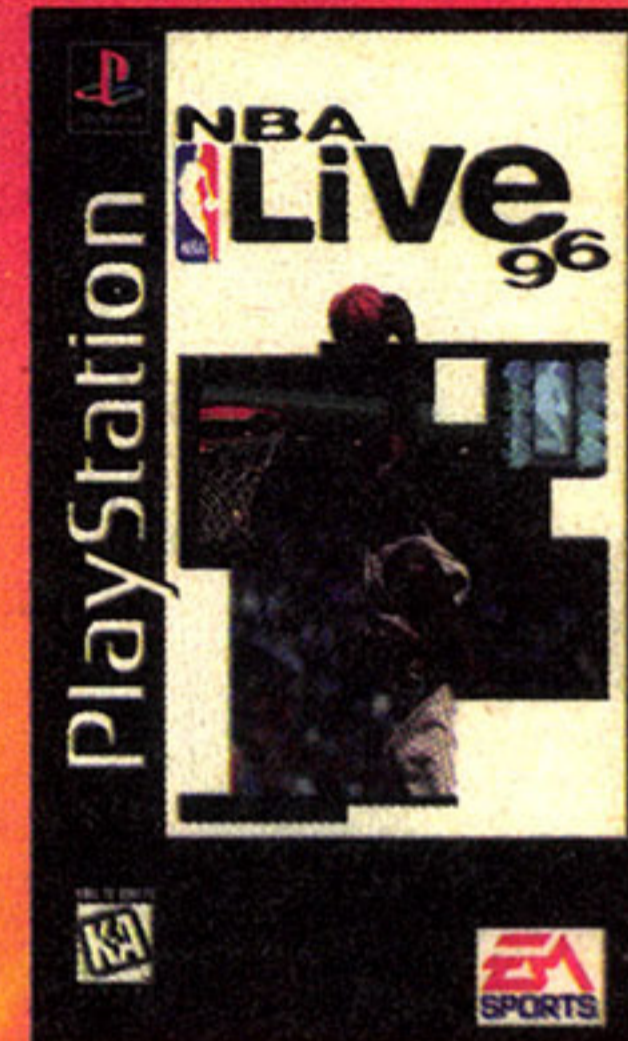
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AND NOW, FOR MY NEXT TRICK, HERE'S A LITTLE NUMBER I PICKED UP FROM THE MONKS IN TIBET! THE AMAZING DISAPPEARING FINGER!

NOTHIN' UP MY SLEEVE...

PRESTO!

MAN, I REALLY HATE IT WHEN BILL COMES BACK WITH ALL THESE STUPID TRICKS!

YEAH, I KNOW. THE REALLY WEIRD PART IS THAT I'M ROGER'S FINGER! STRANGE, HUH?

IT WON'T BE LONG...

That's right! It won't be long until the next action-packed issue of **GAME PLAYERS** finds its way to your door! And what, you might ask, will that issue contain that will make me jump for joy, or the equivalent thereof? Beats me! I know. Let's ask Chris Slate! He knows everything, or thinks he does. Hmm, Chris isn't here. I'll bet he's out playing basketball. That's where he's been ever since the weather turned good. Well, seeing as how he's not here, I'll just

make up a bunch of stuff. You never know — some of it could be true... OK, in the next issue of **GAME PLAYERS**, you'll find a million bucks in cold, hard cash! Plus, there's also our deluxe 'Get Out Of Jail Free' card, not to mention two round trip tickets to Monaco, where you'll drive in the next Grand Prix! Oh, and don't forget all of the usual reviews, tips, codes and dirty lies... uh, I mean humor, that make **GAME PLAYERS** the best mag around! It's on sale June 11th!



This is truly a major disaster! Here's the June 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:

June's Scrambled Mess,
GAME PLAYERS;
150 North Hill Drive;
Brisbane, CA 94005.

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 February's Scrambled Mess Contest was Alex Fasar, of Clayton, MO. He correctly identified the scrambled picture as a screen shot from **Battlesport**. Your Mystery Prize is on the way, Alex, but don't hold yer breath! Tanks can be real slow sometimes!

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Jumping, ducking and dodging have always been a critical part of any button-bashing Mario



adventure. But with the new Super Mario RPG you'll also be pushing every brain cell

you've got. • That's right. You and the world's most



heroic plumber will have to battle through all the twists, turns and thumb-numbing action of a clas-

sic Mario adventure. Plus, meet

the mental challenge as the story unfolds in

this fully-rendered role-playing game! • It's the best of both worlds. One minute you're neck and neck at the Yoshi Races. The next you're gambling the night away at the

Grate Guy's Casino. And, in between, you'll

have to test your brains on mind-mushing riddles and new action-

puzzles. Of course

you'll find plenty of

new friends who

can help out. But

they'll need your help



in return. Without you, Mallow

will never find his true family.

