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# GAMER PLAYERS

ISSUE  
**86**

## **EXCLUSIVE** WIPEOUT XL

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- ◆ Loads of screens you won't find anywhere else!
- ◆ Special in-depth interview with the game's designers!

### **STRATEGIES**

**20** pages of expert tips & secrets, featuring:

**Panzer Dragoon II Zwei  
Battle Arena Toshinden 2**

### **SONIC X-TREME**

Part Two of our world-exclusive coverage! pg.42



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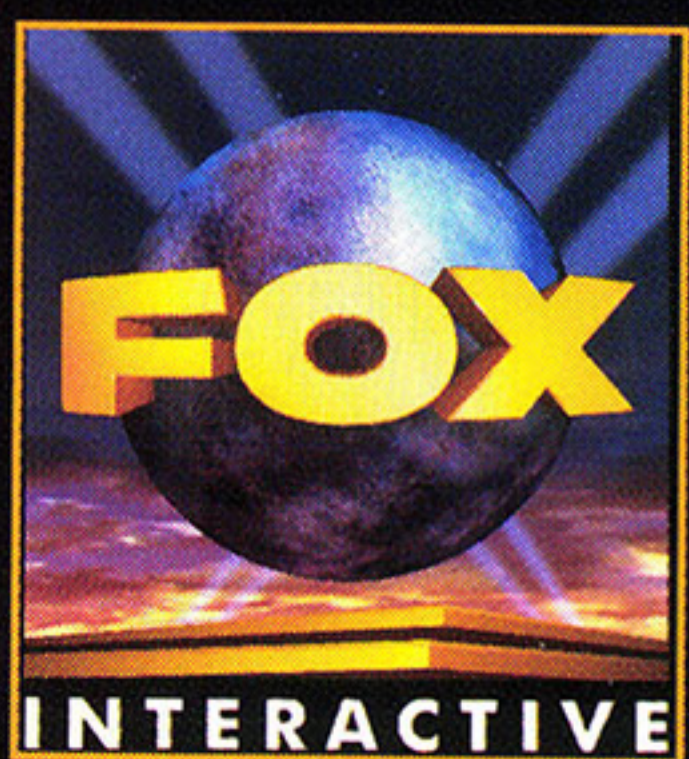
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JULY 1996 Vol. 9, No. 7



7 85353 01164 3



IT'LL BLOW YOUR \*%#@#?£ MIND!



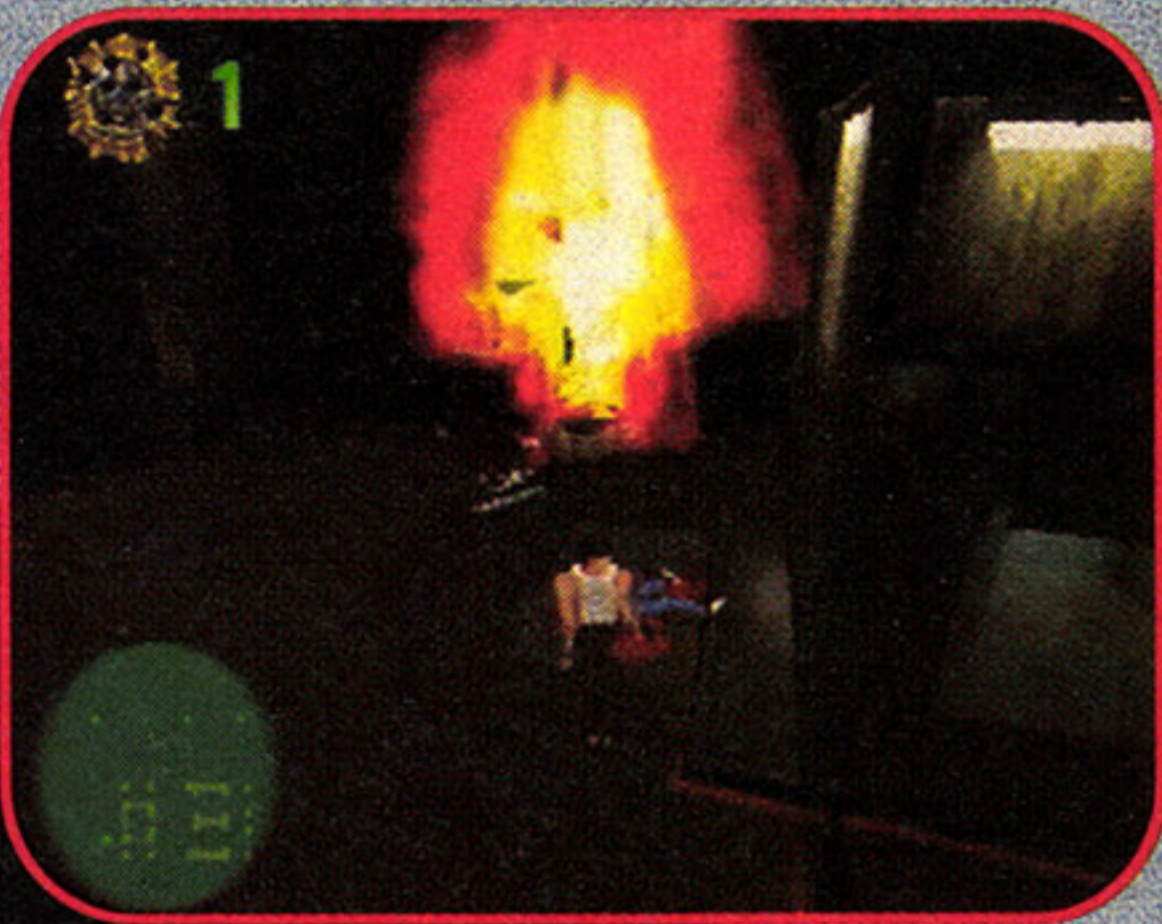
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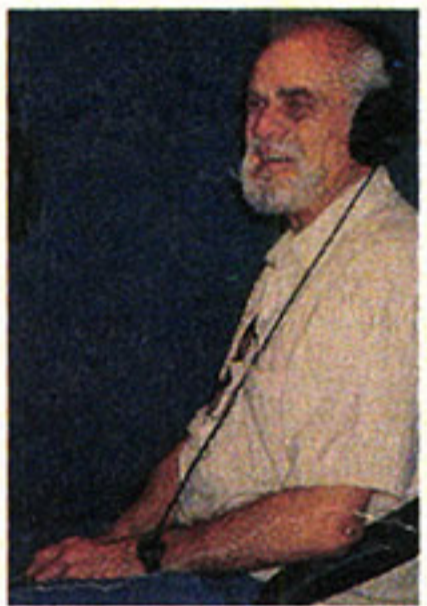
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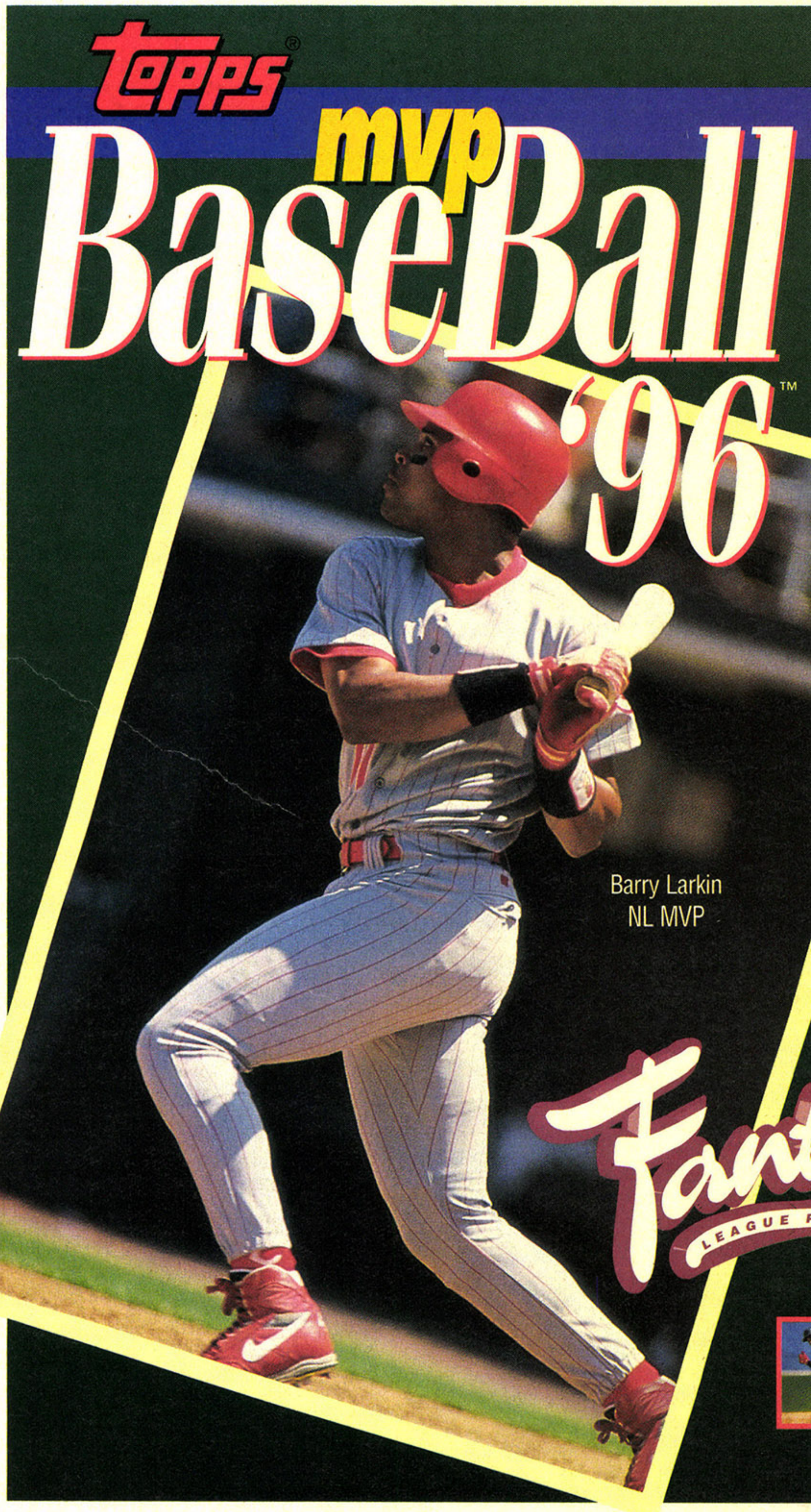
fantasy draft and league with drafting advice from



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expert. The **Adjusting batting cursor** shrinks

or enlarges batting sweet spots based on





# MVP BASEBALL '96? HITTERS HAVE TO SAY...

"...MVP Baseball '96 from BlueSky Software (makers of the World Series Baseball games for the Genesis) looks like the odds-on favorite to win this year's baseball gaming championship!"

Todd Mowatt  
Editor in Chief, Cyber Sports,  
May/June 1996

"BlueSky's proven baseball expertise positions MVP as an early favorite"

Paul Curthoys  
Sports Editor, GamePro  
June 1996

"Everything I have seen points to MVP Baseball '96 being one of the most complete games of the year"

Mike Salmon  
Sports Editor, GamePlayers  
May 1996



players actual performance. **3-D sprite-based**

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or online at CompuServe (see numbers below),

or call our tipline at 1-900-454-5435 (Average \$.85/minute/

18 years or older). Don't miss MVP Baseball '96!



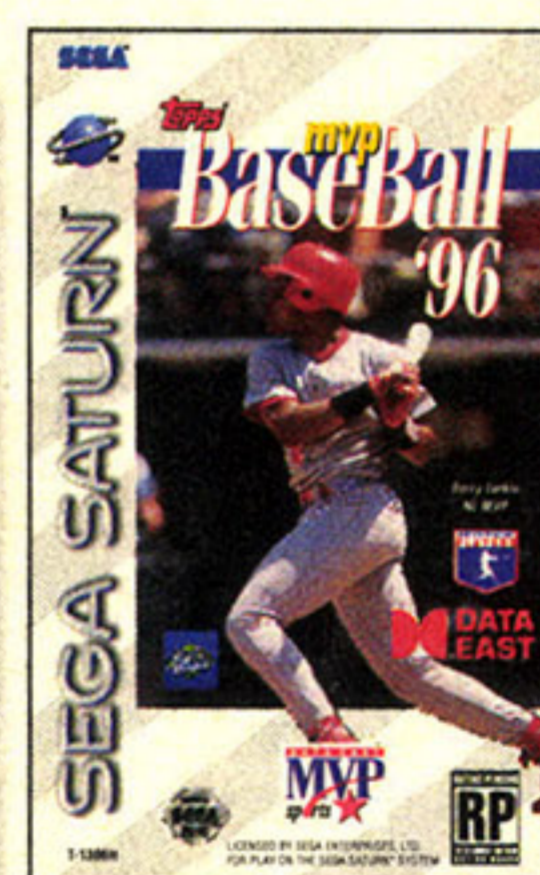
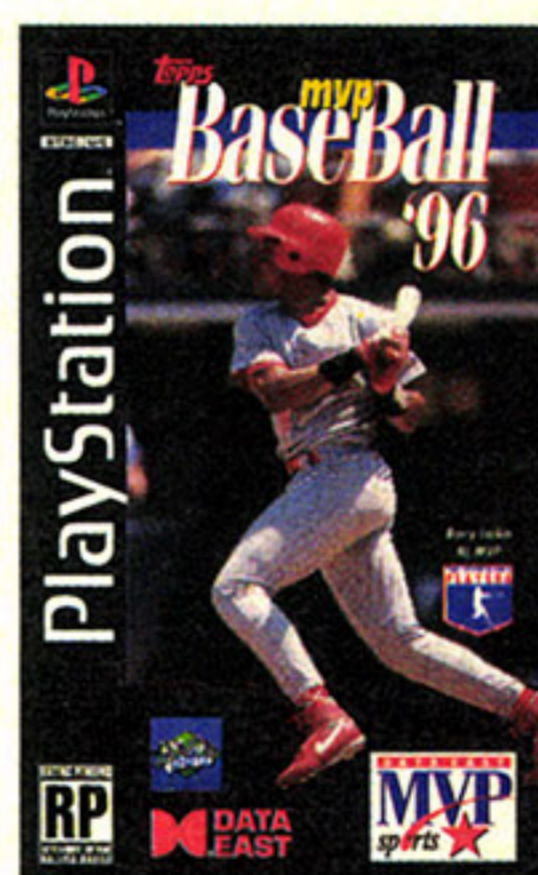
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# CONTENTS



Just when you thought the PlayStation was going into hibernation, Psygnosis comes along with *WipEout XL!* Everything that made the first one cool has been amplified about a hundred times, so you'll definitely want to check

out our exclusive coverage on page 38!

After that, your next stop should be page 42, for our second straight month of world-exclusive *Sonic X-Treme* info! Our little blue pal has been through a lot of great changes in the past 30 days, so you've got a lot to catch up on.

Stop number three? None other than page 48, where we blow the lid off one of gaming's most sought after secrets with our second exclusive look at *Spider!*

Whew! Did somebody say exclusive? You bet. As always, you see it first in **GAME PLAYERS.**

*Chris*

## MEET THE TEAM

What's your favorite way to beat the heat this summer?



### Chris

I like to take a quick spin around the Silverstream track. Of course, it works best if I leave the cockpit hatch open or, better yet, just have myself dragged around the course!!!



### Roger

I get two huge frosty milk shakes and just inhale 'em. I know they taste better the normal way, but it really chills me out as they slide up my nose. Talk about brain freeze!



### Mike

Why beat the heat? I'd rather worship it! You know, lay out on a hot rock and just move my arms and legs once in a while. No, I'm not a lizard!!!



### Patrick

I like to turn on the sprinkler and frolic in the garden with all of my vegetable buddies. It's kind of a pastoral thing, you know?



### Chris C.

I put six or seven changes of clothes in the freezer and then change about once an hour. It kinda works, but I'm getting a hell of a case of freezer burn.



### Jeff

Two words: Iced coffee. OK?



### Bill

Everybody knows what I'm gonna say here, so why even bother to say it? Oh, alright, I'll say it. I like to sit in the Imagine office fish pond and talk to the fish. There... are you happy now?

## infotrack

14

All the facts, and no heavy, annoying aftertaste!

### Infotrack

14

If you were news, you'd be in here.

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20

Where the number 'eleven' is a really dirty word!

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Old Folks homes for the young and the young at heart!



Total No. 1 is in Infotrak, on page 15!

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Here's your chance to prove that you belong locked up, just like us...

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Contains no raw fish!



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Everyone's favorite plumber is back in 3D and we've got a ton of screen pics! Check out *Mario 64* on page 24!



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You want features? Hey, we got yer features, right here! How about *WipEout XL*, *VectorMan II*, *Boss'* new *Spider* game, and part two of *Sonic X-treme*?

## GAME PLAYERS ONLINE

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

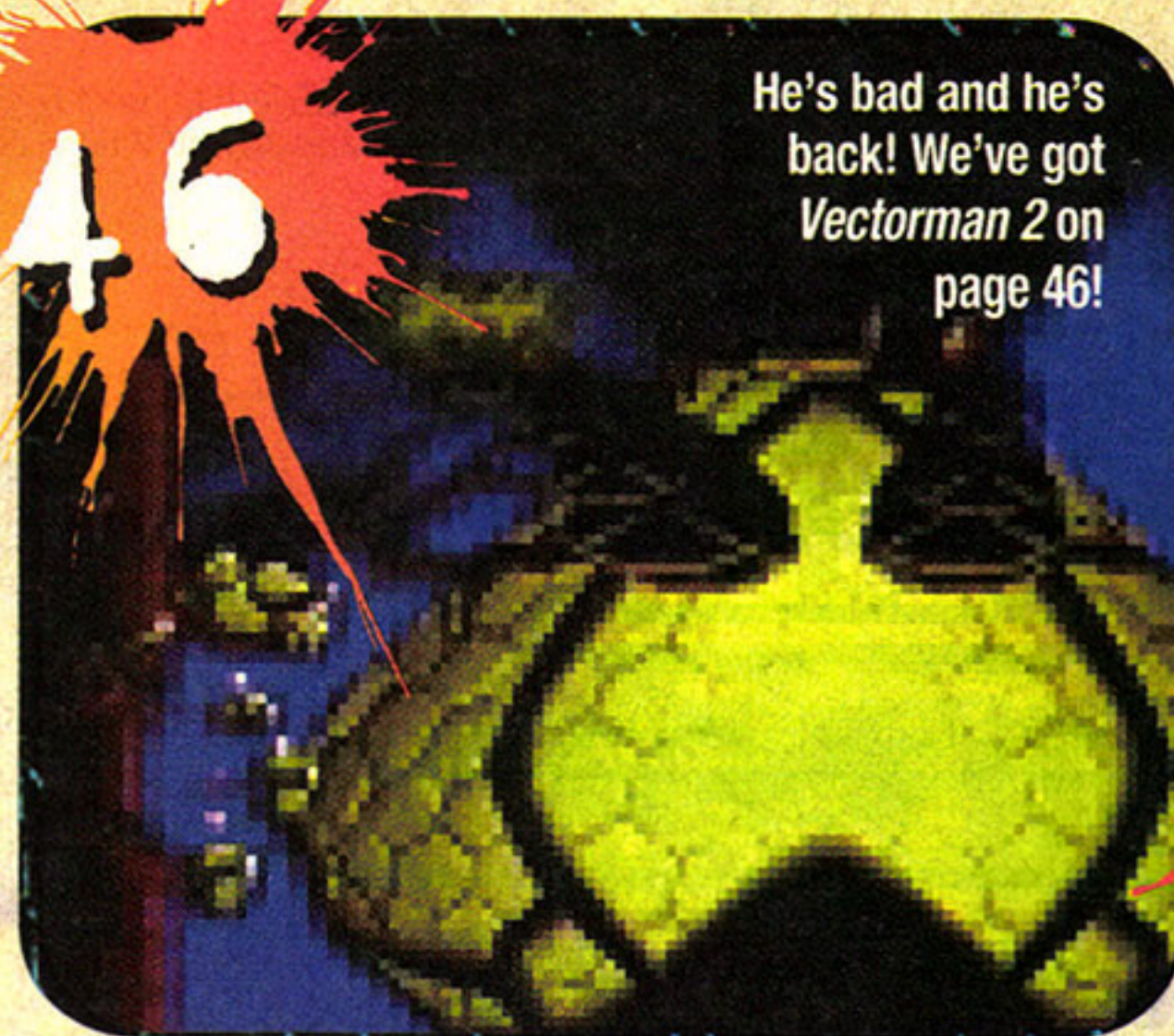
In a move guaranteed to drive Congressmen weeping into the streets and mothers everywhere crazy, **GAME PLAYERS** has gone online! Our website will be up soon, but our individual E-mail addresses are on the right! Write us!

**CHRIS:** Chris\_Slate@qm.imagine-inc.com  
**BILL:** Bill\_Donohue@qm.imagine-inc.com  
**ROGER:** Roger\_Burchill@qm.imagine-inc.com  
**MIKE:** Mike\_Salmon@qm.imagine-inc.com  
**PATRICK:** Patrick\_Baggatta@qm.imagine-inc.com





Toshinden 2 is a killer. Check out page 94 before you play!



He's bad and he's back! We've got Vectorman 2 on page 46!



We continue our exclusive coverage of Sonic X-treme on page 42!

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Where we tell you the difference between a blockbuster and a dud, while lighting that firecracker in your back pocket!

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## gp sports 74

Where grown men get paid large amounts to spit and scratch!

We got all kinds of sports, for all kinds of sports nuts! The action kicks off on page 74!



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You should collect all of these! Someday, these will be worth a lot of money! OK, OK, quit laughing...



**WIPEOUT XL**  
 If you thought WipeOut couldn't get any better, well buddy, you were dead wrong! With more velocity and even more devastating weapons, WipeOut XL kicks major butt! We fill your need for speed on page 38!

38



# Reader's NETWORK



It's just another standard Reader's Network — secret messages of doom, BoBo the clown, frozen Canadians, Magic Beans and lots and lots of game stuff! Let's get going...

## TECH TALK

I have a couple of questions. First, since some of you (**GAME PLAYERS'** producers) probably went and saw N64, what is the music like? If you actually heard some, is it CD quality or just some 16-bit junk? In the specs, it says Stereo 16-bit then, below it, it says 64 PCM channels sampled @ 44.1 KHz. What does this mean? And last, how are the graphics compared to PlayStation (In the picture of *Mario 64*, it doesn't look THAT GREAT)? The Anti-Alias or the Z-buffer thing doesn't look like it's helping. You can still see the stair affect!!! Please RESPOND to this, you can just write back and leave it out of your mag, but just RESPOND!!! Oh yeah, how is the control?

Rory Bresnahan  
Racine, WI

## THE END IS NIGH

'Nobody knew that it was Bill who was sending out the strange, telepathic messages of horror and doom!' This is something you wrote upside down and backwards above a picture of Mike, Roger, Patrick, and Bill all looking around in issue #84. What the hell are you trying to tell us!?!?

Blanskon B  
Planet X

**BILL:** Well, it's really simple, Blanskon. What's life without a few messages of horror and doom? Boring. Really boring. So, as a public service, I send out a few apocalyptic messages, just to keep everyone on their toes. Works for me...

**CHRIS:** The N64's music and sound capabilities, while not quite up to par with the machine's CD-based competitors, will still sound great. The Mario demo shown at Shoshinkai had a rich, full-sounding orchestra soundtrack. As for the graphics, none of the N64's much-hyped visual effects were operational at the time of the demo, but the game still looked fantastic. You really just have to see the action in motion to appreciate it. Believe me, you **WON'T** be disappointed.

## DOG POUND

I'm a new subscriber and I was wondering if Nintendo would make an adapter for the Nintendo 64 so you can play Super NES games on it? Or if they would make an adapter to play Nintendo 64 games on the Super NES? By the way, I love your mag. When is *Super Mario RPG* coming out for the Super NES and how much money could it be? By any chance would *Kl 2* be coming out for Super NES? P.S. I just want to say that Bill is cool! And please try to review more Super NES Games. *Donkey Kong Country* rulz!!!!

Nate 'Dogg Bone' Dawkins  
Millbrook, AL

**ROGER:** An adaptor for the N64 that would play Super NES games sounds like a good idea to me. But Nintendo never came out with an adaptor that allowed NES games to be played on the Super NES and there has been no indication from Nintendo that a Super NES/N64 adaptor is in the works. Besides, Nintendo fans are going to need something to play as N64 software trickles out! (Sorry, gratuitous Nintendo bashing.) As for Mario RPG and Kl2, Mario RPG will be out in May for about \$70 and my guess is that there will be a Kl2 for the Super NES. As for more 16-bit reviews, we'd love to have some more! Only problem is, no one seems interested in making any more 16-bit games!

## CLUELESS

Is it that Genesis hasn't come out with any games lately or is it that the PlayStation has just come out? In your last issue, you reviewed one Genesis game (*College Slam*) and gave us a couple codes. Can you tell me what is going on?

Matt Conti  
State College, PA

**ROGER:** Ah, another 16-bit fan! Well, let me take this opportunity to burst your dreamworld bubble and introduce you to the nightmare of reality. 16-bit is DEAD! Okay, maybe it's only dying, but it's time to realize that 16-bit games are not being supported by developers. Genesis games in particular are becoming a rare commodity. Even new 16-bit games that are coming out often seem to lack the resources and/or effort that marked great 16-bit games of the past. Face it, it's time to start saving up some cash, so you can move up to a 32- or 64-bit system. After all, the rest of us live in the 20th century. Shouldn't you?



16 KODAK 5054 TMZ

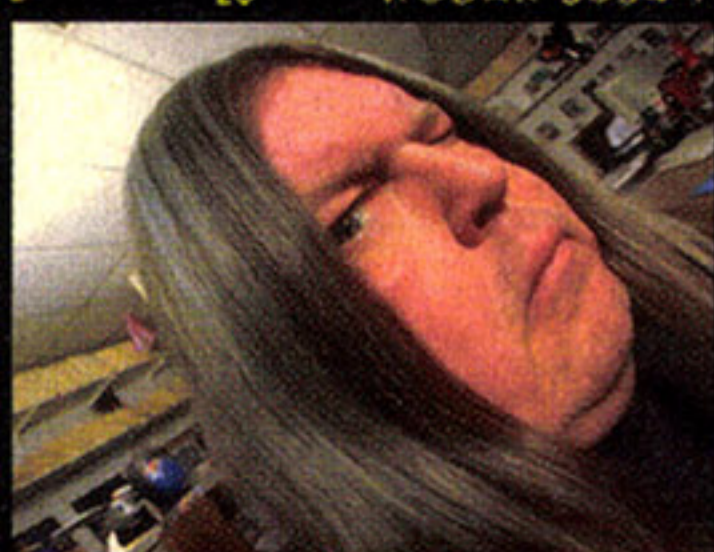
17 KODAK 5054 TMZ

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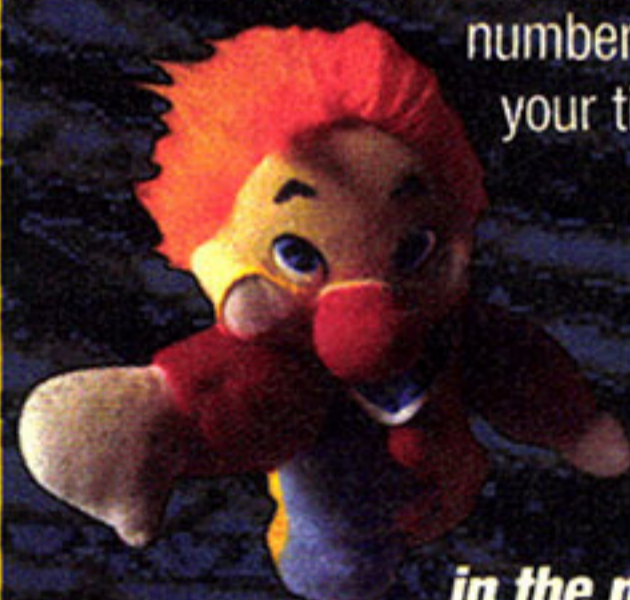
21 KODAK 5054 TMZ



## WE'RE JUST CLOWNING AROUND

I have always been a devoted reader of your great magazine, but I was just wondering why you put the sentence 'He was the first to come through the box, but from where?' upside down and backwards next to the picture of the clown in issue number 83. Thanks for your time.

Jeff Olt  
Kettering, OH



**BILL:** In an effort to create even more confusion in the minds of our readers, we decided that we'd establish a link between BoBo, the psychopathic clown, and The Box. If no one had noticed this message, we would have tossed laminated ducks, a crate of those little paper cups you put ketchup in, Gazuga (remember him?), and four moldy tennis shoes into the mess, which would have totally confused everyone, including us. But you had to go and ruin everyone's fun, didn't you?

## HE'S NOT WELL

I am so sick and fed-up with all you people asking what videogame system you should buy. If you guys have to write into *GAME PLAYERS* and waste their valuable time and space with letters like, 'Duh, Chris, shood I git the Pla, Play, Playstashun, or the Nint, Ninten... Ultra 64?', your age better be in the single digits! And if that's the case, ASK YOUR MOMMY!!! Remember this: Normal people look at this magazine and go 'What, I don't get it.' But we're not NORMAL! We are... Evil!!! Ha ha hahaha HA hahahaaa HAAAA!!! (Everybody but Patrick and Roger—They're geeks—good boy

geeks—total and complete mama's boys—heee hee hee—Back in The Box? Right.) .IufituaeB si taht Ila fo rotcetorp dna drol si IliB P.S. — you guys never even touched *Ultimate MK3*. I know *MKII* is your preferred game out of the series, but could you please get over your grudge long enough to print up a moves list for *UMK3*? I'll give you a head start: Some of Scorpion's combos are HK, HK, LK, B+LK, and HP, HP, HK, B+HK. One of Jade's fatalities is R, R, R, BL, R (Close).

Adrian 'Coolidge' Whipp  
Coloma, WI

## SUCKER!!!

I recently traded my *Final Fantasy III* and *Madden 96* Super NES carts to a peculiar old man for some 'magic beans.' He said they'd make me rich, but they just gave me gas. Could you send me these games? I'll give you some of this 'magic pipe mold!' Keep up the good work.

Derek Belden  
Chaska, MN

**MIKE:** First off, Bill wants to thank you for those fine games.  
**BILL:** Excuse me a minute, Derek, but Mike will have to finish his response from inside The Box.

**MIKE:** As for us replacing those games for you, yeah right. We're not freaking Babbages, we aren't made of games, and besides that, selling those games is the only way to supplement our income. Some advice for you, don't trade games for beans and don't ever trade anything with Bill. It's dark in here... Mommy!!!

## ALL THE INFO

I have a few questions and comments:

1. According to the April issue of *Popular Science*, the average N64 game is going to cost \$78.00. Is this true? If it is, then I can't imagine Nintendo lowering the price to \$75 by Christmas, and I can't imagine Nintendo ever lowering the price less than \$70. Nintendo should learn its lesson from 3DO, who sold their superior technology at prices out of everyone's reach. What was Nintendo thinking?
2. What the hell is the big deal about polygons in racing games? For example, compare *Road Rash* and *Ridge Racer*. The motorcycles, road, and scenery in *Road Rash* were a lot better looking than the cars, roads and scenery in *Ridge Racer* or any other polygon racer, not to mention a hell of a lot more realistic. So screw the polygon racers and up with the rendered!
3. I've noticed for quite some time you omit games from your magazines, such as *Doom* and *WWF Wrestlemania* (for the PS) just to mention two. Your competitors reviewed them months ago when they first came out. What's the skinny on that?
4. Can I get a free prize for using the word 'skinny' in the context above? I own a PlayStation.

Brandon Lee  
Thomasville, NC

**CHRIS:** I am the Answer Man, koo-koo ca-choo!

First of all, why in the world are you reading *Popular Science* for your gaming info? You've got all you need right here in *GAME PLAYERS*! As for N64 cart prices, that's the only real concern I have for Nintendo's new machine. If cart prices START at around 70 bucks, and history shows that cart games only get more and more expensive as time goes on, then who can afford to play Nintendo's games, no matter how good they are? I'd like to think that a smart and savvy game manufacturer like Nintendo would realize this problem and take steps to fix it, but then again, they did make *Virtual Boy*...

**BILL:** Sorry, but the word 'skinny' was not the magic prize word this month. Now, had you used the word 'albedo' in your letter, you would have won a fabulous prize!!!

**MIKE:** I had to answer this letter because Patrick and Roger ran home to their mommies. As for the supposed *UMK3* grudge, we just did a fancy move list in our last issue. You can even put the thing in your Saturn game box! Who's the fool now, cheesehead?

## UH... RIGHT...

Would you please try to make more reviews on V-boy, Super NES, and Sega Genesis, because more people have those than PlayStation and Saturn. Sometimes I think those systems are just plain crap. Well anyway, thanks. I hope you consider this.

Chuck E.  
Leicester, MA

**PATRICK:** I'm sorry we haven't been running much on V-Boy, Super NES and Genesis lately. The truth is, however, that there just aren't very many games being made for those systems right now, and it's doubtful that there ever will be again. It's the nature of technology — it keeps moving on, even if you're not ready. We will, however, continue to cover the 16-bit titles as they come in, but that won't mean very much.





## SCRATCH AND SNIFF

Brrr! Before I freeze to death way up here in Canada (that's right, the one to the north), I'd like you 'experts' to answer a question: Why does your magazine smell funny when you burn it? P.S. Bill, I am still laying low, as you ordered.

**Matt Karlowsky**  
Calgary, Alberta, Canada

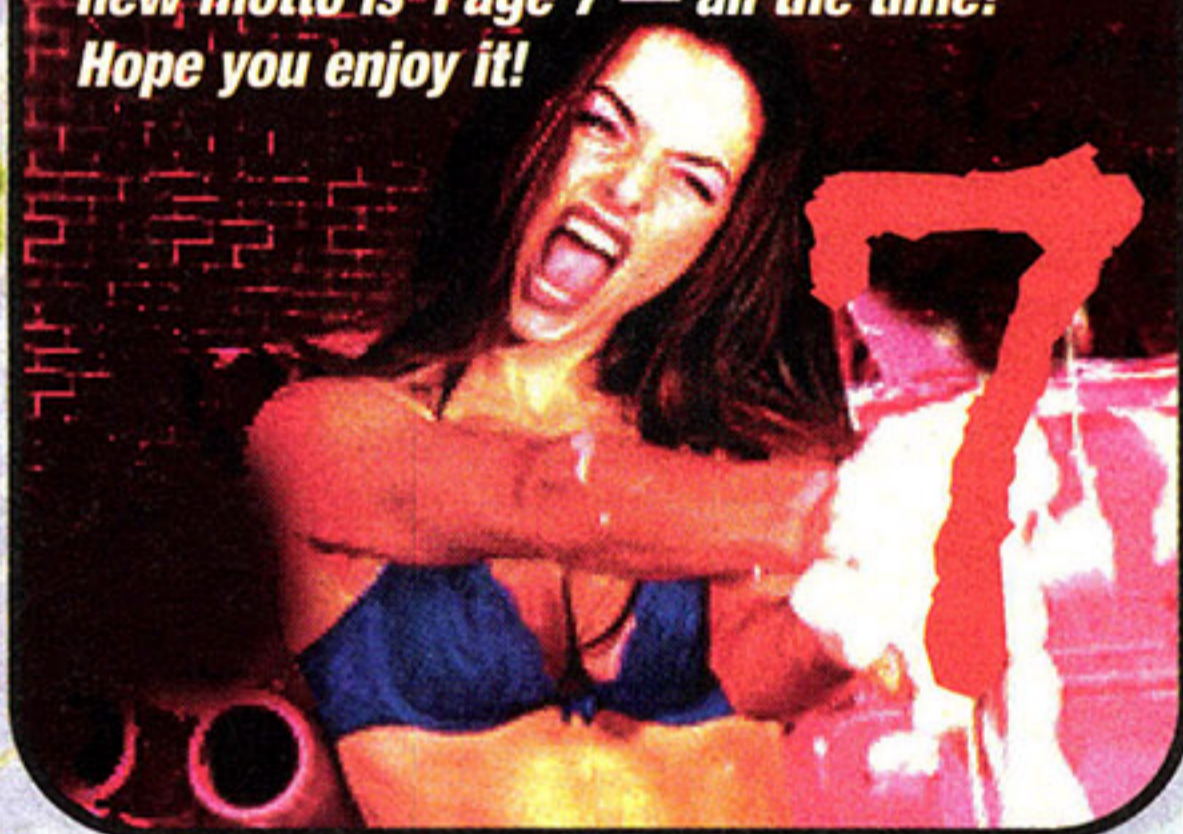
**BILL:** I haven't forgotten you, Matt. The heat's still on. I'll let you know when it's OK to return. Say, if you're burning your *GAME PLAYERS*, that must mean you're out of supplies. Don't worry, I'm sure the whole mess will blow over in about, uh... three or four years. Keep the faith!

## FAVE / RAVE

You are the best!!! All my friends think you're the best. The others are OK. I just got issue 83. My favorite page is 7.

**Adam Froese**  
Spokane, WA

**BILL:** Thanks a lot, Adam! We respect your opinion, so now, as a favor for you, we're gonna change *GAME PLAYERS*! Our new motto is 'Page 7 — all the time!' Hope you enjoy it!



## SPEED / RACER

A little while ago, *GAME PLAYERS* received some videotape cassettes in the mail. The cassettes were sent to us by Robert Taylor, of Daytona Beach, FL. The tapes contained footage of Robert beating the crap out of Ridge Racer and WipEout. Robert says 'I asked the Namco team to better my time and they said it would be impossible for them.' We don't usually believe all the claims we hear about gaming prowess around here, but when we sat down and watched the tapes, even we had to admit that Robert knows his way around a videogame race track. 'My best time is 58 seconds; can anyone top that?', Robert asks. Now, before we get deluged with a million videotapes, let us just say for the record that this isn't a contest and we're not gonna give away any prizes, so please don't send in any tapes unless they clearly show that you can beat the advanced Ridge Racer track in under 58 seconds. If anyone can beat that time, we might mention

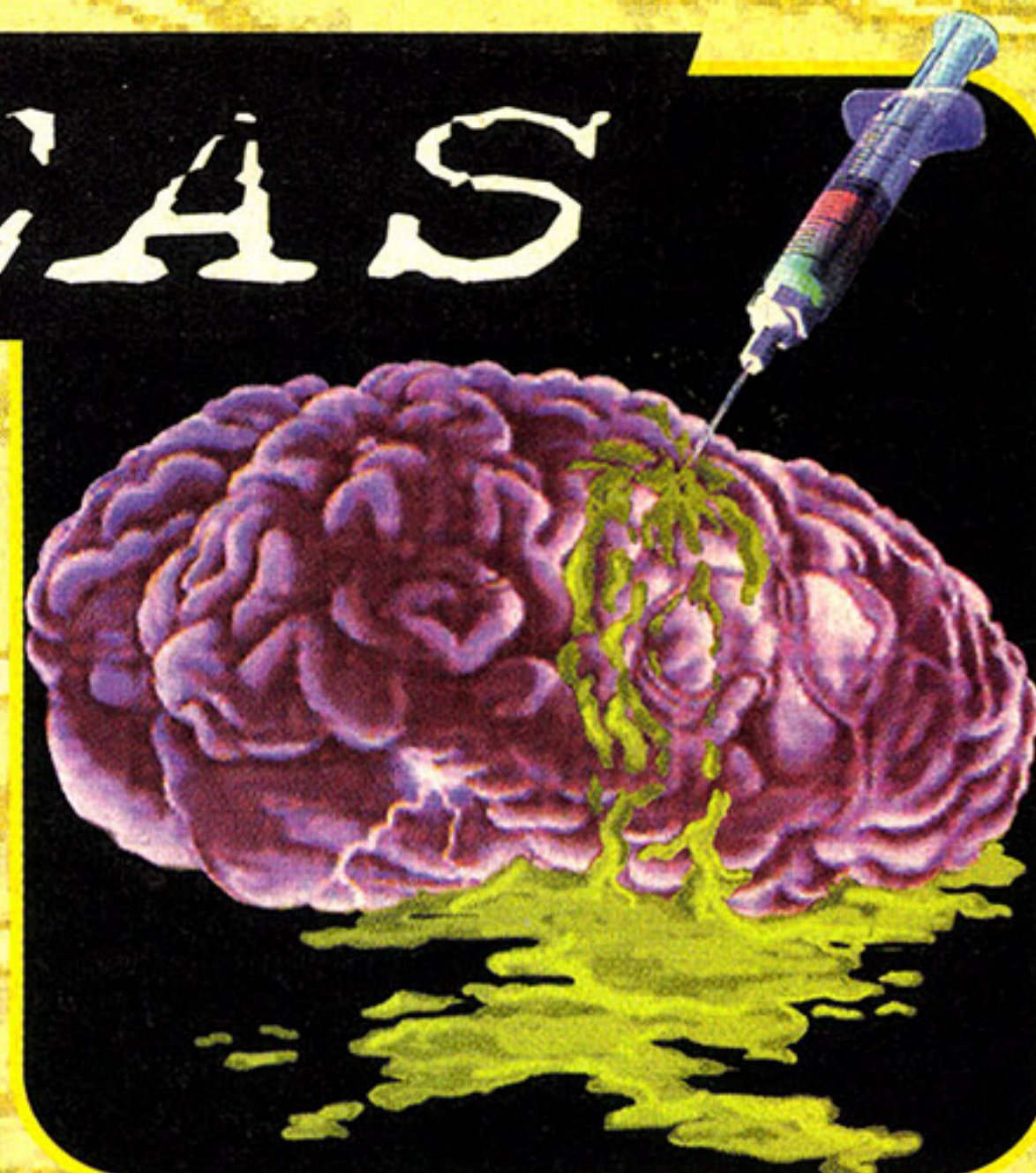
'em in the mag, but that's all!

# GAME IDEAS

## MMM, / MMM, GOOD / CRACKER

My game is called *101 Ways To Eat People*, but the fun part is tenderizing them! You start out with a beaver's head on a stick, but you can get a leaky car battery and a match, an army of cannibalistic monkeys, and more! The object of the game is to get inside the mental health institute because the people in there taste better. Oh no! The monkeys are escaping! Hmm, these monkeys taste like clowns...

**Carl Henning**  
Alliance, Ohio



**BILL:** Well, Carl, I just gotta ask you a question or two. First of all, the beaver head on a stick is a great idea, but how can you tenderize people with a leaky battery and a match? That sounds more like a cooking tool than a tenderizing tool. Secondly, I think you're trying to pull our leg just a bit. Come on, Carl, everyone knows that clowns taste just like chicken.

## HE'S / DEAD, / JIM

My game is called *Dead*. You're, uh... dead. That's about it. Cool, huh?

**Billy Kuehne**  
Maspeth, NY

**BILL:** Yeah, Billy, that sounds really, uh... cool. What are you gonna do for a sequel, huh? I know... your next game is gonna be called *Rot*, right? You'll just kinda... rot. Uh... swell. My guess is that the second game is gonna smell just as bad as the first! Oh well, rest in peace.

## TOTAL BUMMER

My game is called *Bum Luck*. You're this insane bum who has been on the streets for like 30 years. You go around looking for cans and asking people for money. The people then make you do stupid tricks and beg. Once you have collected enough money, you can go buy beer and signs like 'Will work for food!' You lose once you fail to get enough money to buy beer. Then your insane meter reaches 100% and your head blows up.

**Paul Maki**  
Kentwood, MI

**BILL:** Finally! Paul, I want to thank you for converting my life story into a game. Just think of it... gamers everywhere will finally know the thrill of being Bill. The very idea brings tears of joy to my eyes. Thank you, thank you! But you left out the best part, Carl. The only fault I could find in your idea was that you left out the part where, after your head explodes, you get a job at *GAME PLAYERS*.

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

Just send in your Game Ideas to the address printed on the last Network page. Make sure that you include what type of video game system you own. This month's Mystery Prize goes to Aaron Gilley, of Fall Branch, TN, so those Depends are on the way, Aaron! Write in today!!!

# WINNER

## Diaper Time

Here's the 3D virtual reality game of the future: *Hold Your Pillow*. You hide under the covers, holding your pillow. Why? You have ghosts in your room. You are afraid of the dark. There's a monster under your bed and a Boogy Man in your closet! Oh no! There's a malfunction in your night light!!! The object is not to wet your bed for the umpteenth time (based on a true story).

**Aaron Gilley**  
Fall Branch, TN

**BILL:** A game idea like this shows true courage in the face of adversity! Aaron, you must be one brave son of a gun, 'cuz, face it, now everyone in America and a whole lot of people everywhere else are gonna know that you're a 'Soggy Sleeper'! A 'Drowsy Douser'! A 'Groggy Geyser'! I could go on, but I've got a feeling that you'll be hearing plenty of these names before too long!



# Connections

I am an 18 year old male and just want to have a penpal.

**Russell A. Horton**  
4734 E. Platt  
Fresno, CA 93702

I'd love to hear from *Ranma 1/2* fans. I'm a 17 year old male.

**Case Atkins**  
1185 Mtn. Springs Dr.  
Kennessaw, GA 30144

I'm 16, like games and Smashing Pumpkins.

**Amanda Hooker**  
P.O. Box 776  
Nunda, NY 14517

I'm 15 and looking for a penpal.

**James Tial**  
320 Summit St. #9  
Cornelai, GA 30531

I'm 12 and I'm looking for someone between 10-14. I would like a penpal to share Jaguar or Super NES tips with.

**Mike Garya**  
603 W. Olmos Dr.  
San Antonio, TX 78212

I'm a 12 year old boy who would like a penpal between 12-18, male or female.

**Jason Wood**  
807 Franklin St.  
Chattanooga, TN 37405

I'm 13. I like Genesis or Nintendo. I love computers & arcades.

**Tony Magnotti**  
1626 Horselake Rd.  
Wenatchee, WA 98801

I'm 13 and I'm looking for someone who is interested in any system except Gameboy.

**Justin Ammerman**  
2318 Lincoln Ave.  
Two Rivers, WI 54241

I'm a 25 year old Segaphile who never has enough cash for the latest game.

**Mike Malley**  
PSC 3 Box 215  
Gunter AFB, AL 36114

I'm a 12 year old boy. I'd prefer someone 10-14. Boy or girl is fine with me.

**Donnie Ness**  
10073 Circleview Dr.  
Austin, TX 78733

I'm 13. I would like a penpal around my age who likes rap music.

**Leslie Hanson**  
1625 Portner St.  
West Covina, CA 91791

I am looking for anyone that has secrets and tips for Genesis or Sega CD.

**Gregory Pienkowski**  
172 Kalos St.  
Philadelphia, PA 19128

I'm a 12 year old boy. I own a Sega, a 32X, Super NES, and NES. I would like to exchange codes or just be penpals with an 11-13 year old girl or boy.

**Nikolas Harelson**  
260 Lagonda  
Washington, PA 15301

I'm 8 years old and would like a penpal who likes playing Nintendo, Gameboy and Game Gear.

**Richard Masotto**  
Rt. 2 Box 625  
Parker Dam, AZ 85344

I'm 10 years old. I love Gameboy games. I would like a penpal.

**Adam Hakari**  
26 E. LaSalle Ave.  
Barron, WI 54812

I am a 13 year old boy. I own a Super NES.

**Jimmy Fazio**  
P.O. Box 104  
McCormick, SC 29835

14 year old male searching for penpals of any age and either gender. I own a Genesis and 32X.

**James Bolton**  
1404 Chateaulin Ln.  
Burnsville, MN 55337

# DA BEST!

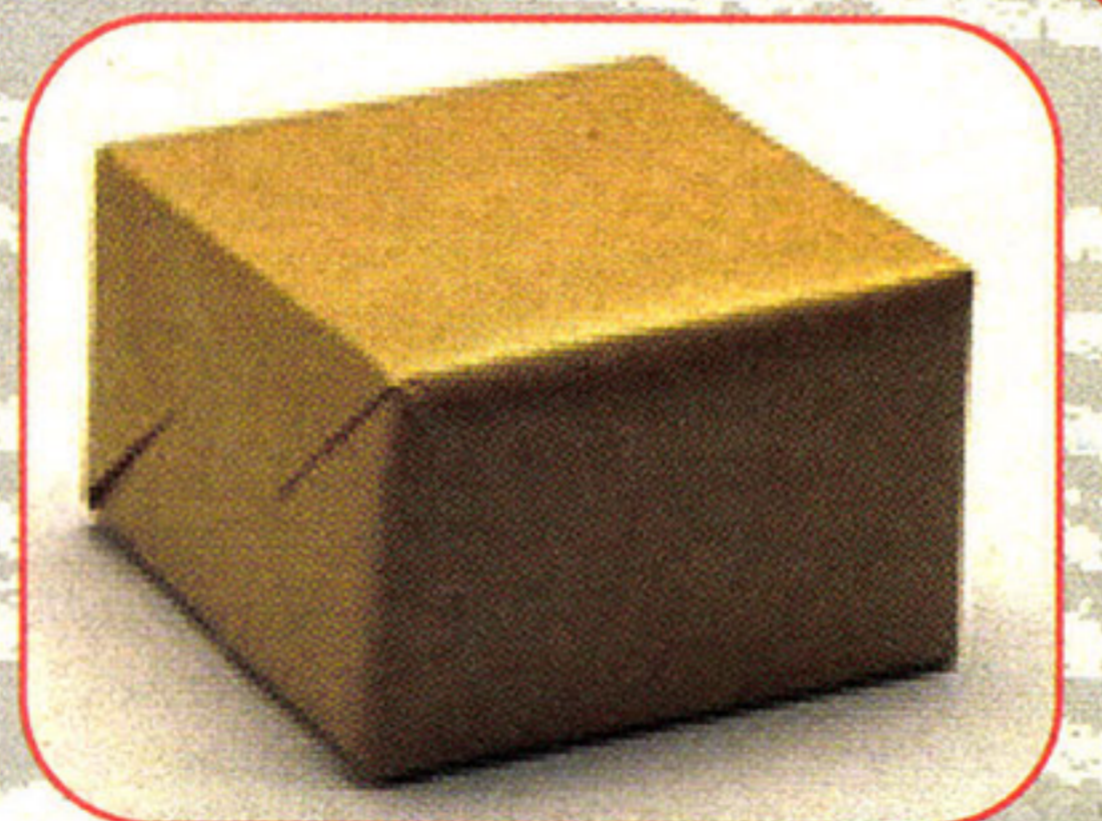
I am getting ready to buy a Sony PlayStation. All of the games for baseball and basketball look like they are the best around. The fighting games also seem to be top grade. There are only 2 things that might make me buy a Saturn. First, the fact that *Virtua Fighter 2* is the best fighting game around. I don't really care about *Virtua Fighter 2* because it seems that the game will be dethroned soon. *Virtual Cop* is what I want to know about. I have some questions:

1. Will Sony get to make *Virtual Cop* on the PlayStation?
2. If not, will Sony try to make a game very similar to it?
3. If so, when might the game come out and if a game is out, is it worth trying out?
4. Finally, will or does this game feature the 'cool' light gun?

**Erik 'PlayStation' West**  
Richwood, TX

**MIKE:**

- 1) No, never, not in a million years.
- 2) Of course, every good game deserves a copy.
- 3) Currently your choices are *Revolution X (yuk)*, *Die Hard Trilogy (yuk on that part of the game)*, and coming soon is a game called *Horned Owl*. Also look for *Namco to translate the incredible Time Crisis to the PlayStation*.
- 4) Rumor has it that *Konami's light gun* will be supported.



# THE CHECK'S IN THE MAIL!

NOTICE: I have the stuff you ordered. Let's see... Stinging worms, flying squirrels, steel reinforcements, rabid warthogs, South American flying pumas, oh yeah, and *How to Catch An Editor* is in now. Remember our motto, 'We're striving for a better BOX.' Don't hesitate to order more stuff at Boxes, Animals, Etc.

