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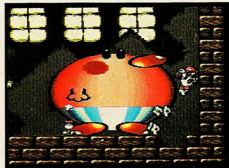


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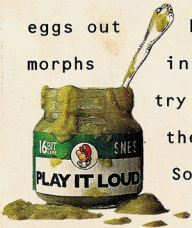


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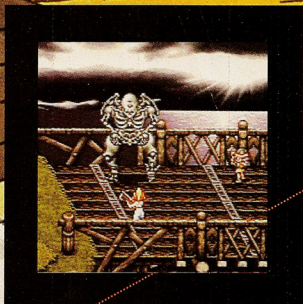


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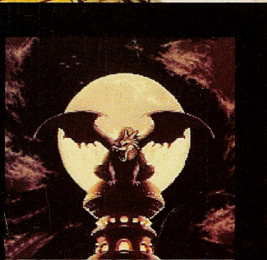
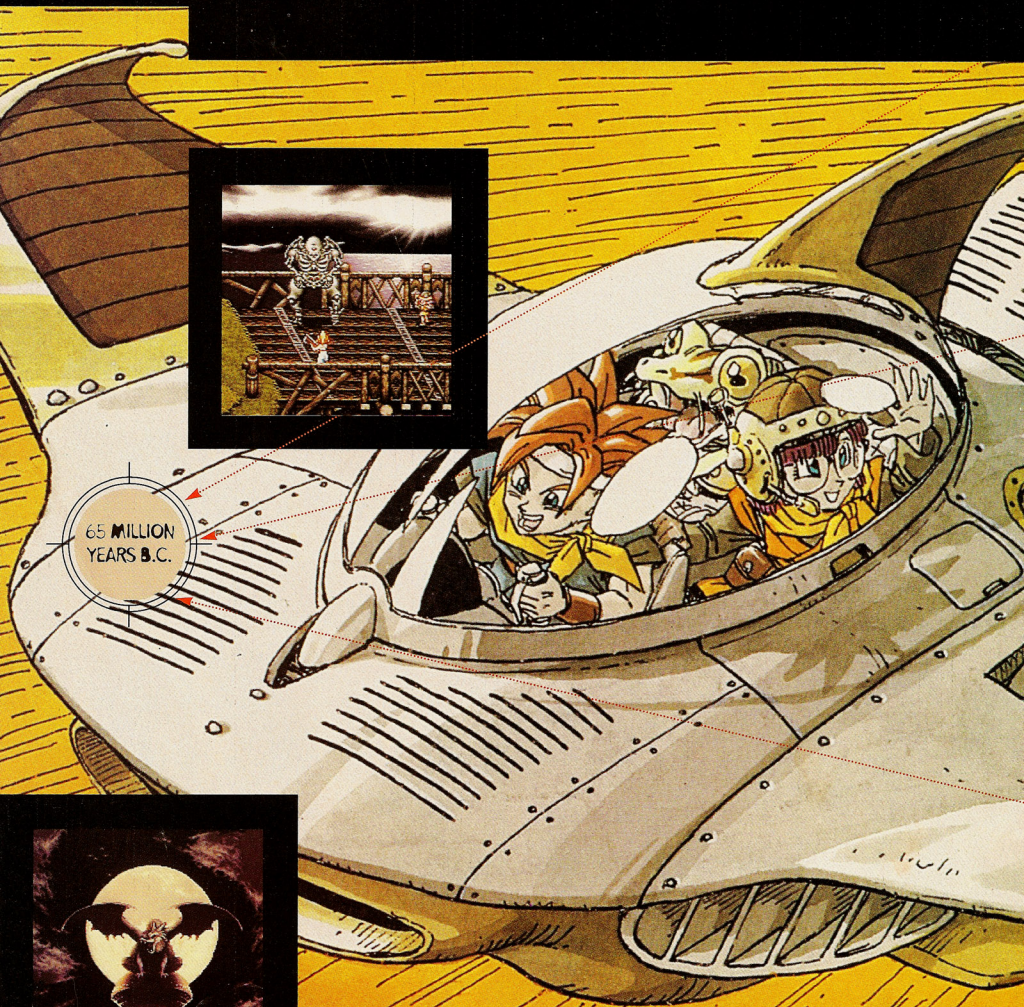
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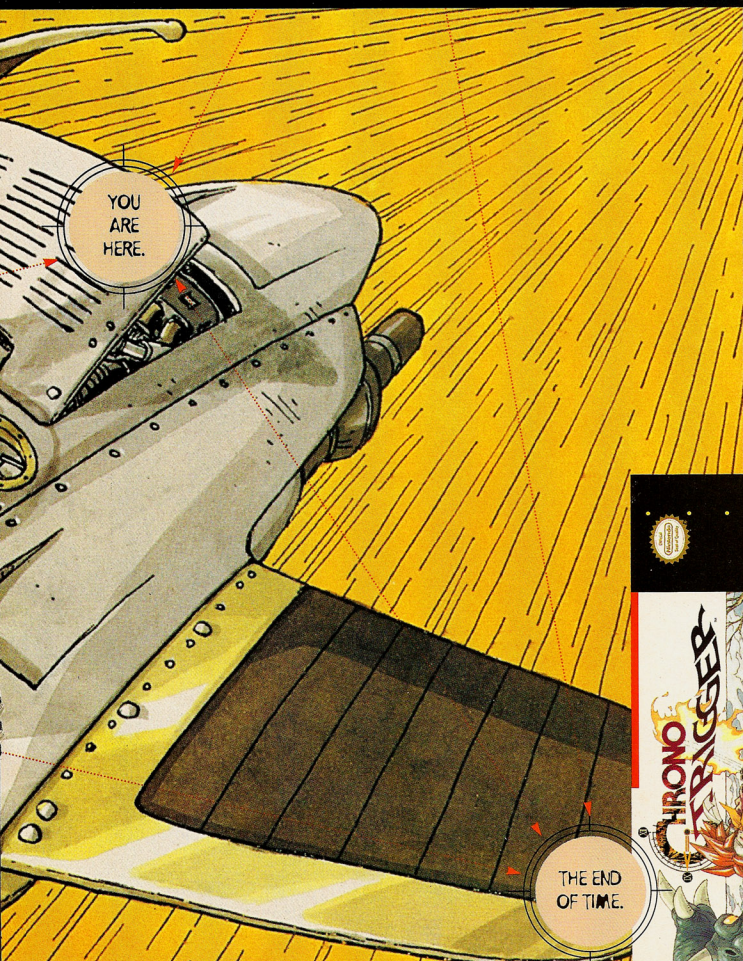


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BATTLE ARENA CON

DEPARTMENTS

12

Sony vs. Sega—it has begun!

No fence sitter here, Gore takes sides in what is sure to be one of the most significant battles in videogame history.

14

Press Start

Hangin' with Mark Hamill on the set of *Wing Commander IV*! Plus: Farting games, an interview with Rayman, and more!

30

TIPS & TRICKS

Cheating—a proud American tradition.

All the info you need to topple *Toshinden*, beat up *Batman & Robin*, carve through *Cosmic Carnage*, paddle *Panzer Dragoon*, brutalize *Ballz*, and give *Earthworm Jim* a huge afro!

42

FEATURES

What's new on the high end?

Get ready to read yourself silly. We've got 10 reasons why the PlayStation is the system to beat, late-breaking Ultra-64 developments, and an exclusive look at the new Neo-Geo CD.

52

PREVIEWS

We've seen the future. Wanna peek?

Featuring: *Cyber Speedway*, *Virtua Fighter Remix*, *Clockwork Knight 2*, *Virtua Cop*, *World Series Baseball '95*, *Tekken 2*, *Alpine Racer*, *Total Eclipse Turbo*, *Spawn*, *Quarterback Attack* and *Criticom*.

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TENTS

POWER REVIEWS

62

We're not afraid to tell you if it sucks.

Killer Instinct, Mortal Kombat 3, Doom, Weaponlord

SUPER NES

Weaponlord, The Ooze, Mortal Kombat 3

GENESIS

Robotica, Shinobi Legions, Myst

SATURN

Mortal Kombat 3, Jumping Flash, Kileak: The DNA Imperative, Air Combat, Rayman

PLAYSTATION

Virtua Fighter 32X

SEGA 32X

Power Drive Rally, Blue Lightning

JAGUAR

Strahl, Ballz: The Directors Cut

3DO

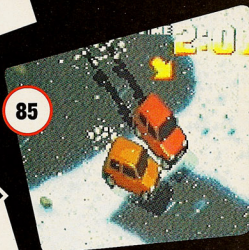
Kabuki Klash

NEO-GEO

53



85



CAPSULE REVIEWS

88

We're not afraid to tell you if it sucks - in 50 words or less.

Wirehead, Batman & Robin, Wild Woody, Space Pirates, Panzer General, S.W.A.T. Kats, Castlevania: Dracula X and more!

RPG ATTACK!

90

New RPGs hit Japan for the Super Famicom and Saturn: Shining Wisdom and 7th Saga 2.

RPG Reviews

Sword rattling with *Virtual Hydlide*, *Secret of Evermore*, and *Civilization*.

91

76



SPORTSWIRE

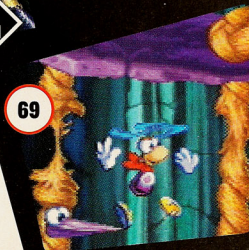
94

Can Sony Imagesoft's new sports games rule the PlayStation?

Sports Reviews

College Football and NHL '96.

69



A close-up photograph of a person's mouth, showing their teeth and tongue. The tongue is coated with a thick, bubbly, golden-brown substance. A wasp is perched on the tip of the tongue, its wings spread. The background is a soft, out-of-focus pinkish-purple.

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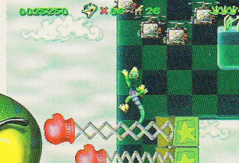
only wussies worry about good taste, **right?**



Dining out means crunchy dragonflies, juicy grasshoppers, and fat, hairy caterpillars. Not exactly the Colonel's snak n' pak. But lip-smackin' good, all the same.



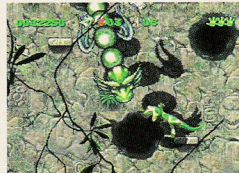
Each world inspired by golden moments in cheesy pop culture. Like Kung Foo, that Indiana jungle dude, and Frank N. Stein. (Legal weasels require we be vague.)



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CRYSTAL DYNAMICS™

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INPUT SONY VERSUS SEGA THE REAL WAR BEGINS

The Sony PlayStation is on the streets as you read this. Finally. The war has begun. While most avid gamers like myself own both a Sega Genesis and a Super Nintendo, the majority of people will choose one over the other—either a Sega Saturn or a Sony PlayStation. Choose carefully, as your choice will be a vote of confidence in either Sega or Sony. Also keep in mind that there are other systems still worth considering—namely the 3DO and Jaguar. All four of these companies may have thrown their hat into the ring, but Sega and Sony in particular seem to be gunning for each other.

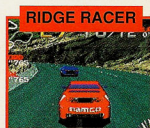
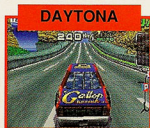
The true test will be who has the best games exclusive to their platform. Sega and Sony each have an excellent fighting game. (*Virtua Fighter* and *Battle Arena Toshinden*.) Each has a great racing game. (*Daytona U.S.A.* and *Ridge Racer*.) Each has a dynamic new 3-D platform game. (*Bug!* and *Jumping Flash*.) But only one stands to remain victorious in this war of the platform. While it could be argued back and forth which has the best games, one thing is certain: the Sony PlayStation is 100 bucks less. I don't think I have to remind anyone that

price is a major factor in choosing which system to get. But value is something else to consider, and the PlayStation has no pack-in for the basic system. Make sure to consider all of these options when you plunk down your cash.

“...the true test will be who has the best games exclusive to their platform.”

The decision is yours. The choice that the majority of you make will drastically change the face of the industry forever.

—Chris Gore
Editor-in-Chief



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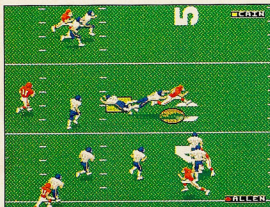
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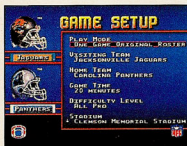


YOU NEVER KNOW WHAT DEION'S GOING TO DO.

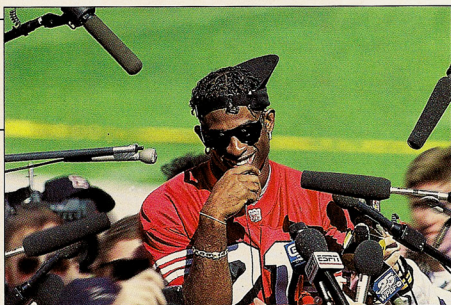
Explosive speed is Deion's trademark. And this year's game play is **faster** than ever, even fast enough to keep up with Prime Time.

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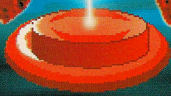


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PRESS START



A TALE OF TWO GAME SHOOTS

This is the story of two very different upcoming videogames with one big thing in common: full-motion video footage (FMV). Origin's *Wing Commander IV* and Virgin Games and Black Ops' *Agile Warrior: F-111X* will soon be released for the 3DO and Sony PlayStation respectively, thanks to the efforts of not only top-notch game programmers, but top-notch Hollywood filmmakers as well. VIDEOGAMES' own Dan Vebber visited the Hollywood sets of the aforementioned games to see how much work goes into capturing the perfect FMV footage.

WING COMMANDER IV

Holy mackerel! Watching the filming of *Wing Commander IV*, I felt like I was on the set of a *Star Wars* movie—due in no small part to the presence of lead actor and all-around nice guy Mark Hamill (see sidebar.) It may not feature Banthas, Ugnaughts and Ewoks, but the *Wing Commander* series is still epic in its scope, chronicling a long-standing intergalactic war between the Terrans (humans, the good guys) and the Kilrathi, a race of snarling, alien lion creatures. Like *Wing III* before it, *Wing IV* will incorporate a tremendous amount of FMV—about 15 hours of it. Essentially, you watch the movie for a

while, then enter into playable space combat situations that determine where the story will go next.

Production costs on the latest game in the series were well into the millions, and it was easy to see where that money was going. For starters,

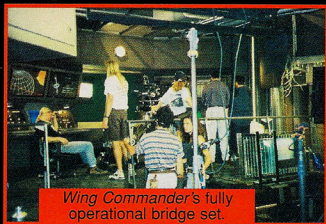
the sets were incredible! Entire sound stages were souped-up and decorated to resemble futuristic starship environments. Whole crews of carpenters, electricians, gaffers and grips were all working overtime to ensure that the sets would be ready

right on schedule.

Costumes for the majority of the human cast consisted of drab blue jumpsuits and combat boots, but the Kilrathi were far more impressive. I got to watch an actor transform from a normal guy into one of the eight-foot-tall felines by donning mounds of padding, decorative robes and a formidable-looking mask. Neatest of all was that the mask's facial movements were entirely mechanical, computer-controlled from offstage and synchronized to prerecorded dialogue.

Unlike many FMV games before it, *Wing Commander IV* was filmed on 35-mm film instead of video—a more expensive technique sure to lend a more cinematic feel to the finished product. Of course, hiring well-known actors like Hamill, Malcolm (Clockwork Orange) McDowell and John (Sliders) Rhys-Davies doesn't

hurt. Director Chris Roberts (also the game's designer) seems to have a prodigious feel for the right balance between movie and game, and his groundbreaking techniques are paying off. Set for release this holiday season, *Wing Commander IV* will likely be the new standard against which other FMV games are measured. Roberts may also direct the mega-budget, big-screen *Wing Commander* movie, currently in preproduction.



Wing Commander's fully operational bridge set.



Chewie?

AGILE WARRIOR: F-111X

Arriving on this much smaller set, I immediately could tell that it was a very different production from *Wing Commander*. *Agile Warrior* will feature just 15 minutes of FMV, in the form of mission briefings and military aircraft footage. The game's premise is that you're part of an elite squadron of pilots operating out of a high-tech portable operations tent, sent to various world hot-spots to diffuse dangerous situations. Most of the game will consist of first-person flying shooter gameplay, similar to *Shockwave* or *Shadow Squadron* but far more vast in size and with several unique features. I got to play an early version of the game—without the video, of course—and it seemed quite impressive. Look for a preview in an upcoming issue.

Agile Warrior's director/lead programmer John Botti says it was a conscious decision on his part to keep the FMV to a minimum. "Unlike other games that boast really nice graphics in the beginning and then sell you short on the other side, we just wanted



Wing Commander's Confederation meeting room, under construction

to say, 'This is what you'll be encountering,'" says Botti. "You'll see it in the game, now it's up on the screen."

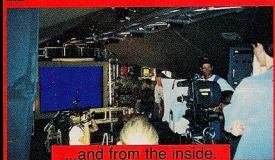
According to Botti, almost all of the enemy aircraft in *Agile Warrior* exist in real life, and footage of those aircraft will be shown on a video screen during mission briefings.

I was on hand to view the filming of these briefings, which were conducted by Tucker Smallwood, an imposing actor and former Vietnam officer who kept returning to his character's catchphrase: "Kill clean!" This guy probably could have ripped my head off inside of two seconds without blinking, so I suppose he was perfectly cast as a tough-as-nails squadron leader.

Because of *Agile Warrior's* "briefing-to-mission" structure, filming the FMV sequences only required one set, that of the special ops tent. But



Agile Warrior's special ops tent.



...and from the inside.

though the shoot was significantly shorter than the nine weeks spent on *Wing Commander IV*, *Agile Warrior's* cast and crew seemed every bit as efficient and seasoned in the film industry, and every bit as committed to getting a quality movie in the can.

"For budget and time considerations, we're doing the best we can," says Botti. "If we had a bigger budget but the same amount of time, I don't think that really would have mattered. We're trying to make the PlayStation launch, so if we had twice the budget, we'd only have twice the nightmares."

Agile Warrior F-111X is scheduled for release on the Sony PlayStation this October

—Dan Vebber



Mark Hamill

Photo by Joel Sussman

Yes, he played Luke Skywalker once, but that was years ago and this versatile actor has other fish to fry these days. Mark Hamill's participation in the *Wing Commander* series is the latest example of his penchant for picking cutting-edge projects in every medium, from comics to cartoon voice-over work to whatever the future has to offer.

VIDEOGAMES: Who is your character in the Wing Commander series?

Mark Hamill: His name is Colonel Christopher Blair. He's sort of this war-weary veteran of a 20-year war with the Kllrathi. It was interesting to me that I was picking up this character, who had already been established in *Wing I* and *II*, in mid-stream. I did *Wing IV* because I was

intrigued by the story. It's about the intrigue that exists when a society goes from a military-led situation back to a peacetime situation. After more than two decades, there's a plot going on to extend or re-ignite the skirmishes to keep the military in power. It reminds me more of *The Caine Mutiny* or *A Few Good Men* than it does any other space combat situation. There's much more—going out on reconnaissance, trying to figure out who the traitor is, landing on bases and sneaking in and getting things out without being discovered—that it is just facing off against another pilot in outer space.

VG: Do you feel that your experience in sci-fi films, in front of blue screens or what-not, have readied you for this project more so than some of the other actors involved?

MH: I would say probably yes, but at the same time, I don't see that any of the other actors have been hindered by it at all. Each of them might come in with a preconceived notion of what it would be like, but most of them quickly realized that it's more like conventional filmmaking than it is unlike it. I suppose in *Wing III*, when the sets weren't even there, that might have been tough for some people, but it doesn't take you very long to get into the swing of things. Mind you, the background isn't there when you're shooting, but as long as you stay on top of any special effects project by visiting the art department and looking at storyboards, you should be okay.

VG: Do you play the game at all?

MH: No.

VG: Not at all? Haven't you ever attempted it, at least?

MH: I need an upgrade on my computer, and my priorities are such that between my family and my other projects I'm working on, I haven't had the time. In London they had me play a little bit for the press, and I was so inept that some of them must have thought I was kidding.

VG: Do you notice any differences between people in the video-game industry and people in the film industry?

MH: This is just a general impression, but it seems to me that people in the video-game industry aren't quite as jaded as people that are exclusively filmmakers. There was an excitement and freshness working on *Wing Commander* with Origin that made me think of Hollywood in the '30s, when there weren't focus groups and filmmaking by committee. They're much more excited about it than somebody who's been in the business for 25 years. And I like that. It's good to have that enthusiasm and hold onto it for as long as you can.

—D.V.

SOUNDBOARD

We like getting letters. Send them to: Soundboard, c/o VIDEOGAMES Magazine, 8484 Wilshire Boulevard, Third Floor, Beverly Hills, CA 90211.

of these things are necessary for us to live, but they all contribute to make our lives interesting and worthwhile. If your parents won't at least acknowledge that, they're just being stubborn.



ANOTHER GRUMPY PARENT

Dear VIDEOGAMES, My favorite thing to do is play Nintendo. The bad thing is my mom doesn't like videogames, so the only system I have is a Game Boy and they're going out of style! Do you have any idea how I can convince my mom to let me get my own system?

—Jordan Vieau Medina, MN

This month's envelope comes from Trevor Seguin of New Milford, CT. Apparently, there's no love lost between Trevor and the Sega Genesis.

SAVE THE GAME BARN!

Dear VIDEOGAMES, I'm a Killer Instinct maniac. I love to play it everyday at the Game Barn. But I have a problem. The arcade will close on Labor Day, and I'm not allowed to buy videogames or systems. My parents think they are a complete waste of time. I'm allowed to rent videogames, but the nearby stores don't offer SNES system rental. Now how am I supposed to play Killer Instinct? What do I do? Please help me.

—Willy Hauser



Willy's predicament hasn't hurt his sense of humor, as this MK parody shows.

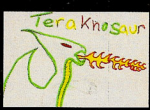
The solution is simple: Get all your friends together and put on a break-dancing competition to raise money for the financially-strapped Game Barn. (Hey, it worked in Breakin' 2: Electric Blue!) We agree with your parents that videogames are a complete waste of time. Then again, so are movies, artwork and music. None

What's with all these game-hating parents? When we were all kids, our folks had some of the same attitudes. But now that we're actually making a decent living in the game industry, most of our parents have changed their minds. Dan's dad even has a bunch of games installed on his laptop computer so he can goof off at work!

WATCH YOUR BACK, MARIO

Dear VIDEOGAMES, I wrote because I have an idea for a SNES game. I don't have a title for it, but I do have two characters. Their names are kind of weird, so you can change them if you wish. The game is going to be a fighting game like Street Fighter II. I hope you like it.

—Anthony Nunez Chula Vista, CA



Umm...thanks. We'll get back to you if VIDEOGAMES ever decides to change from a magazine into a third-party publisher for Nintendo or a game developer.

CHIP WARS

Dear VIDEOGAMES, I have a couple of unanswered questions about the new systems. A friend

told me the Saturn is 64-bit since it has two 32-bit chips. Is this true? Is the Nintendo Ultra-64 going to be just two 32-bit chips? How can Nintendo afford to price their system so cheaply? Since the Saturn has two chips, is it a superior system to the PlayStation? Does Blockbuster have plans to rent PlayStation, Saturn or Ultra-64 games?

—Brandon Gaines Lubbock, TX

Brandon, your friend is a dipstick. Having two 32-bit chips working together is not quite the same as having a single 64-bit chip. The Ultra 64 will have such a chip as its CPU. Nintendo can afford to price its system cheaply for two reasons: 1) It plans to sell, like, billions of them, and 2) It will more than recoup any lost money through future sales of additional games. It's a simple plan, but it's one that's worked in the past; look at the prices of the SNES and Genesis for evidence of how so many of them were able to sneak into our homes. Nintendo also makes a ton of cash on the sales of third-party software. Finally, Blockbuster has no current plans for Saturn, PlayStation or Ultra-64. They will, however, rent out Virtual Boy units and games.

