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THE PLAYSTATION  
SHOW IN  
JAPAN



CONTRA

PLAYSTATION



MARIO 64

NINTENDO 64



SF ALPHA 2

PLAYSTATION



NIGHTS

THE LATEST  
FOR PLAYSTATION,  
SATURN & N64

NUMBER  
**83**

YOUR GUIDE TO:  
Nintendo 64•3DO  
PlayStation•Saturn  
Super NES•Genesis  
Game Boy•Game Gear  
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# ELECTRONIC GAMING MONTHLY

**WORLD EXCLUSIVE!**

OVER **100**  
game  
previews

**EGM Delivers the First Look  
at the Hottest New Games!**

**PLUS: 100s of Top Secret Pix!  
The Coolest Games Of E3!**



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MARIO!**



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June, 1996  
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# You can't just run away from your problems any more. From now on, you'll have to think on your feet.



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bashing Mario

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You'd never want to be on the bad side of your new pal Mallow. His thunderbolt Special Attack brings a blast of lightning down on any enemies in sight.

heroic plumber will have to battle through all the twists, turns and thumb-numbing action of a clas-

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in return. Without you, Mallow will never find his true family. Geno will never become a real boy. And Booster will never find a bride. • You'll also



bump into all kinds of new bad-



dies, plus classic goons from every Mario game in history. Only now,

they're rendered in ACM with a 3-D, three-quarter overhead view. • So get ready

for all kinds of new Nintendo



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action and brain-bending Square Soft adventure.

Remember, running and

jumping is a great start.

But this time around

you'll also

need plenty of

brains to finish.



Finding Froggicious is a wise move if you want to know more about your future quest.



Whether you call it more action or more RPG, the fact is you'll have to use every trick in both books to beat these bad guys.





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and insane  
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*-Die Hard Game Fan*



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# ELECTRONIC GAMING MONTHLY

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# 3-D ACTION GAMES

This fall there will be a major change in the way we will be playing games. For the first time, we will actually be able to play a game in the third dimension. Granted we have already seen games like Bug! and Jumping Flash which partially made use of the in-and-out-of the screen dimension and are best called 2 1/2-D games, but now with new programming skills and techniques, games are being created from the ground up to make full use of the third dimension.

The EGM editors recently visited Accolade and Crystal Dynamics to try out early copies of Bubsy 3D and Pandemonium. Needless to say, we were very impressed.

Bubsy, for example, literally has **MILES OF PATHWAYS** that take you up and down the winding terrain. Pandemonium, with its beautifully rendered,

highly detailed graphics and 'safe' 3-D trails, lets you run through mazes at Sonic-like breakneck speeds. Also this month, we have been able to preview a few of the other new 3-D action games including Sega's Nights and **SONIC 3-D** and Sony's new mascot game Crash Bandicoot. Lastly, one can't leave out Nintendo's Mario 64 which, when released in Japan later this month, will be the first 3-D game on the market and an indication of what we can expect later this year on all of the other systems. Of course, you don't have to wait that long because we have previews of all of these games elsewhere in this issue.

Another special feature we have in this issue is our exclusive **E3 PREVIEW GUIDE**. In the past we have always waited until after the trade show to get you pictures, but all the mags have copied our idea and are doing that now. Besides, who wants to wait that extra month anyway? So we sent our editors up and down the West Coast, gathering everything the companies will be showing at E3. When we found out that there was more (some were holding a few games back as surprises), we went to Japan and England to track down the **SECRET GAMES**. All in all, we have devoted more than 25 pages of this issue to detailing all the new games that will be coming out later this year. That's not all! Next issue we will wrap up the show coverage with previews of the remaining few games which even we couldn't track down this month.

Finally, now that the Japanese Saturn is selling for \$200, we ought to see Sega again do a surprise announcement at E3 stating that the U.S. will match that price this fall. It should be a great way to give the Saturn the extra boost during the Christmas season. However, Sony knows that too, so we fully expect another one-word speech from their suits at E3 stating, **'\$199!'** And Nintendo...\$250 doesn't sound as great now as it did three years ago. We believe that they will also roll out at \$199 in September. Sounds like a great holiday shopping season...great games...great prices!

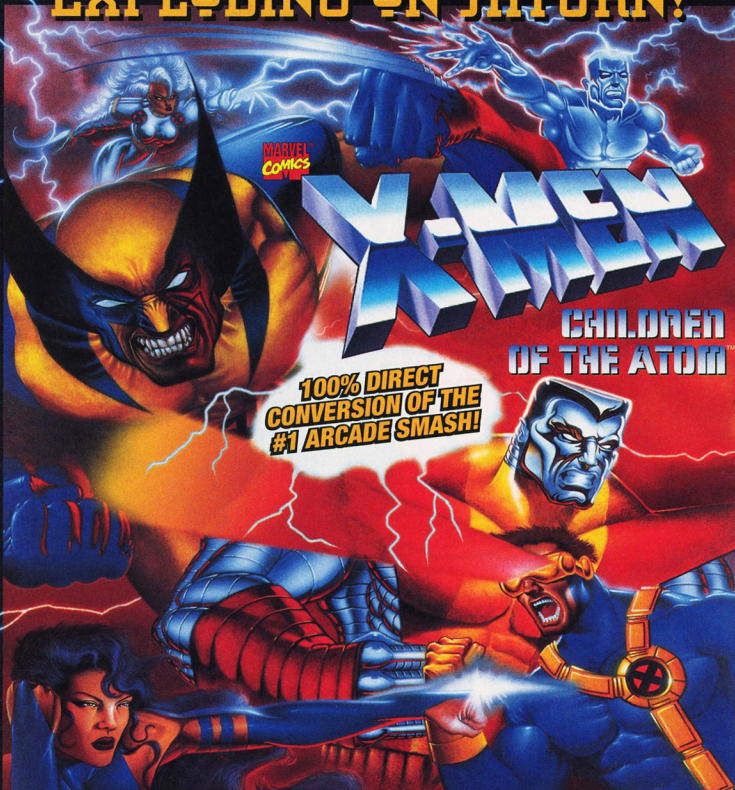


By Ed Semrad, Editor in Chief

Thanks Dan for all the years of dedication and devotion you put toward the mag. We'll miss you.



**BORN OF THE ATOM. RAISED IN THE ARCADE.  
EXPLODING ON SATURN!**



# X-MEN

**CHILDREN  
OF THE ATOM**

**100% DIRECT  
CONVERSION OF THE  
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**X-POWER MOVES!**



**MULTI-HIT COMBO MOVES!**



**INCREDIBLE INTERACTIVE  
BACKGROUNDS!**



**SUPER JUMPS AND  
MID-AIR ATTACKS!**

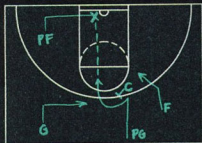


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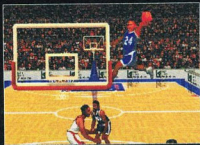
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**Acclaim**  
entertainment inc.

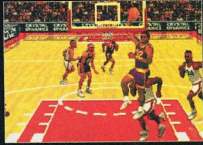
You set the pick for Magic, who rolls to the top of the key. As the defender rotates to cut off the lane, Magic lobs a pass to the wide open power forward for the alley-oop jam.



Sometimes it's the smallest details—Jams off the glass, Defensive thunder swats, Reverse dunks, and Play-by-play commentary, that separate hoops from lawn bowling.



"This fastpaced, first-person basketball sim does a phenomenal job of bringing players into the action."  
—NEXT Generation magazine



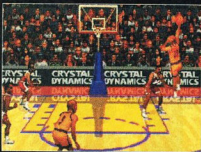
Call 1-800-771-3772 for game rating information.

**HELP MAGIC & KAREEM SEND A STUDENT TO COLLEGE! (SEE PACKAGING FOR DETAILS)**

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Franchise player mode lets you abuse opponents like they were players for an expansion team. Control Magic, Kareem, or Anyone thru a 13, 26, 52, or 82 game season.



# 7 GAME

THE CLOCK'S TICKING DOWN.

THE NO-LOOK PASS.  
THE SKY HOOK TO BEAT THE BUZZER.  
MORE THAN A SIGNATURE ON A BOX,  
IT'S A LICENSE TO DOMINATE.



It's Showtime! Slam 'N Jam '96 featuring Magic and Kareem

brings you the same net-melting offense that culminated in five

championship rings. Set a bruising pick and run Magic and Kareem's patented no-look alley-oop.

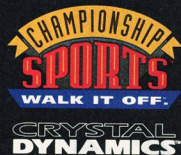
You got hops? Clear the lane and challenge Kareem to a high jumping contest. Or call for a double-team,

all controlled with the squeeze of a plastic button. With their signature moves, you'll get nothing less

than in-your-face basketball. And see it all from the 3D "fastbreak"

perspective Crystal Dynamics' Championship Sports brings to the

hardwood. And that "agony of defeat" feeling? It's natural. Walk It Off™.



Available on the PlayStation™ game console and Sega Saturn™ systems.



# COVER STORY

EGM UNCOVERS WHAT GAMES WILL BE AT E3, LIKE SF ALPHA 2, CONTRA AND MANY MORE. THE STORY BEGINS ON 82!

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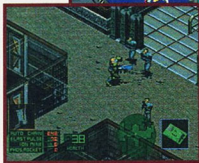
# FACT FILES

**60 SUPER NES**  
Live out your legacy in Lufia 2.

**64 GENESIS**  
Shift between three characters in X-Perls!

**66 SATURN**  
Rage hard on the Saturn's version of Primal Rage.

**70 PLAYSTATION**  
Tekken 2 heats up the PlayStation.



# NUMBER



# WIN BIG!

YOU WANT THE GOODS? DON'T MISS YOUR CHANCE TO ENTER THIS GREAT CONTEST...

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SCORE SOME OF THE BEST LOOT AROUND IN THIS ONCE IN A LIFETIME CHANCE!



'96 ACTION GAME PREVIEW



46

## IT'LL BE A HOT AUTUMN WITH THE NEWEST ACTION-PACKED GAMES!

You've never played action games quite like these before. They all contain heart-pounding gameplay, but now the action games previewed in this issue will be brought to a new level of gaming—a new 3-D level! Check out Bubsy 3D with its winding terrains that will make even the most hardened stomach tremble. Also, Pandemonium contains highly detailed graphics and lets you run through mazes at lightning-fast speeds. This fall will certainly be a scorcher—3-D style!

...NINTENDO'S MARIO 64...WILL BE THE FIRST 3-D GAME ON THE MARKET.

## SNEAK A PEEK AT SOME TOP-SECRET E<sup>3</sup> GAME PREVIEWS!

You won't have to wait for another issue to find out what was at E<sup>3</sup>. EGM editors dug in deep to get the scoop on which companies were showing what games. Street Fighter Alpha 2, Area 51, Vectorman 2, Rebel Assault 2, Gretzky 64 and more will tantalize your gaming taste buds. With over 22 pages of pre-E<sup>3</sup> coverage, it will feel like you were actually there! What wasn't scooped in this issue, will definitely be in the next! Don't miss out on all the E<sup>3</sup> action.

...SENT EDITORS UP AND DOWN THE WEST COAST, GATHERING EVERYTHING COMPANIES WILL BE SHOWING AT E<sup>3</sup>.



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## EGM SPANS THE GLOBE TO FIND THE LATEST GAMES!

Not satisfied with what the U.S. game companies want us to know, the EGM editors flew over 20,000 miles this month in order to cover the PlayStation Show in Japan and the ECTS in London. Wait until you see the list of games that the companies didn't want us to see! How about Resident Evil 2, Super NES Street Fighter Alpha 1.5 and Streets of Rage 4 just for starters.

...CAPCOM OF JAPAN EXCLUSIVELY UNVEILED TO THE EGM EDITORS ALL OF THE VIDEO GAMES WHICH THEY WILL BE BRINGING OUT IN THE NEXT 12 MONTHS.

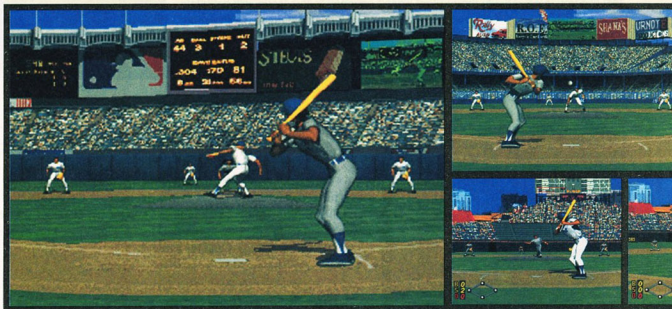
# God

GAVE ROGER CLEMENS  
A 98-MILE-AN-HOUR HEATER,

HE GAVE MIKE PIAZZA  
AN EFFORTLESS HOME RUN SWING,

AND HE GAVE YOU, WELL, HE GAVE YOU

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



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HIS UNCONDITIONAL LOVE. ISN'T THAT ENOUGH?

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

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

PlayStation



BALLS. THEN YOU TAKE THE HILL AGAINST STICKS LIKE

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

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

PAWTUCKET. YOU CAN EVEN TRACK YOUR EMBARRASSING

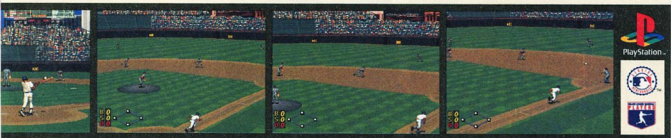
STATS OVER THE ENTIRE SEASON. BUT NO MATTER HOW

MANY TIMES YOU TAKE A CALLED THIRD STRIKE, NO

MATTER HOW MANY OF YOUR HANGING CURVES ARE JACKED

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

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



League Baseball Player Association. Logo © MLBPA MSA. Developed by Sony Interactive Studios America. © 1996 Sony Interactive Entertainment Inc. Call 1-800-771-3772 for information on Game Ratings. For game hints call 1-900-933-SONY (7669). The charge is \$ 95 per minute (avg. length of call 4 min.). Callers under the age of 18 must get parental permission to call. Touch-tone phone is required. Available 24 hours a day/7 days a week. U.S. only. <http://www.sony.com>.

PRESS

START

SATURN COMES  
DOWN TO EARTH

## SPEC. SHEET

Aside from power consumption, this Saturn's specs are identical to the original Saturn:

- Model: HST-5220
- Dimensions:
  - Width: 10.2 In.
  - Length: 9.0 In.
  - Height: 3.2 In.
- Power Source: AC 100V, 50/60 Hz
- Total Power Consumption: 12 W
- Main CPU: 2 SH2 Hitachi processors (28.6 MHz, 25MIPS)
- Sound: Motorola 68EC000 (11.3 MHz)
- Memory (MBit): 16 main, 12 video, 4, sound, 4 CD-ROM buffer, 4 IPL ROM

## HOW WILL SONY COUNTER SEGA?

It's no secret that Sega's playing hardball in the system price war, with a \$199 system in Japan and a \$249 system in the U.S.

What is secret is Sony Computer Entertainment's reaction to these price cuts. In Japan, Sony had released a package system-console, two controllers and memory card—that sold for less than \$250.

However, Sony officials have remained rather tight-lipped about how Sony will counter Sega's price drops. Initially, a Sony official stated in March that the company had no price announcements to make. However, phone calls to SCEA for a pricing update were not immediately returned.

SCEA's reticence may mean a major surprise announcement

is in the works. Furthermore, the Electronic Entertainment Exposition in Los Angeles seems a likely place to make the announcement.

Sony does have a track record when it comes to price announcement surprises. Last year, then-SCEA President Steve Race, instead of delivering a winded oratory about the U.S. release of the PlayStation, merely uttered "S299" before sitting back down.

Will Sony try to repeat such a scenario at E', with a "\$199" speech perhaps? With Sega closing in on Sony's sales numbers, such a price drop is almost inevitable—gamers will just have to wait for it.

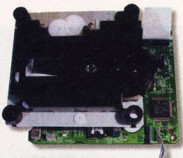


On paper, the goal defies logic: How can a video game system that originally cost \$400 sell for half that price and still work exactly the same?

Well, Sega has somehow pulled it off by unveiling a Japanese Saturn 2.0 system that sells for \$199 and sports a new white casing and controller color scheme.

Sega offers two reasons for bringing out a new Saturn: First, Sega of Japan streamlined production of the 32-Bit system, which helped reduce manufacturing costs. Second, Sega sought to broaden the Saturn's appeal in Japan with a new look and better price.

"The colors are softer, and it appeals more to an audience that the original Saturn didn't target, which had something to do with the price," said Sega of America's Terry Tang. "This \$199 Saturn... it's going to appeal more to the women, it'll appeal to younger people—obviously more people can afford it. So the [white] color and the control and the feel of the control pad, and the entire



The CD drive has fewer wire connections to prevent slippage. The drive is mounted on rubber bubbles that act as springs.

Saturn overall, is designed to appeal to the masses."

Ultimately, the why is not as interesting as how Sega pulled off this feat. EGM cracked open a Saturn 2.0 system to find out how Sega was able to make a \$299 Saturn for \$100 less. EGM

**How did Sega shave \$100 off the price of its 32-Bit system? EGM went under the hood of the new Saturn to find out**

also compared it to the guts of a U.S. Saturn to look for differences from the original.

On the outside, little seems to have changed aside from the white casing. All the controller, input and output ports are located in the same spots. The power and reset buttons are now circular rather than oval, and the red LED that showed CD access has been removed.

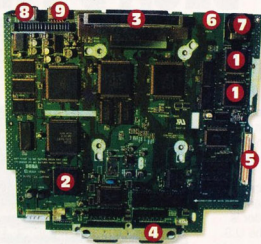
However, the insides of the original and 2.0 version are literally as different as night and day, with the new version being more consolidated and cleaner.

The white Saturn's main motherboard is roughly 20 percent smaller than the original and includes the I/O port. (The original version had the I/O port mounted on a separate silicon board, located directly above the two main Hitachi processor chips.) The master Reset switch, which in the original is hidden behind the battery cover, is now the new Reset button. The white Saturn now has a separate board for the controller ports; originally, they were connected to the main motherboard.

Sega apparently cut costs by getting rid of wiring, some of which was used to ground the system, and replacing metal parts with plastic ones—most notably within the CD door



1. Two main Hitachi SH2 processors
2. Motorola 68EC000 sound processor chip
3. Cartridge slot
4. Controller ports
5. Connection to I/O board
6. Master reset switch
7. Battery
8. Audio/video port
9. Communication connector port



## THE U.S. SATURN: AN INSIDE LOOK

assembly. On the original model, a maze of wires connected the CD drive to small LEDs on the front of the system. These have been eliminated; in the Saturn 2.0, a long fiberglass protrusion transmits the LED light.

The CD motor and lens assembly now has a better integrated silicon board and appears more compact. The assembly it rests on is not connected to the motherboard, as the original was.

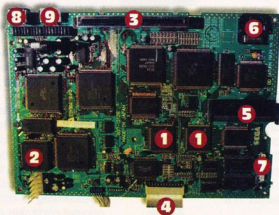
Most importantly, the technical specs for both systems are identical, meaning that Sega has not sacrificed any chips or memory to cut costs. The main Hitachi processors and Motorola sound chip have merely been moved around,

along with most of the other chips, and the board features more double-sided soldering. All of Sega's own proprietary chips appear unchanged except for two (labeled IC7 and IC8 on the motherboard), which have been cut in half in size and placed on the underside of the motherboard.

Some small chips seem to have come from different manufacturers; Sega may have crafted deals with chip suppliers for volume-discounted deals—another way for Sega to trim costs.

Sega has no plans to release this specific model in the United States, but could very well introduce an equivalent \$199 model over here later on this year.

## THE SATURN 2.0: AN INSIDE LOOK



While it looks busy, the new Saturn board is far more cleaner and compact. 1. Two main Hitachi SH2 processors 2. Motorola 68EC000 sound processor chip 3. Cartridge slot 4. Connection to controller port board 5. I/O port 6. Master reset switch 7. CD Drive connection 8. Audio/video port 9. Communication connector port

## DESPITE SATURN PRICE CUTS, N64 STILL STICKING TO \$250—FOR NOW



While the Sega Saturn's price drop to \$200 in Japan and \$250 in the United States may have sent ripples throughout the video game market, it doesn't seem to have shaken Nintendo's boat—at least on the surface.

As gamers may recall, Nintendo officials have repeatedly promised to deliver its Nintendo 64 system for \$250 or less. When that price was first announced in 1994, it seemed a bargain deal for 64-bit technology. The \$250 price tag also would have given Nintendo an edge last year, when new 32-bit systems hit store shelves at prices between \$300 to \$400. In 1996, the N64 finds itself in a bind as 32-bit system prices drop to \$250 or less.

Despite these cuts, Nintendo has apparently decided to remain faithful to a \$250 price tag. "Nintendo has made no indication to us if they're going to make any such announcement" regarding an N64 price change, according to Nintendo of America spokesperson Eileen Tanner.

A price cut for the N64 seems an unlikely scenario at this juncture. Even with 32-bit system prices headed south, Nintendo still has projected a huge demand for the N64—even with a \$250 price tag-making further price cuts meaningless. Furthermore, should Nintendo decide to include a pack-in with the system, a \$250 price tag would seem justifiable. Nintendo will probably address the need for a price reduction this holiday season, based on how well the N64 sells and whether competitors announce even more drastic price cuts or packages.

## PRESS START

Making a major splash in the PC gaming arena is **3DO** and its in-house software team, **Studio 3DO**.

On the hardware front, 3DO has licensed out its M2 technology to **Cirrus Logic**, a PC accelerator board maker.

**Cirrus** will combine the M2's 3-D engine with **Cirrus**' video graphics controller technology, according to a **3DO** statement. The next task at hand is to sign up software developers to create titles for Cirrus' accelerator boards. One of those developers will certainly be **Studio 3DO**, which has announced plans to create PC games. Ten titles are scheduled for release this year; most will be port-overs of popular **3DO** games such as *Killing Time*, *Captain Quazar* and *SnowJob*.

**Studio 3DO** has also enlisted the help of pro golfer John Daly to create an original golf game for the PC and other platforms.

**Sega of Japan** has made official plans to market an MPEG video player adapter for the **Sega Saturn**. The MPEG adapter is scheduled to hit stores this fall, although price has not yet been determined. A similar release in the U.S. appears far more hazy, primarily because the CD video market here has far less marketing potential, according to a Sega of America spokesperson.

# A TALE OF SEGA'S TWO SATURN CONTROLLERS



## U.S. VS. JAPAN: WHICH IS BEST?

All of EGM's game players have spent countless hours with both types of Sega Saturn controllers. Here's what some thought of both countries' versions.

U.S.  
Mike  
**7**  
Dan  
**6**  
Shawn  
**6.5**

**Mike Desmond:** When it comes to fighting games, the Japanese controller is much better. The U.S. controller is a bit bulky, while the Japanese one is slimmer and better contoured to a player's hand. **Dan Hsu:** In any conceivable category, the Japanese version wins hands down. In general,

you can feel the quality just by holding both controllers in your hands. The Japanese one is very solid. The American one, on the other hand, feels hollow. The Japanese controller comes out ahead with the directional pad and L and R buttons. The D-pad is made of a softer plastic and is shaped better for pressing it diagonally. The top buttons protrude a bit more in the Japanese controller, making for a better feel when pressed. **Shawn Smith:** I found it strange how similar the U.S. Saturn controller was to the U.S. Genesis controller, not necessarily in the design, but in the feel. I always thought the Genesis pad felt kind of fragile, even though it was bulky. The U.S. Saturn controller is the same way. Also, the U.S. Saturn controller is too big. The Japanese controller is sleek and feels more natural in your hand.

Japan  
Mike  
**9**  
Dan  
**7.5**  
Shawn  
**8**



**W**hen it comes to controller design, most system makers change very little from one country to the next—perhaps a new color scheme or a different logo.

A few, such as Sony, make minor changes to controllers. The Japanese version of its PlayStation controller is about 10 percent smaller than the U.S. one to account for hand size. However, the basic design remains unchanged.

Then there's Sega and its Saturn, which stands as the only system that underwent major controller changes from Japan to the U.S.

**Why does the Saturn have two styles of controllers, and how different are they? EGM investigates**

At first glance, the two controllers look very different. The curved gray shape of the Japanese model appears far more conventional than the exotic black boomerang shape for the U.S. version. The latter is also a touch heavier and a half-inch taller than the Japanese version.

For the most part, the button and D-pad layouts are identical; the primary difference lies with the top shift buttons, which stick out more in the Japanese version.

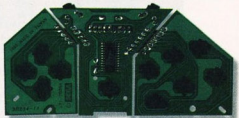
"Besides the shift buttons," said Sega of America spokesperson Terry Tang, the exterior changes are "mostly cosmetic."

However, a look at internal components within each controller reveals far more drastic changes—changes which some gamers claim affect performance.

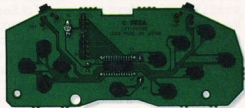
Both versions use technology used in portable computer keyboards: When a button is pressed, a small rubber pad comes in contact with the circuit board, completing a circuit. Instantly, an electrical signal is sent back to the computer.

First off, the directional pad housing appears far more sturdy within the Japanese version, which uses four prongs to keep the D-pad from rotating. The U.S. controller has only two, which results in a looser feel for the D-pad.

Even more interesting is the button housing. While the Japanese buttons are totally separate, those in the U.S. version are held in a special plastic case. Each button is connected to a thin plastic spring



The curved boomerang shape of the U.S. Saturn controller necessitates a three-part integrated circuit board (above). The Japanese controller (below) reveals a far cleaner design, requiring half as many soldering points. The top button switches appear identical in both versions.



that helps it pop up after it's pressed. Sega created the button housing possibly to streamline the assembly process.

The most curious difference within these controllers are their circuit boards. The Japanese version appears clean and compact. Soldered on top are mechanical switches for the shift buttons—the only ones that use switches. Conversely, the U.S. controller's curved profile forced

Sega to design a complex three-part circuit board, soldered together by wires, but it's highly unlikely that the board design would affect controller response times in any way.

Interestingly, the U.S. controller EGM studied was assembled in Taiwan, while the Japanese controller was made in Japan. The same holds true for the circuit boards, although the IC chip within both was made in Japan.

According to Tang, the original controller design came from Sega of America. Sega of America then used focus groups to tailor the design for U.S. gamers' needs.



While the six buttons in the Japanese version are separate, those in the U.S. version are linked and housed in a plastic mold (above) that gives the buttons a little extra spring.



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PlayStation



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Latest generation of handheld based on Game Boy

**NINTENDO'S 32-BIT COLOR PORTABLE "PROJECT ATLANTIS" TO BE READY IN FALL**

EGM has learned that the British company—Advanced RISC Machines (ARM) has been contracted to create a power saving chip for Nintendo's top-secret "Project Atlantis" color portable game system. This chip would allow batteries to last for up to 30 hours...an unheard of feat considering the Nomad eats six AAs in just 2 1/2 hours.

The chip to be used is the ARM710. An ARM spokesperson told EGM: "No comment, but if you look at the requirements...high volume...portable...decent performance, then we'd be a natural fit."

**ARM 710 SPECIFICATIONS: Clock Frequency: 25 MHz  
Dhrystone MIPS: 23  
Power: 0.15 watt**

The system will have a 3-by-2-inch color LCD screen, at least four buttons, a link port and a port for connecting an external controller. Nintendo of Japan is reportedly working on Mario's Castle—the first game for this system.

**NG64 ITEM PRICES SET FOR JAPAN**

Nintendo of Japan has set prices for the Japanese Nintendo 64 accessories. They include:

- RF Switch (\$15)
- RF Modulator (\$10)
- Monaural A/V cable (\$12)
- Stereo A/V cable (\$15)
- S-Video cable (\$25)
- Controllers (\$25) in five colors: black, blue, green, red and yellow
- AC adapter (\$25)
- Controller pack 256k RAM (\$10).

**Can you tell which King of Fighters '95 is which?**



Whether by CD, cartridge or both, SNK delivers a virtually identical look of the Neo-Geo arcade hit to both the Sega Saturn and Sony PlayStation. In fact, the versions look so close, most players will be hard-pressed to find graphical differences between the three versions. Can you figure out which screen comes from which system? The answers are at the bottom of this page.

# KING COMBO

Thanks to some savvy technology, the Saturn's King of Fighters '95 combines CD and cart seamlessly

One of the hottest debates in video gaming circles—aside from the "my system is better" wars—deals with which format will survive longer: CDs or cartridges. On one side, CD proponents complain that carts are expensive to produce and unable to carry the amount of data needed to produce a quality game. On the other side, cart supporters criticize CDs' slow loading times—something cart games never worry about.

This debate had no middle ground until arcade game maker SNK stepped into the fray with King of Fighters '95.

SNK first released this game as a cartridge game for its high-end Neo-Geo home systems. It has also decided to create a CD version of the game for the Sony PlayStation.

Of course, both versions have limitations: The cartridge has a high price tag, while the CD version will likely suffer from data loading delays.

None of this, however, is as newsworthy as how SNK decided to make the Sega Saturn version of KoF '95, released earlier this year in



The Sega Saturn version of King of Fighters '95 is the first-ever 32-Bit game that uses a CD and ROM cart combo, which speeds up data access.