**Ben Rogers**  
Raymond, WA

# GET OFF YOUR @\$\$!

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

Game Ideas:  
*Game Players*, 150 North Hill Drive, Brisbane, CA 94005

To get into the Connections section, write to:  
Connections:  
*Game Players*, 150 North Hill Drive, Brisbane, CA 94005

For general Network letters, write to:  
Readers' Network:  
*Game Players*, 150 North Hill Drive, Brisbane, CA 94005

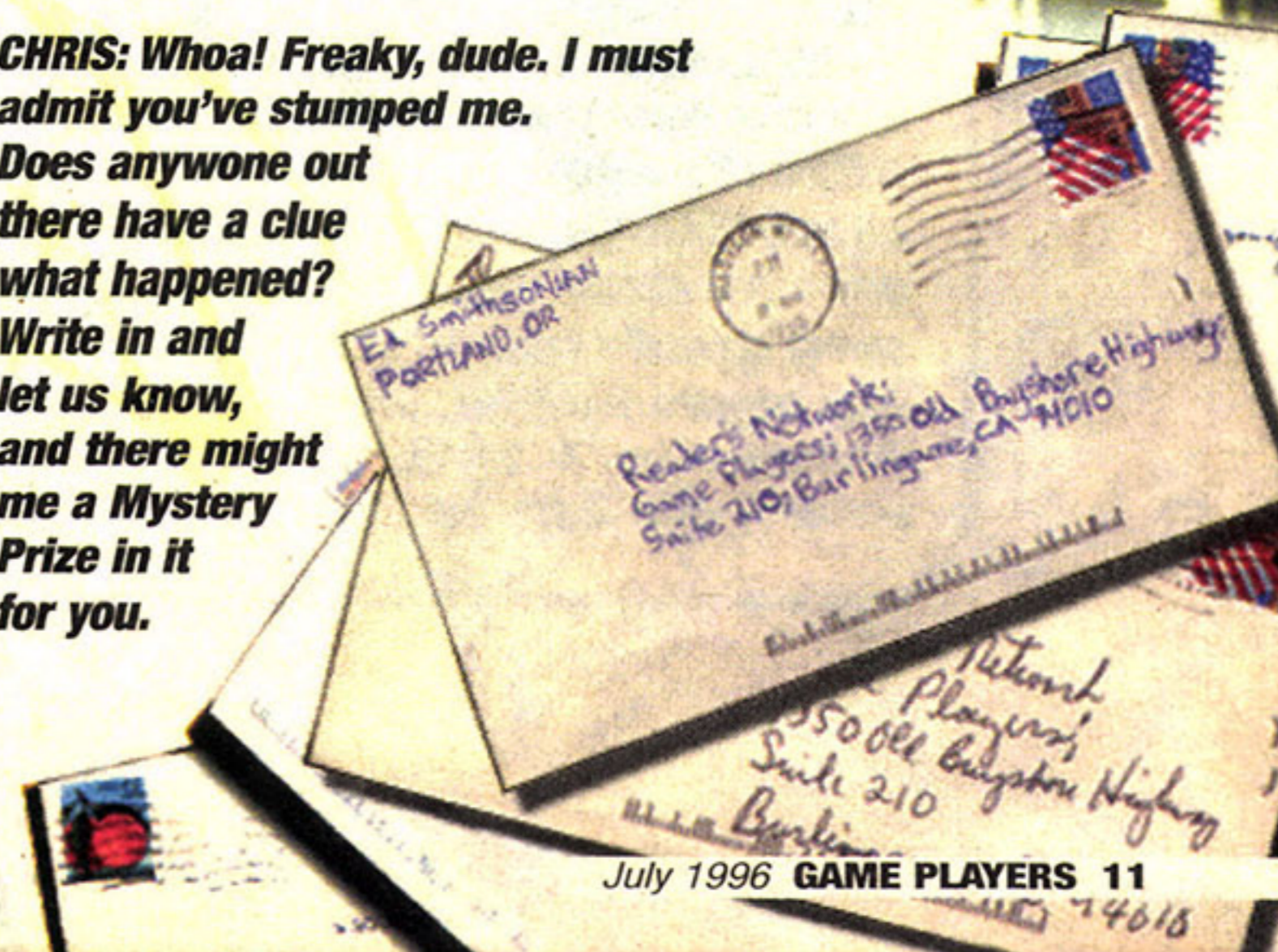
Or check out our web site at:  
<http://www.gameplayers.com>

# S.O.S.

Hey, I don't know if you guys remember this or not, but on *Mario Bros. 1* on the old, crusty 8-bit NES, remember how if you got a whole bunch of men, they'd show little symbols? Well, I've got something kinda like that. I was playing *Killer Instinct* on Super NES and I was practicing on a dummy in two player mode. I played the game for about three hours just practicing (I get real bored some days), then I went to go eat and just left the game. When I got back, I noticed I had a winning streak of 2T0. What the hell is that supposed to mean?! And then I did it another day and it said 2T4. Help!

**Andrion Becker**  
Browerville, MN

**CHRIS: Whoa! Freaky, dude. I must admit you've stumped me. Does anyone out there have a clue what happened? Write in and let us know, and there might me a Mystery Prize in it for you.**



Bill: Gee, that's really swell, but when it comes to top-of-the-line Boxes, and all the cool accessories I need, I always go to We Be Boxes! I don't know who sent in that order, but it wasn't me. Hmm, maybe it was Evil Bill...



# Reader Art

WINTER



Next month, *Bill Donohue* shows you the horrors that could have been printed!

**Adam Lee,**  
Coon Rapids, MN

⊕ He looked great after his Picasso make-over!

**Donny Vance,**  
Cleveland, OH

His split personality disorder was getting worse — much worse! ⊕



**Prasonna Selvarajah,**  
St. Anthony, Canada

He liked hanging the Christmas ornaments very early! ⊕



**Ryan Leyesa,**  
Bloomindale, IL

What if Picasso designed video-games? ⊕



## GOOD / COMICS = / BAD / GAMES

How's it going, fellas? Good luck in '96, gents, and thanks for a lotta laughs. But now I got something to say. How come whenever they make a videogame about a comic story, they always screw it up? Take *Maximum Carnage*. Those comics are my prized possessions, but the game sucks. In the story they do get rough with the common folk a couple of times, but where do you see ol' Spidey walk down the street beating up kabuki fighting girl scouts, or ninja kicking identical twin midgets in New York? And they made the bad guys way too strong! Show me the comic where Venom gets taken by a girl scout and her midget friend. Oh and Bill, don't let those jerks get ya down — you and I both know that the more controversial you are, the more we like ya. But there is one thing — remember this headline: 'Former Movie BURNOUT Lends vocal talent to adventure'. Ouch... HA HA HA !!!!! Thanks a lot!

**Dante Maddox**  
Inglewood, CA

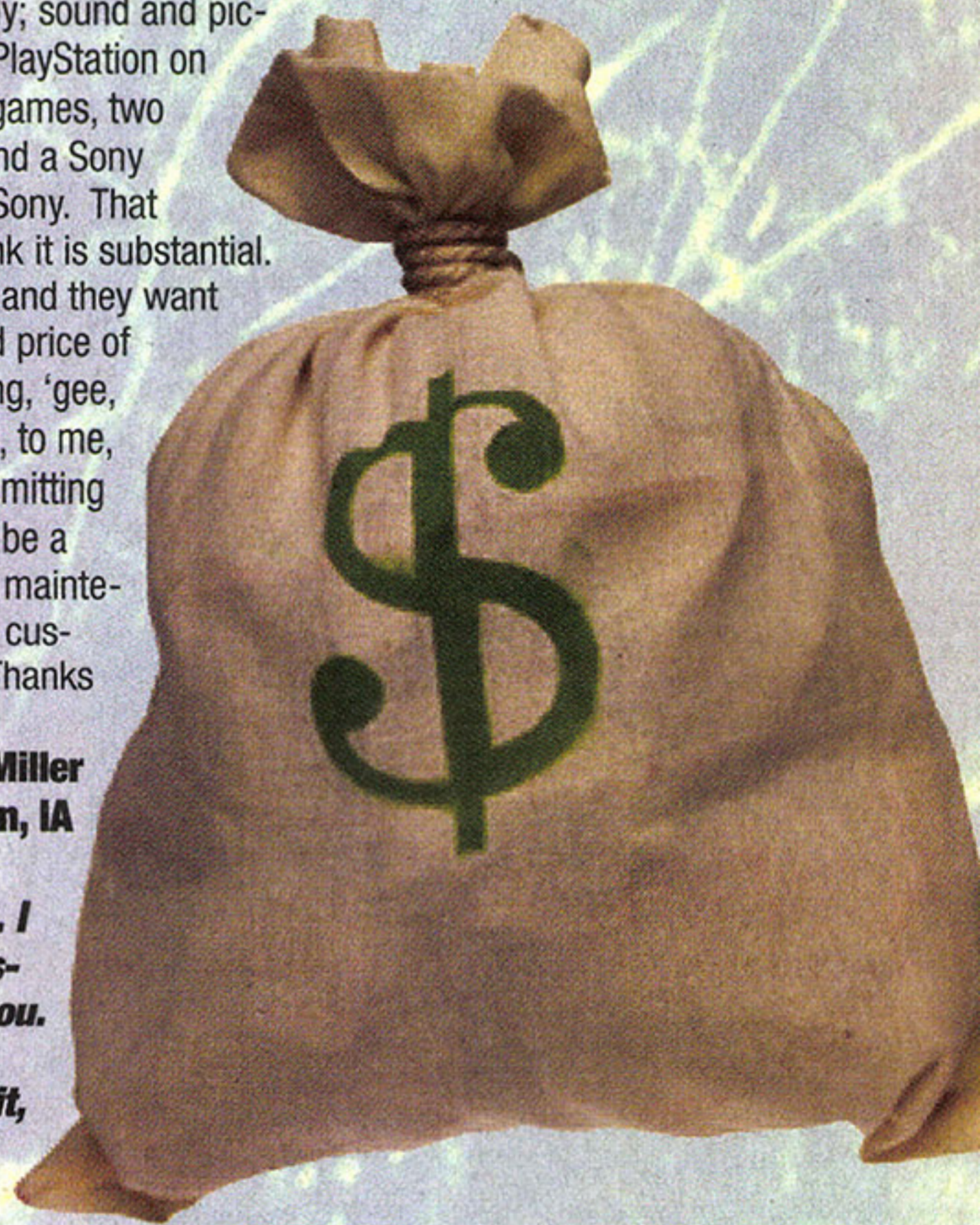
**ROGER:** I have to say I'm in complete agreement with you, Dante. Even though I'm not a diehard fan of comic books like some of the guys around here, I think game companies are missing a great opportunity by churning out games with a 'plugged-in' comic hero. The thing that needs to be done is to design a game around the unique capabilities of a comic book hero. As for myself, I'm waiting for the Spiderman game that allows the web slinger to swing around a huge 3D city. But the only way there will be better games is if people refuse to buy the 2D side-scrolling crap that's out today.

## BIG TROUBLE

I will make this short and sour! I am writing because I and thousands of other PlayStation owners seem to be having trouble with our systems. The problem, you ask? Overheating, laser burn-in on the discs, among others. The overheating makes the game glitch badly; sound and picture skip along slowly and pitifully. I purchased my PlayStation on September 9, and since then, I have bought twenty games, two controllers, three memory cards, an S-Video cable and a Sony 32" Trinitron T.V. All total, I have put \$2,860 behind Sony. That may not seem like much, but for one customer, I think it is substantial. I have contacted Sony and told them of the problem and they want me to send the system in to be fixed at an estimated price of \$125. Now there are probably a lot of people thinking, 'gee, he spent \$2,860 on stuff so far, why not do it?' Well, to me, it comes down to customer satisfaction and Sony admitting that there is a problem with the first units. I will not be a satisfied customer until there is a call back or a free maintenance agreement between Sony and their very loyal customers. I am stepping down off the soapbox now. Thanks for your time.

**Lewie Miller**  
Dunkerton, IA

**CHRIS:** Hmm... That does sound like a problem. I haven't been able to reach anyone at Sony customer service yet, but I'd have to agree with you. As long as Sony is responsible for the faulty hardware (that is, you didn't drop an anvil on it, or anything), then they should owe you a new unit. By the way, have you tried returning your PlayStation to the store that you bought it from for a new one? Some retailers will replace a faulty product, no problem.



## HOLD THAT TIGER

I have recently purchased a new Tiger hand-held game. I have about 20 in my awesome collection. I am currently saving up for a new R-Zone game, which I think is Tiger's best invention. But one thing bothers me. Why on earth haven't you published any codes for the hand-held games in your otherwise perfect magazine? I have a Sega Saturn collecting dust because I am always playing such games as *Double Dragon I*. I find them much more entertaining than the new 32-bit systems and probably even more than the 64-bit systems. I really think that they are much more fun and if you don't believe me, screw you!

**Nick 'The Slick' Watts**  
Riverhead, NY

**PATRICK:** Well, it sounds like you've already made up your mind to give us the big blow-off because you know that we're not going to cover those darn Tiger games. It's not that we have anything against those games or your freedom to enjoy them, but we're trying to cover the best of videogames, and Tiger just doesn't cut it in that category. Please don't hate us for saying so, but you're kidding yourself in a big, big way.



# DEATH. It's what they live for.

## BATTLE ARENA TOSHINDEN 2



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

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



<http://www.playmatestoys.com>



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(714) 562-1743





# INFO TRAK

Concerning last month's suspicions of a vast underground plot centered on our news section and the fact that it's all about videogames, we can now report that you can all breathe easier... there IS a plot, but it's pretty cool, so relax.

## Sega, A Third-Party PlayStation Developer?

SegaSoft announces plans for original PlayStation titles

While it's less shocking than it sounds, SegaSoft, the bizarre, little, loosely connected branch of Sega will be producing titles for the Saturn, as well as other platforms, including the PlayStation. SegaSoft does not, however, have the rights to any games produced by Sega of Japan and only partial rights to Sega of America titles. So, for example, SegaSoft will not be getting its dirty, little, multi-platform-publishing hands on the *Virtua Fighter* series, *Sega Rally*, *Virtua Cop*, *Fighting Vipers* or anything else that comes from the famed AM division. Nor will they be getting the rights to titles produced by premiere Sega of America development teams, such as STI (*Sonic X-Treme*).

SegaSoft will have the rights to the original games which they produce, as well as a limited selection of Sega of America titles, and some which have or will appear on the Saturn. The end result is that Sega's hottest titles (inevitably the AM division titles from Japan) will remain hardcore Saturn exclusives, but we may begin to see some of the less blockbuster-oriented titles going to Saturn's arch-nemesis, the PlayStation.

In the future, it may just be possible to find quality PlayStation titles coming from SegaSoft, of all places.

## Sony's Cheap Date

Sony of Japan releases a PlayStation pack designed for two

This month, in an effort to enhance the already impressive sales of Namco's *Tekken 2* and the PlayStation, Sony of Japan released what has been dubbed the Fighter Pack PlayStation bundle. Included are the PlayStation console, two controllers and a memory card, all essential elements to taking full advantage of *Tekken 2*. Perhaps the most impressive aspect of the bundle however, is the price. With a US equivalent price of about \$250, the Fighter Pack offers more hardware for less cash than was recently available in Japan.

As of yet, there have been no announcements for a similar deal in the US, however, it seems likely enough that Sony will offer a similar deal in



the US to battle the recent price drop of the Sega Saturn to \$250. Also, with *Tekken 2* releasing in the US at approximately the same time as the Nintendo 64, a less expensive Fighter Pack may be just the thing the PlayStation will need to maintain its position as next generation market leader. As of press time, Sony would not comment on any possibilities for a PlayStation price drop.

## Atari's Back — Sort Of...

GT Interactive, in conjunction with Williams, buys up the rights to Atari library

For those still wondering why they haven't seen anything new from Atari lately, face it — they're gone! However, their vast library of both classic and recent titles isn't. Recently, GT

Interactive acted on the opportunity to snatch-up the rights to some of these gems with plans to publish them on PC and next generation systems. Some of the most recent Atari titles include *T-Mek* and *Area 51*, as well as classic titles, such as *Stun Runner*, *Gauntlet* and *Marble Madness*.



In Atari's absence, GT Interactive plans to bring titles such as *T-Mek* and *Area 51* to the next generation consoles.

Reportedly, GT Interactive is planning updated versions of such classics in support of the recent trend in retro-gaming.



# A Square Brawler?

Sony's new development powerhouse reveals surprise plans for 3D fighter

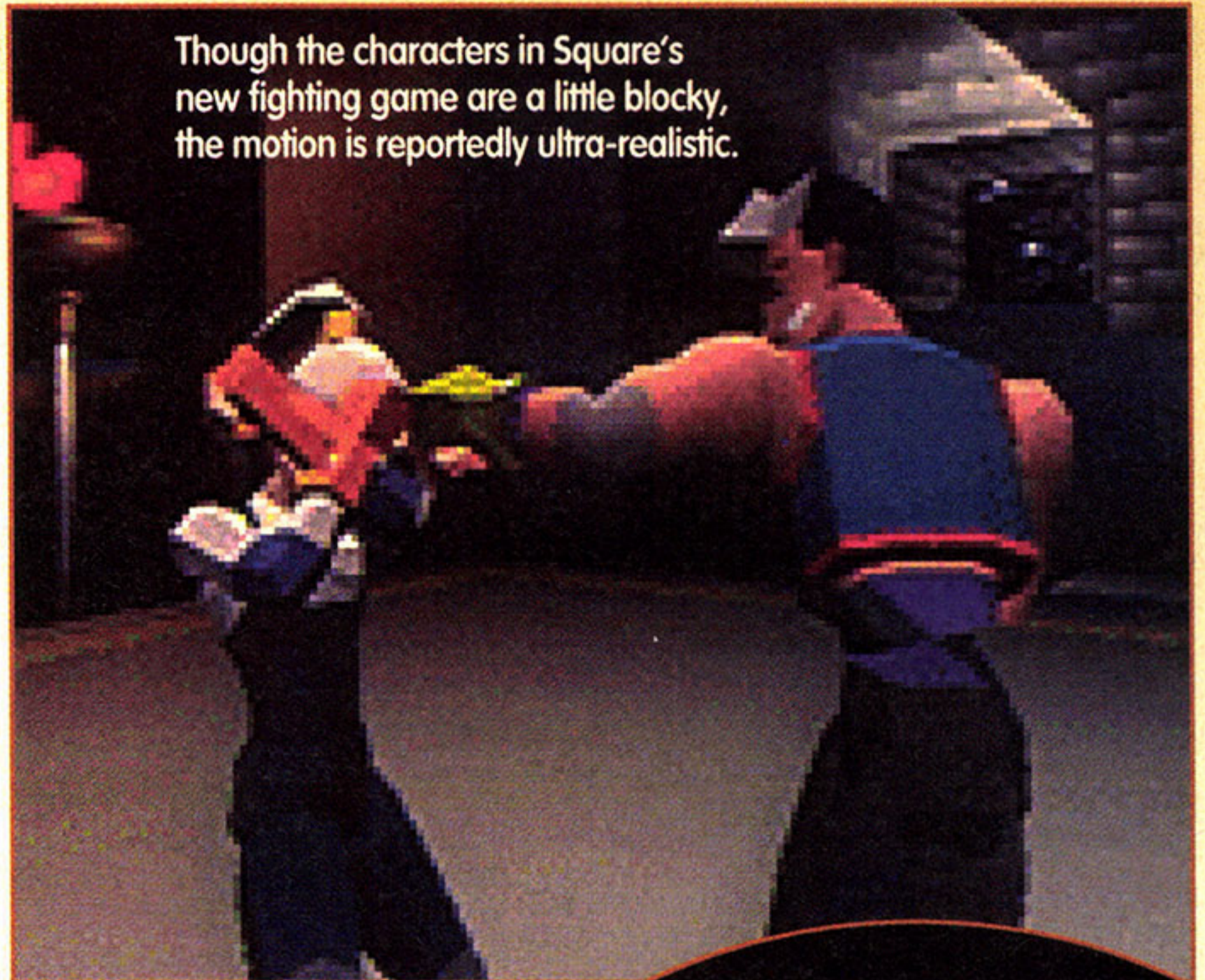
Square Japan, in a surprise announcement, recently made it known that its first PlayStation title would not be a *Final Fantasy* adventure. In fact, the world's most infamous RPG publisher's first PlayStation release will not be an RPG



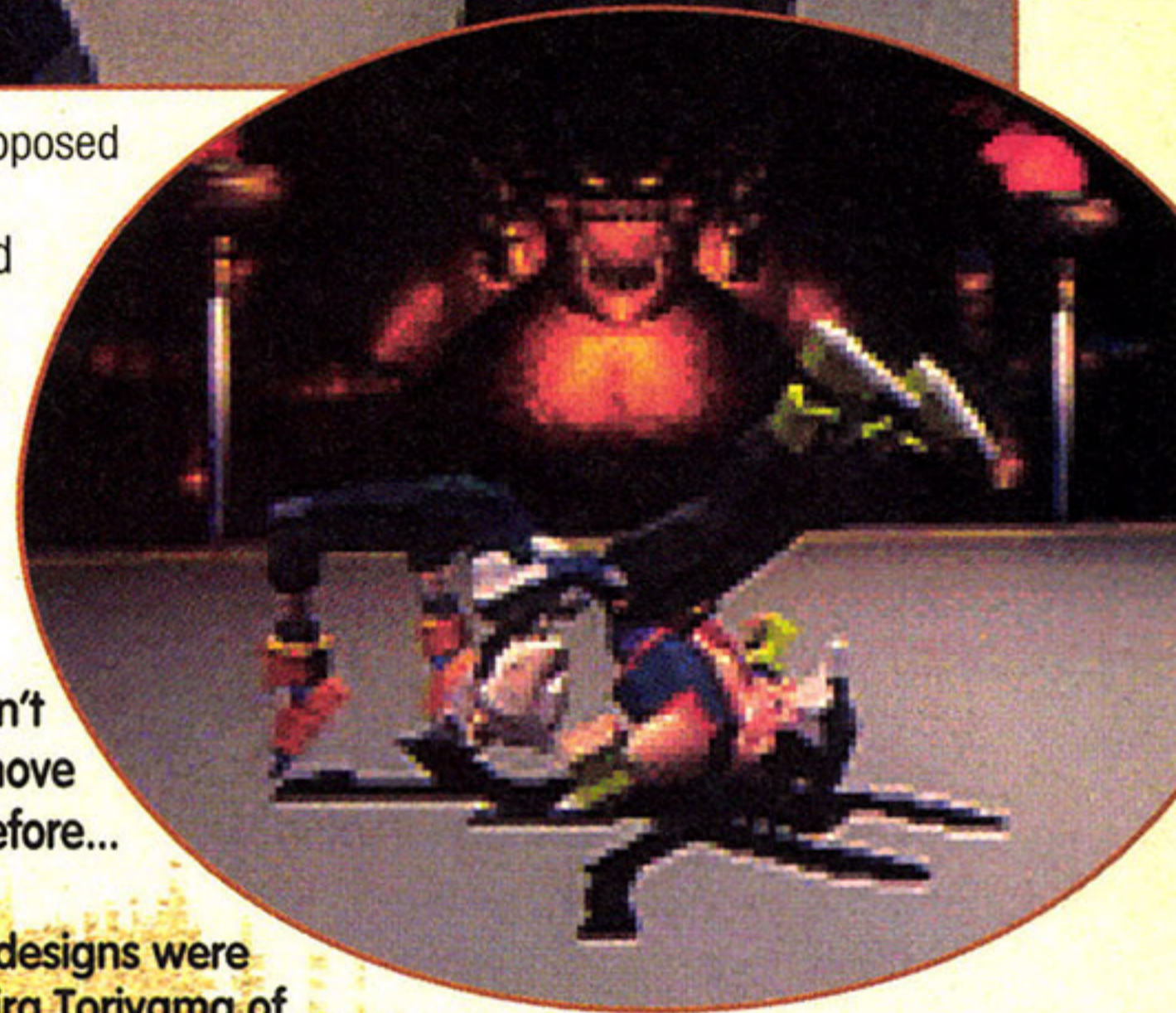
Promising full 3D movement, *Tobal* is set to deliver a new kind of fighting experience.

at all, but rather a 3D fighting game called *Tobal No. 1*. With the goal of creating a true 3D fighting game which allows free movement within a 3D environment, the recently assembled Dream Factory team has reportedly created something a little different. One aspect of gameplay that is reported to stand-out as truly innovative is the use of simple and intuitive button commands as opposed to the complex string commands of many fighting games.

Another aspect of gameplay which will hopefully be exploited to its maximum potential is the ability to grab and hold your opponent. In most fighting games, the grab is simply prelude to a throw. *Tobal No. 1* allows you to grab an opponent and then inflict damage in a variety of ways including punching, kicking and throwing. Stressing realistic motions, the four characters which have been revealed to date are realistically proportioned, but maintain a blocky (polygon) look similar to that in *Tekken*. In the end, if it's from Square, it's likely to be great. Until *FF* hits the PlayStation, it may be all we have.



Though the characters in Square's new fighting game are a little blocky, the motion is reportedly ultra-realistic.



Can't say I haven't seen this move somewhere before...

The character designs were all done by Akira Toriyama of *Dragon Ball* fame, who also put his skills to work on the game's backgrounds and story-line. At first glance, the characters look very cartoony and less-detailed than powerhouse brawlers like *Virtua Fighter 2* or *Tekken 2*, but this should be a trade off for smoother, faster action and true light sourcing.



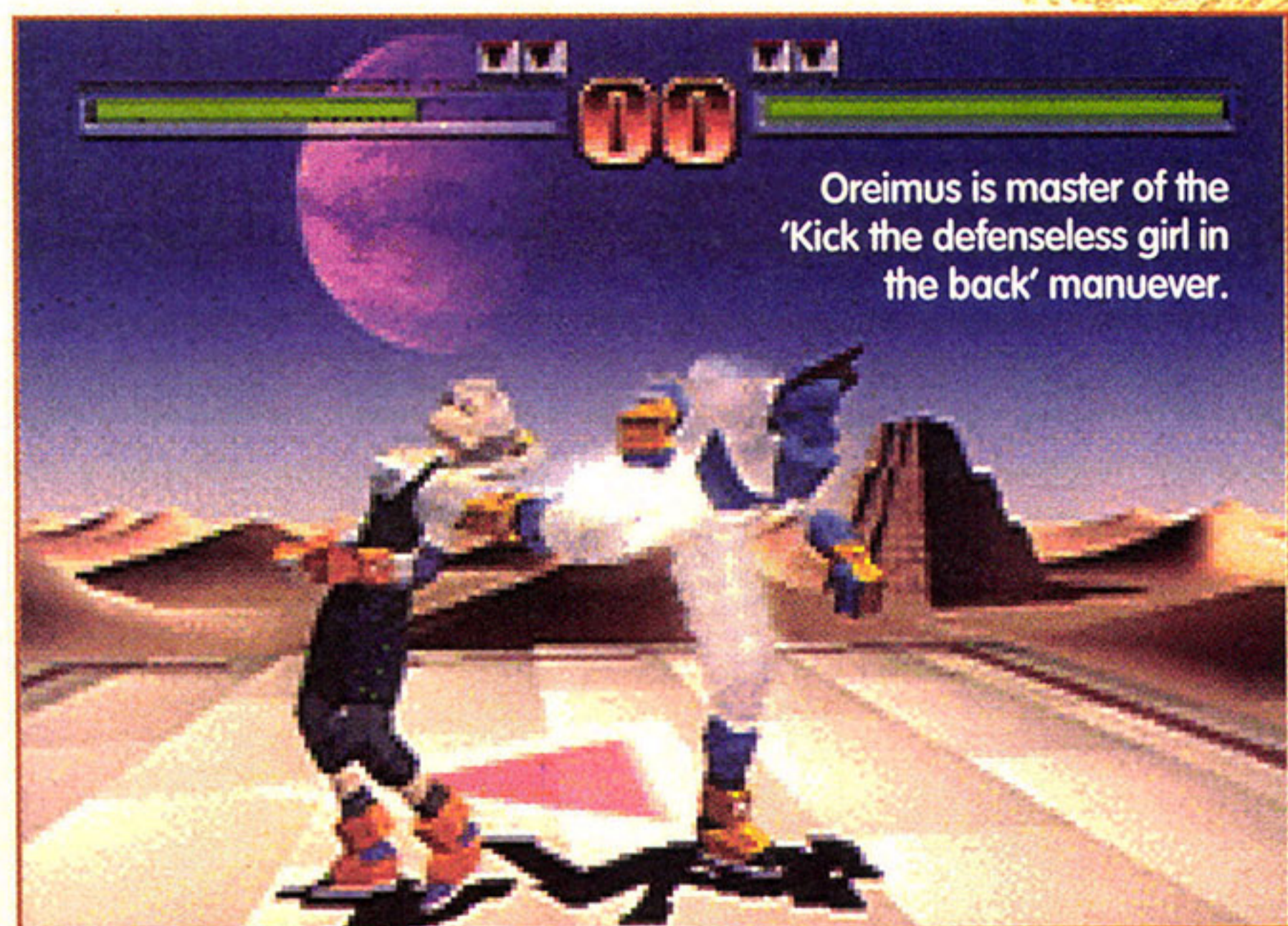
Chuji Woo



Epon



Oreimus



Oreimus is master of the 'Kick the defenseless girl in the back' maneuver.



...Uh, okay. A giant, menacing, robot Spaghetti-O. Whatever. I guess it'll do, as long as Hom's rubbery-legs can still kick some ass.



# Import Blues

Electronics Boutique backs out of plans to sell PlayStation imports

Just last month we told you about Electronics Boutique's plans to start selling a handful of the hottest PlayStation import titles in a few of their outlets. On the surface, this may not seem like that big of a deal, but it was to some. The original idea was that Electronics Boutique would carry just a few ultra-hot titles like *Tekken 2* and *Toshinden 2*, for example. With these titles, however, they would also be selling a plastic clip device used for by-passing the territorial lock-out built into the American PlayStation. But alas, Electronics Boutique has scrapped the plan, due to a fiery response from the American games industry.

The main reason US companies were so incensed over the issue is that the Japanese market is simply handled in a much different

manner and, some would argue, less carefully than the US. Here in the states, release schedules are very carefully managed and decisions on when to release games coming over from Japan are an enormous part of the procedure. Well, there's always mail order.

*Tekken 2* and *Toshinden 2* are two of the Japanese titles you will not be finding at your local Electronics Boutique.



Toshinden 2

Tekken 2



# No Pack-In?

A leaner, meaner Nintendo goes bare bones

Following in the recent tradition of competitors Sony and Sega, Nintendo has tentatively announced that there will be no pack-in with the launch of the Nintendo 64. This will be the first hardware launch in Nintendo's history that will not contain a pack-in, leading some to believe that the \$250 price tag is not as comfortable as they may have first predicted it

to be. What makes this news even more concerning are the lingering doubts that Nintendo will be able to keep software prices down to a reasonable amount. Of course, it's also possible that the leaner package is simply a strategy meant to gear up for a quick price drop to \$200 matching Sega and Sony's expected price drops.



The Nintendo 64 will be the first Nintendo hardware platform to launch without a pack-in game. Sorry, Mario fans.

# 16-Bit is Dead!

One of history's most prolific 16-bit supporters calls it quits



entertainment, inc.

Maker of literally hundreds of 16-bit titles, Acclaim says 'that's enough' to the tune of a \$51 million pull-out cost.

Acclaim, publisher of some of the biggest 16-bit titles of all time (*Mortal Kombat* and *NBA Jam*), has pulled out of the 16-bit business in lieu of full support of the 32 and upcoming 64-bit systems. According to Acclaim Entertainment's press release, the company has over-estimated the resiliency of the 16-bit market and had planned to continue producing 16-bit titles for some time.

Acclaim's recent decision puts an undeniable nail in the coffin of the 16-bit market, which is rapidly being reduced to bargain bins and sporadic new releases from only the most die-hard of publishers. We all knew it was coming, but it seems as though 'the day 16-bit died' is finally here.

# Takara's Virtual Eyewear

Takara, publisher's of *Toshinden* in Japan, announce Virtuality headset

Japanese toy giant and videogame publisher, Takara, announced recently that it, in conjunction with British-based Virtuality, would be releasing a new headset in Japan for use with any and all videogame platforms. Similar to the Virtual IO glasses already available in the US, Takara's Virtuality headset will not initially be a tracking device and therefore, not true virtual reality, but if the system is successful, a future upgrade would include head-tracking capabilities. The system is going to be launched at the US equivalent of \$360. No definite US plans for the Virtuality headset have been made as of yet, but the outlook is promising.

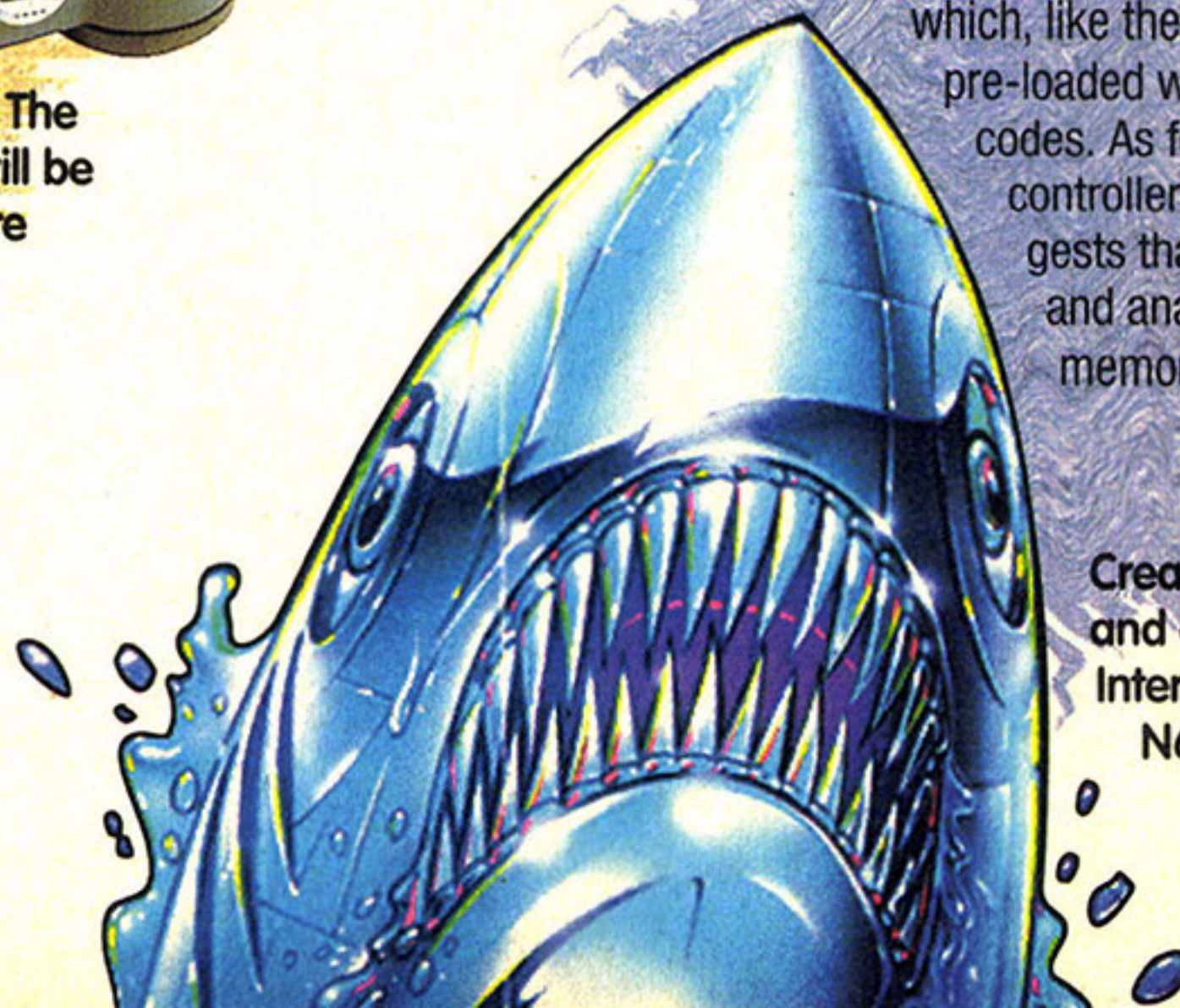
# The Cart Before The Horse?

InterAct announces N64 peripherals available at launch

Peripheral creators InterAct, a company already responsible for controllers and various other peripherals, including the famed Game Shark, recently announced that they would be launching a line of products to coincide with the launch of the N64. To date, the company plans to release a few controllers, memory cards, maintenance items and what has only been described as upgrade peripherals.

There are also plans for a Nintendo 64 Game Shark which, like the Saturn and PlayStation versions, will come pre-loaded with game cheats and the ability utilize future codes. As for InterAct's ability to match the cutting edge controller technology of the N64, the company suggests that its new controllers will utilize both digital and analog technology, as well as accommodating memory cards.

Creators of the Game Shark and other console peripherals, InterAct gets in early on the N64 gravy train.





# Prepare for Kombat!

Now just  
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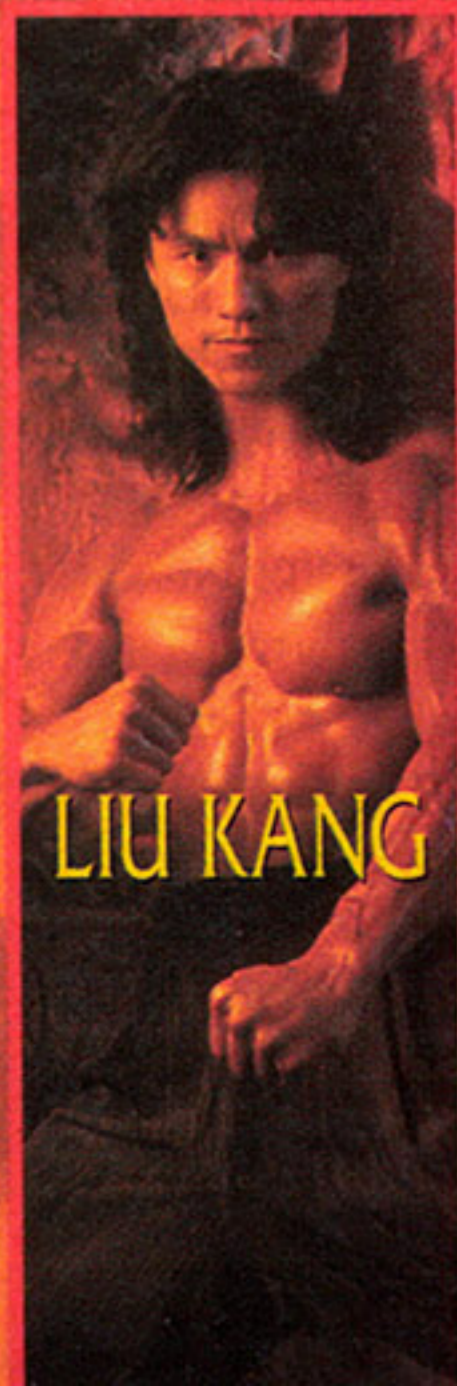


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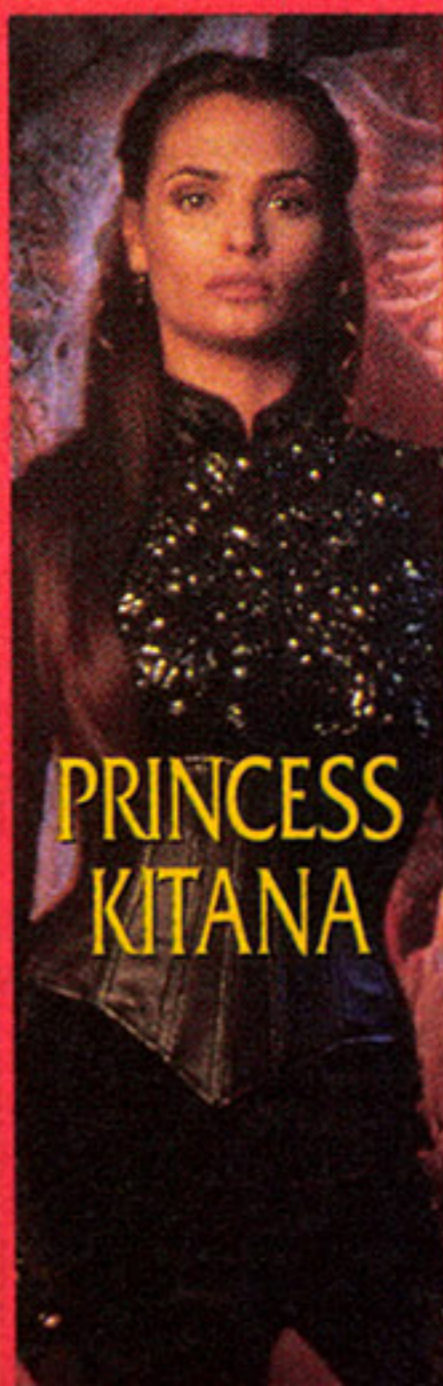
**Rated  
PG-13**

★★★★  
**"A ROCK'EM, SOCK'EM, ACTION FLICK!"**

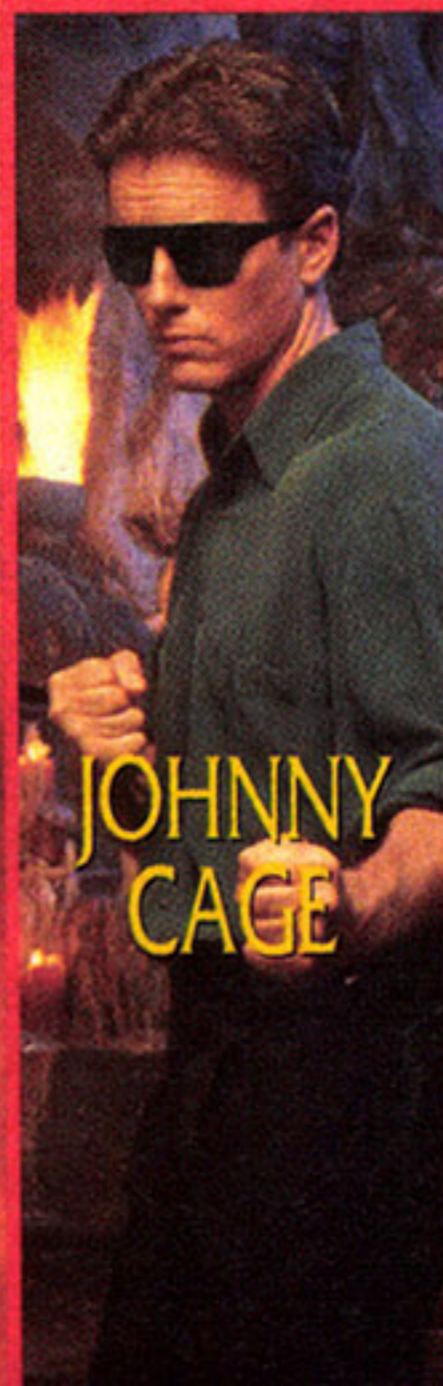
Rated PG-13 / 101 Minutes / □



**LIU KANG**



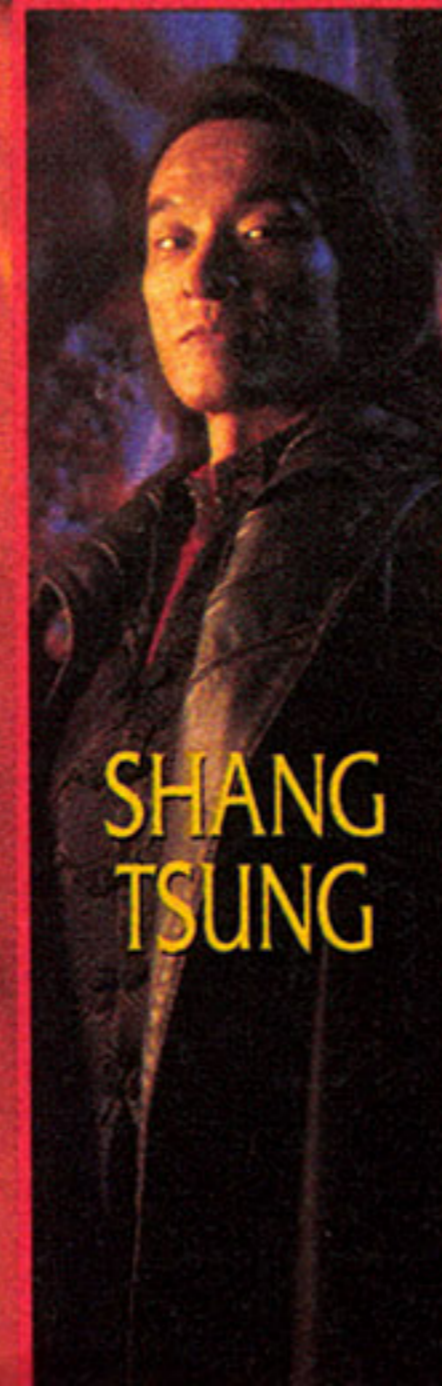
**PRINCESS  
KITANA**



**JOHNNY  
CAGE**



**SONYA  
BLADE**



**SHANG  
TSUNG**



**RAYDEN**



**NEW LINE  
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# GAME GOSSIP...

Packed with more vitamins than a ROM chip, seasoned with more polygons than you can squeeze out of *VF 3*, it's the world famous (and tasty) gossip section. Ummm, good!

## No Quarters Required

Games currently in arcades and coming to Saturn: *Dead or Alive*, a fighting game from Tecmo and *Decathlete* from Sega's own AM3. Also from AM3, expect to see *Gun Blade NY* for Saturn by the first half of '97. It will utilize the *Virtua Cop Stunner*. • Other Saturn conversions include Jaleco's *Super GT 24h* which, like *Dead or Alive*, uses Model 2 technology licensed from Sega. • Capcom's *Star Gladiators* and *Street Fighter Alpha 2* will supposedly make their way to both the PSX and Saturn. Blanka is rumored to be a hidden character in *SFA 2*. • While Capcom denies there are no immediate plans for a 3D SF game, **GAME PLAYERS** has learned work has already begun on a title that may eventually become *SF3D*. • Other coin-op translations include Namco's *Time Crisis*, *Soul Edge* (of course) and *Dunk Mania* — all three are rumored to be 1st quarter '97 products.

## What Should be Seen at



Among the awesome titles that will astound and amaze at this year's Entertainment Expo are some incredible second generation PlayStation games. Here's a brief list: from Psygnosis, we have *Tenka*, *Destruction Derby 2*, *WipeOut 2*, *Zombievilla*, and finally, *Formula One*. • Other PlayStation games that will knock yer socks off include *Crash Bandicoot*, which will debut at E<sup>3</sup> and a playable *Tomb Raider* from U.S. Gold. Last but definitely not least is *Jedi Knights*, a 3D Toshiinden-like fighting game exclusively



for PlayStation from LucasArts. Gee, wonder what that title's about? • But that's not all folks! Nintendo is rumored to have three hot Super NES titles waiting in the wings. They include *Super Kid Icarus*,

*Donkey Kong 3* and a Super NES *Kirby*. • Sony will be showing *NFL GameDay '97* behind closed doors because of 'competitive reasons' and are also rumored to have a working analog pad ready for E<sup>3</sup>. But Sony will have another surprise up its sleeve as well. Rumor has it that the announcement will center around a PlayStation price drop. It will be a mighty party, and we'll be back in thirty to tell you all about it.

## Bits and Bytes

Square Soft closed its Redmond Washington office in early April. Employees were given little notice. Square LA will continue to develop games (including a 3D PlayStation fighter that's rumored to be about 60% done) and translate Square Japan titles to the states. • *Castlevania*, or *Dracula XX*, in development for PlayStation, has undergone a number of changes. Currently, the game is rumored to closely resemble *Resident Evil*. Although we're told, 'they (Konami Japan) change their minds a lot. Who knows what it will look like next week.' Konami's *Track and Field* also looks to have good potential, as does *Kumite: The Fighters Edge*, another PlayStation 3D brawler. • GT Interactive will bring the popular PC title *Hexen* to PlayStation. GT Interactive has also just inked a deal where it has exclusive worldwide publishing rights to *Atari's Classics* from Williams. • Capcom is working on *Super Street Fighter Alpha* for the Super NES. The game will include all the characters and max out at 40 meg. The game will probably appear around Christmastime and come courtesy of Nintendo — the deal is still being worked out. In other Nintendo news, the much ballyhooed Atlantis, or what may be better known as Nintendo's color 32-bit handheld, is about to burst on the scene. With a hefty 15-20 hour battery life and rumored Super NES or Game Boy compatibility, this could be the handheld of the century. Rumors persist the machine may make a surprise appearance at E<sup>3</sup>. In addition to the 2D *Mario* game Nintendo is working on for its 64-bit monster, a *Yoshi* 2D game is also in development. • Make your PlayStation a real 'play station.' NCS System is currently customizing and upgrading machines for a mere 68 bucks. It works like this: Send your PlayStation to NCS and upon its return it will play Japanese, U.K. and American disc — all without an annoying paperclip or thumbtack wedged in the drive door. NCS replaces a chip that makes the machine think it's a TestStation. • In *Bomberman* news, Interplay will bring *Bomberman* to the Internet and Hudson Soft will bring him to the Saturn in a ten-player bombfest. Oooh, we're all atingle. • Finally, *Daytona Remix* is being worked on in Japan, not the U.K. as we previously reported. The game is due for Saturn by Christmas. • Well, join us back here in thirty days, when you'll hear Chris say, 'Hmm, gossip you say? Who's your source?'

## Sony Says Stop

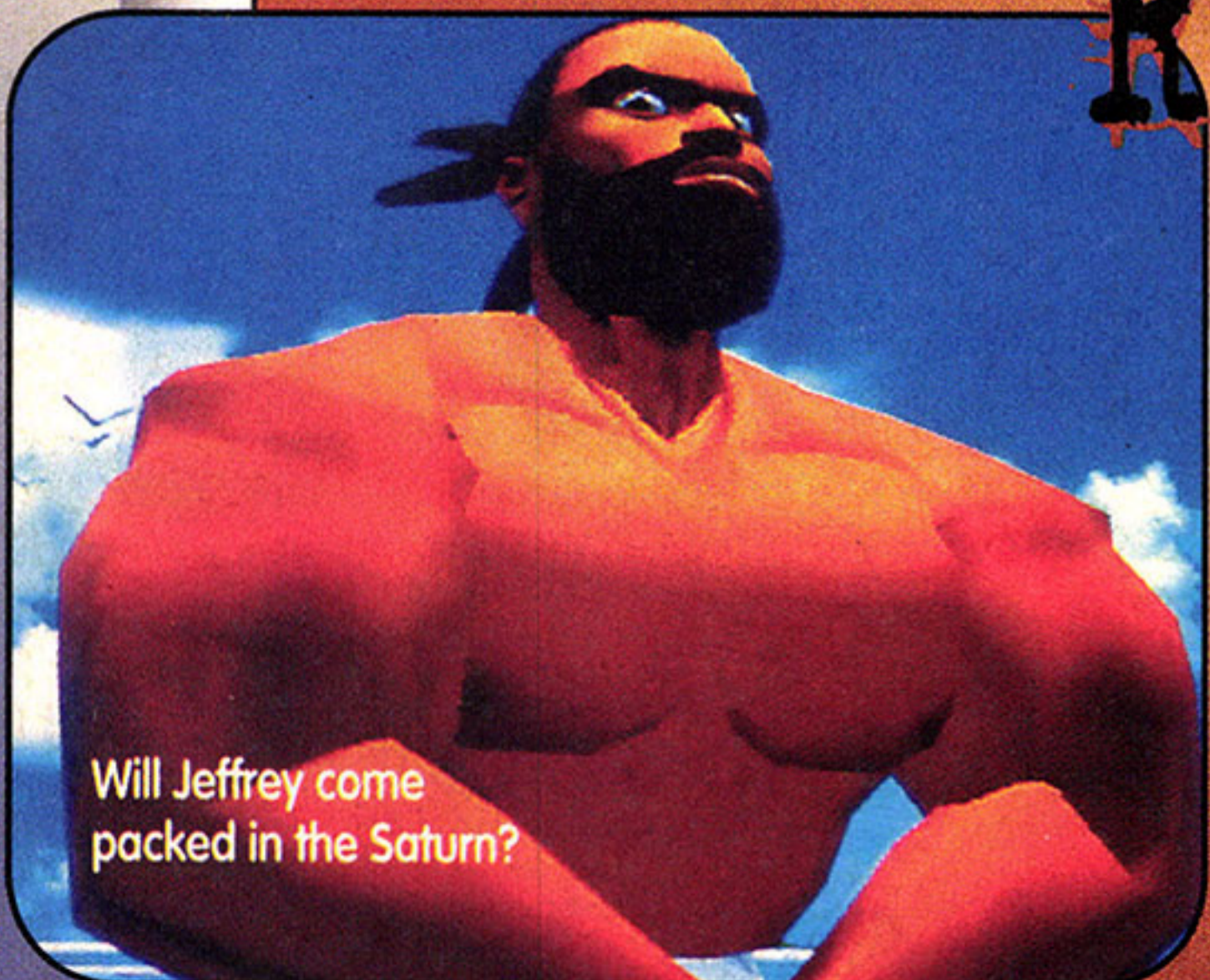
Sony is putting the squeeze on third parties in the approval process. A source inside Sony told **GAME PLAYERS**, 'In order to fight Nintendo this Christmas, we've got to have the very best third and first party titles. If a licensee comes to us and wants to do a fighting game and it isn't as good as *Tekken*, no thank you. It won't make it through the approval process.' Other benchmark titles Sony suggested were *Ridge Racer*, *Resident Evil* (no surprise) and *Jumping Flash!*, 'They have to take advantage of the hardware.'