CONTEST WINNERS

Dear VIDEOGAMES staff, Thank you very much for our Super Nintendo set. We enjoy it very much. —Nicole and Jennifer Sult Newark, DE

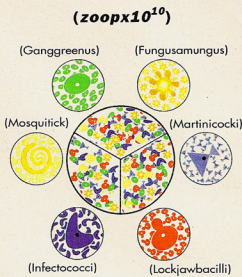
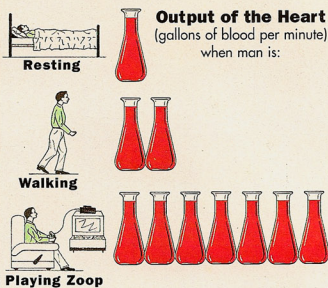
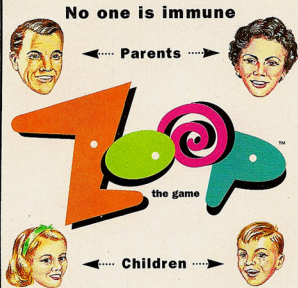


Thanks for the photo. Now turn the lights out and get some sleep.



AMERICA'S LARGEST KILLER OF TIME™

ZOOP - YOU MAY ALREADY BE ADDICTED



A healthy Iris

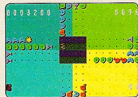


The same Iris after Zoop

The stages of Zoop
(what to look for)



(Level 3)



(Level 4)

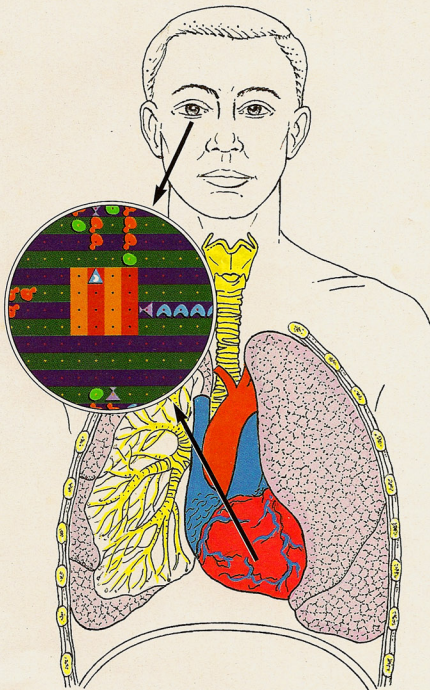


(Level 5)



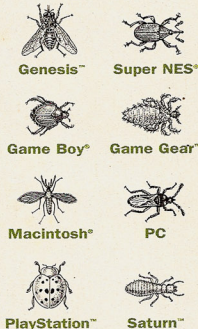
(Level 72)

(this pattern continues on, and sadly always leads to one's demise)

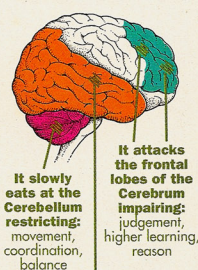


It looks like a harmless video game until it enters the bloodstream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to battle and conquer this killer.

Known carriers of Zoop



How Zoop affects the brain



It mutates the Medulla causing irregular: digestion, respiration, heartbeat



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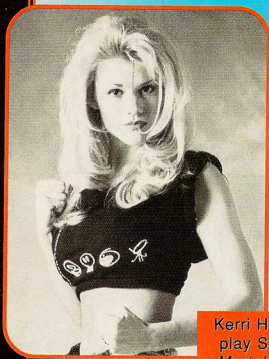
NEWS

MK UNPLUGGED

Round up the kids and pack 'em in the station wagon—it's *Mortal Kombat* on Ice! Well, not quite, but it's the next best thing. This fall, all your favorite *MK* characters will be brought to full, onstage life, dancing around and kicking each other in the head to synchronized music, smoke and lasers. Wahoo! It's *Mortal Kombat—The Live Tour*, and to the best of our knowledge, it's the first time an infamously bloody video game has been translated into a clean, wholesome family theatre extravaganza.

The tour, which will travel to at least 200 cities in the course of its run, will showcase martial arts moves by Kung Lao, Jackson Briggs, Sonya Blade, and a number of other characters from the video game. And these won't just be chumps off the street; some of the characters will be portrayed on stage by the same people who were digitized to portray them in the game. Producers of the tour have also promised that the show will center largely on audience participation, allowing everyone to become an integral part of the *Mortal Kombat* mythos, if only for a couple hours. The show is being choreographed by Pat Johnson, who was stunt coordinator for the *Mortal Kombat* feature film and all three *Teenage Mutant Ninja Turtles* movies, and is produced by Larry Kasanof, whose past credits include *True Lies* and *Terminator 2*. With a team-up like this, it's likely that the special effects could prove pretty intense. Of course, this tour will be largely aimed at kids, so the special effects budget will likely be allocated to things other than ultra-realistic fatalities. In fact, the producers stress that "There will be no blood or other graphic

violent imagery sometimes associated with the video game." But despite this unfortunate fact, there's still good reason to consider going: In the course of the show, new secret codes will be revealed that will allow players to reach new levels in the game—levels which were previously unattainable. Bring your pad and pencil.



Kerri Hoskins is set to play Sonya Blade in *Mortal Kombat—The Live Tour*.

I WANT MY GEX TV!

To promote Crystal Dynamics' smash 3DO hit *GEX*, writer Rob Cohen (who helped write and design the game) and comedian Jay Gould (the voice of Gex) recently paid a visit to the MTV beach house in Malibu to appear in a number of between-video spots with veejay Bill Bellamy. During what amounted to about 15 minutes of on-air time, Gex's

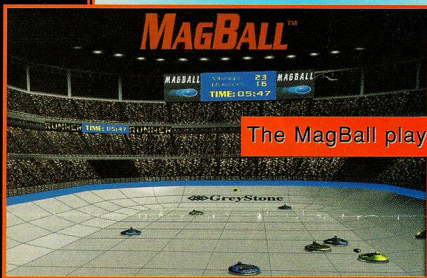
dynamic duo showed off the game, gave tips and pointers, and generally confused Bellamy (who for half the segments described Gex as an arcade game). Whether or not Crystal Dynamics paid for any of this pseudo-commercial is uncertain, but one thing's certain: With more and more game designers being treated like rock stars, television is bound to get even weirder than it is now.



Gexters Rob Cohen (left) and Jay Gould try to explain the word "videogame" to MTV veejay Bill Bellamy (right).

MAGBALL MANIA

Visitors to the CyberMind VR parlor in the San Francisco Embarcadero mall can try their hand at a totally new and unique virtual reality team sport called *MagBall*. Up to six players can be linked together at once by GreyStone's Andromeda VR platform to participate in the futuristic soccer-like game. Players are given the illusion of riding in "MagPods"—levitating flying saucers with the ability to zip around an arena, capturing, launching and scoring with a "MagBall" in front of hundreds of cheering simulated fans. Teamwork is highly emphasized, and players can speak to each other through their VR headsets at any time. No word yet on how much each game costs, but if *MagBall* is as successful as its designers hope, armchair athletes from across the country will soon be flocking to the West coast to experience all the thrills of first-hand team sports without the exhausting side-effects.



The *MagBall* playfield.

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THE VIDEOGAMES INTERVIEW:



RAYMAN

by Marvin Sosa
 In the past year, Rayman has come out of nowhere to become one of the most recognized videogame characters around. And with upcoming releases on the PlayStation and Saturn, Rayman's popularity is sure to survive the transition to next-generation consoles. I recently talked with the reclusive Belgian native on the veranda of his enchanting villa in the south of France.

VideoGames: So, what's the deal with your lack of limbs?

Rayman: I'd rather not talk about that, monsieur. VG: Oh, come on.

RM: Why does everyone freak out about the limbs? Sacre Dieu, I'm a cartoon character! I don't need the limbs, I'm perfectly happy with my disembodied hands and feet.

VG: But doesn't it make things difficult? Aren't there times when you wish you had elbows and knees?

RM: No, no. Do you know what the elbows and knees are? Potential arthritis flare-ups, points, that's all. I never have to worry about the "hennis elbow" or the—how do you say?—"water on the knee." No, I don't miss having them. The one time limbs would have come in handy, I guess, was back in '86, when I was trying to make my living as a fashion model in New York. They always had trouble measuring my inseam and sleeve length, and I lost a lot of jobs. Those were lean times.

VG: A few months ago there was a lot of talk about making you the mascot for Atari's Jaguar. Then suddenly, we were seeing you pop up on almost every other platform system. What happened?

RM: Mon dieu! Those madmen at Atari didn't know the first thing about grooming a mascot.

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VG: With the exception of the occasional punch, your games are pretty non-violent. Is this because you feel a responsibility to today's youth?

RM: Non-violent? Aye, yi yi, you try surviving in my world and see how long you last. It's only because of my detachable flying fists that I'm sitting here talking to you today. I'll take on any of those Mortal Kombat wackings any day. Now, none of those fellows ever threw a punch before those games came out, no? They're just actors in cheap suits. I, on the other hand, grew up in a dangerous, fantastic cartoon world. I've been fighting secret agents in silly hats and dodging mallet-swinging bullets since before I can even remember.

VG: So what image are you aiming for? What's Rayman all about?

RM: I'm just a happy guy, no? A happy, attractive little man. I walk around my little cartoon world flapping my tongue at people, and I'm just really happy to be alive. That's about it.

VG: So, what's in the future for Rayman? Can we expect to see any sequels?

RM: It is possible. But I really want to direct, like Francois Truffaut. I'm working on a screenplay right now.

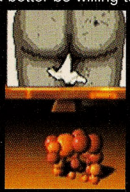
VG: Any final thoughts?

RM: Oui. Vive la France!

IT'S A GAS!

Here's some good news for people bothered by videogame violence. In more and more games, combatants are throwing down their swords and guns in favor of more...um...natural attack methods. Yes, it seems that if a videogame character wants to triumph in battle these days, he'd better be willing to eat a whole mess of beans first.

Ballz "The Director's Cut" (Panasonic, 3DO)
 This new version of *Ballz* for the 3DO refines flatulence to an art form. When Yoko the monkey lets loose with her "Fart of Fury," be prepared to be thoroughly disgusted and bamboozled. Note the attractive accompanying image on the video screen.

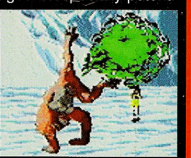


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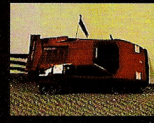
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PRIMO PROMO

Here's some of the cool stuff companies sent us this month to kiss our butts.

Sony:
 One (1) PlayStation windbreaker and cap ensemble. Modeling for us today is Dan. His hobbies include power-sleeping and eating crappy, gas station-purchased beef jerky.



Namco:
 One (1) Tyco 9.6-volt remote—controlled red Lamborghini with Namco and Ridge Racer logos—batteries included!

As cool as this car is, it doesn't handle nearly as well as its videogame counterpart. We gleefully drove it around the office until it took a digger into an unfinished wall and got a bumperful of caulk.



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Stuff they made us say: Ballz is a trademark of PNY, Matic. 3DO and The 3DO logos are trademarks of the 3DO Company. The REAL 3DO is a trademark of the Matsushita Electric Corp. of America.

"ONE BALLZY MOVE AND



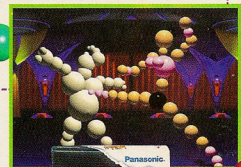
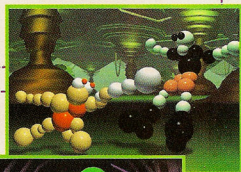
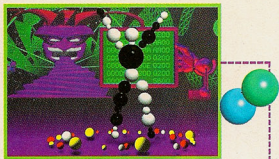
SUDDENLY I'M SUCKING SIDEWALK."

An Experience from the REAL 3DO Zone,™ Tony "Two-House", II

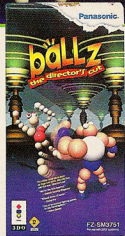
ballz The Director's Cut



"OK, I was desperate. On my knees. Beggin' and pleadin' for mercy. Hey, I'm no nuss, but that nearderthal Krunk is tee-ing off on my skull. But now I gear it up and bust into my aerial attack and super-cool morph moves. Next up, Boomer. But now this clown is doin' the gravelin'. This is arena combat. Rude, nasty and in-your-face. And this director's cut left nothin' out. You get it all. I'm outta' here. Peace." ■



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THE VIDEOGAMES INTERVIEW:

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by Marvin Seaburn



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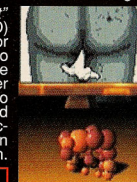
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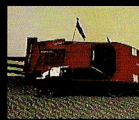
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Still more stuff may be made to say. WARP and D are trademarks of WARP, Inc. © 1995 WARP, Inc. All rights reserved. 3DO and The 3DO logo are trademarks of the 3DO Company. The REAL 3DO Zone is a trademark of the Matsushita Electric Corp. of America.

"THE
LUCKY



ONES
ARE
DEAD."

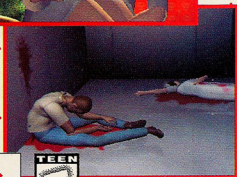
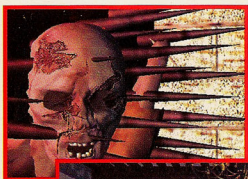
An Experience from the REAL 3DO Zone™, Dave "Bungee Boy", PA

D



"Laura's not so lucky—she's got to live the nightmare. And I'm living it with her. We have to find out why her father went berserk and blew away a hospital full of patients. Or how to escape the moving wall of spikes that's poised an eyelash away from her face. The lifeless bodies littering this place aren't giving any answers. Graphics and sound so terrifying. I got my back to the wall and the doors propped shut. No sleep tonight. See you on the other side." ■

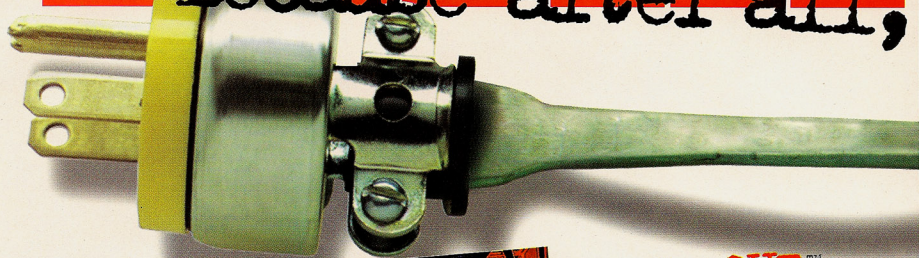
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Available October 24th

The GORESCORE

Industry News You Can Trust

The wait is over—now go buy something. Summer's drought of games is long gone and now we can look forward to new titles on the shelf every week. Hurray! But that doesn't stop the news from flowin'. Here's the latest (and most reliable) info under the sun. Ready...aim...FIRE!

THE RACE IS OVER

Steve Race is no longer president of Sony Computer Entertainment of America. Race "resigned" on Friday, August 4th. SCEA issued a short, one-page press release which casually mentioned Race's speedy exit. Martin Homlish (who?) is SCEA's acting president. (Marty came from Sony's home-audio division, but I'm sure he knows plenty about video games.) There are conflicting stories about Race's departure, but it was no secret that he had problems with Japan over pricing. No matter what, the PlayStation should be successful in spite of all the bickering behind the scenes.

ULTRA 64: IT'S NOT A CD OR A CARTRIDGE

While speculation continues about Nintendo's 64-bit mystery, one thing is for sure: the Ultra 64 will be released in Japan exactly one week after the Shoshinkai show in November. Import game stores should start taking their orders now for what's sure to be the hottest new piece of hardware since...well, ever. (I guess Nintendo *did* make the holiday buying season after all, if only in Japan.) Only six titles will be available at launch and none of those will be from third parties. The games themselves will not be contained on a CD or a cartridge as we know it.

Instead, Ultra 64 games are stored on a thing that looks like a cartridge called "Magneto-Optical." This new format is similar to the Squest disks used by computers to store lots of information. Apparently, up to 900 megs of information may be stored on Ultra carts. This storage medium is difficult to pirate, and it allows developers to save lots of information to the disk. Kinda cool, huh?

SEGA SATURN SELL-THROUGH

Sega Saturn sales linger somewhere between 40,000 to 100,000, depending on who you get your info from. The lack of software has a lot of folks waiting for the others to come out. One thing's for sure, 3DO still has the highest installed base in the United States of any of the 32-bit platforms.

3DO'S BIG SECRET

The 64-bit M2 has a lot of developers drooling. The development systems are now in the pipeline and right now, and games are being made for it as we speak. The only absolutely confirmed title for M2 is Battlesport from Studio 3DO. Developers for the Ultra 64 have yet to receive their development systems, which puts Ultra slightly behind 3DO in the 64-bit arena. Interplay, Electronic Arts and Universal Interactive are developing M2 games and others will surely follow their lead.

Until next month, keep your finger on the "A" button...

—Chris Gore
Editor-in-Chief
and your close,
personal friend



GORE'S INDUSTRY MOOD METER

Your monthly update to the world of gaming. This issue I'll examine the players and how the cards stack up. It's still too soon to call winners and losers, but here's a taste....



SEGA

Four hundred bucks for the Saturn may send buyers with the 32-bit bug elsewhere. The summer drought of software didn't help either—was launching Saturn early the right thing to do? Maybe. Maybe not. Oh, and what's the difference between the 32X and Saturn? They're both 32-bit aren't they?



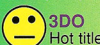
SONY

The \$199 deal on software chains makes Sony's PlayStation affordable to everyone. The load of hot titles at launch was another big boost. But don't let that get to your head—placing even more last-minute restrictions on third-party game developers hasn't gained any new friends. You don't own the industry yet, so stop acting like it.



NINTENDO

The best 16-bit titles are coming out for SNES. The irony is that Nintendo will most certainly report higher profits for 1995 than any other game company. 16-bit is *not* completely dead. (This year.)



3DO

Hot titles. (Yes! Over 200 in all.) Low price. But it's too little, too late—we'll see. Try lowering the hardware price to under \$199 and you may well own the industry.



ATARI

The lowest price point for a 64-bit system may pull you through, but it's the games. We need more games! To win, you've got to come out fighting.



32X

Hello, is this the morgue? We have a body here for you to pick up. First real casualty of war.



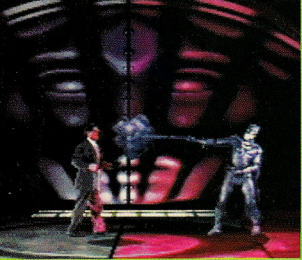
ULTRA 64

Yeah, sounds great from what you've been telling us, so where is it? (Everybody sing!) It's beginning to smell a lot like vapor....



VIRTUAL BOY

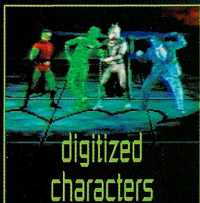
The new dominant 32-bit gaming platform for the nineties and beyond. (Just kidding.)



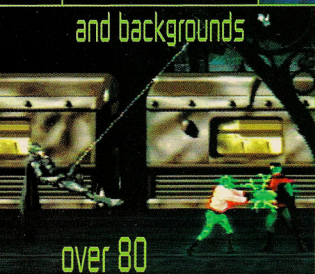
The
real
game
has
begun.

two-face
over 125 awesome attacks

incredible 3D
rendered graphics



digitized
characters
and backgrounds



over 80
unbelievable stages**

riddler
secret rooms



team up
as Batman™**
and Robin™**

hidden
surprises



battle
holographic
villains

BATMAN™
FOREVER™
THE VIDEO GAME

SUPER NES®

GENESIS™

GAME BOY®

GAME GEAR™



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CIRCLE #107 ON READER SERVICE CARD.

Fold

SO HERE'S A WORD OF UNLUCKY PEOPLE WHO CASH ON A BRAND K.I. CLEARLY DELIVERS ON 16-BIT, DOWN TO

Fold

Fold



AOL @ keyword: NOA
www.nintendo.com

© 1994, 1995 Nintendo/Rare. Killer Instinct™ is a trademark of Nintendo of America Inc.

Fold



Plus, act now and a game music CD is free. So even your stereo gets loads of merciless pummeling.



The only thing you need is an SNES... OK and maybe a tourniquet.



It's gonna be a bloody free-for-all... and that's just in the game aisle at the store.



Fully rendered graphics mean fully rendered pain.



Carnage... mayhem... exploding corpses... fun for the whole family!(Not.)

SYMPATHY TO ALL THE DROPPED LOTS OF NEW SYSTEM, WHEN THE ARCADE FEEL THE LAST SPLATTER.

Fold

Fold

Fold

To Complete The Message,
Fold So "X" Meets "Y"



Fold



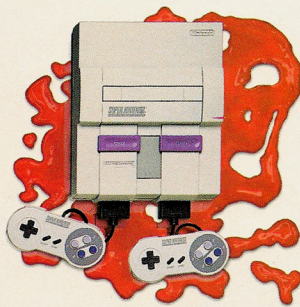
Remember, you can
pick your warriors...



...and pick
your weapons...



...just don't
pick your scabs.



only for
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Even though others might say
the end is near for 16-bit
...this sucker'll kill that feud.

CIRCLE #110 ON READER SERVICE CARD.

TIPS & TRICKS

BY CHRIS BIENIEK, GEOFF HIGGINS AND TYRONE RODRIGUEZ

If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at **VIDEOGAMES**, Attn: *Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you a cool new controller for your Super NES or Genesis, courtesy of STD Entertainment!

BOSS CODES!



To play as Gaia, turn the game on and wait for the title screen to appear. While the words "1P GAME," "VS HUMAN," "VS COMPUTER" and "OPTIONS" are flying in from both sides of the screen, quickly press **↓←←+□** before all of the text appears. You'll hear the announcer yell, "Fight!" and the small text on the title screen will change from blue to pink. (If you don't get it to register the first time, you must wait for the demo to begin or start a game and cancel to return to the title screen; the code will not work if you are returning to the title screen from the Options menu.) Once the code is in, start a game. At the fighter-select screen, highlight Eiji, hold **Up** on the D-pad and press any action button. Now you're playing as Gaia, the game's first boss.

To play as Sho you must first enter the Gaia code. Next, wait for the title screen to appear again as described above. This time, while the words are flying into the screen, press **↵→↵+□** on Controller 2; you'll hear "Fight!" again and the text will change from pink to a greenish color. With that code in place, start a game. At the fighter-select screen, highlight Kayin, hold **Down** on the D-pad and press any action button. Now you're playing as

Sho, the game's final boss.

To play as the alternate-color version of Gaia or Sho, just press **SELECT** before you hold the appropriate direction on the D-pad as described while choosing each character.

Quickly press **↓←←+□** before the words are centered; you'll hear, "Fight!"



Highlight Eiji, hold **Up** and press any action button.



You'll see that you have chosen the boss, Gaia!



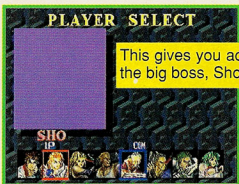
His mechanical laugh will send chills up your spine.



With Gaia activated, return to the title and quickly press **↵→↵+□** on Controller 2.



Now highlight Kayin, hold **Down** and press any action button.



This gives you access to the big boss, Sho.



Watch out for his double-fireball attack!



Camera Controls

To get up close and personal with the polygons in *Toshinden*, try these camera-control tricks. First, visit the Options menu and set your Control Type to "H2."

Action setting; you'll find that there is a new camera angle option called "Your Self." Choose it, and you'll gain access to eight new Control Type settings—labeled A5 through H5—with "Camera X" and "Camera Y" functions assigned to the **L** and **R** buttons on top of the controller. Now the fun starts. Choose one of the new Control Type settings and start the game. Notice that the top buttons function as follows:

- L1—Rotate counter-clockwise
- R1—Rotate clockwise
- L2—Tilt backward
- R2—Tilt forward

To access additional camera controls, press the **START** button to pause the game. While the "Pause" menu is on the screen, hold all four action buttons (**square**, **triangle**, **circle** and **X**) and press the **SELECT** button once to make the pause menu disappear; press it again to remove the energy bars. (Note: You can use this trick at any time, even if you're not messing with the camera angles. It's fun to fight with no energy bars; you never know who's winning until the round is over! To restore the Pause menu and energy bars, just pause the game, hold the four action buttons and press **SELECT** one more time.)