Japan. By all accounts, it's the first game that uses a CD and ROM cart in tandem.

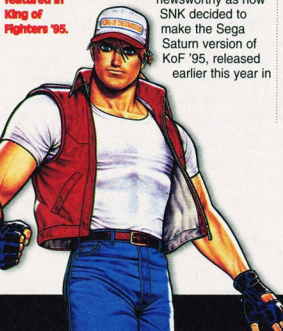
This new technology makes KoF '95 "the complete translated version [of] the arcade game," SNK of Japan's Takeshi Umeda said. He added that the Saturn lacked enough memory to make CD data access smooth enough, which is why the cart is needed. However, the cart does not have any save game functions such as high scores, Umeda noted.

It's not surprising that KoF '95 was the first title to take advantage of this technology. For those unfamiliar with the game, KoF '95 lets players choose teams of three from a gallery of 24 characters. Because of the many possible combinations, SNK sought to avoid the load times that a CD-only game would have.

In essence, the combination provides the best of both worlds. The CD contains the main program data and music, thus ensuring high-quality sound. The ROM data on the cart helps shorten data loading times, which last just one or two seconds on the Saturn between matches.

From a cost standpoint, the combo package in Japan sells for just under \$70 U.S.—just \$10 more than CD games.

As of press time, no official word has been offered by SNK of America as to when KoF '95 or other SNK titles will be released for 32-Bit systems here in the United States.



Petal Fury alum **Terry Bogard** is just one of 24 characters featured in King of Fighters '95.

A. Sony PlayStation, B. Sega Saturn, C. NeoGeo (cart)



MAJOR LEAGUE BASEBALL  
**PLAYERS**

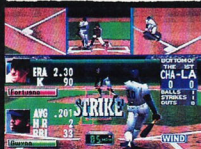


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## "BOTTOM OF THE 9TH"

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# REVIEW CREW

## THE REVIEW CREW



**ANDREW BARAN**

**CURRENT FAVORITES:**  
Resident Evil  
A-Train  
SF Alpha

I've been testing out all the latest 3-D-based action games. It's interesting to see all of the different companies taking the same concepts in so many different directions. What do the gamers want?



**MARK LEFEBVRE**

**CURRENT FAVORITES:**  
Return Fire  
Resident Evil  
Need For Speed

After weeks of A-Train, I couldn't take it anymore. I needed some action. Resident Evil gave me the fix I was looking for. Now I'm saving my cash for new releases like Contra and DarkStalkers.



**MIKE DESMOND**

**CURRENT FAVORITES:**  
Resident Evil  
Tekken 2  
SF Alpha/SF Alpha 2

Now that I have finally beat King's Field after many long hours and late nights, I have found myself playing Resident Evil and Tekken 2. Hopefully, I'll finish these games before the release of DarkStalkers.



**SUSHI X**

**CURRENT FAVORITES:**  
SF Alpha 2  
Night Warriors  
Blazing Dragons

As arcades slowed down, I started to look into a lot of home games. There is a great variety out there, and with the N64 coming soon, I can't wait for more! Farewell to an old friend and sparring partner. Sayonara.

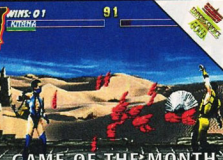
### HOW GAMES ARE RATED...

The reviews that are published in *EGM* are created after each gamer on the Review Crew starts plays through the game in its entirety. The Crew then independently writes their reviews based on the quality of the product, originality and challenge (how long it takes to complete), and bases their numerical scoring on a 1 to 10 scale in relation to other titles available for the same system.

## SATURN

### ULTIMATE MK3

#### WILLIAMS



### GAME OF THE MONTH

CATEGORY: FIGHTING

CHALLENGE: MEDIUM

BACK-UP: NONE

The Sega Saturn springs a surprise on the consumers by getting exclusive rights to one of today's hottest arcade fighters. All the expected secrets are included, as well as the combos, -allies, friendships, pit deaths, etc. What else is there to say? If you liked playing UMK3 in the arcade and you want to play it at home, you have only one choice: Play it on the Saturn. Everything is well translated except that the characters are smaller on the Saturn. (That's to be expected of home conversions of arcade fighters.) If you like 2-D fighters, UMK3 is one of the best games out there. It has plenty of techniques to learn and secrets to find.

I have to admit that I'm a little tired of digitized fighters, but MK3 is a lot of fun in a deadly sort of way. The combos are my favorite part. Boom, boom, boom, boom and you're in there with 35 percent damage. You've gotta love that! The load time, which seems to always be a problem with MK versions on CD, is kind of annoying. There's about a 10-second wait before each fight. Shang Tsung also has a loading problem. Although this may not sound nice, it has more to do with the system than with Shang himself. The music is great and the sound effects are devastating. Graphically, MK3 is identical to the arcade version. It has begun...again.

Fans of Ultimate MK will really enjoy this port. The graphics and sound are nearly flawless. Any arcade fanatic will not have a problem picking up the controllers and start pulling off combos since all of the combos and special moves can be done quite easily. Unfortunately, UMK3 suffers from the deadly "load time syndrome." It takes about a second or two for the Shang Tsung morph to occur. If one can overlook the load time, UMK3 is thoroughly fun. With all the secret codes and hidden characters, it is just like having the arcade machine in your home. UMK3 is a must-have for the hardcore Mortal Kombat fans.

MK3 fans who didn't get enough in the arcades can now play UMK3 at home! The biggest question is: How well did it translate? The answer is simply near-perfect! All the moves, finishers and combos are very easy to pull off, and the game almost seems a bit faster to play. All the secrets and hidden characters are present, including Human Smoke. The only downside is the somewhat hefty load time—a surprise after the short access time on SF. Still, if you like MK3, you'll want to give this a try. There are seven new characters, jump-in combos, new moves, better balancing of characters, endurance matches, etc. to keep you fighting for a long time.

**BEST FEATURE: ALL SECRETS ARE IN**

**WORST FEATURE: MINOR LOAD TIMES**

**TIME TO COMPLETE: SHORT**

**ALSO TRY: UMK3-ARCADE**

## GENESIS

### X-PERTS

#### SEGA OF AMERICA



CATEGORY: ACTION

CHALLENGE: MODERATE

BACK-UP: PASSWORD

X-Perts is a side-scroller, which translates into run, kill, run, kill. The unique factor here is that you control one of three characters at the same time (by switching control over to whomever's active). You have a realtime game where the action, although redundant, never pauses. These missions are a real drag. Even though they are named different things and found in different areas, all they really consist of is you standing in front of something, pressing a button, and waiting for that character to finish. The concept of controlling three players at once is nice, but the rest of the game will not hold your attention for long.

Your mission, if you choose to accept it, will be to control three strange characters around an underwater fortress, killing the same enemies over and over again until you win. X-Perts is not fun. The part of the game that makes it interesting is the idea. I can see where a concept like this could work beautifully—just not in X-Perts. I like how you can choose a different character to control while the other one is doing something in another area. It's kind of funny to watch the awkward animation of the characters when you're moving. They look nice when they're standing there, but when they start walking or kicking...ouch!

X-Perts does not hold up well in a sea of side-scroller fighters. The difference between this and the masses is that you get to control one of three fighters at a time. If you leave any one character alone for a while, you might come back to find him/her dead. The three are usually in separate areas of the game, each with his/her own objectives to take care of. Any of them can be attacked at any time, so you'll have to manage your team well. The fighting leaves a lot to be desired. Since this is where most of the action lies, that feature leaves you with a mediocre game—the missions are pretty uneventful. Rent this game if you're itching.

Umm...I just don't think this game is going to go very far. It sports a great idea—controlling three characters at the same time at different locations in the game. A very tiny bit of excitement builds knowing that while you are on one person's screen, either of the others may be fighting or dying at that moment. The gameplay is what ruins it. The fighting and missions are boring. There's not much of a challenge at all in pressing a couple of buttons to punch or kick enemies to death. Each character has a special weapon, but you can't move while using it! What good is that? I would like to see the basic concept of X-Perts taken further...to a better game.

**BEST FEATURE: REALTIME MISSIONS**

**WORST FEATURE: REDUNDANT ACTION**

**TIME TO COMPLETE: MEDIUM**

**ALSO TRY: ANY SIDE-SCROLLER**



Advertisement

# Ask and Thou Shalt Receive!

# KING'S FIELD™

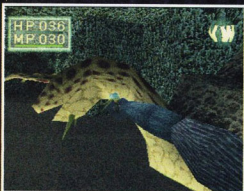
## A Fully Rendered Epic Quest for the PlayStation™

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The insidious Necronites have stolen the moonlight sword! As

Snails spit poisonous venom. Try to get beside them to hack at their neck.



Alexander, destined to become avatar, you must risk life and limb to retrieve the coveted blade for your beloved king. Take heed though...the island of Melanat is infested with the minions of evil. Necron, an evil and powerful sorcerer has taken hold of the island...feeding off of the legendary "Blue Light," he is bending the will of all inhabitants of the island to his own evil intent. Legends also tell of a sleeping beast in the darkness...a great dragon slumbering in wait of the time of awakening. If you dare go further, prepare yourself for the many forms of evil the island has to offer...Skeletons, giant octopi, stag beetles, dragonflies, soldiers under Necron's control, and many, many others, possibly even



Be aware that enemies can attack from any direction ... you must look up or down to find some of your foes.

including a showdown with Necron himself!

In addition to the forces of evil, be ever mindful of your actions. A healthy dose of diplomacy and wit will carry you far with the uncooperative inhabitants of the island. You'll need their help from



Merchants are expensive but sell some very important items.

Move carefully around the giant Kraken. He has a long reach and can easily push you into the deep water.





Try not to kill this man, for he offers some very valuable trades.



Before you get too hasty with your sword, green slime also cures poison.



Healing fountains are scattered throughout the island. Finding one will restore your hit points to the max.

Each new track will take you to a different ending point within the system.

elaborate mining tracks set up within the crystal mines.

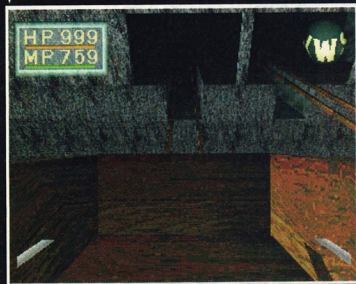
By using the mining carts you find, you can travel along the miles of tracks that snake their way throughout the crystal mines.

Each new track will take you to a different ending point within the system. To reach secret caves and ledges it will take a courageous leap out of the cart into darkness but, beware, some

bought while on the island. Also included in your arsenal will be the magic of five crystals as you find them in the dungeons: Fire, Earth, Wind, Water, and Light will each yield their own special magic!

King's Field will take you on an unforgettable journey of epic proportions! Your own courage will decide your fate...victory or death, CARPE DIEM (seize the day)!!

Will you rise to the challenge?



time to time, and they also have a veritable plethora of useful items, services, and advice! Multiple side quests will have you constantly involved in the intricate plot line...leave no request unheeded!

For your transportation throughout the muddled masses of mazes, you will find a series of

passages are guarded!

Of course you won't go in empty handed...but starting out shipwrecked on the island, you have the bare minimum (armed with a dagger and your wits alone!) Luckily, a wide assortment of progressively more powerful weapons can be found, taken, or



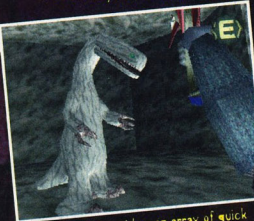
You'll find this opponent in the coliseum. If you do not defeat him, he will steal the Dark Slayer when Leon makes it.



Copper Knight is the first of the four bosses you will have to fight before you reach Necron.



Tarn is the second boss. The Flame Sword and any of your Fire Spells work well against this formidable adversary.



This evil beast has an array of quick and powerful attacks. Try to dodge his magics and nail him with your own.



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## PLAYSTATION

## WILLIAMS ARCADE CLASSICS

## WILLIAMS



CATEGORY: ACTION

CHALLENGE: MODERATE

BACK-UP: MEMORY CARD

This is one disc definitely worth picking up. It's perfect for those times you need a quick video game fix. You are at home and you are bored. If you don't want to think or work too hard (something I strive for every day), start up the classics! You can enjoy any of the games for just a few minutes to a few hours. If you enjoyed at least a couple of these in the arcades as a kiddie, you'll want to own this compilation. Think about it—you may never have a chance to play these oldies in any other format. Other features include rendered scenes used as fluff (who cares?) and the ability to save your high scores. Check it out soon!

Although it sounds kind of silly to play primitive games on an advanced system like the PlayStation, Williams Arcade Classics is a grand compilation that takes you back to what games are meant to be...fun. All of the games are exactly like the arcade versions from long ago (they used the same code). Even the music and effects are like the original, but this isn't so wonderful. The sounds are kind of scratchy and irritating, but they are from the original which is what counts. Sure, they could come out with a Doom version of Joust, or a Mortal Kombat version of Bubbles, but the originals are so much more enjoyable!

Any gamer who used to play the arcade hits like Joust, Bubble, and Sinistar is sure to enjoy Williams Arcade Classics. The compilation includes more than just the games. As well, there are interviews with the programmers that give some behind-the-scenes info on the making of the classics. The games are identical to the original, using the exact same coding. Unfortunately, those who are not fans of the classics might not enjoy this compilation as much as those who are, but it can still provide some temporary fun. All in all, Williams Arcade Classics is a must-have for those who are die-hard classic stand-up game fans.

As a veteran gamer, I'm really a sucker for these classic games. Normally I'd jump all over a reintroduced title without any improvements, but these are classics you're talking about. All of the titles are just like the original, using the same code. A lot of the old arcade tricks still work! I just couldn't help the feeling of nostalgia. I've played the games that ate up many days of my youth. However, there is one problem: Being the old stand-up gamer that I am, I was very used to the buttons, joysticks, and dual joysticks of the original versions. So the games did take a bit of getting used to. I only wish they'd have arcade classic controllers.

BEST FEATURE: SIMPLE ACTION

WORST FEATURE: AGING GAMES

TIME TO COMPLETE: MEDIUM

ALSO TRY: NAMCO CLASSICS

## PLAYSTATION

## TOSHINDEN 2

## PLAYMATES



CATEGORY: FIGHTING

CHALLENGE: MODERATE

BACK-UP: NONE

I appreciate both Toshindens because they combine the 3-D look of Virtua Fighter with the special moves of Street Fighter. Games like the VF or the Tekkens are fun to look at, but I want to see fireballs, flaming Dragon punches and other flashy stuff. I'm actually surprised that more games do not take this approach of the best of two worlds (though look for War Gods by Midway soon). Toshinden 2 does not compare graphically, however, to VF2. It wasn't quite as smooth and had fewer polygons. If you can avoid comparing the two, you have a great 3-D fighter in Toshinden 2, which I guarantee will go down as a classic.

It's always nice to see a sequel come out that is actually better than the original. Toshinden 2 adds a new dimension to the old way of Toshinden with more characters, more moves and new special attacks. Besides this, the graphics have been vastly improved. They're smoother and have lighting and shading effects. The characters show more emotion when they win or are defeated. For me, this makes the game more real than before. Take Vermilion for instance. He's one bad, gun-toting son-of-a-gun! Toshinden 2 takes all of the good things from the first one and adds features that make the game even better than before.

The original Toshinden was a real treat, and the second version has little difficulty in upholding the same claim to fame as its introduction release. The characters are well developed and continue to draw new players into the game with great graphics, highly imaginative stages and level backgrounds (like the additional level stage bosses including the very cool playable character Vermilion). All these well thought out features add in support of Toshinden 2 easily overtaking all of the praise and the ease of playability of the original. Toshinden 1: Break! Don't hesitate on the way to grab this one on the shelves.

Like the look of this game. Although it isn't as spiffy as some 3-D polygon games, it combines a 2-D look with almost animated feel. This is a sequel that goes far beyond the original in terms of moves and graphics. I especially enjoy the ease of play and the familiar joystick motions and special moves. This game is sort of a great ground for the audience 3D and 2D audience. It does a good job of taking the long setup time that the sometimes are suggested hits a bit sluggish gameplay. Also, it's almost too easy to link quick combos together and with the combined nature of 3-D and 2D moves makes it the game to play.

BEST FEATURE: LARGE CHARACTERS

WORST FEATURE: INFERIOR TO VF2

TIME TO COMPLETE: SHORT

ALSO TRY: VIRTUA FIGHTER 2

## PLAYSTATION

## PO'ED

## ACCOLADE



CATEGORY: ADVENTURE

CHALLENGE: ADJUSTABLE

BACK-UP: MEMORY CARD

PO'ed is a kid's roller coaster: an anti-dimatic ride through mediocre 3-D levels. Besides a few minor puzzles, the only thing distinguishing this game from the masses is its touch of humor. You play a chef armed with frying pans, homing missiles (which you can control in a first person perspective) and more. Your enemies are products of strange imaginations at Any Channel (the developers). All of this zaniness quickly wears off, however, and you are basically left with another you-know-who clone. The game never gets exciting. Will you like it? If you've never played a Doom game before, then maybe...

One would think that when a game is ported over to a technically more advanced system, it would be vastly improved. This isn't the case with PO'ed. There is a slight graphic and speed increase, but overall, it's the same old cheesy PO'ed. If you've never played the 3D version, that's okay. I'll give PO'ed one thing—it is funny. Sometimes on purpose, sometimes not. There's plenty of weapons to find and various puzzles to complete, but overall it's a sloppy game that lacks precision in detail. The enemies are strange, but not very impressive. The elevator platforms are as thin as paper! Maybe it's a futuristic joke, but I doubt it.

When first playing PO'ed, one might think it is just another "Doom rip off," but as the game progresses, it is quite different. The graphics, although not crystal-clear, are detailed enough to make navigation around the maps topsy-turvy levels quite easy. The differing levels, from enclosed to wide open areas, make the game wacky. What the next level has in store for him/her, the main weapons the game can acquire throughout the levels adds to the game's playability. If any gamer is in doubt, they should at least give PO'ed a chance. It is an all-around good title that ranks highly among titles such as Doom and Duke Nukem 3D.

Yet another Doom clone strides onto the market, but this one we've already seen before (on 3D). This is basically just another Doom game with some neat weapons and puzzles to solve. There are some cool levels that change after a bit of playing, but overall it has the same feel. The one thing that separates this game from most is its zany sense of humor as you hit walking butts and lips with your frying pan. The problem is that the humor wears off, and after the initial shock value, the game is the same engine that has been done and ordoned. Die-hard fans of this game may want to add it to their collection, but I'm just tired of it's old, same old.

BEST FEATURE: IT'S SILENT

WORST FEATURE: NO EXCITEMENT

TIME TO COMPLETE: MEDIUM

ALSO TRY: ALIEN TRILOGY



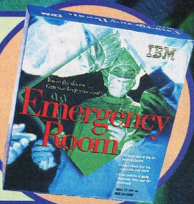
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PLAYSTATION

## BLAZING DRAGONS

CRYSTAL DYNAMICS



CATEGORY: ADVENTURE

CHALLENGE: MODERATE

BACK-UP: MEMORY CARD

Blazing Dragons is a colorful and amusing graphic adventure set in a medieval period. Personally, I'm not a fan of point-and-click games where you have to move your cursors around the screen to look for "hot spots," but that's because I do not have the patience for them. The puzzles in Blazing Dragons are a little challenging, but that's mainly due to them being obscure. Some things you have to piece together just do not make sense to me! This game helps by having the main character think out loud some hints that help you just enough to keep it interesting and not frustrating. This one was very funny to watch. The scripts are a tickle!

Point-and-click adventures have never been my forte, but I do enjoy them. Blazing Dragons was very interesting. Every other medieval story I've heard has always had kings, knights and peasants that were humans. This game has dragons as the characters. There are humans in the game, but they're generally bad. You have to love the English accents and this game is full of them. No lame voices either! There's plenty to do, and since the main character you control is an inventor, you're always putting something together. In other words, the puzzles are good for your brain. There is a slight problem with load time every time you enter a new room or scene.

In my opinion, Discworld, even to date, has been the best and most entertaining point-and-click adventure ever to surface on the PlayStation. This decision was abruptly ended, however, when I fell into the side-splitting humor in Blazing Dragons. The title has everything you need to grab your attention and keep you there for hours on end. I like the game speed and minimal loading time that causes action to always advance at a steady pace. Grab your thinking cap and exercise your problem-solving ability and fall into the life of a dragon with a quest. This one is a perfect back-up when the thrill of DW has left. Be prepared to laugh.

On the same slant as Discworld, but a lot easier, this is a very colorful and fun adventure game. This type of game is probably more familiar to computer game players in the category of games by Sierra. True to this style, there are some great dialogues and neat puzzles to solve. Overall the game is pretty intuitive with a built-in hint feature (the Information Booth). This game seems to be geared toward all skill levels due to its wit and hints. I'm a big fan of these types from way back, and I like the mix of dragons as the central characters and the whole Camelot pun. The access time is its only drawback but it isn't a real problem. A great time for adventures.

BEST FEATURE: IT'S VERY FUNNY

WORST FEATURE: LOAD TIMES

TIME TO COMPLETE: LONG

ALSO TRY: DISCWORD

SATURN

## GUARDIAN HEROES

SEGA OF AMERICA



CATEGORY: FIGHTING

CHALLENGE: MEDIUM

BACK-UP: BATTERY

This is the best side-scrolling fighting game I've played since the Final Fight series. Look at what you get to do in the Story Mode: Select a fighter, travel through the lands (while getting to choose what path of the story you would like to take) and destroy anyone who gets in your way with loads of different attacks and special powers. You can perform combos, you can cast magic spells, you can juggle the bad guys until they turn to mush. It's fantastic action! Once you've finished, you can play as any of the computer foes that you've defeated in a separate Street Fighter-type Vs. Model! This disc is highly recommended for fighting fans.

Once in awhile a game comes along that makes the gaming genre blend work. Guardian Heroes is one of those games. A mixture of fighting and side-scroller make this one zesty from beginning to end. It has combos that'll knock your socks off and enemies that you'll love to beat make for major fun. The anime style of the characters is pretty cool, too. The story has a choose-your-own-adventure feature at different points which adds variety. The two things that bug me are the VS. Mode, because the characters are so incredibly unbalanced in fighting ability and special attacks and the repetition when in battle.

Until now, fighting games have been just that—a title revolving around combat. Guardian Heroes, on the other hand, blended the fighting action into a well-rounded RPG that has multiple paths and endings depending on your selections in the game. I also like the feature of your characters going up in level skill with experience. This adds a unique fun factor to the title and supplies the players with hours of constantly changing action. Guardian Heroes is a great title for players looking for a game a little out of the norm. Grab a friend and enjoy a simultaneous blast fest on the attacking enemies. This one should not be missed!

This is a very innovative addition into the basic Final Fight class of games. This takes the same side-scrolling action and multiplies the complexity with huge combos, juggles, five characters, an auto ally and more. But it doesn't stop there—they also add in the use of magic, RPG elements, multiple endings and patis, as well as a VS. fighting-type game. Simply, this game is packed with a lot of gameplay and action! Some may find it too much like the Final Fight series, but there is a lot more to it. My one gripe is the levels that are short and seem to cram just a bit too much on the screen (especially later on) to really fight well. Still a very neat action title!

BEST FEATURE: STORY MODE

WORST FEATURE: UNBALANCED VS. MODE

TIME TO COMPLETE: SHORT

ALSO TRY: FINAL FIGHT SERIES

SATURN

## CONGO

SEGA OF AMERICA



CATEGORY: SHOOTER

CHALLENGE: ADJUSTABLE

BACK-UP: BATTERY

Sadly, Congo contributes nothing really new to the Doom genre. You run around a thick jungle with a 3-D, first-person perspective while shooting enemies. Congo does have a cool jungle ambience. The music and background noise sets the mood—well, it gets a little scary when you hear something rustling behind the trees. Unfortunately the effect is ruined when you actually see the cartoonish enemies who die comical deaths. The levels lack variety, though they add to the general mood of the game—being alone in a large jungle. Several times I thought I was lost, which is really hard to do with Congo's well made mapping system.

This one is *not* what I call fantastic. Most of the FMV makes you wonder if you're watching Congo, the TBS miniseries. While you're on your first-person journey through the Amazon jungles, you'll encounter strange, man-sized spiders, spear-spitting totems and floating, disembodied heads. Were all of those in the movie? The movement is too fluid for someone walking and the sprites and scenery get way too pixelized when you're even relatively close to them. The funny thing is that some of the enemies look like they're made of clay. Congo tries hard to be a good game, but fails. Maybe a side-scroller should have been done instead.

Congo: Lost City of Zinj is a title that attempts to base its success on the big-budget movie counterpart; unfortunately, this game is quite a dud. The game concept had potential, but due to substandard graphics and limited free-roaming control, Congo is just lame. The low frame rate of Congo makes navigation and aiming tedious, which can be quite frustrating to say the least. Although some gamers may find some enjoyment hidden within the tedious/boring action, I found nothing but irritation and little to keep me interested longer than a television commercial. If you have any doubt, try this one first; it will probably save you money in the long run.

I have to admit to being fed up with all the Doom clones. This game does a decent job for the genre but it doesn't add anything above and beyond. The downside is the enemies—giant bugs, apes and spiders—just don't look or respond that great. On the plus side is the ability to run and jump which adds a bit of gameplay. Still, the theme and especially the movie just don't interest me. This is not to say this isn't a good game, just that I'm basically getting sick of them! Fans of this genre who might have enjoyed the movie or liked the story line will definitely like it. There is nothing extraordinary about Congo but it is a solid game if you're in that market.

BEST FEATURE: OUTDOOR 3-D

WORST FEATURE: BAD PLAY

TIME TO COMPLETE: MEDIUM

ALSO TRY: DOOM



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## SATURN

## TOSHINDEN REMIX

SEGA OF AMERICA



CATEGORY: FIGHTING

CHALLENGE: MEDIUM

BACK-UP: NONE

What many people considered a killer app for the PlayStation arrives on the Saturn. The graphics and animation are top-notch. Two things prevent it from scoring extremely high. First, it's being released in the shadow of its sequel. Toshiinden 2 has more characters and special moves and reminds you that it's an improvement over the original. Second, and I hate to say this, but some of the moves were a bit hard to pull off on the U.S. and Japanese controllers. If you can't play Toshiinden 2, then by all means, get this one. Remix is a sharp 3-D fighter that is flashier than the likes of Virtua Fighter 2 or Tekken.

I was very disappointed in Toshiinden Remix for the Saturn. First, let me rip on the voices of the characters. They're far too overdone to even be funny. Sofia's voice is almost as deep as Rungo's! I know she's a strong fighter, but come on! Plus, during the fights they're all screaming and grunting in loud, exaggerated ways. More important than this, there really weren't any major enhancements. Sure, some cinemas and a Boss, but that's not enough to make me happy. The only thing that I like a lot was the art of the characters on the Selection Screen. That's not worth \$60 though. The drawback to this new art is that when you select your character, there are no multi-colored ones to choose. This is a good one to rent.

With a name like Toshiinden on the cover, I was expecting a lot more than what was found within the title. The gameplay is limited, and many of the moves are excessively difficult to get off when you needed them. Although many may like the slight differences in the play, I found this one to be nothing more than a partial attempt at a title that has the name to sell a lot of copies even before the game is turned on. If the graphics would have at least been improved, I may have passed this one on the scale. Players who loved the original may get into this one, but I will be waiting for the second version. Let's put my remix to rest forever.

On the plus side, the Story Mode is a great addition I think any Toshiinden fans will want to play through. The other new feature (the extra character) really didn't impress me. In fact, I find it hard to see why anyone would want to play Remix when they could go out and get Toshiinden 2 (very soon). This game is average but the graphics and especially the sounds aren't special. Sure there are some combo and playability differences from the PS version but beyond that there really is no big overhaul in graphics or dynamics. Unfortunately the timing of this game really hurts it. It is a decent fighting game but with its sequel out I just didn't get into it.

BEST FEATURE: ANIMATION

WORST FEATURE: CONTROL

TIME TO COMPLETE: SHORT

ALSO TRY: TOSHINDEN 2

## NEO-GEO

## ART OF FIGHTING 3

SNK



CATEGORY: FIGHTING

CHALLENGE: ADJUSTABLE

BACK-UP: NONE

This game is five years past its prime. It's a choppy 2-D fighter. The special moves and combos are easy to pull off, but they're not implemented well. For example, every character has a monstrously damaging move called Ultra-Cool Attack that can be used when your health is down to a fourth. This move can do almost 50 percent damage. It doesn't seem fair if I'm winning and someone pulls off one move, which cannot be blocked by the way, that kills me. Some characters have easier joystick motions for Ultra's than others, leading to uneven gameplay. Aof3 is just not a well-balanced game; there are plenty of better fighters in existence.

There sure has been plenty of these types of fighting games out lately. Does anything make Art of Fighting 3 better than the rest of the side-view types? Not really. The main thing that makes the game fun is the super-powered "desperation"-type moves. Unfortunately, these can't be blocked and they're relatively easy to pull off. This makes for lame two-player action. For effect, they put in a dramatic pause when there's an air attack. Instead of creating the feeling of an immense attack, it creates an annoyance. How many sequels can be released before the idea gets old? Besides, they could have had more original moves.