## And Then There Were Two

Currently the only next-gen systems on the market that are still actively being marketed are the Sony PlayStation and Sega Saturn. In an amazing news item, after word of Atari's folding spread to consumers, Jaguar sales shot up 10%. Said one local retailer, 'People think they will be collector's items, I guess.'

## Sega Prepares for Round Two

While the Sega Saturn may have beat the Sony PlayStation to store shelves last year, it did not win the videogame war. Sony outsold the Saturn two to one in most retail outlets and now Sega is preparing for the ultimate showdown. With Nintendo entering the fray, the big Hedgehog at Sega wants to beat both Sony and Nintendo this Christmas. Here's the plan: Sega is currently developing a marketing campaign around a special Saturn Arcade Pack that is rumored to include *Virtua Fighter 3*. Other candidates for the pack include *Virtua Fighter Kids* or *Sonic Fighter*. *Virtua Fighter 3* for Saturn is being developed in tandem with the arcade version.



Will Jeffrey come packed in the Saturn?



# U L T I M A T E

## MORTAL KOMBAT®



The wait is over.



The biggest Mortal yet is now on Sega Saturn.



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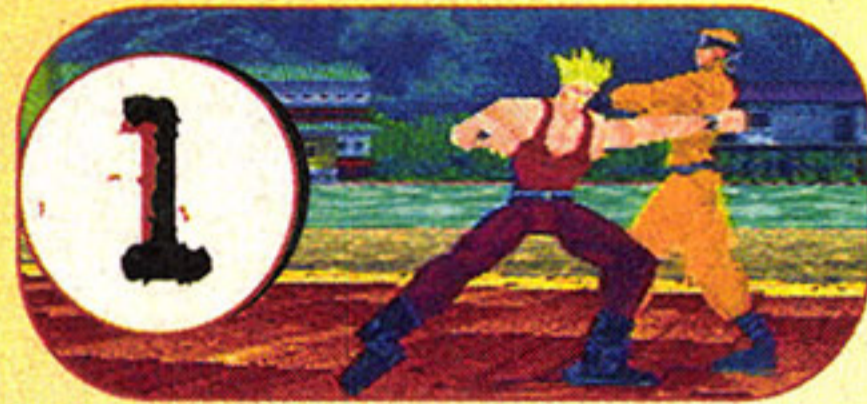


# HIT LISTS...

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

## OUR READER'S TOP TEN

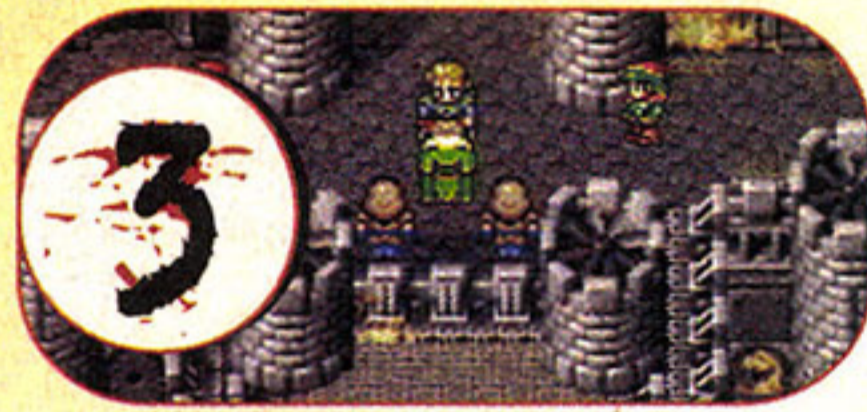
Based on our reader mail!



**Virtua Fighter 2**  
Saturn  
Sega



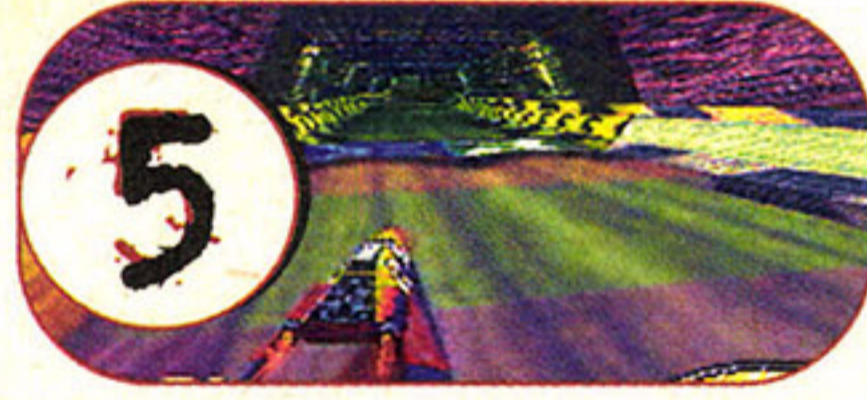
**Resident Evil**  
PlayStation  
Capcom



**Final Fantasy III**  
Super NES  
Nintendo



**Virtua Cop**  
Saturn  
Sega



**Chrono Trigger**  
Super NES  
Square



**Daytona USA**  
Saturn  
Sega



**Sega Rally Championship**  
Saturn  
Sega



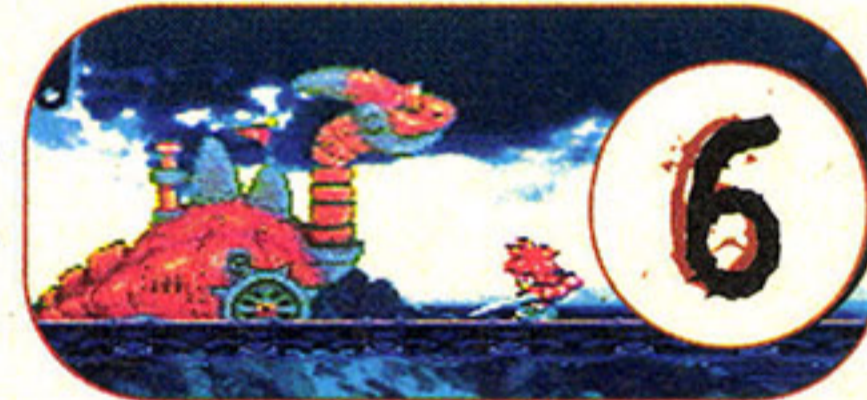
**Twisted Metal**  
PlayStation  
Sony Interactive



**Street Fighter Alpha**  
Saturn  
Capcom



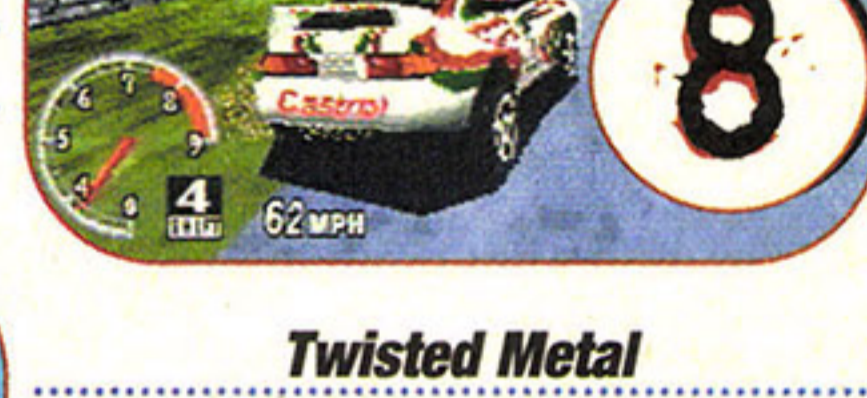
**WipEout**  
PlayStation  
Psygnosis



**Mario RPG**  
Super NES  
Nintendo



**Panzer Dragoon II Zwei**  
Saturn  
Sega



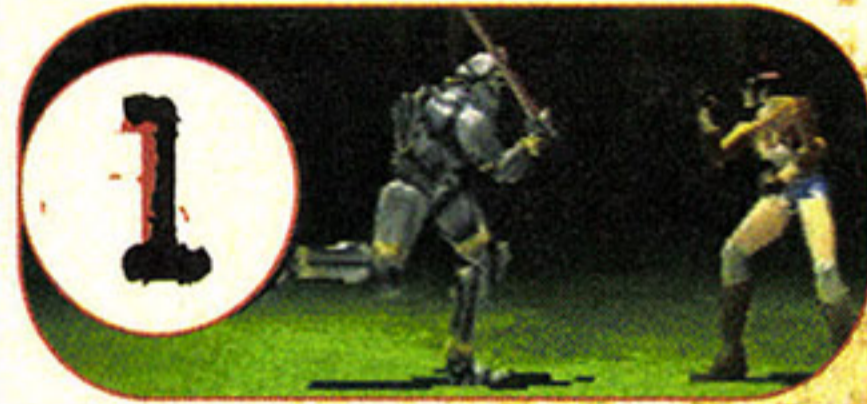
**Legend of Thor**  
Saturn (Japanese)  
Sega



**Die Hard Trilogy**  
Playstation  
Fox Interactive



**Super Bomberman 2**  
Super NES  
Hudson Soft



**Tekken 2**  
PlayStation  
Namco



**Toshinden 2**  
PlayStation  
Playmates



**Guardian Heroes**  
Saturn  
Sega



**Lufia II**  
Super NES  
Natsume



**Robo Pit**  
PlayStation  
T\*HQ



## WRITE IN AND WIN A GAME!

We need your help! Send us your top five games, along with the game system it's for, and the publisher, on a postcard. All that info will be on the game box. Every month, one person will win a game in a random drawing, so include the game sys-

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



Name : CHOMP!™  
 Fuel type : Gummi Savers®  
 Known enemies : Snakes, spiders, dentists  
 Weapons : Sharp teeth, slurpy tongue, Gummi-loogies  
 Mission : To pig out. Or die trying.



## Get CHOMP! The Video Game, FREE\*.

Just surf on over to the new GamePlayers Internet site at <http://www.gameplayers.com> to download CHOMP! The Video Game. Or follow the snail mail instructions below. CHOMP! One lean, mean biting machine. From Gummi Savers, a mouthful of squishy, fruity fun.



\*To receive your free Gummi Savers CHOMP! CD-ROM Video Game, send:

1. 3 proofs of purchase (UPCs) from any size Gummi Savers package.
2. A check for \$2.50 S/H made payable to Gummi Savers/CHOMP!
3. This completed Official Gummi Savers/CHOMP! Offer Form to: Gummi Savers/CHOMP! Offer, PO Box 5785, Unionville, CT 06087-5785.

NAME \_\_\_\_\_ D.O.B. \_\_\_\_\_  
 ADDRESS \_\_\_\_\_ SEX M F  
 CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

Completed requests must be received by December 31, 1996. Limit one (1) completed request per envelope. Limit one (1) request per family, household or address. Offer limited to residents of USA, its territories and Puerto Rico. Offer not good in conjunction with any other offer and is void where taxed, restricted or prohibited by law. Nabisco, Inc., its parents, subsidiaries, affiliates, directors, officers, agents and employees shall not be responsible for any damages, compensatory, direct, incidental, consequential or otherwise, with respect to, or in any way arising from the offer. Wrappers (UPC) may not be copied, reproduced, traded or sold. Not responsible for lost, illegible, delayed, misdirected, damaged, incomplete or postage due requests. All requests for Official Forms and completed requests become the property of Nabisco, Inc. and will not be returned. Allow 6-8 weeks for delivery. GamePlayers is a registered trademark of Imagine Publishing Inc. All rights reserved. PCG796

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# WEB STUFF...

This month we skip the middle man and take you straight to the game makers. Sick of all the industry nonsense on your favorite game sites? Want to get to the real heart of the

games industry? Well then, why not head straight to the source? This month in Web Stuff, we bring you a generous list of game developer sites for you to check out. You won't find any commercial jingles or even any corporate slogans at these sites. What you will find are the developers of some of your favorite games making

themselves at home on the Web. From the developers of *Earthworm Jim* to the awesome new action/puzzle game *Worms*, the Web's got them all and we tell you how to get there. And if you're not careful, you might even find yourself staring at an awesome job opportunity at one of today's hottest developers.

## Shiny

<http://www.shiny.com/>

Well-established in the videogame industry, Shiny's site is one of the more in-depth and enjoyable of the developers' sites. Offering everything from job opportunities to links to other *Earthworm Jim* sites, you just can't go wrong with Shiny's site.

**Credits —** *Earthworm Jim*, *Earthworm Jim 2*, *MDK*

Interested in finding out Shiny's next big project? Look no further.



Finding a job in game development could be as easy as checking in at the Shiny Web site.

## Bullfrog

<http://www.bullfrog.co.uk/>

Known for developing some of the biggest PC games out there, and now for some awesome console ports, Bullfrog is a true leader in electronic games. Check-out what Bullfrog has in store for us next. **Credits —** *Magic Carpet*, *Hi Octane*, *Theme Park*

## Team 17

<http://www.team17.com/T17/index.html>

It made *Worms*. What else could you possibly want to know about this company? Well, how about what it's up to next? Or maybe you'd like to get in on a little on-line gaming. Perhaps you'd even like to download some free Team 17 software. It's all at your finger tips.

**Credits —** *Worms*



Some sites, such as Team 17's, even offer downloadable PC demos. Thanks fellas.

## Take 2

<http://www.westol.com/~taketwo/take2.html>

Currently working on *Iron Blood*, its first console title, Take 2 has long been known as a quality developer in the PC market. A little software heavy, this site has everything you ever wanted to know about any of Take 2's titles — present and future.

**Credits —** *Iron Blood*, *Hell*

Check out early pictures of Take 2's awesome new 3D fighter for the PlayStation and M2.



## Adrenalin Entertainment

<http://www.adrenalin.com>

Though they may not all be household names, game developers like Adrenalin Entertainment are starting to move more to the forefront every day. For a little more text-heavy approach than most, Adrenalin's site gives you the whole scoop.

**Credits —** *Doom Troopers*, *X-Men (Genesis)*

Getting in with a smaller company like Adrenalin may just be the perfect way into the industry.



Want to know the straight scoop from the folks that actually made the game? Here it is.

## Psygnosis

[http://www.sepc.sony.com/SEPC/](http://www.sepc.sony.com/SEPC/Psygnosis/sidex.htm)

<http://www.sepc.sony.com/SEPC/Psygnosis/sidex.htm>

As one of the hottest 32-bit developers out there, Psygnosis' site is clean and glossy, just like its games. Whether you're looking for company background information or anxious to participate in the *Destruction Derby* Smash & Win competition, Psygnosis' site pretty much has it all. And while

it's true that this site is a little more polished than most developer's sites, you can still feel the undeniable influence of the behind-the-scenes guys and gals.

**Credits —** *Wipeout*, *Destruction Derby*, *Krazy Ivan*



Take a 3D tour of *Wipeout*? Where else can you get that kind of opportunity?



# EVEN IF YOUR PHONE DIDN'T RING ON DRAFT DAY,

*you've still got a chance to compete in the NBA.<sup>®</sup>*



PRESENT

## The NBA<sup>®</sup> Live 96 XBAND Challenge!

Sponsored by  
**Game Players Magazine**

Beginning July 1, 1996, The XBAND Video Game Network will match you with some of the top NBA Live 96 Sega<sup>™</sup> Genesis<sup>™</sup> video game players in the U.S. Now, you'll finally get the chance to show everyone what you already know...

### TO GET IN THE ACTION:

Send a self-addressed, stamped envelope to: NBA Live 96 XBAND Challenge, P.O. Box 2006, Cupertino, CA 95015. We'll send you the rules and some instructions. VT and WA residents need not affix postage.

### WHILE YOU'RE WAITING:

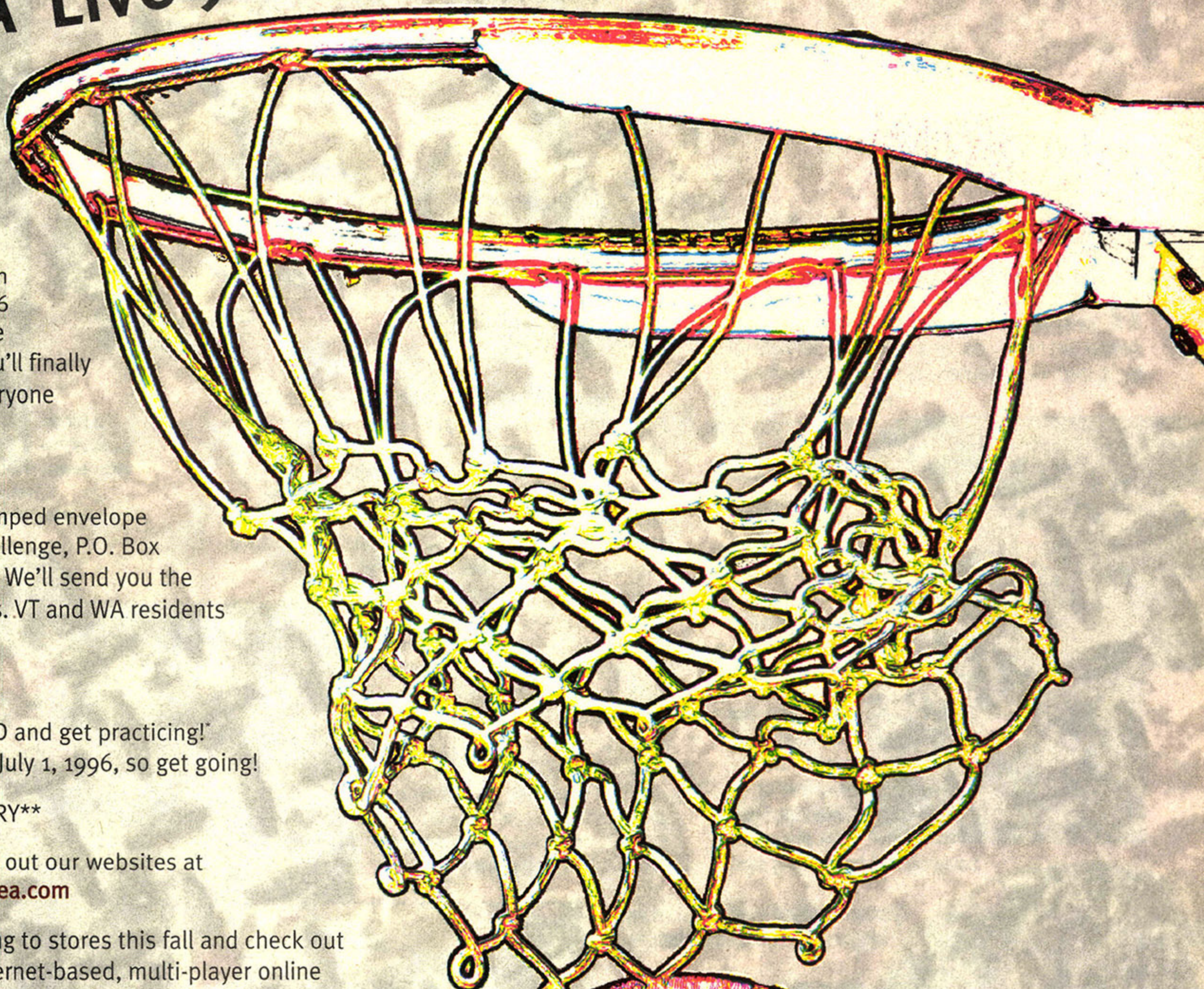
Get NBA Live 96, get XBAND and get practicing! Qualifying Rounds start on July 1, 1996, so get going!

**\*\*NO PURCHASE NECESSARY\*\***

For more information check out our websites at [www.xband.com](http://www.xband.com) and [www.ea.com](http://www.ea.com)

Look for NBA LIVE 97 coming to stores this fall and check out XBAND PC, the hot new internet-based, multi-player online service. The XBAND Video Game Network and NBA Live 96 are available wherever video games are sold.

**\*NO PURCHASE NECESSARY.** No purchase or rental of NBA LIVE 96 video game for Sega Genesis, XBAND Modem or XBAND Network account is necessary to enter. Participants who do not own or have access to a NBA LIVE 96 video game for Sega, an XBAND Video Game Modem for Sega, or an active account with the XBAND Network may enter the Qualifying Drawing. To enter the Qualifying Drawing, send a standard-sized postcard with your name, address, birthdate, daytime & evening phone numbers to: EA SPORTS NBA LIVE 96 XBAND Challenge Drawing, c/o Catapult Entertainment, P.O. Box 2006, Cupertino, CA 95015. Limit one entry per Participant. Entries must be received by July 8, 1996. All entries become the exclusive property of EA SPORTS/Catapult (Sponsors) and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, ineligible, incomplete, postage due or misdirected entries. One (1) winner (Drawing Finalist) will be determined by random drawing of all valid entries received by the Sponsors, whose decisions are final. Drawing to be held on or about July 10, 1996. Each Drawing Finalist will be notified and receive, via overnight delivery, a Sega game system, a NBA LIVE 96 video game, an XBAND Modem, and an active 30-day account with the XBAND Network. The Drawing Finalist will advance into the Final Rounds.



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# PREVIEWS

## SUPER MARIO

# 64

### Nintendo for Nintendo 64

A little while back, Nintendo released several new screens of two of its hottest N64 games, *Super Mario 64* and *Pilotwings 64*. While these pictures just missed last issue's deadline, we were able to slip them into our subscriber's newsletter for the true

GP faithful. Anyway, for the rest of you *Mario* addicts who still haven't had a peek at these gorgeous shots, just feast your eyes on the next few pages!

Some gamers have been putting the Nintendo 64 down

I guess that funky new feather-hat lets Mario fly through the air. Either that or Nintendo's franchise player is being sucked into a dying star!

Another of Mario's old foes, looking bigger and meaner than before.

Mario pros shouldn't have any trouble navigating through these rolling balls, especially with the pinpoint accuracy of the N64 analog pad.

So far the boss scenes that we've seen point to highly original fight sequences, as well as intense lower back pain.

lately, saying that they can't see any real advancement in the graphics. I couldn't disagree more. I mean, I've played *Mario 64* before at last November's Shoshinkai show, and I still can't believe how good these new pictures look! Even though *Mario 64* is rumored not to use all of the N64's special graphics functions (it has been said that the machine's much-hyped anti-aliasing feature is only being half-used), you can still see a clear difference in the smoothness and overall quality of the textures. And if you're one of the lucky few who have actually seen this game moving (not on a choppy QuickTime movie, mind you), then you know that the real beauty of this game is in the amazing scope of the bright, colorful, smooth-moving worlds.

But what really gets me excited about this latest round of screens is the environments and situations that we find Mario in. The levels look

As Mario looks at the cliffs below

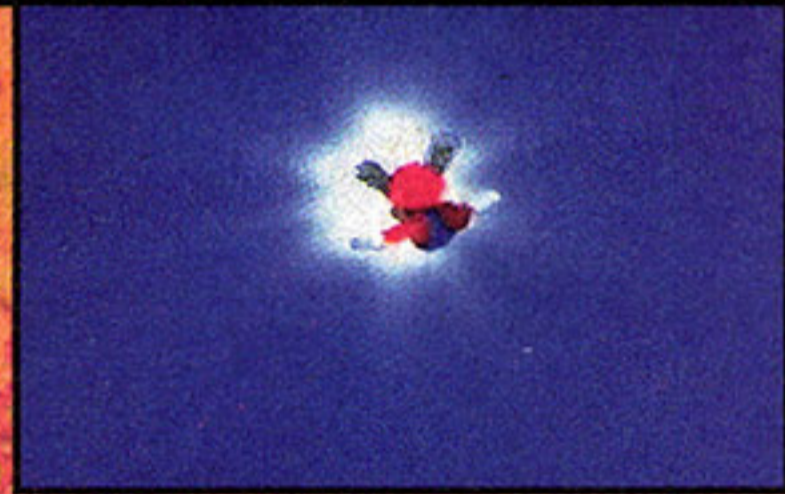
him, everything's crystal-clear — no polygon pop-out or anything!

Now Nintendo's just showing-off.

First Bowser kidnaps the princess, now the fish! How low will this guy sink?



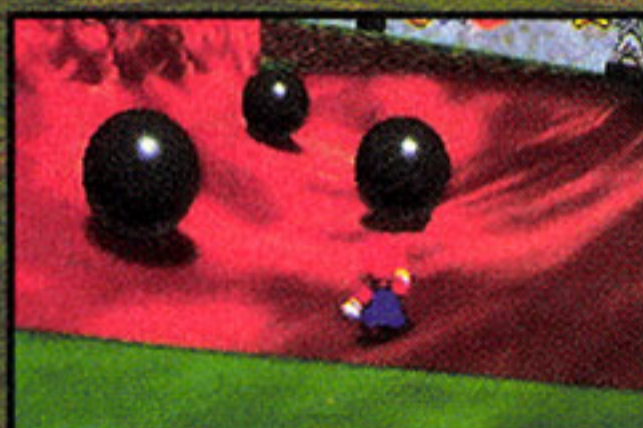
Mario simply takin' the lift. AWESOME!!!



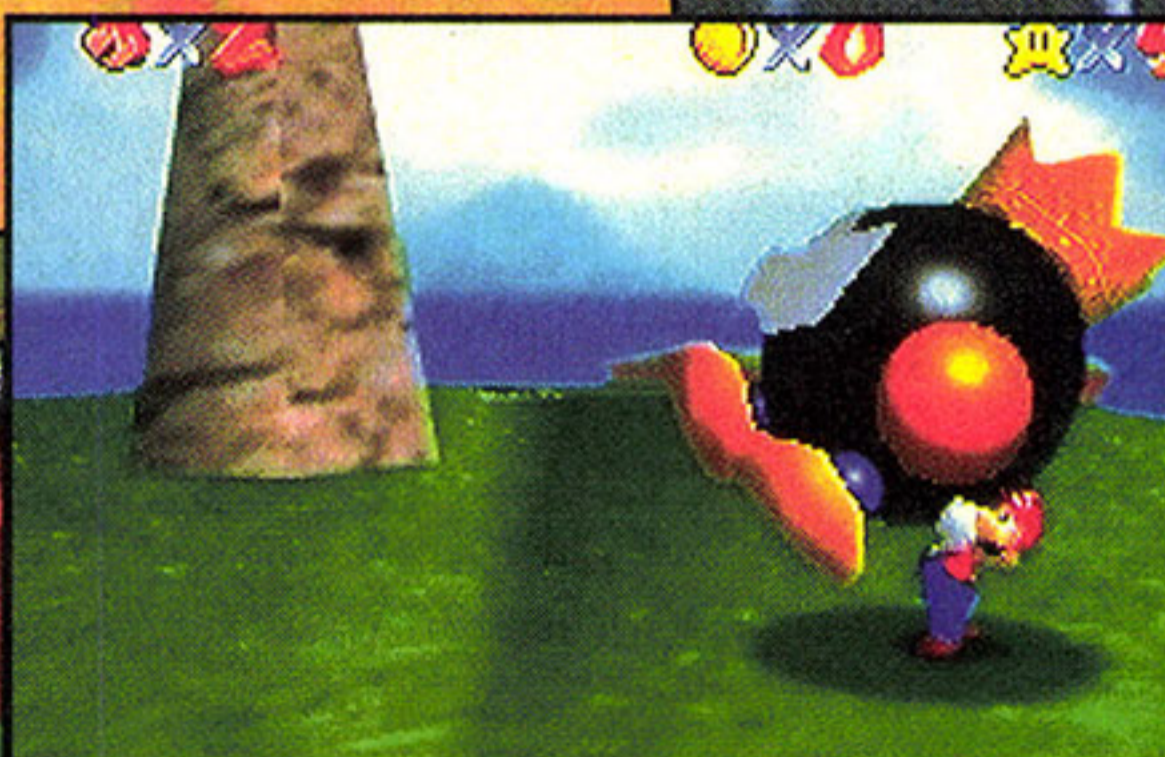
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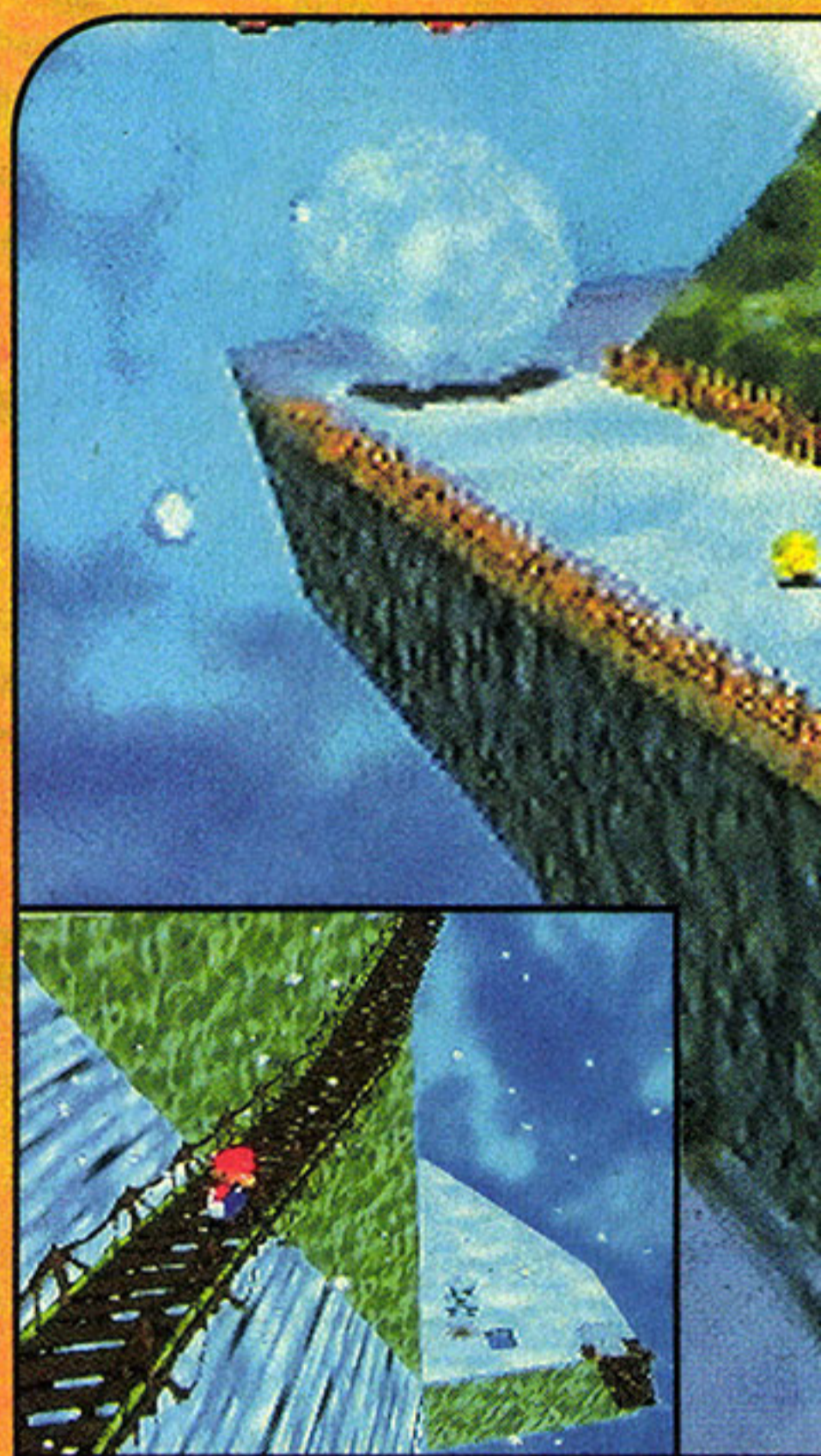
Another of Mario's old foes, looking bigger and meaner than before.



Mario pros shouldn't have any trouble navigating through these rolling balls, especially with the pinpoint accuracy of the N64 analog pad.



So far the boss scenes that we've seen point to highly original fight sequences, as well as intense lower back pain.

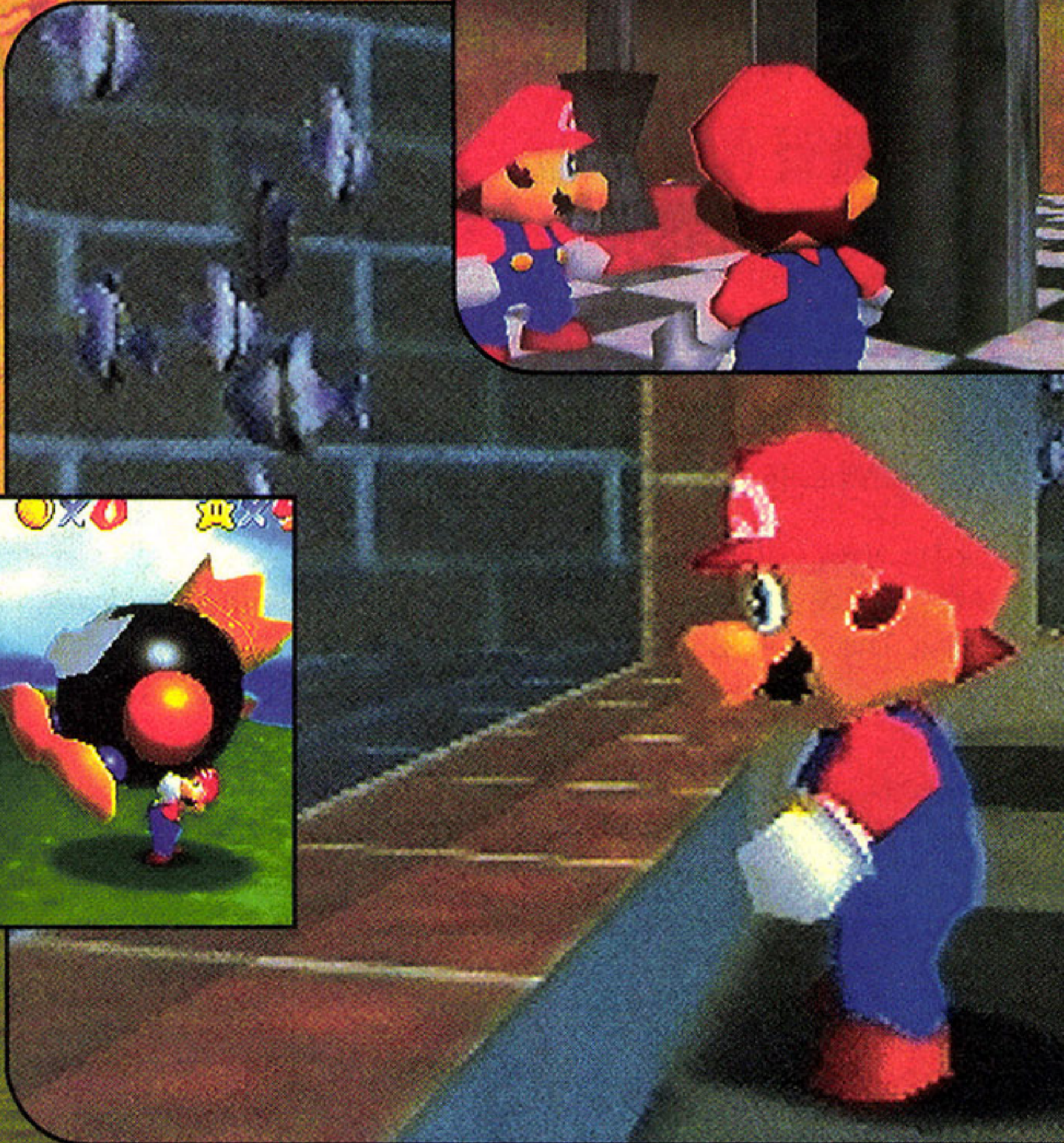


As Mario looks at the cliffs below

him, everything's crystal-clear — no polygon pop-out or anything!

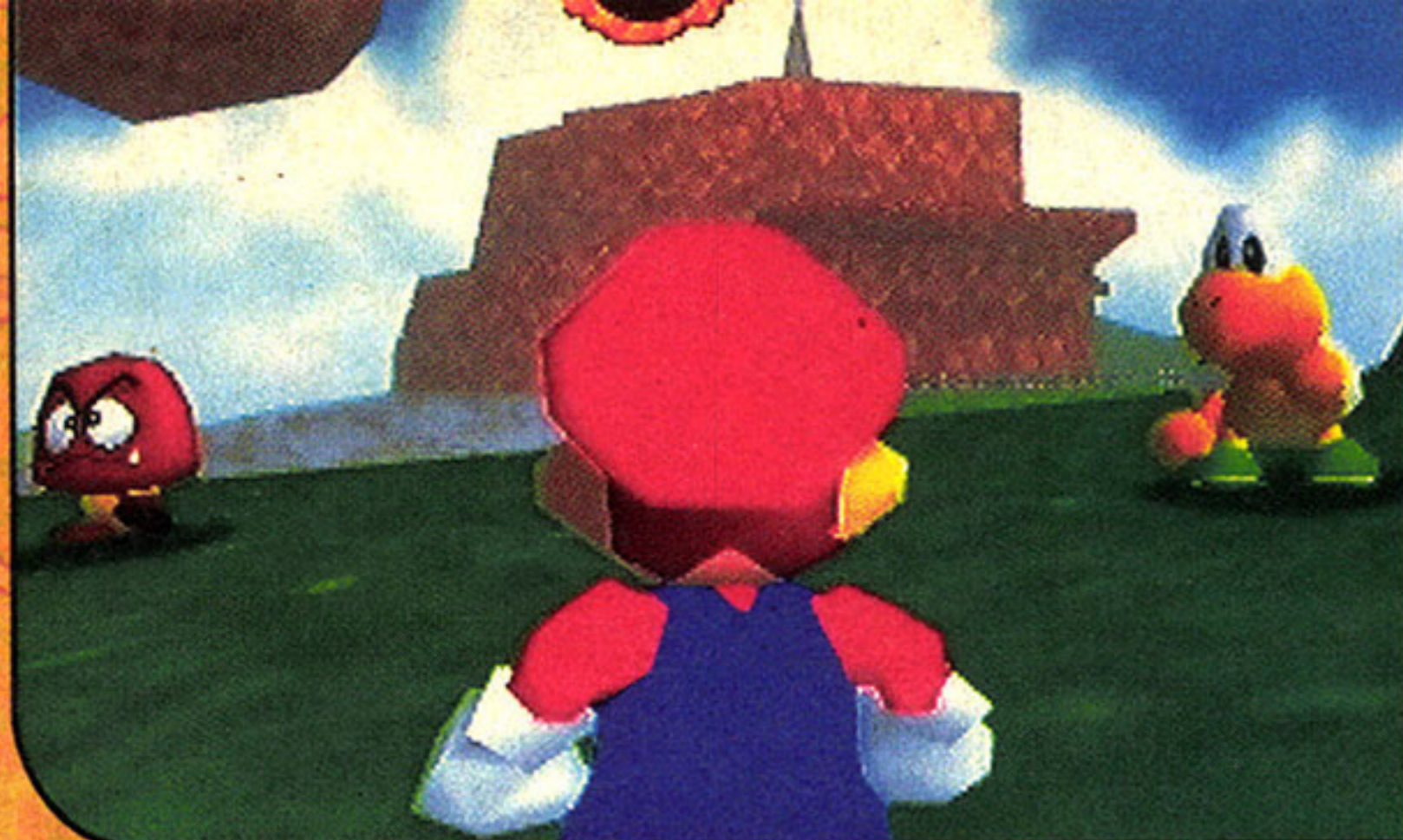


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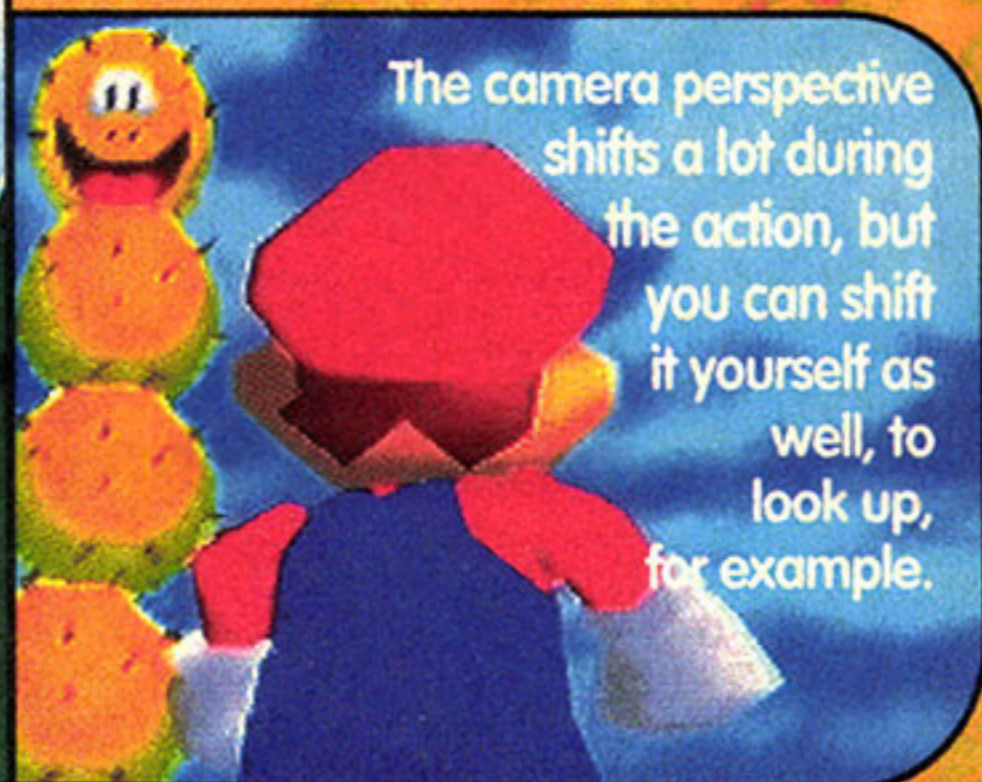


First Bowser kidnaps the princess, now the fish! How low will this guy sink?





Goomba and Koopa Troopa show-off their new polygon threads. Whew, I was beginning to worry that these guys wouldn't make it!



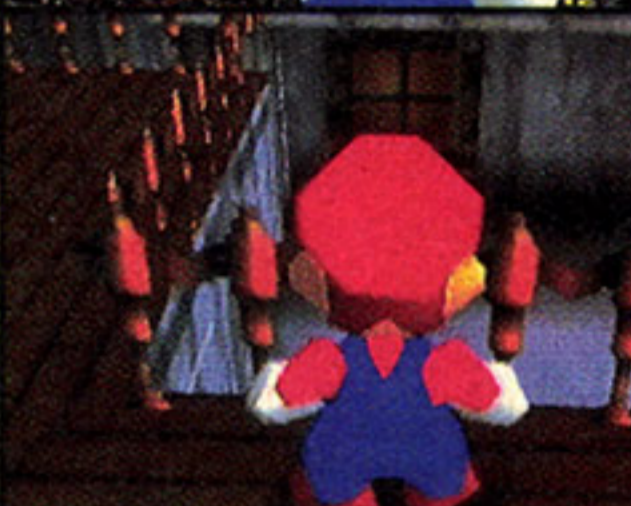
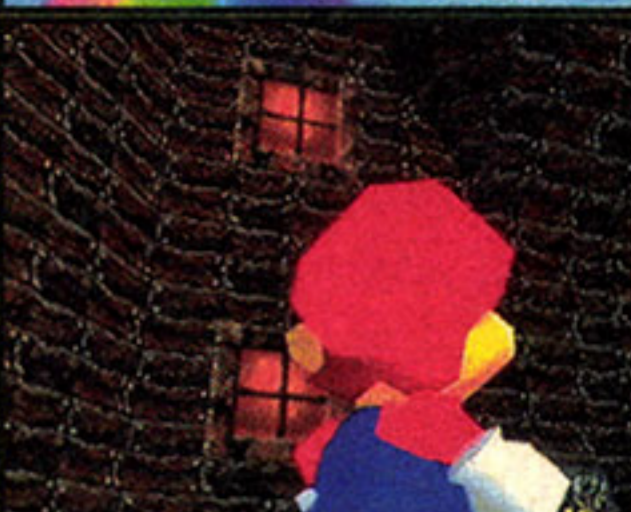
The camera perspective shifts a lot during the action, but you can shift it yourself as well, to look up, for example.

Mario takes a magic carpet ride on a rainbow, and then bursts into a stunning rendition of a like-named Steppenwolf classic... well, maybe.



You might only see a spooky house, but to Mario it's a great big shack o' fun with lots of brightly-colored thingies to jump around on.

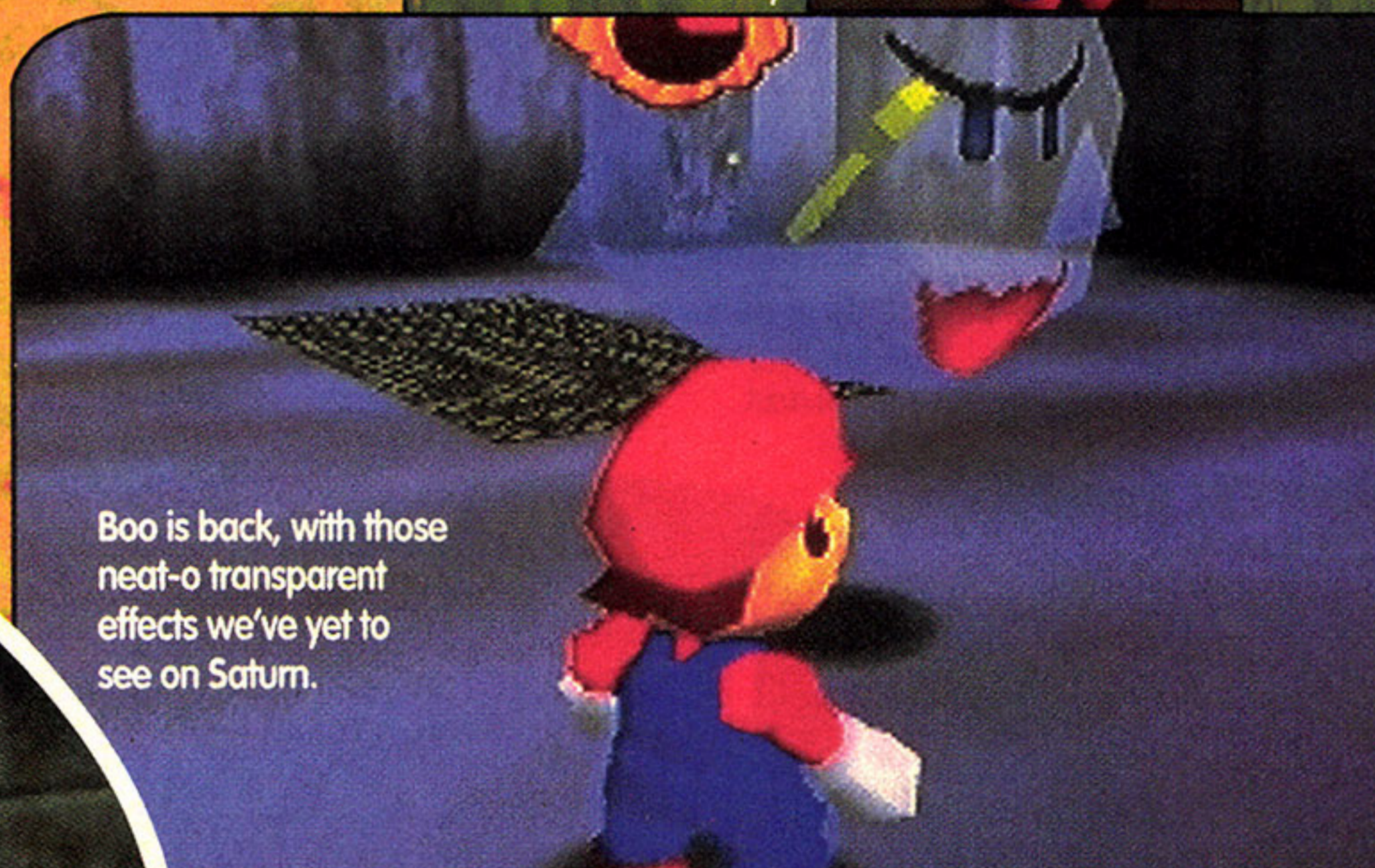
This 'over-the-balcony' shot really displays the enormous level of depth in Mario 64 — both horizontally and vertically.