Anyway, while the game is still paused with the Pause menu and energy bars removed, the controller has six new secret functions as follows:

- L1—Pan left
- R1—Pan right
- D-pad Up—Pan up
- D-pad Down—Pan down
- L2—Zoom in
- R2—Zoom out

Pressing the **SELECT** button repeatedly on Controller 2 will allow you step through the character animation one "frame" at a time; holding it down will allow you to play the game in super slow-motion. Press **SELECT** on Controller 1 to toggle between the rotate/tilt camera controls and the pan/zoom controls.



Set the Control Type to "H2."



Next, change the Camera Action to "Your Self."



Now pick one of the secret Control Type settings.



Use the **L** and **R** buttons to rotate and tilt the playfield.



For more camera controls, pause the game...



...then hold **□+△+○+×** and press **SELECT** twice.



Now you can pan, zoom and play in slow-motion!



If you zoom too close to a character, his or her polygons will disappear one by one.





LEVEL 0

You've finished the game; seen it all. Now try this secret level: Level 0. At the difficulty/options title screen, enter **Up, Up, Up, Down, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R**. If done properly, Level 0 will start automatically. Your strength is continuously going down and can only be replenished by hitting an enemy. If your life runs out, the level ends.



Press **Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R**.



Now you're on Level 0!

Weapons Galore

When you beat the game, you gain access to new weapon types. That can be a pain, though, so here are some codes to get an array of new weapons right off the bat. At the difficulty/options title screen, enter the code **Up, X, Right, Y, Down, Z, Left, Y, Up, X**. If done correctly, you'll hear a noise. Now, to select which weapon you'd like to use, hold down one of the action buttons at the Episode 1 screen. When you begin, you'll have some real firepower.



Push **Up, X, Right, Y, Down, Z, Left, Y, Up, X**.



Now hold the buttons as follows:



Hold **A** or **X** for normal weapon...



...**B** for red lasers...



...**C** for sidewinders...



...**V** for multi-shot...



...or **Z** for wide shot.



My Little Pony

If you've already earned the right to play as the horses in *Daytona* as described in our August issue (by finishing first in all three tracks in Saturn mode) there's another "vehicle" available to you: a baby horse. Choose the Beginner track in Endurance Mode with one of the horses. If you win, you can race with two horses at once: the mother and the baby. NOTE: The car and course level only need to be on Very Easy.



Make sure it's in Endurance Mode.



Select Saturn Mode.



Choose the Beginner Course.



Choose one of the horses.



Win the race and get the baby horse!



A Game Within A Game

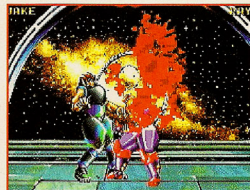
To turn your U.S. *Cosmic Carnage* game into the Japanese version (*Cyber Brawl*), hold down the **X**, **Z** and **B** buttons when you turn the Genesis on. Now you're playing *Cyber Brawl*, which comes equipped with some new characters to fight with.



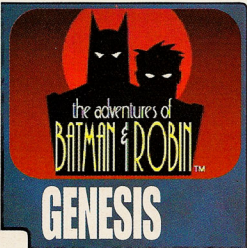
Hold **X**, **Z**, and **B** while turning on the Genesis. After the Sega logo appears...



A new title screen will appear.

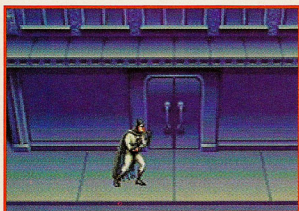


Now you have different fighters to use.



LEVEL SKIP

To skip the level you're currently on, hit the **START** button to pause the game. While paused, enter **B, A, Down, B, A, Down, Left, Up, C** (BAD BAD LUC.) When you unpause the game, you will be warped to the next level!



Hit the **START** button to pause the game. Enter **B, A, Down, B, A, Down, Left, Up, C**



Unpause the game. Now you will skip to the next level.

When you wake up in PRISON framed by some FAT UGLY Boy, and the GROUND ripples beneath your feet - you're not DRUNK or F*%@ED up on DRUGS - you're **LOADED!**

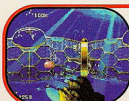
Earthworm Jim Special Edition

All the Cheats—Part 1

Each of these codes works by pausing the game and then entering the cheat. Once you unpause the game, the cheat(s) will be activated. Look for the rest in our next issue!



Configure Screen
A+B, C, C, A, A, B, B,
B+C



Energy Replenish
(once only)
A, C, B, C, B, A, A, C



Groucho Marx
A, A, A, A, A, A, B, C



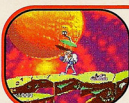
Level Skip
B, B, A, C, A+B, A+B,
A+B, A+B



Weapon Replenish
A+C, A, B, B, C, A, C, C



End Game
A+C, A+C, A+C, A,
B, C, B, A



Weapon Replenish
(once only)
A, B, C, B, C, A, C, C



Red Afro
C, A, A, A, A, A, B, C



Invincibility:
A+B, A+B, C, A, Right,
Right, Left, Right



Plasma
C+Up, A, C, A, B,
C, C



Mick Jagger Lips
B, B, A, A,
A, A, B, C



View Map
A+B, C, C, C, A, B, B, B



Homing Missile
A+Right, A, A, B, A, C,
B, A



Extra Life
A+Up, B, A, C, A, A,
C, B



Homing Missile
(once only)
A, A, C, B, A, C, C, C



Big Sunglasses
A, B, A, A,
A, A, B, C



Extra Life
(once only)
A, B, C, C, A, A, C, B



Continue
A+Down, A+Down,
A+Left, A+Right, B, C,
C, B+C



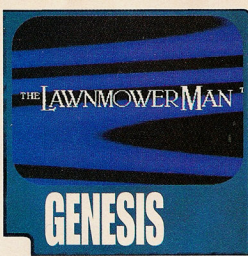
Energy Replenish
A+C, B, B, C, C, C, A, B



Continue (once only)
A+Right, B+Up, A, C,
C, B, C, A



Martian Ears
B, C, A, A,
A, A, B, C



Cyber Cheats

On any of the platform levels, press **START** to pause the game. Enter the code **Up, Right, A, B, A, Down, Left, A, Down** (U R A BAD LAD). Now, unpause the game and the cheats are activated. To use the cheats, pause the game again. To skip to the next level, press **B**. To go to the cheat menu screen, press **C**. Once the cheat mode has been activated it can be used on any level, not just the platform ones.

Pause during any platform stage and press **Up, Right, A, B, A, Down, Left, A, Down**.

When you pause the game again, press **B** to skip to the next level.

Pause and press **C** to go to the cheat menu screen.



Power-Up Code

If you are tired of working your way up to earn the Power Rangers suit, try this code. If you enter **Up, Down, Left, Right, X, B, Y, A**; you'll start the game fully powered with the Ranger's suit. The screen will flash if you have entered the code correctly.

Press **Up, Down, Left, Right, X, B, Y, A**.

Now you can start each stage with your Ranger suit already equipped.

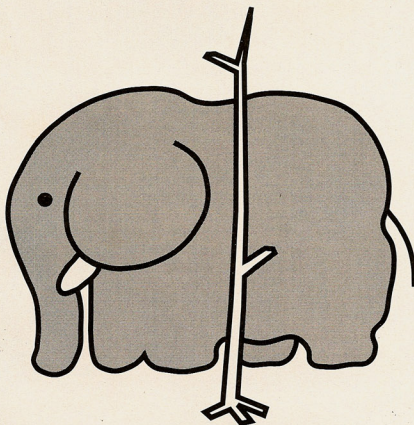


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BY GAMERS. FOR GAMERS.™

Can you spot the elephant in this picture?



If so, you're probably smart enough to figure out that paying \$149 for a 64-bit Jaguar makes more sense than paying over \$300 for a 32-bit system.

64-bit JAGUAR. \$149*

The most advanced graphics out there. Twice the bits for half the price. And over 40 cerebellum-scrambling games to choose from. If you still don't get why the Jaguar's a better deal, maybe getting that second lobotomy will help.



Defender 2000™
What you've been waiting for. More enemies, more weapons to destroy them with. Plus 3D graphics for killer explosions and ear-shearing sound.

Rayman™

It's a dream come true. You're a superhero battling the arch-nemesis attempting to destroy the world. Each colorful level is teeming with cartoon-quality graphics.



FlipOut™

Not exactly the kind of puzzles you find in the Sunday paper. From Planet Earth to Planet Phrohmaj, strange little aliens taunt you as you try to solve these puzzles.



Ultra Vortex™

With at least six special moves each, these are seven fighters you don't want to meet in a dark alley. But meeting them on a video screen is pretty cool. Especially when you kick their butts.



Pitfall: The Mayan Adventure™
You're the son of Pitfall Harry, scouring the Mayan jungles for your kidnapped dad. Feature film-quality animation makes for pendulums that slice and crocodiles that bite.



White Men Can't Jump™
Rules? What rules? On the way to the Slam City Tournament, anything goes. Comes with a free Team Tap multiplayer adapter for four-player action.



How do they do that?

Game files and hints: 1-800-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. Touch-tone telephone required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on Genie. Type JAGUAR to access this area 24 hours a day. *Includes Jaguar and one controller. ATARI, the Atari logo, Jaguar and the Jaguar logo are trademarks of Atari Corporation. ©1995 Atari Corporation, Sunnyvale, CA 94089-1302. Made in the U.S. of domestic and imported components. All rights reserved. All other trademarks and copyrights are properties of their respective owners. Defender 2000™ is a trademark of Williams Electronics Games, Inc. FlipOut™ ©1995 Gornio Systems Corporation. All rights reserved. Licensed to Atari Corporation. Activision and PITFALL are registered trademarks and Pitfall: The Mayan Adventure is a trademark of Activision, Inc. All rights reserved. ©1995 Activision, Inc. Rayman ©1995 Ubi Soft Entertainment Inc. All rights reserved. Ultra Vortex ©1995 Beyond Games, Inc. All rights reserved. Ultra Vortex is a trademark of Beyond Games, Inc. WHITE MEN CAN'T JUMP™ ©1995 Twentieth Century Fox Film Corporation. All rights reserved. White Men Can't Jump™ and associated characters are trademarks of Twentieth Century Fox Film Corporation. Licensed to Atari Corporation for distribution.



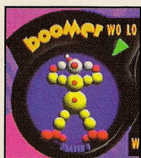
follow the bouncing ballz

Moves galore! Here are all of the moves (currently) that the fighters can perform. In addition, we have the special moves for the boss characters.

ALL FIGHTERS:

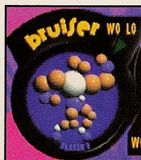
Charge: Toward, Toward, Toward
 Lateral Move: **LEFT** + **B** + **C** or **RIGHT** + **B** + **C**
 Finishing Move: Up, Up, when opponent has 25% health
 After Shatter Stomp: **A**, **A**, **A**, **A** after you win

BOOMER:



Charge: Toward, Toward, Toward
 Jack-In-the-Box Head: Up + **A**
 Left Handstand Kick: **LEFT**, **LEFT**, **B**
 Right Handstand Kick: **RIGHT**, **RIGHT**, **B**
 Power Kick: Down, Toward, **B**

Morph: **RIGHT**, **LEFT**, **A** + **C**



BRUISER:

Buckle Kick: Away, Toward, **B**
 Buckle Toss: Away, Toward, **A**
 Buckle Heave: Down, Up, **A**
 Cyclone: **RIGHT**, Down, **LEFT**, Up, **A**
 Two Foot Jump Kick: **C**, **A** + **B**
 Leg Sweep: Down, **A** + **B**
 Morph: Down, **LEFT**, **A** + **C**

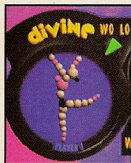
CRUSHER:



Jumping Head Butt: **LEFT**, Down, **A** or **RIGHT**, Down, **A**
 Rumble Charge: Up, Down, Up
 Stomp On Foot: Up, Toward, **B**
 Underhand Horn

Throw: Away, Toward, **A**
 Morph: Down, **RIGHT**, **A** + **C**

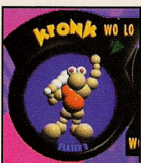
DIVINE:



Ride On Back and Bite: **C**, land on opponent
 Ducking Uppercut: Down, Toward, **A**

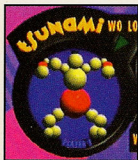
Jump Left, Kick Right: **LEFT**, **LEFT**, **B**
 Jump Right, Kick Left: **RIGHT**, **RIGHT**, **B**
 Lunge Kick: Up, Up, **B**
 Opera Move: Down, Down, Up
 Spin: Away, Up, Toward
 Morph: Up, **LEFT**, **A** + **C**

KRONK:



Ride On Back & Club: **C**, then land on opponent
 Lobber Loogie: Away, Up, **A**
 Overhead Club: Up, **A**
 Morph: **LEFT**, **LEFT**, **A** + **C**

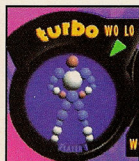
TSUNAMI:



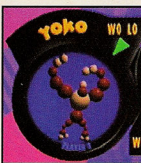
Jump Right, Kick Left: **RIGHT**, **RIGHT**, **B**
 Backflip Kick: Up + **B**
 Sumo Splash: **C**, **A** + **B**

Morph: **LEFT**, **RIGHT**, **A** + **C**

TURBO:



Rising Punch: Down + **A** + **B**
 Spinning Pile Driver: **C**, **A** + **B** when close in mid-air
 Morph: **RIGHT**, **RIGHT**, **A** + **C**



YOKO:

Jump Back, Grab Pole: **RIGHT**, **RIGHT**, Up or **LEFT**,
LEFT, Up
 Swing Around Hit: **LEFT**, **LEFT**, **B** or **RIGHT**, **RIGHT**, **B**
 Swing Hit: **C**, Up, Up, **A**
 Swing Kick: **C**, Up, Up, **B** in close
 Uppercut: Up, **A**
 Morph: Up, **RIGHT**, **A** + **C**

ZOMBIE:

Power Kick: Down, Toward, **B**
 Zombie Dart: **C**, Down, Down
 Forward Flip Kick: Toward, Toward + **B**
 Curly Shuffle: Toward, Away, Toward
 Morph: Down, Down, **A** + **C**



Here are the boss characters' moves. To access the bosses, you must defeat all of the fighters, through Jester. Once you've done that, your fighter will morph into the corresponding boss. You will now be able to fight as a boss. NOTE: Once you turn off the 3DO, the bosses you've accessed will be lost. There is no way to save them!



EL BALLZ (BULL):
Head Butt: A
Hind Leg Kick: B
Charge: C
Rear Up: Up + A



LAMPREY (GENIE):
Charge: Toward, C
Morph To Snake: Down + A
Morph To Scorpion: LEFT + A
Morph To Bull: A + C
Morph Back: A + B (Bull) or A + C



BOUNDER (KANGAROO):
Tail Sweep: Down + A + B
Tail Whip: Down + B + C
Bounce On Tail: Up, Up, Up
Tail Propeller: C, B + C



GUGGLER (OSTRICH):
Rude Gesture: A + B
Flip Kick: B + C
Toss: Down + B
Head In Sand: Down + C



SPIKE (SCORPION):
Jump Flip: Up + C
Lunge: A + B
Jumping Sting: B + C
Jump, Hit With Tail: Down + A

BYTE VIPER (SNAKE):

Roll: Toward + B
Dive: Up + C
Eat: Toward, A + B



T-REX:
Stomp & Chew: A + B
Tail Slam: Down + B

Each character has a corresponding boss that will be accessed when Jest is beaten. Here are three of those pairs:

Kronk, T-Rex



Divine, Kangaroo



Yoko, Ostrich



GAME GENIE CODES

Codes for use with Galoo's Game Genie Game Enhancers

Mighty Morphin Power Rangers

SNES

8B26-07A2—Almost infinite life force
DF29-07DA—Start with very little energy after first life
D7AA-0DD0—Start with mega-points
3C8D-6D67 + 3CA4-64DA—Infinite Ranger Weapon power

Tetris & Dr. Mario

SNES

TETRIS

6DB4-1F65—Level never increases
DFB4-1405—After first level, level increases every line
CB22-3DA9 + DCB2-3FD9 + 3CB2-3FD9—Speed is always high

DR. MARIO

CBC9-4466 + DCC9-44A6 + 3CC9-47D6—Same piece always falls

Adventures of Batman & Robin

Genesis

BGSA-AADL—Start with 10 lives
AGSA-AADT—Start with 1 credit
AJCA-CAGW—Infinite lives
A4SA-AAD6—Start with level six firepower
AGSA-AAD0—Start with shuriken

Donkey Kong Land

Game Boy

00E 889 F7E + 00E 958 F7E—Start with 1 life
63E 899 F7E + 63E 958 F7E—Start with 99 lives
00D 9DB 3BE + 21D A0B E61—Infinite lives

Stargate

Game Boy

0E9 7DB 80E + 019 7EB D53—The bottom of the tiles are always the same
0E9 7DB 80E + 0D9 7EB D53—The bottom of the tiles are always smart bombs
0E9 7DB 80E + 0E9 7EB D53—The bottom of the tiles are always digger tiles

Hidden Maze Game!

The Super NES XBand Modem has a top-secret maze game just like the one in the Genesis version. When preparing to dial the phone and the screen says "Are you sure you want to register with XBand?" press **Up, Up, Down**. You can play the game while the modem connects to the network.

If you want to play the maze game for a longer period of time, go to the main XBand menu (Challenge/Player List/Mailbox etc.) and press **Down, Down, Left, Left, Right, B**. The SNES maze is a two-player game; rumor has it that you can play the maze in two-player mode over the phone lines if both players register with XBand with a copy of Nintendo's *The Legend of Zelda: A Link to the Past* plugged into the modem!



Funky Text

As on the Genesis, you can change the way the text moves below the icons on the SNES XBand menus. These codes work at the player-select screen or the main XBand menu:

- **Left, Left, Up, Up, Right, Right, Down**—Rainbow mode
- **Up, Up, Right, Right, Down, Down, Left**—Green & Yellow mode
- **Down, Down, Left, Left, Up, Up, Right**—Searchlight mode



Change from the Rainbow mode...



...to Green & Yellow mode...



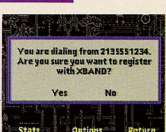
...or go for the Searchlight look.



Also, did you ever notice that the **SELECT** button...



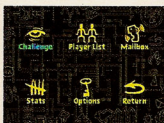
...changes the animation of the XBand icons?



Press **Up, Up, Down**.



Navigate the maze while you're connecting to XBand.



Press **Down, Down, Left, Left, Right, B**.



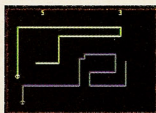
Now you can cruise the maze for as long as you wish.

Hidden Blockade Game!

If you press **Up, Up, Left, Right, Left, Right, L** button at the main XBand menu, you'll find another hidden game! It's derived from the classic coin-op **Surround**, which inspired the "light cycle" game in *Tron*. (For two players only.)



Press **Up, Up, Left, Left, Right, L**.



You've found the hidden "Blockade" game.

VomitVision?

At the opening XBand title screen (when you first turn on your SNES) press **Up, Up, Left, Right**. This puts you into what the XBand designers have dubbed "VomitVision" mode.



Press **Up, Up, Left, Right**.



Now you're in VomitVision!



Errr...I think I'm gonna be sick...

SCREEN SAVER

The SNES XBand software has a built-in screen saver that starts up if you sit idle at any XBand menu for too long. To see it in action without waiting, press **Left, Right, Down, Down, button R** at the "XMail/Bandwidth/XBand News" menu.



Press **Left, Right, Down, Down, R**.

Watch the hypnotic XBand screen saver.

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10



REASONS WHY PLAYSTATION IS THE SYSTEM TO BEAT

by the editors of VIDEOGAMES magazine

Almost half of the letters we receive are from readers asking which of the next-generation console systems they should buy. While each of the "32-bit and up" machines has its own merits, Sony's PlayStation has a number of features that are just too cool to ignore.

When purchasing a new game system, there are a lot of factors to consider. Obvious questions (like, "How much does it cost?" and "What games come with it?") often take priority over issues that are more important in the long run: "How much third-party support will it have?" "How long before the technology is outdated?"

Frankly, the PlayStation seems to have all of the bases covered, and its future is bright enough to blind the industry. To point out why we think Sony has a hit on its hands, we've compiled a checklist of ten points on which the PlayStation can build a solid future. Read on...

1 PRICE

\$299. We can handle that, and we're willing to bet consumers can, too. People expect 32-bit systems to be more expensive than 16-bit systems, but with the PlayStation's price being \$100 bucks cheaper than the Saturn's, cost alone may hurt Sega more than any other factor. Sure, there are "early adopters" who are willing to spend \$400 for a new game system, but most of them already own a 3DO or Saturn—or a Neo-Geo, for that matter.

\$299!

2

THIRD-PARTY SOFTWARE SUPPORT

Nearly every major third-party software company has jumped at the chance to publish games for the PlayStation. The end result of this enthusiasm is that PS owners (with an endless reserve of cash to blow on games) will have access to a library of 15 games on the day the system launches, 18 more games in October and at least 50 games by the time the holidays roll around. Even more amazing than the volume of the games, however, has been their consistent level of quality.



3 THE GAMES ARE SIMPLY BETTER

Okay, okay—this point isn't based on fact so much as opinion, but you've watched us form these opinions ever since we started reviewing PlayStation titles. In fact, a lot of software for Sony's system has put us in an awkward position—we don't like to give out too many "10"s when reviewing games, but a disproportionately large number of PlayStation titles have deservedly been in the running for that highest of accolades. The PlayStation boasts superior games in almost every genre: superb racing games (*Ridge Racer*, *WipeOut*), excellent fighting games (*Battle Arena Toshinden*, *Tekken*), the most innovative game in years (*Jumping Flash*) and so on and so forth....



4 THE MOST POWERFUL 32-BIT SYSTEM!

Simply put, the PlayStation has got power. Lots of third-party games will be published simultaneously for the PlayStation, 3DO and Saturn; this will be an excellent indicator of the relative strengths and weaknesses of each machine. If a local game store will give you the chance to do a side-by-side comparison of one of these titles, you can see the differences for yourself.



5 THOSE HANDY MEMORY CARDS

Borrowing an idea from SNK's original Neo-Geo, these high-tech wafer cards allow PS owners to save their games at any point. The cards can be customized with stickers and make great portable conversation pieces. And in this cybernetic world-gone-mad, it's only a matter of time before these things become fashion statements. Hey, if you ever get shot in the chest, they might just stop the bullet. (That was a joke, kids. Don't go try-



6 SONY MEANS QUALITY

The Sony folks have been around since the beginning of time (well, as far as most of us are concerned) and they've never given us any reason not to trust them. (Unless you remember Beta, but most of you are too young.) They make great TVs and VCRs, so it only follows that they'll make a fine game console. And they certainly have enough money to do everything just right, from hiring the industry's best game designers to putting the emphasis on quality. Oh yeah—the logos for both Sony and the PlayStation are also damned cool-looking.



7 CONTROLLERS MADE FOR HUMANS

The PlayStation's dual-handed, ergonomic controller seems designed to make the machine adapt to the hand, and not vice-versa. It's comfy, durable, and the buttons are easy to locate without taking your eyes off the screen. The best part is that the ridiculously short cord for the Japanese system has been lengthened to six feet for American release. Heck, our hands love the PS controllers so much, we walk around carrying them even when we're not playing games.