Geno will never become a real

boy. And Booster will never

find a bride. • You'll also

bump into all kinds of new bad-

dies, plus classic goons from every

Mario game in history. Only now,

they're rendered in ACM with a 3-D,

three-quarter overhead view. • So get ready

for all kinds of new Nintendo

action and brain-bending

Square Soft adventure.

Remember, running and

jumping is a great start.

But this time around

you'll also

need plenty of

brains to finish.



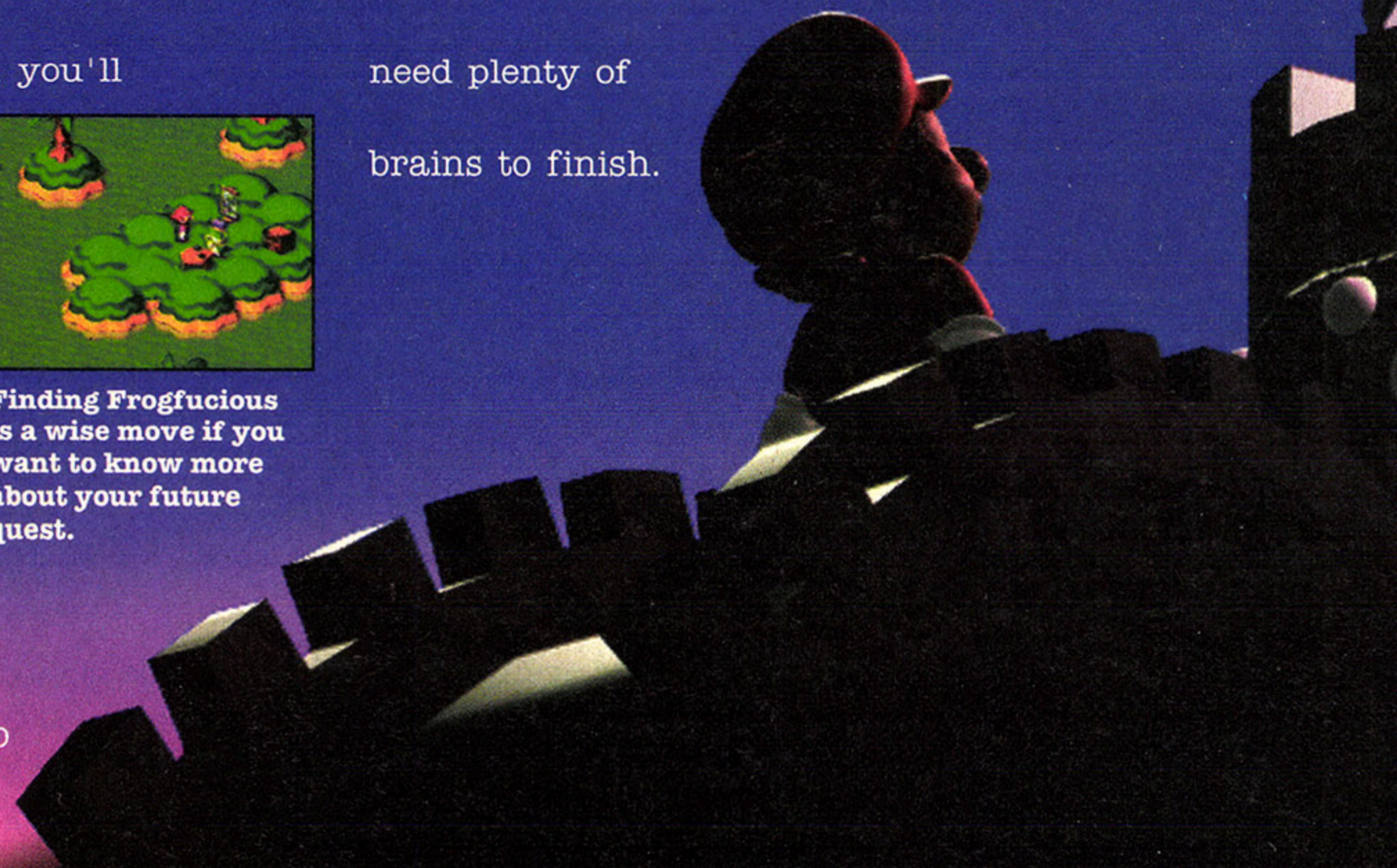
You want a new kind of Mario action? Try the Yoshi races. But here's a tip. If you don't hit the buttons to the beat, you'll get beat.



Whether you call it more action or more RPG, the fact is you'll have to use every trick in both books to beat these bad guys.



Finding Frogfucious is a wise move if you want to know more about your future quest.





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