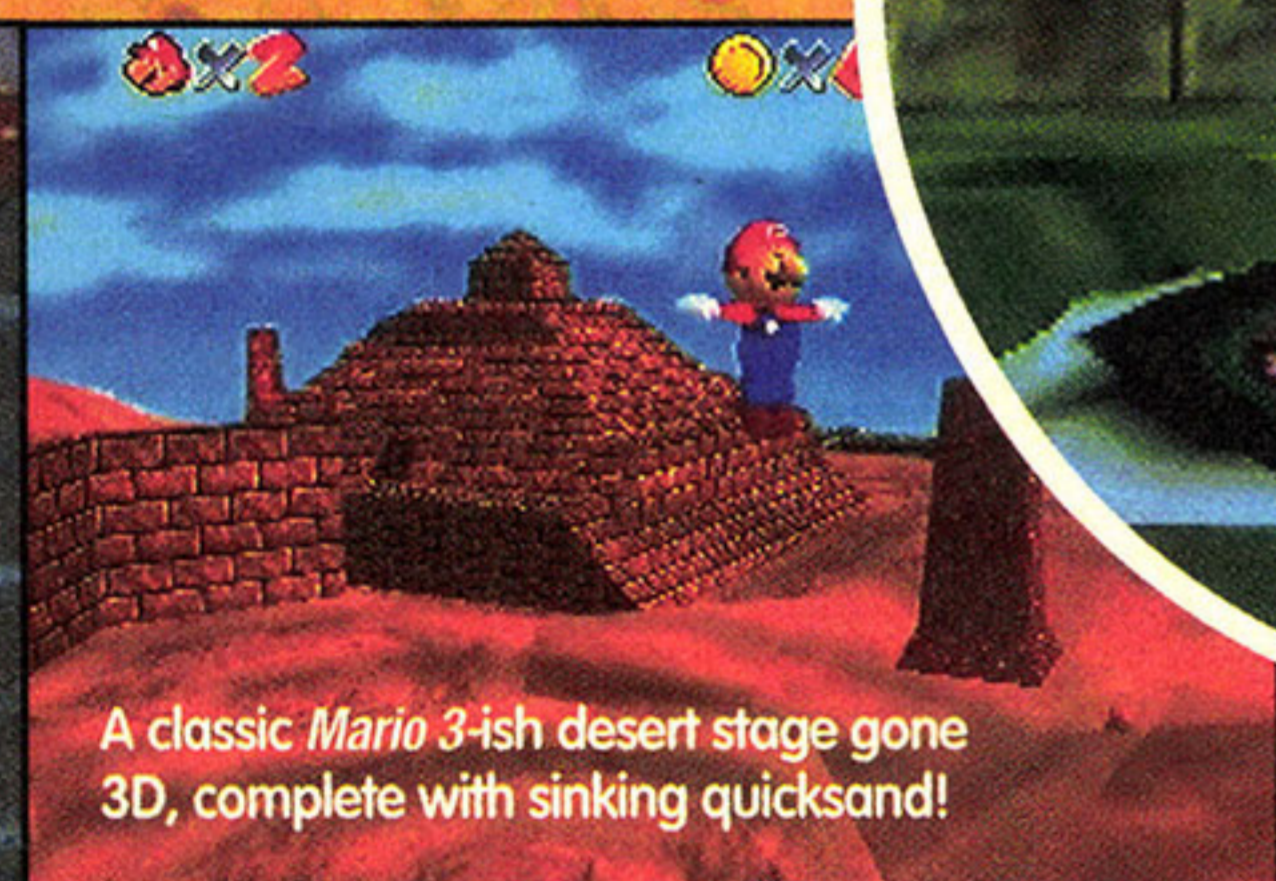
Just imagine Mario slipping around that corner as he races away from that pursuing boulder — awesome!

incredibly varied and thought-out, with fully-interactive environments that just beg you to don your red cap and go hopping through them. I've seen an awful lot of 3D 'mascot' games lately, and *Mario 64* is the only one with an environment that resembles a real 'world', with castles, grassy fields, mountains, etc. This could prove to be the winning edge in the race to create the first true 3D platform action game.

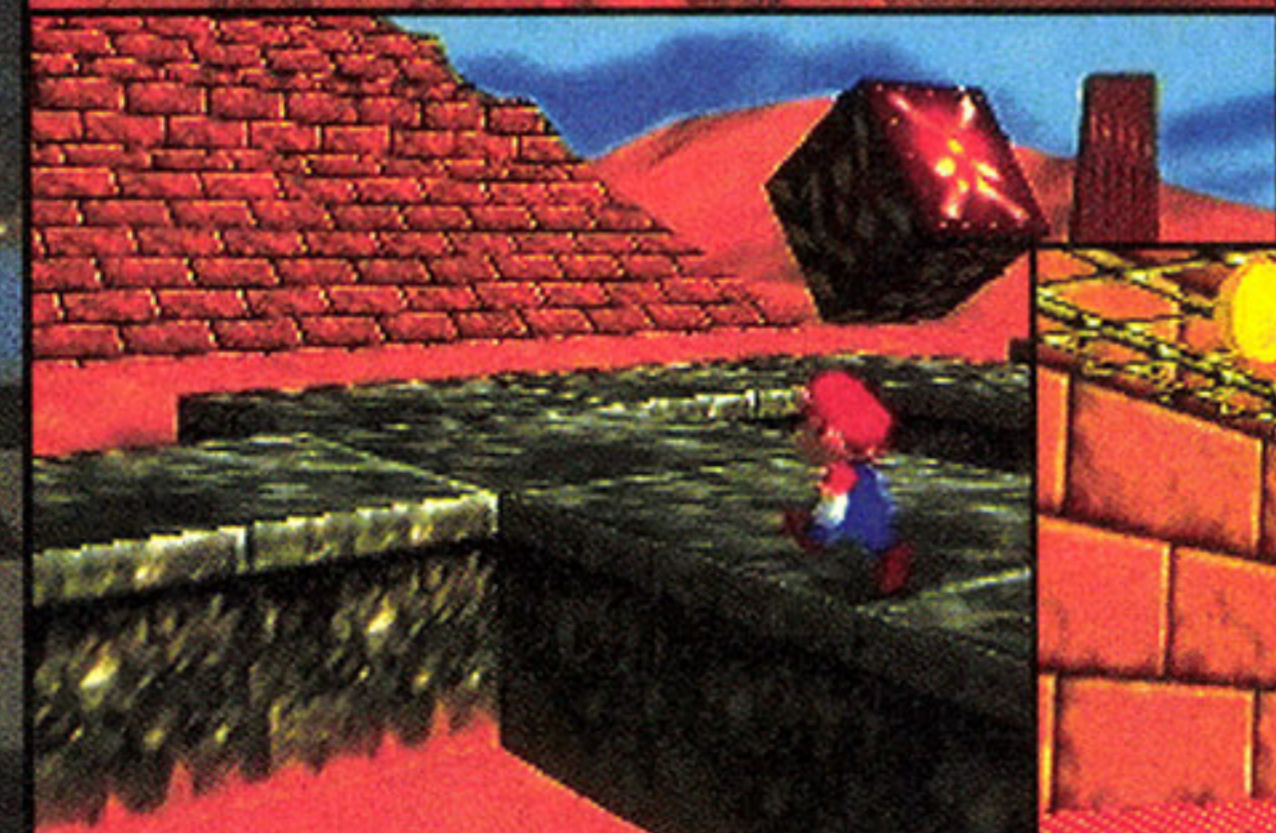
As I write this, the May E<sup>3</sup> videogame show in Los Angeles is only a couple weeks away, where *Mario 64* and his whole Nintendo 64 entourage will make its US debut, with tons more stuff on display than there was at Shoshinkai. Our full E<sup>3</sup> report happens next issue, so don't you dare miss out on all the great new info and pictures on all the Nintendo games you're dying to get your hands on!



Boo is back, with those neat-o transparent effects we've yet to see on Saturn.



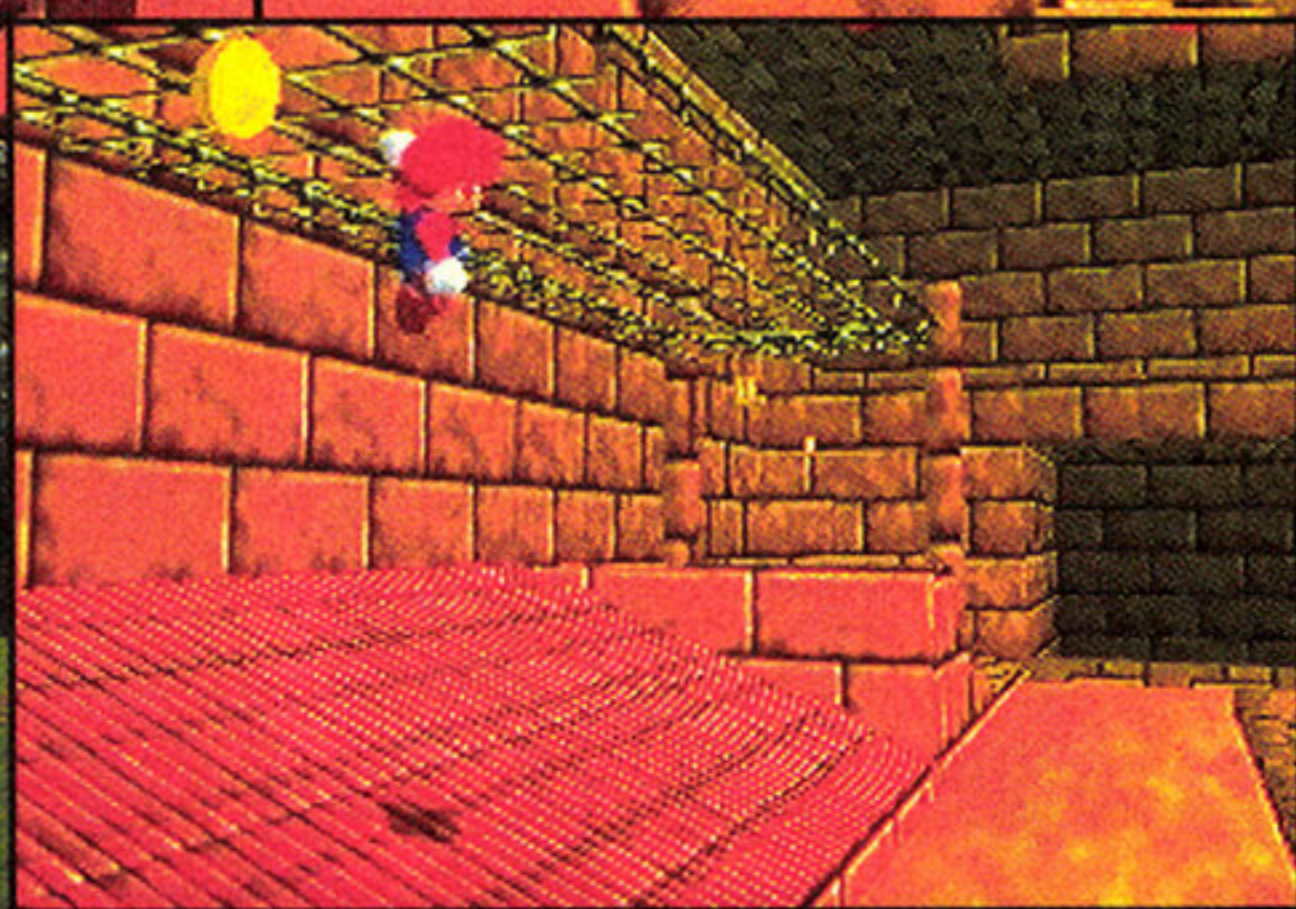
A classic *Mario 3*-ish desert stage gone 3D, complete with sinking quicksand!



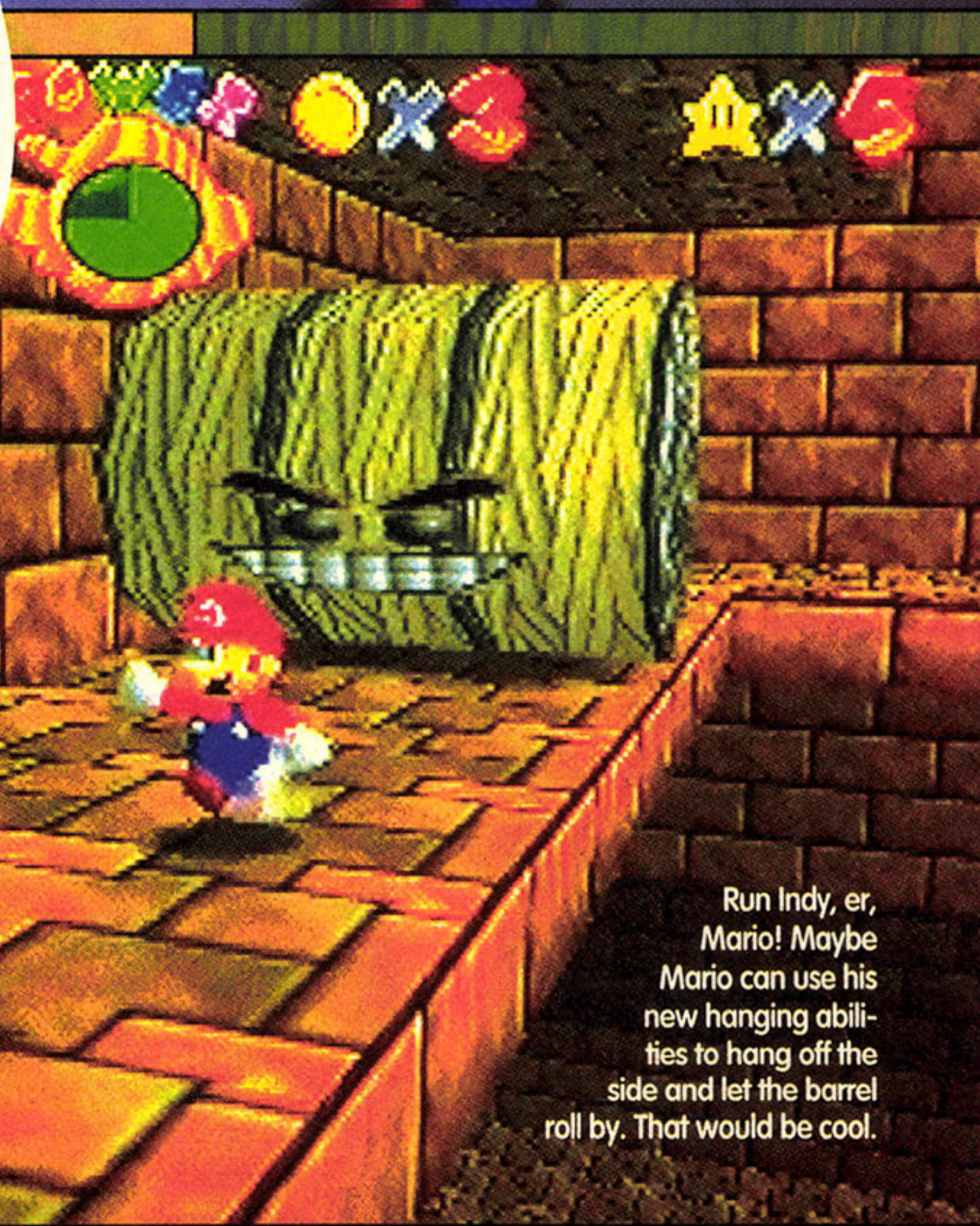
Look closely at that pyramid in the background — its lines are still a little jaggy, aren't they? Wonder if Nintendo will opt for FULL anti-aliasing...



I have no idea what's making Mario morph, but it sure is cool to look at!



Our first glimpse at Mario's new 'hanging' ability. Yet another way for the little guy to take advantage of his new 3D world.



Run Indy, er, Mario! Maybe Mario can use his new hanging abilities to hang off the side and let the barrel roll by. That would be cool.



# Pilotwings 64

Nintendo for Nintendo 64

**R**ight beside *Super Mario 64* at E<sup>3</sup> will be the long-awaited sequel to *Pilotwings*. When you consider that the original

game was meant to showcase the (at the time) brand-new Super NES' superior graphics capabilities, then the sequel is a natural choice for the launch of a visual powerhouse like the Nintendo 64.

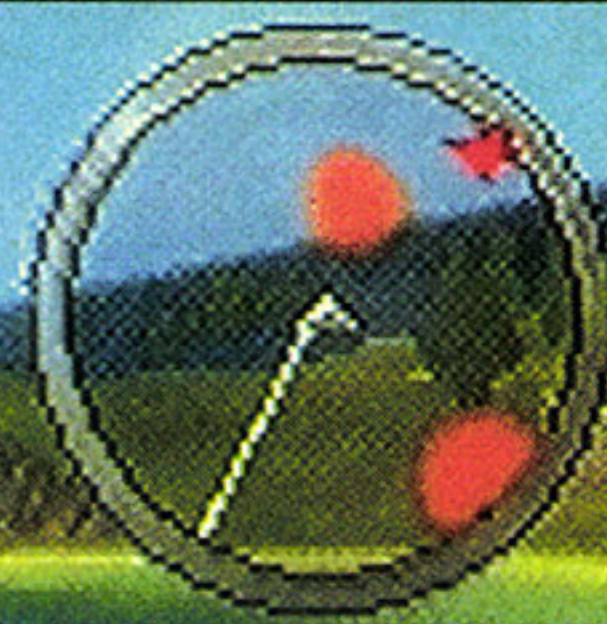
Ever since Nintendo began releasing screens of this awesome-looking game, gamers have been captivated by images of soaring high above a mountain creek on a hanglider, or floating through a dense cityscape by rocket pack. If this game is even marginally better than the first one, Bill will have to pull me from my apartment, kicking and screaming, to get any work done.

While actual details of the gameplay and the different events of *Pilotwings* have remained a mystery, these new shots produce further evidence of a shooter-style ultralite flying stage, and show incredible levels of detail in the New York level. Of course, all will be revealed at the E<sup>3</sup> show, so for the last time, don't even THINK about missing next month's issue!



A merry-go-round? 'Mr. Rocket Pack' must have landed in a park. Way cool.

This is what *Pilotwings* is all about — beautiful scenery, a slow afternoon, and a knack for exploring.



34m



Your hanglider is kind of a goofball, but hey, you'll hardly ever see his face.



I can't wait to take the ultralite down into canyons like these. All the fun, none of the risk!



Hey, how'd all this 'shooter-esque' action get in here? I'm supposed to be on videogame vacation!



Oh yeah, city time. Buzzing offices and landing on top of skyscrapers with my rocket pack. And no one will arrest me like last time!



Lady Liberty in all her 64-bit, anti-aliased texture map glory. From up here, I'm thinkin' she needs a good walkin' on.

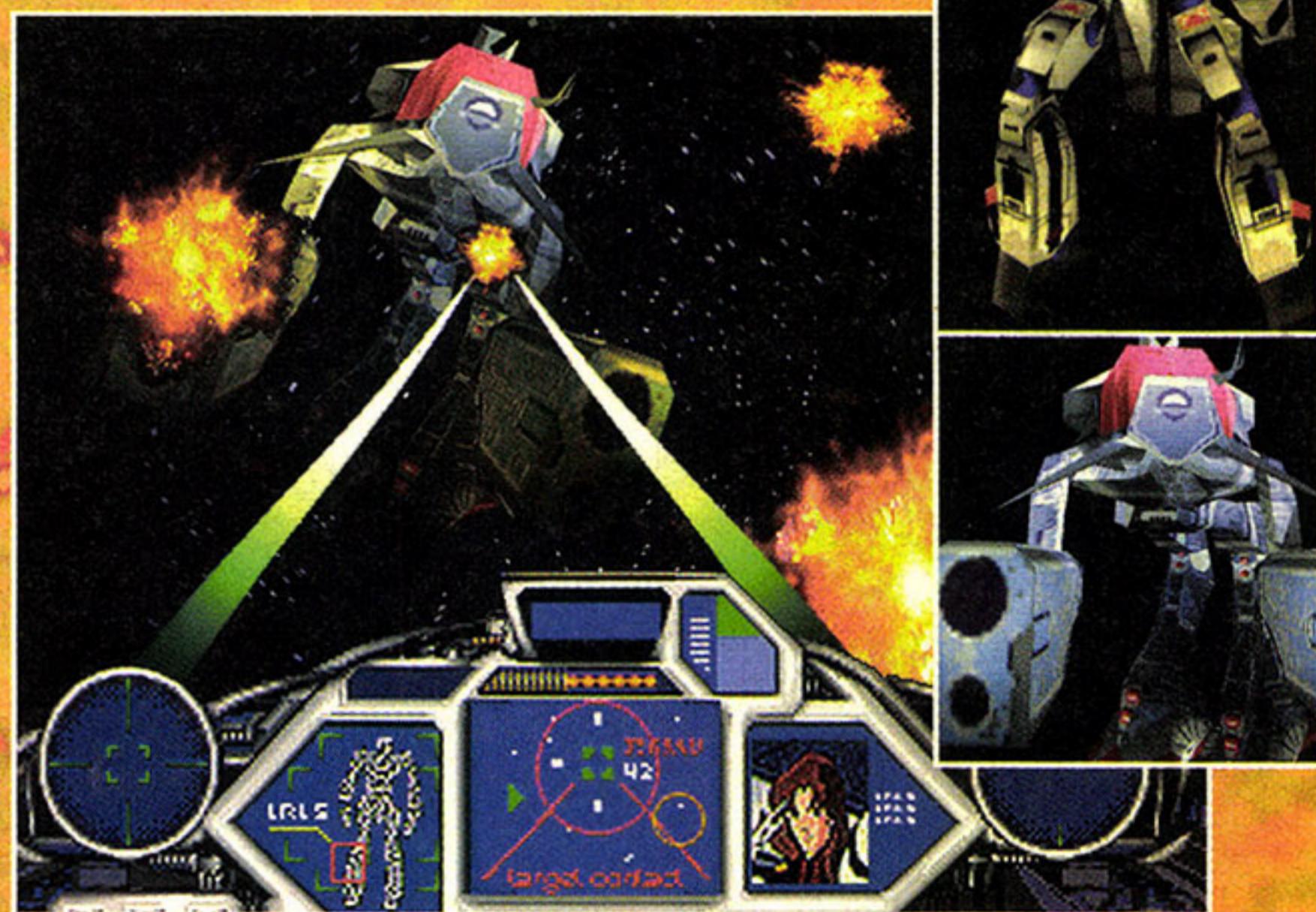
**T**hat's right! We're finally starting to see some of those amazing Nintendo 64 games we've been hearing about for so long and this one is pretty exciting. Fans of the *Robotech* series are already familiar with the awesome transforming robots that are due to make such an awesome game, and for the rest of you, take our word for it, the possibilities are mind-boggling. Primarily a space-based shooter, *Robotech* takes advantage of all the N64's little development tricks such as mip-mapping to eliminate pixelation and anti-aliasing to smooth out the edges to create a truly impressive-looking game. Still too early to judge actual gameplay, the developers are hard at work on designing a game that is fun to play, visually stunning, and true to the *Robotech* tradition and storyline. Until the gameplay is further along, we can at least dream of the promise of a fully polygonal universe and transforming robots.

Perhaps the most exciting feature of gameplay allowed by the sheer horsepower of the N64 is the ability to run different missions simultaneously with or without your participation. The beauty of this feature is that each game you play can be totally different. Choose to ignore a certain mission if you like and take your chances with a random generator or maybe join-in mid-way through a campaign if you like, thus eliminating that locked-in linear mission plan of most flight games. We'll be keeping a close eye on this title as with all of the initial N64 titles.

# Robotech

GameTek for Nintendo 64

Pushing highly-detailed 3D models is what the N64 does best, look for plenty of authentic *Robotech* robots such as these.



In the game, you play a budding pilot eager to earn the respect you deserve.

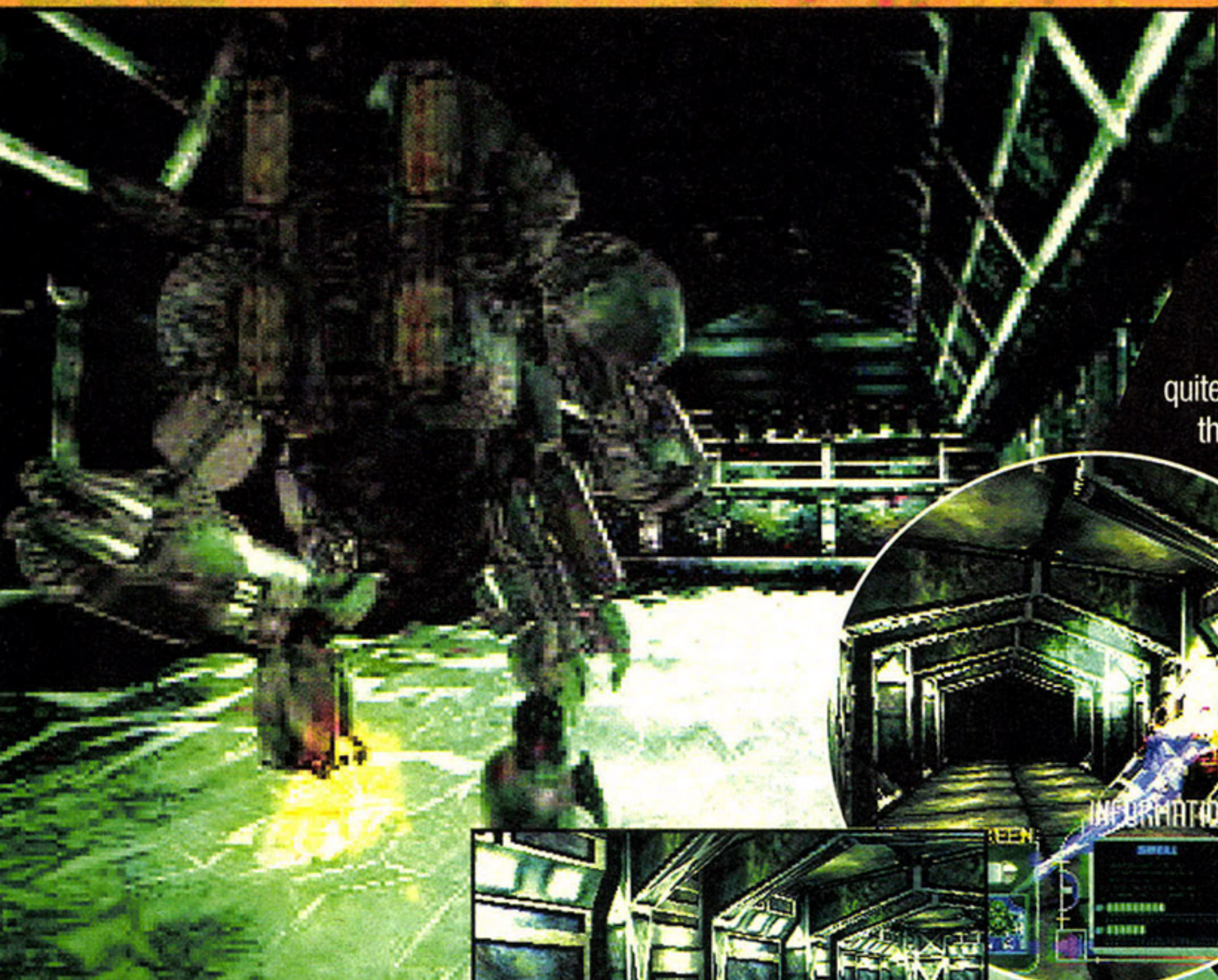


Taking full advantage of the N64's analog controller, the player can really sink their teeth into the intense action sequences.

Utilizing one of the N64's little development tricks, your character's face is reflected in the glass of the cockpit.





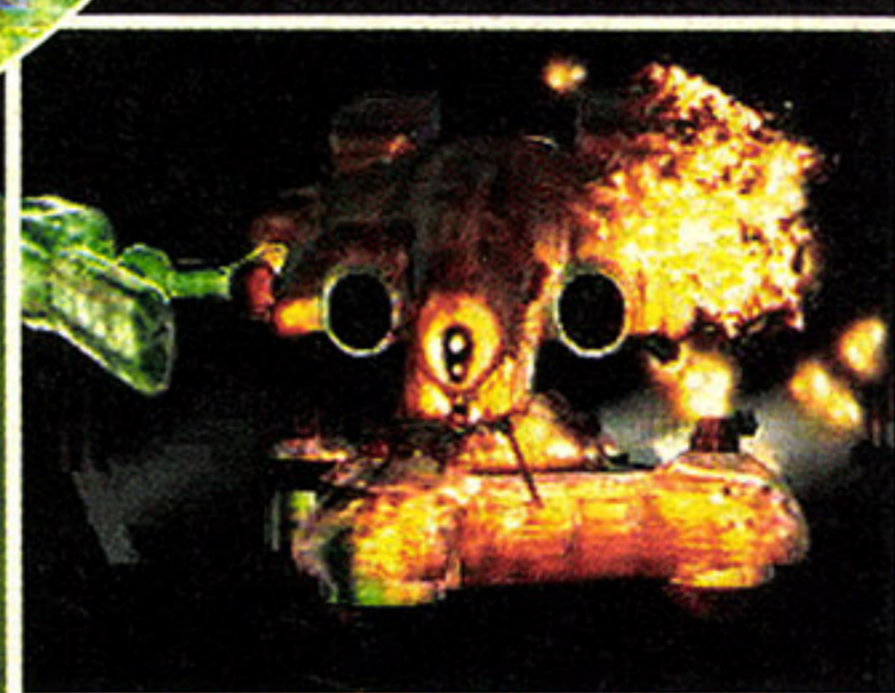
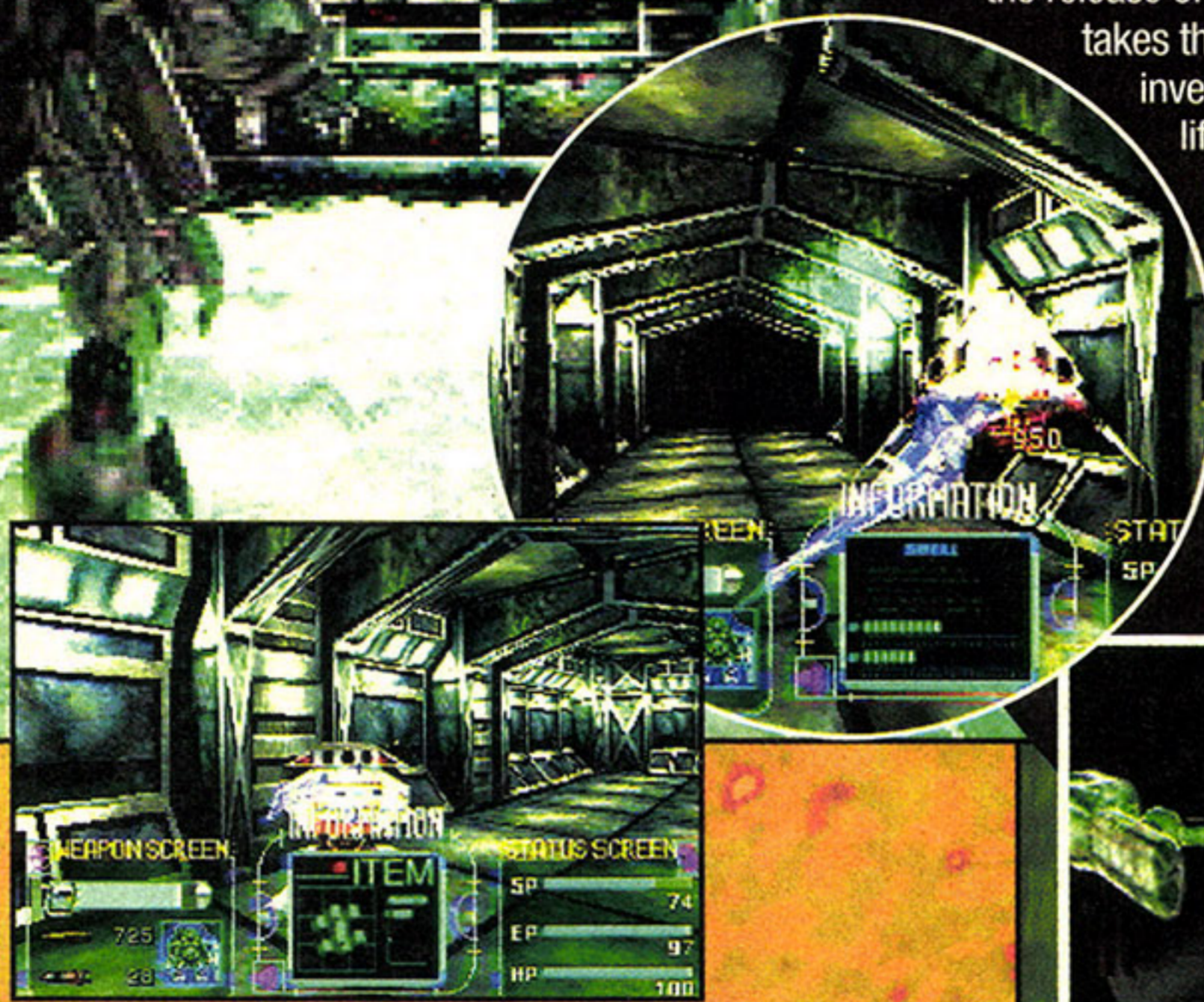


# Epidemic

Sony for PlayStation

With the launch of the PlayStation came the proof that 32-bit was going to have no problem handling *Doom*-style games, the most popular PC genre at the time. The point was made quite nicely with a title called *Kileak: The DNA Imperative*. Now, close to a year after the release of the original, Sony is about to treat us to a nice little sequel. *Epidemic* takes the *Doom* genre one step further with advanced graphic effects and inventive gameplay features. Whether the genre still has the same kind of life it enjoyed around the time of *Heretic* and *Doom 2* is yet to be seen, but for sure, the fans of the first *Kileak* are in store for a strong sequel with the same kind of quality design as the original.

Exploring the darkened corridors of *Epidemic*—searching and destroying—is pretty much the name of the game.



With tons of awesome cinematics, *Epidemic* is a good show, through and through.



Combining adventure elements with fast-paced action gaming is the key to enjoying *Epidemic* to its fullest potential.

To be honest, when we saw that *Golden Axe: The Duel* was another 2D fighting game, we feared the worst. The fact that it wasn't even a Capcom fighting game gave us even less reason to be hopeful. But lo and behold, when we popped the CD into the Saturn, there was actually some fun to be had!

The source of our optimism comes from the fact that *Golden Axe: The Duel* is one of the few 2D fighting games that features a smooth, balanced control structure. Couple that with devastating special moves, combos and of course, splattering blood and you have a surprisingly solid game. The only question that remains is whether the deepness of the game rewards our initial impressions.

**Hey, baby! What's your sign?**

# Golden Axe: The Duel

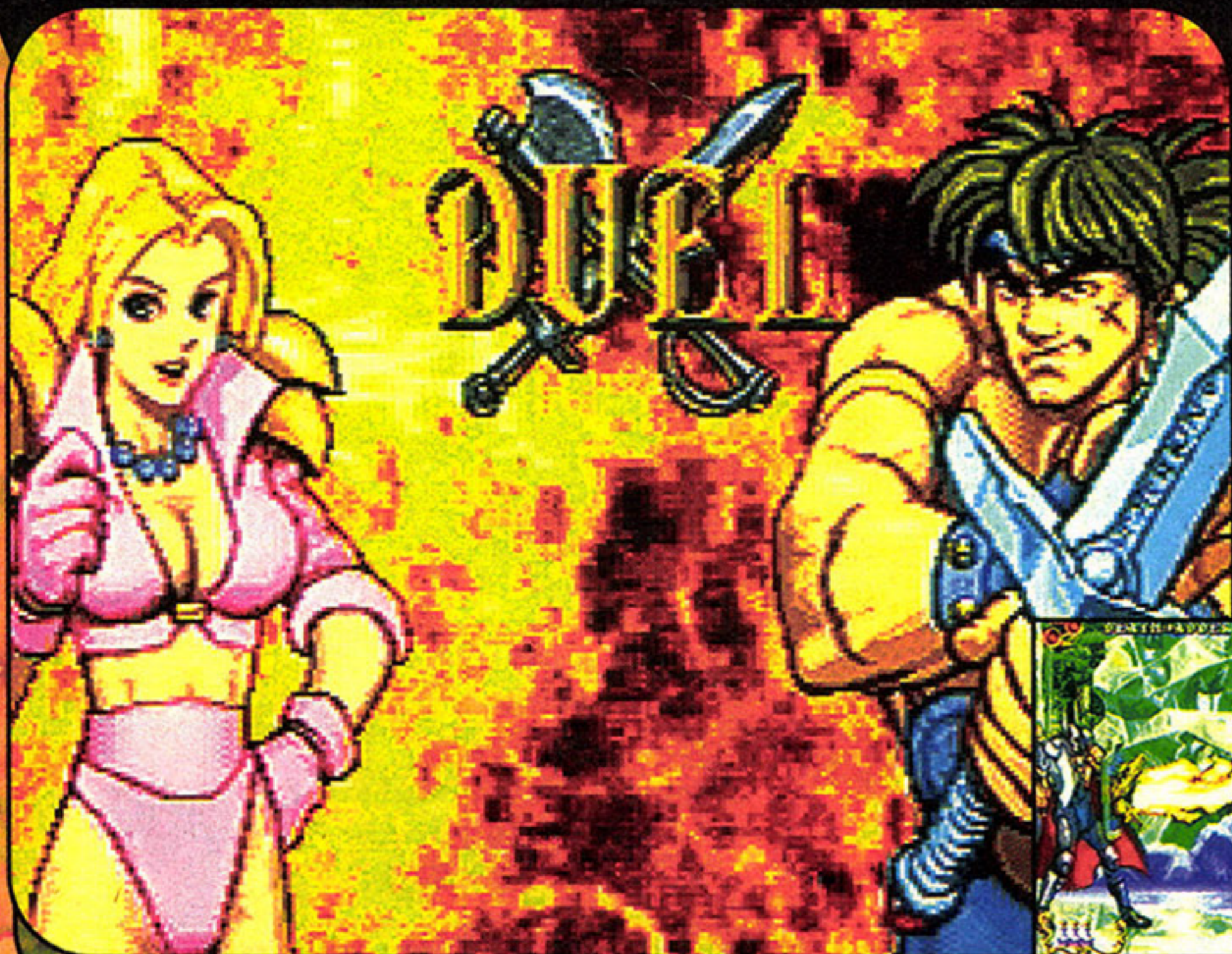
Sega for Saturn



Sure it's 2D, but any game that allows you to turn your opponent into a frog (and then lets you unleash a punishing combo) definitely has something going for it.



You knew it was coming! Every fighting game has to have scantily clad women, who are out to kick your babe-exploiting butt!





# CRASH BANDICOOT

Sony for PlayStation

Just last month we brought you the early word on Sony's new 3rd person action/platformer, *Crash Bandicoot*.

This month we bring you the detailed scoop on the game that is sure to get the attention of gamers and competitors across the board. Offering multiple camera angles and gameplay elements in 30 plus levels on three islands of lush Australian coast land, *Crash* sets the gamer loose in a dangerous, untamed and 3D environment. Always at the ready with his patented spinning kick move, Crash battles the indigenous island creatures set against him by the evil Dr. Neo Cortex. Expect to face skunks, turtles, crabs and monkeys to name but a few. There's also plenty of running, jumping and carefully timed maneuvering to do through the intricate 3D environments before you even get to the actual battling.

In the tradition of other action heroes, Crash is motivated by his need to rescue a girl from certain doom. He will have to utilize all of his skills and seek out a little help now and again from the island witch doctor to be successful, but we expect that being successful is not going to be a problem for Crash. How Crash will ultimately stack-up to long-time favorites Sonic and Mario (both making their debuts in 3D this year) is impossible to predict at this point, but it seems as though Sony is pulling out all the stops on this one.

The gameplay is broken down into three general approaches — moving into the screen, out of the screen or left to right. Of course, there are plenty of variations on these styles of play throughout.



The lush environments of three separate islands set the perfect backdrop for Crash's 3D playground.



Borrowing elements from a traditional side-scrolling action/platformer, *Crash* is a new breed of action gaming for the 32-bit generation.







Crash's spin attack, reminiscent of a certain Tasmanian Devil, gets things taken care of on this particular island paradise.

It wouldn't be an action game without boss levels. Man, that dog looks angry.



Here's one thing Marsupials hate, it's electricity! Look it up.



Mario collects coins, Sonic rings and Crash fruit, which he finds in these crates as well as various other power-ups.

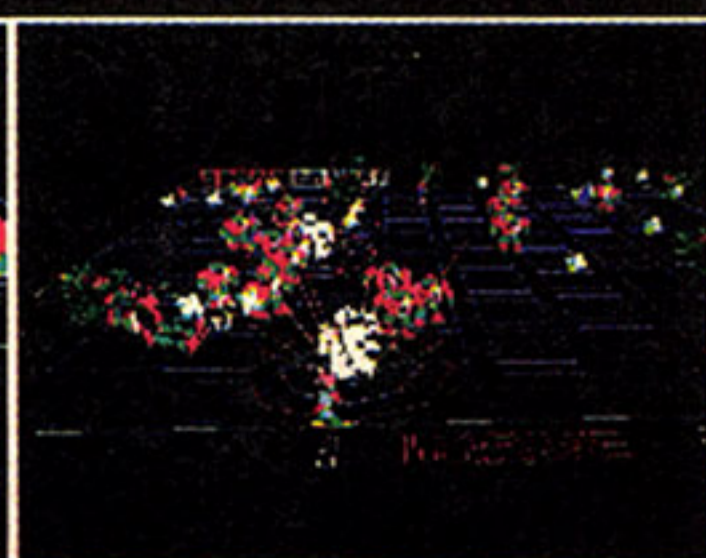
## Hey Blockhead!

# Robotron X

Williams Entertainment for PlayStation



The graphics recall the look and feel of the original. But we don't know... there's something creepy about 3D block-guys!



We don't know for certain, but the perspective seems to change during play. How this affects gameplay remains to be seen.

Hmm... *Robotron* definitely ranks as a classic from the golden age of arcade games. Now, Williams Entertainment appears to be trying to strike gold twice by

adding the third dimension in *Robotron X*.

As can be seen in these screen shots, the graphics (which are definitely inspired from the original game) seem to have spawned some rather strange looking block-people. The game does have the added element of depth in addition to the traditional x and y-axis gameplay, but whether this adds much to the simple but entertaining gameplay of the first *Robotron* remains to be seen.

Anytime an attempt is made to improve upon something that was 'just right' the first time around, there is an opportunity for disaster. Other companies have tried the 'updating a classic' approach with decidedly mixed results.



# Red Asphalt

Interplay for PlayStation

Previously referred to as

*Rock 'N' Roll Racing II*, *Red Asphalt* is a *Road Warrior*-type racing game that

features vehicles equipped for speed and warfare doing battle in futuristic settings. As can be seen in these very early shots of the game, even though the attack vehicles have not yet been placed within the game, the graphical quality of the tracks is very impressive. The shots of the vehicles seem to be rendered on SGI workstations, but the art design does seem quite intriguing. Hopefully, when the vehicles are placed in the game, there won't be a drastic downgrading in their appearance.

One of the elements that made the first *Rock 'N' Roll Racing* was its superior soundtrack. Interplay apparently plans to continue the tradition in *Red Asphalt* by featuring a contemporary, alternative music sound track.

If the gameplay equals the apparent quality of the graphics and sound, Interplay may have a futuristic racing game on par with *WipEout* upon *Red Asphalt*'s release this fall.

Let's hope that the gameplay doesn't turn out as ugly as the driver pictured in this early conceptual drawing!



Here are some of the vehicles available for your destructive racing pleasure. Hey baby, wanna go for a ride?



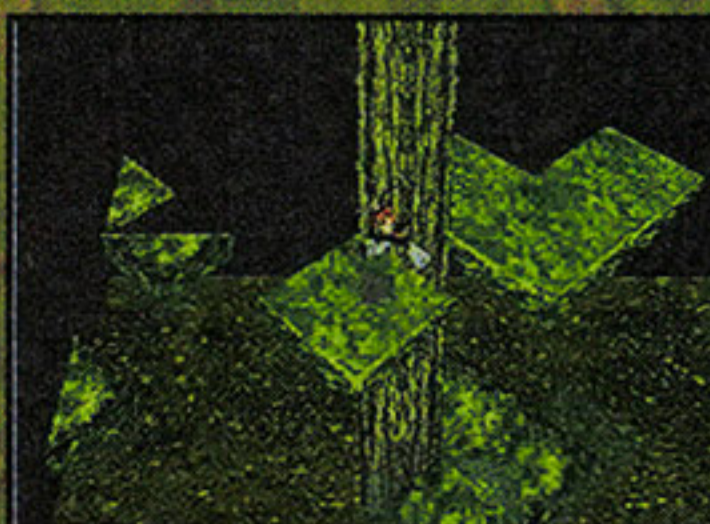
Some of the highways of death that will be featured in *Red Asphalt* are: 2027, Hell World, Neo Tokyo, and Bay Area Daily Commute. Err... Okay, we make up that last one!

# The Divide: Enemies Within

Viacom for PlayStation

Billed as 100% action and 100% adventure, this game is 200% pretty darn cool. Capturing all the best elements of a platform game in the form of a 3D exploration game, *The Divide* is a fast-paced challenge of a different kind. Sure, there are plenty of enemies to devour as you battle your way through 50 stages of play, but Viacom confidently promises us top-notch AI in the form of the smartest enemies you've ever seen. The real differences, however, are in the adventure aspects of the game. Retrieve the stolen pieces of your ship and find your partner or perish on a cold and lonely planet. After playing an early version of *The Divide*, it's almost easy to believe the hype about this game. We'll let you know more as the game develops.

Just including an ice level is one more tip of the hat to the classic action platformers of days gone by.



Combining all the fun of a fast-paced platform game with adventure elements makes *The Divide*, a bit of a new breed.



Fighting in several different environments, The Forest level is highlighted by a lush, green backdrop.



Making your way up the highly geometric tree really takes you back to the day when platformers were king

# Clay Fighter III

Interplay for PlayStation and M2

The *Clay Fighter* games

formed a pretty solid series in the 16-bit

world with superior graphics, amusing gameplay, and of course, a strange sense of humor. Now, *Clay Fighter III* (set for a December 1996 release) seeks to bring those elements into the 32-bit age.

In this incarnation, the evil Dr. Kiln has just invented a formula called 'Chaotic Claymorphisness' which will allow him to enslave the world. Conveniently, a plane filled with clay fighters has crashed on Dr. Kiln's island. The mad doctor must be stopped! But in order to get to Dr. Kiln, you must fight other clay fighters to their death. Aw, clay buddies! Can't we all just get along?

The accompanying screen shots show that development is still in its very early stages. In fact, the characters have yet to be placed in what is to be an interactive background. But we wonder if the 3D component of the game is going to be restricted to the characters. If *Clay Fighter III* is merely going to be another 2D fighter featuring 3D characters, it seems doubtful that the humor and personality of the game could overcome the conservative gameplay enhancements.



Development of the game is still in such an early stage that the characters have not yet been placed within the game environment. Still, you've got to admit the little clay guys are looking pretty good.



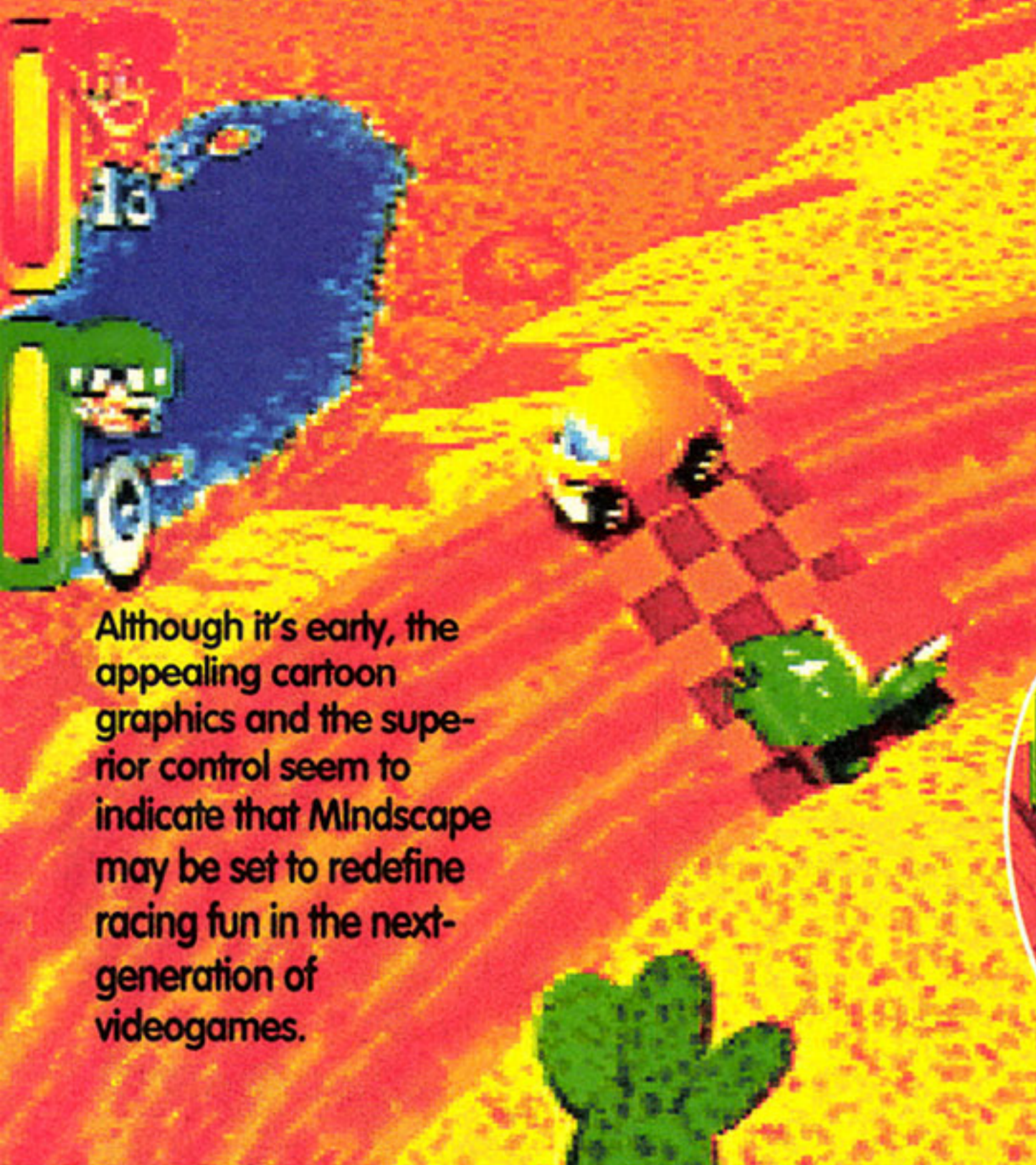
With varying camera angles, the perspective can be altered at any time.



Battling the various enemies promises to be heart of the action focus for *The Divide*.



**GOIN' BUGGY!**



Although it's early, the appealing cartoon graphics and the superior control seem to indicate that Mindscape may be set to redefine racing fun in the next-generation of videogames.

**SuperSonic Racer**  
Mindscape for PlayStation

Here's an example that not all 32-bit racers need to utilize 3D first-person graphics in order to be appealing.

Highly reminiscent of the *Micro Machines* PC racing game, the cartoon quality of the animation and graphics in *SuperSonic Racer* lends an air of fun and frivolity to the game.

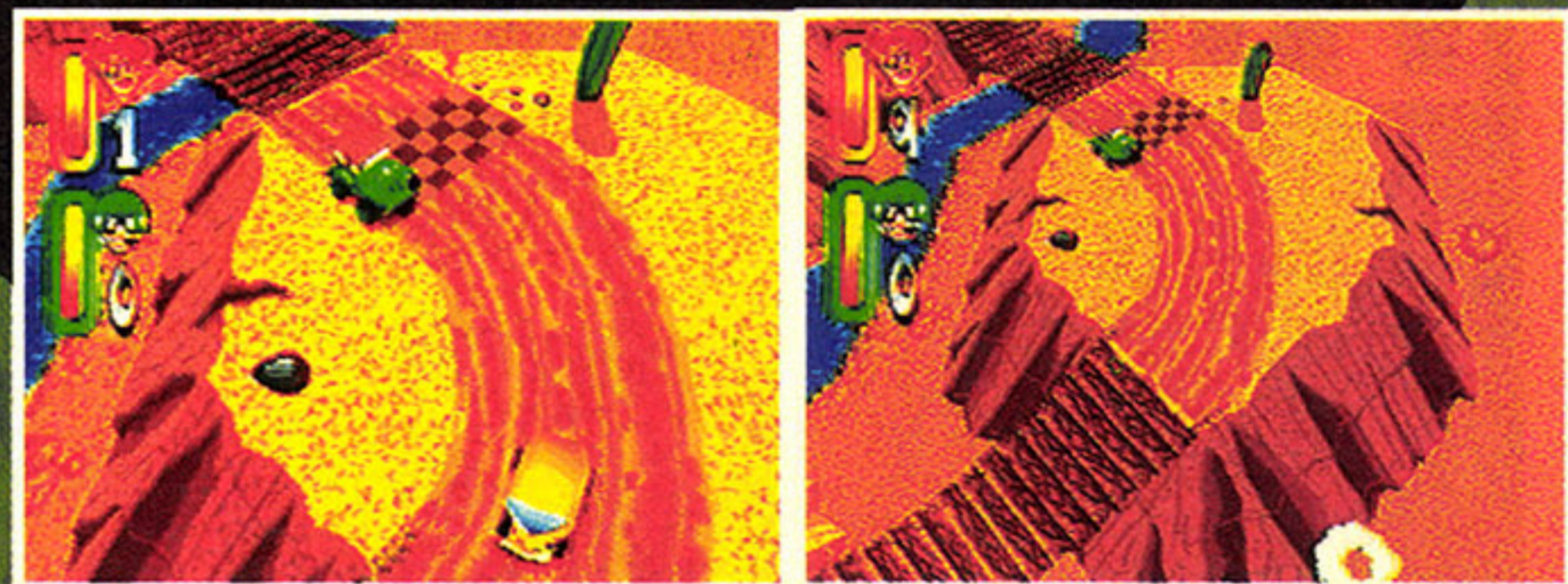
The early playable version of the game we test drove indicated a control interface with superior directness and feel. This is one game where power slides feel natural and controllable. Couple that control with amusing, yet challenging, gameplay on as many as 50 different tracks and there is definitely a prospect that *SuperSonic Racer* could reach a cult-favorite status.