8 MORTAL KOMBAT 3

The fact that Sony has secured a six-month exclusive on the 32-bit home rights to this arcade hit certainly won't hurt PlayStation sales. As this job has taught us, *MK3* fans are fanatical nuts (relax, folks—that's a compliment!), and will go to any length to see Kano rip Sonya's skeleton out of her skin. The fact that *MK3* may be the PlayStation's pack-in game could guarantee that approximately eight-gazillion PlayStation units will be sold within the first week.



SONY PLAYSTATION RELEASES

SEPTEMBER

Battle Arena Toshinden
Discworld
ESPN Extreme
Kileak: The DNA Imperative
Novastorm
Ridge Racer
Raiden Project
Off-World Interceptor
Ultimate Parodius
Street Fighter: The Movie
Wing Commander III
Air Combat
NBA Jam T.E.
PGA Tour Golf
Power Serve 3-D Tennis
Rayman
Total Eclipse Turbo
WWF Wrestlemania

Fighting
Adventure/RPG
Sports/Racing
Action RPG
Shooter
Racing
Shooter
Shooter
Driving/Shooter
Shooter
Fighting
Shooter
Flight Sim
Basketball
Golf Sim
Tennis Sim
Platform
Shooter
Shooter
Fighting

OCTOBER

Jumping Flash
Lemmings 3-D
Mortal Kombat 3
WipeOut
John Madden '96
Cybersled
High Octane
Spot Goes To Hollywood
Alien Trilogy
Alien Virus
FIFA International Soccer
Goal Storm
Revolution X
Shockwave
Viewpoint

3D Platform
Strategy
Fighting
Racing
Football Sim
Shooter
Driving
Platform
Shooter/Adventure
Shooter
Soccer Sim
Soccer Sim
Shooter
Shooter
Shooter

9 MULTI-PLAYER MANIA: THE HANDY LINK CABLE

Plug it in and go head-to-head with another PlayStation owner on any number of high-speed games. Driving games, in particular, should benefit from the link cable, as each player will view the action from his or her own TV screen. This should lead to a level of racing simulation previously available only in arcades (and it's the perfect first-



10 SOFIA

She's the character that the entire staff seems to gravitate to whenever we play *Battle Arena Toshinden*. Sofia demands respect—and gets it. She wears smart clothing. She has a cool whip. She beats the crap out of her opponents! She gives our lives meaning!!! Sofia is just the hottest videogame character to come around since *Street Fighter II's* Chun-Li. Period.



SO... YOU WANT ONE?

VIDEOGAMES is giving away a Sony PlayStation!

And you, yes YOU, could be the lucky recipient. You've seen the facts and pretty pictures, now *experience* this incredible next-gen system in your own home. All it takes to enter is one lousy postcard, so send it in today! You might just get a visit from the VIDEOGAMES Prize Patrol Van! (Okay, we don't *really* have a van, but it would still be pretty cool to win, don'tcha think?)



TO ENTER:

Send a postcard (no envelopes, please) with your name, address and age to:

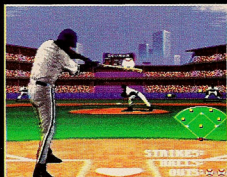
PlayStation contest
c/o VIDEOGAMES
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Beverly Hills, CA 90209-3379

Entries must be received by November 15, 1995. Mutilated, incomplete or illegible entries will be disqualified. Sponsor is not responsible for late, lost, postage due or misdirected entries.

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SO REAL IT HURTS!



ULTIMATE GRAPHICS PUT YOU RIGHT IN THE BATTER'S BOX!

PLAYER	POS	AVG	R	H	HR	RBI	OPS
1ST B. BURNETT	1B	.280	100	220	25	100	1.000
2ND J. ANDRES	2B	.270	95	210	20	90	.970
3RD J. HENRY	3B	.260	90	200	18	85	.950
4TH B. HENDON	SS	.250	85	190	15	80	.920
5TH L. HENDERSON	LF	.240	80	180	12	75	.890
6TH M. JAMESON	CF	.230	75	170	10	70	.860
7TH K. JACKSON	RF	.220	70	160	8	65	.830
8TH J. HENRY	P	.000	0	0	0	0	0.000

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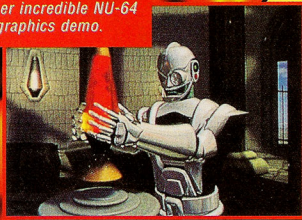


CIRCLE #113 ON READER SERVICE CARD.

will probably look like on Silicon Graphics workstations. Nintendo has enlisted third-party support from Spectrum Holobyte, Acclaim, Virgin, LucasArts and several other developers to design graphics for their games on SGI computers. The idea is that anything created on these SGIs will be easy to recreate utilizing the NU-64's speedy processor. As a result, we've seen plenty of graphic animation sequences from companies that are eager to promote games which haven't even been programmed yet.

The biggest indicator of the future will occur this December, when the system is released in Japan. If Nintendo makes that deadline, chances are we can expect to see the Ultra-64 on American shores in April.

Another incredible NU-64 graphics demo.



THE SECRET OF THE NU64

CONTROLLER

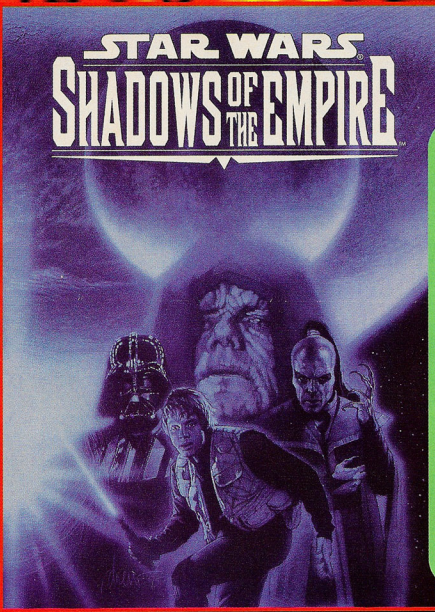
Aside from the games, Nintendo's biggest secret has been the design of their new Ultra-64 controller. According to our sources, the controller will be markedly different from anything we've yet seen, with an unusual shape and button pattern designed to fit hands perfectly. Reportedly, a complete rethinking of controller design was necessary to effectively interface with the various 3-D environments Nintendo claims the Ultra-64 will create. All the controllers for all of the new game systems are made with a 2-D environment in mind, the NU64 controller will offer players total control of 3-D environments. According to one rumor, the controller may even be something you stick your hands *into* rather than something you hold!



From what we've been able to gather, the following games are scheduled to be released with the Ultra-64 launch: *Top Gun: Fire At Will!*, *Ultra Doom*, *Robotch*, *Red Baron*, *Turok the Dinosaur Hunter*, *Monster Dunks*, *Cruisin' USA*, and *Killer Instinct 2*.

STAR WARS COMES TO THE ULTRA 64

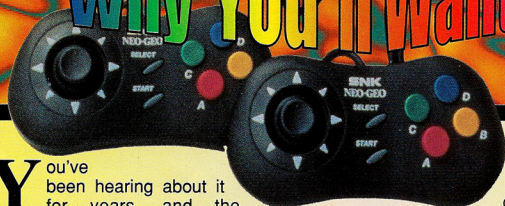
Ironically, the most exciting Ultra-64 news in months recently came not from Nintendo, but from LucasArts. The same company that brought us the deservedly popular *Star Wars* games *Rebel Assault*, *Dark Forces* and *Rebel Assault II* is currently working with Nintendo to create a *Star Wars* game for the Ultra 64. Called *Shadows of the Empire*, the game (and book and comic book and line of action figures, etc...) will chronicle the period of time between *The Empire Strikes Back* and *Return of the Jedi*, and will center around the Galactic underworld's plans to overthrow the Empire and assassinate Luke Skywalker. Aside from the plot, no firm details about this new game have yet been released, but chances are it will at least consist of the flight simulator and *Doom*-style elements found in the previous Lucas Arts *Star Wars* games. The company plans to release the game with the launch of the Ultra-64. Will they make the deadline? We're betting no. Then again, the Force is with them, so who can say for sure?





NEO·GEO CD

Why You'll Want One



You've been hearing about it for years, and the Neo·Geo CD is finally here. Not an add-on, it's actually a self-contained Neo·Geo unit with a CD drive built in. There's no cartridge port, but the controller inputs are the same, as are the CD versions of existing games.

By the time you read these words, the machine should be available at Electronics Boutique and other major retailers at a suggested retail price of \$399. The box includes one control pad and one CD game, and even though the game title was not announced as we went to press with this issue, it'll most likely be *Samurai Shodown II*.

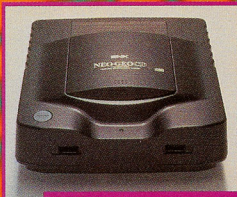
So why would anybody want a 16-bit Neo·Geo home system in this day and age? In a word:

Games. 70 titles will be available at launch, and they're all proven arcade hits. Previously available in cartridge form at prices upwards of \$250, the CD versions will cost between \$40 and \$70. New games will be released just a few short weeks after they appear in the arcades.

The original Neo·Geo home machine was like the Lamborghini Countache of video-game systems. Very few people owned one, and those who did considered it to be a real status symbol. Honestly, how much more decadent could it have been? While Super NES programmers were saying, "Gee, we can't put in that extra character 'cause we can't make a profit unless we keep the cart under eight meg," Neo·Geo programmers were saying, "By the way, we're putting in 75 meg of digitized music, so jack up the price another hundred bucks." While Sega was saying, "We've got to kill Nintendo...got to be number one," SNK was saying, "We don't care if you buy our home system or not, 'cause we're making tons of money at the arcades." Most importantly, while SNES and Genesis owners were saying, "Wow, this version of *Street Fighter II* looks almost exactly like the arcade game," Neo·Geo owners were saying, "This version of *Art of Fighting* is the arcade game." The controllers were huge, the cartridges were gigantic...just the most obnoxious,

Here's the music CD menu from the Japanese model of the Neo·Geo CD; the U.S. version is not expected to be much different.





The top-loading Neo-Geo CD is sculpted out of high-impact black plastic; the construction is extremely sturdy.



RECOMMENDED NEO-Geo CD GAMES

VIEWPOINT

This beautiful *Zaxxon* update makes Sega's own 32X *Zaxxon* sequel look silly.

FATAL FURY

Sure, the sequels rock, but the original game has two-on-one battles!

RIDING HERO

The most surreal motorcycle sim on the market. Race the mysterious Diamond Dave!

ART OF FIGHTING

Rediscover the "Magic Move" and find King's hidden secret.

BLUE'S JOURNEY

Does anybody know what those little gems on the ground are for?

KABUKI KLASH

The very latest in a long—and we do mean *long*—series of great fighting games.

balls-out game machine you could own.

Aside from the CD storage, the biggest physical difference between the cart-based Neo-Geo and the CD unit is the style of the controllers. Everyone in the VIDEOGAMES offices is crazy about the smaller, funkier pads that come with the new machine, so much so that our old monster Neo-Geo joysticks have gone out the window, cracked knobs and all. The four action buttons are aligned just like the AB/XY buttons on a standard SNES controller, and the circular direction button is actually more like a small knob than the typical cross-shaped D-pad. Very comfortable and responsive. If you're still into sticks, SNK is offering a new, smaller joystick with the buttons in the original arcade alignment; this will be sold separately. The CD machine's built-in SRAM means you won't need a memory card to save your games; unfortunately, the new machine has no memory card slot, so your old saved games are not transferable to the internal RAM.

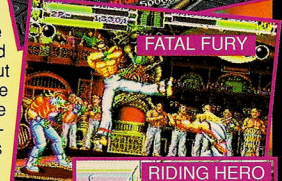
While two different models of the Neo-Geo CD have been very well received in Japan, some gamers have squawked about the super-long disc access time, due to the single-speed CD drive mechanism. Though we haven't seen a working U.S. model yet, SNK of America swears that the load-time problem will be corrected by the use of a double-speed drive in the U.S. machine.

Just so there's no misunderstanding: We're not trying to say that the Neo-Geo CD will rule the '90s, or even that it can seriously compete with muscle like Sony's PlayStation or Nintendo's Ultra 64. What we are saying is that it's a powerful alternative to the so-called "next generation" machines with consistently excellent software, particularly for the fighting-game fan.

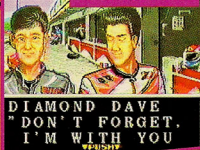
VIEWPOINT



FATAL FURY



RIDING HERO

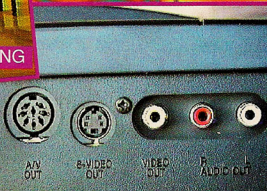


DIAMOND DAVE
"DON'T FORGET,
I'M WITH YOU"

ART OF FIGHTING



BLUE'S JOURNEY



The rear of the machine, from left to right: Old-style Neo-Geo audio/visual output, S-Video output, composite video out and left/right audio jacks.

A RUSH FELT BY A HANDFUL OF WORLD-CLASS
DRIVERS AND THE OCCASION

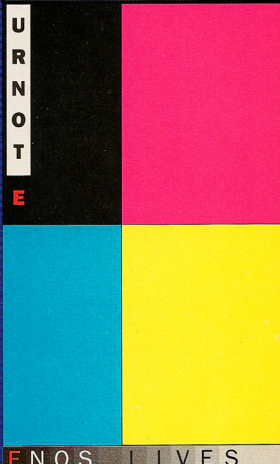


ASS



AL PARKING VALET. |

Imagine driving the wrong way in rush hour traffic, before catching enough air to make a seagull blush. Is it the L.A. freeways? No, it's the Sony® PlayStation™ Introducing Namco's® Ridge Racer.® Gut-wrenching first-person views, five different courses and 200+ m.p.h. lap speeds. Only the PlayStation provides racing so realistic you'll need to check your shorts for skidmarks. One final plug: Look for Ridge Racer and 50 other titles including Mortal Kombat™ 3 on the PlayStation before Christmas.



PlayStation™



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CIRCLE #114 ON READER SERVICE CARD.

PREVIEW

Publisher: Sega

Developer: Sega

Size: CD

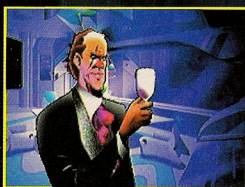
Players: 1

Available: November

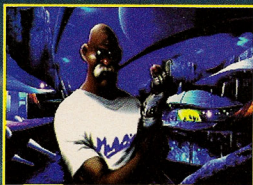
SATURN

CYBER SPEEDWAY

Cyper Speedway is another entry in the ever-growing catalog of futuristic racers coming out for the 32-bit systems. Travel from world to world racing other cyber-drivers. Adjust your brakes, engine and steering to better suit your style of racing. A big corporate guy is also following your progress, which makes you wonder if you're only a puppet in a larger picture.... It looks like *Cyber Speedway* will be another attempt to match up with *Wipeout* from Psygnosis.



Watch out for this guy. I think he's up to no good.



It's Cyber Wilford Brimley, but this time he's not peddling Quaker Oats, but developing hardware for you car.



Can you tell what's going on?



Denizens of other planets will have stuff they'll want to say to you.



Cockpit view is much better.



Whoaaaah!



Getting a little bored with your pack-in copy of *Virtua Fighter*? Get ready for the upgrade of the classic: *Virtua Fighter Remix*! Basically this is the original VF with improved graphics, new music and killer new throws. The texture-mapping on the polygons is gorgeous. Now characters like Sarah look more realistic like VF2. You'll even see animated expressions on their faces. Also, the selection screen has comic book artwork, a vast improvement over the polygon profiles from the original.

SATURN

Virtua Fighter™ Remix

PREVIEW

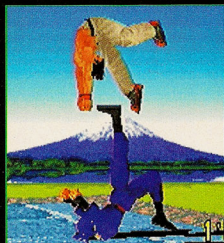
Publisher: Sega

Developer: Sega

Size: CD

Players: 1-2

Available: Fall '95

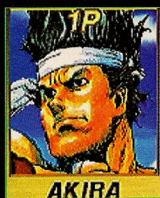


Improved texture-mapping has greatly enhanced the overall look of the fighters. The characters look as good as those in *Tekken*.

Exactly how Sega will release *VF Remix* is still a mystery. They are considering giving it away. Hurray!



Expect nothing but the same great gameplay in this version.



You won't see much difference in the backgrounds though.



Sarah looks hotter than ever. Kick me baby!



PREVIEW

SEGA SATURN

Publisher: Sega

Developer: Sega of Japan

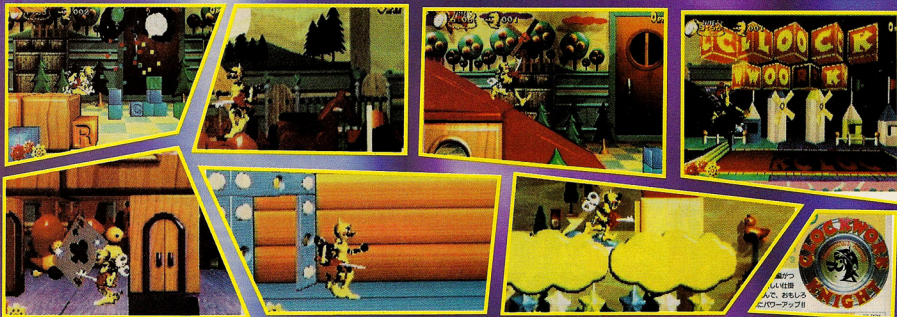
Size: CD

Players: 1

Available: Fall



The Clockwork Knight is back with a new power-packed sequel featuring more stunning effects and a higher degree of challenge than in his previous outing. This follow-up was supposed to be part of the first adventure, but was separated in order to get the game to the market faster. There are lots of cool and wacky stages including the Study Room, Bathroom, Clock Tower and Kid's Room. Awesome cinemas detail the continuing saga and resolve the heart-tugging saga cliffhanger from the previous game.



PREVIEW

SEGA SATURN

Publisher: Sega

Developer: Sega of Japan AM²

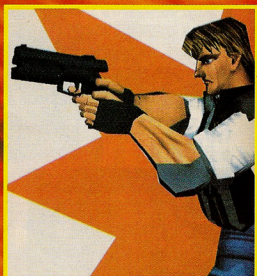
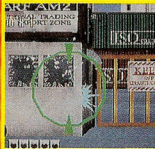
Size: CD

Players: 1 or 2

Available: Fall



One of the coolest arcade shooting games is about to blast onto the Saturn. *Virtua Cop* is another hit from Sega's in-house AM² design team who continue to crank out some of the best games around. All of the fast-paced arcade action is here, along with all the stages from the arcade. The advantage it has over other gun games is that it uses polygon figures, so you can aim at specific parts of the enemy and get a proper hit reaction depending on where you hit them. AM² is sure to pack in hidden goodies to add plenty of replay value.



SATURN

PREVIEW

Tired of hearing this: "It's OK, but it's no *World Series Baseball '95*"? Well, it looks as though you won't have to worry for too much longer. *World Series Baseball* from Sega Sports (called *Greatest Nine* in Japan) is by far the smoothest, most beautiful looking baseball video game ever! To top it off, it has the MLB teams and the most fluid playability of any baseball title currently out. The Sega Saturn is set to have some of the greatest sports games ever and *World Series Baseball* is an amazing start.

WORLD SERIES BASEBALL

Publisher: Sega

Developer: Sega Sports

Size: CD

Players: 1-2

Available: Fall '95

SELECT STADIUM

WESTERN

BIG-DOME

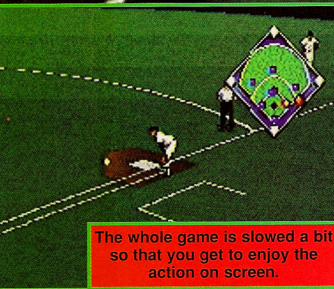
CAPITAL

BAY-SIDE

CENTER-122 m SIDE-100 m FENCE-6 m

Choose a stadium.

Choose a team.



The camera angles are great. Here's the "Ball" cam.



The commentary is amazingly robust yet strangely polite.

The whole game is slowed a bit so that you get to enjoy the action on screen.

PREVIEW

PLAYSTATION

Publisher: Vic Tokai

Developer: Kronos

Size: CD

Players: 1 or 2

Available: December

Criticom

Get ready for one of the coolest fighting game experiences in a long time. Best known for the FMV scenes in the Sega CD version of *Eternal Champions*, developer Kronos has taken its SGI experience and incorporated it into a fighting game. The graphics are expected to look "at least" as good as *Virtua Fighter 2*. (Kronos also generates the breathtaking SGI backgrounds in the animated *Spider-Man* TV series.) These beautiful shots should tide you over until we get some more exclusive info on what's sure to be a huge hit.



The fighters in *Criticom* seek to restore a lost relic to the Chosen Ones who rule over the land of...uh, wherever they're from.

Eternal Champions it ain't.



Gawk at the power of Silicon Graphics rendering technology!



Are these FMV intermissions or actual game screens? Only your hairdresser knows for sure.



PREVIEW

ARCADE

Publisher: Namco

Developer: Namco

Size: Arcade

Players: 1 or 2

Available: Now

Tekken 2

Faster. Bolder. Bigger. Brutal. *Tekken 2* has it all. Namco is following up *Tekken* with a sequel that will leave you breathless. Flat shading of the characters in real time will leave you speechless and the all-new backgrounds and higher speed will finish the job on your soggy brain. To keep consumer interest up, Namco has included a bunch of secret codes for gamers to discover as well as a "Time Release" feature which will make a new sub-boss appear on the character-select screen in the arcade every week. Cool!



PREVIEW

ARCADE

Publisher: Namco

Developer: Namco

Size: Arcade

Players: 1

Available: Now

Alpine Racer

For those who can't afford to hit the powder on the slopes of the French alps, Namco has seen fit to release *Alpine Racer*, a skiing simulation so cool it'll give you virtual frostbite. For complete immersion, a huge 50" monitor fills your vision as you stand in a set of ski controllers and steer with a set of ski poles. Compete at three difficulty levels on two types of courses as you try to beat four computer-controlled players to the finish line. You can even change your viewpoint as you see fit. It's the chilly equivalent of *Ridge Racer*.



BRUTAL!

You're Dead or Meat!

Standing naked on a glacier, you sense that something really *bad* is coming. Suddenly, a claw-happy raptor comes screamin' out of nowhere to slice and dice you into gorilla cold cuts. Before he can rip your face off, you nail the lizard breath with a crushing brain bash. Just another day.



It's Primal Rage.



With all the flesh-ripping fighting moves, action and fatalities that made the arcade hit #1. It's new. It's different. It has Flying Butt Slams and Farts of Fury. Deadly multiple combos to pound your opponents into submission. Unbelievably realistic character animations. And of course, Power Pukes, Gut Gougers, and Face Rippers.

Primal Rage. For Sega™ Genesis,™ Super NES,® Game Gear™ GameBoy,® and PC CD-ROM.



Urth Shaking Carnage!



PREVIEW

Publisher: To be announced

Developer: Scavenger

Size: CD

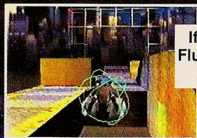
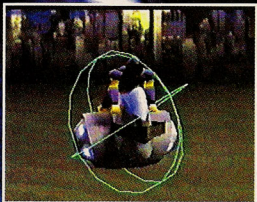
Players: 1

Available: December

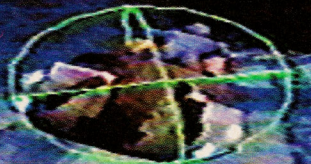
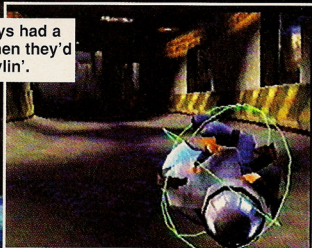
SATURN

VERTIGO

It's the future. It's New York. It's a cesspool. You play a Vexiod, half human, half machine. Through a surgical procedure, your body has been fused with a giant gyroscope surrounded by a force field. As a result, you can now go really fast and pull off some acrobatic moves. There are six tribes of Vexoids in all and they spend their nights racing in the New York sewers for total dominance. Developer Scavenger is best known for the technically amazing *SubTerrania* and *Red Zone* on the Genesis.