Art of Fighting 3 really didn't impress me as much as I thought it would considering it is the third release and all. After a few moments into the game, I thought I was playing The Art of Annoyance. The game just rubbed my fur the wrong way with its half-produced cinematic displays and the new revamped fighters that are just as lame as the last batch. Before the next Aof comes out, I hope SNK gives some serious thought to actually making the title into something of worth instead of just a new compilation. Or on second thought, don't even bother wasting valuable production time on another wasted sequel.

I must admit to actually being shocked at the quality of this game. Neo-Geo has had some of the best fighting games with lots of sequels but they should have just stopped at Aof 2. One thing Neo games are known for is their innovations of adding new features in each game. This game has a few new additions such as the Ultra moves and a limited auto combo system. Unfortunately these features are just not good. They don't add anything to gameplay and in fact unbalance it. Also, the game plays very slowly and simply contains nothing very original. With only eight characters and basic moves, this game just isn't up to par with other fighters.

BEST FEATURE: ULTRA MOVES

WORST FEATURE: NOTHING NEW

TIME TO COMPLETE: MEDIUM

ALSO TRY: THE LAST TWO

## GAME GEAR

## BAKU BAKU ANIMAL

SEGA OF AMERICA



CATEGORY: PUZZLE

CHALLENGE: ADJUSTABLE

BACK-UP: PASSWORD

This game is very simple. That's quite fine since I'm not in the young age group that this game is geared toward. The point of this Tetris-type puzzle game is to line things up for the right animal to eat—pile up bones for dogs, carrots for bunnies, etc. You can cause chain reactions which, like most games of this type, will cause extra pieces to fall on your opponent (which can be the computer or another human). I do like this game—it's quick to pick up and doesn't take a lot of technique. If you have a young puzzle lover in your family, Baku Baku is worth buying. It's non-threatening fun anyone can enjoy, but kids will do it up.

I've always found it nice to sit back and relax with a puzzle game. Most of the time it's a super switch from the death and destruction involved with most other games out nowadays. Baku Baku is a bunch of fun even though it's geared toward children. At least I hope it's geared toward children. In the cinemas your enemy will say something like, "I will win." You then reply, "No. I will be the one winning! Ha ha!" The game itself is similar to Dr. Mario where you have to match up certain types of blocks with each other. The difference with Baku Baku is that you have various food items that you match up with different types of animals. What fun!

Hand-held systems and puzzle games work together hand-in-hand to give players the best fun they can have while on the go. Baku Baku Animal is a great Tetris-style game where you can build up combos and use some strategy to defeat the computer instead of just the speed of your piece placement. Although at first the animal shapes may look a bit childish along with matching them with their respective food, Baku Baku is a great title that contains more fun than is expected at first glance. Grab your Game Gear and experience the most ingenious title to appear on a hand-held since Tetris' first release.

This is your typical puzzle game with a cute animal twist. The nature of the game is Tetris style where you match up animals and their corresponding food. The overall theme seems like a kid's game, but just like most puzzle products, you can build up big chain reactions and cause massive combos that will dump a lot of "pieces" on your opponent. The complexity is up to the player and it can give even experts a good thrill. There is a cute and friendly overtone that may make it appear to be a kids-only game, but don't let the animals and kiddie dialogue fool you. This is a very fun game and is an especially great title for a portable format.

BEST FEATURE: NEW TWIST

WORST FEATURE: EYE STRAIN

TIME TO COMPLETE: LONG

ALSO TRY: BAKU BAKU-SATURN





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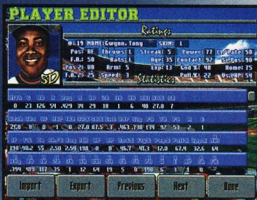


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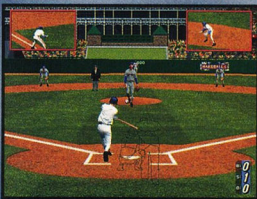




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ACCOLADE

## Nintendo Talking To Panasonic? 'Bulky' Drive Gets New Name New N/64 and PlayStation Games Acclaim Splits the 16-Bit Scene

## Latest On Mortal Kombat 4 Williams Snags Atari Games 'Atlantis' Color GameBoy Game Translator Revealed

...It's time to step into the batters box and take a few high hard ones as Team Q delivers a sizzling batch of gaming gossip from the most reliable rumor rippers in the big leagues. As always yours truly has collected a grand slam of goodies from inside corporate board rooms and behind developer doors, including the best hear-say money can't buy...We start this month's sojourn with tidbits from Nintendo and beyond. The Q hears that the shirts at the big 'N' have been testing the waters with Panasonic about DVD technology. Although there's nothing concrete at this point, my sources have confirmed that talks have taken place...Nintendo is also suffering some aches and pains associated with what is sure to be the big hardware event of the year: the launch of the N/64. Software appears to be the true trouble, the Q-Mann hears, with only one sports title (Ken Griffey Jr. Baseball) and possibly as few as three titles at launch...Nintendo is wrapping up their unique N/64 Disk Drive, now being referred to in the company's hallways as the 64DD. Formerly known as the 'Bulky' Drive, this add-on still faces a projected Japanese release date of November, '96, with a planned stateside introduction next summer. The Q has pegged the price of the unit somewhere around \$150 and plans call for a 2 Meg RAM expansion cart. Expect the upgrade to ship in Japan with the latest installment of the Dragon Quest saga, with the N/64 version of Legend of Zelda to follow...

...Staying on the Nintendo bandwagon, the Q-ster hears that the company is close to releasing a complete list of third-party developers making N/64 games. The latest additions to this top secret list include Namco and Sega. Among the first games Namco is rumored to be developing is a racer called Dirt Dash, while Capcom is working on a Street Fighter-type game and Konami is completing versions of Castlevania as well as Contra. Presently, Killer Instinct 2 is not on the schedule of N/64 releases and according to Q sources, the game is being packaged specifically for the new mega-machine...Look for Sony to counter Nintendo's introduction with a massive flurry of software releases tied to an overwhelming marketing blitz. The folks at Sony see this as the last great threat to their new found dominance and a campaign that touts the machine's greater variety of games is what they hope will sway people away from the N/64...Some of the games that will definitely be on the Sony PlayStation docket come this Christmas include Twisted Metal 2, Destruction Derby 2, and Wipeout XL. Interplay will bring out Reloaded (the sequel to Loaded) and Rock 'n Roll Racing 2, while Capcom will offer Street Fighter Alpha 2 and a version of Mega Man.

...In other news, Acclaim has abandoned the 16-Bit cart format, taking a \$50 million loss in the process. Look for the company to come on strong, however, with multiple releases on all major hardware formats and PC...In other 16-bit news, it has been confirmed that Electronic Arts will be bringing out versions of John Madden NFL Football '97 and a new version of NHL Hockey '97 for the Sega Genesis later this year. Super NES versions of those games will be coming from THQ...

...Williams Entertainment sources told the Q that Mortal Kombat IV would use a new technology and would be unlike anything ever seen before. Recently, 3Dfx Interactive announced a strategic alliance with Williams Electronics Games, allowing the company to use 3Dfx's Voodoo Graphics chipset in its next-generation coin-op games. The chipset features texture-mapped graphics capabilities that exceed 1 million triangles per second for photorealistic 3D gaming. Could this be the brain behind the blood in the next MK machine?...In other Mortal Kombat IV news, the Mann hears that Williams isn't planning on using actors in the new game. Since it won't be a 2-D fighter, and characters will be represented as texture mapped polygon figures, the programming team is using athletes to create the character forms similar to the technique employed in War Gods. In that fighting game, the skeletal structures were motion captured, and the skin and faces of the characters were then added...Some in the gaming business have been wondering about Williams recent purchase of Time Warner Interactive. One of the main reasons they made the deal, according to insiders, was to get access to the company's library of arcade titles - from Crystal Castles to Area 51...

...The keepers of that little green gecko lizard are on the move. Crystal Dynamics, have inked a deal with Marvel Comics, based on its new Edge line of mature-audience comics. Crystal is planning on making two 32-Bit titles to be released this fall...Scavenger plans to deliver both Scorcher and Amok, two softs originally planned as Saturn specific, for the PlayStation later this year...

The long-rumored color GameBoy, code-named Project Atlantis, is nearing completion. Reportedly, the machine will feature a 2" x 3" screen and boast an amazing 30 hours of battery life. I'll believe that one when I see it...Elsewhere in the technology department, a company called Nichi-min Graphics showed off a way to stream a computer image to a Saturn, a PlayStation and an N/64 simultaneously. Of the three, the Saturn was a static image only while the PlayStation and N/64 won honors with the best and worst conversions respectively. The technology mirrors a similar approach used by Acclaim to make their trans-system conversions easier, faster and cheaper. Expect other companies to follow that lead if the Nichi-min system becomes widely available...That closes out this installment of Gaming Gossip, my Quarterfriends. Until next month, remember to always go for the Grunts and listen to the Mann...

-The Q



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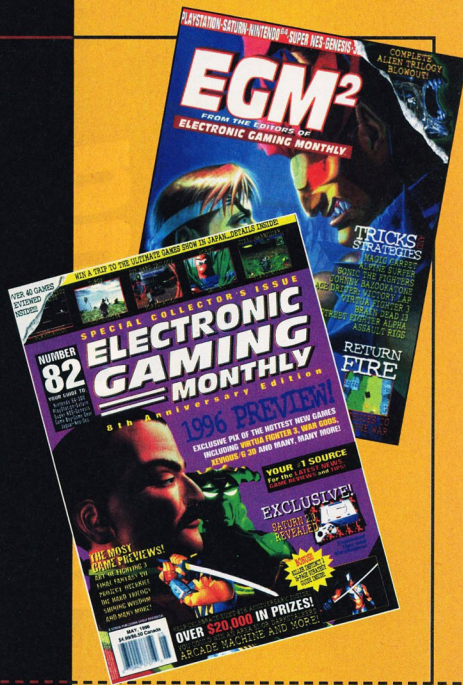
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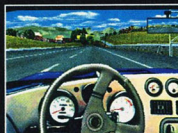
# KILLER CODES

## NEED FOR SPEED

—by Electronic Arts  
for PlayStation

This trick will allow you to play the game in Full Screen Mode with no distracting gauges. Right when you begin a race and the traffic signal is counting down, press and hold either DOWN-LEFT or DOWN-RIGHT until all of the gauges disappear. If you want them back, all you have to do is press DOWN-LEFT or DOWN-RIGHT again until they reappear.

Michael Lidke  
Winter Park, FL



Press DOWN-LEFT or DOWN-RIGHT to hide the gauges.

## EARTHWORM JIM 2

—by Playmates Interactive  
for Super NES

As soon as you complete a level in the game, you will see a picture of cows. The largest one looking at the screen will open its mouth and say, "Well done." Using the X, Y, B and A buttons on the first controller, you can manipulate the speed and tone of what the cow says. Just press any of the buttons to make the cow say, "Well done" again, and experiment with them to change how it is said. If you leave the buttons alone for a while, you'll go to the next level in the game.

# NEED FOR SPEED

SYSTEM: PlayStation PUBLISHER: Electronic Arts

**CHEAT SHEET:**  
HIDDEN TRACK RALLY MODE, NEW CAR

**POWER TRIP**

Go to Tournament Mode and enter the password: TSYBNS. Now choose any Race Mode, and when highlighting a track or your car, press and hold the L1 and R1 buttons.

When choosing your Race Type, access the Tournament Mode, highlight the Password Option and enter in:

**TSYBNS**

This will give you the hidden track, Lost Vegas. Now, go back and choose any race type. With your track of choice highlighted, press and hold L1 and R1. The track will turn into a Rally Track (except for Rusty Springs). Now when you highlight your car, press and hold L1 and R1. The car will turn into the Warrior—the fastest vehicle you can get!

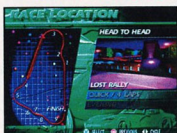
Brian Shoyer, Roswell, GA



From Tournament Mode, enter the code: TSYBNS



The code will give you a hidden track, Lost Vegas.



Go back, choose the race type and highlight the race...



...location. Press and hold L1 and R1 for Rally tracks.



You may also highlight your car, press and hold L1...



...and R1. You'll get the speedy Warrior car!

# THE HORDE

SYSTEM: Saturn PUBLISHER: Crystal Dynamics

**CHEAT SHEET:**  
FOUR INCREDIBLE CHEAT CODES

**POWER TRIP**

When you're in the midst of a game, just press START to pause and enter any of the cheats listed for various results such as RWV sequences and all items will become available.

Here are some awesome cheats to help you through the game. Just begin playing then pause the game. Next, enter any of these codes.

with the first controller for the results listed below:

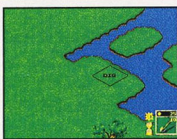
**LEFT, A, UP, DOWN, B, A, A, B**—The entire map of the current habitat is revealed.

**A, DOWN, DOWN, RIGHT, A, DOWN**—Allows you to continue playing the game even if your entire village is destroyed.

**RIGHT, A, LEFT, LEFT, A, UP, B**—Lets you watch all of the full-motion video sequences in the game—one after another.

**B, RIGHT, A, LEFT, LEFT, DOWN, RIGHT, A, A, LEFT**—All items in the game become available.

Michael Castle  
Muncie, IN



You'll get more area to work with when you reveal the map.



You can even watch all of the full-motion video in the game!



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



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

And all three of these trained

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



won't cooperate, hacking Aqua's computer system. All for the sake of National Security. And while you wield your X-PERTS against the bad guys, you'll be doing so with motion captured SGI rendered graphics, which means saving the free world will look better than ever... after all, just look how she turned out.



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



## BLACK FIRE

SYSTEM: Saturn PUBLISHER: Sega

### KILLER CODES

### GAME SHARK CODES



—by Interact Accessories

#### PlayStation Codes

These passwords are for use with the Game Shark peripheral for the PlayStation only. They will not work on their own with just the game. Note: Do not try to modify the codes because they are supposed to be entered as shown here:

#### Twisted Metal—

Infinite Fire Missiles:  
801A1C00 0002  
Infinite Freeze Missiles:  
801A1C02 0002  
Infinite Catapults:  
801A1C0C 0002

#### The Raiden Project—

Infinite Lives (Player One):  
800ECF40 0003  
Max Vulcan (Player One):  
800ECF28 0008

#### Street Fighter Alpha—

Player One Invulnerable:  
8018710C 0090

#### King's Field—

Lords of Gold:  
80199440 C350

#### Saturn Codes

These passwords are for use with the Game Shark peripheral for the Saturn only. They will not work on their own with just the game. Note: Do not try to

continued on 42

### CHEAT SHEET:

INFINITE WEAPONS FUEL  
IN INVINCIBILITY STAGE SKIP

**POWER TRIP**  
At the Title Screen, you may enter any of the codes shown below for various results. A voice will say a sentence, which will confirm that it was entered correctly.



All of these codes are to be done at the Title Screen.

#### Replenish Fuel and

**Weaponry:** Press L button, A, Z, Y, A, DOWN, DOWN. You'll hear a sentence to confirm that it worked. During the game, press START then START again to replenish ammunition or fuel.

**Skip Stages:** Press and hold C, then B, then A, then UP, then L button. Now, release A, then C, then L button, then UP. You'll hear a voice confirmation. Now in the game, hold A, B, C and UP. Now



Do all of these special codes at the Title Screen.



Enter the code for Invincibility and you'll never get hit.

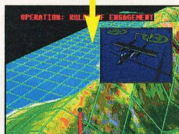
press L button to skip ahead. **Invincibility:** Press and hold A, then B, then C. Release C, then B, then A. Now press B, A, B, Y, hold X, press UP, press and hold DOWN and release the X button. You will hear a voice to confirm this is correct. Now you're invincible!



Press START then press START again to replenish.



Do the stage skip code, then hold A, B, C, UP and press L.



You will automatically be brought to the next mission!

## RISE 2: RESURRECTION

SYSTEM: PlayStation PUBLISHER: Acclaim

When you're at the the Selection Screen, about to choose your robot fighter, take controller one and press RIGHT, RIGHT, RIGHT, UP,

UP, DOWN, LEFT, LEFT, DOWN, DOWN. The Boss, Vitriol, will suddenly become available. This robot will take a lot of damage and also hits hard, making it a formidable foe to any computer opponent!

### CHEAT SHEET:

PLAY AS THE BOSS  
VITRIOL

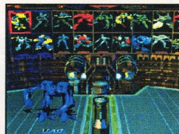
**POWER TRIP**  
At the Player Selection Screen, press RIGHT, RIGHT, RIGHT, UP, UP, DOWN, LEFT, LEFT, DOWN, DOWN. The Boss, Vitriol, will appear. Choose this robot to cause major damage to your foes.



Freddy Jimenez  
Wasco, CA



The Boss, Vitriol, will now be at your disposal.



At the Player Selection Screen, do the trick.



This robot is strong and fast; a sure winner!



Flamin' Yawn trashed my house.  
Psyerow stole my lady.  
I've got a backpack full of snatt.

This ain't gonna be no picnic.

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## KILLER CODES

### GAME SHARK CODES (CONTINUED)

modify the codes because they are supposed to be entered as shown here:

**NFL Quarterback Club—**  
Master Code:  
F60290D0 C305  
B6002800 0000  
Player Two Never Scores:  
1603EC54 0000

**Mortal Kombat II—**  
Master Code:  
F6000914 C305  
B6002800 0000  
Infinite Energy:  
160BDB70 00A1  
Opponent Has No Energy:  
160BDD04 0000

**Hang On GP—**  
Master Code:  
F6000914 C305  
B6002800 0000  
Infinite Time:  
1604BCE2 003C

**D—**  
Master Code:  
F6000914 C305  
B6002800 0000  
Infinite Mirror Hits:  
1601F80A 1A60

### LEMMINGS 3-D

—by Psygnosis  
for PlayStation  
Here are the codes for the  
Mayhem Rating of  
Lemmings 3-D:

01. Garganey
02. Kaoliang
03. Marocain
04. Obtemper
05. Tastevin
06. Vellozia
07. Borachio
08. Jackaroo
09. Coolaman

continued on 43

## SEPARATION ANXIETY

SYSTEM: Super NES

PUBLISHER: Acclaim



This code will make the game extra difficult. When the Title Screen appears, move down to the Enter Password Option. Now put in the code:

**MRRYPN**

This will make the game twice as hard!

**Andrew Cole  
B.C., Canada**

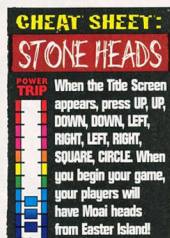


**This code will make the game harder.**

## GOAL STORM

SYSTEM: PlayStation

PUBLISHER: Konami



When the Title Screen appears, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT,

Square, Circle. You'll hear a cheer. Now your players have Moai heads from Easter Island. It's funny to see!



At the Title Screen, enter the very common Konami code.



Players with Moai heads will be on your team. It's hilarious!

## THE RAIDEN PROJECT

SYSTEM: PlayStation PUBLISHER: Sony Computer Entertainment



to Miscellaneous and choose it. On the Miscellaneous Menu, move to Credit Limit and press the Square, Circle, Triangle, X button all at the same time and then let go. The credit number will change to Free Play.

**Stacy Norris  
Booneville, AR**



From the Title Screen, move to Adjust Settings and choose it.



On the Settings Menu, go down and choose Miscellaneous.



Here, press Square, Circle, Triangle, X at the same time.



# TRICKS OF THE TRADE

## KILLER CODES

### LEMMINGS 3-D (CONTINUED)

- by Psygnosis  
for PlayStation  
10. Banausic  
11. Faburden  
12. Reckling  
13. Mirliton  
14. Opananax  
15. Bimbashi  
16. Caatinga  
17. Penstock  
18. Springal  
19. Babirusa

Bryan O'Neill  
Plainfield, IN

# GEX

SYSTEM: Saturn

PUBLISHER: Crystal Dynamics

## CHEAT SHEET:

### GET TO REZ

POWER TRIP

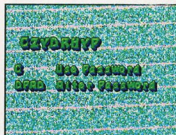


At the Title Screen, choose the Password Option. Enter the password: CZYDRHYP. All of the levels will be complete. Go into Rezopolis, find the last Boss, Rez and defeat him to win!

From the Title Screen, access the Password Option. On the Password Screen, put in the code:

**CZYDRHYP**

Now, all of the levels will be complete. Go to the main dome and enter through the middle of it. This will



Choose the Password Option and enter CZYDRHYP.



Find the last television and go into Rez's Lair.

bring you to Rezopolis. Go to the last entryway and you will be in Rez's lair. Here



All of the levels will be complete. Go to Rezopolis.



Here, you will face the last Boss himself. Good Luck!

you will find the last Boss!

Nigel Thomas  
Brooklyn, NY

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# 3-D ACTION GAME PREVIEW

THE ACTION-GAME GENRE IS GETTING A SHOT IN THE ARM WITH THE GAMEPLAY NOW TAKING PLACE IN ALL THREE DIMENSIONS.

With the new 32- and 64-Bit game systems firmly in the marketplace, more and more developers are seriously getting involved in producing games for the next-generation systems. With more memory and faster processing power available, these developers are now doing on the home systems what—

only a few years ago—could only be done on arcade machines.

One feature that is now just being explored in the action-game genre is the use of the third dimension (in and out of the screen).

The *EGM* editors were able to get an inside look on the latest, state-of-the-art 3-D action games from all of the major developers, including

Nintendo (Mario 64), Sega (Nights and Sonic 3-D), Sony Computer Ent. (Crash Bandicoot), Crystal Dynamics (Pandemonium) and Accolade (Bubsy 3D).

They think you'll be as excited about the new titles as they were (and so does *EGM*). So sit back and take a stroll through the next five pages.

# SUPER MARIO 64

THERE MAY HAVE BEEN A KOOPALA VERSIONS OUT BEFORE, BUT NONE OF THEM CAN TOUCH MARIO 64!

There was a time when the plunger-totin' plumber, Mario, was living in a simple 2-D world. Life was good, but that was back in the olden days of video games.

Now it's the middle of the '90s and times have changed! Mario 64 for the N64 converts the flat world into a 3-D one that everyone knows and loves.

Is it safe to say that gamers are dealing with the same Mario from before? No. Mario is totally 3-D with a rendered hat and all! What else makes him new are the enemies and special effects surrounding him at all times.

The adventure starts at a huge castle, which is rendered and isn't flat like the old NES Mario castle. The enemies, also in 3-D, are badder than before.

Speaking of enemies, all of the originals are back to make their debut in Mario 64. This time they're huge! We're talking screen-size Koopas here!

Being a completely three-dimensional world, you can jump into a wall, or finish a puzzle to open up a



portal without simply going left or right. Now you can go up, down or diagonally—whatever it takes to make your way through the game. This makes it feel like you're actually in the Mario world.

So how can big "M" lift up a B-bomb or swing King Koopa by his tail when he's so much smaller than his evil adversaries? Little Mario throwing these giant



Remind you of Dragon's Lair? These spheres cause pain!



Is there more to this aquarium than meets the eye?



A run-in with Pokey can be a very sticky situation.



Feeling a little boxed in? Try to get to the pyramid.



## THREE DIMENSIONS CAN BE A LITTLE SCARY FOR A REGULAR PLUMBER, BUT NOT FOR GOOD OL' MARIO!

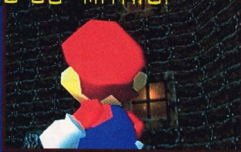
monsters around adds the element of exaggeration which makes getting rid of the enemies more fun. At least this way we know Mario is super!

There are many camera angles that switch from view to view depending on where Mario is at. In one instance, you may see him from a distant view while another view will be right behind him, looking up at a giant cactus.

never felt in a platform-type game.

When you walk on a bridge above snow-capped mountains, it seems like you could actually fall a good 300 feet!

This special feature wouldn't be complete without mentioning the bad guy himself: King Koopa! You thought his fireballs were tricky in the earlier versions, wait until you see them in startling 3-D—you'll think your arm hair got singed!



Who knows what kinds of ghouls await Mario in the haunted mansion.



There are various rooms and tasks you have to work your way through to venture on to the next one. With the impressive graphics and effects that the N64 can produce, the adventure is bound to be spectacular.

Find yourself in a mirror room filled with dozens of tricks and traps or on rainbow paths that have you running for your life, trying not to fall to the ground far below. Another scene throws Mario on a raised platform. He has to work his way down the path, dodging giant boxes and other enemies just to get to the pyramid that has even more fun inside. While you're fighting your way to the next challenge, you sometimes are able to see your next destination.

With the enhanced 3-D effects, Mario 64 has a feeling of depth



# CRASH BANDICOOT

SONY GETS A NEW MASCOT, BUT CAN CRASH CUT IT IN LIGHT OF ALL THE NEW 3-D ACTION GAMES?

It started as just another cute action game. Little did anybody know that once the expert producers at Universal Interactive Studios started to tweak the raw program that another ho-hum mascot-type game would turn out to be perhaps the hottest new product of the year.

All that extra effort didn't go unnoticed by Sony. After seeing the preliminary info on the game, they immediately fell in love with both the character and the game. So much, in fact, that Sony states that they have decided to make Crash their official mascot.

But what about the game? Is it really that good? Our editors got a sample of it at ECTS in London and their overall impression was extremely favorable.

EGM did learn a bit about the story line there though. It takes place on a three-island chain off the southeast coast of Australia, where a mad scientist (Dr. Neo Cortex) with the help of Dr. N. Brio decided to brainwash the animals on the island to be in their army which will take over the world. They used the Evol-Ray (to increase brain power) and the Cortex Vortex (to make

them faithful to Dr. Cortex). As expected it doesn't go right and the animals go mad.

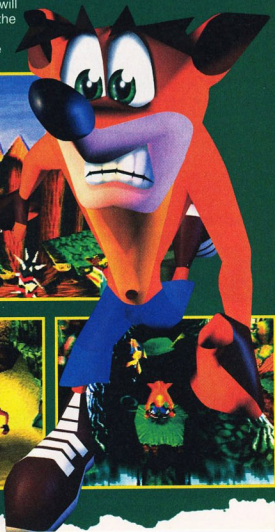
One animal is Crash who gets thrown off the island and ends up two islands away. He must find his way back and save his girlfriend Tawna, who is next in line for the experiment.

There will be over 30 levels of gameplay with solid control in all three directions. Crash has a Spin Attack which he will use to get rid of the enemies he encounters. If he

gathers enough Yin-Yang-Yuk medals, he gets to go to the bonus room. Also, the various bonus fruits will give him special powers...one of which is invincibility. Finally, if he joins forces with

Aku Aku—the wise village witch doctor—Crash will be able to get helpful advice and a magical orb which will protect him from one hit.

Sony is still being quite secretive about the game, so stay tuned until next month when there's more info.







# BUBSY 3D

ACCOLADE AND EIDETIC TEAM UP TO BRING A HI-RES BUBSY TO THE NEXT-GENERATION SYS-

**R**ecently EGM was fortunate enough to get a sneak peek at Bubsy 3-D, the latest game produced by Accolade. Flown to snowy Oregon to the beautiful offices of Eidetic Software EGM got to try the latest Bubsy first hand.

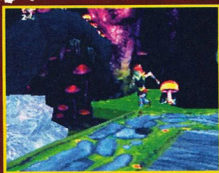
First off, Eidetic Software is composed of some of the earliest game designers, including Marc Blank (creator of the original Zork) and Mike Berlyn (another early Infocom programmer and creator of Bubsy). These guys have been in the business long before it was known there even was one. Since the start, they have been doing things that supposedly couldn't be done, like games on the venerable Newton computer (the designers of the product said it couldn't be done). They have grown with the industry, setting their sights high. Their latest brainchild Bubsy 3D is an accumulation of three intense years of work. In a few moments you'll realize why.

When Accolade first proposed to Eidetic the possibility of a third Bubsy game, they agreed under the pretense that it wouldn't be another rehash of the original cart. Accolade agreed, and Bubsy 3D was put on the drawing boards. Seeing the possibilities on the next-generation systems, the three-dimensional approach was agreed on as the best course of action. Mike and Mark are big fans of the Warner Bros. cartoons (you'll see Bugs Bunny posters strewn about the office), so they wanted to incorporate that visual style. If you look at the screen shots,



you'll find that an SGI workstation was involved. However, to give Bubsy a cartoon-like feel, they used an award-winning animator to breath life into the characters. Overall, Bubsy 3D looks really promising. We'll be sure to get you the news on it as it hits. A special thanks goes to the folks at Eidetic Software and Accolade for giving us a chance to see Bubsy.





# PANDEMONIUM

CRYSTAL DYNAMICS UPS THE ANTE OF ACTION GAMES WITH THIS FAST-PACED THRILLER!

**O**n a recent sojourn to Crystal Dynamics, *EGM* was pleasantly surprised to find out that Crystal had a new action game in the works. The editors were even more surprised when they offered to show *EGM* an extensive look. The game's called *Pandemonium* and it is just that. *Pandemonium* is a chaotic action side-scroller that combines the high speed of *Sonic* with the adventure of *Mario*.

*Pandemonium* was still early, but it had enough preliminary gameplay to give *EGM* an idea on how

all sorts strange creatures roaming about. Sometimes you'll have to actually use the enemies to get past certain sections of the game. You can bounce off of groups of enemies to get over pits, or even get a chasing monster to bash walls for you. There are plenty of secrets hidden throughout each level, mostly involving jumping to higher sections. You can beat this game completely and not go through it all.