This scenario seems even more likely when the link cable, eight player mode is considered. A game that allows friends to race around a cartoon world, causing each other to crash and burn, seems like a winner to us.

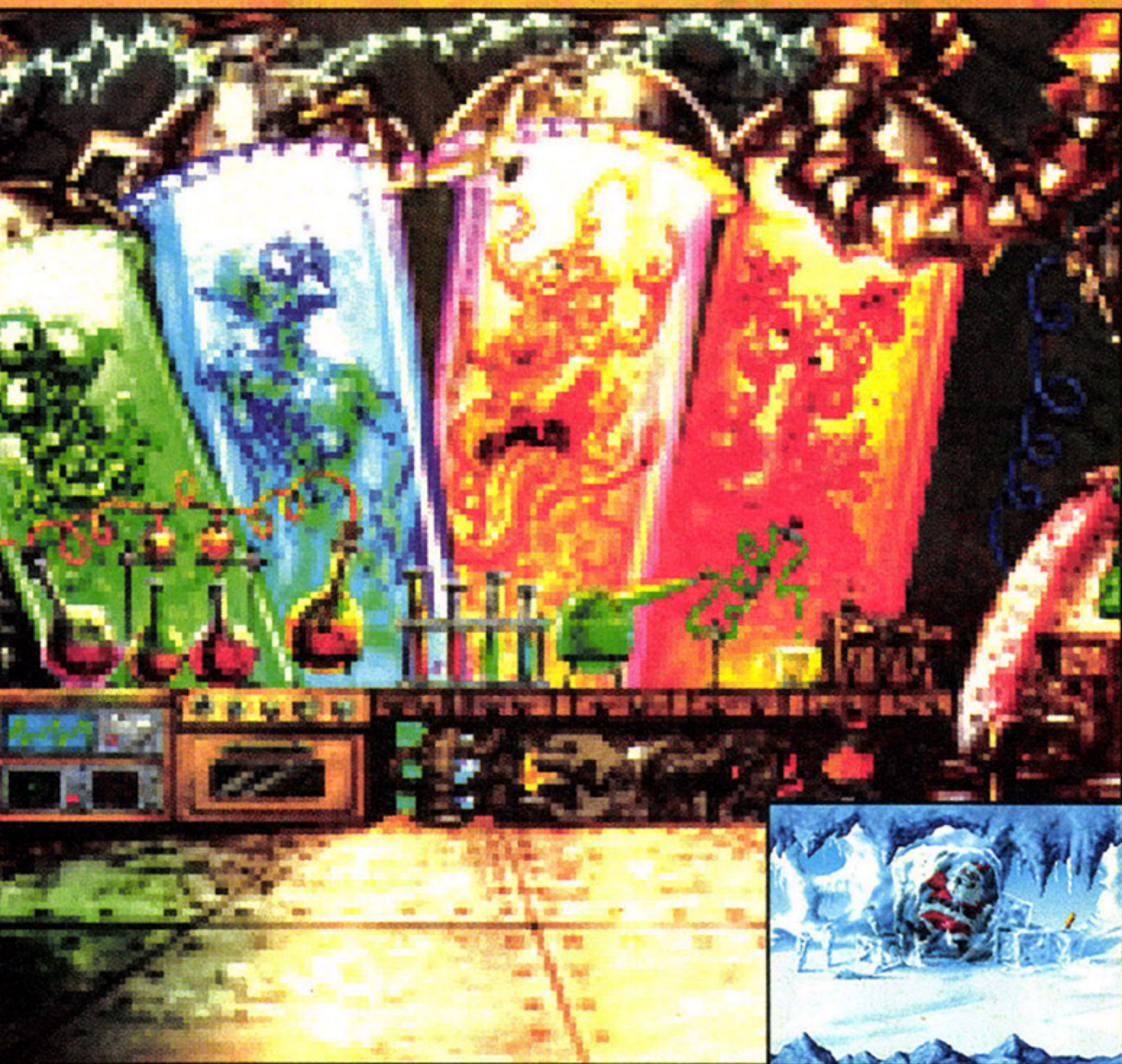
Although it's early, the appealing cartoon graphics and the superior control seem to indicate that Mindscape may be set to redefine racing fun in the next-generation of videogames.



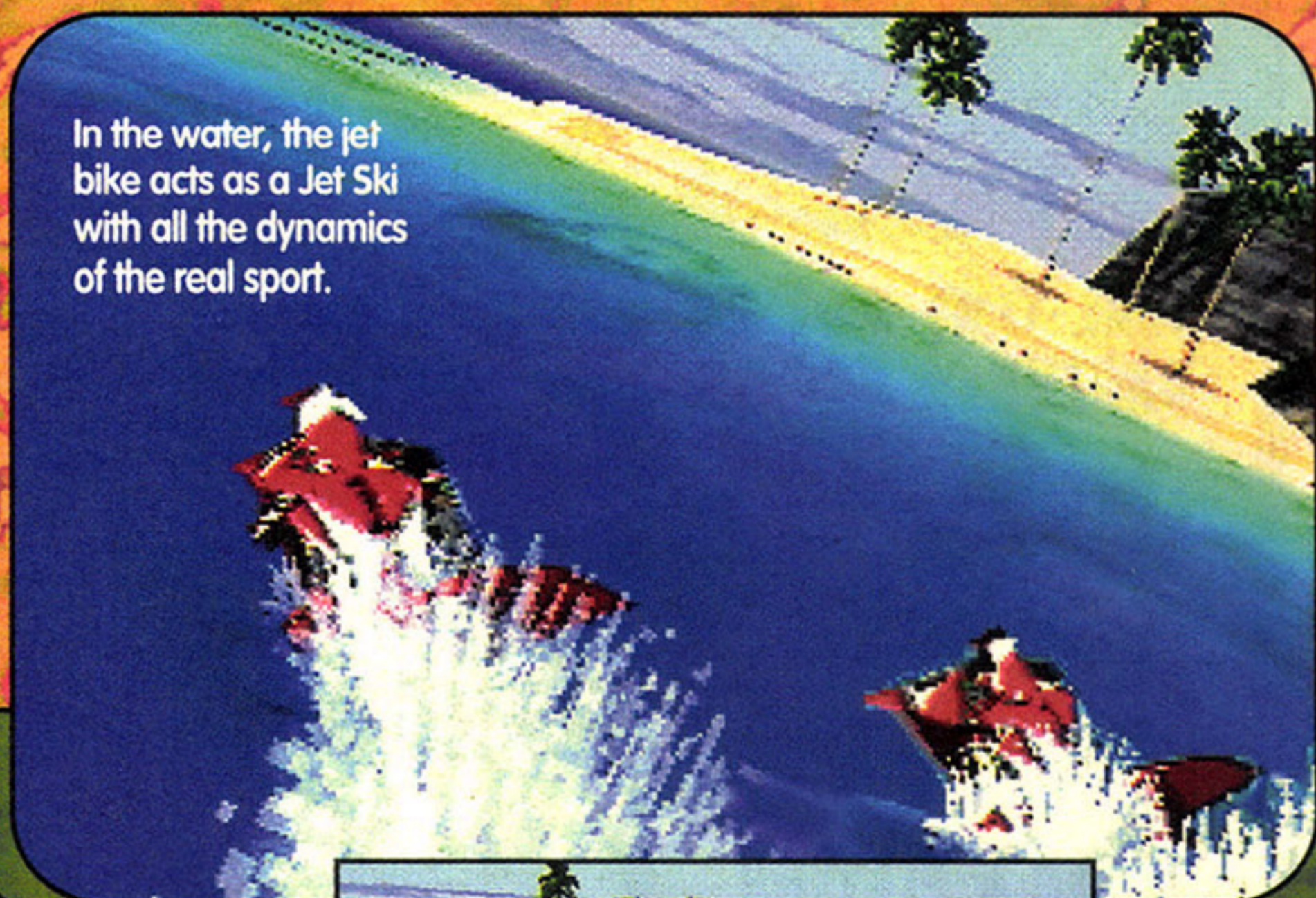
**Drivin' Blind!**



This may change, but the early version of *SuperSonic Racer* features just one camera angle that pans in and out. Unfortunately, this sometimes results in going into curve with no ability to view that road ahead. Predictably, the results are tragic, but humorous!



These background shots reveal some beautiful and inventive battle arenas. But the perspective seems to scream a 2D fighting game, which could be disappointing.



In the water, the jet bike acts as a Jet Ski with all the dynamics of the real sport.

**Jet Moto**  
Sony for PlayStation

From the creators of *Twisted Metal* and *Warhawk* comes

Sony's newest powerhouse title. *Jet Moto*, a high intensity racing game on Jet Skis — no, on Motorcross bikes — no, on rockets. Ok, it's all of those things in one. Race against the computer or against an opponent via split screen or the link cable on 12 separate 3D courses with integrated water and land areas. Another feature which promises to be interesting is the grappling hook which allows for pinpoint turning and attacking possibilities taking the action to a whole new competitive level. Sony promises us true 2nd generation programming on this title which means a noticeable improvement over the great games we were seeing at this time last year. We're expecting big things from this one! Look for much more coverage next month.



With twenty racers at a time tearing through each of the 12 courses, the competition is sure to be brutal.

Taking to the land offers a whole new racing experience from that of the water.



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## Iron Man / X-O Manoeuvre In Heavy Metal

Acclaim for PlayStation/Saturn

**H**mm... In sort of a strange merging of comic book worlds, Acclaim's latest side-scroller features Iron Man and X-O Manowar battling the evil schemes of Baron Zemo and Mistress Crescendo. *Iron Man/X-O* features familiar side-scrolling gameplay elements such as numerous weapons, hover/fly capabilities, and smart bombs. The combination of fighting, shooting, and flying levels add variety to the game. But all in all, there doesn't seem to be that much difference in the gameplay from past Acclaim super hero efforts. As you can see from these screen shots, *Iron Man/X-O* gives the illusion of being a 3D game. But the graphics consist of SGI-rendered 2D sprites with rendered backgrounds. Various lighting effects, object scaling, rotation, and distortion techniques give the game environment the appearance of being 3D, but the character movement is strictly restricted to a 2D plane. The only 3D interaction in the game consists of firing at objects in the background. *Iron Man/X-O* seems to be just another super hero 2D side-scrolling game, albeit a very good looking one.

**Here I Come To Save The Day!**



Rendered 2D sprites and motion capture technology mean heroes that feature superior animation and graphics.

The ability to hover/fly allows you to explore the y-axis, but gameplay remains punch, kick, shoot.

Every now and then, there are things like this flying level to help add some variety to the gameplay.



The third dimension in this game is mostly an illusion, but you can fire into the background to destroy certain enemies.

We've always considered smart bombs to be the best thing in this type of game. Cuts out all that irritating fighting, you know?



# Necrodome

SSI for PlayStation

Although SSI is known for their strategy games, *Necrodome* does appear to be a promising action game, judging from these early screen shots of the PC version of the title. The PlayStation version of the game should compare favorably in terms of graphics and gameplay, as the game is said to be a straight port from the PC version.

A first-person driving game of speed and destruction, *Necrodome's* most logical competition in the PlayStation market seems to be *Twisted Metal*. These early shots seem to show a gaming arena that isn't quite as compelling as those found in *Twisted Metal*, but tweaks like accurate vehicle physics modeling, a true 3D environment, two player play within the same car (one driver, one gunner) allow for intriguing gameplay. An even more novel feature is the ability to abandon a damaged vehicle and change cars or play the rest of the game on foot.

Hopefully as development continues, the somewhat sparse arenas will become filled with enemies and obstacles. But the list of features alone seem to indicate that this is a game to be eagerly anticipated.



The only vehicle shot available at the moment is this armored vehicle. Hopefully, there will be a variety of other vehicles with more personality.

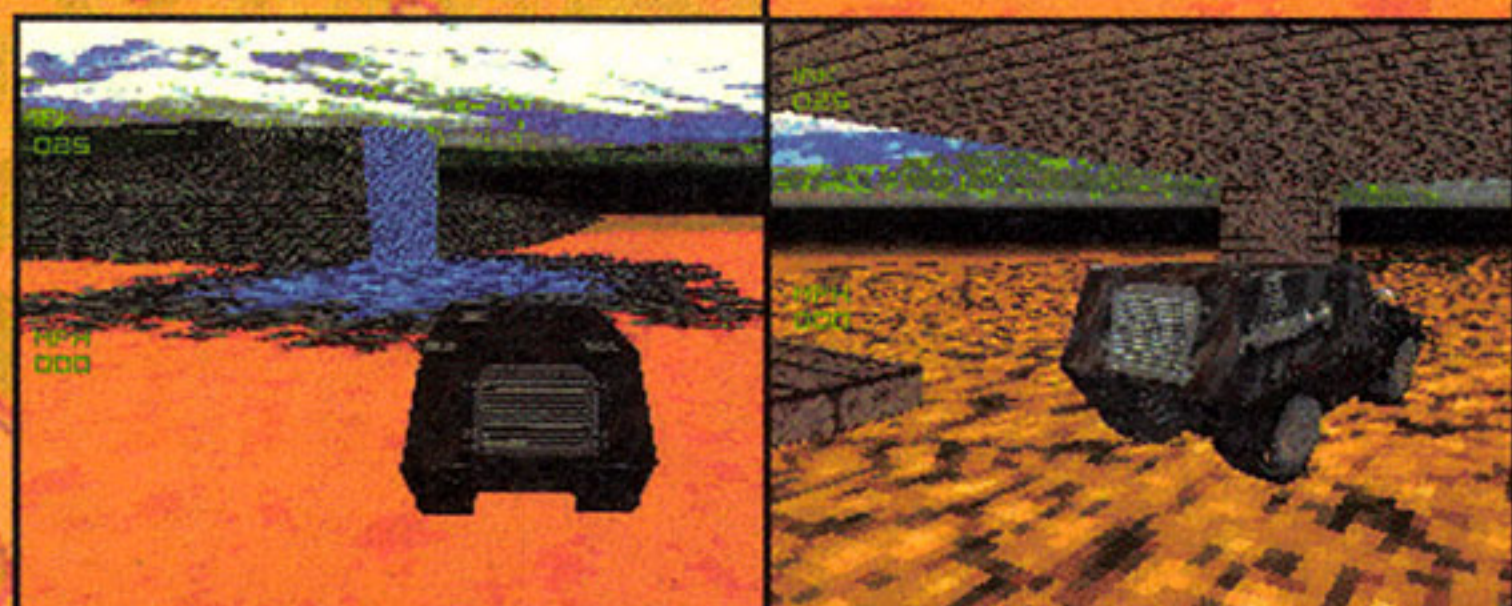
## Looking Through The Sights



Select the first-person perspective for battle or play the game from multiple exterior camera angles.

## Just A Drive In The Country

The game environments are currently a little sparse, but they'll look a lot better littered with burning hulks of enemy vehicles.



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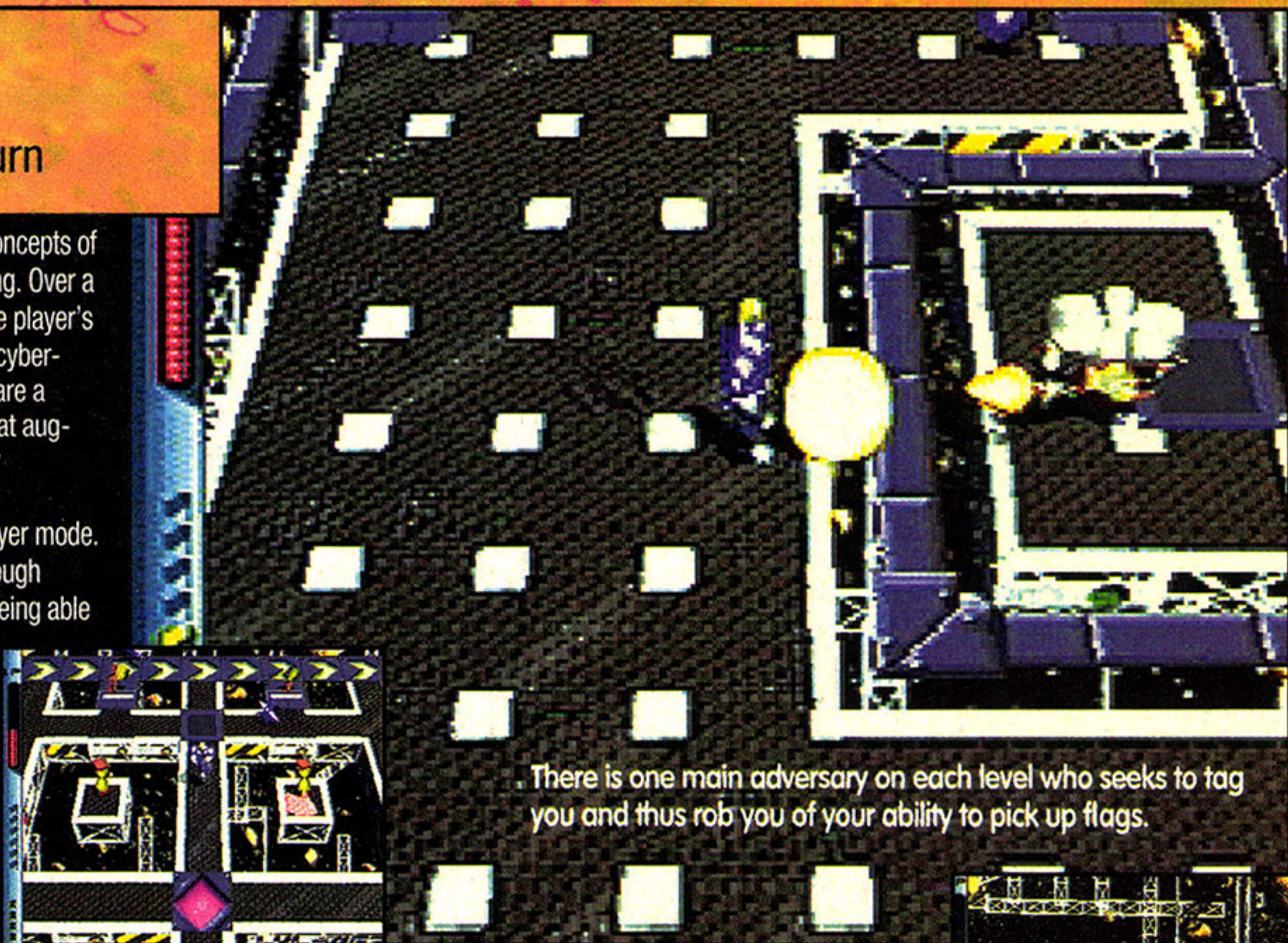
# Grid Runner

Virgin Interactive for PlayStation and Saturn

Coming this fall, *Grid Runner* combines the classic game concepts of Tag and Capture the Flag in futuristic science fiction setting. Over a course of 48 levels of gameplay plus 16 bonus rounds, the player's character, Axel, must avoid and/or destroy the evil minions of the evil cyber-witch Vorga while collecting the flags needed to escape a level. There are a number of weapons, magic spells, power ups, and special platforms that augment the frantic gameplay. The combination of 3D graphics and speedy gameplay help to make the game a compelling challenge.

Perhaps the most intriguing feature of *Grid Runner* is the two player mode. Dexterity and skill are put to the test, as players chase each other through mazes at high speeds. The tag feature that prevents a player from being able to pick up flags if he is 'it' is especially frustrating and/or satisfying in the two player mode. *Grid Runner* is one of the first games to feature a split screen mode and the ability to support both Sony and Sega's link cables.

*Grid Runner* is filled with dangers as you seek the flags that will free you from each level.



There is one main adversary on each level who seeks to tag you and thus rob you of your ability to pick up flags.



# Sonic Blast

Sega for Genesis

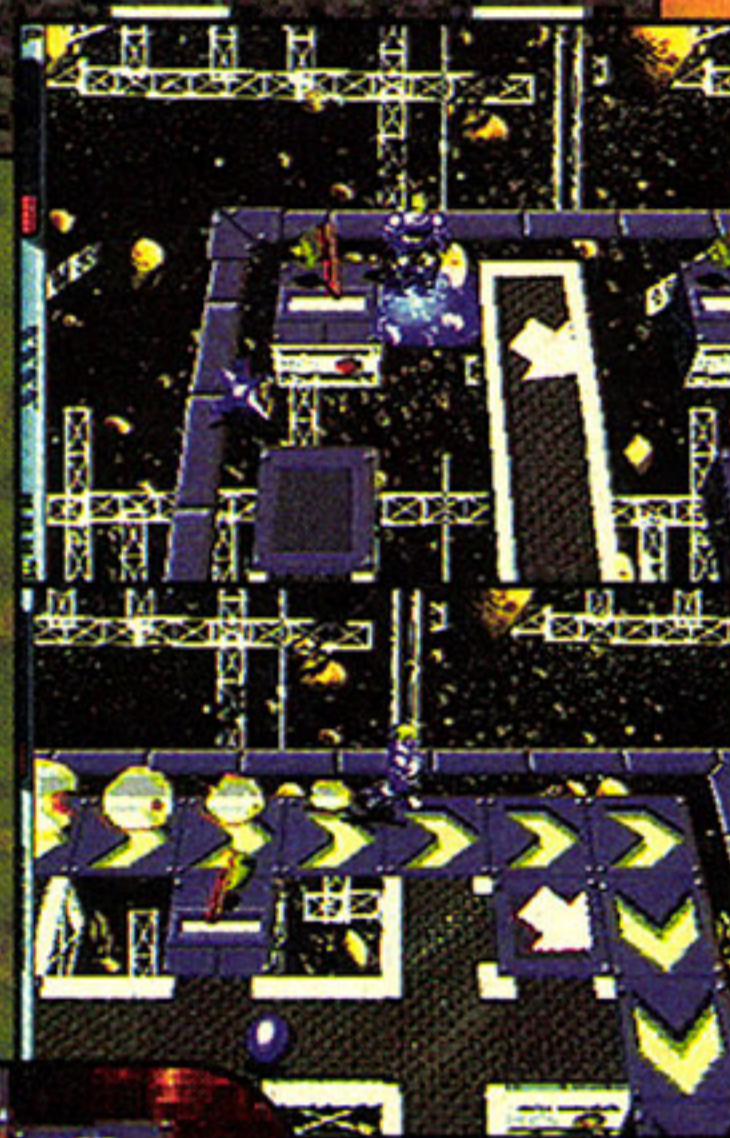
Now, if you've been following *GAME PLAYERS* carefully, then you already know a little something about the amazing Sonic for Saturn, but did you know there's a new *Sonic* game coming for Genesis as well? That's right, the spiky blue bad-boy of video games is hitting 16-bit at least one more time and this time he's in 3D. The details are still a little foggy since this title is being developed in Japan, so far we know that the team working on this one is partly made up of members of the *Sonic 2* and *3* teams. We also know that the game not a typical side-scrolling *Sonic* adventure. It won't have the same kind of 3D capabilities as the Saturn version, but it won't play like traditional *Sonic* games either. We also know that Sonic will have new friends in this adventure that trail behind him (a la Tails) and help him out whenever he needs it. It should be a big year for Sonic fans!



The perspective almost seems like that of *Mario RPG*, but you know with Sonic the action's going to be much, much faster.

Throw a magic spell that creates a temporary platform, so you can reach what seem to be inaccessible flags.

*Grid Runner* isn't just a matter of playing Tag and Capture the Flag. There are a number of different powers and special platforms that put inventive twists in the gameplay.



The two-player split screen is an entertaining feature, but gameplay is less confusing if you use a link cable.



Borrowing visuals from traditional *Sonic* games to create a new 3D

world, *Sonic Blast* looks like something new, but with a familiar feel.



If you look closely, you'll notice Sonic's new buddies in the classic baby duck formation.



There is a choice of a 2D or 3D view in *Hyper 3-D Pinball*, but the 2D view has a nasty habit of restricting your field of vision.



With a choice of six different pinball



machines to play, there is a ton of arca fun to enjoy and explo



# LEGEND OF

# OASIS

Up until now, there has been a dearth of true 32-bit RPGs available for the next-generation systems. This drought is slowly, but surely, disappearing. If most of these new titles follow *Legend of Oasis*' lead, we can finally say good-bye to the 'short, fat, round guys' graphics of the 16-bit era.

Upon first examination, the graphics are what is most noticeable about *Legend of Oasis*. Although the game features the traditional offset overhead view, the color palette and detail of the backgrounds and the characters used are finally noticeably superior to the best of the 16-bit RPGs. No, there aren't any 3D polygon characters in a true 3D environment, but *Legend of Oasis* is a nice evolution in RPG graphics.

The major item that doesn't appear to have changed much from the 16-bit RPGs is gameplay. *Legend of Oasis* is an action-based RPG with less emphasis on the traditional RPG point structure, but all of the perfunctory weapons, spells, and

puzzle-solving elements are included. At least the game seems to boast a smooth comprehensive control interface to augment the standard gameplay.

But as always, the most important element of a RPG is its storyline. What remains to be seen is whether *Legend of Oasis* will be able to compare to the best of the 16-bit role playing games. From what we've seen so far, there is reason to hope.

The first thing you'll notice about *Legend of Oasis* is the graphics. All those short, fat guys finally lost some weight and grew up!

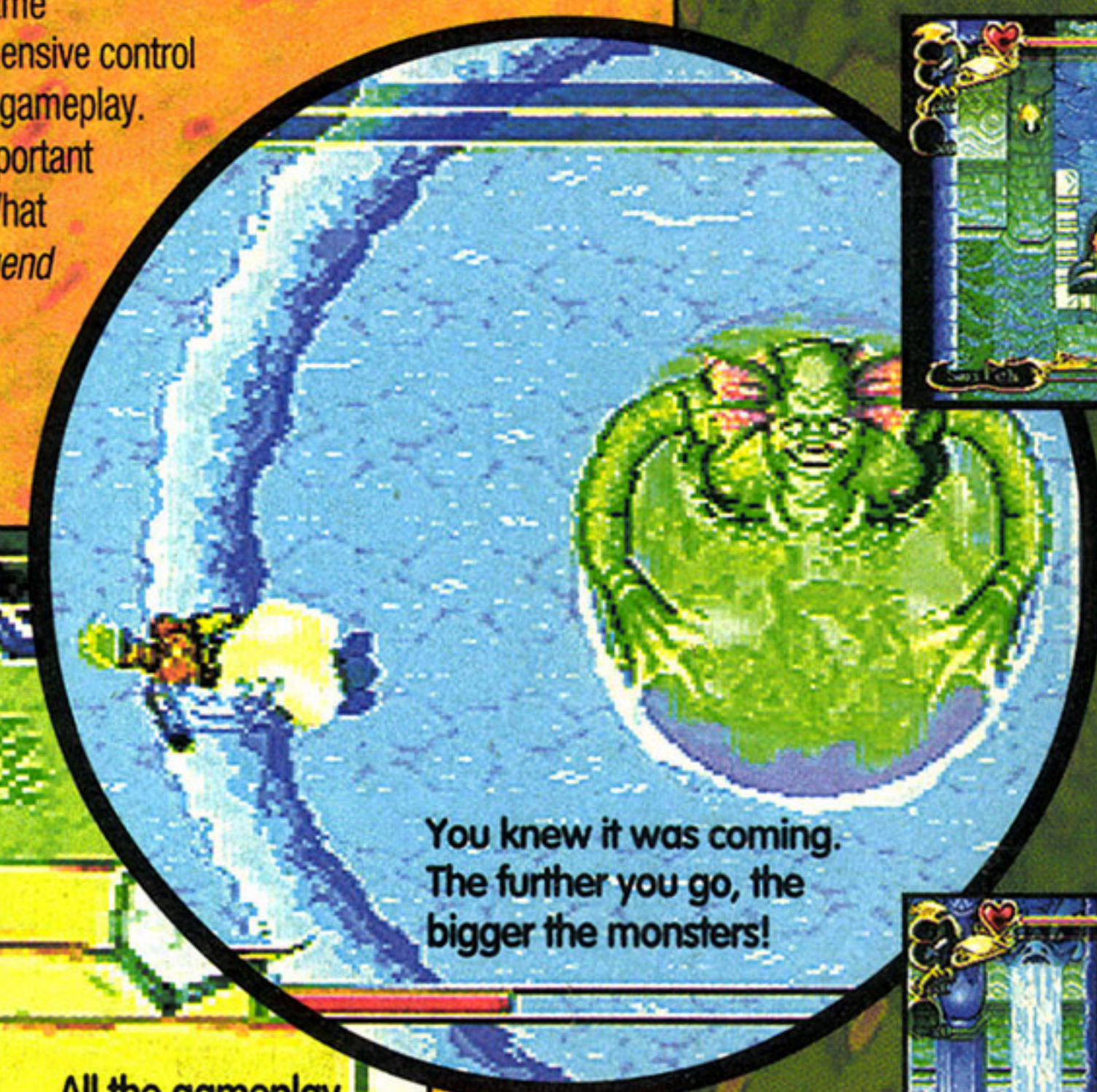
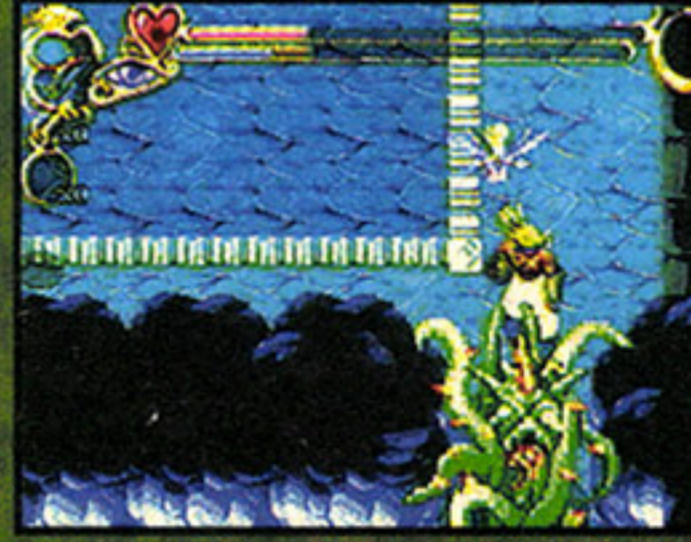


If you find yourself at a dead end, you can bet that there's a switch to throw somewhere!



Ah, the ubiquitous boulder. These things are so handy, they should really include one on Swiss Army knives!

Any self-respecting RPG needs lots of lackeys. These are the guys that your mom used to warn you about!



You knew it was coming. The further you go, the bigger the monsters!

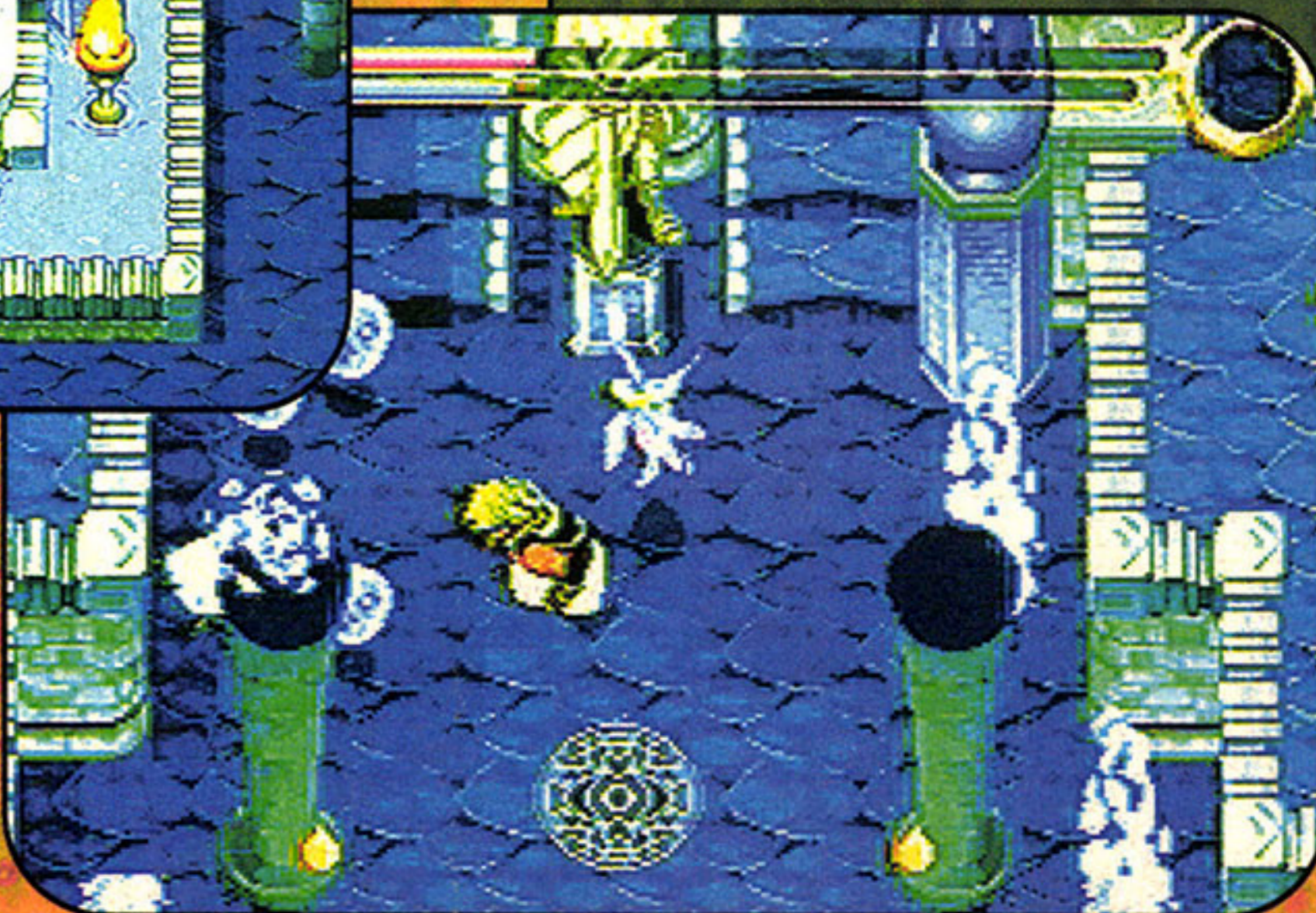
All the gameplay staples are included in *Legend of Oasis*. Must kill barrel! Hey, what's this!? There's stuff in here!



Keep searching treasure chests to improve your firepower. Now if I can just find an Uzi...



Of course, if you manage to survive, you will be rewarded. In this case, you win a date with a shapely Fairy. So she's a little short — she's got a nice personality!



## Hyper 3-D Pinball

Origin Interactive for PlayStation and Saturn

We've always questioned why companies make pinball videogames. After all, if you really want to play pinball, there's nothing like a real pinball machine down at the local arcade. But *Hyper 3-D Pinball* may have us eating our words.

What differentiates *Hyper 3-D Pinball* from previous efforts is that the control feel in the game actually does a good job of mimicking the pinball experience. Even the ability to 'bump' the machine is included.

Six different table designs, featuring everything from gangster to monster, add to the variety of the arcade fun. Each different pinball machine also has a special 'toy or feature'.

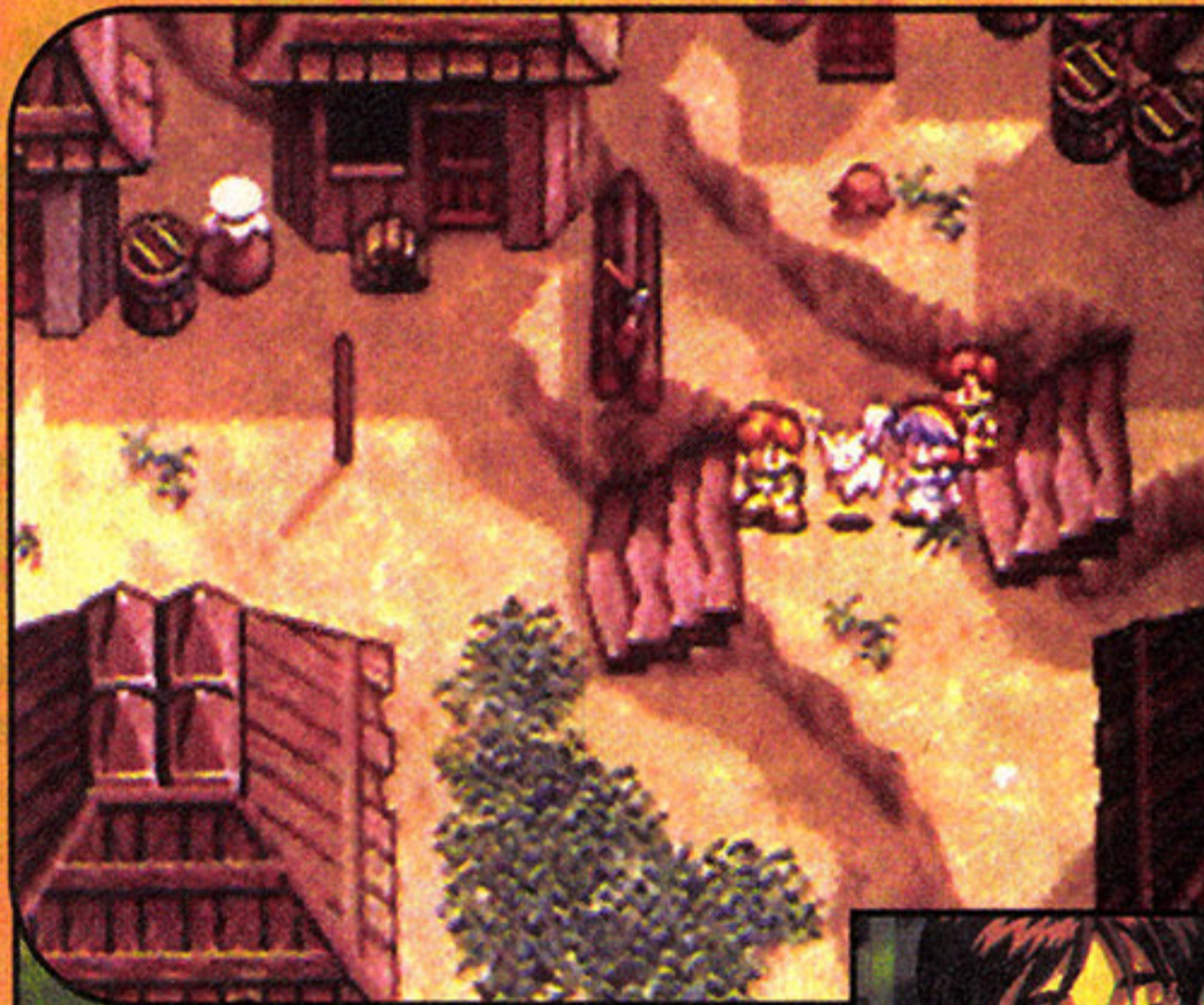
All in all, *Hyper 3-D Pinball* seems to do an exceptional job of capturing the pinball experience without costing you a pocketful of quarters.





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# Japanese PREVIEWES



## Lunar: Silver Star Story

Game Arts for Saturn

If you've already played through the Sega CD version, you'll cover quite a bit of familiar ground on the Saturn.

Added animations, sound and story elements will be the main differences in this updated classic.



When asked what the best game for their system was, Sega CD owners inevitably answer with one of two titles. For the action fans, it was *ThunderStrike* from CORE and for just about everyone else it was *Lunar*. Well, we've already seen the return of *ThunderStrike* to the Sega Saturn, so it only seemed a matter of time before *Lunar* showed its much-loved face in the 32-bit generation. *Lunar: Silver Star Story* takes a pretty traditional RPG approach on the Saturn, with satisfying graphics and a predictably king-size story line (actually an extended 'Director's Cut' of the Sega CD version), but it would be impossible to say from this early look at the game that we should expect much more. Of course, what made the original *Lunar* games so great was not the overwhelming eye-candy or technological feats, but rather good, solid RPG elements that make for extremely rewarding play. We are expecting nothing less from the Saturn version!



Sticking to the traditional super-deformed characters and slightly cutesy graphics all around, *Lunar* for the Saturn is in the same spirit as the original.



If you've never played a *Lunar* game, expect top quality RPG elements through and through.

## Psychic Force

Taito for PlayStation

We've recently had our first peek at Taito's new 3D brawler with a twist. The twist is that the characters are not confined to fighting on the ground, but rather, they can fly about in an enclosed 3D space attacking each other from just about anywhere. In the spirit of mystical fighters like *Toshinden*, *Psychic Force* is definitely based on fireballs and other assorted projectiles which should work particularly well when your pesky opponent is flying around like a madman. We've got this one pegged as something special, but it will take a while before we know for sure. Check back in future months for extended coverage and US plans.



Range fighting is the name of the game, with each character flying around in the totally 3D arena.

From projectiles to lighting bolts, it seems anything is possible in *Psychic Force*.



The dramatic mountain backdrop of this stage sets an eerie mood for the battle within the boxed arena.



Playing in the new 4-player battle mode takes the atmosphere of the game to a new cut-throat level.

## Tetris X

Bullet-Proof Software for PlayStation

Hey, it's back. The original time-killing, mind-boggling, twisting, turning, champion of the world puzzle game has made its return in the form of *Tetris X* for the PlayStation. Of course, there had to be some new features added to make the quintessential puzzle game a prime candidate for a remake, and so there were. This time around, you can play up to four people at a time in battle *Tetris* mode, as well as the addition of some odd new spells which can be used against your opponents. And for all you purists, you can still play a nice leisurely game of traditional *Tetris*, too. The big difference is that you don't have to drag out your Game Boy or your PC to do it.

Unfortunately, knowing SCEA's stand on 3D gaming only for the American PlayStation, it's not extremely likely that we'll be seeing this title make the trip our way, but we'll keep you informed, should we hear otherwise.



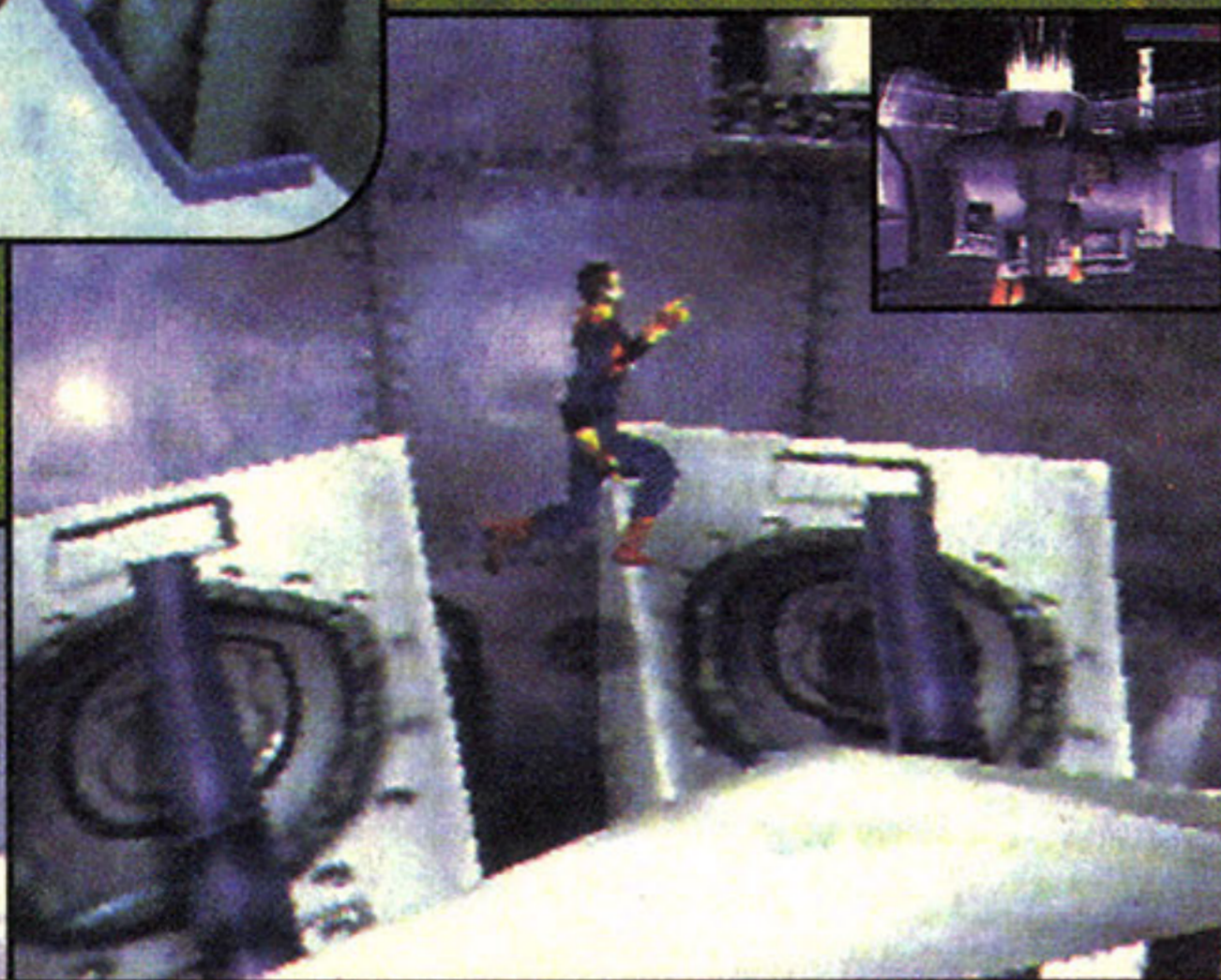


# Over Blood

Riverhill Soft for PlayStation



Exploring this futuristic space station will, no doubt, deliver many a thrill along the way.

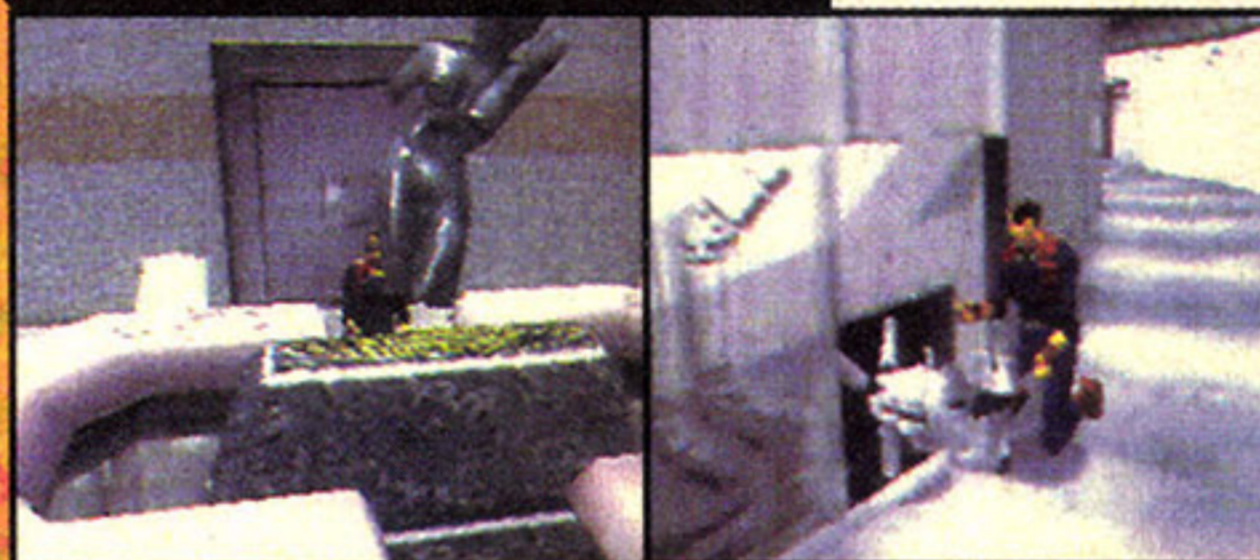


game with beautiful pre-rendered backgrounds and spooky zombies at every turn. The main difference between *Over Blood* and *Resident Evil*, from what we've seen so far, are the futuristic environments of *Over Blood*. Basically, these zombies are from space. Will *Over Blood* have the same mass appeal as Capcom's macabre adventure game? Hard to say, but it certainly looks like it may have a chance. Look for more details in months to come on the actual quality of the game. As for seeing this game in the US, it certainly has all the elements of an American mega-hit title. The game reportedly was attracting quite a bit of attention at the recent PlayStation expo in Japan — looks good.



So you thought there were no zombies in space, huh? Surprise!

Puzzle elements, such as those in *Resident Evil*, are sure to be a big part of the fun.



# Killing Zone

Naxat Soft for PlayStation



Having big horns on your head like Minotaur's can't be a bad thing in a fight.

From the makers of *Battle Monster* for PlayStation comes a new 3D fighting game. If you love creepy-crawly creatures, with bad-ass fighting moves, then *Killing Zone* is the game for you. Fight as Frankenstein, Minotaur, Dark Fairy or even the mighty Werewolf if you like. As you might imagine, using these non-traditional characters in a fighting game creates some bizarre situations in the ring, that pretty much have to be seen to be understood, but

if you can't wait until then, try picturing the snake-like Gorgon slithering around a very angry Skeleton warrior, and you're pretty much starting to get the idea. Naxat's *Battle Monsters* never did make it to the US, but *Killing Zone* might be enough to grab the attention of the American gamer. We'll let you know as soon as we find out.



Ah, sweet Dark Fairy, a vicious killer you may

be, but we all know there's love somewhere in that black heart of yours.

I was never scared by those old Mummy movies, but

this game may just do the trick.

# Zero Divide 2

Zoom for PlayStation

You know, it wasn't long ago that we all marveled over the possibility of an actual polygon brawler, and one of those early titles was a mech fighting game called *Zero Divide*. Well, it's time for the sequels to start pouring in and *Zero Divide* is right in line as one of the most anticipated. From our very early look at this follow-up we can't actually say that we're expecting much different from the original, but it will take a deeper look to be sure. Expect this one to make it to the States soon after the Japanese release.

Well, it's time for the sequels to start pouring in and



If you loved the original *Zero Divide*, then you're likely in for a big treat from the sequel.



If you were hoping for big changes from the original *Zero Divide*, these early screens may be a little disappointing.

HI-SCORE  
100000



There are also some funny little additions to the game in the form of magic spells.

After all the imitators, it's clear that the original Tetris is still the king of the puzzle genre.





# This Ain't Yer Mommy's Wipeout!

**W**hen the first *Wipeout* hit for the PlayStation, it was the pure definition of 32-bit gaming. The slick polygon graphics, high-speed racing, nebulous explosions, thumping soundtrack, and futuristic look were things that couldn't have been done before. It wasn't just the ground-breaking graphics that made *Wipeout* a special

game, it was the complete package. From the techno soundtrack, to the uniquely crafted Designer's Republic icons, *Wipeout* established a new market in gaming. For club-going Generation X'ers, videogames were finally cool.