If only these guys had a Flux Capacitor, then they'd really be stylin'.



PREVIEW

Publisher: To be announced

Developer: Scavenger

Size: CD

Players: 1 or 2

Available: December

SATURN

AMOK

Here's a chance to run *Amok*. If you're a big fan of the military-industrial complex, this is for you. You play a Bureau man whose job it is to incite wars to keep the Bureau profiting. Using a system called BSpace, the designers at Scavenger have created a fast-paced, truly 3-D environment for you to cruise around in. Both *Amok* and *Vertigo* (see above) are being developed by Scavenger "on spec"—no publisher has been announced for either title.



BSpace technology makes this universe truly 3-D.



If video games based on comic book characters are a mainstay of your gaming diet, then this little morsel should have you doing cartwheels. Acclaim is releasing *Spawn*, based on one of Image Comic's most famous anti-heroes. Spawn sold his soul to the Devil and spends most of his leisure time offing washed-up superheroes and the like. Although still in the early stages of development, *Spawn* looks as if it'll play a lot like the popular *Maximum Carnage*, released last year.

SUPER NES



PREVIEW

Publisher: Acclaim

Developer: Probe

Size: 16 MEG

Players: 1 player

Available: Fall '95



Apparently, there's a crack in the ceiling.



All the action from *Spawn* is here.



Red brings out his best features.

It's Ditka! Scholars around the world have said that he possesses one of the great minds of our time. We expect big things from this man. So, we should also expect big things from a game that has his name on it. *Quarterback Attack* is a first-person football game that has you playing the QB. Call plays right out of the coveted Ditka Playbook—the Bible of the football world. A step up from the quality of other Digital Picture games (at least in terms of control), *QB Attack* could be the football game that you're looking for.

SATURN

QUARTERBACK ATTACK

PREVIEW

Publisher: Digital Pictures

Developer: Digital Pictures

Size: CD

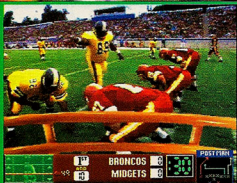
Players: 1-2

Available: November



Ditka, self-proclaimed deity, won't take any crap from a snot-nose rookie QB such as yourself.

View the game from the helmet cam. Be careful not to get sacked. *Ouch!*



Digital Pictures has a winner with the most original football game in years.





Williams
Williams Entertainment Inc.

PHONE
(800) 345-SONY

DEVELOPER
WILLIAMS

SIZE
CD

PLAYERS
1 OR 2

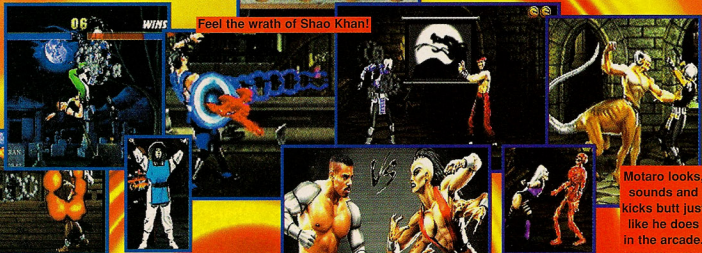
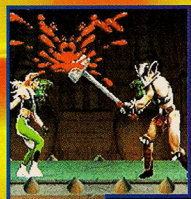
EDITORS' RATINGS

GABE **9**
What can you say? It's practically arcade-perfect.

BETTY **9**
Amazing. This version of MK3 is as good as it gets.

DAN **8**
Arcade-perfect, but 2-D fighting games are on the way out.

"If it were any better, it'd be better than the arcade!"



I don't know how much Sony paid for the exclusive 32-bit rights to *Mortal Kombat 3*, but it's going to be worth every penny. Sure, the 16-bit conversions may be decent, but Saturn, 3DO and Ultra 64 owners won't be able to play this game for six months! After spending a week with the PlayStation version, I have to wonder if any other home version of the game could possibly be better than this.

This game means business. The graphics are dead-on, the sound is bone-jarring and the playability incorporates all of the subtleties and responsiveness of the \$4,000 arcade machine. According to *Mortal Kombat* co-creator Ed Boon, the PlayStation version includes the actual background graphic data from the original with no modifications; these are the arcade backgrounds. The proportions of the characters had to be adjusted to make up for a difference in pixel size between the arcade and PlayStation, but—aside from that minor fix—it has the same number of "frames" for each move and the same number of colors.

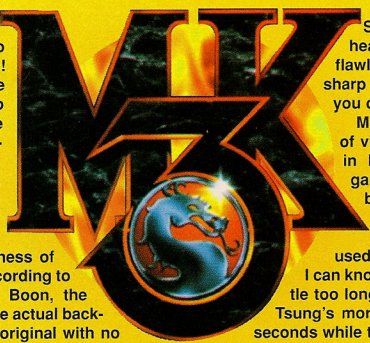
Then there's the soundtrack. All of the crunching

sound effects and character voices are intact, and they sound as clear as a bell. Better yet, all of the game's music is reproduced in flawless, red-book audio, as is the voice of Shao Khan in most instances. To hear him growling "Motaro wins... flawless victory" in booming, razor-sharp digital audio is enough to make you cry tears of joy.

More importantly, fans of the science of video-game combat are going to be in heaven when they see how the game plays. All of your favorite combos work beautifully; the timing is arcade-perfect and the character balance is exactly what you're used to from the coin-op. The only thing I can knock is the disk access time; it's a little too long for cartridge fans to bear. Shang Tsung's morphs are usually delayed by a few seconds while the CPU is loading the new character data into RAM, which is a shame. Hey, if Namco can load *Ridge Racer* into memory in its entirety, why can't MK3 have all of the characters load up the same way?

These are very minor complaints. Overall, Sony has pulled off the coup of the century with this nearly flawless conversion.

—Chris Bieniek



Compare the arcade game to the PlayStation conversion yourself:



ARCADE



PLAYSTATION



BREAKDOWN

GRAPHICS **9**
Straight out of the arcade machine.

SOUND/MUSIC **9**
Deep and resonant, but the highs are crisp, too.

PLAYABILITY **9**
Get used to the PlayStation controller.

OVERALL RATING **9** **EXCELLENT**

VIDEO GAMES

"Get ready to hippity-hop in a total 3-D world!"

PLAYSTATION

Jumping Flash!

I can see my house from here!!!

EDITORS' RATINGS

- CHRIS G. 10**
The most original game I've played in years.
- CHRIS B. 9**
Innovative and amazing to look at. Almost makes you dizzy.
- GEOFF 9**
A revolutionary platform game.

SONY



COMPUTER ENTERTAINMENT

PHONE

(800) 345-SONY

DEVELOPER

EXACT ULTRA

SIZE

CD

PLAYERS

1

Some levels contain underground corridors à la Doom.

ups, and collectable secret weapons.

In a strange break with videogame tradition, you never see your cyber-bunny from the outside (except for its appearances in the game's hilarious animated video sequences). Instead, you experience the world through the rabbit's eyes. It's almost as if you are sitting in a cockpit, but the effect is far more seamless than any previous first-person flying shooter.

Here's where *Jumping Flash* busts once and for all the tired mold so prevalent in previous *Doom*-style games: Your rabbit jumps. High. Really, really high! We're talkin' so high, you can see the entire city laid out below you before you plummet to a soft landing on the surface. Sure, you can just hop around on the ground, too (on some underground corridor levels you're forced to), but you'll normally need to jump if you want to grab jetpods and goodies.

The feeling of jumping flight comes across here amazingly. Everything is perfect; from the trajectory angles of the jumps to the gradually increasing speed at which you fall from great heights, to the way that everything in the air (including your rabbit) casts a shadow on the ground. When I've dreamed of being able to fly, it usually feels a lot like the effect I get playing this game.

Jumping Flash is unique, wholly innovative and destined to become a classic. It's perfect, in fact. PlayStation owners: Buy this game. Period. (And pick up some

carrots while you're out—you'll be craving them after the first level)

—Dan Vebber

WOW! Hop anywhere you please in this total 3-D cartoon world.

BREAKDOWN

- GRAPHICS 10**
Polygonal Nirvana.
- SOUND/MUSIC 10**
An ever-changing symphony of silliness.
- PLAYABILITY 9**
Addictive and innovative, but too few levels.

OVERALL RATING

MEGA-HIT

10
VIDEO GAMES

KILEAK

The DNA Imperative

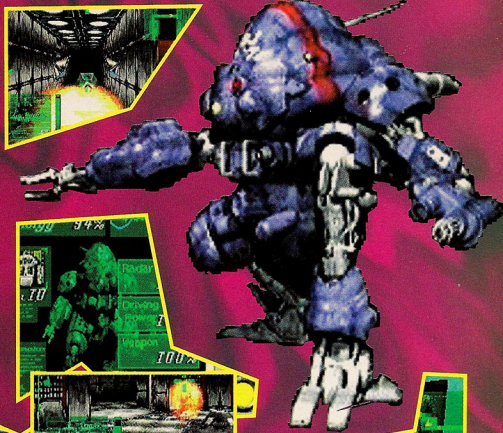
Some people are going to pick up *Kileak* and think it's a great game. Personally, I get a certain level of entertainment out of it. But when I ask myself if the public at large will like this game, I just don't think so.

Kileak: The DNA Imperative is another in a long list of *Doom*-esque, first-person shooters; this one has you working the controls of a robot. There has been a murder on a space station and you are sent in to find the culprit. Unfortunately, there are many beasties awaiting you that are minions of the murderer.

Movement is so smooth that it seems flawless. Easy manipulation of the controls also makes for extremely fluid gameplay. *Kileak's* major problem is that it takes too long to warm up. You spend way too much time wandering about and not enough time blowing up stuff, which is ultimately what you really want from a game like this.

Patient players will find this game enthralling, but for the most part it just doesn't pack enough of a wallop to make it worth playing for any extended period of time.

—Geoff Higgins



This is what you do for most of the game.

Enemies are an endangered species in this game. Where are they?

“Only the most patient players will get into it.”

For some, this screen will be a relief.

EDITORS' RATINGS

- BETTY** **8**
A dark, futuristic *Wolfenstein* clone; I thoroughly enjoyed it.
- CHRIS B.** **7**
Smooth controls...beautiful graphics...not enough enemies.
- GABE** **6**
Its beauty doesn't hide the fact that it's kind of dull.

SONY
COMPUTER ENTERTAINMENT

PHONE
(800) 345-SONY

DEVELOPER
GENKI

SIZE
CD

PLAYERS
1

BREAKDOWN

GRAPHICS **9**
Detailed and very smooth scrolling.

SOUND/MUSIC **7**
The mood is just right.

PLAYABILITY **5**
Flawless control, but ultimately boring.

OVERALL RATING **6**

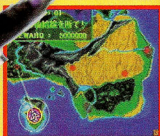
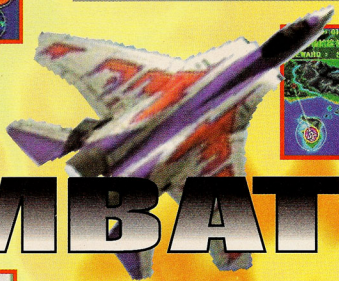
GOOD VIDEO GAMES

**"SIMULATION ACTION
WITH A BANG!"**

PLAYSTATION



AIR COMBAT



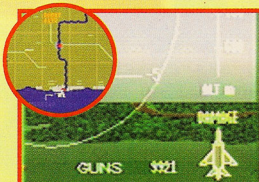
namco

PHONE
(408) 922-0712

DEVELOPER
NAMCO

SIZE
CD

PLAYERS
1-2



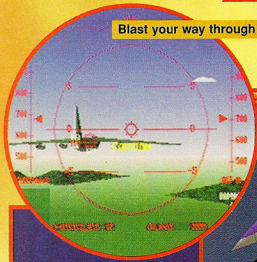
Namco gets an "A" for effort, but still fails to deliver an enjoyable game. *Air Combat* is a jet-fighter simulator in which you can choose from the world's most elite fighter planes (and a few imaginary ones as well). When you select a plane (my choice was the ever-popular F-14), you must tackle a mission that might have you rescuing stranded comrades or blasting bogies from the sky.

Technically speaking, *Air Combat* is an excellent game. Many on-board options allow you a great deal of latitude and information concerning your plane. From radar to different views to plane statistics, *Air Combat* isn't lacking in the complex flight simulator department. Also, the textured backgrounds and enemies look beautiful. What is lacking is excitement—I want my dogfights fast and furious with lots of fire. Unfortunately, you won't see that in this game. Turning and tracking the enemy is painfully slow, and you have to worry about stalling if you fly too high, and crashing if you dip too low.

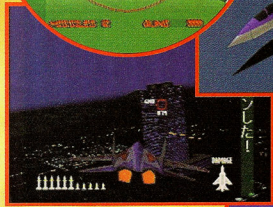
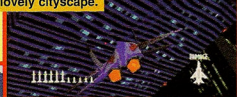
In two-player mode, you must track your opponent down and terminate him. Using a split screen, it's really hard to figure out what the hell's going on. The backgrounds are so bland, and your prey so elusive, that two-player mode becomes more tedious than anything else.

Air Combat looks pretty and has all of the elements required for a simulator, but that's all it is. When I want to see firemen in action I watch *Backdraft*, not the Learning Channel. When I want to see planes in a dogfight, I'll stick to *Afterburner* (or *Blue Lightning*, reviewed in this issue). I don't want realism, I prefer flashy excitement.

—Geoff Higgins



Blast your way through a lovely cityscape.

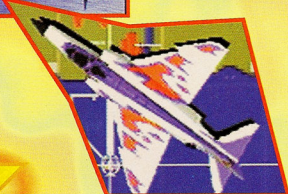


Be all you can be—but watch out for missiles.

BREAKDOWN

- GRAPHICS** 8
Nice, but a little too technical-looking.
- SOUND/MUSIC** 7
No Kenny Loggins here.
- PLAYABILITY** 5
The action gets repetitive.


OVERALL RATING **6**



Choose your plane—prepare to kill!

EDITORS' RATINGS

- GABE** 7
When I play this game I feel like Tom Cruise.
- CHRIS B** 7
I love the one-player mode, but the split screen is weak.
- BETTY** 6
A realistic flight sim for those of you who like flight sims.



If you have one of those
cute dogs
that hangs its head out the window,
don't bring it.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System.



Saddle up. 'Cause at dawn you ride the **death pony**. And it's gonna be pure neck-snapping, retina-tearing speed! You see, **Solar Eclipse™** boasts third generation **3D** technology

for the highest frame rate ever. That means tent-pitching **velocity** for our latest space combat n' carnage convention. But hey, it's more than some cosmic **speed trip**. Your mission's to battle a computer gone **HAL**—with all the high-tech weaponry your top gun **wet dream** can handle. And where are you dancin' this metallic lambada? On the new **Sega Saturn™**, of course. Oh yeah, you'll be smokin' mister. But don't bother cracking a window. It's 32-bits of **solar windburn** out there.



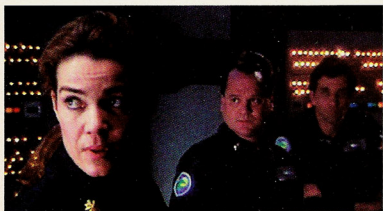
Pick from a shiny collection of do-it-yourself death tools: F-2 High Explosive Plasma Guns, convenient Thermal Tracking Missiles, handy Pulse Laser Cannons. (Tool belt not included.)



Choose cockpit or chase plane view while screaming thru 3D texture-mapped worlds. Jagged asteroid fields, fiery planet surfaces, lava filled caverns, and other sunny destinations.



Working around the clock, scientists in our speed lab achieved hyper-realistic Full Motion Graphics. Our secret? Ass-kicking proprietary engine parallel processing with Ed's '72 Pinto.



Meet Claudia Christian as the tough Major Kelt—She's nursing an intergalactic grudge against you the size of Uranus. 40 minutes of Full Motion Video let her hone her ball-busting ways.



Call 1-800-771-3772 for game rating information.
Crystal Dynamics and Solar Eclipse are trademarks of Crystal Dynamics. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. ©1995 Crystal Dynamics. All rights reserved.

**CRYSTAL
DYNAMICS™**

CIRCLE #116 ON READER SERVICE CARD.

ROBOTICA

Robotica is a dark, futuristic Doom-style game that looks and plays very much like the Sony PlayStation game *Kileak—The DNA Imperative*. It would seem that these types of games are particularly popular in Japan, where both *Robotica* (a/k/a *Daedalus*) and *Kileak* (a/k/a *Kileak—The Blood*) were both initially released. You play the role of a robot, and your immediate objective is to explore each floor for various power-ups—including weapons, shield reinforcements and gate keys—and, of course, to make your way to the exit.

Along the way you'll find various robot enemies. Your arsenal of weaponry includes missiles, lasers, vulcan bullets, and a trusty "arm punch," which is far more effective than I at first thought it would be. If you're low on bullets, don't hesitate to use it. It'll really smash those little robots up.

I'll let you know that there isn't a whole lot going on at once during this game. You can do a lot of exploring without coming across much action. My immediate reaction was "a bit boring." But I actually found that I liked the pace of the gameplay. It was simultaneously comforting and disconcerting. The game is creepy and dark, and it makes you sort of nervous. It effectively sets a mood. During some levels, the lights will flicker on and off. It's a great effect.

The graphics are impressive. Each level is sufficiently detailed. But what I really liked were the on-screen displays, which included a map, shield meter, weapons indicator, power meter, enemy detection, and a huge sight in the middle of the screen with crosshairs. It all added up to a more realistic effect. You really start to feel like a machine on legs.

So *Robotica* may not be quite as exciting as *Doom* (there, that's my comparison), but it does provide a lot of entertainment value.

—Betty Hallock

GRAPHICS 8

Beautiful, but the levels look very similar.

SOUND / MUSIC 9

Creepy, eerie and sad. Sounds great.

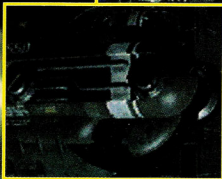
PLAYABILITY 7

It's slow, but both enjoyable and relaxing.

OVERALL RATING

 COOL
7
 VIDEO GAMES


Beautiful introductory sequences.


EDITORS' RATINGS
CHRIS B. 7

It's OK, but there are better Saturn games on the way.

GEOFF. 6

 Nothing more than a clone of *Kileak—The DNA Imperative*.

DAN 5

I thought it was repetitive and wholly unoriginal.



Watch out for little flying robots.

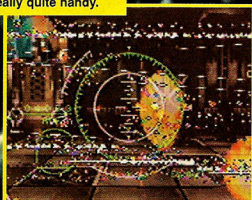
"The game is creepy and dark."

Acclaim
 GAME ENTERTAINMENT, INC.

PHONE
 (516) 624-8888

DEVELOPER
ENVISION
SIZE
CD
PLAYERS
1


The on-screen displays are both aesthetically pleasing and really quite handy.





RAYMAN



EDITORS' RATINGS

CHRIS B. 8

I'm not so jaded that I can't appreciate the beauty of this game's design and details.

GABE 7
A sumptuous feast for the eyes.

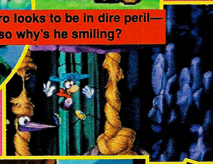
BETTY 6
It looks great, but I thought it a little slow.



Our hero looks to be in dire peril—so why's he smiling?



No arms, but one heck of a left hook.



If you beat this boss, he'll repent and become your ally.



Designed by a French guy, *Rayman* features a distinctly European style.

Rayman (a happy little freak with hands and feet, but no arms or legs) seems like a genuinely nice guy. He bops around his weird little world, punching bad-guys, jumping onto ledges, sticking his tongue out at strangers, and freeing his cute little animal buddies from captivity. Hmm...we've heard this one before, and the end result is that *Rayman* offers very little in the way of innovative platform gaming.

At first glance, *Rayman* appears to at least live up to PlayStation visual standards. But as far as gameplay is concerned, the Disney-quality animated graphics that define the game hurt more than they help. Every aspect of Rayman's surroundings is so similar in color, rendering style and detail that it's often difficult to discern the foreground from the background. This is a bad thing, especially when you leap for a cliff only to discover it's not even "there."

Still, if you're a platform purist willing to memorize the lay of the land, *Rayman* has some interesting quirks. Most notable of these is that when the game begins, the little dude has no means of attack, and must simply stay away from enemies to avoid getting hurt.

But as the game progresses, Rayman is granted various increases in his abilities. First he learns to punch, then he learns to grab onto cliffs, and so on. And unlike many games where power gains are a temporary situation, once Rayman gets a new ability he has it for the long haul. This strange method of weapon accumulation gives the game something of an interesting RPG feel. On the downside, the game is unchallenging, slow and boring in the beginning. Personally, I prefer a game to be wholly engaging from the get-go.

Rayman is bound to find an audience among little kids and others who are just discovering videogames. But for those of us who've rescued our share of princesses and completed our share of cartoon-world platform quests, this scenario seems a little too comfortable to be worth investing time in.

—Dan Vebber

BREAKDOWN

GRAPHICS 7

Fluid, but detailed to the point of confusion.

SOUND/MUSIC 6

Never establishes a consistent mood.

PLAYABILITY 7

2-D action games are starting to wear thin.

OVERALL RATING **7** COOL

VIDEO GAMES

"Rayman is a happy little freak with hands and feet, but no arms or legs..."

SHINOBI LEGIONS

新忍伝

Many of you will remember the *Shinobi* arcade game, as well as *Revenge of Shinobi*, *Shadow Dancer* and *Shinobi III* for the Genesis. Who didn't thoroughly enjoy *Revenge* and all of those amazing boss characters? As far as gameplay goes, the *Shinobi* series can still compete with more recent action games and come out on top.

Shinobi Legions may not live up to every *Shinobi* fan's expectations, but I thought it very entertaining and was actually impressed by the 2-D graphics and full-motion video. I think that the backgrounds could have looked better—especially since it's a Saturn game—but it's still well worth your time.

As an action game, *Shinobi Legions* doesn't fail to live up to its name. You play as a Ninja wielding a katana and plenty of shuriken with which to attack enemies—and there are a lot of them. The really cool thing about defeating your enemies with your sword is that when you do, they spurt blood everywhere. It looks as if you've cut them right in half and blood is spraying all over the place.

The characters in the game are digitized from footage of live actors, just like the fighters in the *Mortal Kombat* series. You play as the ninja Sho, and Sho has plenty of smooth moves. Of course, there's the double jump, which can really put a lot of air between you and the ground. Plus he can swing his sword while spinning in the air or dash toward his enemies and chop their heads. I'm telling you, it's fun. Certain power-ups will even give you Buddha powers, where every time you swing, a huge red Buddha appears in the background and fills up almost the entire screen.

Some of the boss characters look really cool. Like the big, scary Japanese mask with horns in the first stage; I think it's called a "tengu" in Japanese. Some players will think that the boss characters in *Revenge of Shinobi* were much more inventive, but—despite the fact that it looks a little "flat"—I think *Shinobi Legions* makes pretty good use of the Saturn's 2-D capabilities. Overall, I thought it a particularly fun game with plenty of action.

—Betty Hallock



VIC TOKAI, INC.

PHONE

(310) 326-8880

DEVELOPER

SEGA OF JAPAN

SIZE

CD

PLAYERS

1

EDITORS' RATINGS

CHRIS B. 7
Excellent graphics make up for the ordinary gameplay.

DAN 6
Looks and plays like little more than a good Genesis game.

GEOFF 6
What kind of ninja wears red and white?

BREAKDOWN

GRAPHICS 8
Some cool effects, but not truly spectacular.

SOUND/MUSIC 7
Expected more with the Saturn's capabilities.

PLAYABILITY 8
Shinobi fans probably won't be disappointed.

OVERALL RATING 8

GREAT

VIDEO GAMES



PHONE

(516) 624-8888

DEVELOPER

CYAN

SIZE

CD

PLAYERS

1

MYST



The entire world of *Myst* exists within this tattered old book. Pretty deep, huh?