One thing that really sets *Pandemonium* apart from the current slew of 3-D-based action

games is that it uses the look, but doesn't interfere with the gameplay of traditional side-scrollers. In fact, it is a side-scroller. However, the 3-D effect scales and scrolls around the character, giving it a highly cinematic feel. The camera is set to be at the perfect place so you won't have to constantly readjust your playing viewpoint. This fits in with the programmer's feelings on speed. They don't want you readjusting every few seconds. *Pandemonium* is a smooth, non-stop actionfest.



the final product would be. Players control one of the two characters through a series of huge worlds. You'll find all sorts of classic platform pitfalls, like locked doors and trampolines. However, you rarely (if at all) find instant deaths. The programmers want you to run at top speed without having to worry about falling to your doom. That isn't to say that *Pandemonium* is easy—it's just not cheap.

The worlds range from mushrooms to dungeons, with







## THIS MAN'S DYING WORDS WERE "PROTECT ME".

He died while clutching his neck to utter those words, utterly too late. At peace now in his postmortem state, he was a beaten, emaciated man trying to leave the town of Silverload. No one seems to know exactly what befell him, and not much was learned from the delirious rambling that came from his painfully parched lips. He spoke of vampires and vultures feasting on his legs, and something about cannibalistic children. Of course, we don't have a clue as to what he was talking about...

Come visit us soon; we'll be waiting for you. *The folks at Silverload.*



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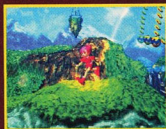
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# NIGHTS

THE MINDS OF TWO TEENAGERS HOLD A WORLD IN TURMOIL THAT ONLY YOU CAN HELP SAVE.

**F**rom the creator of Sonic the Hedgehog (Yuji Naka) comes *Nights* for the Sega Saturn.

Imagination is the idea behind this game where two teens, Elliot and Claris, jump into the body of the evil clutches of Nightmare.

As you fly your way through the dream world of Nightopia, you gain points and defeat enemies like in many other side-scrollers. The main and crucial difference with *Nights* is that it takes full advantage of all the neat effects the Saturn can do, and Sega believes that this will be their "Mario killer." The special effects include detailed 3-D graphics, switching camera angles that rotate and draw you into the game like never before and super fast animation that makes for



Once you're airborne, you'll have to twist and turn through gates.

intense gameplay.

Besides all of this, the soundtrack to the game features a huge variety of musical types ranging from jazz to rock to classical!

Our editors have learned from Sega of Japan that Sega will be bringing out a

brand-new controller for this game that will be based on analog control rather than the digital control currently found on all Saturn controllers. This stick will give considerably more control to the characters in all three dimensions.



The Rotating Nightmare dimension houses some of the nastiest enemies around!

# SONIC 3-D

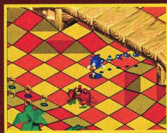
THE FEISTY HEDGEHOG WITH AN ATTITUDE IS BACK IN AN ALL-NEW ADVENTURE... THIS TIME IN 3-D!

**Y**ou just can't keep a good hedgehog down. Sonic has broken loose after a hiatus of quite some time. This holiday season he

will be busting out of your TV in the third dimension. In previous adventures only Sonic's bonus rounds were in pseudo 3-D, but this time,

Sega told *EGM* that his entire adventure will have no bounds, especially in the Saturn version.

While the Genesis is beginning to show its age, our blue hero will still be able to go where no hedgehog has gone before. Apparently his friends and enemies are back. You won't be able to wait to see the spectacular 3-D battle with Dr. Robotnik and his henchmen!





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*Our games go to 11!*



The EGM editors played a finished version of U.S. Gold's Olympics game (left), Sony's top-secret Broken Sword (above) and Namco's Galaxian 3



# EGM'S

A LOT OF THE NEW GAME DEVELOPMENT IS BEING DONE IN EUROPE AND EGM WAS THERE TO SEE IT ALL.

**T**wice a year all of Europe stops their game development and goes to England to display and view what will be the true next generation of games. EGM was there and came back with a stack of new 32-Bit games that will be coming out this Christmas.

First, Sony of Europe was showing a version of their new top-secret Crash Bandicoot. They also had working versions of their flight sim

Raging Sikies: the adventure/RPG Spiral Saga: the new Disney PS game Mickey's Wild Adventure and English language versions of the sequels to Motor Toon GP and Jumping Flash.

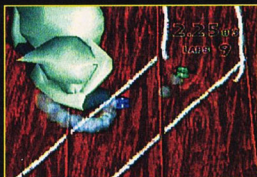
Psygnosis was playing Sentient, Lemmings Platform Game (working title), Adidas Power Soccer, Chronicles of the Sword and Tenka. BMG let EGM play Firo and Klawd, Exhumed and Grand Theft Auto.

Perhaps the best variety was at the U.S. Gold booth. Combining Domark (Swagman and Blam Machinehead), Core Designs (Ninja and their new Streets of Rage hopeful) along with the U.S. Gold sports games (Olympic Soccer and Olympic Games), the line-up will be one of the most aggressive and expansive of any of the companies. Of special note is



EGM EXCLUSIVE! Core Design has Sega's interest in a Streets of Rage 4 hopeful.

Core's new Streets of Rage disc. Sega apparently is very impressed and, if SOJ can swallow their pride, perhaps gamers will finally see a fresh and new version for the SoR series of games. Their action side-scrolling title Ninja also impressed Sega and gamers could see this game coming out under their name later this year. EGM will continue its coverage of this spectacular show in an upcoming issue. ■



Codemasters will be bringing Micro Machine Vol. 3 for the PS to the U.S.



Coconuts is planning a worldwide release of Team 47 Goman this spring.



Sony of Europe is working on a very hush-hush flight sim code named Raging Skies. It will be one of four new games for its new dual analog flight stick.



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*Our games go to 11!*™

# 1996 SONY PLAYSTATION

**EGM TRAVELED TO JAPAN TO GET A GLIMPSE AT THE PLAYSTATION GAMES UNDER DEVELOPMENT.**

Nobody can deny the fact that the PlayStation is popular. In Japan it is such a hit that it has its own trade show and twice a year at that.

At this year's spring event, the *EGM* editors got a chance to play a lot of the Christmas titles and even got a few juicy exclusives to boot.

Perhaps the best information came from Capcom. Not only did *EGM* get a sneak peek at over a dozen new discs but Capcom's staff gave *EGM* their complete list of games that the company will be doing well into 1997.

Being the list was the

fighting game called *Cyberbots*. An SS translation should make it out this year. Of course, what would Capcom be without a new Megaman game and to nobody's surprise Megaman 8 is in the works. (It should be out for the PS and SS.) Like all the other Megaman adventures, Capcom is holding another contest (Japan only) where the players can draw their version of what the Bosses should look like. The best eight will make it in the game! (Come on U.S. Capcom, how about talking to Japan to let the U.S. players enter also.) Megaman X3 is already out

just a few months ago, is in simultaneous development for the arcade and PlayStation. This could be the way game companies will do their new game development in the future. Finally, when asked, Capcom officials admitted that *Resident Evil 2* has just started development (PS only) and that it wouldn't be out until sometime in 1997.

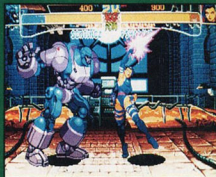
In other news, Sony was pushing their *Jumping Flash 2* really hard. *Motor Toon 2*, *Crime Crackers 2* and *Arc The Lad 2* were playable but not spotlighted. A new RPG called *Polo Polo Rois* looked



**Nintendo will be bringing out a Super NES version of Alpha called Super SF Zero.**



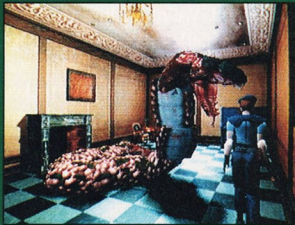
**Capcom will do a PS version of their new arcade game Star Gladiator.**



**Plan on seeing a perfect PS translation of X-Men later this year!**

obvious new game—*Street Fighter Alpha 2*. While the game was very early in development, it was quite easy to see that they will have another perfect arcade translation—tricks and all! This will be done for both the PS and Sega Saturn (SS). What caught everybody by surprise was a Super NES version that they are doing for Nintendo of America, code named SF Alpha 1.5. The release name will probably be *Super Street Fighter Alpha*. A PS version of *X-Men* is in the works as is a PS and SS version of *Marvel Super Heroes*. Capcom had an old mech

for the PS in Japan but Capcom expects to have an SS, 3DO and M2 version out in the future. When we asked Japan about the U.S. they only smiled and said that "a major U.S. sports company will bring it out." Could E.A. be getting in the licensing business? We'll have to wait until E! to find out. Their popular RPG—*Breath of Fire* will have a third sequel and it will be for the PS only. *Star Gladiator*, previewed

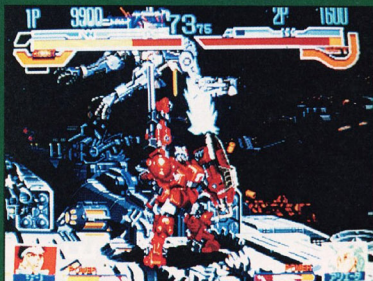


**Capcom has started Resident Evil 2. They plan on even more monsters than in the original version.**





# SHOW



You're going to need a Saturn if you want to play the translation of Capcom's quarter-munching mech fighting game—Cyberbots.

Ranma 1/2 (far left), Marvel Super Heroes (left) and Megaman 8 (above) are currently only scheduled for a Japan release.



Zoom is about 30 percent finished with the widely anticipated sequel to Zero Divide. No U.S. company has picked it up yet.

promising as did Wild Arms.

There were plenty of racing games to be had, the best was BPS' Daytona look alike—Japan Touring Car Championship (JTCC). The most unusual though was one called Ayrton Senna Cart Duel which was a nicely detailed go-kart game. Moto-X by Coconuts really looked hot, and rightfully so as Sony of America snatched that one up quickly.

The arcade classics have really taken off in Japan. Namco has had phenomenal success with their Volumes One and Two, so it wasn't a big surprise to

see Volume Three on display. In this collection, you'll find: Ms. Pac-Man, Pole Position 2, Galaxian, Dig Dug and two games that weren't very popular over here—Phozon and Tower of Druagha.

Irem has jumped on the Classics bandwagon with a disc containing three of their old favorites—10 Yard Fight, Spartan X (Kung Fu Master here) and Zippy Race (Motor Race U.S.A. here). Other games of significance included Zero Divide 2 by Zoom, Enemy Zero by Warp and OverBlood by Riverhill Soft.

The PS version of Enemy Zero may not come out as the word EGM heard was that Sony and Warp were having problems, and Warp just may only bring out an SS version. Konami was showing their new polygon golf game which really looked hot as was their olympics multievent game. That one may not make it out over here considering that U.S. Gold is doing the official game. Check out the E' preview section elsewhere in this issue for even more pix of these hot games. ■



Namco even shows the screen joint in their PS version of Galaxian 3!



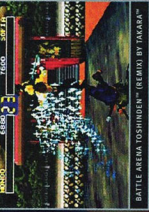
Bullet Proof Software will be bringing out a Daytona clone for the PlayStation.



Dragonball Z fans will be glad to see a PlayStation version coming out this fall.



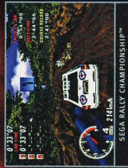




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PANZER DRAGON™ II ZWEI

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

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

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

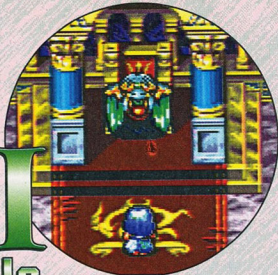
# SEGA SATURN™



# SUPER NES

# Lufia II

## Rise of the Sinistrals



## Sinister Sinistrals Suck!

Something gigantic is about to happen. Something that involves powerful super beings that destroy entire villages with a single blow. Something called Lufia II: Rise of the Sinistrals for the Super NES.



**Mind-challenging dungeon puzzles give you a chance to put away the sword and use your brain as a weapon for a change.**

You are Maxim, and the village of Elcid is your point of departure. The game starts with you having a short run-in with a woman shop owner who has special feelings for you. This

romantic conflict goes on throughout Lufia II.

Each town you visit has a special feature that makes the visit worthwhile—whether it's a slot machine or an armor or weapon upgrade. There are a lot of villages to explore and people to talk to. Some have vital information. Talking to everyone is important.



Humor can be found in some of the townspeople's speech. Some little girls may think you're a hunk, or some old men will wish they could still fight monsters like they used to.

There is a variety of dungeons, shrines and mountains to find your way through. Evil beasts lurk in almost every room, waiting to have a piece of you. Not all of the mazes are hack-and-slash, though. Most dungeons have puzzles in certain spots that you must solve in order to pass that room. Some puzzles are as easy as moving a couple blocks, while others are much more complicated.

## IP TECHNIQUES

What are IP attacks and why should they be used?

As mentioned in the Next Wave text, IP attacks are like adrenalized attacks. Most do much more damage than a normal hit, but there is more to these attacks than just damage.

Some IP attacks heal the members of your party, increase their agility or even drain your enemies of their MP (magic points).

Of course, you can't use these special techniques all the time. You have only a certain amount of IP points to use. There is an IP energy bar just like your HP (hit points) and MP. When you get hit, your IP points increase, just like when a person's adrenaline level increases when they're in a fight.

Depending on what items you have in your possession, your IP attacks can vary. Your main character, Maxim, finds a Catfish ring when he defeats the evil catfish. The Catfish ring has an IP attack that causes an earthquake that damages all enemies—more effective on non-flying enemies.



RELEASE DATE	DIFFICULTY	
June	Medium	
PUBLISHER	PLAYERS	
Natsume	1	
SIZE	THEME	% DONE
20-Meg	RPG	80%



## IP Techniques Continued

What's nice about IP techniques is that even your non-magic members can use them. Weapons that do damage by themselves also have IP attacks you can use instead of the weapon itself. The Thunder Sword has an IP strike called Thunder Blast which does a whopping three times more damage than the sword itself. This is especially effective on strong enemies or Bosses.

When you're at a shop searching for the right weapon to spend your hard-earned gold on, be sure to check out what the IP attack is. A regular sword that is powerful may not have an IP attack, while a sword that isn't super powerful has an awesome IP attack. Certain armors have IP attacks that can heal the entire party or raise the dead. The main strategy is to be aware of the IP techniques for each item.



Five against three is a little unfair, especially with rock men!



Hmmm...these spheres are more than just balls of energy.



Oh, look-a baby frog...too bad you're gonna have to kill it!



Like most RPGs, as you work your way up in levels, the harder the monsters become. In the beginning of the game you fight red jellies which have an average of six hit points. Later in the game, you fight enemies with 300+ hit points. These are standard enemies, not Bosses. Luckily, with these hefty enemies come hefty weaponry.

Lufia II features IP points. When you have enough of these, it's like fighting with an adrenaline charge. Special IP attacks can deliver hits that are one and a half to three times more powerful than regular ones. They come in handy when you're fighting Bosses or stronger enemies.

As the story develops, Maxim finds that he is destined to fight evil. Because of this, Maxim must face all four of the Sinistrals threatening the various lands of your world. Of

course, he's not doing it alone. On the voyage, Maxim meets up with allies like Guy, Dekar and Selan, among others. Four heads are better than one...especially when you're fighting Sinistrals.

You also meet other wacky characters like the scientist/inventor, Lexis and the



Nasty earthquakes are destroying the town. Is it this pesky catfish behind the unnatural disaster, or is there something more?



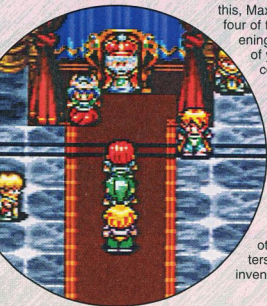
## "Something gigantic is about to happen!"

bridge builder who works with superhuman speed. (Man, that guy is fast!) Jyhad, the ship builder, isn't so wacky, but he certainly is an important person to meet.

In some areas, you can find capsule monsters which help you in battle. Some do little damage, while others pack a deadly punch. The Fire Dog seems to be the most versatile capsule

monster with its tail attack. You can feed these monsters so they grow and their levels increase.

The story shifts gears throughout the game, making the game stay fresh. One minute you think you might just be nearing the end Boss, only to find that you have two more dungeons to conquer and who knows what else to complete. ■



This is just one of the many incredible spells you can cast in Lufia II. A wall of fire can do some serious damage!

YOU'LL TAKE MALONE TO THE HOLE.

YOU'LL DRAIN THREES AT THE BUZZER.

YOU'LL BE IDOLIZED BY WOMEN.

YEAH, AND THEN YOU'LL WAKE UP.

U R NOT

KIDD

EWING

HARDAWAY

OLAJUWON

KEMP

HILL

e

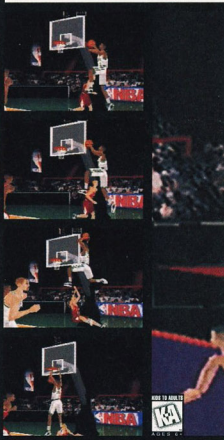
 **Shoot  
Out**

Okay, rookie. Here's

all the 3-D realism,

other wannabees—uh,

the basketball game



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your chance to go up against the big boys. Play for an entire season. Find yourself man-to-man with intensity and sweaty, stinky action of playing in the NBA. And, with Multi tap, you can even link-up with seven we mean *players*, too. With over 300 NBA players and real plays, NBA Shoot Out is, without a doubt, of your dreams (which, let's face it, is as close as you're ever gonna get to the real thing).



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GENESIS

## X-PERTS

## Kill With X-treme Prejudice

**X**-Perts is an action game reminiscent of the classic Commodore 64 title *Impossible Mission*. In the latter, you wander around a large complex, killing enemies while performing certain missions. In *X-Perts*, you control three members of the covert organization Janus. Your job is to protect their research and nuclear weapon facility, the Aqua Complex, from terrorists looking for new technology to plunder. Kill the terrorists while at the same time fulfilling certain objectives.

*X-Perts* boasts motion-captured actors, almost standard fare in today's games. It

also displays a bit of originality in laying out the Aqua Complex levels as a step pyramid. This shows that what is essentially a sidescroller can have more substance than just eternally moving left to right.

Your *X-Pert* team consists of Shadow Yamoto, an assassin (from the fighting game *Eternal Champions* fame); Zachary Taylor, a computer expert and Tashile Claudel, a robotics expert.

When the game starts, you will be given a mission briefing. After reading it, the clock starts ticking. You must make quick decisions regarding which operative you want to send in and

**"You must kill the terrorists..."**

**Tashile pulls out her gun and gives this enemy whiplash.**

to what level of the complex you want to send him or her.

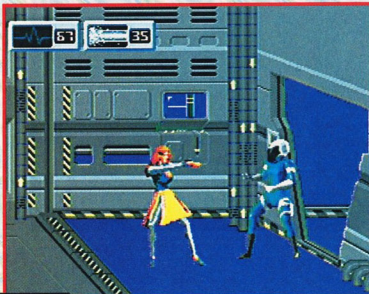
While you are controlling one agent, the others are not inactive, and they can be attacked at any time. You must be aware of what's going on in the entire complex at all times. For example, you might zoom in and have Zachary start fixing an elevator control panel on Level 8, then zoom out to the Main Map to switch control to Tashile and have her kill off the terrorists on Level 3.

As you continue in the game, Janus directors will throw more tasks at you. At some points in the game, you will be given a new mission before you are finished with the current one. You will have to budget your time and resources to win this game. Just remember to find "mission interrupt" in the menu—that's the only way to pause the game. When you hit the Start button to check out the map, the

**Zachary delivers a Roundhouse Kick to this terrorist's face.**

action continues—with or without your consent. If you do not get used to this, you may find a few dead agents laying around the complex, apparently killed when you thought the game was paused! ■

**Here is your Mission Map. It will update your stated objectives, as well as the location of the enemies and your operatives.**



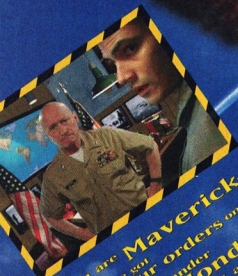
RELEASE DATE	DIFFICULTY	
June	Easy	
PUBLISHER	PLAYERS	
Sega	1	
SIZE	THEME	% DONE
32-Meg	Action	75%



# TOP GUN

## FIRE AT WILL!

**Just for the  
Ass-Kicking,  
G-Pulling,  
BOGEY-BASHING  
Thrill of it!**



**You are Maverick**  
and you've got your orders on your  
mind, Commander **Hondo**  
on your back and  
**MIGs on your tail.**  
So fuel up your **bark**  
strap. You know your **bite.**  
And let 'em know you're in...  
is nothing...



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game console and PC CD-ROM

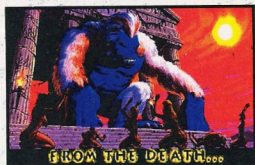
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SATURN



INTERVIEW

The nice people of Time Warner took time out of their day for an interview. Ken Humphries, senior producer and Tracy Egan, PR director, talked to EGM about Primal Rage 1 and 2.

**EGM:** Will there be a Primal Rage 2?

**Tracy:** Yes, it will have some pretty hefty surprises, new characters and plot twists.

**Ken:** It should come out in the arcades in September 1996. As soon as they finish that, we'll start working on the consumer versions. I would assume those will probably be out sometime next year. Also, there will be good dinosaurs and bad dinosaurs.

*How does this (Saturn Primal Rage) version compare to the others?*

**Ken:** This is the best version of all the games. The biggest reason is that the Saturn sets itself up for the best conversion of this product. The PlayStation does polygons much better, but this is a sprite-based game, and the Saturn obviously has better sprite handling. We can do better compression (on the Saturn). One of the big differences between the PlayStation and the Saturn version is that the Saturn has 64 colors for each of the dinosaurs and background sprites, as opposed to the PlayStation, which only has 16 color sprites.

*Why is this version out so late, especially when it's been out on every other console?*

**Ken:** To be honest, the Saturn version got lost in the shuffle. In the process of trying to get other versions done, the Saturn version was the one they ended up pulling resources from.

*With a lot of fighting game conversions, you will find a loss of size of the characters to save memory. Did you have problems making the Saturn characters so large?*

**Ken:** On the Saturn...no. Our biggest problem was keeping the frame count up. The arcade game averaged about 900 to 1200 frames per dinosaur. Since we didn't have to work at 60 MHz (speed of frame replacement), we ran at 30 MHz, which allowed us to run at about 550 frames per dinosaur.

*Are you worried that this type of game is a bit dated? The trend now is with 3-D fighters.*

**Ken:** Not really. The game really holds up. It's a good, solid game. **Tracy:** The game is unique enough to this day. The characters are different with their personalities and the manner in which they were rendered.

# PRIMAL RAGE

## First Urth, Now Saturn

One of the original arcade games that gave parents and senators plenty of worries comes to the Sega Saturn. This version of the ever bloody and violent Primal Rage is the last one to come out on the major consoles.

The story starts out in the future, where civilization is destroyed, leaving few human survivors. The dinosaur age is born again. These dinosaurs, the new dominating species, now compete for control of this planet, which they call "Urth."

When Primal Rage came from the arcades, it was not a huge success, like the Street Fighter II and Mortal Kombat series. It did, however, make an impact. You know that when it first came out in the arcades, you stopped to take a long look at its superb graphics. Now Saturn owners will be able to enjoy Primal at home.

Battle on different sets, like arctic tundras or urban wastelands. The game lets you choose from seven monsters, who are all either dinosaurs or King Kong cousins. Each one has its own set of unique special attacks and finishing moves, naturally.

The moves are really easy to pull off. This version also has just about everything arcade perfect, from the animation to the large size of the characters.

What this home version also offers is a One-player Practice Mode, Tournament Mode and Tug Of War. In Tug Of War, the two players share the same vein (Primal Rage's lifebar). Basically, damage done to each player will move the meter back and forth until one player pushes it all the way to the end. This will make for some long, exciting bouts.

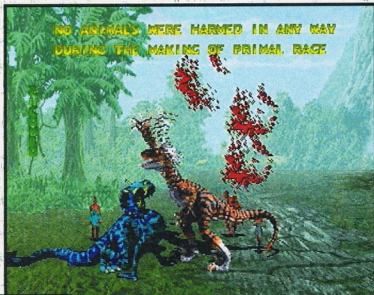
If you are a (video game)

fighter by nature, you might want to check out this version of Primal Rage coming out last, but definitely not least, to the Saturn. Expect to see it in the beginning of April of this year. ■



Chase has a heart attack in the middle of the match—not good...

RELEASE DATE	DIFFICULTY	
Now	Moderate	
PUBLISHER	PLAYERS	
Time Warner	1 or 2	
SIZE	THEME	% DONE
CD-ROM	Fighting	100%



NO ANIMALS WERE HARMED IN ANY WAY DURING THE MAKING OF PRIMAL RAGE

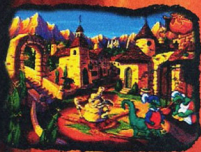


# BLAZING DRAGONS™

Where there's smoke, there's fire!

Cheech is at it again in *Blazing Dragons* - a twisted adventure from the warped mind of Monty Python Trouper Terry Jones.

- A freakish mix of celebrity voice-overs - Cheech Marin, Harry Shearer and Terry Jones bring 43 lunatic characters to life.
- Maneuver through 50 scenes of mind-melting puzzles.
- Monty Pythonesque arcade action - including cat-a-pult and dragon thumb wrestling.



Give us your top 5 reasons why Cheech is Blazing again and you could win one of 15 photos autographed by Cheech himself, 25 copies of *Blazing Dragons*. Contest ends September 30, 1996.



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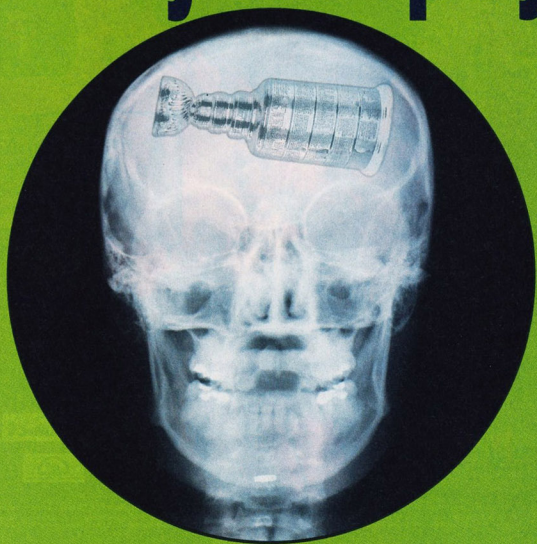


To enter: Send your name, address and phone number in a stamped envelope and mail to: Crystal Dynamics, BLAZING DRAGONS™ SWEEPSTAKES, 64 Willow Place, Menlo Park, CA 94025. Entries must be received by September 30, 1996.

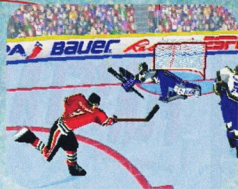
Crystal Dynamics assumes no responsibility for late, lost, double, incomplete, or postage due entries. No cash prizes. Offer valid in the USA only. Offer void where prohibited, taxed or otherwise restricted by law. All federal, state, and local laws and regulations apply. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by October 31, 1996. Prizes are not transferable. All subject to final rules. All prizes will be awarded. Contest open to residents of the U.S., except employees and their families of Crystal Dynamics, and Jentel Publishing Group, Inc., their affiliates, subsidiaries, and agencies.

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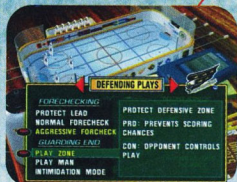
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research, this game has been  
painstakingly programmed  
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of every NHL player**







**Artificial intelligence** so advanced, players think and react to you like real pros. They know if they're winning or losing. And they hate to lose.



The first game that lets you control **offensive and defensive plays**. Run the trap, pinch the defense, dump and chase and play pro hockey...well, like a pro hockey player.

a new standard of artificial intelligence. the most realistic gameplay ever.

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Take on the best teams and players in the NHL\*. Then, if you live through that, try international play in our exclusive **World Tournament**.



Exclusive **motion-captured** players that move and skate so real, you can almost smell the ice.

## NHL POWERPLAY '96

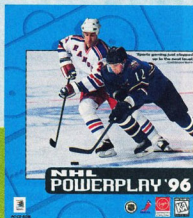


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PLAYSTATION



# SKELETON WARRIORS

## Smashing Skulls Of All Who Defy...

One type of a title that the PlayStation has seen very little of since its introduction is a side-scrolling Final Fight-style of game. However, Skeleton Warriors from Playmates brings players an

intriguing release that uses detailed graphics as well as rendered characters to shock the player with visual effects.

In Skeleton Warriors, you play the part of a swordsman hero with magical powers. You must eliminate the

countless undead armies while avoiding being turned into one yourself. By implementing your magic and the force of your steel, you eliminate enemies. After they are destroyed, you have the option to pick up the power-up that they relinquish. This

power-up. There is no race for points or stats in Skeleton Warriors—just survival.