So what could Psygnosis possibly do for an encore? Well, the sequel looks real similar to the original, but the implementation of

new gameplay concepts, some animated backgrounds, and some awesome weapons should be enough to keep the critics at bay. Just as *Wipeout* set the tone for the first wave of PlayStation games, *Wipeout XL* is sure to set the tone for the extremely important second generation, as well as provide some hot racing action for all who feel the need for speed.

# wipeout XL

## New Tracks

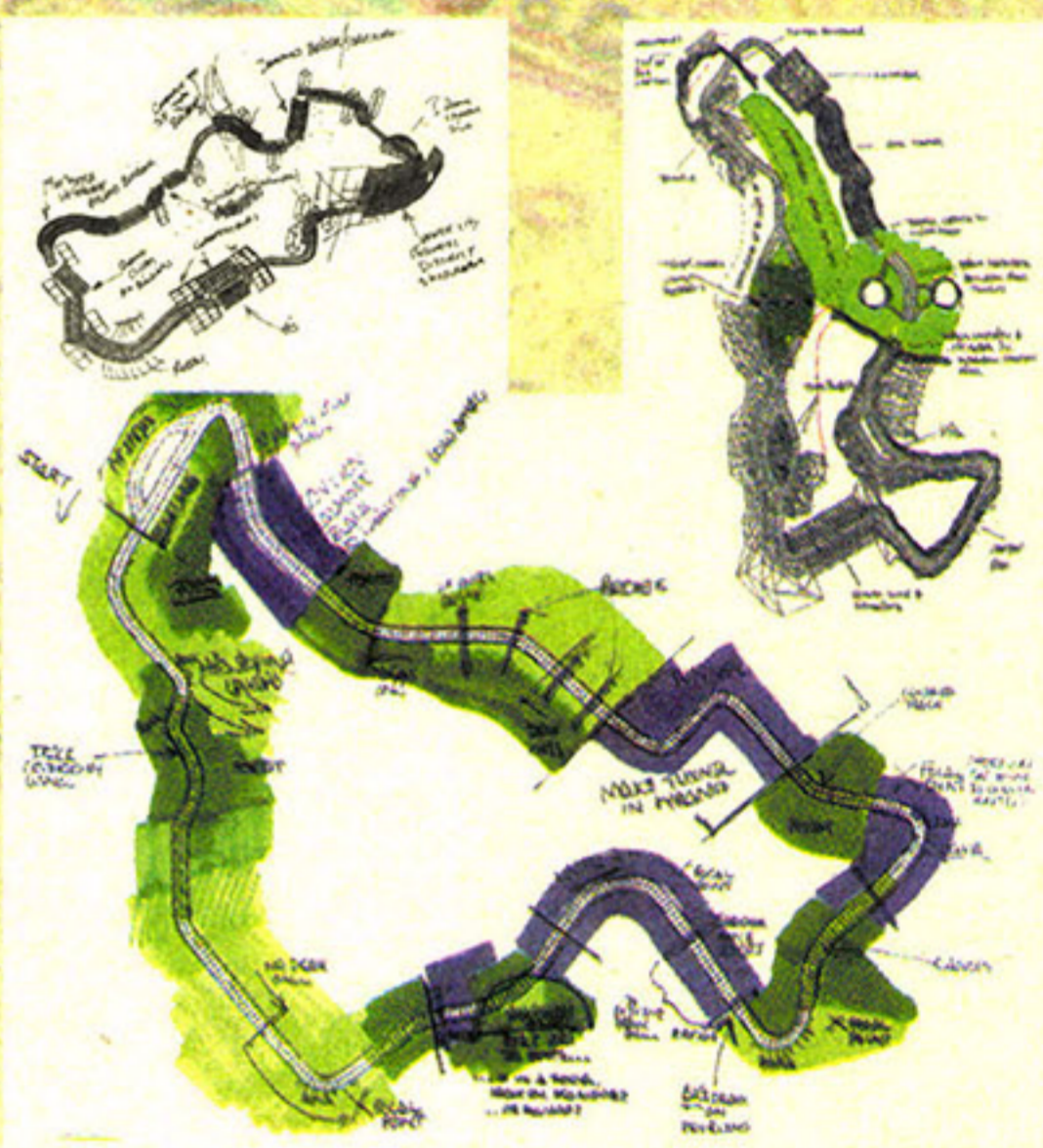
### Bigger, Better, Faster

None of the old tracks made it to *Wipeout XL*. Instead, eight entirely new tracks were constructed in the traditional *Wipeout* rollercoaster-style layout. With jumps, hills, sharp corners, and well-placed turbo pads, the eight tracks are an even further extension of the first *Wipeout*. The tracks also feature even richer backgrounds, set in different futuristic places. Completely new for *XL* is the addition of animated backgrounds. On one track, as you come out of a tunnel, you see a futuristic above-ground subway system moving

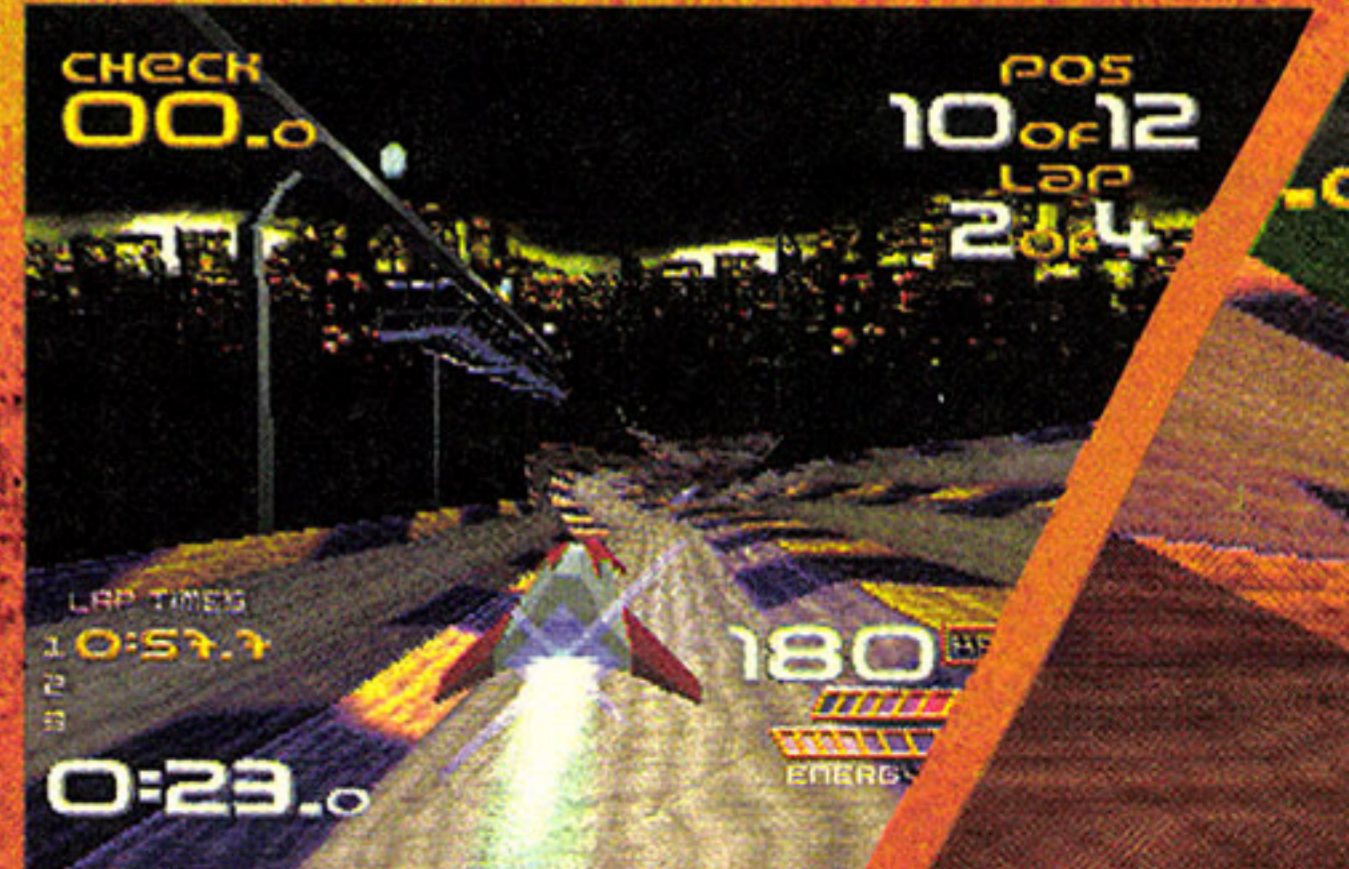
The whole process of the *Wipeout XL* track design starts with a pencil and a piece of paper, where everything from lighting in the tunnels to what kind of trees should be on the side of the track. Another of the *XL* tracks is displayed in wire-frame (the next step). Check out some of the amazing jumps and corners. This early track sketch shows one of the more interesting tracks. The track is all broken up and at one point you have to do a 180 in the air in order to land safely on the track. Awesome!

alongside of the track. While this type of animation doesn't really add to gameplay, it does put the player even deeper into the gaming environment.

While the tracks greatly resemble those in the first *Wipeout*, the curves and strategies of each track are completely different and well worthy of the tag 'sequel'.

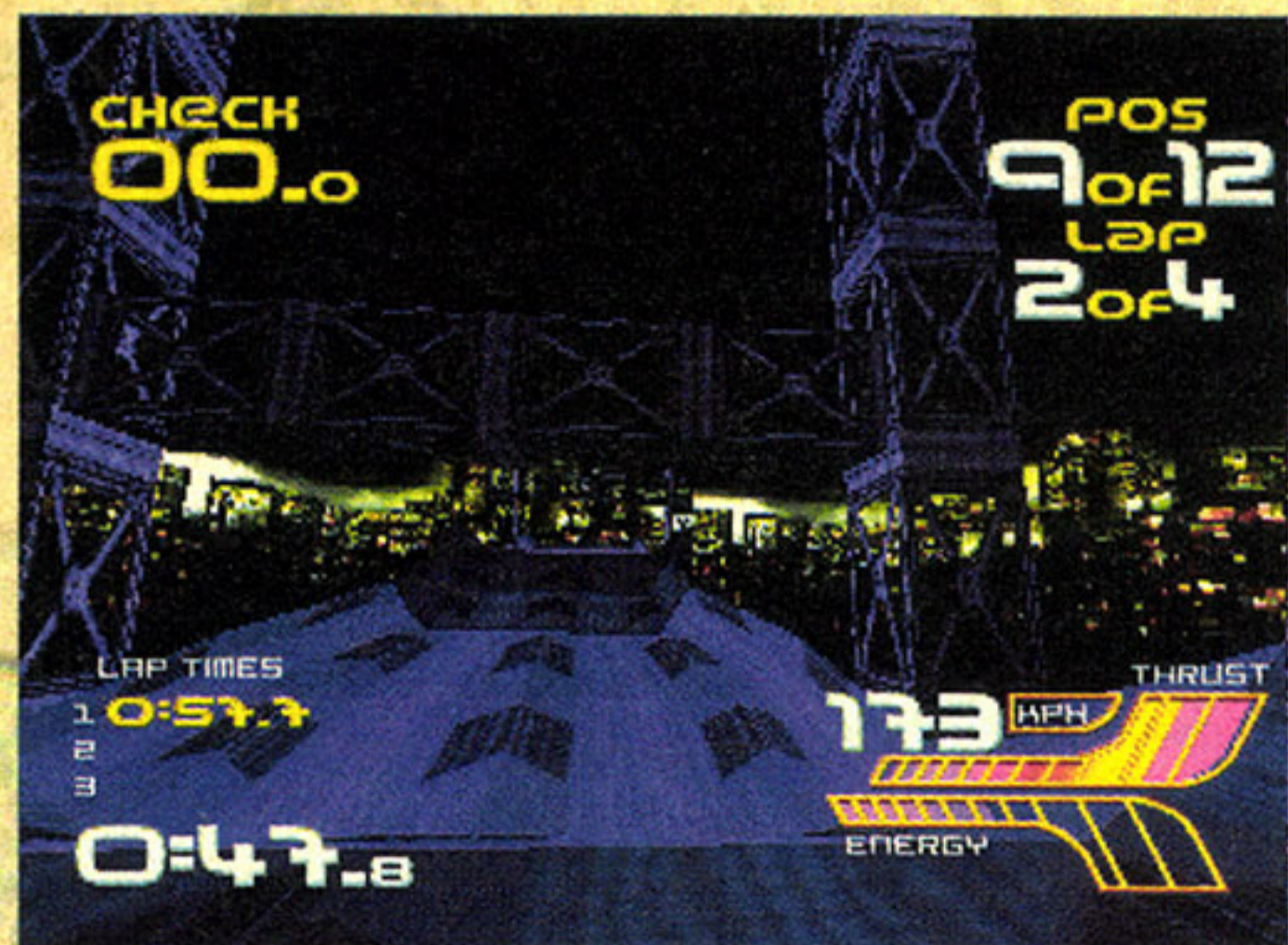


The same two views as the first game are intact — in-the-ship and this outside-the-ship view for wimps.



Everything about the tracks and game screams cool and futuristic, from the cast metal structures to the techno music.





An example of the light-sourcing that doesn't get its justice on these pages. Seeing the bright blue flashing lights as you're racing up the hill is incredible.



The tracks have a real similar look to the first, but the ones we saw were even sharper in detail.



Sharp corners like this are a real challenge in *XL*. There's many more times where the air brake skills come into play.

## Game Designers

Designers Republic teamed up with Psygnosis in the first *Wipeout* to help create the perfect gaming environment. *XL* is no different. Designers Republic is again preparing the iconic graphics that give *XL* a look no other game can match. These icons, combined with the futuristic graphics and cutting edge techno soundtrack, create an entire world for the gamer to enter. No other company has ever created a gaming culture the way Psygnosis has, and it is definitely worth the extra dough to get the player completely immersed in his world.

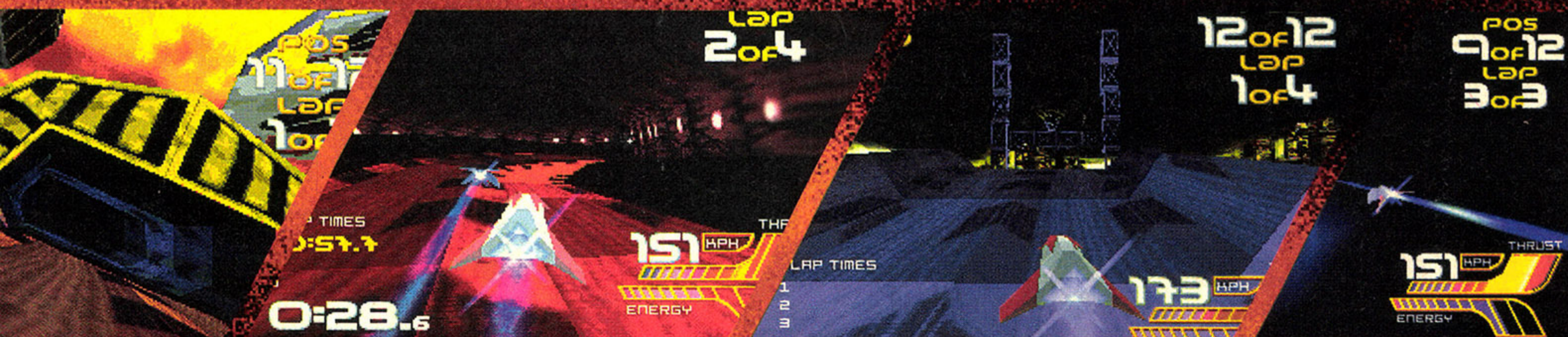


Designers Republic has lent their iconic talent to *Wipeout XL*. Here's just a few early examples of what to expect out of the final product.



Only a few tracks were playable, but this track (called Beta for now) is a real ride, and a sight to see as well.

Unfortunately, the ship textures weren't done at the time of this piece. They will look much sharper than this. Some of the racers will be redesigned (longer bodies), and there will be some new, different-shaped vehicles available as well!



As if the winding tunnels weren't tough enough, this time, the red light makes them even more interesting. Check out the rocket exhaust trailing behind these racers. That might be a great way to keep track of the competition in some of these dark tunnels!



# Q & A With The Makers Of Wipeout XL

Mike Salmon flew out to Liverpool, England to talk with Game Designer Nick Burcombe and producer Andy Satterthwaite. They answered all of my questions in perfect two-part harmony.

**Q: What does *Wipeout XL* offer the gamer as a sequel?**

**A:** *Wipeout XL* has now gone for the

direct approach of an arcade game, with checkpoints and damage meters, pit lanes and exploding ships. There is a new selection of awesome weapons, fifteen ships on the track at any one time, superb new sound effects and a music soundtrack that will make the original *Wipeout* seem like it was just testing the water. There are six brand new circuits (plus two hidden), new teams, new ship designs, improved

enemy AI and a Designers Republic-style Menu System.

**Q: If it's really a sequel, why call it *Wipeout XL*?**

**A:** We felt that if we defaulted to the standard *Wipeout 2* that would not be in keeping with *Wipeout* the brand, as it's all about being different and alternative.

**Q: What technological advancements are there between *Wipeout* and *Wipeout XL*?**

**A:** Improved Artificial Intelligence. All collisions have been made more accurate, new special effects for all of the weapons and ships, faster loading times and modified front end menu system, reprogrammed audio drivers and audio effects, more animated scenery and further extensions to the PlayStation on-line editor to allow for pit lane placements and checkpoint allocation.

**Q: How have you used the new technologies and extra time to improve on gameplay?**

**A:** The biggest change is the introduction of an energy bar. When it reaches zero, crashing will cause your ship to explode and the game is over. It can be replenished with a pick-up, called an E-Pak, by entering the Pit-lane provided on each circuit. The enemy ships also have this meter and blowing up the computer ship (or another player) just before the finish line is already great fun. We've also provided the player with the option of ditching a weapon without activating it and cut down on the number of weapons grids, so weapons will have to be used with more thought. There is an arsenal of new weapons, all requiring new tactics and all have lovely new graphical effects.

**Q: Will you use licensed music**



The train on the left is an example of the animated backgrounds. It races along as you go past certain portions of the track.

## The Cars

There are a couple of different teams that not only perform different, but look considerably different. The noses of the craft are split in a 'Millennium Falcon' type of way. There's an additional hidden team, Piranha, that features the fastest racing you have ever seen. We were watching the programmers fly through the fastest class with the team Piranha craft and we were completely blown away with the pure speed (and the fact that they managed to keep the craft on the track). There are also 15 racers (compared to eight in the first) racing at one time on the track. This really makes for a much more interesting race. A lot more skill is required to pass through a pack, and the amount of weapons fired in your direction at one time can be mind boggling.

## The Weapons

In XL, your car is loaded with 11 amazing weapons, up from the original game's six. Some examples of new weapons we saw were time-release rockets and an earthquake weapon. The time-release rockets are a group of rockets that launch about a second after you fire them, which requires great timing and aim. However, if these

rockets hit, they do significantly more damage than the other weapons. The earthquake weapon just seems unfair. Unleash it and the track amazingly ripples in front of you, leaving all in its wake feeling the aftershock. This is especially useful near jumps where you can send an opponent over the edge and race by him as the wuss wagon moves in. Plus, all of the weapons had a graphic overhaul. If you thought the weapons in *Wipeout* looked awesome, wait until you see the weapons in XL. They are simply amazing!

## The Look

The whole look of XL has been improved from the original, with the use of transparencies and some visually stunning light-sourcing. As you race through certain parts of the track, a glowing red or blue light reflects off the tracks and the craft. Each car also has a jet stream behind the engine which is made up of a sharp transparency. Not only does this add to the look and realism of the game, it also helps with gameplay. Now you can see the trail of ships ahead of you, while in the first *Wipeout*

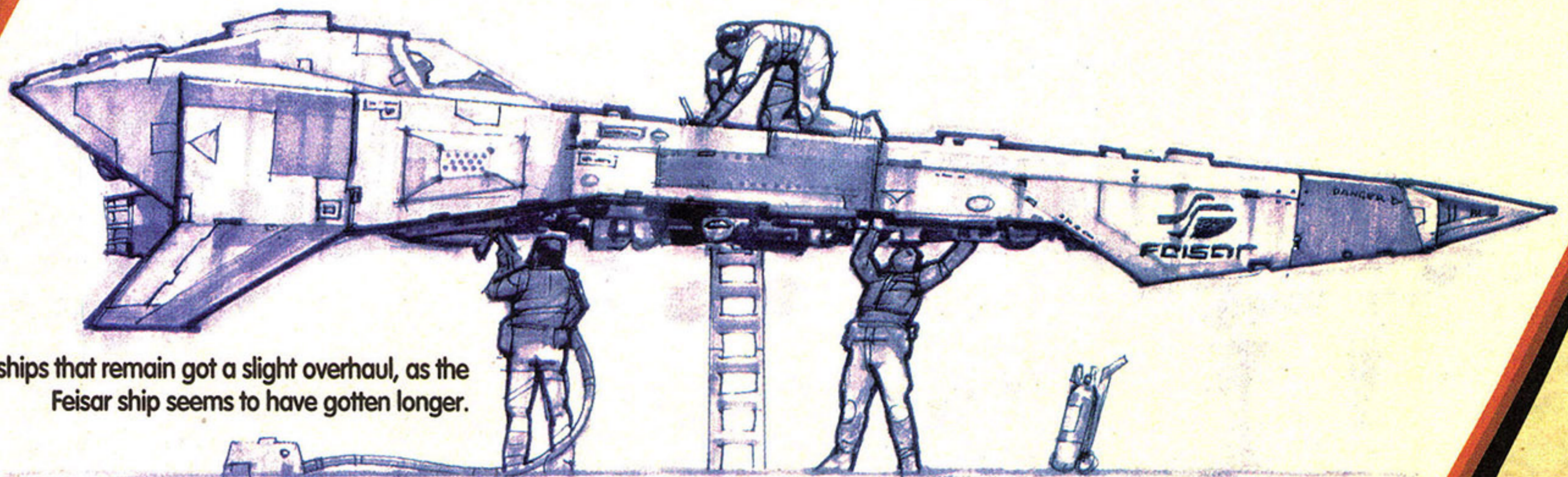
you didn't know you were gaining on a ship until you ran into it. The addition of animations and even more attention to the background make XL a considerably prettier title than the original.

## The Classes

In the first *Wipeout* there were two classes, Venom and Rapier. In XL there are four classes. The first class is slightly slower than the original Venom, then the Venom is slightly faster than the original Venom. From there it starts to get crazy — the Rapier is even faster than the original and a final fourth class is faster than anything you'll ever see! The four classes should greatly increase the replay value by adding more to the circuit mode.

## The Gameplay

Several upgrades to the gameplay are what really should make *Wipeout XL* that much better. Each ship on the track gets a damage meter which decreases each time you hit a wall or are hit with a weapon. After enough hits, the ship explodes and the race is over. So maybe you



Even the ships that remain got a slight overhaul, as the Feisar ship seems to have gotten longer.



**tracks again and, if so, will they be released in the U.S. as well?**

**A:** Definitely! All of the music in the first *Wipeout* captured the feel and theme that we were aiming for, but this time we're really going to push the boat out with some up-to-the-minute music tracks. So far we have heard some unreleased material from a number of very well known techno artists who have expressed their interest in contributing to the *Wipeout XL* soundtrack. In our opinion, *Wipeout* really started the ball rolling in drawing these two entertainment industries a little closer and hopefully we can both work together in providing the player with great audio content and therefore better value for their money.

**Q: Would you consider *Wipeout XL* a second generation PlayStation title and, if so, what does the game do to justify that second generation tag?**

**A:** It's perhaps the second generation or evolution in the *Wipeout* series. The main engine code has remained the same, but this has allowed us the development time to concentrate on innovative coding techniques and attention to detail, rather than

non-game related problem solving.

**Q: You said that *Wipeout XL* is an evolution in the *Wipeout* series, does that mean *Wipeout XL* is already being planned?**

**A:** No, we're currently focusing on *XL* and have no plans of doing another *Wipeout* for the PlayStation any time soon.

**Q: Perhaps the next *Wipeout* will be on the PlayStation 2?**

**A:** (cooly) PlayStation 2? What PlayStation 2?

**Q: What design process is involved in constructing the circuits for *Wipeout XL*?**

**A:** We design all the circuits on paper. In *XL*'s case, we started with about 20 different hand drawn circuits (out of which we picked the best eight). Then the artists take the paper image and scan it in so that it can be used as a background template in SoftImage for making an

The winding racing that's liable to give you whiplash is back and this time it's even faster.



accurate track spine. Then the artist takes a three-sided cross section of the track and makes an animation that follows the curve of the track spine, tilting and elevating when necessary. The resulting track segments are then sequentially connected and the model is constructed. This is then processed using a custom written tool that takes the 3D SoftImage model and converts it into a format the PlayStation can use. This model is then dropped directly into the

*Wipeout* game engine and it can be played immediately. Once the circuit is approved and accepted as having good playing potential, the surrounding scenery can start to go in. Once the circuits and the scenery are done, we can texture the tracks and finalize the placement of weapon and speed-up grids. But it takes much longer than it may sound.

**Q: If you've already bought *Wipeout*, why should you spend your dough on *Wipeout XL*?**

**A:** *Wipeout* has a huge fan base worldwide, judging from the reaction and comments we've received. Many of these people have also sent us *Wipeout 2* wish lists. Although some of the features from the original game have remained, when people see and play *Wipeout XL*, they'll acknowledge that it has a lot more than the first game. The structure is radically different, so there are many new things for the player to learn. There may be an easier learning curve than in *Wipeout 1*, but when they see the ferocious break-neck speed of the top racing class, which is faster than the original *Rapier*, they'll realize this game is definitely no pushover.

can't quite catch that ship in front of you, but a well-timed rocket to the rear could light him up and leave first place to you. To further accentuate the damage meter, each track comes complete with a pit lane. When you get severely damaged you can turn into the pit lane and regain points. The slower you go through the pit lane, the more your meter recovers. What's great is that there's no stopping, just a slightly longer path around part of the track. Choosing when to enter the pit lane can make or break a race.

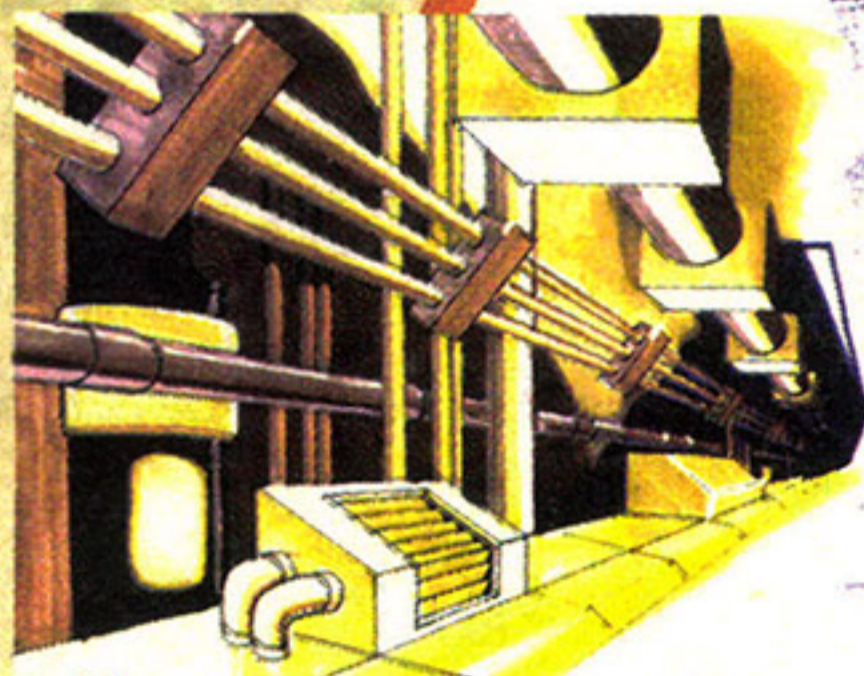
Another huge improvement is the addition of better AI and a total of 15 cars on the track. One of the complaints with *Wipeout* was that you were either in first by yourself or

in last by yourself. This time, the computer ships are going to be racing against you head-to-head, passing you by, falling behind, and causing all kinds of havoc. After all, the best part of a racing game is that feeling of cutting off an opponent and blazing by him only to have him catch up and do the same to you.

Along with the better AI is a superior collision detection, so there won't be any more flying through other ships. Additionally, the ships take much less time recovering from a bang into the wall, which should

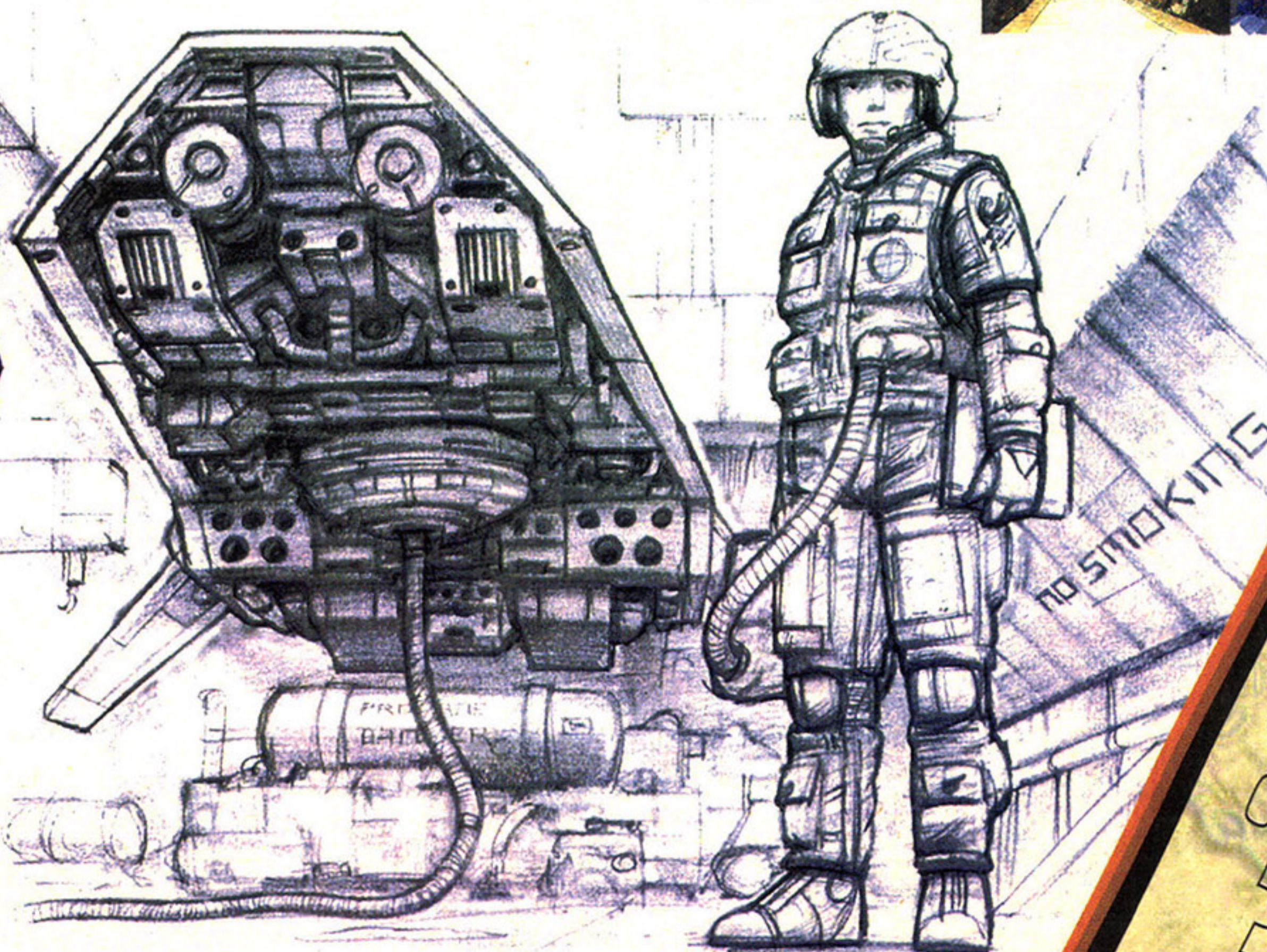
reduce some of the frustration. Of course, *XL* will be supporting the link cable and if you ever got lucky enough to link *Wipeout*, you know that linking up is one of the purest joys in videogaming. Altogether, the designers have corrected everything that anyone had to say bad about the first *Wipeout*, plus they added even more. *Wipeout XL* is going to be an awesome game and a fine indication that the second generation of PlayStation titles does have hope of getting even better.

Once they get the layout down, the artists start drawing pieces of the track, one at a time. Every last detail is down on paper before they even turn on their computers. Another conceptual sketch of a tunnel entrance shows some of the different types of tracks that are going to appear in *XL*.



How does *XL* achieve the futuristic feel? Well, a great deal of time is spent on getting each background just right. This sketch is an idea which will carry an entire track.

The intro sequence promises to be even better than the first game. All we've seen are some of the still images like this one.







# SONIC'S

## RED SHOE DIARIES

### Part 2

**A second visit with the team responsible for bringing Sonic into the next generation**

**J**ust last month, Sega invited me (Patrick Baggatta) to become an honorary member of the *Sonic* Team and, with said status, to report on the progress of one of Sega's most important titles to date, *Sonic X-Treme*. I was, of course, more than eager to oblige and was able to then present a comprehensive look at the conceptual stages of game development in issue #85 of *GAME PLAYERS*. This month, I returned to the Sega Technical Institute, the development branch of Sega and home to the *Sonic* Team, for an even closer look at the design work from this talented group of developers.

**Open Forum on Game Design** In the very casual atmosphere of the STI testing station, the Sonic Team discusses the principles of game design

**S**ince my very first meeting with the *Sonic* Team, I've been growing more excited about each new facet of the game as it comes to life. Along with my excitement, my understanding of how a game like *Sonic X-Treme* is created has come a long way since my days of believing that the Game Fairy simply waves her magic wand over a computer and, voila' — a great game. Admittedly, it's too easy in this business to forget all the hard work that goes into a great game, or to take for granted the results of such work, but with this team it's impossible to ignore their efforts. Beyond the fact that they're creating one of the most exciting 32-bit games ever right before my eyes, the sheer energy level generated by these individuals makes you appreciate the project

on a whole new level. This month, we take a closer look at *Sonic X-Treme* through the eyes of the Design Team, and believe me, after spending time with these guys, it's easy to see why Sega has entrusted their precious blue baby to this team and why the game's design is so important to them.

The first step in the design of *Sonic X-Treme*, as explained by Lead Co-Designer, Chris Senn, was to look at what had been done before with Sonic and then decide where to go with this project. Of course, the first and most major decision was to move into a 3D environment. From there, Senn goes on to explain, you start taking

### More New Features

**Power Ball** - An attack designed to strike straight down on enemies below

**Super Bounce** - A jump which offers more height, but less control than a normal jump.

**Ring Shield** - A way to forfeit collected rings for a shield

**Sonic Boom** - A 360 degree (total screen coverage) attack used in conjunction with the Ring Shield



Taking a look at last month's BRL (Before Reflex Lens) screen shots as compared with this month's shots, it's easy to see why the team is so excited about their newest feature.

### Boss Time

**A bigger approach for a bigger game**



Chris Coffin hard at work, or is he just dreaming of yet another awesome boss level for *Sonic X-Treme*?

**W**hen it came time to design the boss levels for *Sonic X-Treme*, the Team didn't mess around. With Team members Chris Coffin (Boss Level Programmer) and Jason Kuo (Boss Level Design & Layout) at the helm, the boss levels in *Sonic X-Treme* are bound to be something really great. For starters, the boss levels are treated a little differently than the rest of the game. There is an exciting new gameplay ele-

ment added through the introduction of an all-out battle for rings, as Sonic tries desperately to eliminate his formidable boss foes. There is also talk of using a behind-the-back camera position in the boss stages, which would be a departure from north-facing camera perspective used everywhere else in the game. Finally, the boss characters are just plain enormous! At least, that's the case with the one boss

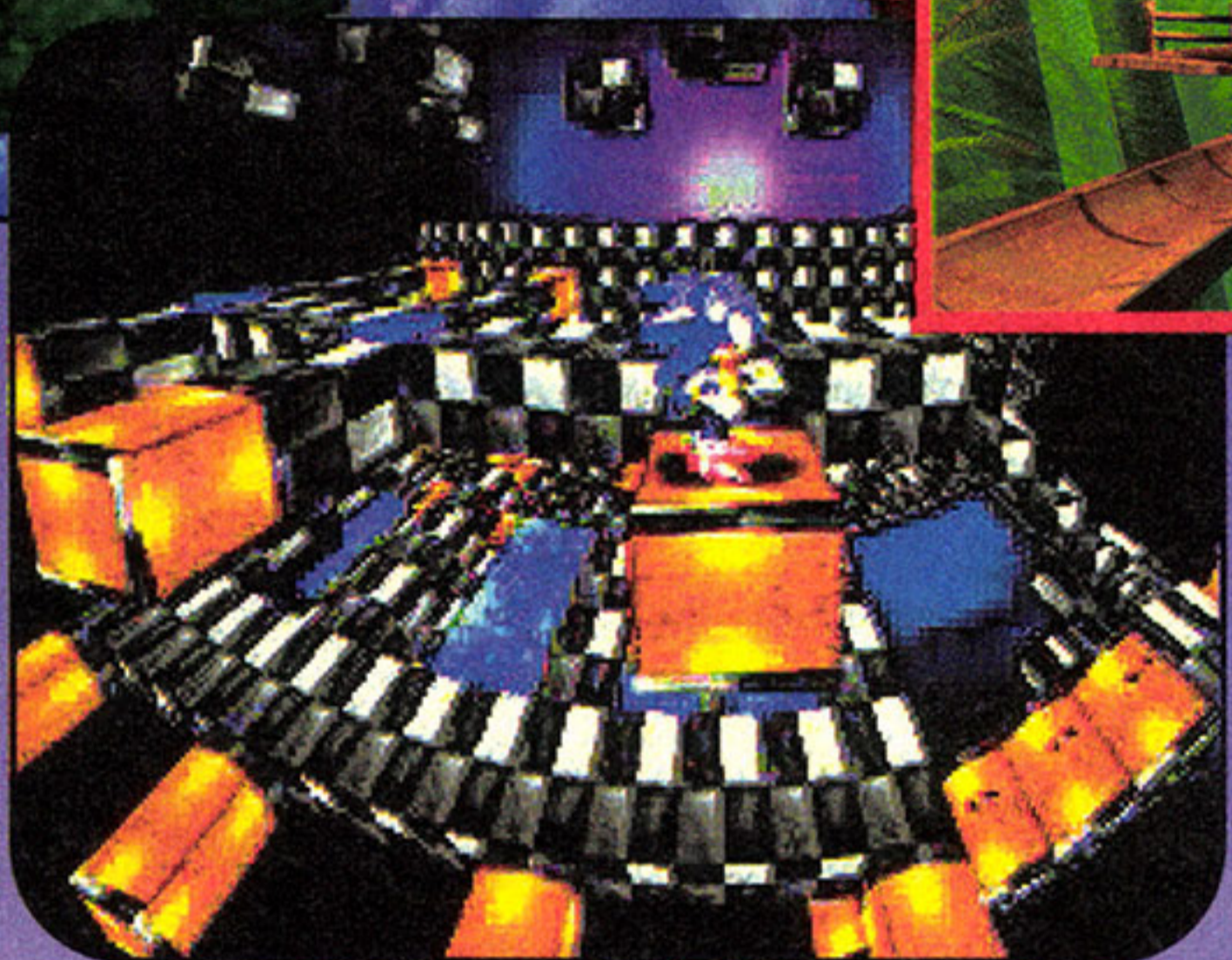
**Main Game Level Designer, Rick Wheeler, takes a momentary break to contemplate his work on *Sonic X-Treme*.**





You'll note that this shot of the Jade Gully level was captured in mid-rotation. Feel free to marvel at how cool the rotatable world feature is going to be.

Just staring at this screen shot from the Galaxy Fortress level, with all of its intricacies and inviting design, is enough to sell the entire game in a big way. But wait, there's more!



## Big Development This month, the Sonic Team makes a huge adjustment in the game's overall approach

Demonstrating exactly the kind of adventurous approach the team talked about in our game design discussion, this month marks a significant alteration to the game's design. The search for alternative camera angles began from a concern that not

enough of the rich 3D environment was being revealed to the left and right of the game's action.

Combine this with the Sonic's mandatory speed requirements and The Team felt that there could be a problem with the original design. Enter the Reflex Lens.

Gully environment, are then adapted to actual level design.

To understand the new

approach, first pretend someone's knocking at the door. Then go to the door and look through that little peep-hole. OK, now try to imagine someone holding a television screen on the other side of the door, with *Sonic X-Treme* playing on it. Then, take note of the fact that you can still see quite beyond the left and right boundaries of the screen. Now, for the final visual representation, take away the funny, size distortion you get from looking through a peep-hole and you've pretty much got an idea of how the new camera effect works.

Once the new Reflex Lens was in place, it was time to apply the other rules of quality design, as revealed in our discussion. This means thoroughly testing the new feature and making sure it adds to the enjoyability of the game. Sure, the problem of not having enough

**Keeping in mind that Sonic can move both in and out of the screen — welcome to the Red Sands level!**

peripheral vision has been solved by the new wrapping camera lens, but does this really enhance the gameplay? After all, a change this significant is bound to have a major effect on aspects of the game, such as the Ring Throwing feature, which has been all but taken out of the game due to problems created with the new camera effect.

While the team confesses that this perspective does require about a 30 second adjustment period, the answer as to whether it improves the enjoyment of the game is an enthusiastic 'Yes' all around! What's so important about this change is not only the technical aspects of the revision, but also to see how the team has taken such a huge charge from this shift in the original game plan. This one change seems to have sparked a new excitement for the game, and there's no telling where it might take the team from here.

specific details and seeing if they fit into the overall plan. Therefore, it's not always starting general and going specific. Taking an idea, such as a particular enemy, from conceptual to finished game element is a process of constantly asking yourself what would make this a fun part of the game. For the most part, this is how the game grows and evolves.

Probably the most important thing I've learned so far as a member of the *Sonic* Team is that game design is not an exact science and should not be treated as such. Instead, the Team approaches the game's design with a spirit of

adventure and uncertainty. What this means is that designing *Sonic X-Treme* is an on-going process that takes the members of the team in any of several directions. The idea, according to Lead Technical team member Ofer Alon, is to leave the project open as long as possible to accommodate those mornings when you wake up with a great idea that suddenly changes the whole game. To date, this kind of approach has led the team through enhancements, modifications and upheavals, which will continue until the game is finalized.

For example, one member of the team will come in and say 'Hey, I had a great idea for that one thing we were working on last night.' and then it's put to the test in the game. What's challenging about this kind of group effort is incorporating everyone's separate visions into one cohesive project. No doubt, everyone has their own mental image of how the game should turn out and the art of the process is making them all work together. The key, as

character that's up-and-running right now. Expect less precision-style play and lots more free-roaming battling on a grand scale when it comes time for the bosses.

A few members of the design team — Chris Senn, Rick Wheeler, Ofer Alon,

Ross Harris, Chris Coffin and, of course, myself, sit back and contemplate what comes next for Sonic.







As near as I can figure from my time spent with the team, is maintaining ultimate respect for the talents and ideas of every team member. To hear Chris Senn talk about Fei's artwork, or Ofer's technical and artistic prowess, gives you a warm feeling all over, and that's the kind of talk you hear from the entire team! No wonder they're doing such great work.

Another key element to designing a great game is for the team members to truly immerse themselves in the project. This team has done just that. It's nothing, for example, for a member of the team to busy himself drawing out enemy character ideas on a cocktail napkin when they should be enjoying a nice dinner, or for someone to stay extremely late in the office tweaking a particular animation until it's absolutely right. All design teams want to be known for doing quality work, but this team is putting in the extra effort necessary to become known for even more.

The most important test of game design for the *Sonic*

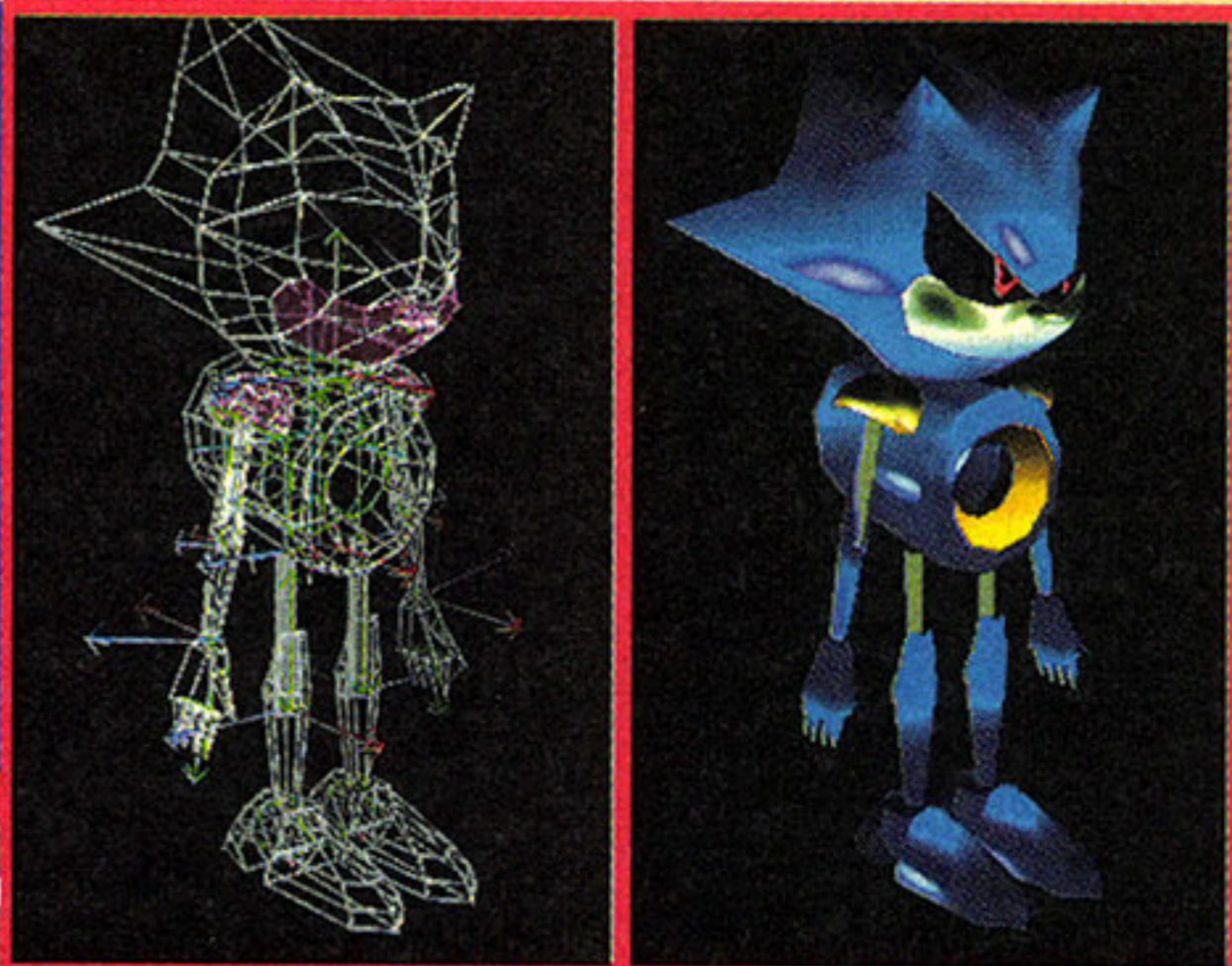
Team, is the question of fun. If it's not fun, it doesn't stay. Well aware of the public's ever-increasing desire for flashy product with lots of eye-candy, the *Sonic* Team

has confidently moved beyond the desire to make just a great-looking game. Fear not, the graphic quality of this game is amazing so far and will continue to improve, but the main issue is fun. To help in the team's quest for fun gameplay, Alon has created an original game editor which allows the team to test different environments, enemies and just about any other element in the game on the fly. According to the team, this helps them create the balance between eye-candy and fun gameplay. It's a constant process of testing the waters. Knowing the capabilities of the hardware is another aspect of careful game design, but the team tries not to let the known

boundaries of the hardware limit their imaginative thinking.



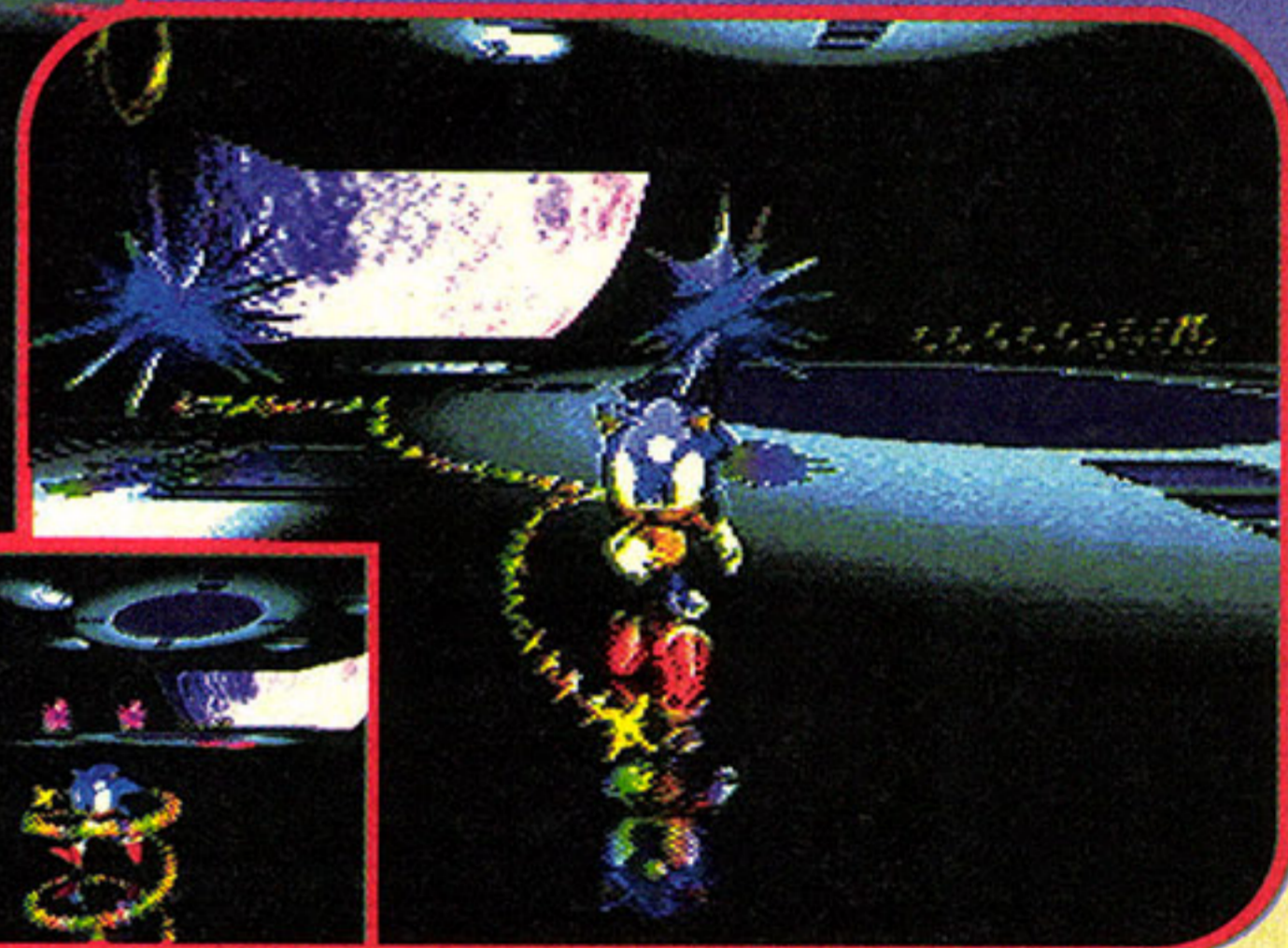
OK, real Sonic fans should recognize the following boss character from just the wire-frame. Hint: It's not Dr. Robotnik. Give up? It's Mecha Sonic, of course. Maybe you'll have better luck remembering when you see him in his full gigantic glory as one of the bosses in *Sonic X-Treme*.