EDITORS' RATINGS

GEOFF

5

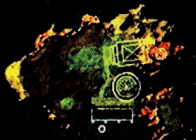
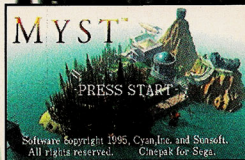
Pure tedium. If you like this kinda game, you've already played it in one form or another.

CHRIS B.

5

I just don't get the appeal of this game. At least *The 7th Guest* would scare you; as is, *Myst* is almost as primitive as the ancient CD *The Manhole*.

"Myst's time has already come and gone."



The island of *Myst* is quite extensive, as this map shows.

Two years ago, when *Myst* first appeared on computer platforms, people were going nuts over its amazing graphics and effective portrayal of a fantastical fairy-tale world. But now that photo-quality graphics have become the industry standard, a reevaluation of the *Myst* phenomenon is very much overdue. It's high time someone took a stand and admitted in print what people have been saying behind closed doors for months: *Myst's* time has already come and gone.

This Saturn version of the game is a near-perfect replica of its predecessors. By pointing and clicking with a cursor, you explore a strange, timeless island and try to solve an undetermined mystery. *Myst* comes with very few instructions, so goals are initially vague and must be discovered through the solving of puzzles.

Sadly, the puzzles are for the most part poorly conceived, and after the thrill of seeing pretty pictures subsides, the game quickly becomes tedious and frustrating. Cracking many of the *Myst's* essential codes can require literally hundreds of tries and hours of viewing the same series of images over and over. Don't get me wrong—I've got no problem with puzzle games, I just prefer it when the puzzles can be solved through methods other than dumb luck and lab rat-style repetition.

As good as *Myst's* still pictures are, they're just that: still pictures. I had kinda hoped that the game's design-



This normal-looking kettle turns out to be a high-tech holographic imaging system.



Exploring this room is kind of like visiting your dentist, but not nearly as exciting.



Looks like the perfect place to take a date on a picnic.

BREAKDOWN

GRAPHICS

7

Beautiful pictures. Too bad they don't move.

SOUND/MUSIC

4

The sparse audio is arty at best, dull at worst.

PLAYABILITY

5

Too much guessing, not enough strategy.

OVERALL RATING

OKAY
5
VIDEO GAMES

ers would take some advantage of the Saturn's hefty graphic potential

and finally add some movement between shots, but no such luck. Each static image simply dissolves into the next one. Yawn.

Nothing incredible in the way of sound can be found here, either. The game's ever-present selection of gently rolling tides and simple ambient noises would be...Yawn. Oops! Excuse me. I nodded off for a second there. (Hey, if nothing else, *Myst* might just provide a safe, effective cure for insomnia.)

Just like Grandpa's always yammering at you, the world today moves too fast. But like it or not, videogames have evolved significantly since the original *Myst* was introduced. Compared to the new batch of interactive CD adventures, this clunker of a game stands more as an odd milestone than as a timeless, always-playable classic.

—Dan Vebber

Panasonic

PHONE

(408) 653-1891

DEVELOPER

MEDIA ENT.

SIZE

CD

PLAYERS

1

Go get 'em Alex!



BREAKDOWN

GRAPHICS

Kinda cool Anime, the animation is pixellated.

SOUND/MUSIC

Very interesting music gets you into the action.

PLAYABILITY

Simple memorization, fun nonetheless.

OVERALL RATING

GOOD
6

VIDEO GAMES

STRAHL

The little-known, laserdisc-based Pioneer LaserActive system had some good ideas; unfortunately, their \$1,200 retail price wasn't one of them. I recall playing *Strahl* (a game similar to *Dragon's Lair*) on that now-defunct machine. The gameplay was okay and the animation seemed straight out of some '80s Japanese Anime. Now it's been converted for 3DO machines, and I'm here to tell you if you should give a nod about it.

First, the graphics: They're by no means the best the 3DO has to offer. Some of the colors in *Strahl* appear washed out and at times the video is very "pixellated." Still, it's not too bad. Considering that the animation was done years ago, it holds up pretty well against the average Hanna-Barbera cartoon. The character animation is decent enough and Alex moves with the agility of a circus acrobat.

The audio, on the other hand, is very clean. All the sound effects and music tracks fit the action like a glove. Panasonic was even smart enough to

remove the very annoying announcer from the original version (who used to shout out "Power! Power! Power!" whenever the power-ber was used). Voice effects are sparse, but the grunts and swings sound neat-o.

Finally, the playability. In a word: Aaaargh! *Strahl* obviously falls short here. After two days of playing time, *Strahl* can be beaten blindfolded (trust me, I've done it!) Having on-screen commands is a blessing and curse all in one. Knowing which direction is next cuts down on the frustration and lets you enjoy the animation more; unfortunately, it doesn't do much for the game's level of difficulty...or lack thereof.

In its defense, *Strahl* has 48 different endings, depending on how many lives you've lost, how many continues you've used, how quick your reactions were, etc. As it stands, *Strahl* is fun. The animation is more action-packed than in most games of this type. It's kinda like being in an interactive cartoon.

—Tyrone Rodriguez

EDITORS' RATINGS

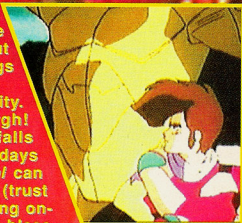
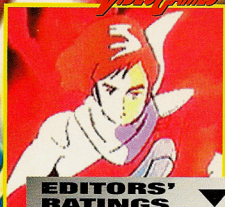
BETTY

6
It looks great—like Japanese anime—but I'm not into it.

GEOFF

6
A step above *Dragon's Lair*, but still just a cartoon.

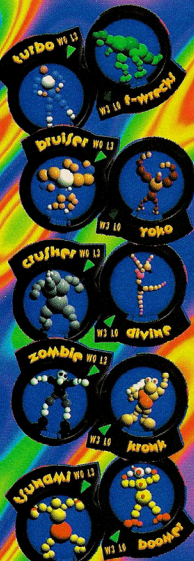
DAN

5
A *Dragon's Lair* for the '90s (that's not a compliment.)

“...an entertaining, interactive cartoon.”

ballz

THE DIRECTORS CUT



"With gameplay like this, who needs caffeine?"



Wow! That's all I can say! What? Oh, all right, I'll be more specific.

Ballz: The Director's Cut makes most fighting games look pathetic and dumb. As the title suggests, all of the combatants here are made up of nothing more than those most basic of geometric shapes, balls. (Well, spheres, actually, but that doesn't sound nearly as cool.) What a uniquely subversive concept! Game companies have traditionally tried to hide and gloss over the rough shapes that make up videogame characters, but the programmers of *Ballz* decided to make those shapes work for them.

And work is exactly what they do. As far as computer-screen displays go, nothing conveys the feeling of three dimensions as well as a cluster of spinning, inter-connected balls. The characters here twirl, leap, contort and lunge at a brain-snapping rate, and the illusion is enhanced even further because the player's viewpoint is always shifting; it's almost as if we're viewing the action from a zooming steadicam mounted on the outside of the battle ring.

The gameplay is outstanding. Complex, funny moves are simple to learn and execute, and the big, brightly-colored shapes insure it's always fairly easy to make out what's going on. The much-maligned 3DO controller in this case provides a perfect interface; it's almost as if moves appear onscreen as quickly as you can picture them in your head.

The characters are ridiculous and unforgettable; monkeys, mutants, ghouls, clowns, rhino-men...nine in all, plus eight equally goofy bosses. All characters have their own voices, catchphrases and arenas, and each commands a series of moves ranging from the standard (punching, kicking) to the truly bizarre (throwing body parts, self-destructing). And because they're all just collections of nice, bouncy balls, there's no messy blood to mop up!

But whatever *Ballz* lacks in blood-and-guts violence, it more than makes up for in obnoxious noises and gross-out imagery. Television screens set up behind the combat ring continually flash insults, horribly violent images, and more than a few gestures your mom wouldn't let you do at the dinner table. Sure, it's immature and unnecessary, but just try not to laugh.

The background music, a bombastic series of techno music tracks laid down by the mid-'80s new-wave group Information Society, rounds out the take-no-prisoners attitude of this spectacular, hyperactive game. *Ballz* is a joy to play, and has more spunk and personality than any fighting game I've yet seen. With gameplay like this, who needs caffeine?

—Dan Veerber

EDITORS' RATINGS

BETTY **3**
A wacky fighting game—even better than the original.

CHRIS E. **8**
As a fan of the *Ballz* games, I thought this was the best one.

GEOFF **8**
With better controls, this could have been a 10.

BREAKDOWN

GRAPHICS **10**
Truly 3-D. You won't believe the drop shadows.

SOUND/MUSIC **10**
I want this music on an audio CD!

PLAYABILITY **9**
One of the cleanest handling fighters to date.

OVERALL RATING **9** **EXCELLENT**

VIDEO GAMES



KILLER INSTINCT

BREAKDOWN ▼

GRAPHICS Close to the arcade.	9
SOUND/MUSIC They're killer!	9
PLAYABILITY Just call me Captain Combo...	9

OVERALL RATING ▶ **EXCELLENT**
9
VIDEO GAMES



Fulgore pulls off an Ultra Combo.



303's a roller.



EDITORS' RATINGS ▼

DAN Very slick, but it's still just a 2-D fighter. Tyrone's nuts.	8
GEOFF The most overrated fighting game is arcade-perfect.	6
CHRIS B. I thought it looked a bit flat and uninspired.	6



PHONE
(800) 255-3700

DEVELOPER
RARE

SIZE
32 MEG

PLAYERS
1 OR 2

It was a complete shock when Nintendo announced that Rare's SGI-rendered arcade hit *Killer Instinct* would be released for the 16-bit Super NES. I'll be the first to admit that I hated *KI* in the arcades—the eye candy was beautiful, but I wasn't into the combo craze—but now I've fallen in love with the game.

I'm astounded at how well *Killer Instinct* has been translated. It completely redefines the way I'll judge fighting games to come (on the SNES, anyway). Let's get any imperfections out into the open. First, it's no surprise that the silky-smooth scaling and rotating effects from the arcade are gone; sorry, no more long-range battles for you. The forbidding voice—which I thought was Satan—has also taken a vacation. Oh well...you win some, you lose some. Next, you'll find that many of the objects found in the immediate background have been deleted; this is most evident in Sabrewulf's surroundings. The pre-battle SGI-rendered cinema scenes are now static poses, and slight modifications have been made to the fighters and their ani-

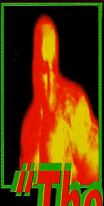
mations—nothing big, though. Believe it or not, that's all that's missing from this conversion. Other changes are very minor. I can't complain at all about the graphics, and the animation is just right. It may not flow as smoothly as the arcade version, but at least you're not paying \$4,000 for it!

All the levels have been faithfully reproduced and there are even some new ones to boot. The audio is top-quality; the music is clean, just like a spinning CD.

Now for the meaty stuff: gameplay. From this standpoint the conversion is marvelous. Combo, Ultra, Combo Breakers and—my favorite—Humiliations...if they're in the arcade kit then they're here too. I'm in awe over the power this game commands. Once you've conquered the principal concepts of the combo system, *anything* is possible. Start off with a three-hit and you can learn a manual (not Ultra) 22-hit combo. But watch out for the combo breakers!

I unequivocally recommend *Killer Instinct*. *Mortal Kombat 3* may be in the home this fall, but I'll be in line for *KI*—the first two million copies will include a free audio CD with music from the game. Check it out—it's magnificent.

—Tyrone Rodriguez



"The conversion is marvelous!"

**"Mortal Kombat 3 is a
gamer's dream come true."**

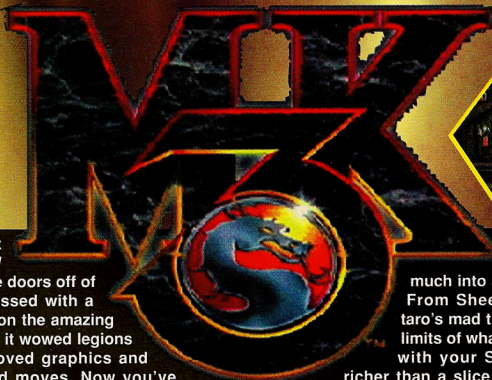
SUPER NES

**EDITORS'
RATINGS**

CHRIS B. **9**
Takes some getting used to, but
it's a killer konversion.

DAN **9**
Holy mackerel! Are you sure I'm
playing this on a 16-bit system?

CHRIS G. **9**
Keeping 16-bit alive. Flawless
victory!



Released a mere six months ago, *Mortal Kombat 3* has blown the doors off of every arcade that's been blessed with a copy. Not only did it improve on the amazing gameplay of its predecessors, it wowed legions of fans with its subtly improved graphics and amazing new characters and moves. Now you've been blessed with a home version for your SNES. Let me tell you something, buddy: It'll melt your eyeballs and leave you screaming at the abyss. It's awesome.

Sculptured Software impressed the gaming world last year with its incredible SNES conversion of *MK2*, but the company's programmers have really outdone themselves this time. Every nuance, every detail, every character and practically every move from the arcade version is in this game. Everything. Toasty makes his requisite appearance, as do Smoke and the new (and most terrifying) *MK* boss, Motaro. In addition to these features, the "codes" of the arcade version have survived intact. All the time you spent in the arcade trying to figure out combinations of symbols wasn't for nothing; you'll be able to use many of these codes on the SNES cart.

"Impressive" isn't a word I use often, but *Mortal Kombat 3* did much more than impress me. It blew me away. It destroyed me. Where should I start? The animation of the characters is a good place to begin. Frankly, I couldn't be-

lieve that the developers could pack so much into a single gray cartridge. From Sheeva's fireballs to Motaro's mad trampling, it pushes the limits of what you thought possible with your SNES. The colors are richer than a slice of cheesecake with a fifty dollar bill baked inside. All of the characters' fatalities, babilities, animalities and friendship moves have survived the translation, as have all the stages and various details that made the arcade game great.

The drawbacks are few compared to the bonuses. The only valid criticism I can level at the game is that it is exceedingly difficult at all of the difficulty settings. I'd even go so far as to say the arcade version is easier than this version's "Medium" setting. I can count the number of times on one hand that I was able to pull off Stryker's slide move against the computer-controlled opponent. I'm not complaining that the game's unfair, it's just that the computer is so darn good it's disgusting. At any rate, it's a mighty good way to train for matches against flesh-and-blood opponents.

Mortal Kombat 3 has everything a hard-core gamer like you could want from a fighting game and perhaps even a little bit more. Get it.

—Gabe Soria



Sub-Zero's "clone" move serves him well.

Shang Tsung's triple-skull attack burns up the SNES.

Trash swirls around the street just like in the arcade.

Williams
Williams Entertainment Inc.

PHONE
(903) 874-5092

DEVELOPER
SCULPTURED

SIZE
32 MEG

PLAYERS
1 OR 2

BREAKDOWN

GRAPHICS 10
Who needs a PlayStation?

SOUND / MUSIC 9
Not quite arcade perfect, but close.

PLAYABILITY 9
Controls great and the secrets are plentiful.

OVERALL RATING **9** EXCELLENT

VIDEO GAMES



You'll find this shotgun in the game's second rack.

"The all-important gameplay is 100% intact."



Getting this game for review was a shocker. I thought that id Software would sooner die than have another one of its games appear on the Super NES. Remember how then-wimpy Nintendo forced Imagineer to remove the blood from the SNES version of *Wolfenstein 3-D*? I guess the guys at id have lightened up since that ugly incident—either that or they got an obscene amount of cash to let Williams port it over. (I have this weird feeling it's the latter.)

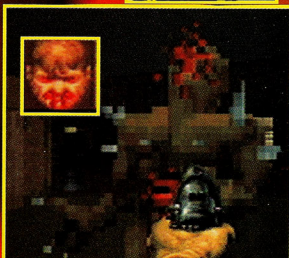
I hate to insult your intelligence by describing *Doom* when I dang well guarantee you've heard of it, but here we go anyway: It's a first-person shoot-'em-up in which you pick up an assortment of weapons (a pistol, a shotgun and a chainsaw, to name three) and use them to blow away various denizens of Hell; from zombie soldiers to horned little imps. The original PC version was (and is) phenomenal, and the Atari Jaguar and Sega 32X conversions were (and are) quite good. So how does the lowly

16-bit SNES handle a 32-bit game? By stripping down the graphics to bare-bones levels, even with an FX' chip in the cart for added horsepower. There aren't any ceiling or floor textures, the creatures can only be viewed from the front, and the game play screen is a bit smaller than the TV screen. But the all-important gameplay is 100% intact—the weapons, the devious level layouts, the hidden areas and the tricky little puzzles.

There are even a few departments in which the SNES version whups its 32-bit cousins. The SNES version has music, but the Jaguar version doesn't. (A "64-bit" system can't do music, but a 16-bit one can?) The SNES version has 22 levels, while the 32X version only has 15. And the SNES version has the best auto-mapping of the three; you can move around very smoothly and scale in and out to many different levels.

The verdict: *Doom* for the Super NES ain't pretty, but it's mucho fun to play, and it's an amazing example of how much juice you can still squeeze out of a 16-bit system. If you like first-person shooters, or if you're a postal worker looking for a carnage fix, *Doom* is the cart for you.

—Zach Meston



This version includes all of the blood that was left out of *Wolfenstein 3-D*!

EDITORS' RATINGS

GEOFF

A pumping soundtrack and easy controls make this my personal fave of all *Doom* games.

DAN

I can't believe a 16-bit game looks this hot!

CHRIS B.

An amazing technical feat.

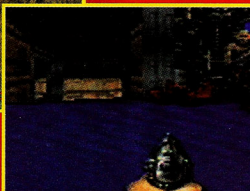
Williams
Williams Entertainment Inc.

PHONE
(903) 874-2683

DEVELOPER
SCULPTURED

SIZE
32 MEG + FX' CHIP

PLAYERS
1



BREAKDOWN

GRAPHICS

The best 3-D you'll ever see on the SNES.

SOUND/MUSIC

Not the best tunage, but better than nothin'.

PLAYABILITY

Right up there with the original game.

OVERALL RATING

COOL



Play as any of the three monsters: Ickis, Krumm or Gblina.



It's wacky, it's crazy, it's *Aaahh!!! Real Monsters*. Based on the children's cartoon seen on Nickelodeon, *Aaahh!!! Real Monsters* is another standard platform game. With elements of *Lost Vikings* included, *Monsters* manages to rack up some points in the creative category but ultimately it falls short.

You play three little monsters currently enrolled in fright school. Each one of your classes is a level in the game, in which you have to accomplish some sort of goal in order to pass. For example, on the first two levels, you must find a red shoe.

The gameplay is pretty much the same as all platforms, with you throwing things at enemies to kill them and avoiding obstacles like open sewage and spikes (which look transplanted directly out of *Earthworm Jim*).

Each little monster comes with a "scary" face, which you can utilize as a weapon—a kind of a smart bomb—and a special move. The special move occurs when all three monsters work together to pull off a maneuver; one of them helps you jump higher, one helps you jump farther and another lets you view areas that are out of reach.

The graphics, while colorful, are actually quite average. The playability, even with the "scary" faces and special moves, is still uninspired. The best feature of this game is its music, which sets a mood of zany fun.

Aaahh!!! Real Monsters is a fine game, but devoid of anything spicy. Once you cut away the interesting music and colorful graphics, you're left with nothing more than your average platform game. Kiddies might enjoy it nonetheless.

—Geoff Higgins

BREAKDOWN ▼

GRAPHICS

Colorful and interesting to look at.

SOUND/MUSIC

It has Nickelodeon written all over it.

PLAYABILITY

It's still just another platform game.

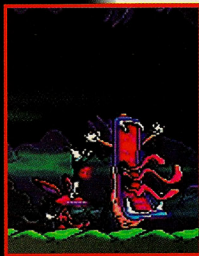
7

7

6

OVERALL RATING ▶

GOOD
6
VIDEO GAMES



AAHHH!!! REAL MONSTERS



VIACOM
NEW MEDIA™

PHONE

(800) 469-2539

DEVELOPER

REALTIME

SIZE

16 MEG

PLAYERS

1

EDITORS' RATINGS ▼

CHRIS B. 7

It's a pretty good *Lost Vikings* clone.

CHRIS C. 6

I don't know about the characters, but the gameplay is OK.

BETTY 6

I thought the "scare" moves were genuinely creepy.

"KIDS'LL GET A KICK OUT OF THE "SCARY" FACES!"

SUPER NES GENESIS



Do you think you have what it takes to become the Weaponlord? If scantly-clad beefcakes wielding weapons of destruction are your thing, this game is right up your alley.

The story is an old one: Do battle with your peers to earn the right to meet the demons of the Outerworld. If you defeat them, you are the Weaponlord. This game was designed by James Goddard and Dave Winstead, the two guys responsible for raising the concept of combos to a science. Their work on *Super Street Fighter II Turbo* changed how combos were perceived. What these two wanted to do was develop a fighting game in which combos were the driving force behind the playability. Pull off the right combos, and you'd win the match. The result of this opus is *Weaponlord*.

Choose from six of the meanest-looking warriors to do battle. Each warrior comes equipped with one or more weapons for maximum bloodletting. As in all fighting games, *Weaponlord's* characters have several special moves and unique combos that separate them from the others. No character in this game, though, has any strength advantage over any other.

Besides its attention to combos, *Weaponlord* has some other great features as well. For one, *Weaponlord* is the first fighting game to contain Thrust Blocking. A Thrust Block, unlike a regular block, is an offensive block that knocks the opposing player off balance, leaving him or her open to a counter-attack. There are several types of Thrust Blocks in the game. Also included is the ability to break an opponent's weapon. When this is done successfully, the warrior with the damaged weapon will have a shorter attack range and will do less damage per hit.

Style will become an important facet to this game. The types of attacks you have range from thrusts to forward and back slashes. You must learn proper weapon technique in order to maximize your character's ability. Two forward slashes in a row are not as effective as a forward slash followed by a backward slash.

Keeping your character's movement fluid will greatly improve your chances to win.

The combo systems in this game are quite sophisticated. There are four different types of combos: full combo, turbo combo, quick stun and death combo. While turbo and quick combos are just variations of the regular kind, adding speed and a stun capability, the death combo is the most interesting one. If your opponent has little energy left, finish him with a combo. The longer the combo is, the more special moves will be added after your opponent has been killed. These special moves, or Death Strikes, as they are called, resemble fatalities, whether it be a disembowelment or decapitation. These Death Strikes are cumulative. String more than ten hits together and you may perform two or three Death Strikes on the same opponent. Each character has between four and five death strikes unique to himself.

Both versions of this game are good, but the Genesis is a step above. It plays a bit faster and the controls are more responsive. On the other hand, the graphics and sound on the SNES version are superior; but a game like this depends on its playability, not its attractiveness, so the Genesis version is the one to get.

Weaponlord is an exemplary fighting game that raises the art of battle to a new level. It is an excellent fighter for your 16-bit system. Definitely check this one out.

—Geoff Higgins

EDITORS' RATINGS

CHRIS E.	3
A landmark game for fighting-game masters only!	
DAN	3
Unabashed violence & blood make for a satisfying experience.	
GABE	7
Conan the Barbarian lives on and kicks butt!	