The enemies also do not reappear anywhere in the level if you grab their power-up. This feature combined with no time limit makes Skeleton Warriors a perfect title for the type of player that enjoys taking his or her time to finish any level.

The beginning enemies are one-hit wonders and are meant to be more of an introduction than a formidable challenge. They come in the form of bats and skeleton troops, and later advance to giant vultures and tougher



The first boss you come across is this creature that has a talent for rolling and making himself swell to giant proportions.

**"...no race for points—just survival!"**

power-up stays available for a few seconds after their death, giving you enough time to pick it up and continue advancing forward. If in this time you do not pick up the added bonus, the enemy will begin to reform and threaten your character once again. In other words, the only way to keep an enemy from bothering you once you destroy it is to pick up the

RELEASE DATE	DIFFICULTY	
May	Moderate	
PUBLISHER	PLAYERS	
Playmates	1	
SIZE	THEME	% DONE
CD-ROM	Action	95%



# ICONS



Grab the Glowing Blue Skull icon for an extra guy to use later.

The Red Phasing Power Icon restores five points instead of just one.



This is the common health recharge. It restores one point of health.

The Blue Energy Stars add one point to your magic reserve for spell power.



As with the health recharge, the Red Star adds five to magic.



Stay under this enemy's shot and get in close to strike him.



The mine cars are a weird twist. Learn to jump and duck.



## "Skeleton Warriors is filled with action!"

To help you along the way, there are hidden areas, 1-Ups, magic and health bonuses to use for your advantage. As plentiful as these may sound, the player quickly finds him/herself relying on not getting hit rather than trying to charge him/herself back up after an incident. A common enemy hit takes off five points of damage, and the common health recharge only adds one. With numbers like these, it doesn't add up to a good game by risking



your character's life in one of many situations.

The game design in Skeleton Warriors follows the same concept as the first level of the title. The action, besides getting harder with increasing numbers of enemies and difficulty, doesn't change. The enemies just attack in greater numbers and have developed better defenses, requiring you to hit them even more than in the last level to kill them.

Even though this may seem a little out of place on a next-generation system, Skeleton Warriors is still a lot of fun to play. Whether this unusual fun is caused by the superb visuals or the number of explosions will remain unknown. But anyway you look at it, Skeleton Warriors is filled with action and worth a try. Prepare your blade and ready yourself for an epic adventure that you'll never forget. ■

undead warriors. As the enemies begin to advance to tougher ranges, don't be afraid to put more emphasis on your magical ability to gain a range advantage and keep yourself out of harm's way. You'll need distance to keep yourself safe from the flying foes and the enemies that annoy you from the outskirts of the playing screen.

## SPECIAL MOVES GALORE

As with every side-scrolling title, your character can walk and jump to get around obstacles in the levels. Skeleton Warriors gives the standard movement but also gives a Run Option by allowing you to double tap on the keypad in the direction you wish to go. Your character can also duck to get under high-flying shots and flying enemies. You also have the ability to move forward while ducking to advance on your enemies

while avoiding unneeded hits. As for your attacks, you can jump into the air and aim your sword down and repeatedly slash at the enemy beneath you to clear your path quickly. Learning to use your moves and attacks successfully is the key to finishing Skeleton Warriors. Use patience and consistency to get through the challenging areas.



PLAYSTATION

MISSION:  
DEADLY SKIES

A well-done, but short intro starts Deadly Skies.



Warning: Explosions can and will harm you very much.

## A Combo In More Ways Than One

**Y**ou've got your Street Fighter in my Afterburner!" "You've got your Afterburner in my Street Fighter!"

There are two game genres that go together in Deadly Skies for the PlayStation.

One-on-one air combat is the name of the game, while you buzz past pyramids and skyscrapers trying to lock on to your opponent or dodge an onslaught of missiles with

your name on them.

Deadly Skies has eight characters to choose from and two Boss characters to defeat. The players have a Street Fighter Alpha look to them (Akira is similar to Ryu, and Helena is much like Cammie but without her beret and ponytails).

The game is broken up into three-round levels, with each level putting you up against another fighter. If the time limit runs out, the player with more power

Ghost, who is similar to M. Bison, is slow but has powerful guns. Mei Mei, who's Chun-Liesque, has a quick but unpowerful plane.

While you're flying around trying your hardest not to get blown out of the air, you can jet through floating power-up

allows you to make a turn-around to face your opposition head-on. Another move allows you to shoot five missiles at once (called Multimissile) which really gives the enemy a headache. The special moves are standard (up, up, down, down stuff).

Deadly Skies has some intense dogfighting action along with a Street Fighter style that'll please any wanna-be fighter pilot. ■

"...two game genres that go together in Deadly Skies"



wins the round.

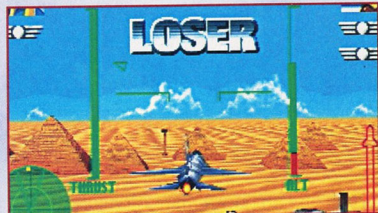
Each of the eight characters has his/her own level that acts as a battleground. These levels have landscapes that range from an ice-capped mountain terrain to an Amazon jungle.

The pilots have their own strengths and weaknesses.

gates which give you missile refills, a special "glide missile" or energy boosts.

The regular weapons are the same for each player. The gun cannon is the most effective, but can be the hardest to use. There are also special moves that give you more power to take on the enemy.

One is called a Cobra Roll which



There's something about the word "LOSER" that really gets under your skin and makes you feel like a second-rate game player!



RELEASE DATE	DIFFICULTY	
3rd Qtr. '96	Medium	
PUBLISHER	PLAYERS	
JVC	1 or 2	
SIZE	THEME	% DONE
CD-ROM	Act/sim	60%



# NIGHTMARES DO COME TRUE

## SKELETON WARRIORS

How long can you go without sleep? Because if you even blink, Baron Dark's diabolical dream will annihilate your world. And the human race is looking to you to reclaim the powerful Lightstar Crystal.

Not to mention his death squad of Skeleton Warriors.™

These guys don't have a forgiving bone in their bodies, so with over 20 levels of grue-some 3-D gamage, you may lose your mind in a sleepless hell. But if you're defeated, it's a sure bet you'll be sleeping with the enemy. For eternity.

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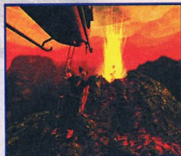
SEGA SATURN

This official seal is your assurance that the game product you're playing is an authentic SEGA Saturn game. It's a promise and guarantee that they have to live with every day. It's a promise that you can trust with your SEGA Saturn.



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PLAYSTATION



The automatic replays at the end of each match show the last seconds of the match and really rubs the loss in the loser's face.

# 鉄拳 TEKKEN 2

## Round Two Has Begun



Namco's PlayStation release of Tekken set high standards for 3-D fighting games. Their original title shocked gamers with unsurpassed rotational effects. These amazing visual effects set the basis that many other companies would be attempting to clone

themselves trying to top a title that was designed to surpass all others. What they released was the second version in the series that features more playable characters and new stage backgrounds to give the visual end a serious facelift. Unlike most sequels, the story is an



"..trying to top a title that was designed to surpass all others."

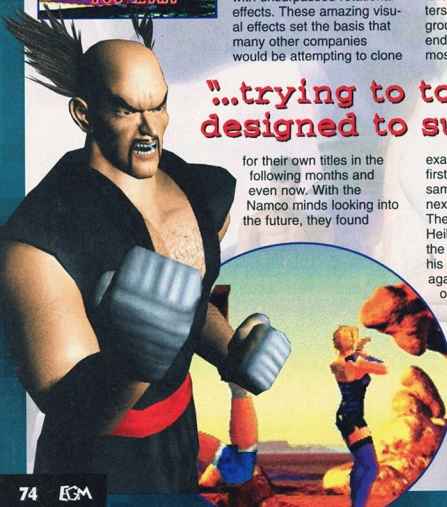
for their titles in the following months and even now. With the Namco minds looking into the future, they found

exact continuation of the first one, bringing all of the same excitement into the next stage of development. The game begins with Heihachi climbing back up the cliff he was thrown off by his son Kazuya to once again claim the title of King of the Iron Fist.

In the process of being ported over from the arcade, Namco has tastefully added cinematics at the beginning and end of the game to liven up the playing experience for players used to the coin-op version. The Bosses have their own ending

cinemas as well. Tekken 2 has added five characters in addition to the 18 characters found in the original. The characters still have the same polygon feel, but the clean quality of the original has taken a back seat to the eye-catching stage and screen backgrounds. Technical additions to this release includes team battle, survival, Time Attack Options

RELEASE DATE	DIFFICULTY	
September	Adjustable	
PUBLISHER	PLAYERS	
Namco	1 or 2	
SIZE	THEME	% DONE
CD-ROM	Fighting	80%





# PRACTICE MODE



**Tekken 2 features totally new backgrounds and character overhauls complete with some new moves and throws.**



and an auto-save feature.

Similar to the original Tekken, Tekken 2 characters all have 10-hit combos which can be achieved with the same "button tapping"

Fortunately, Namco added new moves to the existing characters from Tekken.

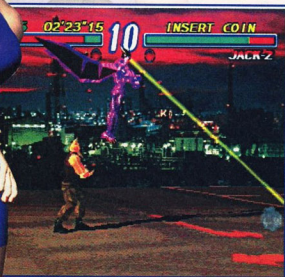
Once you were

## "Tekken 2 is an unbelievable title that must be experienced."

technique. Players of the first game will find it quite easy to pick up a controller and start playing since many of the players' special moves and throws are the same.

thrown in Tekken, you were a "sitting duck" and a mandatory hit usually followed. Namco fixed that problem by adding a "side roll" to roll out of the way and Counter Strikes. Some characters have Counter Strikes, which are similar to Alpha Counters, in which once your opponent attacks,

be experienced to thoroughly enjoy. Until summer of '96 however, players will have to just wait patiently for the second of hopefully a long line of easily playable fighting titles. ■



**King still retains his powerful punch combination in T2.**



you then counter and return the favor, taking off a nice chunk of energy. Namco decided to give some existing characters a visual overhaul, including Yoshimitsu with his new robotic arm, P-Jack and Jack 2 and Kunimitsu who is looking and sounding more like a girl than before.

Loyal Tekken followers and fans of the second-generation stand-up are bound to fall into Tekken 2 on the PlayStation. If you are ready to move up to the next level in the Tekken series and be a part of the interesting world of characters, you should not bypass T2. It is an unbelievable title that must

A unique feature in Tekken 2 is the Practice Mode which allows you to practice on an opponent of your choice. In this practice session, the opposition takes no damage but in turn just acts as a practice dummy waiting for the beating. In the upper left side of the screen is the combo meter which shows the number of combos, the damage of a hit and the total amount of damage inflicted by the combo. Along the bottom of the screen is the continuous flow of the actions you perform, broken down into a step-by-step sequence. These are a great way of perfecting your multiple-hit combos (such as the 10-hit combo). You can also select to display any of the character's combos across the bottom of the screen and watch them highlight in sequence as you complete the moves in succession. This screen gives great insight as to what you are or are not doing correctly during the fighting sequence. As with anything you do, practice is one of the best routes to mastering a difficult skill. Practice well and perfect your fighting ability to wreak havoc on your friends.



**Everything you need is in the easy access Practice Menu.**

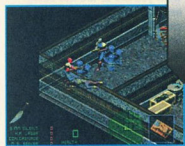


**Your moves are displayed on the bottom of the screen.**



**You can view replays on the fly in Practice Mode.**

PLAYSTATION



# PROJECT OVERKILL

## More Blood Than a Slaughter House

Every so often a game comes out that seems to put all the other previously released titles to shame. Project Overkill is such a title for '96. It features over 40 giant non-linear levels for the player to explore and clear of enemies in various terrain settings.

You play the part as one

character from a group of four agents who take turns clearing levels and advancing on to the next one. At the beginning of each level, you choose which agent will be best suited for that particular stage and utilize his/her talents to survive long enough to get to the next level. Each of the agents



uses his/her own custom guns along with a unique hand-to-hand weapon.

Throughout the levels, the damage you acquire along with your weapon stores rolls over on to the next level. This means that if you finish Level One with only 10 percent health, you start the next level with that same

percentage. This can be a serious gamble since some levels only have minimal supplies available to you.

Your agents each begin with 100 percent health and 100 rounds of ammo. These are your beginning supplies and should be conserved at all times while playing. Because there is no time



A knife in the back can wake up daydreaming enemies. This can also conserve your ammo stores by using steel instead of lead.



Before the mission, you can select the operative of choice.

RELEASE DATE	DIFFICULTY	
July	Moderate	
PUBLISHER	PLAYERS	
Konami	1	
SIZE	THEME	% DONE
CD-ROM	Action	80%



OR ELSE I'M DUST  
CAN'T STOP  
MUST POP  
MUST BUST  
OR ELSE I'M DUST  
CAN'T STOP  
MUST POP  
MUST BUST  
OR ELSE I'M DUST  
CAN'T STOP  
MUST POP  
MUST BUST  
OR ELSE I'M DUST  
CAN'T STOP  
MUST POP  
MUST BUST  
OR ELSE I'M DUST  
CAN'T STOP  
MUST POP  
MUST BUST  
OR ELSE I'M DUST

# BUST A-MOVE

ARCADE 2 EDITION



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**Acclaim**

# CHARACTER SELECT

At the beginning of each level, you have the option to select one of the four possible characters to play in that operation. Each of the characters is basically the same and differ only in slight details. The characters available to you are Kreeg, Althea, Jendryk and Qudgg.



Kreeg is the classic adventure hero plucked right out of the pages of *G.O. Magazine*. His beginning weapons consist of a 9mm or his hands and the butt of his gun while up close. Althea is the female hero who is built like an ox and is more than able to carry her small and fast automatic rifle to use on the opposition. Character three is called Jendryk—he is some type of human half-breed. He uses a silenced 9mm gun and his knife for close-quarter combat. As the brute of all the characters, character four is the largest and carries a 9mm chain gun. Qudgg uses his giant meat hooks to smash the enemies at close range. Players can pick their favorite and try to keep them alive to the end mission.



limit and the enemies do not reappear by themselves, the best strategic approach to do is to take your time through the level and clear one room at a time by using quick, well-aimed bursts on the enemies. Your characters run faster than the opposition, so use this to your advantage by setting traps—align yourself for quick and accurate bursts with minimal losses taken on your end. You should remember to search in every nook and cranny for extra health and ammunition bonuses you can use to keep your

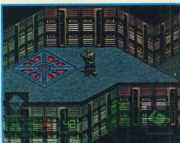
**“...nothing but enjoyment in Project Overkill!”**

character up to his/her prime fighting condition. Another great way to conserve ammo is to attack an opponent who has his back turned to you with your hand-to-hand weapon. This gives you the chance to put your depleted health back up to 100 percent and gain as much ammo as possible before you cross the line of no return.

Project Overkill at this time features no Save Game or Password Options. You have the four characters that can continue where their comrades left off but it ends there. After all your team is considered M.I.A., you will have to restart back at Level One for another go at it



Deactivate force fields with a switch before crossing.



Transporters bring you elsewhere in the level or the exit.

through the same stuff you just went through. One interesting feature in Project Overkill is the non-linear play that allows you to choose which mission to take at the end of the last. Once you begin to remember the missions, you will know which levels are tight on supplies and which are plentiful. Alternate these levels to give your characters the best chance to make it through with minimal effort.

Level design and layout for some of the stages is something of this style of game could have only dreamt about before. The stages feature multiplatform layout (two or more stories) with transporters and color-coded locked doors to discover. Hidden among these giant floors are health packs, additional ammo and other useful items, such as



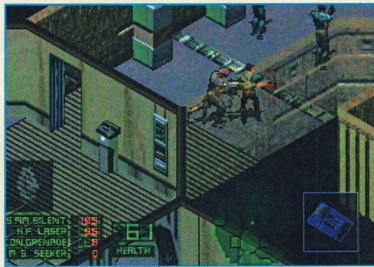
grenades and homing rockets to use against the opposition. Force fields and activator devices will also be encountered. These stop your progress until you find the unit that can deactivate their power and allow you to pass by their barrier.

If you are ready to move up to the next platform in game evolution, don't miss out on Project Overkill. However, prepare yourself for one of the bloodiest and gore-filled games to hit the shelves since Loaded. Older audiences who are more

conditioned for violence will find nothing but enjoyment in Project Overkill, but younger audiences may not be up to the demented level of play and excessive violence. Use discretion for the players who may be affected more by the animated violence. ■



Small white health bonuses can put your total over 100 percent.



Check behind the walls by moving closer to them. They turn transparent so you can see behind them to find hidden enemies.







HISTORY'S MOST FEARED MONSTERS AND MUTANTS ARE BOLTING FROM THE ARCADE IN SEARCH OF A DARK ARENA FOR THEIR NEXT MIDNIGHT FIGHT FOR SUPREMACY. VICTOR'S COMING OVER WITH HIS SHOCKING THUNDERSTRIKE. FELICIA'S TRACKING IN PLENTY OF DIRT FOR HER LITTERBOX KICK. BISHAMON IS SWINGING BY HIS RAZOR-SLASHING DIVIDER. ALL THE EVIL POWERS AND DEVASTATING MOVES OF THE TEN DARKSTALKERS YOU'VE COME TO FEAR ARE HEADED YOUR WAY. ALONG WITH HIDDEN SPECIAL MOVES, MID-AIR BLOCKS AND SUPER FATAL BLOWS TO MAKE YOUR PLAYSTATION™ SMOKE. SO LEAVE A LIGHT ON FOR THE DARKSTALKERS. AND TAKE DOWN YOUR DAD'S BOWLING TROPHIES. RAPTOR'S FLYING SAW BLADE HAS BEEN SLICING A LITTLE WILD LATELY.

# DARKSTALKERS™

**CAPCOM**



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**DARKSTALKERS™** WELCOME HOME.



Can't get enough of Aeon Flux on MTV? You'll get plenty of her when you play MTV's Aeon Flux for the PlayStation!

Based on the MTV Oddities hit, *Aeon Flux*, this disc is as action-packed as the show with plenty of enemies to kill and missions to complete. The graphics, like the show, are exaggerated in style and movement.

What's different is the look. Aeon is now fully rendered! Enter the strange world of Aeon Flux in a whole new way.

SYSTEM	RELEASE DATE
 PlayStation	4th Qtr. '96
PUBLISHER	THEME
Viacom	Action
PLAYERS	SIZE
1	CD-ROM
	% DONE
	N/A

# PROTOS E3



It's always tough to choose the right planet to inhabit, especially when the one you choose has natives who attack and take apart your ship!

After you awake from a long cryo-sleep, *Divide: Enemies Within* puts you up against some of the ugliest aliens around, along with some challenges that'll stump even the most avid gamers. On top of all this, you have to rescue your partner from the natives!

SYSTEM	RELEASE DATE
 PlayStation	4th Qtr. '96
PUBLISHER	THEME
Viacom	Action
PLAYERS	SIZE
1	CD-ROM
	% DONE
	N/A

# DIVIDE



Generation X has finally found its game—*Extreme Dreams* by CAPS.

You're Dim, the buffed-out, rocket-board ridin' slacker who finds enjoyment in cruising around on his ride, avoiding


obstacles. It's better than his job! The game is filled with cartoon-like artwork along with a comedic commentary on today's generation. All of the landscape is rendered in realtime, which adds a feeling of depth to *Extreme Dreams*, making you feel like you're on the board yourself. Some of the backgrounds even morph!

# EXTREME DREAMS



CAPS latest title gives players a dark journey through the world of a surreal nightmare. In this non-linear, third-person, science-fiction game, your duty as a kid from future Los Angeles is to battle evil forces through the bizarre and terrifying scenarios. Your adventures will take you through a parallel time and place where the line between the laws of nature and the surreal of the unconscious are blurred. Prepare for the release of *Sirens* this year.



SYSTEM	RELEASE DATE
 PlayStation	3rd Qtr. '96
PUBLISHER	THEME
CAPS	Action
PLAYERS	SIZE
1	CD-ROM
	% DONE
	N/A

# SIRENS

PUBLISHER	SYSTEM	THEME
CAPS	 PlayStation	Action/Racing
RELEASE DATE	PLAYERS	SIZE
3rd Qtr. '96	1	CD-ROM
		% COMPLETE
		N/A




# CYBER GLADIATORS

## Next Wave



Two-player fighting is the name of the game with Cyber Gladiators for the Sony PlayStation. Rendered graphics and detailed animation will make it easy to flinch when you throw your opponent half way across the screen. The polygon style of the characters adds a unique feel to the game. Although the polygons are quite segmented, the characters work well and are almost frightening in a funny way. Not much more is known about this title from Sierra On-Line. Keep an eye on EGM for more info, though.

SYSTEM	RELEASE DATE
	<b>November</b>
PlayStation	THEME <b>Fighting</b>
PUBLISHER	SIZE
<b>Sierra On-Line</b>	<b>CD-ROM</b>
PLAYERS	% DONE
<b>1 or 2</b>	<b>N/A</b>

# PROYOS E3



Accolade recently gave EGM an exclusive look at their under-development title code named Vandals. This adventure title has some totally weird and cool characters. Vandals might just be a popular title. Since EGM only has a small amount of info and has seen an early version of the game, it's hard to say what later versions will consist of. One thing is for certain, the sketches are cool!

SYSTEM	RELEASE DATE
	<b>4th Qtr. '96</b>
PUBLISHER	THEME
<b>Accolade</b>	<b>Action</b>
PLAYERS	SIZE
<b>Multi</b>	<b>N/A</b>

# VANDALS



# SHINING SWORD

Reminiscent of Guardian Wars, Shining Sword takes the 3-D action/role-playing genre to a new level. With scary and powerful enemies, mastering this one won't be so easy. Finding your way a round, the virtual environment will be pleasing to the eye and hopefully as pleasing to the gaming senses. Shining Sword is a large switch from the usual American Laser Games type of game.

PUBLISHER	SYSTEM	THEME
<b>American Laser Games</b>		<b>Action/RPG</b>
RELEASE DATE	PLAYERS	SIZE % COMPLETE
<b>October</b>	<b>1</b>	<b>CD-ROM N/A</b>



Marvel Super Heroes has made its way to the PlayStation and Saturn from the arcade! Featuring all of the characters from the arcade, the direct conversion will have Marvel fans fighting for joy. With the advanced capabilities of both the Saturn and the PlayStation, Marvel Super Heroes should be a hot one to get for Christmas. Like the arcade, it should have the ground-shaking throws and incredible special moves that you have to enjoy—especially with the Hulk!

SYSTEM	RELEASE DATE
	<b>4th Qtr. '96</b>
PUBLISHER	THEME
<b>Capcom</b>	<b>Fighting</b>
PLAYERS	SIZE
<b>1 or 2</b>	<b>CD-ROM</b>
	% DONE
	<b>N/A</b>

# MARVEL SUPER HEROES

# PROTOS E3

# IZNOGOURD



The title of this one could very well be deceiving. Iznogoud from Microïds combines all of the fun elements of an action game, with traps to avoid and various secrets to find, and a puzzle game, with riddles to solve and objects that activate switches. With a cartoon look, Iznogoud features a wide cast of characters you meet on your quest. With such a huge world to explore, you'll spend plenty of time searching around.

PUBLISHER		SYSTEM		THEME	
Microïds		PlayStation		Action/Puzzle	
RELEASE DATE	PLAYERS	SIZE	% COMPLETE		
1st Qtr. '97	1	CD-ROM	N/A		

Next Wave



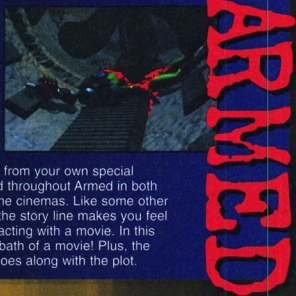
Ever wanted to combine soccer, hockey, lacrosse and speed skating into one intense sport? Hyperblade does it in a major way! Battling in a 3-D arena, the players face one another while dazzling sound effects surround you. Play against the computer, another person or in a multiplayer battle royale. Hyperblade sends you into the 21st century!

SYSTEM		RELEASE DATE	
PlayStation		October	
PUBLISHER		THEME	
Activision		Sports	
PLAYERS		SIZE	
1-4		CD-ROM	
% DONE			
N/A			

# HYPERBLADE



Bloody action is what you'll get with Armed for the PlayStation. With plenty of heavy artillery, this one will definitely let you release any and all tension from a hard day. You control Vic through 12 rendered levels. Each level increases in difficulty as you work your way through to the toughest enemy in the game...a traitor from your own special forces team! 3-D graphics are featured throughout Armed in both



the game and the cinemas. Like some other Interplay titles, the story line makes you feel like you're interacting with a movie. In this case, an blood bath of a movie! Plus, the musical score goes along with the plot.

PUBLISHER		SYSTEM		THEME	
Interplay		PlayStation		Action	
RELEASE DATE	PLAYERS	SIZE	% COMPLETE		
Sept.	1	CD-ROM	N/A		

# BOGEY DEAD 6



Flight realism for the PlayStation with Bogey Dead 6. You'll take on jets and planes of all types as you work your way through all of the missions you take on. The cockpit makes you feel like you're really in the seat of a multimillion dollar fighter. Changing scenery such as mountains and seascapes, make for some moody settings while you do your best not to get shot down. With the graphics the PlayStation is known for, Dead Bogey 6 should be fast and smooth as silk!



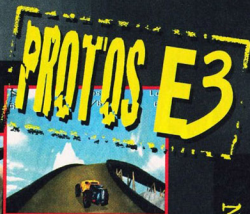
PUBLISHER		SYSTEM		THEME	
Sony		PlayStation		Flight sim	
RELEASE DATE	PLAYERS	SIZE	% COMPLETE		
July	1 or 2	CD-ROM	N/A		



# MEGARACE 2

Mindscape is pulling out all the stops in their racing game collection this year. Megarace 2 is apparently a racing game where you can play alone or against a friend on tracks that will lift you up into the highest peaks of the skies. Little is known about the number of tracks and the vehicle varieties at this time. However, new information is heading this way and should be in your hands very soon.

PUBLISHER		SYSTEM	THEME	
Mindscape		 PlayStation	Racing	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
July	1 or 2	CD-ROM	N/A	



Next Wave

SYSTEM		RELEASE DATE	
 PlayStation	October		
	PUBLISHER		THEME
Mindscape		Racing	
PLAYERS		SIZE	% DONE
1-8		CD-ROM	N/A

Supersonic Racers is the latest racing game for the PlayStation. Although very little is known at this time about this title, it looks to be a title that involves racing and destruction. It appears to have the option for multiple paths and a wide selection of vehicles. As to exactly what the plot is and how the game-play interaction is, it is anyone's guess at this time. We'll just have to wait and see what transpires in the upcoming months.



# SUPERSONIC RACERS



HMS Carnage is a 3-D rendered simulation game which takes place on the landscape of Mars. The players use over engineered Victorian steam driven vehicles to battle the enemy. Carnage gives the player an option in which the player can play preset missions or take the full blown responsibility of a complete campaign. It is too early to know exactly what features HMS Carnage boasts, how many levels or missions there are or even a story line.

# HMS CARNAGE



PUBLISHER		SYSTEM	THEME	
Ocean		 PlayStation	Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
1st Qtr. '97	1	CD-ROM	N/A	

# LEMMINGS ADVENTURE



Although Lemmings 3-D commanded a huge following that hooked many PS owners on to the thrill of 3-D in a puzzle game, Psygnosis is planning to release a new disc of adventures that are more on a classic level of Lemmings side-scrolling action. Although the characters are much larger than all the other releases, it still appears to have kept the original fun intact.



PUBLISHER		SYSTEM	THEME	
Psygnosis		 PlayStation	Puzzle	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
3rd Qtr. '96	1	CD-ROM	N/A	

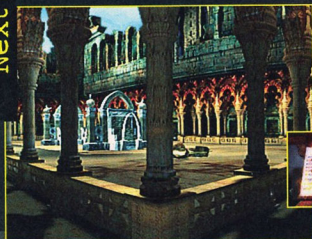
PROTOS E3



Although this title is still in the earliest of stages, EGM has gotten word of a latest addition to the Breath of Fire line of RPGs. All the editors have gotten on the third release is some preliminary character art. Although that really isn't much for a proto, hopefully you'll agree that what they have already looks great.

SYSTEM	RELEASE DATE
 PlayStation	3rd Qtr. '96
PUBLISHER	THEME
Capcom	RPG
PLAYERS	SIZE
1	CD-ROM
	% DONE
	N/A

Next Wave



Zork Nemesis, the latest in the series of RPGs that started out as text-based adventures comes through bringing players the best Zork title to date. The title is graphically perfect with plenty of neat things to look at as you try to solve the challenging adventure. So you thought PC users were the only ones to get games like this? Zork Nemesis will bring the RPG console clans a great title.



# ZORK Nemesis

PUBLISHER	SYSTEM	THEME
Activision		Adventure
RELEASE DATE	PLAYERS	SIZE
1st Qtr. '97	1	CD-ROM
		% COMPLETE
		N/A

# ZOMBIEVILLE

Zombieville is a graphically stunning point-and-click adventure. The professionally scripted plot twists and turns, leading you on to a mysterious journey into a world of puzzles where you, the living, and the dead walk the same streets. More info when it becomes available.