The boss levels in *Sonic X-Treme* utilize a slightly different approach to gameplay, in that the arena involves fewer obstacles and more open space in which to roam.

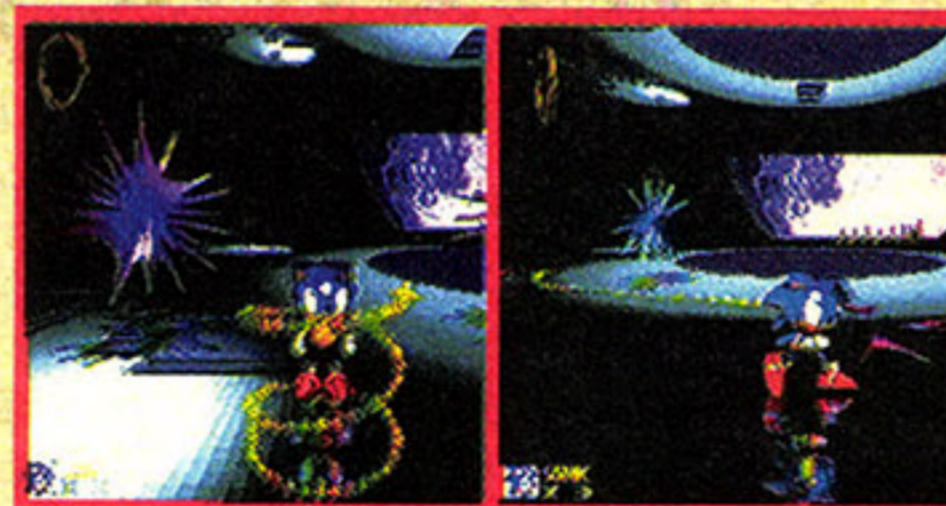


Note some of the awesome detail work, such as the mystical stream that trails from Sonic's back, the reflective floor, and the complex lighting effects.

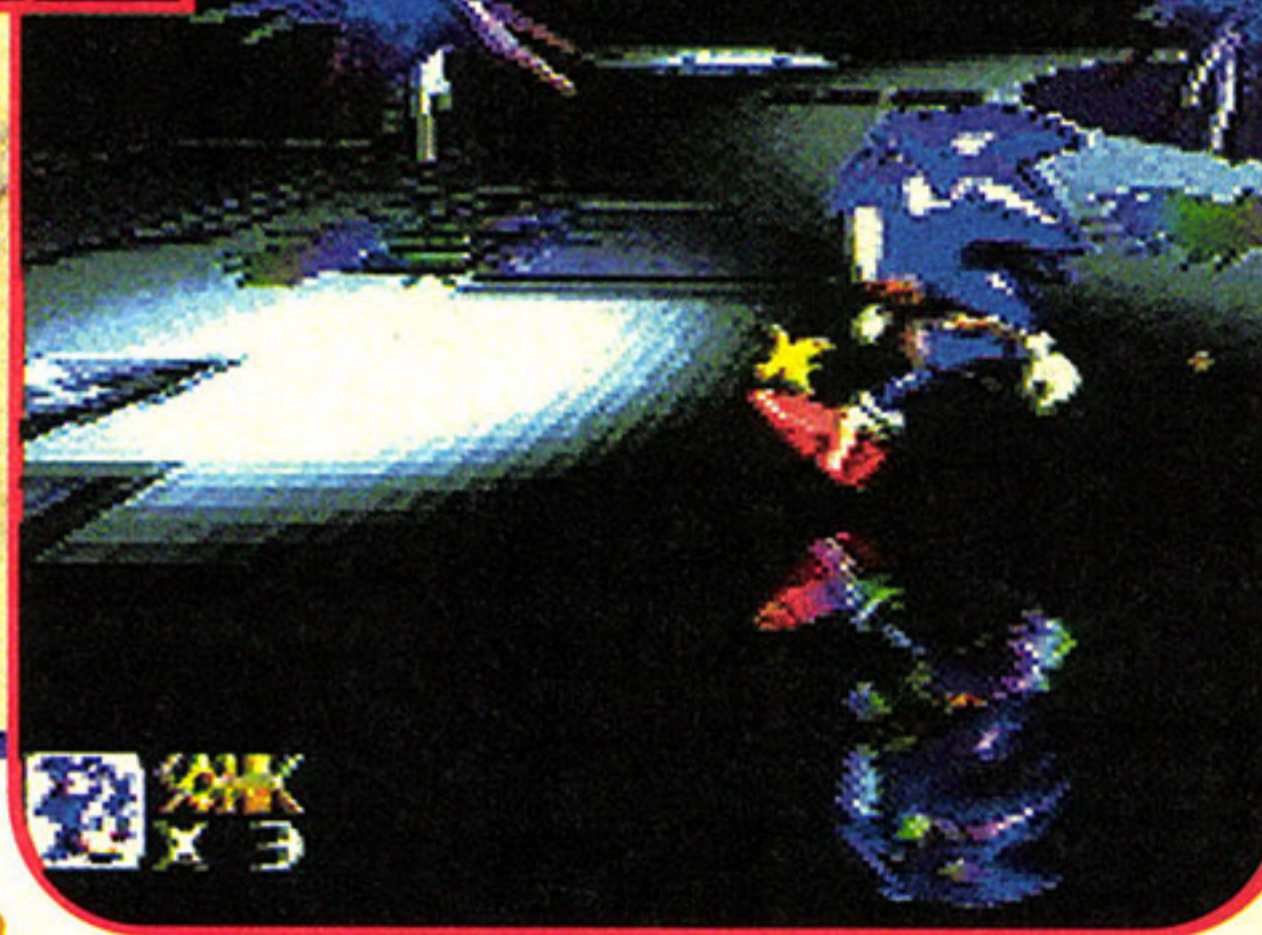


The idea is: dream, but dream within reason.

In the end, the process of designing a great game is one of imagination and compromise, quick thinking and long hours, self-discipline and cooperation, artistic flare and technical expertise, cats and dogs, and of course, practice, practice, practice. Designing a game is a highly creative venture and it's not something you can foresee in full detail, but from the progress so far, it's evident that the *Sonic* Team is on the right track for designing an awesome game!



This kind of wide-open approach, of course, lends itself well to ultra-fast speed and all-out battling.



## Which Way Is Up? One of the biggest elements of gameplay is finally ready to be revealed.

Last month, we asked the question: Can Sonic defy gravity? This month, we thought it was high time we answered that question. The only problem is that the answer is not as simple as yes or no. The only way to properly answer the question, in fact, is to simply say that Sonic can change gravity. What that actually means is that the environments in *Sonic X-Treme* are completely rotatable, thus turning up into down and vice-versa. Although this is a new feature for Sonic, it blends seamlessly into the overall design of gameplay through the use of familiar 'Sonic' elements and creates a whole

new dynamic for the game.

To integrate this new feature, it was time to return to the much-loved loop. We all know Sonic's no stranger to loops, but this time around, when he starts running through one, the world turns under his lightning-fast feet. Then, when the world has been turned upside down, he can exit the loop and run about freely on what used to be the ceiling. This instantly doubles the size of the accessible environment with one simple turn. Sounds great? It is! Look for all sorts of inventive uses from this one major concept.



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.



1-900-200-SEGA



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



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# VECTORMAN 2

## Never Enough Of A Good Thing

Genesis owners know all too well what kind of a year this has been. Month after month with no worthy games, but finally there is a light-source at the end of the tunnel. The most impressive Genesis game ever was, without question, *Vectorman*. Now, with *Vectorman 2*, Sega hopes to push even more out of the little machine that could.

The developers at Blue Sky have attempted to make *VM2* even more impressive, as well as add new gameplay twists. The basic format and graphical look is pretty much the same. *Vectorman* runs from left to right, jumping and shooting, but there are a few levels where that actually varies. In one level, we saw *Vectorman* fly in outer space, collect-

ing power ups. In another, he flies from left to right in a tunnel, shooting enemies. The other levels we saw were a bit darker than the first game and, because of that, the excellent light-sourcing is even more prominent in *VM2*. When *Vectorman* fires his gun in some of the dark, cavernous levels, lights flash brightly all over the screen. The light-sourcing in *VM2* is better than that in most Saturn/PlayStation games and those systems were designed for that kind of effect.

Because the engine was already intact, the developers spent a great deal of their time working on enemies and level design. The result of that work is evident by the slick new enemies and interesting new levels. The one boss we saw is a

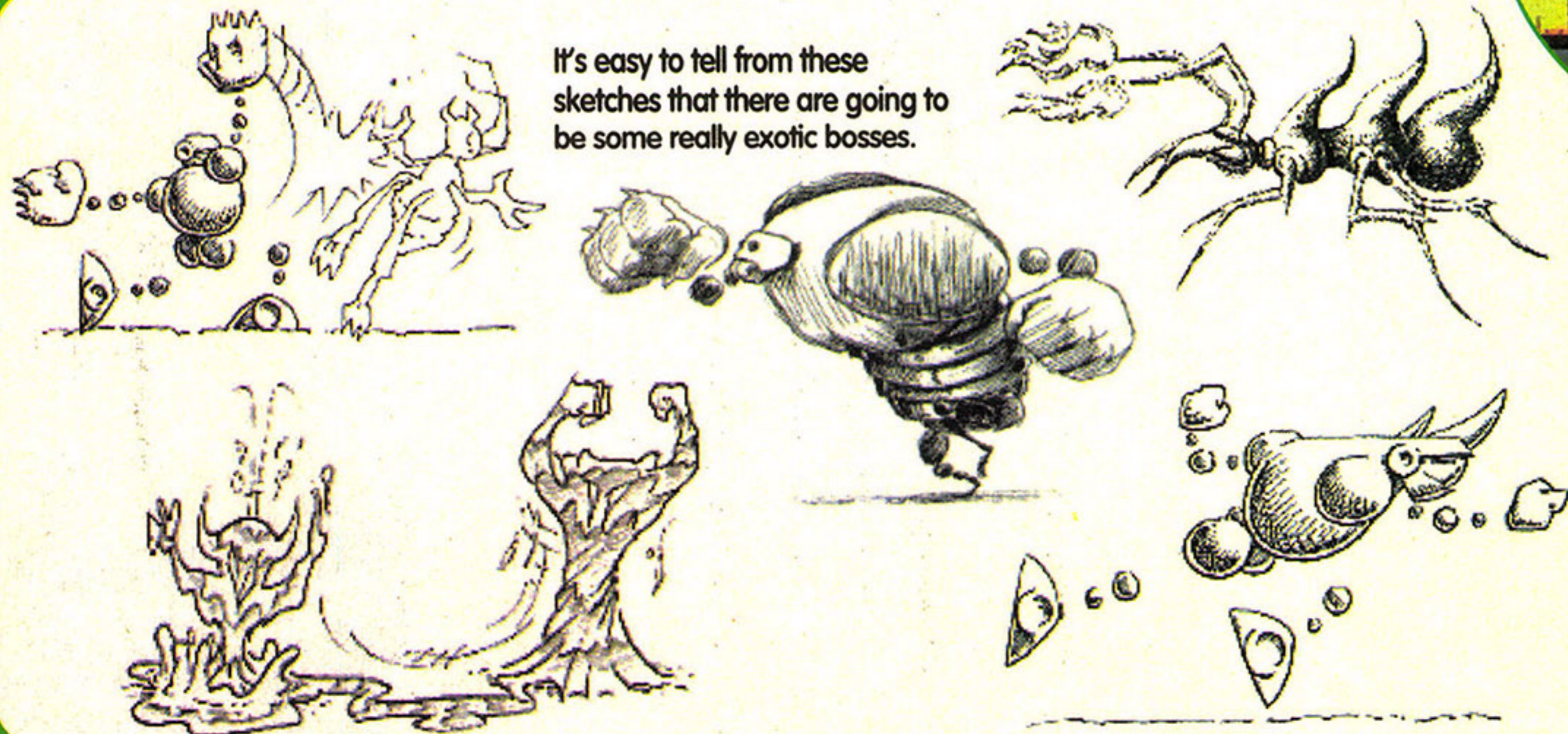
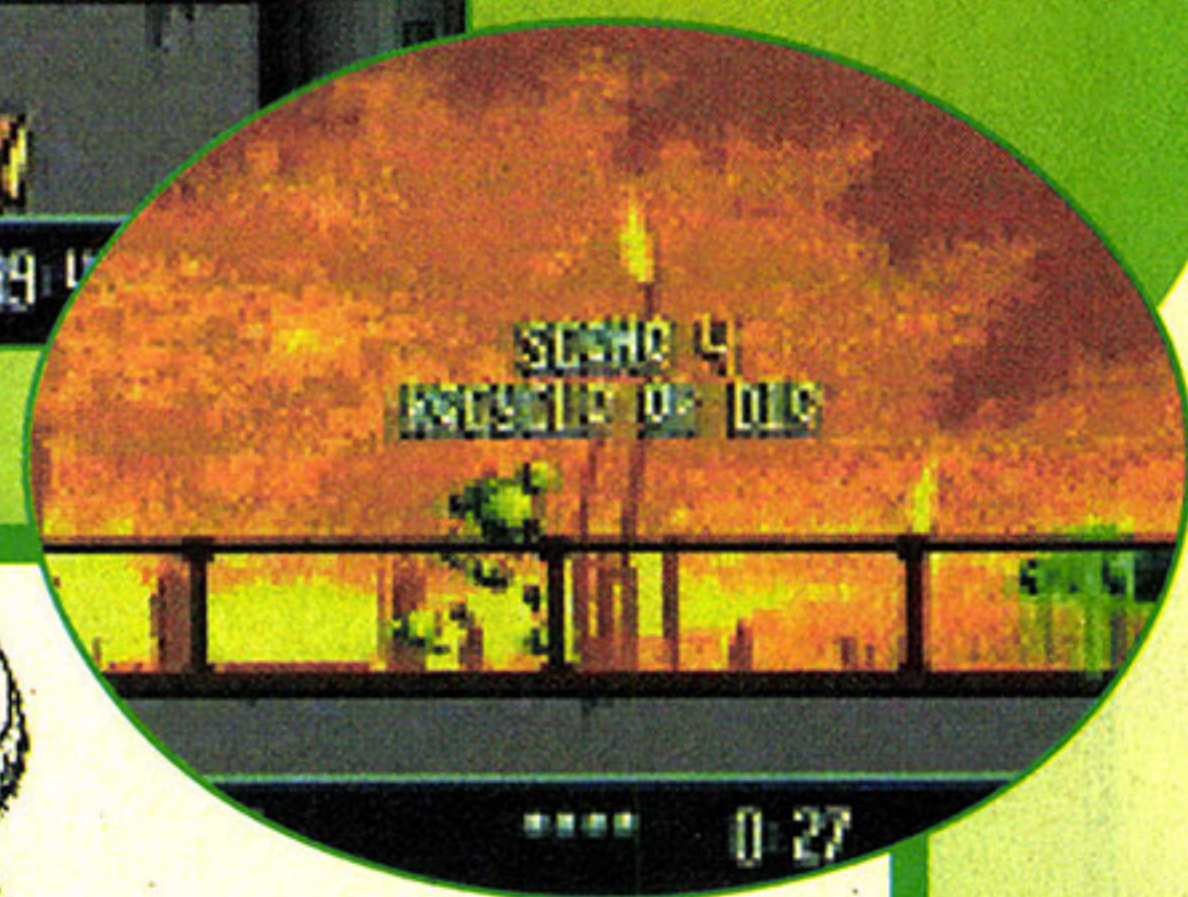
whole screen big, shaded and light-sourced to make him look awesome. With the new flying levels, *VM2* should offer even more variety than the first *Vectorman*.

Everything about *VM2* says quality — the animation is smooth, the graphics are truly unbelievable, the gameplay appears to have gotten even better and the game is big. Fans of the first *Vectorman* have to be excited about this game and any Genesis owner has no choice but to get excited. *VM2* could be the last major Genesis title. It's already the best of the year, even though it's not finished.

The dark levels aren't that graphically impressive compared to the first game, but they are a great place to show off the light-sourcing.



This level has the V-man in a bright environment with radioactive enemies coming from all sides (well, at least two).



It's easy to tell from these sketches that there are going to be some really exotic bosses.

### Making The Man

These early sketches of *Vectorman 2* give a real good idea of the type of enemies and bosses *Vectorman* is going to encounter. There's also a couple of level sketches included.





With enemies like Gas Man, it's never going to be safe for Vectorman to pull anyone's finger.



This huge boss is easily one of the most impressive looking bosses in 16-bit history. Check out the smooth colors and radiating light.

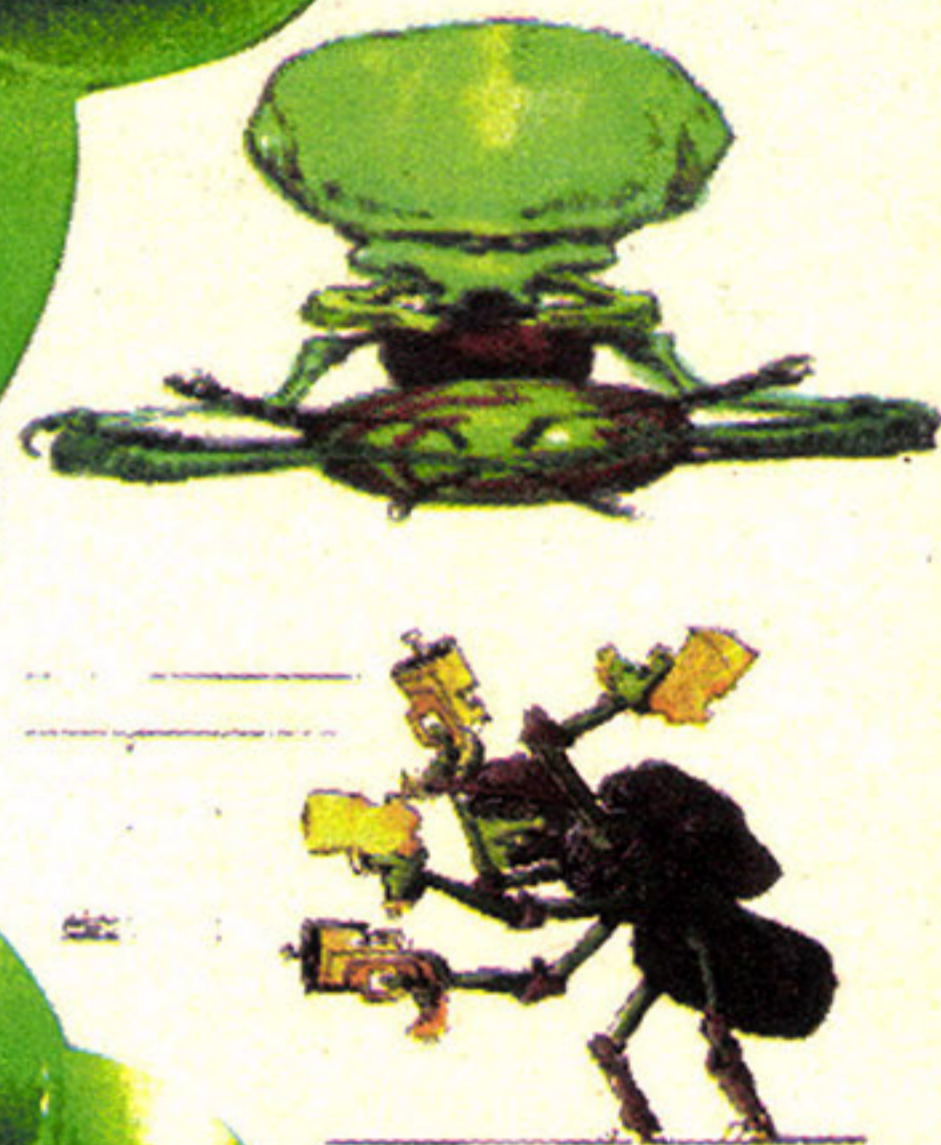
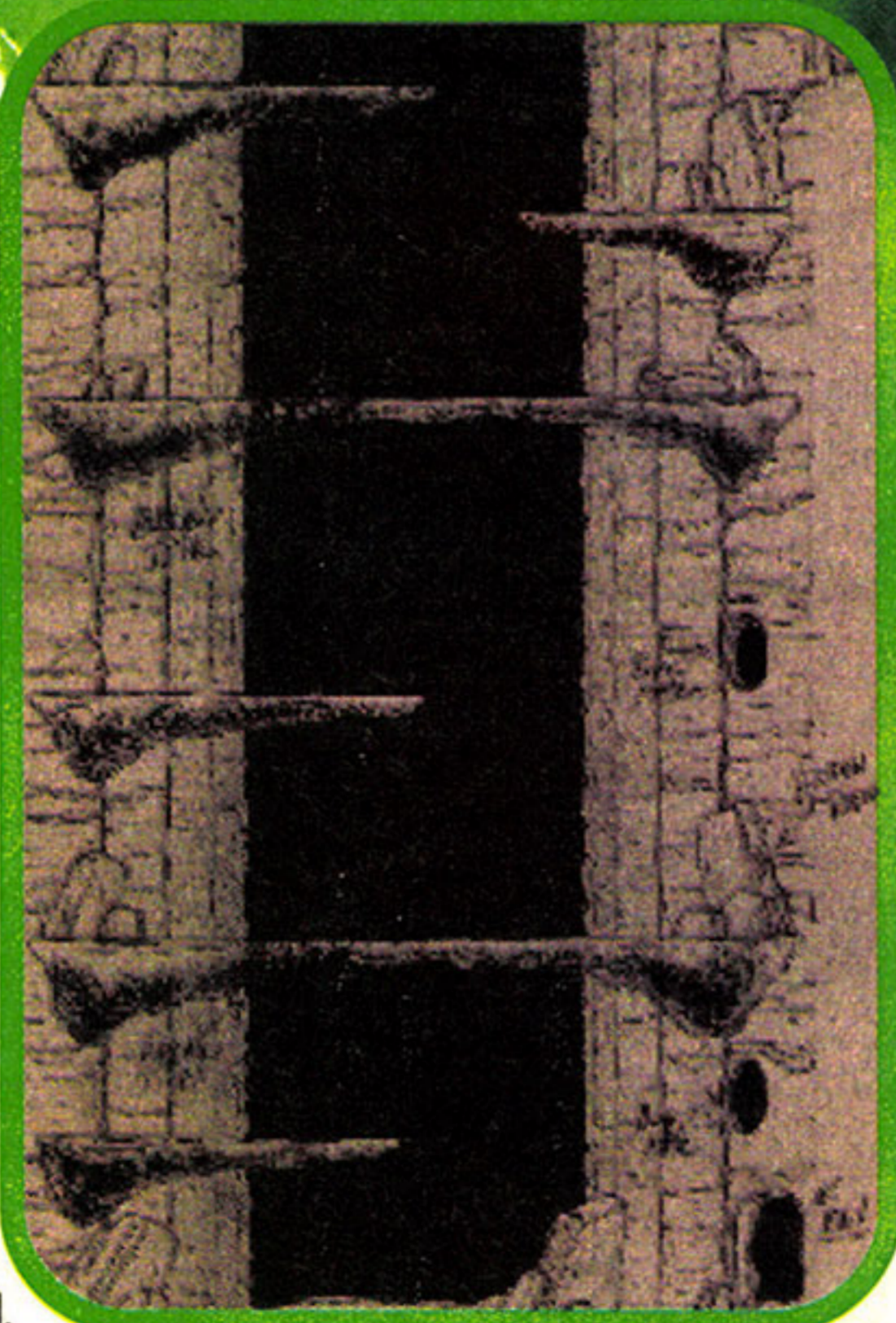


In this level, there's a hole in the ground that sends Vectorman on a nasty fall, but with balls like his, it ain't no thing.

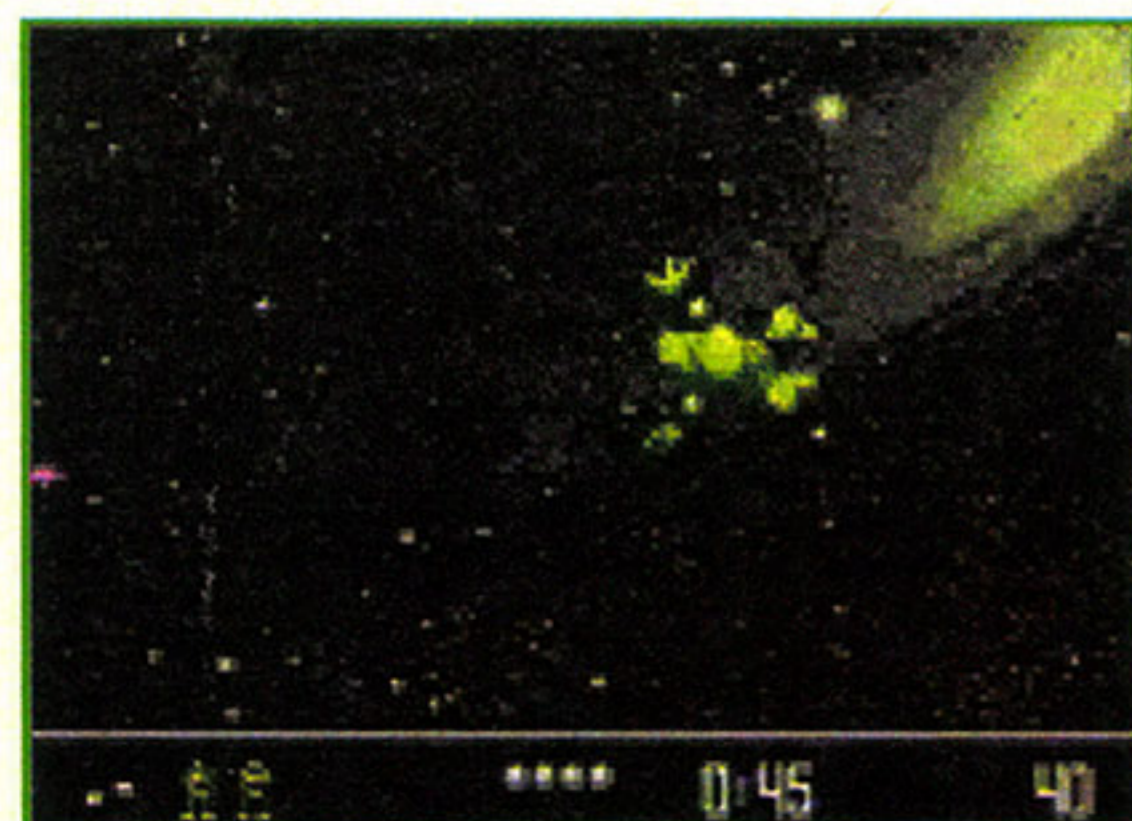


In one of the different levels, Vectorman glides through the air like a flying frog, which makes it basically a *Defender*-type shooter.

The early sketches of the cave and sub system make it really hard to believe that that's where the game started.



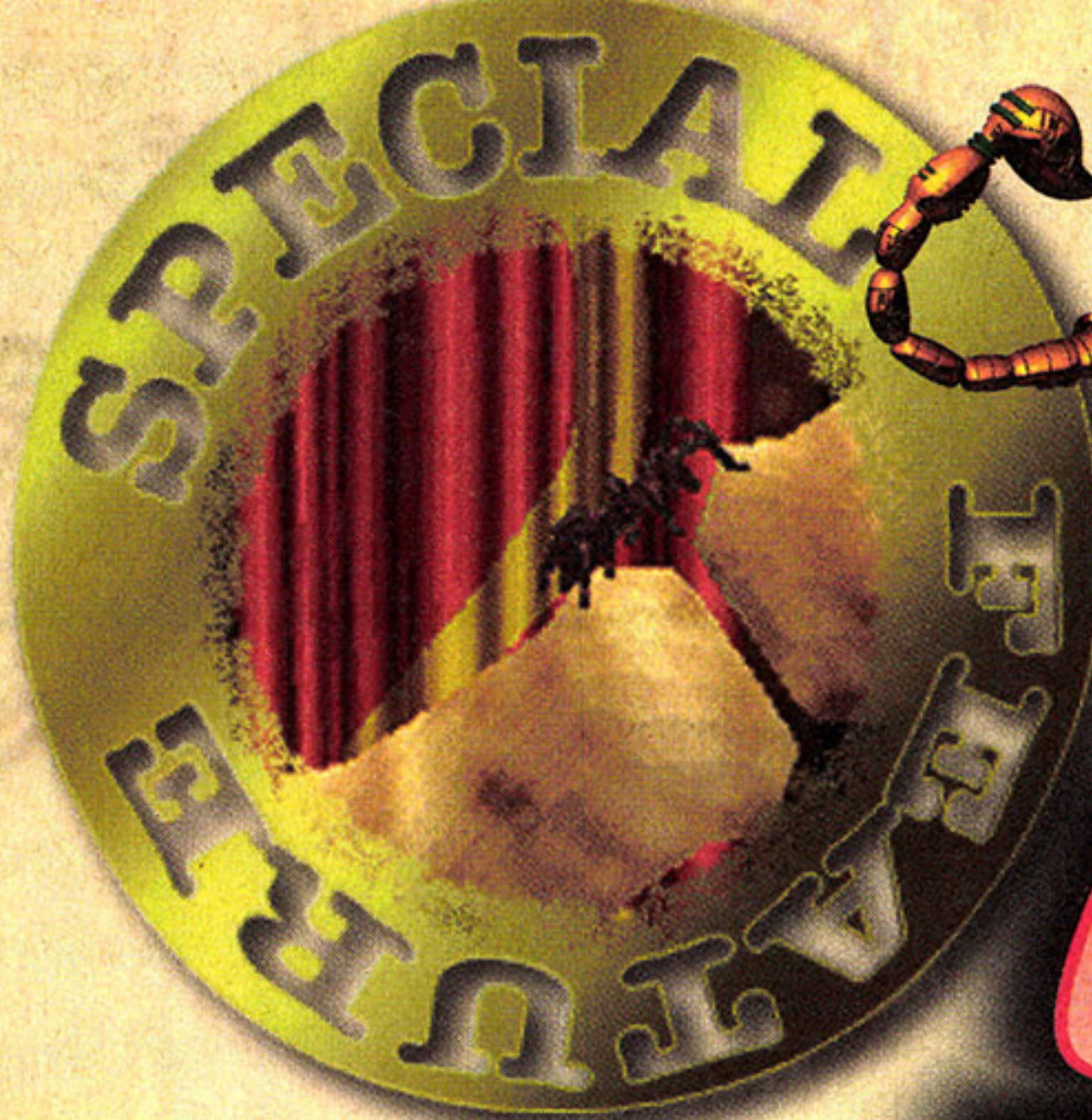
A Vectorrhino and a Vectortick get into the action, although the developers wouldn't tell us in which way they'll be involved.



Bonus levels have Vectorman floating around in the land of no gravity, picking up all the stars he can. It's nice for a bit of variety.







WORLD EXCLUSIVE:

# SPIDER

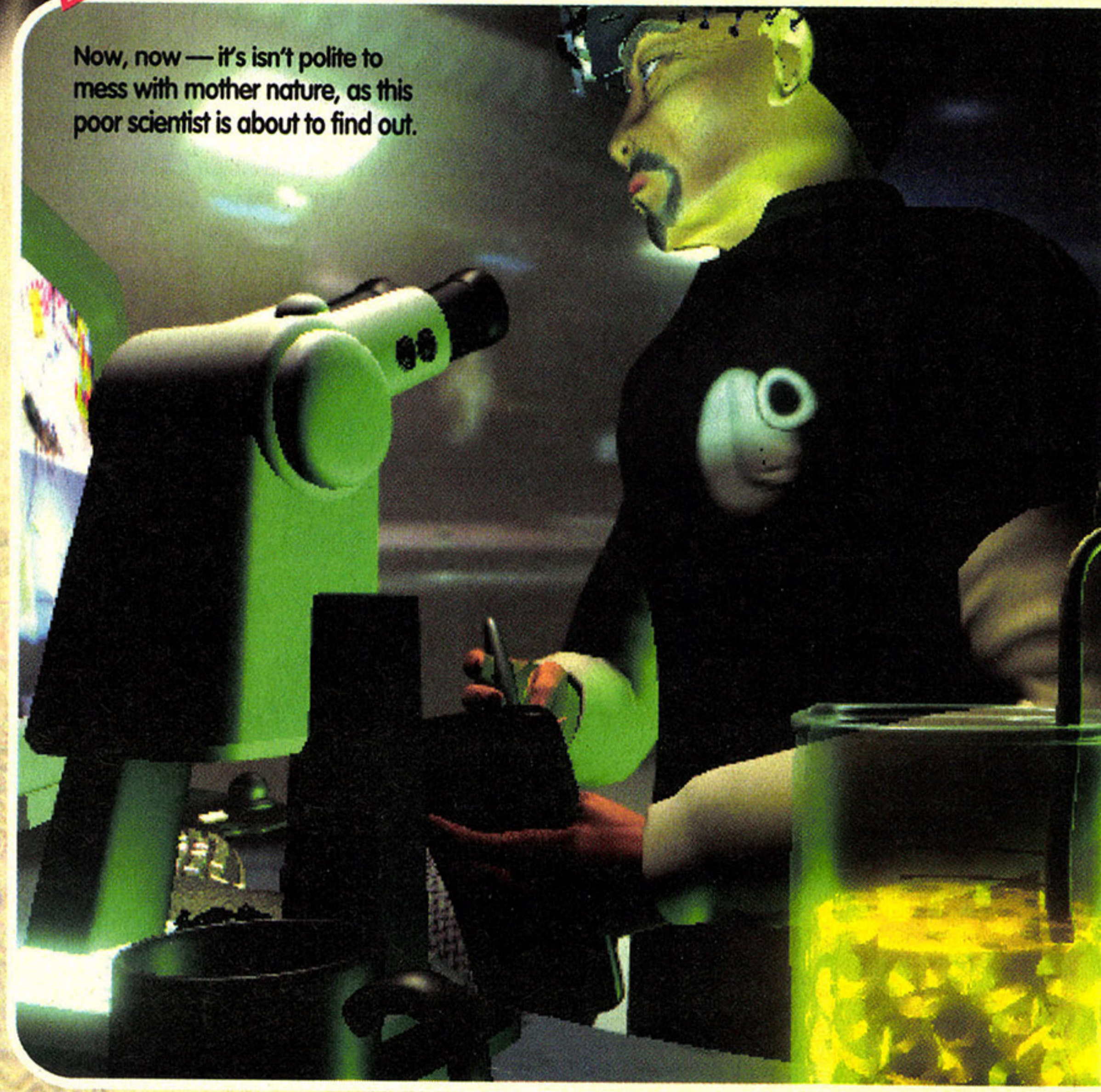
**W**hile most people have never heard of Boss Game Studio, hard-core gamers will definitely recognize the top names behind the industry's hottest new development house. Handpicked from all over the world, Boss Game Studio is comprised of some of the most talented individuals in the videogame industry.

Started as a sister company to the Academy Award-winning special effects house Boss Film Studio, Boss' game division is ready to emerge from its big brother's shadow and establish its own name with players worldwide as the premiere designers of innovative game concepts. Wooed by several first and third party publishers, Boss finally signed a two game deal with BMG Interactive. They were also tapped by Nintendo to develop for the Virtual Boy, which they did, although due to poor hardware sales we may never see their title (rumored to be a tank-based game). Now Boss is working to complete two games that will initially be available for both the PlayStation and Saturn consoles. Both games promise to offer players unique gaming experiences and loads of surprises.

Recently, **GAME PLAYERS** was invited to Boss Game Studios to take an advanced look at the games in development and while we were there we had the opportunity to sit down with Colin Gordon, the Vice President of development (formerly of Ocean and Virgin U.K.), and Seth Mendelsohn, the creative director (formerly of Virgin Interactive), to find out what all the fuss is really about.

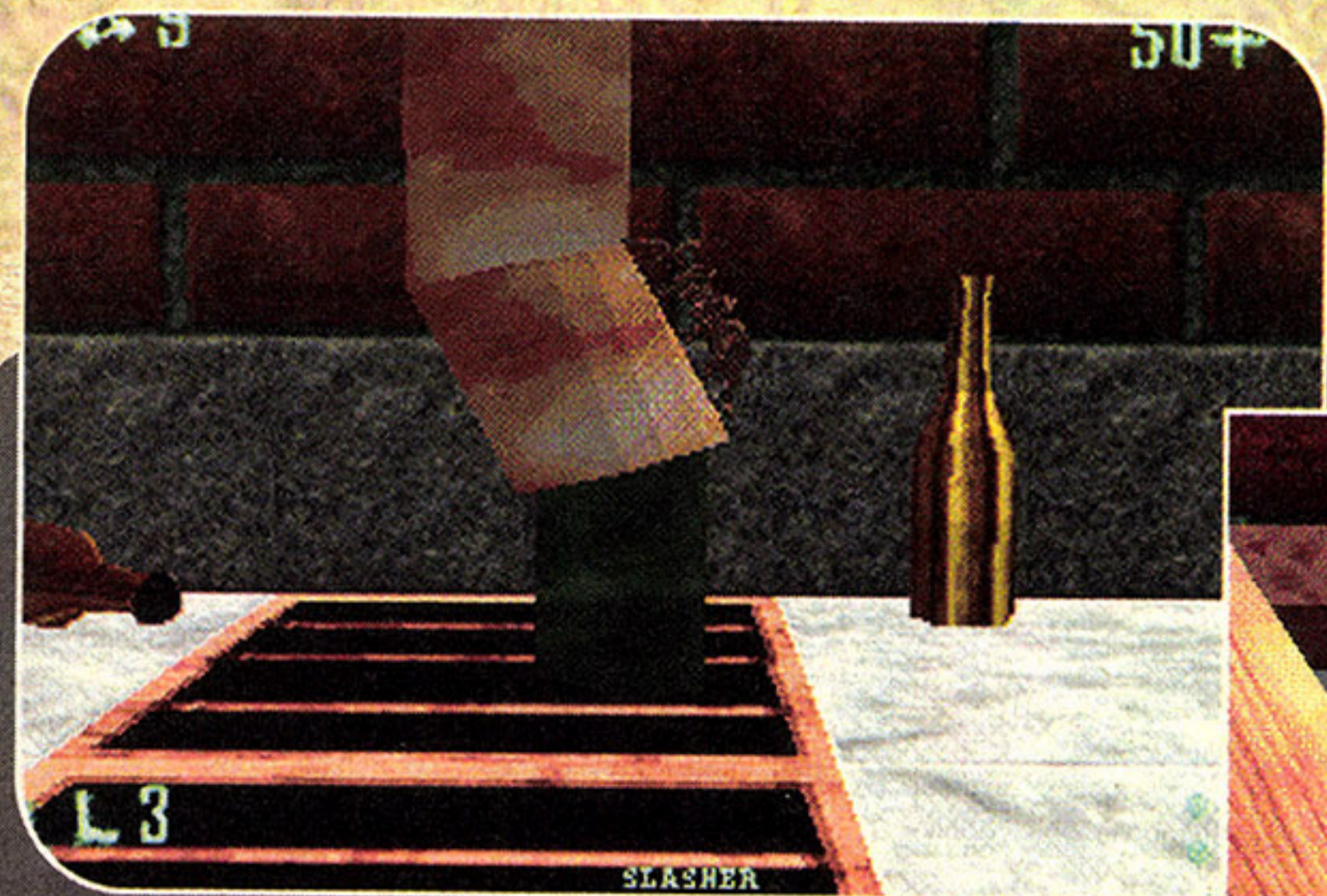
*Boss Games sets its sights high with Spider*

Now, now — it's isn't polite to mess with mother nature, as this poor scientist is about to find out.



**B**oss' first game, simply titled *Spider*, is already got the industry buzzing about the new developer's impressive talents. The game starts when a scientist's experiments to create super intelligent animals and insects go way wrong. The player gets to control the scientist, who has unfortunately been transformed into a spider — what a rotten day this guy's having!

The 3D gameplay really takes advantage of the spider's wall-crawling and web-slinging capabilities amidst several varied and intriguing backgrounds. So far, one of the coolest things about *Spider* is its refreshing graphical style. The characters aren't cutesy cartoons, but rather realistic-looking versions of their real-life counterparts.

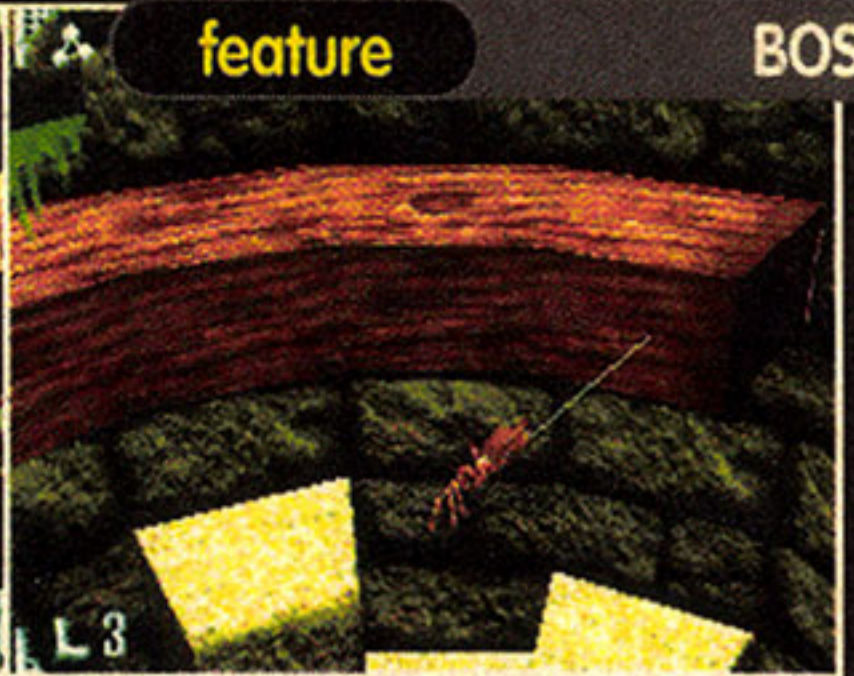
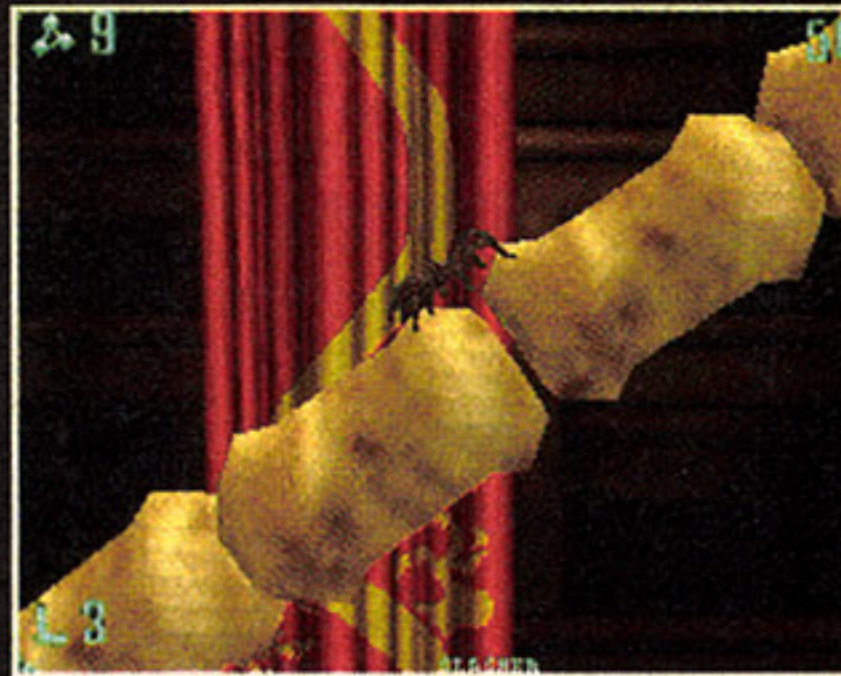


When you're a spider all alone on the mean streets, you'll need all of your super-human intelligence and spidery instincts to survive. That, and a few extra lives and continues.



Here we see our friend the scientist, who has been inconveniently transformed into a spider, making his way up the bones of a dinosaur at a museum. Notice the very cool and very realistic-looking bat in the middle picture.

Just as impressive is the screen to the far right, which demonstrates the spider's web-swinging abilities. Can't wait to see how all of this feels once I get a controller hooked up to it.



feature

BOSS

## interview

### W GP: Who's idea was it to start Boss Games?

Colin: It was Richard Edlund's. One of the problems that was seen with Boss Film was that they develop a lot of techniques and proprietary stuff that they sell off. A classic example

was *Ghostbusters*. Boss Film was responsible for the design of a lot of the *Ghostbuster* logos and emblems, but didn't reap any of the marketing benefits. But that's the way it is with most movies, you help design the characters, you help make things happen, but you never own any of it.

The thing with the game biz was,

SGI's are getting popular, videogames are getting better, we should pool our talent and resources and focus on the game market. Other effects studios like (James Cameron's) Digital Domain are doing the exact same thing. But instead of just getting a director or producer that's just played a handful of games during his

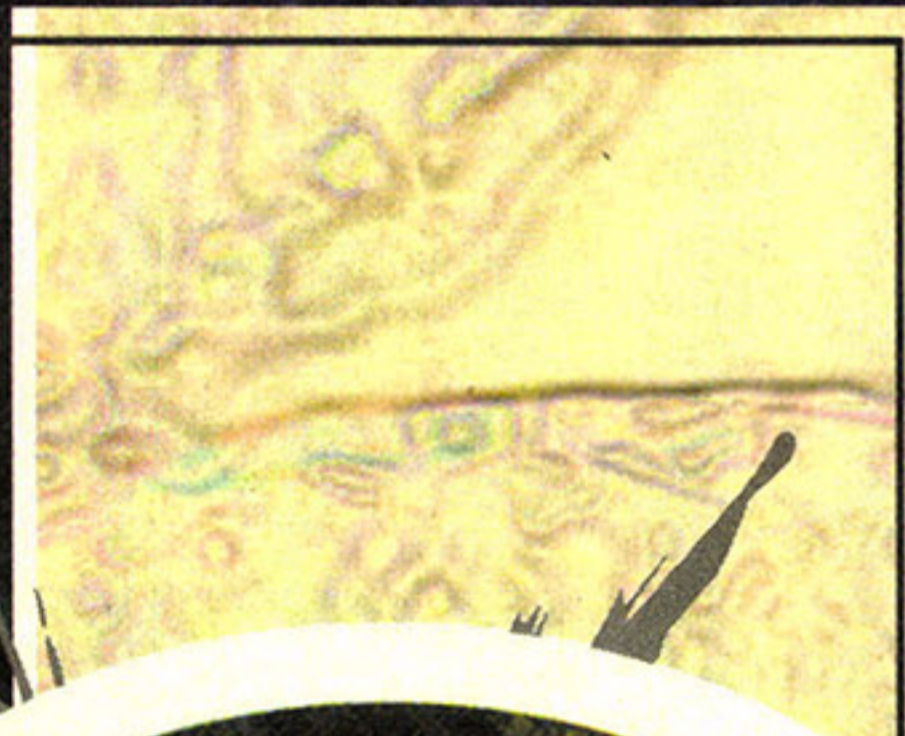
lifetime, Boss took an approach to recruit talent who were fanatic about games and have experience in the videogame industry.

### GP: How will Boss differ from other developers?

Colin: Well, to begin with we're not focusing on coin-op conversions or arcade licenses. We're trying to create original product. There are

other developers, like Origin, who have done that successfully in the past. We're not trying to change the world here, we're just trying to create original games that players will like.

*'We're trying to create original games that players will like.'*



These SGI-rendered scorpions look like trouble for our spider friend, but we're betting he's up for the challenge.



Yuch — is it just me, or does everything in this game give the serious willies? Maybe we should just skip this whole 'spider' thing and call an exterminator!





**W**

**GP: Is that the Boss Game development philosophy?**

Seth: The original thought was just to make great games that play really well. If you concentrate on that, as opposed to breaking all the rules and trying to make the greatest this or that, you've got a better shot (at making good product). I think as we go along with our concepts, they'll become great games and people will really like them, because we have put a lot of effort into making these games fun. After all, the bottom line is the game has to be fun to play.

*'The bottom line is the game has to be fun.'*

Colin: There have been other developers who have come out in the past couple of years with a big splash and said, we're going to change the future of videogames. Just look at how much we're spending on these effects, and look at how much we're spending on actors — this is just going to be wonderful. But it hasn't happened, because videogames aren't movies — there's a big difference.

**GP: You've been heavily pursued by both first and third parties to develop games. Talk about that process.**

Colin: I guess because of our collective experience people have been taking us seriously. We're not a hole-in-the-wall operation, we're well funded and headed in the right direction. I mean, let's face it — money attracts money.

**GP: Besides the games that are currently in development, what other projects are you looking at down the road?**

Colin: We've looked at several licensed products. Obviously with the film side, we've looked at things that might or might not work out for us. So far we haven't found one that has really turned us on.

**GP: BMG Interactive will distribute the first two titles, *Kill Team* and *Spider*. How did that rela-**

**tionship come about and what are some of the dynamics involved?**

Colin: A colleague of mine at Virgin moved to BMG London, so we knew they were setting up and getting into the game biz. We were pretty far down the road with another publisher — who will remain nameless — that really wanted our first title, but BMG came along. We presented some pretty stiff demands for the way we wanted to be treated. Currently our relationship with BMG is on a title by title basis. We have another title in development that may or may not be a BMG title — that hasn't been decided.

BMG wants quality and have seen enough big media companies come in, spend a lot of money, give it a blast, achieve less than mediocre results and go away again. That's not their goal. They have committed quite a serious amount of money and time on this thing. They have some really good talent already on board, the guys at DMA have signed with them and others that we can't currently discuss.

**GP: Are you concerned that these first two products don't have a license?**

Seth: No. At this point in time, the market is filled with licenses, and I think the effectiveness of a license is considerably less than it used to be. What we've come up with is just a good idea and they will build into a proprietary license, in the same way Capcom, Konami and Nintendo have done in the past. We feel our products will sell because they're really good and innovative games. Once again, it comes down to that if

Not all enemies are animals and creepy critters. This robot arm spells trouble for our six-legged pal.



you make a game that plays really well, you don't need a license.

Colin: A lot of kids have gotten burnt on licensed product, spending sixty and seventy dollars on product that wasn't any good.