SUPER NES GENESIS

BREAKDOWN ▼

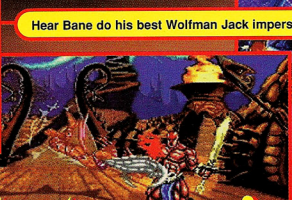
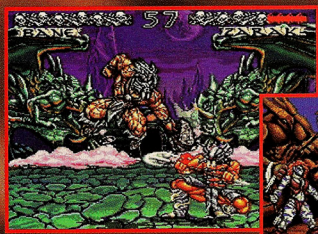
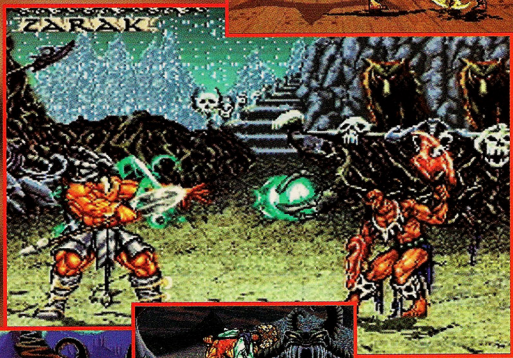
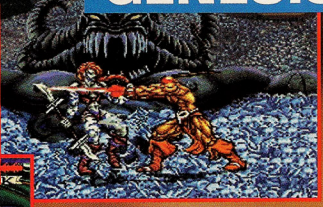
GRAPHICS 8
Second only to *MK* in amount of blood.

SOUND/MUSIC 7
The sound of metal crashing together is great.

PLAYABILITY 8
SNES is a little slow. Genesis is right on target.

OVERALL RATING ▶ **GREAT 8**

VIDEO GAMES



If only you could hear the weapons clashing together.

Hear Bane do his best Wolfman Jack impersonation.

namco

PHONE
(408) 922-0712

DEVELOPER
VISUAL CONCEPTS

SIZE
24 MEG

PLAYERS
1 OR 2

"Weaponlord raises fighting to a science."

GENESIS

In this industry, it's all too easy for game companies to take the easy way out by purchasing big-name licenses. It's easy money to develop a garbage game and then dump it into a box with an identifiable movie or cartoon show logo stamped on the front. So it's always a pleasant surprise to come across a game with not only a decent amount of originality, but an entire *truckload* of creative flair.

The Ooze is a prime example. It's not a platform game. It's not a fighting game. It's not a shooter. *The Ooze* is something special. In the day of 32-bit this and 64-bit that, most of my attention has been turning away from the tried-and-true 16-biters, but *The Ooze* had me crazyglued to the Genesis control pad.

Here's the scoop: A big corporation called—well, called "The Corporation"—developed a horrible virus capable of killing off the world's entire population, a la *Outbreak*. Their evil plan was to blackmail governments by offering the antidote—for a price. (namely, cash-money) Once one of the scientists found out about the plot, he was injected with syringe of chemicals which turned him into a puddle of gloopy green slime. AARRGHH!

As *The Ooze* (a/k/a Dr. Caine), you must battle your way through 18 screens in order to stop the wackos and recover your DNA code. As you move your gooey, green "body" along the ground, you can punch and spit at enemies. Punching is exceptionally cool in this game; even enemies located around corners can be smashed, because your fist travels in a moving, guideable puddle and the longer you hold down the punch button, the longer your range. Spitting ooze-wads cause more damage than punching, but with each spit, you lose a portion of your puddle size. If you find yourself getting smaller, you can look for ooze droppings, which add volume to your character.

There are simply too many cool things about *The Ooze* to list in this review, but I've come up with a Top Ten list, so here goes:

10. The overall feel is excellent, with smooth stick-and-move control.
9. The levels are really cool; most are laid out with over- and underpasses which offer multiple routes.
8. The toilet sound.
7. Activating switches cause doors to open or shut and machines to turn off, giving the player a sense of accomplishment.
6. The music kicks monumental booty.
5. Just being *The Ooze* makes me act nutty!
4. You can travel through broken pipes to "warp" to another area.
3. There are rip-roaringly funny (although not very PC) between-level laboratory bonus rounds where you—get this—maul little, helpless *bunny rabbits*!
2. You can ooze yourself out of a toilet.
1. (Accompanied by drum roll) When you lose, you get made into a lava lamp!

—Jim Loftus

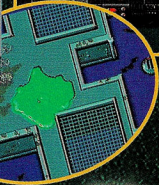
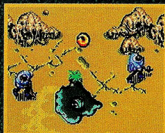
SEGA

PHONE
(800) USA-SEGA

DEVELOPER
SEGA TECHNICAL
SIZE

8 MEG

PLAYERS
1



EDITORS' RATINGS

GEOFF 8

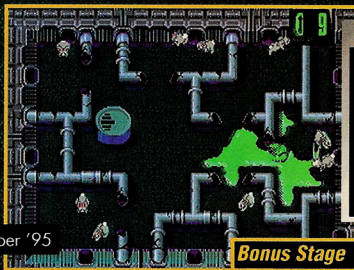
I loved this game! One of the most original of the year!

CHRIS B. 7

Great controls & music, but not enough variety between levels.

DAN 7

Playing a shape-shifting blob is a great idea.



BREAKDOWN

GRAPHICS 9

The slimy movements of *The Ooze* are perfect.

SOUND/MUSIC 10

The Genesis is maxed out on this one.

PLAYABILITY 9

As smooth and playable as they come.

OVERALL RATING



October '95

Bonus Stage



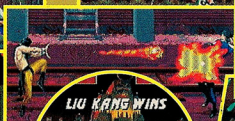
Williams
Williams Entertainment

PHONE
(903) 874-5092

DEVELOPER
SCULPTURED

SIZE
32 MEG

PLAYERS
1 OR 2



Uppercuts are still among the most damaging attacks.

Sub-Zero puts Liu Kang on ice.

Unfortunately, I can't rave about the Genesis version of *Mortal Kombat 3* as wildly as I can about the superb SNES cart. If this were the Pepsi challenge, this game would definitely be Brand X.

Actually, it's not surprising that when comparing the two the Genesis version comes across as being the weak sister. We've seen the same thing happen with *Mortal Kombat II*. It just had to happen this way.

However, if you own a Genesis and you're a *Mortal Kombat* fanatic, you shouldn't despair just yet. This version of *MK3* isn't the video equivalent of cookies 'n' cream ice cream, but it's pretty plain vanilla with a few sprinkles. Mmm, tasty.

First, the good stuff: It has just about everything the arcade version had stuffed into its little chips, including the hidden shooter game, Toasty, Smoke and the code system which allows you to access special features in the game. Some of the features you might discover are right out of the arcade, and some (like the "pause enabled" feature) are specific to the home systems. Another possible cheat that we've been privy to is the possibility of Motaro and Shao Kahn being playable characters! Now that's exciting! Even though *MK3* has everything that made the arcade

version great, the limitations of the system prevent it from being a truly great game. The graphics are...okay. For a Genesis they're actually pretty good, but they fall far behind the SNES version and aren't even as colorful and detailed as a game like *Comix Zone*. I wasn't even vaguely impressed by the sound design or the soundtrack. Both the effects and the music lack depth, sounding remarkably like they were derived from recordings of a radio without an antenna. Sorry, but that's the way it is.

The last (and most glaring) flaw in the game is the one thing which kills most beautiful-looking fighting games: the control. Your game could be the most stunning thing ever rendered on a 2-D screen, but if it doesn't control well, then the joke's on you. *MK3* for the Genesis doesn't control well. You can make your character jump and do special moves, but for the most part it just doesn't feel like the arcade version feels.

Mortal Kombat 3 for the Genesis will have most gamers slaving and drooling like good little fans, but this reviewer just wasn't impressed. It lacks the all important X factor of playability which makes classics.

—Gabe Soria

"A great game, but I've played better."

BREAKDOWN ▼

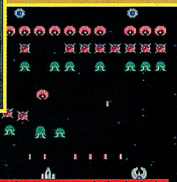
GRAPHICS 7
The Genesis version lacks the SNES' detail.

SOUND/MUSIC 6
Typically tinny Genesis music and effects.

PLAYABILITY 6
Sluggish controls are for tugboats, not games.

OVERALL RATING 6 GOOD

VIDEO GAMES



Even the hidden shooter game is included.

EDITORS' RATINGS ▼

GEOFF 8
The old Genesis has still got what it takes.

CHRIS B. 8
Not the best home version of *MK3*, but not bad at all.

CHRIS G. 7
A decent conversion for the 16-bit crowd.

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TAVG5A

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Crystal Dynamics	104	10-11
Crystal Dynamics	116	66-67
Funco	117	91
Interplay	111	31, 33, 35
Nintendo	101	Cvr#2-3
Nintendo	118	98-Cvr#3
Nintendo	110	28-29
Panasonic	—	21
Panasonic	—	23
Psygnosis	106	24-25
Sega	—	13
Sony	103	6-7
Sony	114	50-51
Square Soft	102	4-5
Time Warner Interactive	—	59
Viacom	105	17

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Virtua Fighter

"Sega finally shows up with a truly impressive 32X game."

Sega has had what you might call a slow start with the 32X add-on. The initial batch of games have been generally poor, with the odd exception. This is their biggest 32X project to date and Sega seems to have spent a great deal of time and effort getting it right.

Is it good? Well, our resident *Virtua Fighter* experts are all agreed; this plays and feels almost exactly like the arcade game. The one problem is that graphically, this is still a long way from the Sega Saturn version.

C'mere you polygon punching bag!

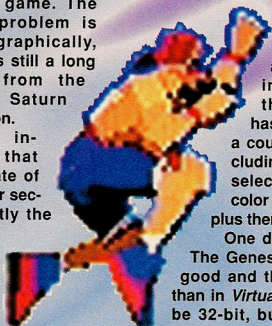


Die you box-faced bonehead!

Sega insists that the frame rate of 30 frames per second is exactly the same as the Saturn version, but the polygon count is a lot lower. The end result is that the characters look a lot chunkier than previous versions, and 30 frames per second or not, this looks a lot jerkier. This is simply an illusion caused by the simplistic polygon build, but the effect is still there.

The gameplay is pure *Virtua Fighter*. The characters are designed to move

quickly and smoothly and that's what they do. The combination of punches, kicks, throws and wrestling moves makes for a deep and satisfying beat-'em-up. The control on a standard Genesis pad is awesome. The three buttons match the original arcade set-up perfectly, so there's no need for a six-button controller.



All the characters are there, including Dural, the secret boss. Sega has thoughtfully included a couple of other cheats, including hidden camera angle select, you can choose the color of your fighter's clothes plus there's a killer tournament mode. One disappointing aspect is sound. The Genesis sound chip was never any good and this was never more apparent than in *Virtua Fighter*. The graphics may be 32-bit, but the sound has more in common with the Game Gear. The sampled speech is OK, but the music sucks. That said, fighting fans are still going to love this and the lack of CD access makes this more fun for impatient players and this is a definite advantage over the Saturn version.

All in all, *Virtua Fighter 32X* is a playable, attractive and supremely violent fist-fest and a real upturn for the 32X's fading fortunes.

—Frank O'Connor



The tournament mode will allow you to find out who's really the best.



EDITORS' RATINGS

- CHRIS G. 9**
The first definite must-have for 32X owners
- CHRIS B. 9**
A technical knockout; the new features are key.
- BETTY 7**
It looks surprisingly similar to the Saturn version.



Ouch!



PHONE
(800) USA-SEGA
DEVELOPER
SEGA (AM)
SIZE
24 MEG
PLAYERS
1 or 2



BREAKDOWN

- GRAPHICS 7**
They're fast, but simplistic.
- SOUND/MUSIC 5**
Poor. Sounds like a submerged Genesis.
- PLAYABILITY 9**
Plays like the arcade with extra features.

OVERALL RATING **8** GREAT
VIDEO GAMES

POWER DRIVE rally

EDITORS' RATINGS

CHRIS G. 7
I liked it; it doesn't harness all of the Jag's power, but it's fun.

CHRIS B 7
Not a bad little game for the Jaguar.

DAN 7
A good old-fashioned skill driving game.

Here we see the new Kia Sport...

"STRAIGHTFORWARD GAMEPLAY WITHOUT ALL THE EXPLOSIONS AND GUNPLAY."

One of the better carts for the Jaguar, *Power Drive Rally* is a joy to play. Hop in your little Fiat and tool about rugged tracks across the globe. After each race, repair your car so as to be better prepared for upcoming tracks. When the time comes, you'll be asked to test your driving ability on skill tracks, where you can earn extra money.

What makes this game so much fun to play is its smooth graphics and ease of car manipulation. In the tradition of the brilliant Atari coin-op, *Super Sprint*, *Power Drive Rally* will keep you playing because it's just easy enough that you don't boil over with frustration, yet challenging enough to keep you on your toes.

Power Drive Rally is a must for Jaguar owners (which, in itself, is kinda sad). This game offers straightforward gameplay without all of the explosions and gunplay which have become so popular in games today.

—Geoff Higgins

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DEVELOPER
RAGE SOFTWARE

SIZE
16 MEG

PLAYERS
1 OR 2



BREAKDOWN

GRAPHICS 8
As pretty as *Super Sprint*.

SOUND / MUSIC 6
Your co-pilot is annoying.

PLAYABILITY 7
The skill track is a pain in the butt.

OVERALL RATING 7

COOL
7
VIDEO GAMES

BLUE Lightning

"It's actually a whole tub of fun!"

As the primary pack-in game for the Jag CD, *Blue Lightning* is a very crucial piece of work for Atari. With an already not-so-spectacular line-up of Jaguar games, along with delayed and sometimes even axed titles, Atari needs a good solid hit more than Patrick Stewart needs hair—and that's no exaggeration.

The original *Blue Lightning* was released for the Lynx handheld several years back, and received many favorable reviews—mainly due to the fact that the portable unit generated some excellent 16-bit graphics. Developed by Epyx, *Blue Lightning* ended up being one of the best games the now dead-and-buried Lynx ever had to offer.

If you're familiar with the Lynx version, there's not much more explaining to do. If you haven't played the original, then the best comparison I could give you would be Sega's *AfterBurner*. Once you finish a few training missions and select a plane, you're on your way to a delightful afternoon of killing stuff. Take off, lock onto the evil enemy and blow 'em away—it's actually a whole tub of fun! You can use standard gatling-type guns or get serious by destroying dem bad boys with heat-seekers. Your supply of heat-seeking missiles is limited, though, so don't get too crazy. There are a number of other nifty goodies useful for mass damage, ranging from cluster bombs to napalm.

A couple of important things to keep in mind when playing: First, the barrel roll. You can't fire while doing one, but it reduces the chances of getting nailed by enemy guns. Second, the afterburner switch gives you a short burst of speed and is very useful for escort missions. Lastly, the cruise button maintains a steady rate of speed, also good for escorting planes.

The graphics, though not even remotely close to Saturn or PlayStation caliber, are pretty cool. The terrain advances toward you at a fair rate, with minimal clipping. Flying through narrow canyons and underpasses are high points in the game and add to the feeling of realism. The hard rock tunes are perfect for this type of game, although along with the voices, they sound a bit muddy and subdued.

Blue Lightning is a very good effort. Ideally, the smartest thing Atari could have done for the launch of its CD add-on would have been to secure *MK3* or at the very least, *Primal Rage*. Sure, it would've cost some bucks, but so what? It would have been a shot in the proverbial arm! Some may see Atari as the Adam West of the videogame industry—once on top of the world, now typecast as a "one-hit-wonder" and reduced to living on past glories—but with the release of the Jag CD and *Blue Lightning*, the company just might be able to regain some credibility.

—Jim Loftus

EDITORS' RATINGS

- CHRIS G.** 8
An enjoyable flight/combat sim that makes good use of the CD.
- CHRIS B.** 7
The animation of the plane could use a little work.
- GEOFF** 6
Nothing more than a souped-up *AfterBurner*.

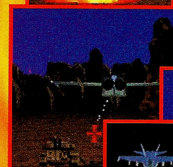
ATARI

PHONE
(800) GO-ATARI

DEVELOPER
ATTENTION TO DETAIL

SIZE
CD

PLAYERS
1



BREAKDOWN

- GRAPHICS** 8
Admirable for the Jag CD's first effort.
- SOUND/MUSIC** 8
Muffled, but the tunes rock.
- PLAYABILITY** 8
Control is good and the game is addictive.

OVERALL RATING **8** GREAT

VIDEO GAMES

FAR EAST OF EDEN
Kabuki Klash
 PUSH START



SNK

PHONE
 (310) 371-7100

DEVELOPER
 HUDSON SOFT

SIZE
 202 MEG

PLAYERS
 1 OR 2

EDITORS' RATINGS

CHRIS B. 8
 What's next, a *Fatal Fury* RPG for the PC Engine?

GABE 8
 A great sense of humor combined with stunning graphics and gameplay.

GEOFF 5
 I didn't like this game.



"Kabuki adds a little spice from the twisted world of Anime."

Developed by Hudson Soft, *Kabuki Klash* has a very interesting background. Sure, it's a *Street Fighter* clone like 99% of the Neo-Geo library, but the characters who appear in the game are actually very popular in Japan. They're the stars of *Tengai Makyō* (a/k/a *Far East of Eden*), a multi-million-dollar series of popular RPGs for the PC Engine. In the U.S., however, most arcadegoers are just looking at the game as another bizarre Anime fighting game.

Throw out the seriousness you've become accustomed to with most fighting games. *Kabuki* adds a little spice from the twisted world of anime. Thrashing your opponent senseless will—instead of dizzying him or her—sometimes yield a poison (which dizzies whoever steps on the vial) or a banana peel (which causes one to slip when stepped on.) Periodically during combat, flying fowl will drop power-ups of varying effects.

Special attacks and new "magic" moves are way over the top. The button configuration is identical to that of *Samurai Shodown*. Of course, the expected options of losing your weapons, desperation attacks, and so on, are in the mix.

Hudson even went as far as to include special effects rarely seen on the Neo-Geo. Some levels have reflection effects and underwater arenas. The color palette

screams originality; the colors are very bright, like the pastel chalk you used to eat in kindergarten. The famous Neo-Geo color-mixing effect is nowhere to be found. Each color, be it background or character, is unique to its own territory.

Kabuki Klash does lack in the combo department, but most Neo-Geo titles do, anyway. The music is kooky and the character design is solid. Dare I say that the cast of this game is far more interesting than that of *Samurai Shodown II*? It can be argued that the *Kabuki Klash* squad is likely to be the most motley crew that a Neo-Geo fighter has ever seen. It provides more than enough gags and originality to stand among the elite fighters for this system. With its gimmicks and blinding visual style, *Kabuki Klash* is tremendously fun.

—Tyrone Rodriguez

BREAKDOWN

GRAPHICS 8
 Gotta love that Anime and those bright pastels!

SOUND/MUSIC 8
 Sounds very Japanese.

PLAYABILITY 8
 Could be better, but not bad.

OVERALL RATING GREAT 8 VIDEO GAMES



CAPSULE REVIEWS

October 1995

SEGA CD

THE ADVENTURES OF BATMAN & ROBIN • SEGA • 1 OR 2 PLAYERS • CD



The Caped Crusader has invaded your Sega CD! Join forces with the powers of good to clean up the streets of Gotham City. Not a whole lot different in the playability department from the version for the Genesis, but *Batman & Robin* for the Sega CD does come packed with some cool driving sequences and great animated intermissions. If you are a fan of the TV show, you'll probably dig the FMV footage of Batman running about, doing what he does best.

BREAKDOWN

GRAPHICS Animated sequences are a treat.	8
SOUND / MUSIC Gotta love that CD goodness.	8
PLAYABILITY A joy to play.	7

OVERALL RATING **7** COOL VIDEOGAMES

SEGA CD

WIREHEAD • SEGA • 1 PLAYER • CD



Hard to believe, but there's another game that rivals the awful 3DO mess *Plumbers Don't Wear Ties* as the worst game of the year. It's called *Wirehead*, and it's another full-motion video flop. Clutch at your stomach as you watch the painful antics of a world-class nerd as he stumbles from one poorly choreographed scene to the next. When will this FMV game trend cease to haunt us? Sega's own *Batman & Robin* (see above) is a lot closer to the ideal use of the Sega CD's abilities.

BREAKDOWN

GRAPHICS This isn't even good FMV.	2
SOUND / MUSIC Compressed audio defeats the purpose.	4
PLAYABILITY Not much to speak of.	1

OVERALL RATING **2** BAD VIDEOGAMES

SEGA CD

WILD WOODY • SEGA • 1 PLAYER • CD



Wild Woody is a platform game in which you defeat your enemies by rubbing your butt on them. You play a pencil who uses his eraser and lead as his means to do battle with the enemy. Don't like the looks of someone or something? Erase it. Also, collect drawings for your art pad; when you need one, pull it out and use your tip to sketch it. Each drawing has a certain power that is activated when you once it is drawn. No, I'm not even going to touch the name....

BREAKDOWN

GRAPHICS A little grainy for my taste.	7
SOUND / MUSIC Lots of wacky toe-tappers.	6
PLAYABILITY You erase a lot of things.	6

OVERALL RATING **6** GOOD VIDEOGAMES

3DO

PANZER GENERAL • MINDSCAPE • 1 PLAYER • CD



You play a German general in command of a division of panzer tanks. Smash through Poland and into the northeastern region of Europe. If you're successful, maybe your superiors will let you move your troops into North Africa and possibly England and America, so keep your wits about you! This is an amazing strategic simulator. Easy to use with lots of depth; you have up to 350 different types of units at your command. *Panzer General* is a must for strategy fans.

BREAKDOWN

GRAPHICS Utilitarian, but still very cool.	7
SOUND / MUSIC Warning sounds are some of the best.	7
PLAYABILITY A brilliant strategy game.	8

OVERALL RATING **8** GREAT VIDEOGAMES

SUPER NES

CASTLEVANIA: DRACULA X • KONAMI • 1 PLAYER • 16 MEG



The latest in the popular *Castlevania* series, *Dracula X* has you hunting down the granddaddy of them all: Dracula. Using your whip and a variety of other special weapons, battle through hordes of ghouls and skeletons until you come face to face with the Transylvanian Terror. Crisp graphics and a cool soundtrack make this a worthy sequel to a standout series. It also captures the key element of the Japanese PC Engine game it's based on: smart enemies.

BREAKDOWN

GRAPHICS

Scary monsters abound.

SOUND/MUSIC

An eerie soundtrack adds to the mood.

PLAYABILITY

Whip-wielding was never as much fun.

OVERALL RATING

COOL
7
VIDEO GAMES

SUPER NES

S.W.A.T. KATS • HUDSON SOFT • 1 PLAYER • 16 MEG



Based on a little-known TV cartoon, *S.W.A.T. Kats* offers hot-and-cold action that's just as likely to irritate you as it is to entertain. The platform-game sequences are as ordinary as can be; the graphics are plain enough to make you think you're playing an 8-bit NES game. The "Mode 7" flying scenes, on the other hand, are very dynamic and exciting; you get to shoot at scaling, rotating bosses and obstacles that move in very unpredictable patterns.

BREAKDOWN

GRAPHICS

The platform scenes are prehistoric.

SOUND/MUSIC

About the same as the cartoon's.

PLAYABILITY

Schizophrenic (see review).

OVERALL RATING

WEAK
4
VIDEO GAMES

3DO

SPACE PIRATES • AMERICAN LASER GAMES • 1-2 PLAYERS • CD



Space Pirates. Sounds exciting, doesn't it? Well, it's not. In fact, this laserdisc arcade conversion is pretty average. You play a Space Ranger whose job it is to eliminate a band of space pirates. Apparently, in space, the whole idea of a fair trial has been thrown right out the window. Walk down corridors that are either too dark or too bright for you to see anything. When you do see one of those swarthy bandits, shoot him with your super space ray-gun.

BREAKDOWN

GRAPHICS

Grainy FMV. Not a good combo.

SOUND/MUSIC

Is that Uncle Jesse talking?

PLAYABILITY

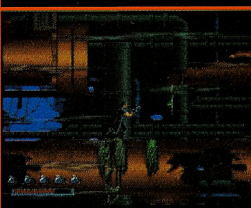
You can't see anything.

OVERALL RATING

WEAK
4
VIDEO GAMES

SUPER NES

DEMOLITION MAN • ACCLAIM • 1 PLAYER • 12 MEG



Now, in the "better-late-than-never" department, we have *Demolition Man* for the Super NES, a fairly mediocre platform game that's being released at about the same time as *Judge Dredd*, another Stallone film that was released a whole year after *Demo Man*. (Go figure.) Uninspired graphics and sound hamper this game, but the playability is high enough to make it enjoyable. You play Sly and you shoot lots of people and blow up stuff *Contra*-style.