PUBLISHER	SYSTEM	THEME
Psygnosis		Adventure
RELEASE DATE	PLAYERS	SIZE
3rd Qtr. '96	1	CD-ROM
		% COMPLETE
		N/A



# WORMS

For fans of the Saturn hit who are always on the go, Worms will be making an appearance on the Game Boy at the E<sup>3</sup> show. This side-view game of teamed combat allows players to battle against opposing teams in an all-out, no-hold-barred competition where the team with the last worm standing wins. Ready your arsenal for a great time.



SYSTEM	RELEASE DATE
GAME BOY	June
PUBLISHER	THEME
Ocean	Action
PLAYERS	SIZE
1	4-Meg
	% DONE
	N/A



# PROTOS E3

Prepare to share some time with Hanna Barbera's cartoon characters Fred, Dino, Shaggy and Scooby this year. Pandemonium appears to be an entertaining point-and-click adventure similar to Brain Dead 13 where players must guide the characters through a variety of twists and turns in the plot that will take them through multiple stages composing a filled adventure.

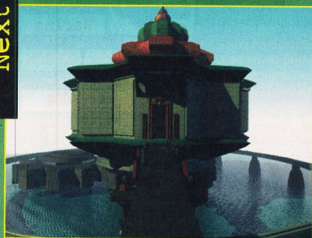


# HANNA BARBERA'S PANDEMONIUM



SYSTEM	RELEASE DATE
PlayStation	4th Qtr. '96
PUBLISHER	THEME
Ocean	Adventure
PLAYERS	SIZE
1	CD-ROM
	% DONE
	N/A

Next Wave



# MYST

The beautifully rendered point-and-click adventure that has built a loyal following since its debut will get a chance this year to entertain PS users. Myst is a challenging riddle-based title that will thrust you into different time zones as you attempt to find your way out of the unusual book that pulled you into its bizarre story. Prepare to experience a world like none other.

PUBLISHER	SYSTEM	THEME
Psygnosis	PlayStation	Adventure
RELEASE DATE	PLAYERS	SIZE
3rd Qtr. '96	1	CD-ROM
		% COMPLETE
		N/A

# BAKU BAKU

Granted, there have been a multitude of puzzle games released in the past, but none are quite like Baku Baku. This game is completely based on animals and their corresponding foods: pandas, monkeys, bunnies, dogs, plants, bananas, carrots and bones. You can play against the computer or go against a friend in Battle Mode. Baku Baku features rendered animals and computer opponents—both with nice animation. Baku Baku is a fun and addictive puzzle game.



PUBLISHER	SYSTEM	THEME
Sega		Puzzle
RELEASE DATE	PLAYERS	SIZE
July	1 or 2	CD-ROM
		% COMPLETE
		N/A

# TUNNEL B1

Tunnel B1 is sub-terrain shooter which takes place in the apocalyptic future underground Earth. Featuring beautifully rendered levels and a symphonic soundtrack which enhances the gameplay. Tunnel B1 contains five complete scenarios with the final goal of defeating the dictator who created a powerful and destructive weapon. Tunnel B1 uses light sourced graphics which add depth to the surrounding atmosphere.




SYSTEM	RELEASE DATE
PlayStation	3rd Qtr. '96
PUBLISHER	THEME
Ocean	Shooter
PLAYERS	SIZE
1	CD-ROM
	% DONE
	N/A

## DAWN OF DARKNESS

PROTOS E3



Dawn of Darkness is a first-person shooter where you are in a fight for your life after being thrust into circumstances that many players will find out of the normal. Currently the standard for any type of action/adventure is the Doom-style, meaning players are always in a maze. Even with exceptional height-mapping techniques, many players still find this style of game boring. DoD gives players a different style of first-person game with over 40 complex room designs.

SYSTEM	RELEASE DATE
	4th Qtr. '96
<b>PUBLISHER</b>	<b>THEME</b>
Ocean	Shooter
<b>PUBLISHER</b>	<b>SIZE</b>
Ocean	CD-ROM
<b>PLAYERS</b>	<b>% DONE</b>
1	N/A



This once exclusive PlayStation racing title is now being released on the Saturn. Saturn owners can enjoy WipeOut's smooth scrolling, fast-paced racing game of destruction and great techno music. The multiple crafts, various weapons and increasingly difficult tracks will keep gamers enthused and challenged for quite some time.

SYSTEM	RELEASE DATE
	June
<b>PUBLISHER</b>	<b>THEME</b>
Sega of America	Racing
<b>PUBLISHER</b>	<b>SIZE</b>
Sega of America	CD-ROM
<b>PLAYERS</b>	<b>% DONE</b>
1 or 2	100%

## WipeOut



## Blast Chamber

This is a unique game set in a 3-D cube. The players must race against each other to obtain control of a crystal. You must avoid traps and strategically rotate the room to throw off your opponents. This should be fast-paced, multiplayer fun in an unseen before environment. Grab some friends and prepare to challenge each other into the late night hours.

PUBLISHER	SYSTEM	THEME
Activision		Action
<b>RELEASE DATE</b>	<b>PLAYERS</b>	<b>SIZE</b>
November	1-4	CD-ROM
		<b>% COMPLETE</b>
		N/A



This will be a very involving RPG. Character interaction will take on new meaning as all the people you meet will be fully developed and complex. They can even talk with each other when you are not present. This may change the face of RPGs from now on! Be sure to keep a look out for more info as this one develops.

SYSTEM	RELEASE DATE
	4th Qtr. '96
<b>PUBLISHER</b>	<b>THEME</b>
Psychonosis	Action
<b>PUBLISHER</b>	<b>SIZE</b>
Psychonosis	CD-ROM
<b>PLAYERS</b>	<b>% DONE</b>
1	N/A

## SENTINEL



## Next Wave



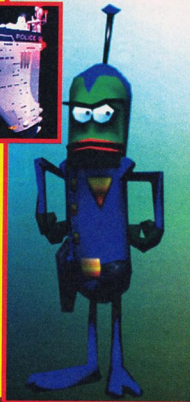
The jungle adventure game of exploration will also be making an appearance at E<sup>3</sup> for players who have followed our hero's exploits from the original Atari release. PlayStation owners will get their first chance to experience Pitfall on a next-gen system.

# PITFALL 3-D

PUBLISHER		SYSTEM	THEME	
Activision			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
March '97	1	CD-ROM	N/A	

# INCREDIBLE IDIOT'S IN SPACE

IIIS is a breakthrough comedy/action adventure game where your mission is to uncover who is attempting to gain control of the universe. The title features 36 different alien life-forms and allows you to select your own dialog when you interact with the NPCs.



SYSTEM		RELEASE DATE
	4th Qtr. '96	THEME
	PlayStation	Action
PUBLISHER		SIZE
American Softworks		CD-ROM
PLAYERS	% DONE	
1 or 2	N/A	

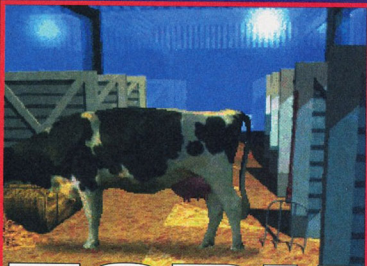
SYSTEM		RELEASE DATE
	3rd Qtr. '96	THEME
	PlayStation	Action
PUBLISHER		SIZE
American Softworks		CD-ROM
PLAYERS	% DONE	
1 or 2	N/A	

Four students have been transformed into virtual cyberknights with superpowers. You can navigate the inner space of multilevel, 3-D isometric cyberworlds and confront the most bizarre, cyboid creatures in the universe. Darknet features five unique worlds with five levels in each played from a three-fourths isometric view.



# RETURN TO ZORK

Return to Zork is an adventure game of epic proportions. The computer original will be appearing on the PS and the Saturn in the later half of the year. It will contain all of the great features that made the computer release a huge hit with the adventuring audience.



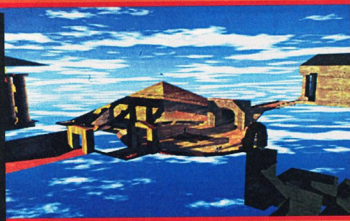
PUBLISHER		SYSTEM	THEME	
Activision			Adventure	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
4th Qtr. '96	1	CD-ROM	N/A	

# PROTOS E3 Darknet

# PROTOS E3

Surreal is the latest puzzle game by ASC. You travel through various time periods attempting to solve riddles in realtime 3-D graphic backgrounds, attempting to defeat other characters.

Next Wave



PUBLISHER SYSTEM THEME

American Softworks			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
4th Qtr. '96	1	CD-ROM	N/A	

# Surreal



While searching to kill Eddie, the ultimate evil, you will travel through 50 different worlds and attempt to take his energy pods before he destroys the universe. Fans will also be interested to know Melt will be featuring great music by Iron Maiden.

# MELT

PUBLISHER SYSTEM THEME

American Softworks			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
4th Qtr. '96	1	CD-ROM	N/A	

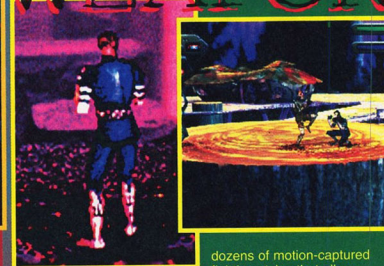


# S.T.O.R.M.

S.T.O.R.M. features multiple parallax background scrolling, high resolution images and various "ride" sequences to create an intense mix of gameplay perspectives. To keep the audio end up to the visual par, the title also features a hauntingly eerie soundtrack.

SYSTEM	RELEASE DATE
	September
	THEME
	Action
PUBLISHER	SIZE
American Softworks	CD-ROM
PLAYERS	% DONE
1	N/A

# PERFECT WEAPON



Perfect Weapon allows you to explore five strange alien moons and interact with numerous alien races who hold the key you are searching for. The title features

dozens of motion-captured fighting styles that allow you to fight with or without weapons as you search for the reason you were forcefully brought to these strange alien places. More info later to come!

PUBLISHER SYSTEM THEME

American Softworks			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
4th Qtr. '96	1	CD-ROM	N/A	




## Next Wave

# MICKEY'S WILD ADVENTURE

SYSTEM	RELEASE DATE
 PlayStation	4th Qtr. '96
PUBLISHER	THEME
Ascii	Adv./RPG
PLAYERS	SIZE
1	CD-ROM
	% DONE
	N/A



Disney's premier mouse, Mickey, makes his way onto the home gaming system again—this time on the PlayStation. Although Sony of Europe admits to bringing the title out in Europe, Sony of America denies that it is being released in the states. Mickey's Wild Adventure is a side-scroller typical of the previous Mickey games, featuring nice graphics and animation typical of Disney.

SYSTEM	RELEASE DATE
 PlayStation	4th Qtr. '96
PUBLISHER	THEME
Disney	Action
PLAYERS	SIZE
1	CD-ROM
	% DONE
	N/A



# King's Field 3

The original King's Field games featured a 3-D world, active combat and many interesting enemies and characters. It seems as if King's Field 3 is all that and more. Only time will tell if there will be any changes in the interface or the enemies. Keep reading *EGM* for more information on King's Field 3.



# TNN 4x4

TNN is an off-road racing game which mimics the feel of realistic off-road racing. TNN features a choice of six race courses; each with varying weather

conditions. The gamer can choose his/her favorite vehicle from a choice of six, each with different attributes. TNN 4x4 let gamers experience racing at its best.

PUBLISHER	SYSTEM	THEME
American Softworks		Racing
RELEASE DATE	PLAYERS	SIZE
3rd Qtr. '96	1 or 2	CD-ROM
		% COMPLETE
		N/A

# DUKE NUKE'M 3D

SYSTEM	RELEASE DATE
 PlayStation	4th Qtr. '96
PUBLISHER	THEME
Formgen	Action
PLAYERS	SIZE
1 or 2	CD-ROM
	% DONE
	N/A

Duke Nuke'm 3D is a fresh and fun approach to

the first-person perspective action genre. DN contains a variety of levels taking the player through urban streets to an underwater submarine. Fans of first-perspective games are sure to love Duke Nuke'm 3D.

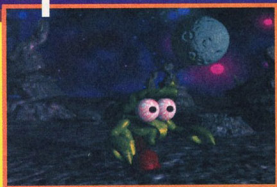


# PROTOS E3

## Kirby Super Deluxe

Everyone's favorite pinkish-white goiter with legs will be returning again for a possible one last fling on the Super NES.

Nintendo is keeping a tight wrap on this one, but more info is bound to be sent your way as it is unlocked by the producers. In the meantime just sit back and prepare.



PUBLISHER		SYSTEM	THEME	
Nintendo			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
3rd Qtr. '96	1	16-Meg	80%	

Cheesy appears to be a side-scrolling game that features a genetically inferior rodent as the main character. The name is obviously derived from the rodent's desire for food and what he does best: eat. The game appears to contain rendered objects and backgrounds that will take the player to different stages where he/she will have to struggle to get by. Within the next few months EGM hopes to gain more info on this clean-looking attractive title.



PUBLISHER		SYSTEM	THEME	
Ocean			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
3rd Qtr. '96	1 or 2	CD-ROM	N/A	

# HEXEN

SYSTEM		RELEASE DATE
		N/A
		THEME
Publisher		Shooter
GT Interactive		SIZE
PLAYERS		% DONE
1		N/A

The popular first-person action game Hexen is coming to the PlayStation and Saturn. Now those without PCs can enjoy the fun and excitement of Hexen with its multiple weapons and spells set in a medieval fantasy world.



# POWER SLAVE

PUBLISHER		SYSTEM	THEME	
Playmates			Adventure	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
October	1	CD-ROM	N/A	

Power Slave is a first-person action/adventure game based in an ancient Egyptian city. Players can play in both first- or third-person and are able to explore underwater grottos, ancient temples and the realm of the undead—all of which are fully rendered, 3-D realtime settings. Fans of X-COM might find that Power Slave is right up their alley.



# SPIDER


Itsy bitsy spider, crawling in this game. Spider for the PlayStation is in its early stages. From the looks of it, this one seems to put you in the role of a spider, making its way through various troubles. From the shots shown, Spider has various camera angles and allows you to venture in all of the places a real spider could go. The rendered graphics make for some nice looks. It's a fresh idea for a game.

PUBLISHER		SYSTEM	THEME	
BMG Interactive		 PlayStation	Adventure	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
1st Qtr. '96	1	CD-ROM	N/A	



PROTOS E3

Next Wave

SYSTEM		RELEASE DATE	
 Action	3rd Qtr. '96		
	THEME		
PUBLISHER	SIZE	CD-ROM	
Ocean			
PLAYERS	% DONE	N/A	
1			

Based on the multimillion dollar movie, Waterworld for the Saturn. You are the half-man, half-mutant character that Kevin Costner played in the movie. You'll have to maneuver your impressive craft and destroy smokers of various kind. Detailed ships add realism to the action. Though it has yet to be released, big graphics and large enemies throughout Waterworld make for scenes that you will want to play through again and again.



# WATERWORLD



There's nothing like a good, old comedic RPG to scare those blues away. Kingdom O' Magic has three wacky characters to choose from in your adventure. The environment is completely SGI-rendered, but there's hardly anything serious in this one. The quests, the characters and all of the creatures you meet up with are bizarre. What makes for extra playability are the nine various game scenarios. This way, one player won't be enough to make this one old. An adult starting point in a tavern is yet another one of the gags in this title for various platforms.



PUBLISHER		SYSTEM	THEME	
Sales Curve		 PlayStation	RPG	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
4th Qtr. '96	1	CD-ROM	N/A	

# KINGDOM O' MAGIC

# ROCKET JOCKEY



Imagine a futuristic racing/action game where you jet around on super-charged hover-jets knocking other racers over. Rocket Jockey should be what comes to mind. Combing several genres into an intense title, Rocket Jockey will take on a journey through games like Rocket Racing, Rocket Ball and Rocket War. In order to make it through the hairpin turns, you have to shoot a hook in a catch and hook your way through.



PUBLISHER		SYSTEM	THEME	
Rocket Science		 PlayStation	Sport/Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
1st Qtr. '97	1 or 2	CD-ROM	N/A	

# GENDER WARS

Now here's a scary thought: the pressure between the sexes escalating until a war begins. Who will win? I guess that's up to you. Gender Wars, for the Saturn and PlayStation, features a huge playing area, two game perspectives and a sick opportunity to take out your daily stress on the opposite sex without getting arrested! This one is a futuristic and strange look into what could be.

PROTOS E3



PUBLISHER		SYSTEM	THEME	
Sales Curve		PlayStation	Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
4th Qtr. '96	1		CD-ROM	N/A

Next Wave

# MACHINEHEAD

SYSTEM	RELEASE DATE	THEME	
PlayStation	3rd Qtr. '96	Action	
		PUBLISHER	SIZE
		U.S. Gold	CD-ROM
PLAYERS	% DONE		
1	N/A		

While you could sing the lyrics to Bush songs while playing this one, from what *EGM* saw, you might not have the opportunity. Your job is to destroy. As you fly your craft around, lock on to enemies and blast away your rockets, blowing the various machines to smithereens. The programmer turned Machinehead will do anything to stop you from defeating all of his creations. 15 levels along with 25 different types of enemies will make for some long nights playing this one.



Those pesky robots are at it again, fighting and causing trouble for the future world as we know it. XS throws you into an action-packed realm that'll keep you on the edge of your seat with 90 lethal enemies and 20 mind-numbing levels. Fully SGI rendered characters make things seem like they're getting ready to jump out of the screen. As you play in the tournament, you realize two options: win or die!

# XS

PUBLISHER		SYSTEM	THEME	
Sales Curve		PlayStation	Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
3rd Qtr. '96	1-4		CD-ROM	N/A

# SWAGMAN



Dreamworlds and evil enemies are about to be stopped by Zac and his twin sister in Swagman for the PlayStation and Saturn by U.S. Gold. Fully rendered characters, both allies and enemies, bring cartoons to life in a spectacular way. A magical story line with plenty of mirror warps and mystical beasts should keep any gamer busy. From the shots *EGM* saw, Swagman looks very impressive.



PUBLISHER		SYSTEM	THEME	
U.S. Gold		PlayStation	Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
3rd Qtr. '96	1		CD-ROM	N/A



# MONSTER FARM

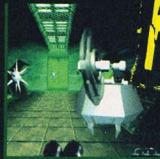
## Next Wave



Now this one is also just a stab into the air but this title may have something to do with a farm and monsters that you grow possibly? But just growing them wouldn't be much fun, so there has to be a battle sequence of some sort. It's a good thing too because there are power bars to keep track of damage.

SYSTEM	RELEASE DATE
	<b>October</b>
<b>PlayStation</b>	<b>Theme</b>
<b>Publisher</b>	<b>Action</b>
<b>Tecmo</b>	<b>Size</b>
<b>CD-ROM</b>	<b>% Done</b>
<b>1 or 2</b>	<b>N/A</b>

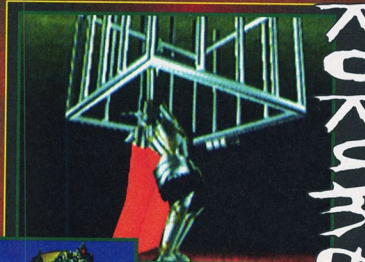
# PROTOS E3



Disrupter contains some really detailed graphics. It looks like a first-person adventure title where you search through different futuristic areas, solving quests and such. Again, EGM editors are waiting to get more information as the E3 date becomes closer and more specifications are given. It is safe to say at this time that it does have a unique appeal.

SYSTEM	RELEASE DATE
	<b>4th Qtr. '96</b>
<b>PlayStation</b>	<b>Theme</b>
<b>Publisher</b>	<b>Adventure</b>
<b>Universal Interactive</b>	<b>Size</b>
<b>CD-ROM</b>	<b>% Done</b>
<b>1</b>	<b>N/A</b>

# DISRUPTER



# Kokumeikan

Tecmo keeps a tight lid on their releases and falling into their area of hidden-to-be titles is Kokumeikan. What this one is about is anyone's guess. With only two screen shots that aren't

very informative, this one's theme could be anyone's guess. Obviously it contains a girl in an RPG-based adventure.

PUBLISHER	SYSTEM	THEME
<b>Tecmo</b>		<b>Action</b>
<b>Release Date</b>	<b>Players</b>	<b>Size</b>
<b>November</b>	<b>1 or 2</b>	<b>CD-ROM</b>
		<b>% Complete</b>
		<b>N/A</b>



Tecmo Stackers looks like a cross between Kirby's Avalanche and a Baku Baku style of title. Little is known about this import, but the game does look like a fun title that could be really enjoyable while playing by yourself or possibly against a friend. Look for more information.

SYSTEM	RELEASE DATE
	<b>November</b>
<b>PlayStation</b>	<b>Theme</b>
<b>Publisher</b>	<b>Puzzle</b>
<b>Tecmo</b>	<b>Size</b>
<b>CD-ROM</b>	<b>% Done</b>
<b>1 or 2</b>	<b>N/A</b>

# TECMO STACKERS

# PROTOS E3

# DEADLINE

Deadline is still basically a mystery game from the masterminds at Psygnosis. It looks like a cross between a style similar to Steel Harbringer and Project Overkill. This one really looks as if it has what it takes to become such playing time around

Christmas this year. Definitely keep an eye out for this well-rounded title.

PUBLISHER		SYSTEM	THEME	
Psygnosis			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
4th Qtr. '96	1	CD-ROM	N/A	



Next Wave

SYSTEM	RELEASE DATE
	4th Qtr. '96
PUBLISHER	THEME
Viacom	Action
PLAYERS	SIZE
1 or 2	CD-ROM
	% DONE
	N/A

In the over-populated, crime-ridden future, convicted criminals are given their choice: death or possible fame by playing a death-game. Death Drone features two perspectives as gamers pilot through the open 3-D environment that allows players to roam freely instead of sticking to predesignated tracks. Take all this and mix in a variety of realistic physics to base all the combat on and you have a well thought out title.



# DEATH DRONE



QAD is a mission-based flying shoot-'em-up title of space conquest against the weirdest and most unusual enemies ever found in a title. QAD features a great spacecraft to control with superb dynamic flight controls and an awesome array of destructive weaponry to use through the multiple levels. The title also features head-to-head combat play as well as



# QAD

PUBLISHER		SYSTEM	THEME	
Philips			Simulation	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
4th Qtr. '96	1-4	CD-ROM	N/A	

blasting through the stages with their amazingly detailed enemies. QAD is a great game for players who want to live on the edge of a challenging sim crossed with a title that uses humor to entertain its players.

# DOWN IN THE DUMPS



Down in the Dumps is an adult cartoon adventure set on a stinking rubbish dump. This title features a near seamless transfer from cinematic sequences to interactive sessions. DiTD is a masterpiece of a witty script with perfectly cast voices. The game also allows you to record the cartoon sequences so you can play them back later. DiTD might surprise some players this year.

PUBLISHER		SYSTEM	THEME	
Philips			Adventure	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
4th Qtr. '96	1	CD-ROM	N/A	



# MOTORTOON 2

# PROTOS E3

Next Wave



Motortoon 2 is the latest racing game from Sony Computer Entertainment. It is still shrouded in secrecy but from what EGM can see, the game looks like it has what it takes to succeed in a challenging market. The game features multiple cars in various terrain settings for you to battle in and test your driving ability.



SYS-	4th Qtr. '96
PlayStation	Racing
PUBLISHER	SIZE
Sony	CD-ROM
PLAYERS	% DONE
1	N/A

# GALAXY FIGHT



The greatest battle in the universe has begun as the contenders line up to take their shot at the most powerful of all the beings, Filten Crais. Galaxy Fight from Sunsoft boasts clean-rendered backgrounds and a gathering of the most unusual characters ever to be seen on the PS and Saturn. Spanning eight planets, it is an epic confrontation.



PUBLISHER	SYSTEM	THEME
Sunsoft		Fighting
RELEASE DATE	PLAYERS	SIZE
May	1 or 2	CD-ROM
		% COMPLETE
		N/A

# Jewels Of The Oracle

An archeological site has recently unearthed an ancient site where people were trained to use the now-lost skills of logic, reasoning and most importantly, magic. Now this new dangerous combination has been released into the world, and you get a chance to use or abuse it. Jewels of the Oracle features exquisitely rendered 3-D in stunning photorealistic quality graphics and captivating sounds to keep players attention, while they attempt to solve the interactive puzzles.



PUBLISHER	SYSTEM	THEME
Sunsoft		Adventure
RELEASE DATE	PLAYERS	SIZE
4th Qtr. '96	1	CD-ROM
		% COMPLETE
		N/A



# VIRTUAL GALLOP



Virtual Gallop is an ultra-realistic 3-D, polygon-rendered horse racing game where you control the horses as a jockey. Racing wins you points you can use to upgrade your horse's speed, stamina, dash or gait which increases your horse's chance of being victorious in the next race. Racing statistics can be stored in the game's database that keeps track of the past three years of racing.



SYSTEM	RELEASE DATE
PlayStation	4th Qtr. '96
PUBLISHER	THEME
Sunsoft	Racing
PLAYERS	SIZE
1	CD-ROM
	% DONE
	N/A

PROTOS E3



Another release of the long line of Megaman titles gives PlayStation owners the chance to play as the blue hero and his loyal sidekick Zero. In Megaman X3, you can jump from character to character, utilizing each character's best features to get him/her through the challenging levels. Still really early, MMX3 appears to be a great title for a system that has been lacking a classic action title.

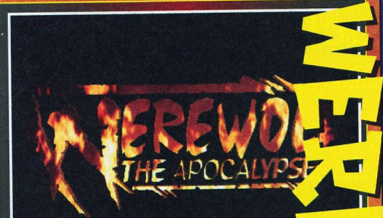
SYSTEM	RELEASE DATE
 PlayStation	4th Qtr
<b>PUBLISHER</b>	<b>THEME</b>
Capcom	Action
<b>PLAYERS</b>	<b>SIZE</b>
1	CD-ROM
<b>% DONE</b>	
N/A	



The PC hit that set the standard for similar titles is expected to make a showing on the PlayStation and the Saturn to give next-gen console players a chance to save the universe. This title is supposed to incorporate more ships and revamp some of the old classics. Although the ships are the major part of the title, the biggest draw is the in-depth plot that never seems to bore or stagnate for even a minute. Old Genesis flashbacks re-appear. Get ready.

SYSTEM	RELEASE DATE
 PlayStation	4th Qtr. '96
<b>PUBLISHER</b>	<b>THEME</b>
Accolade	Adventure
<b>PLAYERS</b>	<b>SIZE</b>
1	CD-ROM
<b>% DONE</b>	
N/A	

# MEGAMAN X3



# WEREWOLF


Experience the mysterious life as a werewolf in Capcom's soon to be released title named after the strange creature. This one is still being kept under

wraps. It is not known where the player fits into this title, but with the beautifully rendered characters and sharp backgrounds, it really has something to offer. Just wait and see what transpires on this title of blood and guts.

PUBLISHER	SYSTEM	THEME
Capcom		Action
<b>RELEASE DATE</b>	<b>PLAYERS</b>	<b>SIZE</b>
3rd Qtr. '96	1	CD-ROM
		<b>% COMPLETE</b>
		N/A



The thrill of in-house pinball will be available to players with limited room in their rooms this year. True Pinball from Ocean gives players the chance to rocket through different machines with different themes as they practice the dying art of pinball on the TV screen instead of the arcade.

SYSTEM	RELEASE DATE
 PlayStation	3rd Qtr. '96
<b>PUBLISHER</b>	<b>THEME</b>
Ocean	Pinball
<b>PLAYERS</b>	<b>SIZE</b>
1-8	CD-ROM
<b>% DONE</b>	
N/A	

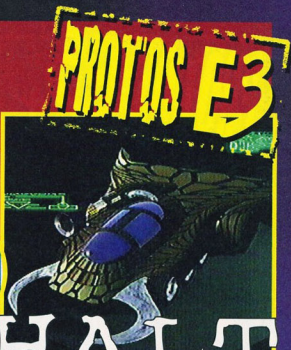
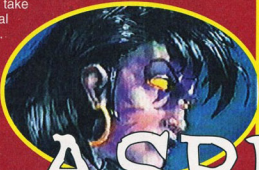
# TRUE PINBALL



## Next Wave

SYSTEM	RELEASE DATE
 PlayStation	<b>November</b>
PUBLISHER	THEME
<b>Interplay</b>	<b>Racing</b>
PLAYERS	SIZE
<b>1 or 2</b>	<b>CD-ROM</b>
% DONE	
<b>N/A</b>	

The classic racing game gets a 3-D facelift in its sequel. Originally titled Rock 'N' Roll Racing 2, this first-person perspective racing will take



on new meaning as you race in surreal worlds instead of Formula One tracks. Expect Red Asphalt to have great music like the original. Also plan on seeing dangerous new weapons and power-ups that will make for an interesting afternoon drive with the other commuters.

# RED ASPHALT

# CONTRA

Everyone's favorite military commando game that first appeared on the NES will be appearing on the PlayStation sometime this year. The graphics and action look phenomenal as do the large and impressive enemies. Patience is a virtue for a next-gen version of this old favorite.