BREAKDOWN

GRAPHICS

Dark and not very crisp.

SOUND/MUSIC

Bland weapon sounds abound.

PLAYABILITY

Enough to make this game enjoyable.

OVERALL RATING

GOOD
6
VIDEO GAMES

PLAYSTATION

ULTIMATE PARODIUS • KONAMI • 1 OR 2 PLAYERS • CD



Ultimate Parodius is a two-in-one shooter that's been popular in Japan on the PC Engine and Super Famicom. It's actually a zany spoof of Konami's own *Gradius* series; you blast through skee ball prizes and goofy aliens. As you wipe out enemies, you get power-ups that increase your firepower and defensive capabilities. If you're a fan of shooters, this might appeal to you. The soundtrack has an array of wacky Big Band tunes that your grandpa can appreciate.

BREAKDOWN

GRAPHICS

Zany and cutesy.

SOUND/MUSIC

Big Band is back!

PLAYABILITY

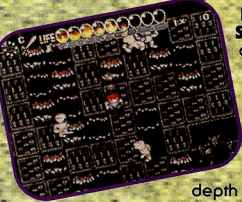
Plays like *Gradius*.

OVERALL RATING

GOOD
6
VIDEO GAMES

RPG Attack!

Shining Wisdom for Saturn



So...you've got a Saturn, but not one single RPG to while away the hours. Arcade-oriented games are fun, but one person can only handle so much thumb exercise. Once your thumbs become sore, then its on to the much-needed brain exercise—RPGs. Good news: There are a bunch of Saturn RPGs on the way, and one of the most promising is Sega's **Shining Wisdom**. Sonic Team—the designers responsible for the successful **Shining** series on the Genesis—is at it again. Expect to see the fantastic artwork associated with the **Shining** series in this Saturn extravaganza. The graphics also get a boost in quality from the computer-rendered characters used liberally throughout the course of one's quest. While the game's predecessors have centered around a medieval theme, **Shining Wisdom** has a more surrealistic/fantasy-oriented plot.

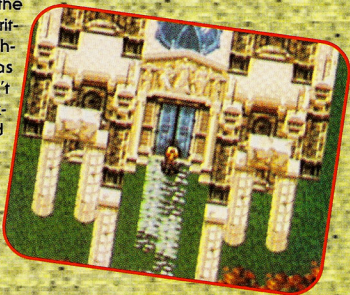


Keep an eye on VIDEOGAMES' **RPG Attack** for more information on what could possibly be the game that overshadows the entire **Shining** series. Who knows—maybe you'll see an in-depth strategy guide as soon as Sega of America picks up this beauty.

Enix's 7th Saga 2 Due in '95



Sans of Enix games appreciate the company's dedication to well-written stories and expressive graphics. Set to be released by Christmas here in the U.S., **7th Saga 2** doesn't look as if it will fall short of your expectations. The game was released in Japan earlier this year under the name **Mystic Ark**. **7th Saga 2** will feature on-screen characters that did not appear in the original game. You'll also find similar battle perspectives and a battery back-up in this 32-Meg cartridge.



SECRET OF EVERMORE

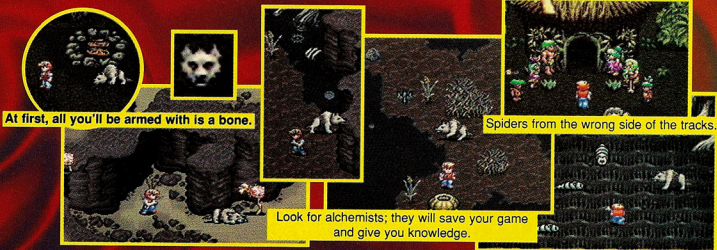
SQUARESOFT
PRESENTS

PHONE
(206) 861-0101

DEVELOPER
SQUARESOFT

SIZE
24 MEG

PLAYERS
1



“ANOTHER SOLID RPG FROM THE EXPERTS AT SQUARESOFT.”

Secret of Evermore follows the adventures of a brave boy and his dog. A scientist creates the world of Evermore so he and his pals can live there in peace and harmony. Unfortunately, an evil entity has different ideas....

Enter the young lad. While exploring the abandoned house of the scientist, they unknowingly get thrust into the world of Evermore. Now, they must find out the secrets of Evermore in order to save it and themselves.

The Secret Of Evermore is a perfect example of what makes an exemplary RPG. You've got an interesting cast of supporting characters, tons of monsters and things to do. Also, all combat is in real time, which is key because nothing is more tedious than round after round of turn-based combat.

Weapons aren't your only mode of attack. Much like *Ultima*, you can mix certain ingredients (which are found throughout Evermore) to create magical effects. To learn such spells, you must find alchemists and speak to them about the necessary ingredients.

A unique feature that adds a new dimension to the gameplay is your dog. There are two things that you can do with

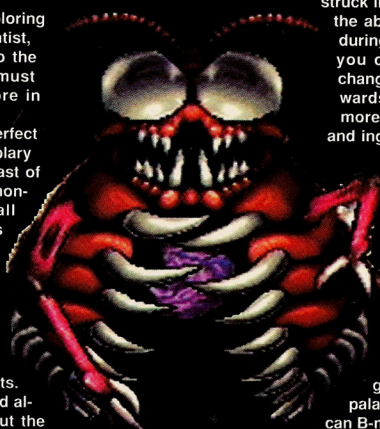
the pooch that will help you greatly in your quest. One is that you can use him as the main character, instead of the boy. This is helpful when the boy gets weak because the computer-controlled characters are less likely to be

struck in battle. The other clever feature is the ability to change the dog's function during the game. There is a meter which you can move to the right or left to change his primary function. Move it towards the left and the dog will spend more time sniffing out hidden objects and ingredients. Move it to the right, and he will concentrate on attacking monsters, to lessen your burden.

Secret of Evermore is also an important game because it's the first SquareSoft title to be developed in America. No longer do you have to wade through poorly translated dialogue and weird Japanese cultural references. Those good old boys from the U.S. of A. have made a game that's easier on the American palate as well as chock full of American B-movie references.

All in all, Evermore is a superb game. With plenty of stuff to do and places to explore, it's one of the most dynamic RPGs to come out this year.

—Geoff Higgins



BREAKDOWN ▼

- GRAPHICS** 8
Crisp graphics and vibrant colors.
- SOUND/MUSIC** 6
Standard fare. It is an RPG.
- PLAYABILITY** 8
Real-time combat is refreshing.

OVERALL RATING ▶



EDITORS' RATINGS ▼

CHRIS B. 9
Evermore has a great story and an excellent interface. More like this, please.

GABE 8
Squaresoft unleashes an innovative RPG to tantalize your taste buds. This one offers hours of enjoyment.

KOEI

KOEI PRESENTS

PHONE

(415) 348-0500

DEVELOPER

MICROPROSE

SIZE

12 MEG

PLAYERS

1

CIVILIZATION

It's the start of the civilized world. Where do you settle? What areas of science do you explore the most thoroughly? What kind of diplomatic relations do you have with neighboring communities? You must make decisions on these questions and many more in Koei's new title, *Sid Meier's Civilization*.

Originally a PC game, *Civilization* has you developing a community from the days of hunting and gathering, all the way up through space exploration. Develop the wheel, build one of the Seven Wonders of the World, start a war. You want a communist government or a republic? Go ahead and set it up. You can do it all here.

Like other Koei titles, the game starts with the peoples that should be there: the Romans, Germanic tribes, Aztecs and

Babylonians. As time progresses, civilizations are wiped out and others appear. You never know which civilizations will survive and prosper from one game to the next.

To be successful you must learn how to develop your land in the best fashion. Build barracks to house soldiers, libraries to increase literacy and granaries to increase food output. Make sure that your scholars are continuously hard at work developing math, the wheel, masonry and countless other necessary inventions.

To expand, you need to develop groups of settlers to move out and found cities and irrigate fields. Don't forget about military development, though, because not all rulers are nice. Expansion is the name of the game.

Control in this game, you might expect, would be much more complicated than in other Koei standards. Not so. *Civilization's* control is quite easy and straightforward. A problem which plagues most Koei games is that you get bogged down too quickly and overlook a lot of little things. This won't happen in *Civilization*.

All information that is important is visible at all times and maintaining control over your areas and people is very simple. Just make sure you build a lot of roads, and the AI will do the rest.

At the time I write this review, I'm no where near finished developing my world. I can tell you that the game is strangely addictive despite its lack of any real excitement. Battles and the like are very utilitarian, and the graphics are very basic.

Civilization is a nice twist to the patented Koei MO. If you like games where you build things and need to use your brain, you should have no trouble enjoying this one

—Geoff Higgins

Go west, young man! →

"A refreshing twist on the historical sim."

EDITORS' RATINGS

DAN **3**
Smart strategy, witty comments. But why the '70s theme music?

CHRIS B. **7**
Sure to be a cult hit. For the last few days, I've heard nothing but the "Dink! Dink!" sound of this game's menu selection coming from Geoff's office, so I know it's got him hooked.



Create your own civilization.

BREAKDOWN

GRAPHICS	4
Very utilitarian.	
SOUND / MUSIC	4
Gets on your nerves after awhile.	
PLAYABILITY	8
Much simpler to use than Koei's other titles.	

OVERALL RATING **7** **COOL**

VIDEO GAMES



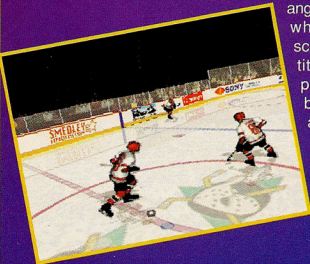
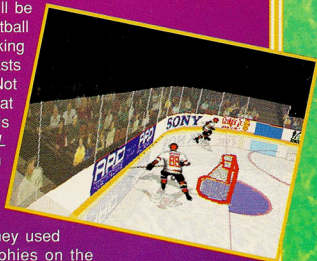
SPORTS WIRE

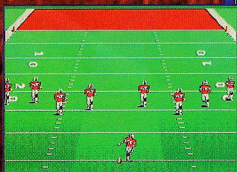
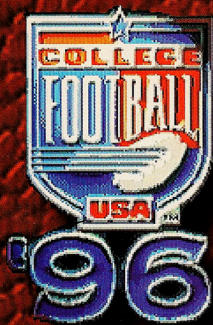
ATHLETES INVADe THE PLAYSTATION

If you're like us, you should be wondering where the sports games are for the PlayStation. Your worries are over, for Sony Imagesoft will be releasing three sports titles just in time for Christmas. With a football game tentatively titled *NFL Game Day*, a hockey game with the working title of *NHL Face-Off* and a yet-to-be-named basketball sim. Sony boasts that these will be the most realistic and incredible sports titles to date. Not that you should find this too surprising, though. Sony has gone to great

lengths to make sure that this boast will hold water. For *NFL Game Day*, Sony brought in megastar Steve Bono, quarterback extraordinaire for the KC Chiefs, to look over the playbook and offer advice. They used his profound pigskin philosophies on the arts of all football facets, from blitzing packages to the four-point stance. A revolutionary AI system will make the computer opponents much tougher to play against and will help give *NFL Game Day* a more realistic feel. On top of that, three perspectives will be available for you to choose during the game: behind the QB, corner angle and sideline angle. Such lengths are also being taken to ensure that Sony's hockey and b-ball

titles are equally engaging. In *NHL Face-Off*, eight perspectives will be available and the basketball game will follow suit with a plethora of camera angles as well. It is not known, however, whether or not full-motion video scenes will be included in these two titles. But, according to a Trenton police blotter, Derek Coleman has been missing for over two weeks, as has Pavel Bure, Vancouver wingman. Look for each of these titles to be released in November.





TEAM	PTS	YDS	ATT	TD	INT	PK	FG	SAF	TIME
MIAMI	30	405	31	3	0	1	0	0	1:00
NEBRASKA	0	100	15	0	2	0	0	0	1:00



GAME SETUP

MIAMI vs NEBRASKA

PLAY MODE: EXHIBITION
HOME TEAM: NEBRASKA
VISITOR TEAM: MIAMI
GAME LENGTH: 20 MINUTES
WEATHER: FAIR

EA SPORTS ELECTRONIC ARTS

PHONE: (415) 572-2787

DEVELOPER: HIGH SCORE

SIZE: 16 MEG

PLAYERS: 1 TO 4

Adding another football game to the mix could have been a bad thing were it not for the fact that *College Football USA '96* is a great addition to the EA Sports line-up.

There's not much that I can say about this game. It has the same look and feel as all of the previous EA football games. The controls are the same, the plays are the same and the graphics are the same (except for the little picture of the ref.) If you're a fan of any prior EA football game, you're gonna enjoy this. The real question is whether or not you should shell out 60 bucks for a game that's probably very similar to one you already own. Here are a few reasons why you might:

The first major improvement in *CFU '96* is in the computer's artificial intelligence. The computer opponent will play you harder than in any previous EA football game. No longer can you call a fake punt or field goal and always get away with it. Now, when your computer opponent sees something sneaky is up, it'll adjust its defense by calling an audible. Also, more types of penalties will be called. You can now draw the defense offside with your fake hike.

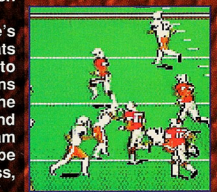
Better watch out though, because if you abuse it, you'll cause one of your own linemen to false start. Also, if you press the **C** button too many times when taking down a player, you might get an unsportsmanlike conduct call or maybe a face mask. If it seems like it was too easy to run a play, it's probably because one of your linemen was holding. That will get called, too.

The second improvement is in the game's stats. You can now save the all-time best stats for everything from longest pass or rush to largest margin of defeat and most interceptions in a game. Whenever you break a record, the old record will appear on screen, explode and then be replaced by the new record. The team and player who broke the record will also be listed. Also, if you turn off a game in progress, any records which you might have set up until that point will be saved; so don't worry if you need to quit.

For those of you who need more reasons as to why this is a worthy purchase, how about the fact that it has 108 Division 1A teams, seven conferences, four bowl games, 400 plays, build-your-own tourneys and a MVP trophy for the best player?

College Football USA '96 is a solid football game with much to offer. With plenty of new features, it's a must for football fans. Buy a copy, it'll make you smile.

—Geoff Higgins



EDITORS' RATINGS

CHRIS B. 8

If you prefer college football to pro action, Sega's *College Football's National Championship* could still be the one to beat. Even without Bill Walsh, though, this is still an excellent pigskin sim with cool options and realistic penalty-calling.

BREAKDOWN

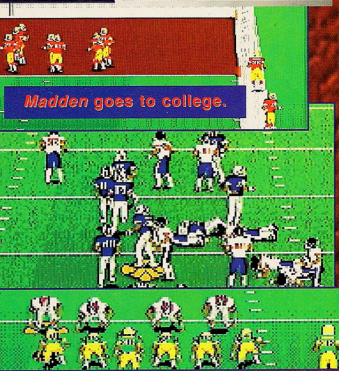
- GRAPHICS** 7
Looks like Madden.
- SOUND / MUSIC** 6
Sounds like Madden.
- PLAYABILITY** 8
Plays like Madden.

OVERALL RATING **8**

GREAT VIDEO GAMES

ALL TIME RECORDS

LONGEST FIELD GOAL	50 YDS	MIAMI
LONGEST PASS	57 YDS	NEBRASKA
LONGEST RUSH	56 YDS	MIAMI
LONGEST PICK	50 YDS	MIAMI
LONGEST BLOCK	10 YDS	MIAMI
MOST PUNTS	10	MIAMI
MOST BLOCKING YARDS	10 YDS	MIAMI



"It's the little improvements that make this game great."

- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- ✓ Team Construction
- ✓ League Construction
- ✓ Battery Backup
- ✓ Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ V2 V3 V4 V5

NHL '96

"The best hockey cart just got better!"

It was Frost who said, "Let us weep for the little things that make them happy." That pretty much sums up how I feel about the introduction of *NHL '96* into my life.

I've been working myself into a frenzy over this game for months. The funny thing is, I hadn't seen any pictures of the Genesis or SNES versions; only the 3DO. Needless to say, I felt a little trepidation when Chris B. handed me these two games. Would they live up to my expectations? Has my tenure at this magazine mad me a jaded gameplayer like my friend Frank? Hell, no! This game was every bit as satisfying as I thought it would be. I was also correct in my assumption that the SNES version would suck compared to the Genesis one. Don't fret though, you SNES owners, because *NHL '96* is infinitely better than the other *NHL* titles for the Super Nintendo.

Graphically, compared to the others, the players are smaller and look crisper. With some new animations (watch a player writhe in agony when he's injured) including a sweet spin maneuver that's useful when deeking lone defensemen, *NHL '96* looks the most realistic. Also, the AI of the computer has been increased, making it more difficult to beat. This is always a welcome change for *NHL* players, who tend to master the games quite quickly.

All the same cool features that were added into last year's version are still here. At the end of a season you'll be able to see the trophies awarded and the MVP picked. What has been added is an elaborate Stanley Cup presentation for the victor, as well as three skill levels to choose from.

Also, get this: Fighting is BACK! Cross a goon's path and the gloves come off. The animation of the fights is great, too. No more of that stiff punch-throwing. Now you can do it the Canadian way and go for the shirt-over-the-head trick while grappling your opponent.

One disappointment is the fact that the goalie is still indestructible out of the crease. If you're going to add fighting, let the goalie become a target away from the net. Now, if a player chooses to cream him, there's a reason for a fight.

As I mentioned earlier, the SNES version takes a back seat. The graphics don't look quite as nice (although they're pretty close) and the gameplay isn't on the same level. Also surprising is the fact that the sound on the Genesis version is superior too. Granted, the talking that's found in the SNES cart is missing in the Genesis version, but the organ music and ice sounds are better.

NHL '96 is it! A fantastic game has been made into an even better experience. Only a complete fool would think poorly of this game. Better graphics, better gameplay and this year's stats make this a must.

—Geoff Higgins

EDITORS' RATINGS

CHRIS B. 9

EA's *Madden* series may have had its ups and downs, but the *NHL* games are consistently great. I dig the speech in the SNES cart, but—as Geoff rightly points out—the Genesis version really shines. The biggest news, however, is that the fighting is finally back in!



PHONE
(415) 572-2787

DEVELOPER
ELECTRONIC ARTS

SIZE
16 MEG

PLAYERS
1 TO 4

BREAKDOWN

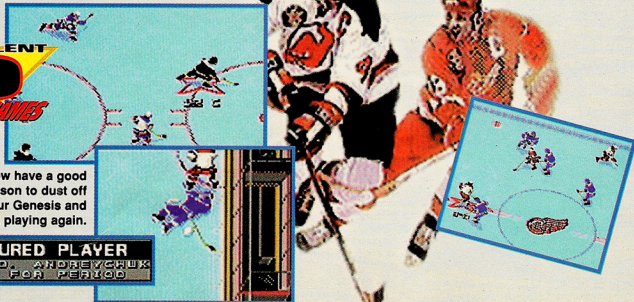
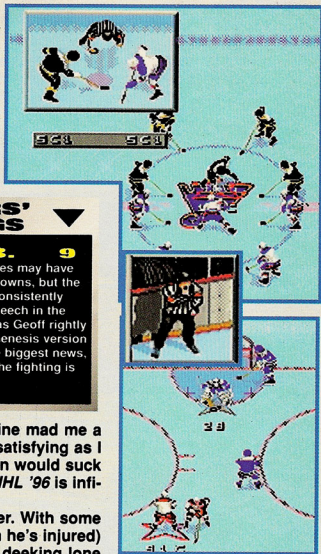
- GRAPHICS** 9
New player animations are key.
- SOUND/MUSIC** 9
The SNES version has digitized speech.
- PLAYABILITY** 10
Absolutely perfect!

OVERALL RATING EXCELLENT
9
VIDEO GAMES

MAPLE LEAFS	WINGS	RED WINGS
2ND PERIOD	RESUME GAME	
PLAYER STATS	GAME STATS	
SCORING SUMMARY	SCORING SUMMARY	
PENALTY SUMMARY	PENALTY SUMMARY	
TEAM ROSTER	TEAM ROSTER	
CHANGE GOALIE	CHANGE GOALIE	
PULLERS	PULLERS	

You now have a good reason to dust off your Genesis and start playing again.

INJURED PLAYER
B.O. ANREYCHUK
OUT FOR PERIOD



next month in

VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE

CAPTAIN QUAZAR EXCLUSIVE!

Get up-close and personal with the guy who's so manly, he makes Arnold Schwarzenegger look like Marilyn Monroe. Could Captain Quazar be 3DO's new mascot with the muscle needed to beat the competition? Plus, tips and strategies to help you pound through the most manly game in the universe!

3DO HOLIDAY GIFT GUIDE

Exhaustive previews of this holiday's most system-shaking 3DO titles, including a glimpse at the (real, no B.S.) never-before seen 64-bit M2 hardware. Many VideoGames spies died to bring us this information!

UNBELIEVABLE PLAYSTATION GAMES

Wear your sunglasses—Sony's future looks pretty darned bright. We'll prove it to you with reviews of the incredible new PlayStation games and a look at the unique linking cable system that will allow you to play head-to-head with your dearest friends or most hated enemies.

VIRTUA FIGHTER 2: SEGA STRIKES BACK

Put up yer dukes—VF2 is arcade-perfect, and it'll be available for your home! Learn how Sega's new operating system helps games like this beat their way into a brain-addling 3-D realm. And as a special bonus, you'll be privy to the company's top-secret plans for *Virtua Fighter Remix*!

ULTRA-64 NEWS

Nintendo's 64-bit superkinetic console will make its first appearance in Japan this November. Our fearless leader Chris Gore will be there and he'll give you the low-down on what he expects to see. Do you want a window or aisle seat?

plus!

Our new & improved Press Start section continues to crush the competition with the best letters page, the funniest tid-bits and the first display of reader artwork in "Dan's Dream Game Gallery." Keep sending in those dream games, folks!



VideoGames Magazine. Voice of the People. On sale OCTOBER 24TH, 1995.

KIDS TO ADULTS
K&A
AGES 6+

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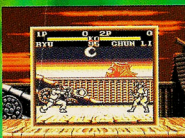
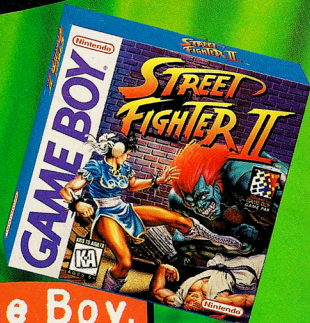
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www.nintendo.com



"If you're
going to fight,
do it outside."

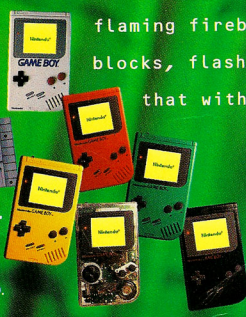
Even your mom knows

Street Fighter II is on Game Boy.



Your momma. She knows the bad boys of Street Fighter II™ are now on Game Boy®. She knows its **nine levels of destruction** can't be contained by the four walls of your lovely split-level suburban domicile. Knows **Street Fighter II** is finally loose on the streets where it belongs. Knows all about the **Special Moves**, the flaming fireballs, spinning back-blocks, flash kicks and sucker punches. She knows that with the

two-player mode she can kick your butt on Game Boy or Super Game Boy®. **Your momma** is one bad lady. No wonder she wears combat boots.



Play it
Loud™



CIRCLE #118 ON READER SERVICE CARD.

SUPER NES®

WINDOWS'95™

Evolve or Die.

GENESIS™

SATURN™

NFL QUARTERBACK CLUB 96

GAME BOY®

PLAYSTATION™

Coming
October 27.

Either
you Have it,
Or you
Don't.

GAME GEAR™



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CIRCLE #119 ON READER SERVICE CARD.