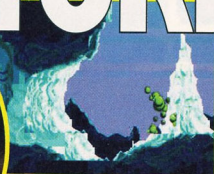
SYSTEM	RELEASE DATE
 PlayStation	<b>3rd Qtr., '96</b>
PUBLISHER	THEME
<b>Konami</b>	<b>Action</b>
PLAYERS	SIZE
<b>1 or 2</b>	<b>CD-ROM</b>
% DONE	
<b>N/A</b>	



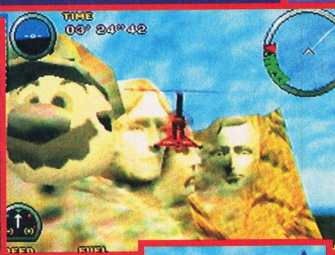
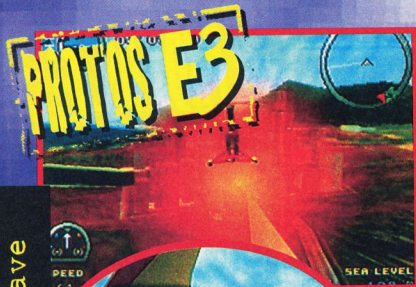
# VECTORMAN 2

The cleaning robot with a mission will be returning to take out some more trash this year. Little is known about the title, whether it has been improved or if it is just a continuation of the original. At this time it is suspected to contain more levels and additional morphing power-ups to keep the interest of players.

PUBLISHER	SYSTEM	THEME
<b>Sega</b>		<b>Action</b>
RELEASE DATE	PLAYERS	SIZE
<b>September</b>	<b>1</b>	<b>24-Meg</b>
		% COMPLETE
		<b>N/A</b>



Next Wave



# Pilotwings 64

The title that helped give players their first taste of vertigo on the Super NES is also the same title that's in the lineup for the introduction to the Nintendo 64. The graphics clearly have been improved over the original and include some impressive stage backgrounds. For example, there is an interesting addition to the famed Mt. Rushmore, and a flyby through restricted Ellis Island airspace is also waiting to be explored.

Flying crafts consist of a one-person gyrocopter, a rocket pack (as in the original) and many more. Which ever way you look at it, Pilotwings for the N64 will be hooking players to the intense action all over again. Keep an eye out for more information as it becomes available to us here at EGM. As the release date and the 'E' show come closer, more information is bound to surface on this cool game.

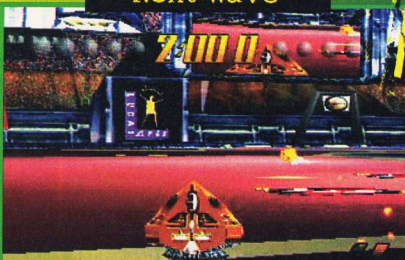
SYSTEM	RELEASE DATE
NINTENDO 64	September
	THEME
	Flight sim
PUBLISHER	SIZE
Nintendo	32-Meg
PLAYERS	% DONE
1	N/A



## Next Wave

Although LucasArts is still keeping a tight wrap on this title, a limited amount of information has been supplied for the unveiling at the upcoming E<sup>3</sup> show.

The blindingly fast sports gaming classic BallBlazer returns with an all-new, updated multiplayer version for the Sony PlayStation. BallBlazer has been redesigned to take full advantage of the latest technology and is set in a spectacular realtime 3-D environment to blow players' minds away with dazzling effects in intense competition.



# BallBlazer


PROTOS E3

SYSTEM	RELEASE DATE
 PlayStation	4th Qtr. '96
PUBLISHER	THEME
LucasArts	Act/Sprts
PLAYERS	SIZE
1 or 2	CD-ROM
	% DONE
	N/A

# HERCULES ADVENTURES

Greek mythology is turned into a virtual toga party starring Hercules and his buddies in the lighthearted, two-player game Herc's Adventures. With the fate of an ancient civilization hanging in the balance, players take their turn at defeating gods and mythical creatures in the title's vast field of play.



PUBLISHER	SYSTEM	THEME
LucasArts	 PlayStation	Action
RELEASE DATE	PLAYERS	SIZE
4th Qtr. '96	1 or 2	CD-ROM
		% COMPLETE
		N/A

LucasArts' first-person 3-D shooter known for outstanding levels that utilized amazing height mapping is making an appearance on the PlayStation. Console users will now get the Dark Side's secret weapon, the Dark Trooper, first hand against their own allies.



PUBLISHER	SYSTEM	THEME
LucasArts	 PlayStation	Doom
RELEASE DATE	PLAYERS	SIZE
4th Qtr. '96	1	CD-ROM
		% COMPLETE
		N/A

# DARKFORCES

# Rebel Assault 2

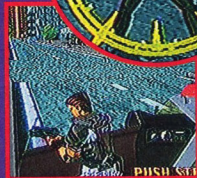
The original computer Star Wars simulator for the PC is back but this time it's on the Sony PlayStation. Taking control of all the Rebel's most advanced fighters, your mission is to stop the Empire's production of their new Shadow Fighter known for its amazing cloaking abilities. Rebel Assault 2 features realistic 3-D graphics and live-action video including the first new Star Wars footage since Return of the Jedi. You will need to utilize all of your best piloting skills to match the challenge required to finish Rebel Assault 2. Stay alert for more information as it becomes available to EGM.



SYSTEM	RELEASE DATE
 PlayStation	4th Qtr. '96
PUBLISHER	THEME
LucasArts	Shooter
PLAYERS	SIZE
1	CD-ROM
	% DONE
	N/A

PROTOS E3

## Virtua Cop 2

Manx  
TT

EGM has learned that Sega has a sequel to the famed Virtua Cop in the works. VC2 is suspected to use the gun just as the first VC but with some added twists to the plot. What has

been added at this time is still unknown. The best guess is that Sega will do another direct port from the excellent coin-op.

SYSTEM	RELEASE DATE
	<b>December</b>
	THEME
	<b>Action</b>
PUBLISHER	SIZE
<b>Sega</b>	<b>CD-ROM</b>
PLAYERS	% DONE
<b>1</b>	<b>N/A</b>



The power of these superbikes was just too much to allow the home crowd to sit idly by as the coin-op fanatics raced their way through multiple levels at speeds over 200kph. MANX TT allows you to choose the course and the bike and to challenge other opponents in an extreme competition-based race. The terrain and altitude of the race offer some variety since they both change as you rocket through scenic levels in a third-person or a virtual-reality perspective.

Virtual On is the home conversion of the two-player arcade game. This is a futuristic mech-based game that allows you to battle against other robotic opponents. There are different arena settings—one for each of the characters. The gameplay is similar to other popular head-to-head titles like T-Mek or Cyberseed.

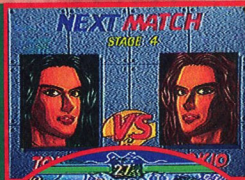


SYSTEM	RELEASE DATE
	<b>December</b>
	THEME
	<b>Action</b>
PUBLISHER	SIZE
<b>Sega</b>	<b>CD-ROM</b>
PLAYERS	% DONE
<b>1</b>	<b>N/A</b>

## VIRTUAL ON

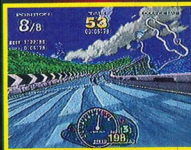
SYSTEM	RELEASE DATE
	<b>December</b>
	THEME
	<b>Racing</b>
PUBLISHER	SIZE
<b>Sega</b>	<b>CD-ROM</b>
PLAYERS	% DONE
<b>1</b>	<b>N/A</b>

## FIGHTING VIPERS



The arcade fighting game smash hit will soon be available for players on the Sega Saturn. The title renoun for its Virtua Fighter feel is suspected to contain the same eight comical fighters as the coin-op version. Similar to the original, the stage backgrounds are also this title's grapping force.

SYSTEM	RELEASE DATE
	<b>4th Qtr. '96</b>
	THEME
	<b>Fighting</b>
PUBLISHER	SIZE
<b>Sega</b>	<b>CD-ROM</b>
PLAYERS	% DONE
<b>1 or 2</b>	<b>N/A</b>



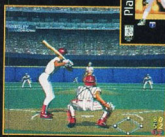
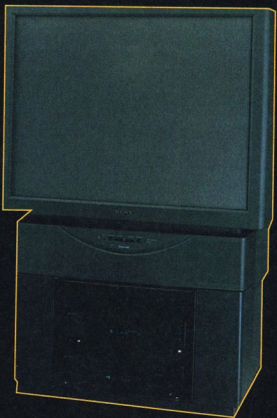


# PlayStation Sports contest

## ENTER TO WIN a full entertainment system

### Grand Prize: one winner

SONY 41-inch big screen TV  
SONY VHS hi-fi VCR  
PlayStation game console  
1 copy of MLB Pennant Race  
1 copy of NBA Shoot Out



### Contest Rules:

**1. No Purchase Necessary:** To enter, mail the entry form or a standard size postcard containing name, address, and phone number to "PlayStation Sports Contest," Sendai Publishing Group, Inc., 1920 Highland Avenue, 2nd Floor, Lombard, Illinois 60148. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by June 1, 1996. All entries become exclusive property of Sponsor and will not be acknowledged or returned. Sendai Publishing Group, Inc. and sponsor assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Only one prize per family, organization, or household.

**2. Prizes:** **1 Grand Prize:** Grand Prize winner will receive one (1) Sony 41-inch Videocassette Big Screen Color TV, one (1) Sony VHS hi-fi videocassette recorder, one (1) PlayStation game console, one (1) MLB™ Pennant Race video game, and one (1) NBA Shoot Out video game. Grand Prize has an approximate retail value of \$2,848. **6 First Prizes:** First Prize winners will receive one (1) MLB™ Pennant Race video game and one (1) NBA Shoot Out video game. First Prize has an approximate retail value of \$100. **Fifteen Second Prizes:** Second Prize winners will receive one (1) PlayStation T-shirt. Second Prize has an approximate retail value of \$10. Winners will be determined by a random drawing from all valid entries by Sponsor whose decisions are final. Drawing to be held on or about June 15, 1996. All prize(s) will be awarded. Prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsor should the featured prize(s) become unavailable.

**3. Odds of Winning:** The odds of winning will be determined by number of valid entries received.

**4. Eligibility:** Sweepstakes open to residents of United States and Canada only. Void in Rhode Island and Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agrees to the use by Sponsor and/or MLB Properties, the Office of the Commissioner of Baseball, the American and National Leagues of Professional Baseball Clubs and their member Clubs (collectively, the "MLB Entities") of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Sendai Publishing Group, Inc., Sony Computer Entertainment America, the MLB Entities, and their parent companies and affiliates are not eligible. Neither Sendai Publishing Group, Inc., Sony Computer Entertainment America their parent companies nor affiliates, subsidiaries, divisions, nor related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winner accepting prize(s) agree that all prize(s) are awarded on the condition that the MLB™ Entities and Sendai Publishing Group Inc., and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prize(s). Winner further acknowledges that the MLB Entities and Sendai Publishing Group, Inc. has neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee express or implied, in fact or in law, relative to any prize, including but not limited to its quality, mechanical condition or fitness.

**5. Winners List:** For a list of winners, send a stamped, self-addressed envelope to PlayStation Sports Contest Winners, Sony Computer Entertainment, 919 E. Hillside Blvd. 2nd Floor, Foster City, CA 94404. Requests for winners lists must be received by July 8, 1996. Allow 4 weeks for delivery of winners list.

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### First Prize: six winners

1 copy of MLB™ Pennant Race  
1 copy of NBA Shoot Out

### Second Prize: fifteen winners

1 PlayStation T-shirt



urnote



PROTOS E3


# GRAND THEFT AUTO

Can't afford it? Then steal it. Grand Theft Auto allows you to steal anything from a bus to a Ferrarri and attempt to evade the law with your new prize. The

game features a unique top-down perspective offering tremendous visual depth as you race anywhere you can to escape. This game will be a real steal!

PUBLISHER		SYSTEM	THEME	
BMG Interactive			Stealing	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
October	1 or 2	CD-ROM	N/A	


# GRETZKY 64

SYSTEM		RELEASE DATE
		November
		Hockey
PUBLISHER		SIZE
Time Warner		CD-ROM
PLAYERS	% DONE	
1 or 2	N/A	

Gretzky 64 is a realtime rendered 3-D hockey game with lightning-fast action. The game is played in a three-on-three style with an intelligent camera that is capable of 360-degree rotational views for a unique hockey experience.



# AREA 51

SYSTEM		RELEASE DATE
		October
		Shooting
PUBLISHER		SIZE
Time Warner		CD-ROM
PLAYERS	% DONE	
1 or 2	N/A	

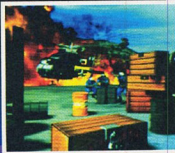
The alien search-and-destroy stand-up game hits home. Area 51 has you searching a secret government base in an attempt to eliminate the threat of alien infestation. This game should support both the Sega and Sony guns.



# FIRO & KLAWD

Go it alone or grab a friend and race through the Big Apple to solve a dangerous mystery. Fire & Klawd features over 15 levels of non-stop action and an Active Auto Detect feature that automatically adjusts game difficulty according to the player's skill level and ability. Players better be up to the challenge before they attempt F&K.

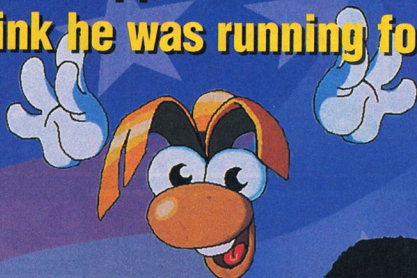
SYSTEM		RELEASE DATE
		October
		THEME
		Action
PUBLISHER		SIZE
BMG Interactive		CD-ROM
PLAYERS	% DONE	
1 or 2	N/A	





# RAYMAN™

With supporters like these  
you'd think he was running for office...



**"1995  
Parents' Choice Award"**

**"Game of the Month"**  
Electronic Gaming Monthly,  
September 1995

**"5 Stars!"**  
New Type Gaming

**"Best Character,  
Best Animation,  
Best Soundtrack"**  
1996 Video Game Buyer's Guide

**"Best Graphical Adventure"**  
Digital Tuff TV

**"Best Jaguar Game"**  
1995 Annual Game Players Award

**"Editor's Choice Award"**  
Strategy Plus, May 1996

**"A+"**  
Entertainment Weekly,  
November 17, 1995

**"1995 Megaward"**  
Gamefan, January 1996

**The Action Platform Game you can trust!**

**Now on PC CD-ROM**





# SF ALPHA 2

The famed Street Fighter has a brand-new addition to the family, Street Fighter Alpha 2. This game has cool features including new characters, new backgrounds and a new auto-combo system. This revealed auto-combo system gives players a chance to build their own killer combos with a sequence of multiple button taps to pound the opposition into the ground.

SYSTEM		RELEASE DATE	
PlayStation		4th Qtr. '96	
		THEME	
		Fighting	
PUBLISHER		SIZE	
Capcom		CD-ROM	
PLAYERS		% DONE	
1 or 2		N/A	



Core Design has created the next generation of action/fighting games. Featuring 15 levels of typical ninja fighting and set in an isometric 3-D-

type view, this game takes the Virtua Fighter polygon character and moves him through mazes of enemy-infested action. With over 50 different fighting moves plus magic spells, you must journey through both interior and exterior environments. Watch this title to be coming from U.S. Gold later this year. This one is going to be hot!

SYSTEM		RELEASE DATE	
PlayStation		4th Qtr. '96	
		THEME	
		Action	
PUBLISHER		SIZE	
U.S. Gold		CD-ROM	
PLAYERS		% DONE	
1 or 2		N/A	



# NINJA

# JET MOTO

Besides the obvious car racing games that have recently swamped the market, very few—if any—motocross games surfaced for any system let alone a next-generation platform. Jet Moto allows you to take your racing talents to the dirt and race against others of equal skill. Transverse dirt mounds on the hottest off-road bikes around while leaving the rest in your dust.

PUBLISHER		SYSTEM		THEME	
SCEA		PlayStation		Racing	
RELEASE DATE		PLAYERS		SIZE	
4th Qtr. '96		N/A		CD-ROM	
				% COMPLETE	
				N/A	

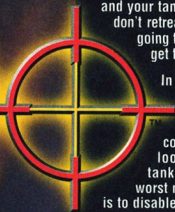




Download the Demo  
<http://www.returnfire.com>

# TAG, YOU'RE DEAD

# RETURN FIRE



Don't just stand there.  
Return Fire on PlayStation,  
Saturn and Windows 95.

Your front line looks like Swiss cheese, and your tank's in flames. If you don't retreat and regroup, the flag's going to fall. And you're gonna get tagged.

In Return Fire, firepower is key, but strategy is what keeps you alive. From helicopters that make Apaches look like Pocahontas, to tanks straight out of your worst nightmares, your mission is to disable enemy forces, blow your way into hostile territory and retrieve the flag with a ground-pounding jeep. But this is no one-sided kill-fest. Your enemy is in your face trying to do the same thing to you.

With superb overall detail, major multimedia video, and a killer stereo soundtrack, Return Fire is an all-out firefight that keeps you thinking all the time. But don't think too long. Because there's a battalion of bad guys just looking to put the tag on you.

## Destroy. Destroy. Destroy.



For Tips and Hints, dial 1-(900)-CallTip  
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or older, or have parental permission.  
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KIDS TO ADULTS



Created and Designed by Baron R.K. Von Wolfshald • Developed by Silent Software, Inc. • Co-Produced by Profile Publishing, Inc.

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# OLYMPIC SOCCER

The crowd roars as



Are ya tvff enuff to help the U.S.  
defeat the elite in soccer?

Do amazing scissor kicks.



This time soccer  
goes world-class  
at the Olympic  
Summer Games.

# GOAL

Blast bodacious banana shots.



Make unbelievable saves.



Powerful polygon graphics add  
a whole new level of realism.

All the great national teams  
including the U.S.A.

But if you can't beat  
the best in the world...  
Pleeezz don't kick in the T.V.

Don't be left on the sidelines



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you step on the field.

# OLYMPIC SUMMER GAMES



# THE WORLD

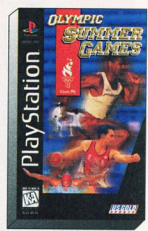
Feel the goosebumps???

Yer goin' for greatness in 15 Olympic events

including the 100M sprint, javelin, discus, weightlifting, archery, fencing, pole vault, swimming...and much, much more.



A giant step forward in fun with 3D SGI graphics.



A true test for the best.



Innovative motion-capture action brings each athlete so life.

Can you be the world's fastest?



for the biggest games of the year.

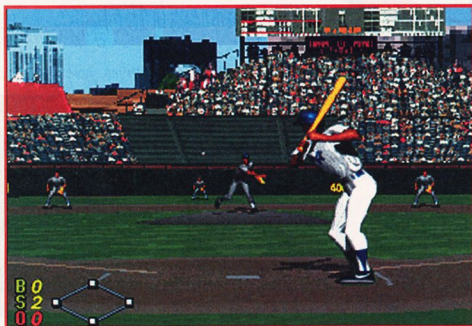
It's not some wild dream. It's the Olympic Summer Games.

Coming this summer to Atlanta and a video game store near you.



# TEAM EGM

## BASEBALL SEASON HEATS UP WITH MLB PENNANT RACE



Baseball games have come a long way in the past few years. *MLB Pennant Race* represents the latest in the state-of-the-art, 3-D-rendered 32-Bit baseball games.

It's time to pick up the torch, fellow sports gamers: The 1996 Olympic Summer Games are just around the corner. Team EGM's editors went down to Atlanta, site of the games, to check out the frenzied last-minute construction taking place and to get the latest word on a number of Olympic video game titles.

Last month, Team EGM showed you U.S. Gold's Dream Team Basketball. This month's issue sheds new light on the two other games that round out U.S. Gold's Olympics lineup: U.S. Sports Soccer and Olympic Summer Games. Both are coming out for the Sony PlayStation and Sega Saturn. The 16-Bit market has not been neglected either. T+HQ plans to bring out Olympic Summer Games for the Super NES, Genesis and Game Boy platforms.

Not surprisingly, several other companies plan to release their

track and field games to take advantage of Olympics fever, including Konami's International Track and Field and 3DO's 3D-Cathalon.

Also in this issue, Team EGM takes an inside look at Major League Baseball (MLB) Pennant Race from Sony Interactive Sports, as well as a preview of Adidas Power Soccer from Sony's own Psygnosis in Europe.

Who will win the one-on-one battle between Sony's NBA Shootout and EA Sports' NBA Live '96? Team EGM reviewed both to see which one has the skills to pay the bills.

On a side note, Team EGM celebrated the start of the 1996 baseball season by watching the Dodgers play the Cubs at Wrigley Field. Unfortunately, it was 12 degrees, windy and snowing that day. The editors froze! This installment of Team EGM will get you warmed up for this summer's hottest upcoming releases.

## THE LINEUP

### PREVIEWS

OLYMPIC SUMMER GAMES (PLAYSTATION)  
OLYMPIC SOCCER (PLAYSTATION)  
MLB PENNANT RACE (PLAYSTATION)  
ADIDAS POWER SOCCER (PLAYSTATION)  
OLYMPIC SUMMER GAMES (SUPER NES • GAME BOY)

### BOX SCORE

NBA LIVE '96 (PLAYSTATION)  
VR SOCCER '96 (PLAYSTATION)  
NBA SHOOTOUT (PLAYSTATION)  
BOTTOM OF THE 9TH (PLAYSTATION)

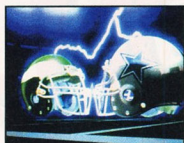
## QUICK SHOTS



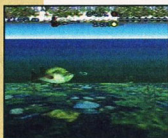
Konami goes for the gold with *International Track and Field*.



Photorealistic graphics make *Konami's Golf* an above-par game.



*Monday Night Football* is coming to the PS from *Overtime Sports*.



T+HQ hopes to prove that the fish are still biting at the 16-bit level with *Bass Masters Classic: Pro Edition*.



# OLYMPIC SUMMER GAMES

**S**o, maybe you don't have tickets to see an Olympic event.

Maybe you do, but forgot to book a hotel room in Atlanta years in advance. If so, don't feel too bad—U.S. Gold has an impressive alternative.

If you can't come to the 1996 Centennial Olympic Games in Atlanta, why not have the Olympics come to you instead? That's exactly what U.S. Gold has pulled off with Olympic Summer Games—the first such title ever for the 32-Bit platforms.

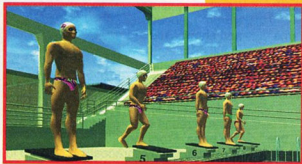
This level of gaming horsepower lets programmers achieve feats unheard of at the 16-Bit level. For



giving the events an impressive, lifelike look. Adding to that are the 3-D arenas, which were modeled after actual Olympic sites in Atlanta, and motion-capture sessions that helped portray athletes' movements accurately

light sourcing.

Olympics Summer Games offers 15 events. More than half are track and field events: 100m dash, 400m dash, pole vault, triple jump, long jump, discus, javelin and hammer. The rest of the events prove



## Olympic events re-created in a 3-D polygon world

in the game.

Some of the visual effects come off as rather impressive. For instance, the discus event (shown at top) features see-through fencing as well as

an eclectic mix: fencing, 100m swimming, archery, skeet shooting, rapid-fire pistol shooting and weightlifting. The diversity of these events should appeal to a wide range of gamers (even those who may not be Olympic fans) and keep the replay value high, assuming that the gameplay can match the promising graphics seen on this page.

In the true spirit of the Olympics, this game supports multiplayer adapters, so up to eight players can compete at once.

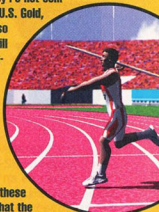
Three modes of gameplay are offered. The first is the Full Olympic Tournament, in which a player chooses a country and competes in all 15 events. There's also an Arcade Mode and a

## Gold Medalist

U.S. Gold's programmers did extensive motion-capture work to bring the polygon player movements up to snuff with the real deal. Of course, they didn't neglect the characters when they're not competing. According to U.S. Gold, the level of detail is so great that gamers will notice athletes fidgeting before the start of an event.

Fidgeting? Could this be the first-ever real-life simulation of someone getting butterflies? In any case, it's certainly accurate—after all, these athletes are aware that the whole world is watching them.

Speaking of watching, Olympic Summer Games also features a broadcast-style presentation, fleshed out with a heap of camera angles and some color commentary from announcers up in the booths. It's everything gamers will expect to see on television, but without the annoying commercial breaks...

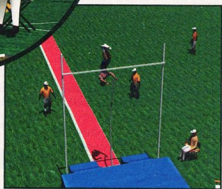


Challenge Mode, the latter of which presumably lets gamers set and break Olympic records.

U.S. Gold plans to have this game out just as the Summer Olympics gets under way. So why settle for just watching the games on television, when you can join in on the fun instead?



starters, this game uses fully shaded 3-D polygon players, each with uniforms that exactly match their country's official outfits. The entire game was rendered on SGI workstations, which went a long way in



The 15 events include the triple jump and the pole vault.

RELEASE DATE	DIFFICULTY	
June	Moderate	
PUBLISHER	SIZE	
U.S. Gold	CD-ROM	
PLAYERS	THEME	% DONE
1-8	Multi	N/A

# MLB™ PENNANT RACE™

**S**ony Interactive Sports began its 32-Bit career as an upstart rookie with NFL GameDay. It then proved itself a two-sport wonder with NHL Faceoff. NBA Shootout gave the sports crew superstar status. So what's next? A baseball title, naturally.

Only one comment needs to be said about MLB Pennant Race: If this game plays as well as it looks, it'll be Sony's field of dreams and a nightmare opponent for other baseball game makers.

Like Sony's previous PlayStation sports titles, this game will feature all of the official teams and more than

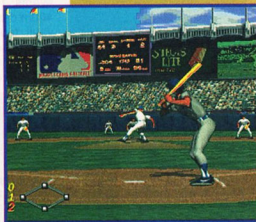
700 real players, their portraits, relevant stats and updated uniform designs. The game also offers eight different playing perspectives.

Even more impressive is the fact that Sony will include all 28 baseball stadiums, texture-mapped and showcased in full 3-D graphics splendor.

For example, take a look at the backgrounds in the game screens on this page. From the ivy and manual scoreboard in Wrigley Field (at bottom) to the "green monster" wall and realtime video screen at Fenway Park (far right), this game offers some of the most accurate backgrounds ever seen in a baseball title—even at the 32-Bit level.

Accurate is also the right

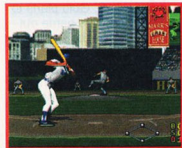
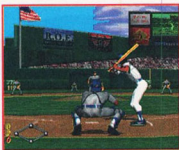
## How Real Can It Get?



According to Sony, MLB Pennant Race features 30 frames-per-second gameplay animation—a number that rivals some fighting games' animation speeds. Also, all the statistics included in this game come from STATS, which is one of the top baseball number-crunching data gatherers around. Rounding out this package is the voice of Jerry Coleman from the San Diego Padres, who provides the color commentary.

word to use when talking about the motion-capture animation of head-first slides, leaping catches and diving stabs at hard-hit line drives.

Accurate is also the right word when it comes to stats, which play a major role in players' performance. In addition, the game keeps



## Can Sony hit for the cycle with its fourth sports game?

tabs on batting and pitching stats for an entire season.

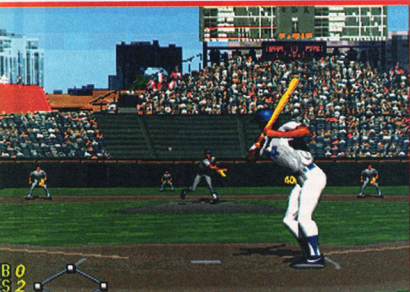
The game has an Arcade Mode for those who want to play a quick game, and a Simulation Mode designed for serious gamers. The game offers strategic options such as the ability to shift player positions in both infield and outfield—this way, players can step forward to anticipate a bunt or move back when a power hitter steps to the plate.

The game lets players become coaches as well by

letting them trade players, sign free agents or even create their own players.

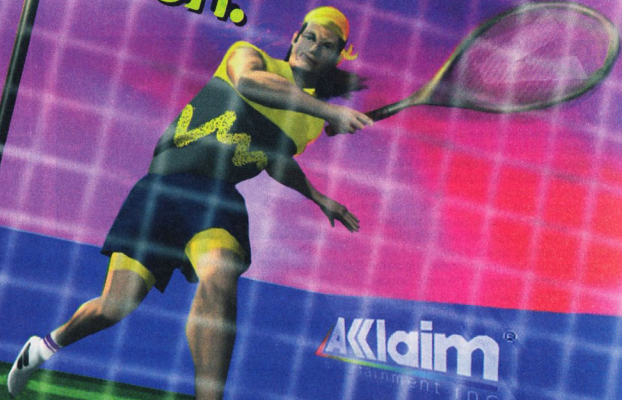
Rounding out the usual Exhibition, Regular Season and Playoff Modes are a Home Run Derby, an All-Star Game and World Series Modes.

RELEASE DATE	DIFFICULTY	
May	Moderate	
PUBLISHER	SIZE	
Sony	CD-ROM	
PLAYERS	THEME	% DONE
1 or 2	Baseball	N/A





# The net generation.



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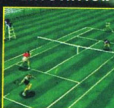
GameFan Magazine Feb. 96

**"A recommended addition to your Saturn sports library"**

GameFan Magazine Feb. 96



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**Acclaim**  
Entertainment Inc.

# olympic SOCCER

o other sport evokes the same national competitive spirit as soccer does worldwide. When two countries go head-to-head in a soccer game, fans from both sides paint faces, make banners and chant at the top of their lungs.

However, when it's an Olympic gold medal at stake—in addition to national pride—the atmosphere becomes even more intense.

Making a game that duplicates that intense spirit, as well as provide realistic gameplay, is no simple feat—but U.S. Gold is up to the challenge with Olympic Soccer, the last of the company's three official 1996 Centennial Olympic Games sports titles.

Olympic Soccer incorporates the same 3-D graphics engine used in Olympic Soccer Games. The resulting look is one that may remind some gamers of VR Soccer. As these early shots show, the game offers a wide range of camera views.



## Worldwide Soccer Event

Second only to the World Cup, the Summer Games gives countries a chance to showcase their best soccer talent. Olympic Soccer offers that same opportunity, providing gamers with 32 teams from around the globe, each of which is made up of the best soccer players in the world. It's not known yet how each team's skill levels will be determined, but it's a good bet that each team will accurately reflect the power of its real-life counterpart. The game also boasts a list of special moves including bicycle kicks, chest stops, diving headers and ball fakes, all of which give this game an even greater sense of reality.



During play, a small cursor appears underneath the active player to help guide movement. This game also boasts a detailed Radar Screen, with small country flag icons denoting where each player is.

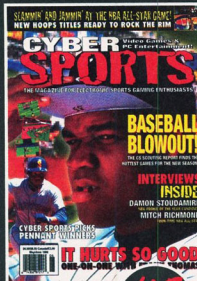
While some of the game's other features have yet to be revealed by U.S. Gold, it is known that this title will support four-player simultaneous play. The game will also provide Olympic Tournament Play, as well as the standard Arcade and Exhibition Modes.



The graphics include details such as jersey numbers and colors.

RELEASE DATE	DIFFICULTY	
June	Moderate	
PUBLISHER	SIZE	
U.S. Gold	CD-ROM	
PLAYERS	THEME	% DONE
1-4	Soccer	N/A

Groundbreaking graphics



When it comes to news on hot new sports games or interviews with top players, no magazine scores more points than **CYBER SPORTS**.

- NBA JAM SESSION
- TOE-TO-TOE WITH "BIG HURT" FRANK THOMAS
- HARD HITTING REVIEWS
- HOTTEST TIPS & TRICKS
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# ADIDAS POWER SOCCER



In all probability, Sony Interactive could have struck out on its own to make a pretty good soccer game. Instead, Sony teamed up with Adidas to make its first 32-bit soccer game.

What does this mean? Well, probably that Sony means serious business with this game. By teaming up with the biggest brand name in soccer worldwide, Sony apparently hopes to forge the kind of product identity that EA Sports did with FIFA Soccer.

Of course, all of this is easier said than done, but an early look at this game already shows that Sony has a few tricks up its sleeves.

Like NHL Faceoff and NFL GameDay, the game uses pre-rendered characters that

Sony unleashes its first soccer title

are retoscoped within a 3-D playing field. The developers motion-captured four soccer players, and integrated those movements into the game.

As for the field itself, Sony offers four views to choose from, which truly illustrate the game's zooming and scaling abilities. Most impressive are the two extremes: Sky provides a bird's-eye view of the game and Virtual offers an up-close and personal first-person view. A neat graphic touch is how the Radar Screen follows the same perspective as the playing field, which should help gamers keep track of their teammates.

Tournament winners get a special bonus: a match with Adidas' Dream Team. You can make a safe guess as to what shoe brand its players will be wearing.



ment Mode (that can include from four to 32 teams), a gamer can also play a full season.

Both sides' goalies are controlled by the computer during the game, except during goal kicks, penalty shots or when the goalie has possession of the ball.

Adidas Power Soccer contains



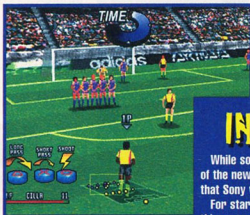
the standard game features: replays, formation tactics and turning offsides calls on or off. The game also features both simulation and arcade-style play.

In addition, players can dictate how tough the officiating is, from blind to unkind. The playing field surface can also be changed to account for dry, rainy or even snowy weather. As expected, the playing field condition affects ball and player movement.

RELEASE DATE	DIFFICULTY	
July	Moderate	
PUBLISHER	SIZE	
Psygnosis	CD-ROM	
PLAYERS	THEME	% DONE
1 or 2	Soccer	N/A



The top shift buttons let gamers veer the ball left or right.



The game controls run the full gamut. Players can dictate both high and low passes, as well as direct the ball to veer left or right on a shot. Players can even add backspin to a ball to slow its flight path.

Defensive controls are not as extensive—but then again, they don't need to be. Players can choose between regular and hard tackles, although the latter runs the greater risk of earning a yellow card.

In addition to a Tourna-

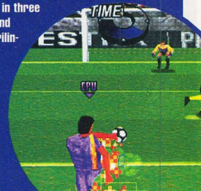
## INTERNATIONAL FLAVOR

While soccer in the United States is often relegated to the back pages of the newspaper sports section, it's huge in Europe. So it's no surprise that Sony went overseas with this game—and in a big way.

For starters, it took teams from three different countries to produce this game for the European audience. The main programmers were based out of France, but they were supported by a game testing team from the United Kingdom. Product managers from France, U.K. and Germany are playing a role in getting this game out to their markets too.

Of course, Sony isn't just paying lip service to these different countries. It's actually translating the game into five languages: English, Spanish, Italian, German and French. The player can select the language desired in the Options Menu. That's not all: The game's announcer commentaries are spoken in three different languages: English, French and German. It's quite possibly the first trilingual sports game ever created.

In addition, the game is the first 32-bit soccer title to include hidden power moves—hints to which are apparently hidden in the opening intro. However, these moves work only in the Arcade Mode.



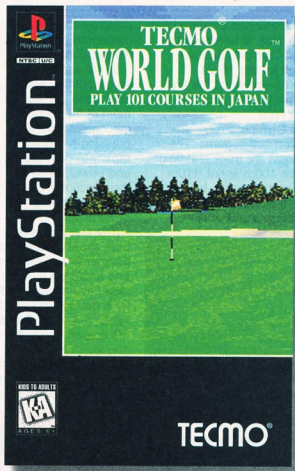


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# OLYMPIC SUMMER GAMES

**T**\*HQ has assumed the task of bringing out Olympic Summer Games for the 16-Bit systems—perhaps the final Olympic title ever for the Super NES.

Ten Olympic events are featured in this game. The first eight are track and field events: 100m sprint, 110m hurdles, pole vault, long jump, triple jump, javelin, high jump and discus.



Don't set your pole down too early, you won't clear the jump.

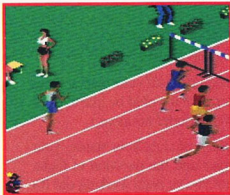
All of these events are depicted on-screen with an isometric perspective, which gives the game a rather realistic 3-D look. Heightening the pseudo 3-D effect are shadows cast on the ground by athletes in certain events. Overall, the graphics look surprisingly crisp for a 16-Bit game, in large part because most of the graphics appear to have been rendered on a high-end workstation before being converted to the 16-Bit

palette—a process pioneered by Donkey Kong Country.

In the same vein as other track and field video games, most of the gameplay mechanics involve pressing two buttons rapidly to gain speed and power, while the directional pad controls jumping or hurdling.

The last two events are both shown in a first-person perspective: skeet shooting and archery. Of the two, the skeet event isn't too different from the one in Duck Hunt: When the skeet flies across the screen, move the target and shoot it down.

On the other hand, the archery event has somewhat more depth. Players must



take wind direction into account when aiming. Another realistic touch is the effect of the Power button: The more a player stretches a bow for power, the more it will shake on screen, which lowers a shot's accuracy.

In a full game, players will compete in all 10 events. However, a Custom Mode lets gamers choose exactly



what events they would like to take part in. In addition, the game features a Practice Mode—a good starting point for those who need help in a certain event.

The Super NES version of this game lets gamers choose from one of 32 countries. Each country has a list of athletes to choose from, but players also have the option of typing in their own name.

While winning the gold medal in all events is the main goal in the game, it's not the only one. This game also contains the actual Olympic records from these events, so players can try to set new records as well.

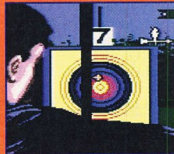
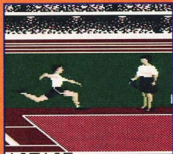
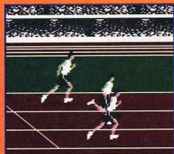
This game can use the Super NES multiplayer adapter, so up to four players can compete in the same event.

32 countries, but only one can own the gold...

## TAKING THE GAMES ON THE ROAD

While many Super NES games lose many of their features when translated to the Game Boy, Olympic Summer Games comes through with almost all of the gameplay and features intact. The portable version of this game also features all 10 events in the Super NES version, as well as all 32 countries to choose from. All the other options—Practice Mode, Olympic records, custom game—remain intact. The Game Boy version even supports the four-player link cable.

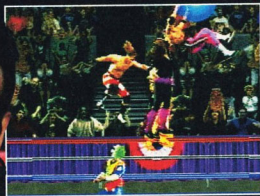
However, a few sacrifices had to be made. The isometric view of the 16-Bit title has been replaced by a far less convincing 3-D perspective that just screams 8-Bit. Fortunately, the first-person perspectives of the shooting events remain intact. In any case, the game will help tide over Game Boy owners still craving for some Olympic action even after the 1996 Summer Games wrap up in Atlanta.



RELEASE DATE	DIFFICULTY	
May	Moderate	
PUBLISHER	SIZE	
T*HQ	CD-ROM	
PLAYERS	THEME	% DONE
1-8	Multi	N/A



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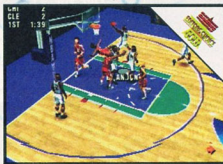
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**Box**

# Score

## NBA LIVE '96 • PLAYSTATION • EA SPORTS

It's not the best-looking game the PlayStation has seen, but it plays incredibly well. EA Sports looked like it was down and out, but it crashed the boards big time and helicopter-slammed the competition. If you like basketball and enjoy all of the intricacies of the real game, then you will enjoy NBA Live '96 for the PlayStation.

**Video  
Cowboy****9.0**

Talk over the best basketball game on the market can finally end: NBA Live '96 is simply the best. As far as the game itself, it could have been better in some aspects. As a whole, realism hits this game right in the bull's eye, but the realism in game-play needs some touches. With the game's new look, these standards will be hard to beat.

**Dindo  
Perez****8.5**

## VR SOCCER '96 • PLAYSTATION • INTERPLAY

VR Sports has put all of the ingredients together and made one great soccer game. With Major League Soccer in its infancy and the profile of the game increasing all the time, VR Soccer has a lot of balls. Headers, bicycle kicks, precision passing—this game has it all. If you enjoy great sports games, give it a try.

**Video  
Cowboy****8.5**

I'm not a big fan of soccer games, but VRS '96 changed my perspective on this sport. For starters, the game plays great. Secondly, the smooth animation and play-by-play commentary added more excitement to what already was an exceptional game. In some parts of the game, the action gets a bit unrealistic, but that's part of being a video game.

**Dindo  
Perez****8.5**

## NBA SHOOTOUT • PLAYSTATION • SONY INTERACTIVE SPORTS

This is the best-looking basketball game that has been released so far for the PlayStation. It's arcade five-on-five basketball action at its finest. There aren't that many options to play around with, but the game has solid gameplay and a big-league look. Sony took it to the hoop with authority and made one heck of a great game.

**Video  
Cowboy****8.0**

The next generation of games has surely fallen in love with the polygon look. It may look real, but it doesn't play like the real thing. Shootout should have placed greater emphasis on gameplay. Player movements are lifelike, but some foul calls are not realistic. New gamers will have more fun with this title than seasoned players.

**Dindo  
Perez****7.5**

## BOTTOM OF THE 9TH • PLAYSTATION • KONAMI

The game is nice to look at but it's a real pain to play. The learning curve for hitting is too long. It's hard to hit the ball, and you get killed...I mean killed...by the computer's AI. It's a good first effort, but the gameplay needs a lot of work.

**Video  
Cowboy****5.0**

The practice feature is a nice touch; but I would definitely rent this game and give it a try first.



If you want a complete, easy-to-play baseball game, you won't find it here. While the batter's view looks clean and the field looks precise, the game-play needs to go back to the drawing board. It takes a while to get used to the action. To enjoy this game, you have to play it for some time. If not, you'll end up pulling out your hair in frustration.

**Dindo  
Perez****6.0**



# TOKYO HIGHWAY BATTLE

# JUNE 1996

KIDS TO ADULTS



AGES 6+

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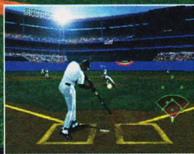
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YK1971

# whatever Frank wants, Frank Gets...



Frank demanded motion-captured fielding and computer-rendered perfection before he would unleash his home run power!

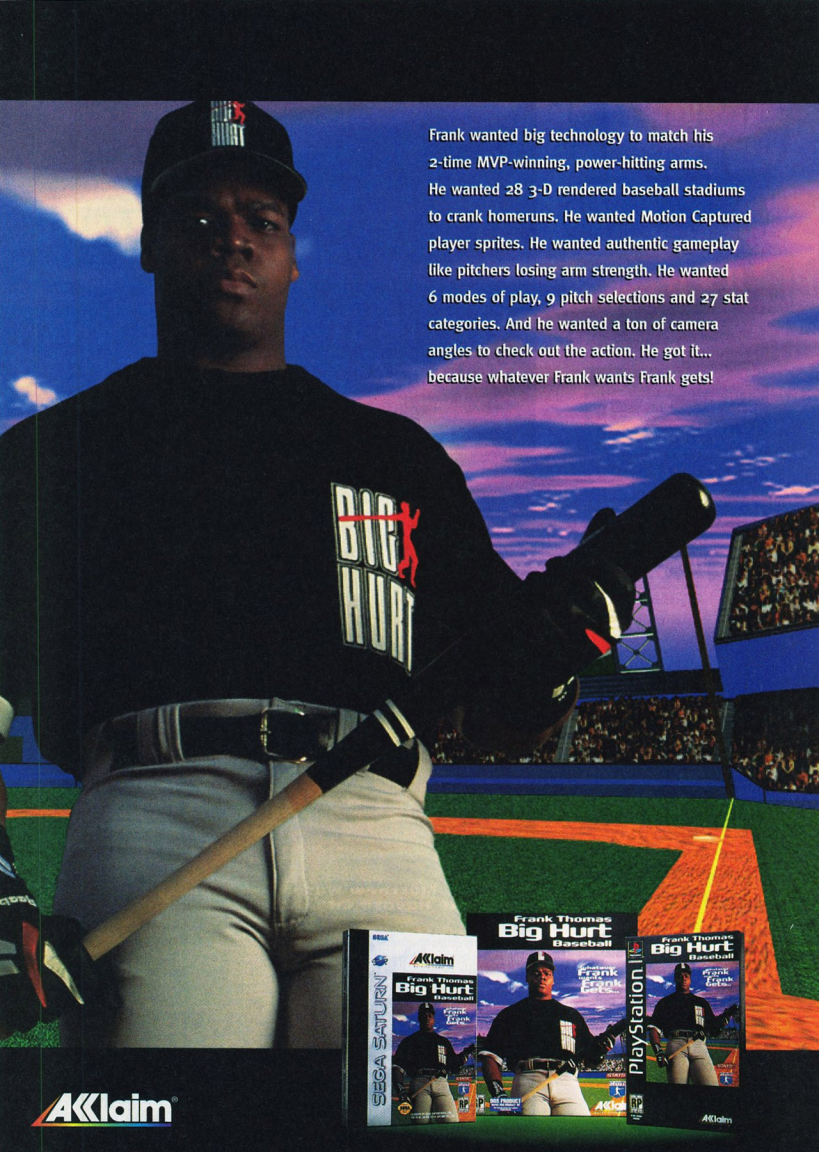


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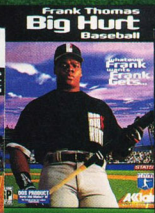


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Frank wanted big technology to match his 2-time MVP-winning, power-hitting arms. He wanted 28 3-D rendered baseball stadiums to crank homeruns. He wanted Motion Captured player sprites. He wanted authentic gameplay like pitchers losing arm strength. He wanted 6 modes of play, 9 pitch selections and 27 stat categories. And he wanted a ton of camera angles to check out the action. He got it... because whatever Frank wants Frank gets!



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# Letter of the MONTH

## WHY BUY 64-BITS WHEN YOU CAN HAVE 8-BITS?

Dear *EGM*,

Gamers have this theory: A new system comes out and you should just whip out \$300 to \$400 to buy it—just because it's new. I've owned almost every system possible at some time or another, and I really can't say one was ever better than the other, be it 8-Bit or 64. I'm the person who'll play Tekken [PS], then Ninja Gaiden for my Nintendo. Face it, a great game is a great game! I read sales charts for 16- and 8-Bit systems, and the line is at a steep downward slope. However, I bet if you made the same chart from second-hand store sources, it'd be just the opposite. I own a Sony PlayStation and 12 games for it. Personally, I think this is the time to start purchasing 16-Bit equipment. Look at all the money to be saved. Isn't that what people are always griping about anyway? It's smart to stay a generation behind. Sure, I love better graphics and colors just like everyone else, but I would rather play Shinobi for my Genesis than Kileak for my PlayStation. What it all comes down to is this: Don't sell or get a new system because magazines or companies tell you it is time to. If you love the system you have, keep it. Think I'm going to get me an Atari 2600 now.

**Matthew Wilson  
Lake Havasu City, AZ**

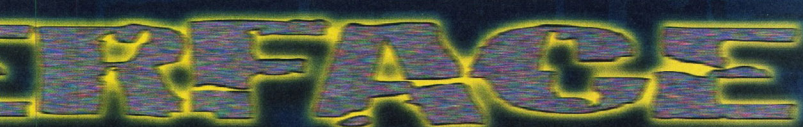
First, let's talk about sales. Matthew. You are correct in stating that numbers of new 16- and 8-Bit systems sold (domestically) are falling—to their death I might add. Your assumption of second-hand sales, however, is incorrect. Sources at Funcoland, one of the largest retailers of used video games, reports that ever since the introduction of the 32-Bit systems, domestic used 16- and 8-Bit sales have dropped considerably. Now when looking overseas (excluding

Japan and Europe), used 8-Bit consoles are the number-one sellers, with 16-Bit in second place. Used 8-Bit Super NES international sales for Funco alone reached \$2 million for the year to date. Not bad for a system thought to be long extinct. The reason for this is that these countries generally cannot afford importing the newer systems and newer games. Only older, "last-generation" material is feasible for these countries' consumers. On a more personal level, if you can resist the crushing temptation of 64- or 32-Bits of screaming power, then you can set yourself up with the deal of the century (so far) with great prices on new or used 16- and 8-Bit systems. You also can't beat the matured library of games available: some of the best games come out for the systems toward the end of their reign, like Donkey Kong Country 2 (Super NES) or VectorMan (Genesis). I'm not saying that the new generation of systems is not worth buying; there are some exceptional systems and games out there now. However, if you don't mind waiting a couple of years and playing with older technology, you can pick up any of the 32-Bit systems for much cheaper than you can now, and you'll have games of greater quantity and quality to choose from. All in all, it comes down to whose games you enjoy and whose systems you can afford now. Who cares about bits and RAM and blim and blam? You have to just enjoy the games and have fun. After all, isn't that the point of buying a video game system in the first place?

Congratulations, Matthew! You win an Acclaim Dual Turbo Joystick.







## Where are the 16-Bit reviews?

**Dear EGM,**

I am a big fan of your magazine. I always read good stuff, and everything is okay, but lately I've been seeing a lot of coverage on the Saturn, PlayStation, Nintendo 64, Jaguar and other new stuff. It looks like everybody has forgotten about the Genesis and Super NES. Now it's rare to see more than three previews of their games. I know that this stuff is a little old and that the people like the new stuff, but it is not fair to the people who can't afford or don't have all these new systems. I'm not saying you should not cover the new systems, but put a little more coverage on the Genesis and Super NES. I know a lot of people feel the same. I hope you do too.

**John Mckey  
New York, NY**

Tell you what John, if you can get the game companies to release more Genesis and Super NES games, we'll review them. The problem is that there just aren't that many 16-Bit games being released now. We can't review games that aren't made! This month, for example, the Review Crew received five PlayStation and four Saturn games, but only received one Genesis and no Super NES games from the publishers. If they do not think making 16-Bit cartridges are worth their while, then there's not much we can do.

## Ultimate info

**Dear EGM,**

I was wondering if there is a book for the new Ultimate Mortal Kombat 3 characters. I ask at every video game store that I go to if there is a book coming out for the new characters, but they say they don't know. So, if there is a book for the new characters in UMK3, could you tell me where I could get it or order it?

**Dan Vu  
Marrero, LA**

Okay, everyone who's been bugging us for UMK3 codes can stop writing. By the time you read this, you should see EGM's *Ultimate Guide to Fighting Games 1996 Edition* on the newsstands. It will have all the codes, -alities, combos and more

for UMK3. On top of that, you'll find coverage on fighting games like Street Fighter Alpha 2, Shodown 3, Marvel Super Heroes, Soul Edge, Killer Instinct 2 and much more.

## Cutesy games

**Dear EGM,**

Being 23 years of age, I feel that I can represent most of the older generation of game players with my views. I would first like to ask every game company and programmer to please wake up!!! I have grown tired of the majority of "cute" games and prepubescent-oriented commercials that are being forced upon us all because of the supposed belief that anyone who touches a controller must only be two to 12 years old. If companies would take a moment to think things through, they would realize that the older gamers with the jobs and money to finance their own habits will in fact purchase far more games than some little kid whose parents will reluctantly buy him/her two or three games a year for his/her birthday and Christmas. I feel that the gamers who started in the early years of video games are now old enough to appreciate more sophisticated and complex games. With the new wave of next-generation systems, companies are slowly beginning to realize that most players are well advanced beyond the enemy-stomping and coin-collecting years. They must understand that the only way to truly hook in us "old masters" is to immerse us in 3-D worlds of high-level, realistic graphics and challenge us with more intelligent adversaries. I feel that we of the higher level must absolutely refuse to purchase any future game that is not worthy of our expert skill and taste. It is simply too easy to produce the endless sequels of mindless hop-and-bop adventures. In conclusion, I'm sure that I wasn't alone when I finally sold my outdated 16-Bit system and games in anticipation of the [Nintendo] 64's more advanced worlds, and I have a grand or two saved to cover any expense of my addiction. (Are you listening, Nintendo?) But not one cent will be wasted on any game that isn't worth the expertise of this old master.

**Charles Shy  
Cleveland Heights, OH**

Is this a joke? Maybe you are right. Game companies shouldn't make

any more games geared toward kids since Mr. Shy's generation has outgrown them. Why are after-school cartoons still being aired? It doesn't make sense since that generation is probably working 9 to 5 and isn't home to watch them anymore. Comic books? Hey, if they aren't geared toward the older crowd, then they are just wasting valuable paper since no one else is reading them. Mr. Shy, do you honestly believe that you and your peers are the only gamers worth looking after? Are game companies to understand that they should only evolve with (and only make games for) you as you grow older and "more mature"? What if they had decided that when you were a child, only adults with money should have been catered to? You may never have played video games as a kid! Most of the Review Crew are your age (or older), and have given Gold Awards to plenty of cute games (last month: Mario RPG and Worms). Your views do not represent the entire older generation: there are plenty of "grown ups" who enjoy kids' stuff. Besides, who's forcing these games on you? Like you said, you don't have to buy them. Your egocentric views are preventing you from seeing the big picture—you do belong to a viable and profitable piece of the market, but it's only one piece of many.

## Sarcasm & the 3DO Company

**Dear EGM,**

"Is there something wrong with this picture?... At the E Show in May of '95, everyone was talking about the up-and-coming M2 chip (well, not everyone... maybe three or four people, all of whom owned 3DOs). It's almost a year later and where's the M2? Oh... I forgot... it will be out in April... no, no maybe June... no maybe September... no, I think maybe in 1997 or maybe by the time they develop "sub-dermally" implanted game consoles. (They'll probably be cheaper too!) So the boys at 3DO are thinking, "Okay, Sony makes a big splash with their new system, Sega surprised the world with the release of their Saturn last May (and the world surprised them by not buying it!) and Nintendo just pushed back their Nintendo 64 release until September (don't worry, their system is made with

# INTERFAGE

Kryptonite)...could there be room for us to jump into the market and take a piece of the action sometime soon?" Well logic doesn't seem to be part of the 3DO crew (unless they're playing in the options market and selling short!), because you would think that they would have their people working 24 hours a day, seven days a week to finish developing killer apps for the M2 and get them to market before the rest of the free world buys either a PlayStation (which most already have) or the N64 hits the market. Is this genius material or does 3DO stand for 3 DipS\*%\$ in the Office? Now I do have several people telling me to keep my 3DO...I'd be foolish to get rid of it (I doubt I could sell it, but it would make for a nice boat anchor)...unfortunately, those several people are the same ones that I talked into buying a 3DO and are suffering from a bad case of cognitive dissonance. Let's pause for a moment to discuss software. We all know that software is the key to any machine's success...ask the people at Sony; don't ask the people at Sega. Now the PlayStation has, without question, killer apps. When you pick up any mag out there, every game is coming out for the PlayStation, some for Saturn, and almost none for 3DO. Why? Because there aren't any third-party developers beside a few that can

make a dime selling four or five copies of a title (to myself and my friends). Didn't Electronic Arts divest itself of its interest in 3DO...wonder why???

Instead, Studio 3DO and a few other masochistic companies have put their best foot forward and brought us some incredible titles. By the way, what ever happened to that great title that was supposed to come out called "Trip-The 3DO Killer"...or did they retittle that one "Brain Dead 13"? Am I crazy, or is the Jaguar starting to look good to me now! Oh, I forgot that system is already extinct! Hello...is somebody out there in 3DO land listening? And to think that Panasonic paid \$100 million for exclusive rights to M2. Hey guys, I have this boat anchor idea...

PS. Please don't print my address as I don't want Trip hunting me down and showing me a few other uses for the 3DO!

**Richard Marcus  
Somewhere, FL**

**Alright Richard! One can almost hear your fury emanating from your letter. Some parts had to be edited out for space—it was a bit long. Contrary to what some other game magazines and Web sites say, 3DO states (as of this writing) that the M2 console should be ready in the**

second half of 1996. We hope to confirm this at E' in May. Of course, consumer confidence in 64-Bit machines actually seeing the light of day is not too strong right now, thanks to the other big player in the "64" business. There are many factors for a company to look at before releasing a new gaming system, like having enough raw materials to build and ship the initial supply or making sure enough software is available at launch to please the public. Also, you never know when a company is purposely stating a release date that is earlier than realistically possible so that you, as the potential buyer, may put off buying a system that is currently available in hopes of getting that mightier dream system coming out "soon enough." Many industry experts felt the April N64 release date was put out there just to hurt Sega's and Sony's Christmas sales. Will Matsushita tick the world off like Nintendo is doing? We'll have to wait and see.

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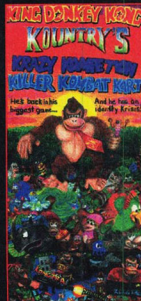
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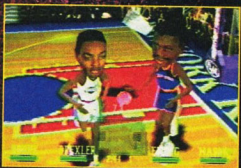
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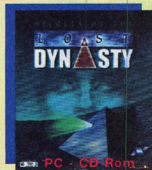
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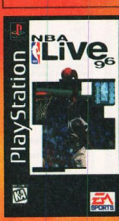
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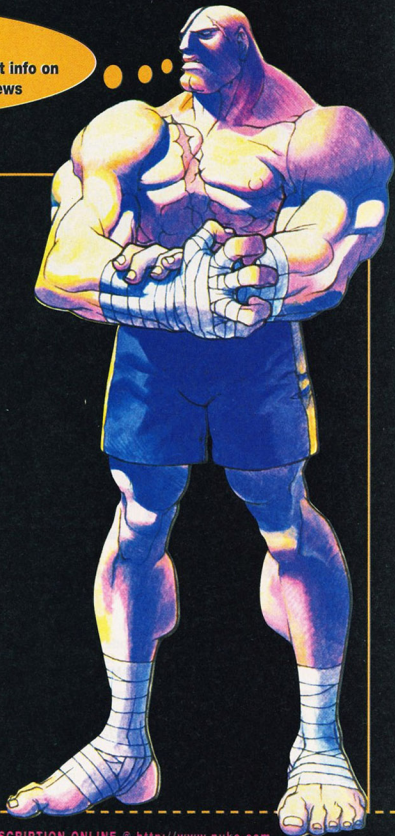
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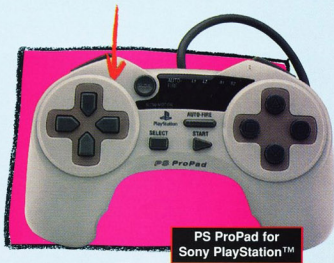
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