**GP: Nowadays, it seems everything has to be rendered or 3D. We hear other nightmares from developers about the pitfalls of programming 3D worlds. *Spider* is a 3D game, have you had any problems?**

Seth: The complexity of most programs like Alias and Wavefront, aren't like D Paint, which was used in the past. There are so many technical issues our programmers have to learn. There's a huge leap from 2D programming to 3D worlds. Thinking in terms of 3D is just very different from what people are used to. We've been working in 2D so

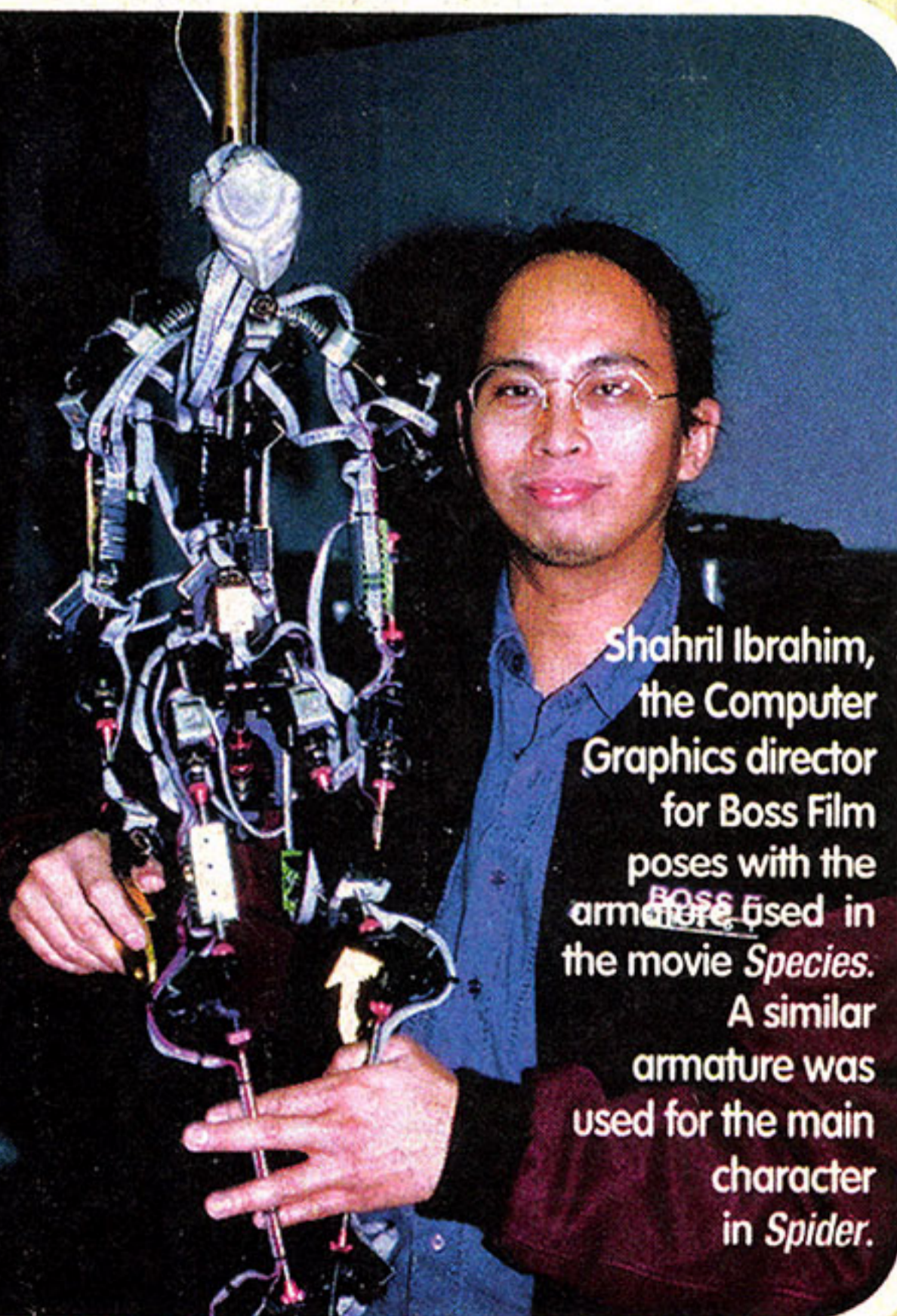
long, it's difficult to make the adjustment. Thinking that these things now have depth, and we have to judge distances too. It's a totally new set of rules.

Colin: A simple example is collision. In a 2D world, col-

*We're trying to create original product*



Shahril Ibrahim, the Computer Graphics director for Boss Film poses with the armature used in the movie *Species*. A similar armature was used for the main character in *Spider*.





lision is really easy. In a 3D world it's a real pain to get things happening. Other things like art are difficult too. In one case, we had this rat that looked more like an Armadillo because of all this gouraud shading that was going on.

**GP: How does Boss Film influence your work and how have they helped you on these two titles?**

Colin: We have access to their motion capture and green screen equipment, in addition to their personal resources. They've also helped us by offering some production advice on some of the game intros. We used motion capture in *Spider*, the Boss Film setup is a puppeteer system, where puppeteers come in and move the armature. That movement is recorded back to the SGI's, so it's animating it in real time.

**GP: What kind of game will players experience when they sit down to**



The backgrounds in *Spider* are very detailed, and all are 3D.

**play  
Spider?**

Colin:  
*Spider* is a real time 3D action game.

We've tried very hard to make this game very realistic and get away from the (*Mario* or *Sonic*) cartoon look. It still has solid 2D game mechanics, so the player won't suffer wandering around lost. The first thing we did was come up with the concept and play mechanics, then we went back and figured out a storyline that made it all make sense. All things being equal and our programmer Rob Povey gets his job done right, the game will be out before the end of this year.

**GP: The other title in development is tentatively titled *Kill Team*. Tell us about it.**

Colin: We wanted to do something different with *Kill Team*, so we decided early on that it would be a 2D game. Then we sat down and thought about it and thought, what could we do to a 2D game to make it different? We'll make it 3D! (Laughter fills the room). Seriously, what we decided to do was a *Wing Commander 3* treatment — here we have a story line, an involved plot and various missions where the player really cares about what's going on in the world. It's not just 'here's 20 levels, get through them'.

Seth: The game is based around a group of mercenaries that perform various task for different people. The story line is built around the characters and the environment — as you go through the game and choose different missions, your choices change. As you continue to do different things, the world continues to change as do the missions. At the same time it's very much an action game, not unlike *Gunstar Heroes* or *Contra 3*. We'll also use different view points and multiple characters to add a variety that wasn't found in those games.

**GP: How do you think these games will differ from everything else out there?**

Seth: They'll be good games. With both games we had an original concept which has grown into something else. Now they're even better games. Again, the bottom line here is fun, that's what we're all here for, right? To make games that are fun to play.

**GP: Finally, we hear that you guys are taking a hard look at the Nintendo 64...**

Colin: There's really nothing to say at this point. We have a good relationship with the people at Nintendo. The Nintendo 64 impressed a lot of people and we will develop for the platform.

**GP: Thanks for your time guys, we wish you the best in the years ahead.**

The bottom line is fun.  
That's what we're here for.

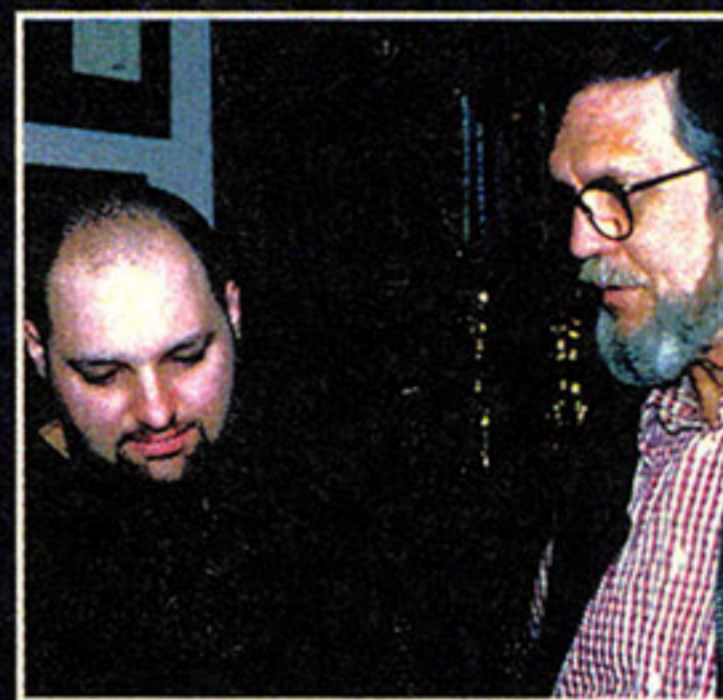
Spider starts here, at a grim-looking lab.

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EST. 2018

'Our goal is to produce really good products that play well.' Colin Gordon is the Head of Development for Boss Games.



Seth Mendelsohn and Richard Edlund discuss an introduction sequence for *Spider*.



## A Visit to Boss Film



After a great visit with the guys from Boss Game, it was down to Southern California to see Boss Film.

In addition to a V.I.P. tour of the studio facilities, **GAME PLAYERS** also got to spend a little time with filmmaking legend and Industrial Light & Magic alumni, Richard Edlund.

### THE Boss

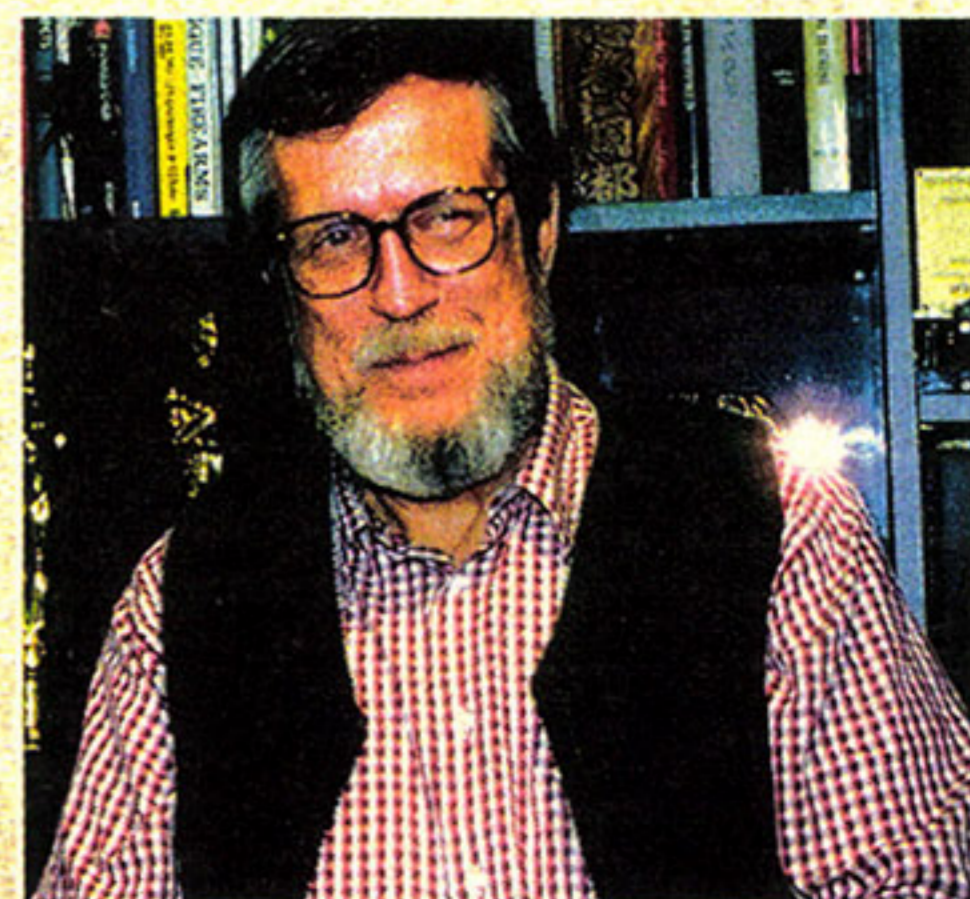
Richard Edlund, four-time Academy Award visual effects winner for the *Star Wars* Trilogy and *Raiders of the Lost Ark*, not only founded Boss Film Studio, but was also one of the people responsible for setting up George Lucas' Industrial Light & Magic. In addition to designing and inventing almost all the cameras used to shoot the outer space and stop motion sequences in all three *Star Wars* films, Mr. Edlund also personally oversaw filming on the climactic Death Star trench sequence for *Star Wars*.

Edlund recalls reading the *Star Wars* script and seeing the words 'trust in the force' for the first time, 'We talked about how we would make the audience experience that feeling. It was like learning to think in a new language with infinite possibilities. But that was

the beginning when a new grammar for visual effects was being invented.'

Since leaving ILM, Mr. Edlund and Boss Film Studio has continued to stretch the bounds of moviegoers imaginations and has been honored with Oscar nominations for its visual effects work in *Cliffhanger*, *Ghostbusters*, *2010*, *Poltergeist*, *Alien 3*, *Die Hard* and *Batman Returns*.

Currently Boss Film is working on *Multiplicity* starring Michael Keaton and *Turbulence*, an action thriller that's been described as 'Speed on an airplane'. Finally, although Mr. Edlund feels confident in the staff he's had handpicked to ensure Boss Game is heading in the right direction, he concedes, 'We're here for them if they need anything.'







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hello to  
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# REVIEWS

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Games can be a lot like fireworks. Some of them light up the sky with a huge 'Bang!' that makes you gasp with wonder. But sometimes they're like that firecracker that goes off in your hand! Who's got a match?



## THE GAME PLAYERS ULTIMATE AWARD

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

### INFO

The best way to describe a review's info section would be to say it's a lot like the small print on a package of firecrackers that says 'Do not light while holding'.

### REVIEWER

When he isn't reviewing games, you can find this guy down at the vacant lot, with all of your old models and a whole bunch of M80's!

### OPINION

Whether they're lighting up a game's good points, or blowing a bad game to smithereens, these opinions are right on!

### The Rocket Science:

Each category of our scoring boxes is given a 'weight' — the higher the weight, the more important the category. We multiply each category's score by the weight, total them up and divide the answer by 18, which is the total of all the weights combined. The resulting number is multiplied by ten to compute the final score for the game.

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

### SCORE

The bottom line. Cooler than scoring a bunch of bottle rockets for next to nothing!

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

**SUPER NES** review

**BASS MASTER CLASSIC PRO EDITION**

GENRE / fishing  
PLAYERS / 1  
PUBLISHER / THQ  
DEVELOPER / THQ  
AVAILABLE / now  
PRICE / \$\$\$

**BASS MASTER CLASSIC PRO EDITION**

All this title is lacking to make it a perfect fishing game is a cold six-pack!  
*Chris Charla*

**9** **GRAPHICS**  
Great use of mode 7 scaling for 3D effect.  
Nice color palette.

**7** **MUSIC & SOUND FX**  
Multiple music styles to choose from.  
Super NES music chip has its limitations.

**7** **INNOVATION**  
It's a very well implemented game.  
Fishing games aren't exactly new.

**8** **GAMEPLAY**  
Gives a great sense of accomplishment when you do good.  
Fishing isn't super exciting for everyone.

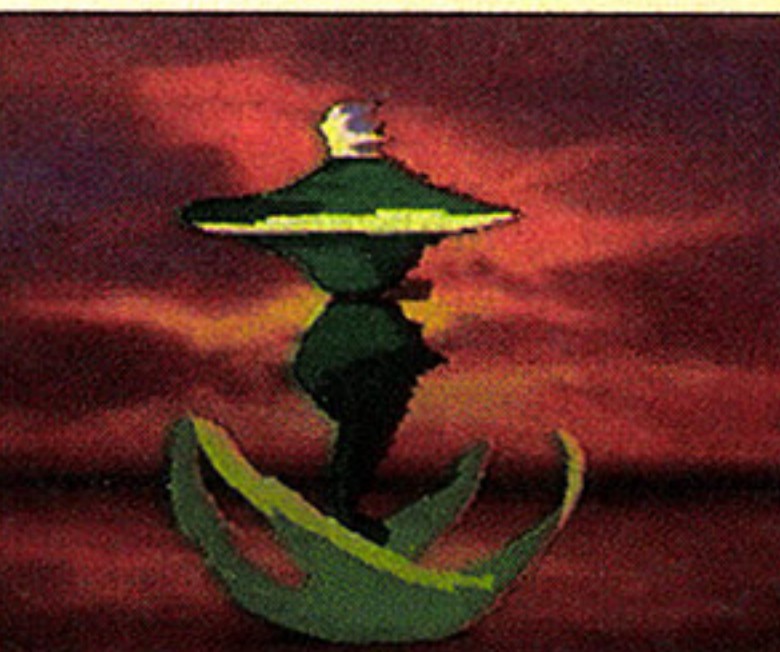
**8** **REPLAY VALUE**  
Really relaxing game that you can play for a long time.  
Not everyone wants to spend hours fishing...

**EXCELLENT 80%**



## SATURN

GENRE / fighting  
PLAYERS / 1 — 6  
PUBLISHER / Sega  
DEVELOPER / Treasure  
AVAILABLE / now  
PRICE / \$59.00



All I wanted was to take a leisurely stroll with my medieval pals, but every time I turned the corner, BAM!  
— Patrick Baggatta

# Guardian Heroes

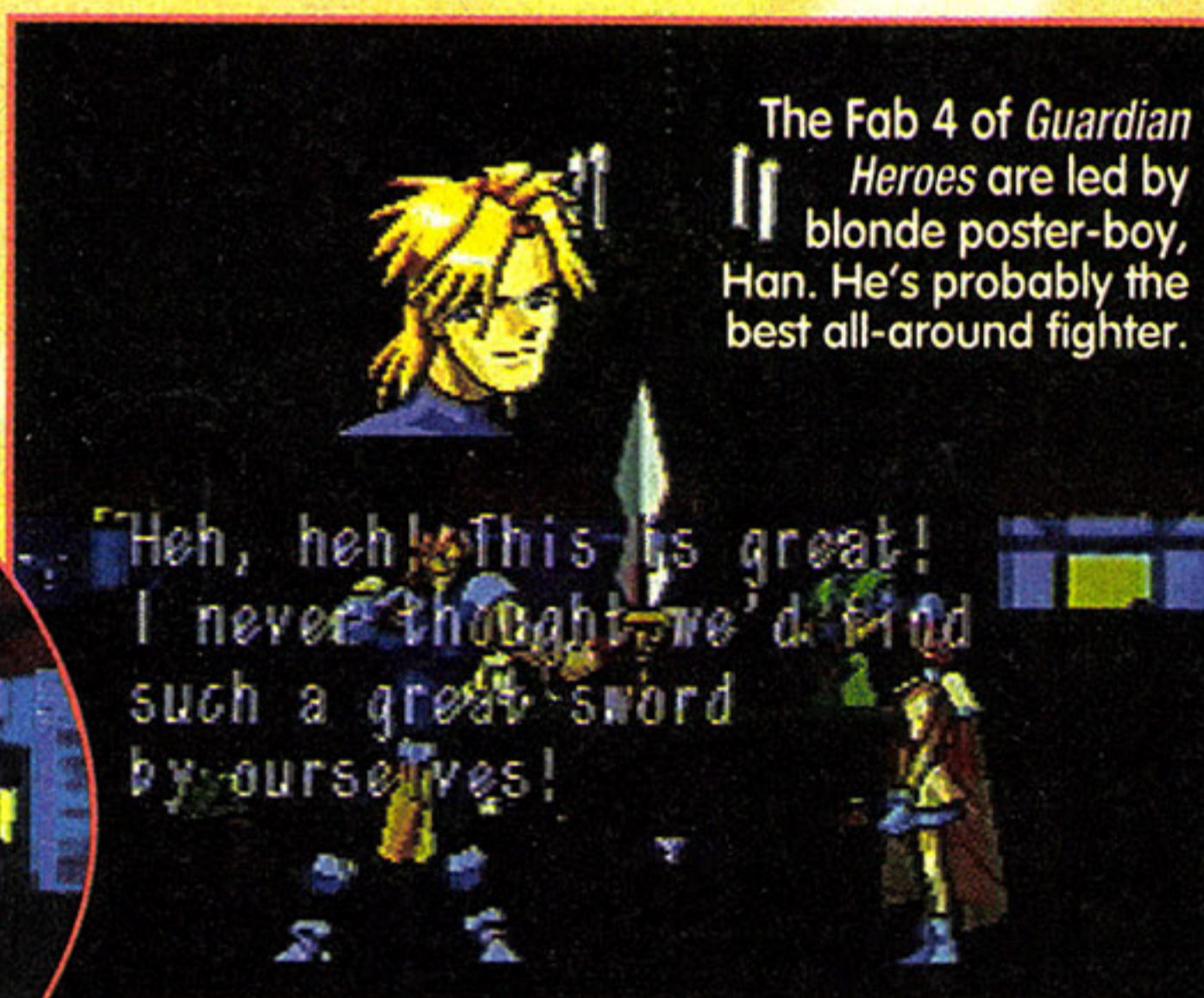
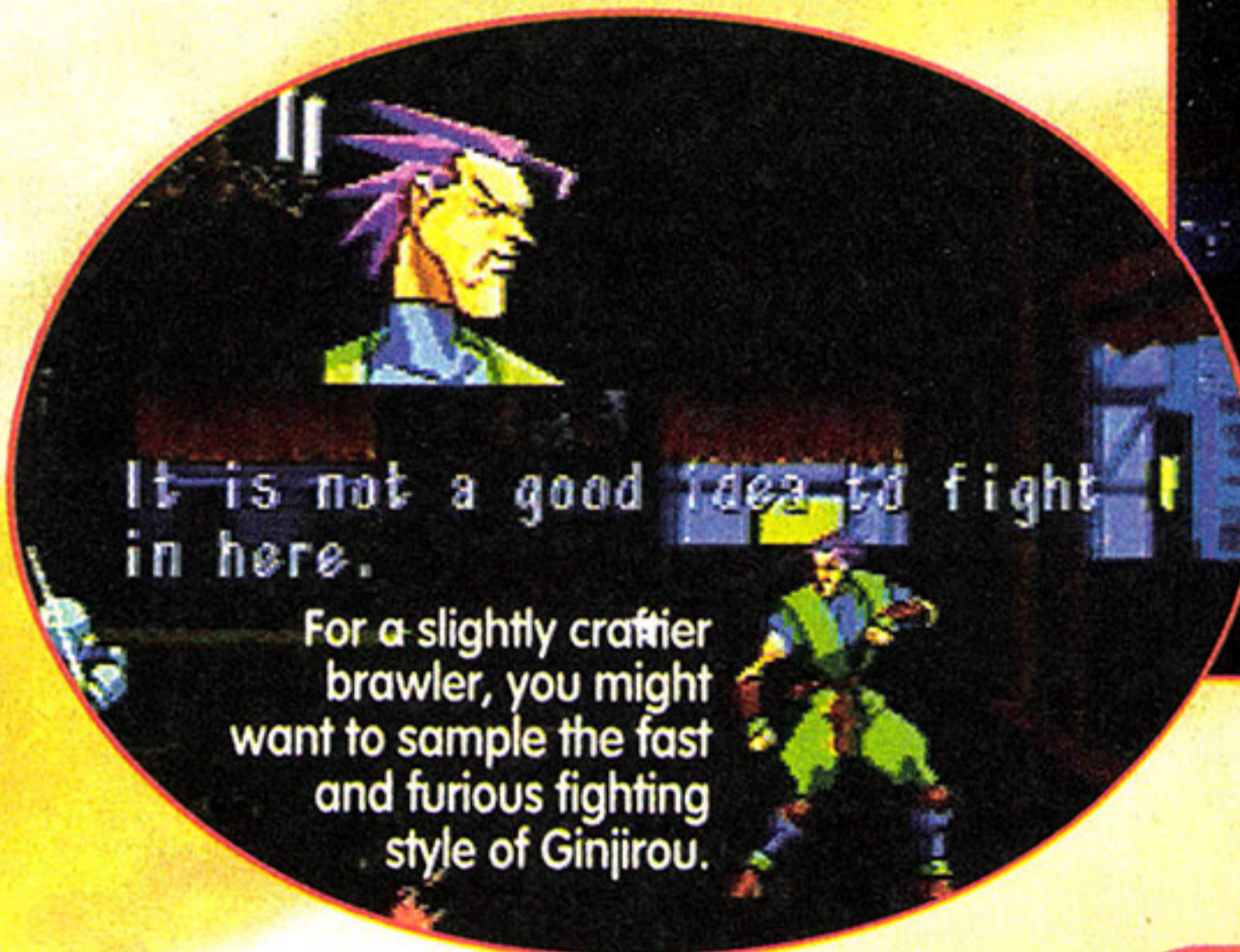
Much like the pleasure taken from eating one of those deliciously minty Girl Scout cookies, *Guardian Heroes* satisfies on a very basic level. Sure, you know what that cookie is going to taste like. You've certainly eaten enough of them in the past to know what to expect, but each time you eat one of those sweet cookies, it's pure cookie bliss. *Guardian Heroes* is pure cookie bliss, but without the chocolate mess.

OK, no more cookie talk. *Guardian Heroes* is an action-packed-to-the-gills fighting game from the makers of *Gun Star Heroes*, *Light Crusader* and *Dynamite Headdy*. What makes this title immediately distinguishable from other side-scrolling fighting games (outside of undeniable similarities to those cookies) are a few newish features that genuinely add to the gameplay experience. The most exciting of the new features is the ability to fight in three separate planes of the battle field, creating a kind of 3D-lite environment. The integration of this feature is completely natural and, overall, a successful element to the ever-important gameplay. Another exciting feature is the ability to play with up to six people at once in the versus mode. Yes, it is true that with six characters on the screen, the action sometimes becomes a jumbled mess, but it's still pretty fun to mix it up with that many people. There is also a pretty involved story mode which allows several path choices, each

leading to a different game ending.

What is far more pleasing about *Guardian Heroes*, however, than any of the new features, is the sheer relentlessness of the game and the overall quality of design. OK, maybe after a little while the word repetitive starts to occur to you somewhere in the back of your mind, but until then you don't have time to think of anything but the hyper-intense fighting. In the end, *Guardian Heroes* plays as good as it

looks and, much like that Girl Scout cookie, is everything you were hoping for, if not too much more. **GP**



## My Medieval Friends

Choosing from several different warriors adds a hearty dash of spice to *Guardian Heroes*.



For fierce bunny-fighting, there simply is no other choice but to go with Randy. You'll understand when you play.

The Big Golden Freak (as he is described in the game) over there acts on his own, but you'll never be sorry to have him along.



If magic's your game, you'll want to head straight for the talents of Nicole.

## Meat and Potatoes Fighting

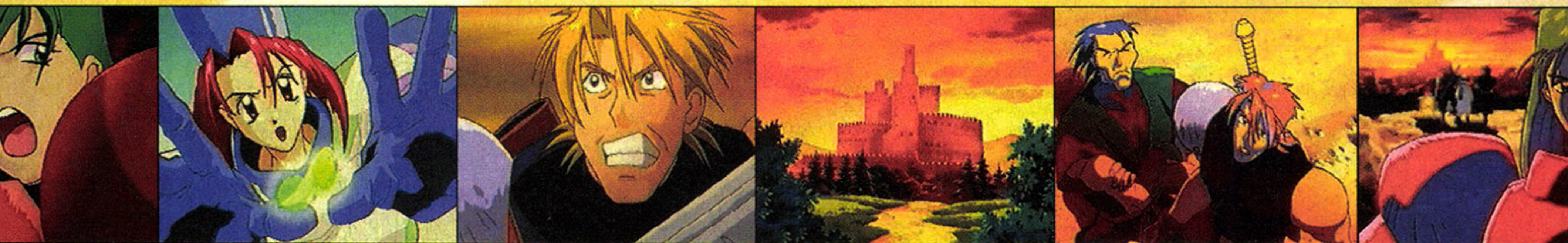
At the core of *Guardian Heroes* is nothing more and nothing less than hard-core fighting action.



Battling one enemy at a time is for sissies — *Guardian Heroes* is for real warriors.

Utilizing a simplified combo system similar to those found in a *Street Fighter*-esque title, the action is more intricate than you might expect.



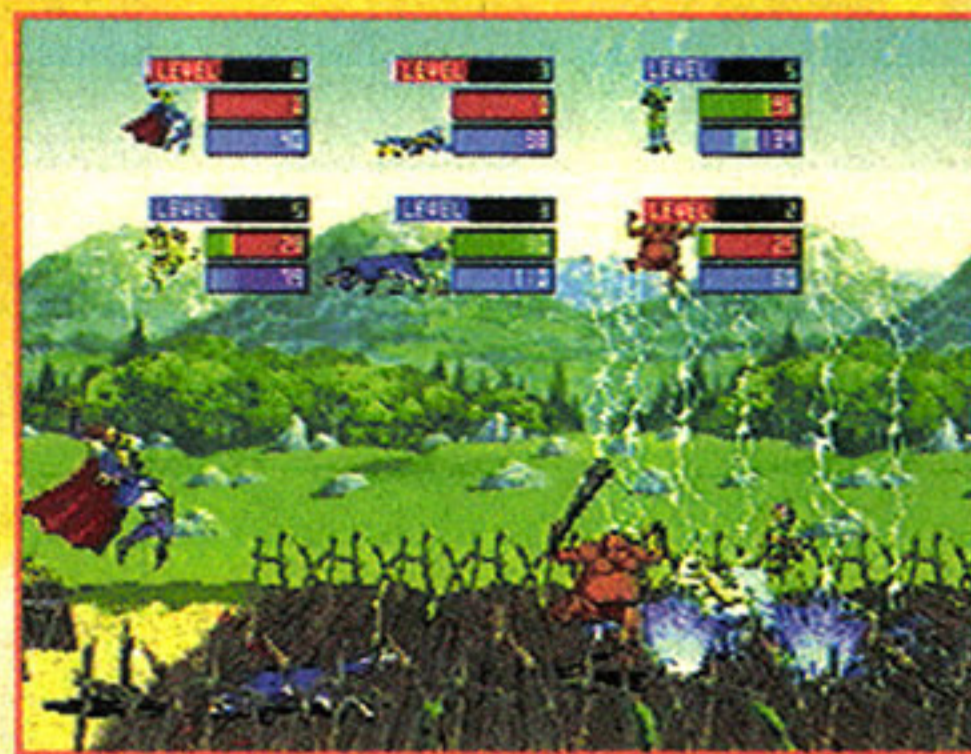


## Grab Your Controller

One of the few Saturn games, as of yet, to take full advantage of the multi-tap, *Guardian Heroes* is a game for everyone.



To really exploit the advantages of the multi-player mode, you'll have to learn to work together with your fellow warriors.



Keeping track of your character on the screen, does, on occasion, become a tedious task, but in the end, it's worth it.



Even if you're not interested in the storyline, the text breaks, at least, give you a chance to rest before the next fight.

DATA	Character	Level	Team
1P	ZUR	= 0	A
2P	HAN	= 0	A
3P	GINJIROU	= 0	A
4P	RANDY	= 0	B
5P	GIANT	= 0	B
6P	GODATS	= 0	A

In the multi-player mode, you can create teams or play in an all out free-for-all.

Try fighting with the bunny — it's awesome!



## A SECOND OPINION

Believe me, there is no type of game I detest more than the *Final Fight*-type side scrolling beat-em-up games. And upon first look at *Guardian Heroes*, I expected the worst. But as I was about to bury the game in the 'Total Crap' file, Patrick convinced me to fight a few rounds with him. And lo and behold, *Guardian Heroes* is actually fun. The RPG elements in the game add a lot of dimension to the traditional gameplay. There is a plethora of attacks and spells that help to diminish the repetitiveness of the game. Why, there's even a maniacal attack bunny included in the impressive cast of characters. I love killer bunnies! Don't get me wrong, I'm not sold on the game as much Patrick is, but *Guardian Heroes* is surprisingly good. — Roger



1P	GINJIROU	Level 12
EXP.	2094	
HP	200	
MP	280	
	Bonus	1 points
STR.	14	
SPD.	6	
INT.	4	
ME.N.	8	
AGL.	6	
LUC.	4	

Giving you the freedom to customize your characters is yet another nice detail of *Guardian Heroes*.



With each character having their own unique fighting style, it's vital to pick the character with the right kind of skills.



Though most of your battles will be against legions of enemy soldiers, don't be surprised to find yourself battling some frighteningly large deviants from time to time.

### GRAPHICS

7

### MUSIC & SOUND FX

7

- Great sound effects add to the brutal impact of each blow.
- The soundtrack is occasionally cheesy.

- Stylized design draws you into the game.
- The characters are a little blocky.

### INNOVATION

7

- The 3D gameplay and multi-player options are new features.
- They fight, and fight, and fight, and fight!

### GAMEPLAY

9

- The basic combo system keeps the action fresh.
- Each character has a host of moves from basic to advanced.

### REPLAY VALUE

9

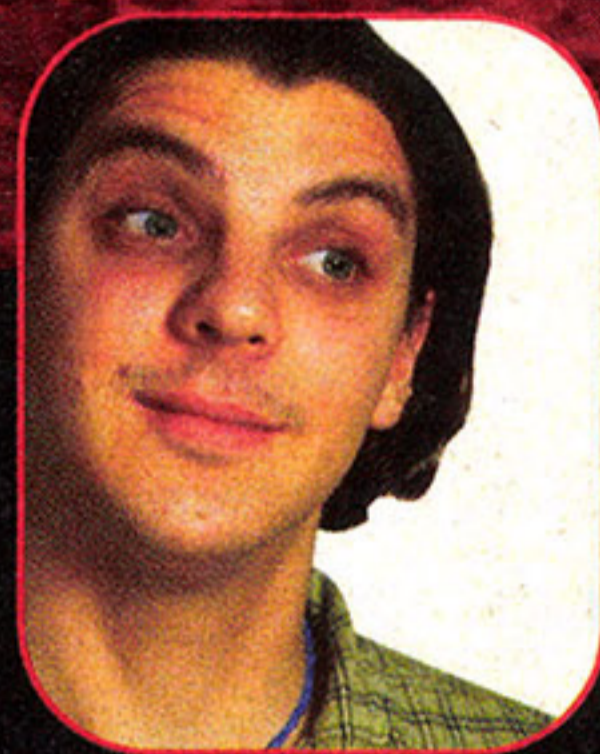
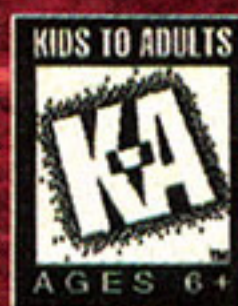
- Each character has a unique fighting style.
- The multi-player versus mode is endless fun.

EXCELLENT  
**86%**

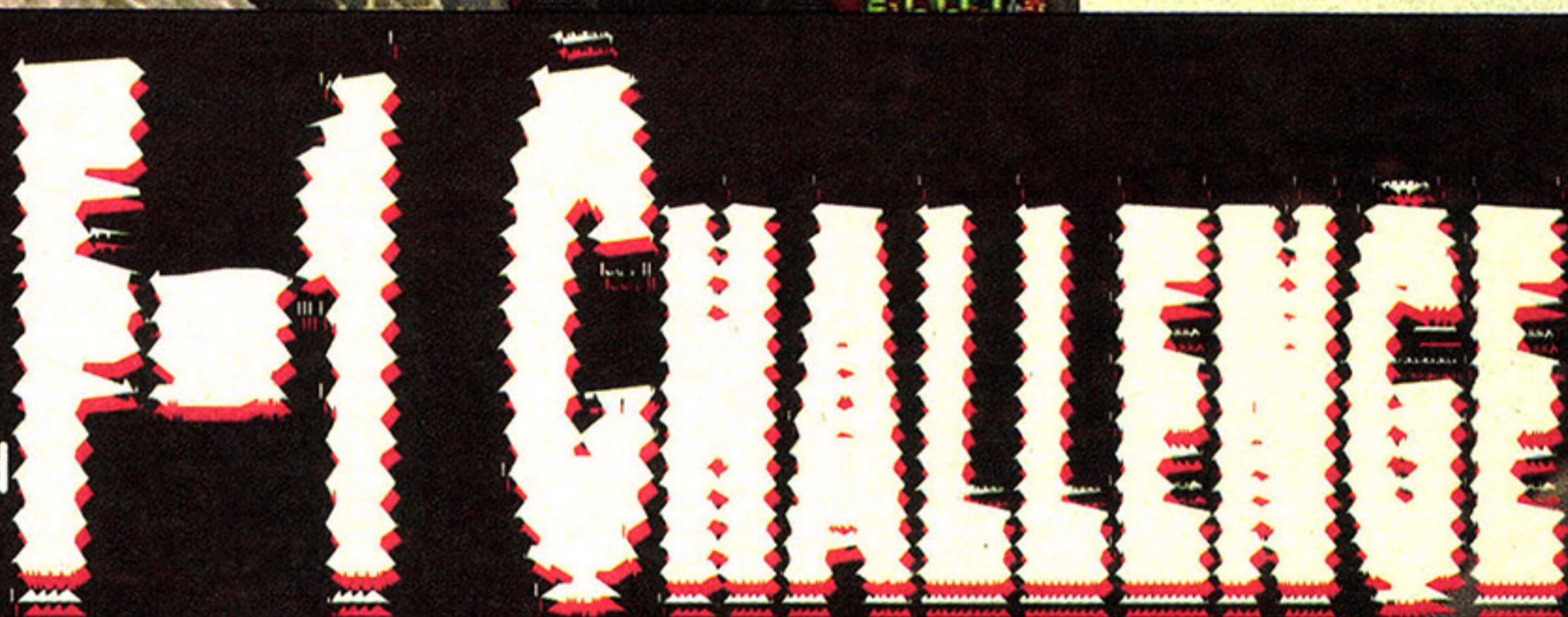


# SATURN

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



OK, when it comes time to play intense racing games like *F1 Challenge*, I really am the only logical choice around here. — Patrick Baggatta



Released from Sega in Japan a few months ago as *F-1 Live Information*, *F-1 Challenge*, an almost identical version to the original, is among the finest racing games available for any system. Combining real F-1 racing scenarios, genuine teams, three actual F-1 tracks (as well as three fictional tracks) and blinding speed, this title delivers a realistic F-1 experience in a big way. And while it's impossible to say that the conservative graphics are going to blow anyone away, the gameplay more than makes up for any possible shortcomings in presentation.

At first glance, *F-1 Challenge* is not the prettiest racing game for the Saturn when compared to games like *Sega Rally*,

*Hang-On* or *Wipeout*, but its polygonal tracks and background elements more than get the job done. There are occasional problems with late draw-in, but it's never really an issue beyond the cosmetic factor and, when considered against the game's speed, it's a reasonable compromise. What is nice about the graphics are the accurate representations of three actual F-1 courses, including Hockenheim, Suzuka and, of course, Monte Carlo. Recreated to the finest detail, racing fans will finally understand the real challenge of F-1 racing.

What is ultimately best about *F-1 Challenge*, however, is the intense racing action. Differing in style than most traditional racing games, the races are considerably longer, involve

far more finesse-driving, and an actual pit strategy (you can not win without pitting at least once per race). Another significant advantage over most racing games is the fierce competition. Racing against 23 other cars per race is already more than what's offered in most 3D racing games, but what's even more impressive in *F-1 Challenge* is the fact that each car you'll pass is an actual battle. Expect to use quick maneuvering and pinpoint driving skill or expect to lose. You'll also quickly notice that passing a car once does not mean you are then done with that car as in most games. The rear view mirror is provided for a reason! **GP**



Customize your car before each race for optimal performance. The differences are subtle, but real just the same.

## Racing Realism

Bent on creating a realistic F-1 racing experience, *F-1 Challenge* pulls out all the stops.

Choose from several actual racing teams and cars for a variety of strengths and specialties.



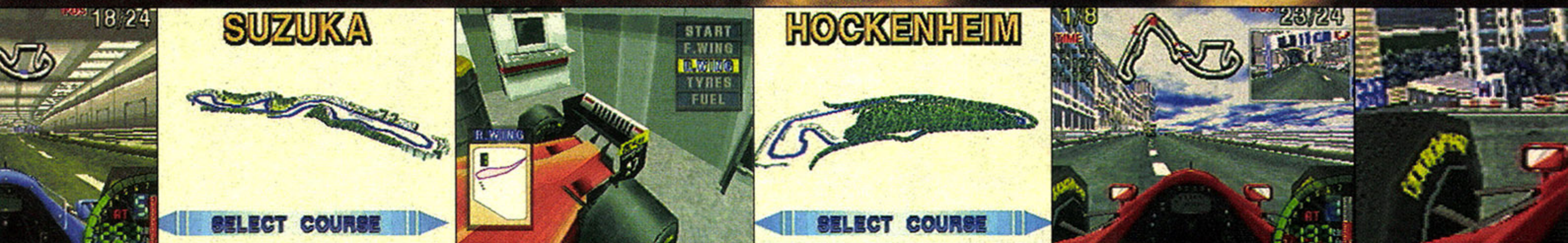
Take your car out on some of the world's most popular F-1 courses such as Monte Carlo or Hockenheim.

## The New Courses

The three fictional courses offered in *F-1 Challenge* are slightly more arcade-influenced.







# The Challenges

Anyone familiar with F-1 racing knows the trick is in finesse-driving.



Powering-down into a tight curve is a big part of a winning strategy, unlike most games where the idea is to keep the pedal to the metal throughout.

Choosing just the right time to pit for new tires and fuel replacement is an important part of your overall winning strategy.

Battling your way through a tight pack of cars in the opening moments of a race is a skill that must be honed to obtain any sort of respectable place at the end of the race.

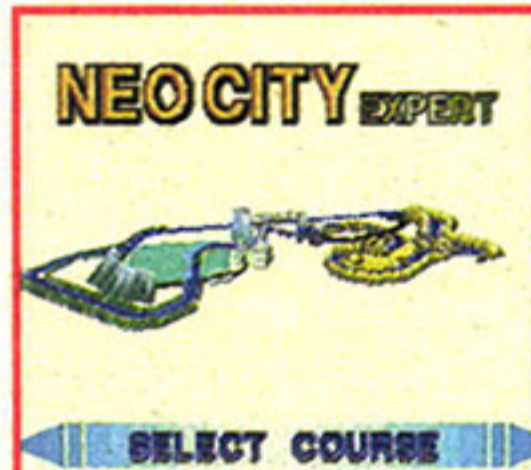


Choosing just the right path around a broad curve is essential.

A final technique to remember is to take full advantage of any and all straight-aways.

## A SECOND OPINION

Being a real racing game nut, it does my heart good when a game like *F-1 Challenge* comes down the pipe. Sure, the graphics could be a little better, but there aren't many games out there that capture the racing feel as well as *F-1*. From the terrific sensation of speed, to the wonderfully controllable power slides, to the great touch of your car's tires losing their grip after too many laps without a pit stop, *F-1* does it right. All the available vehicle tuning options just add to the simulation aspects of the game. Plus, on top of all this racing goodness, *F-1* actually makes good use of that Sega Arcade Racer steering wheel that's been gathering dust in your closet. *F-1 Challenge* is the first game tuned for the use of that peripheral. — Roger



The three fictional courses are actually one long course broken into three separate difficulties.



The Beginner Course has plenty of long straight-aways for gauging the game's speed.



Once you've mastered the Beginner Course, the Advanced Course adds a few slightly more challenging requirements.



By the time you've reached the Expert Course, you're expected to be able to drive like a true master.



The rear-view mirror can be turned on and off at will, which is nice for periodically checking-out the view from behind.



Some of the graphics, while completely functional, are lacking when compared to some of the premiere racers for the Saturn.

Choosing either an in-the-car view or trailing perspective directly effects the style of racing you'll experience.



### GAMEPLAY

### INNOVATION

10

- Face fierce competition from 23 other cars.
- Utilizes realistic F-1 driving techniques.

### REPLAY VALUE

8

- Six tough tracks keep the challenges coming.
- No two player mode.

### MUSIC & SOUND FX

7

- Hearing a competitor's car approach is a nice touch.
- The crash sound effects never seem quite right.

### GRAPHICS

7

- Accurate depictions of real F-1 courses add to the realism.
- Elements such as the 'wall of trees' don't work.

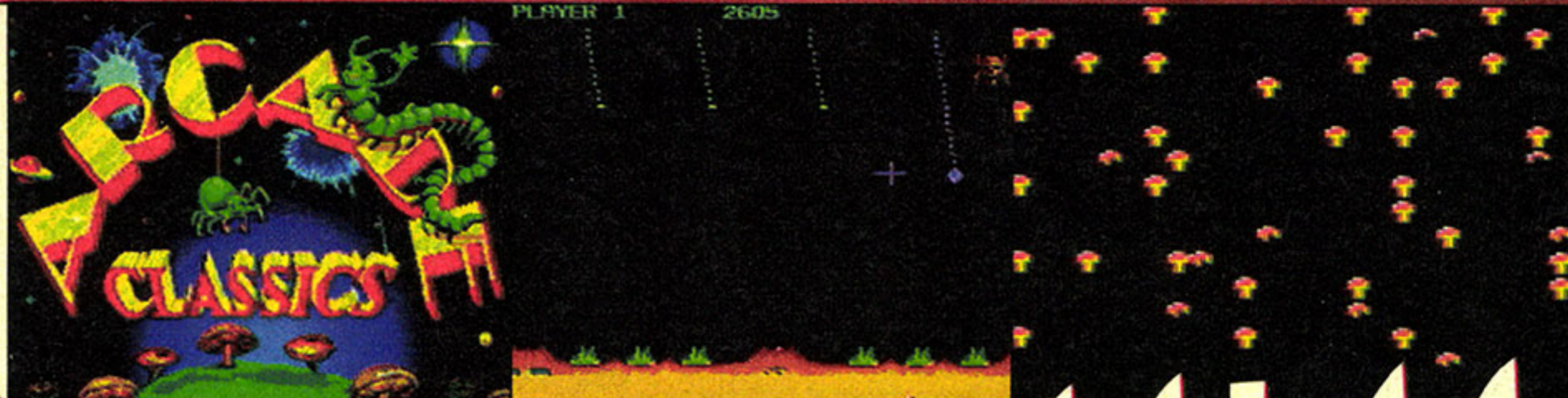
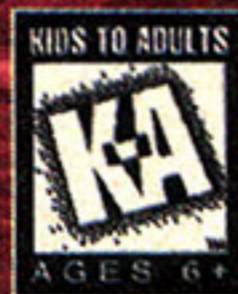
## EXCELLENT

# 87%



# GENESIS

GENRE / classics  
 PLAYERS / 1 or 2  
 PUBLISHER / Sega  
 DEVELOPER / Amoeba  
 AVAILABLE / now  
 PRICE / \$50.00



# ARCADE CLASSICS



The only really good thing I can say about this game is that it doesn't require a quarter everytime I turn on my system — *Mike Salmon*

The retro craze continues, and there's no arguing that getting several classic games for the price of one is a great idea. Companies like Namco and Williams have successfully made compilation discs for the PlayStation that are a real good purchase, but *Arcade Classics* for the Genesis does everything wrong that the others did right.

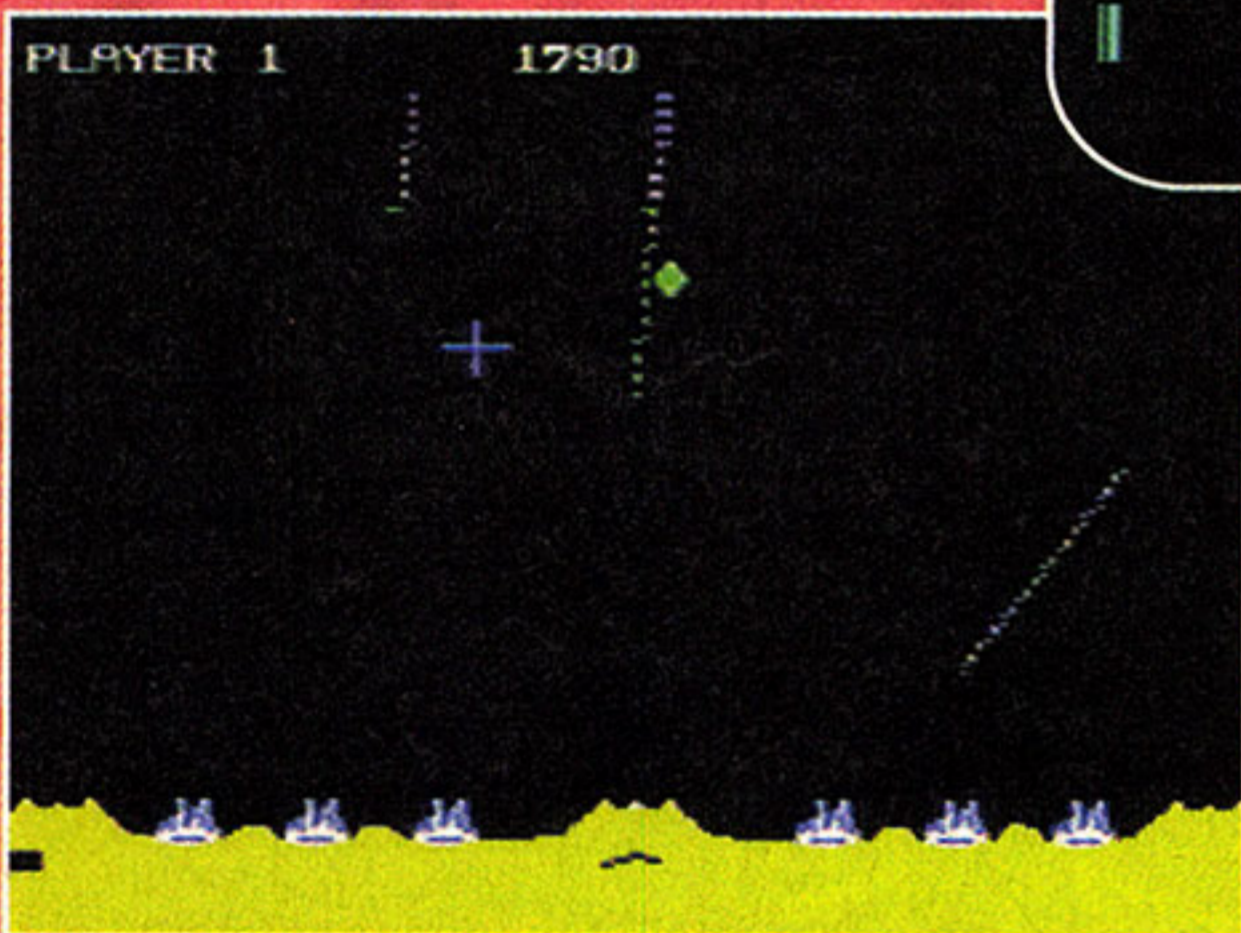
*Pong*, *Missile Command*, and *Centipede* are the three games included in

*Arcade Classics* and there's no denying that these are good classic games. Unfortunately, Sega decided to try making the 2600 games instead of the original arcade version. Even in doing that, *Arcade Classics* doesn't hold a candle to the under-powered 2600 versions and that is totally unforgivable.

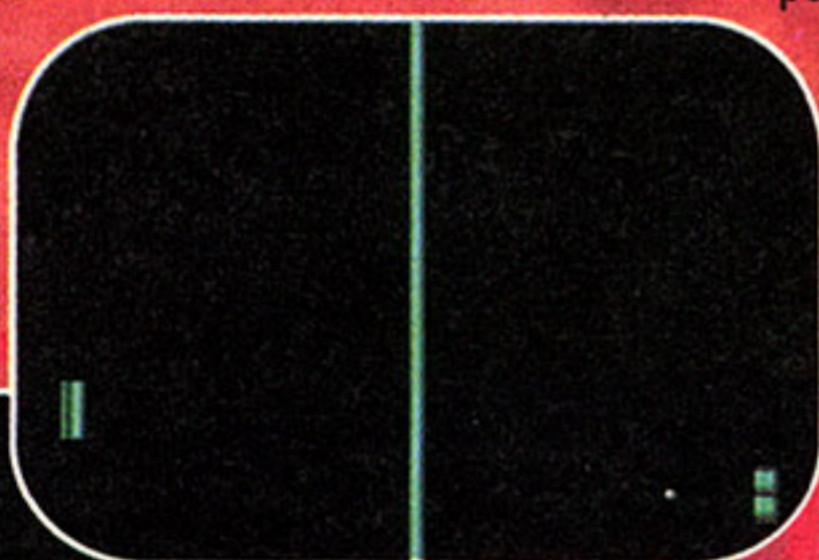
*Pong* is the only game that is done well. With two players, it's still a blast. The problem with *Pong* is that the Genesis control pad is just too jerky to put the proper spin and control on the ball. And that is definitely the high point. *Missile Command* looks just like the original, but the cursor is so incredibly slow that you'll think someone is

pressing pause during the entire game. *Centipede* suffers from the same perplexing slowdown, and the game isn't even as graphically impressive as the Game Gear version.

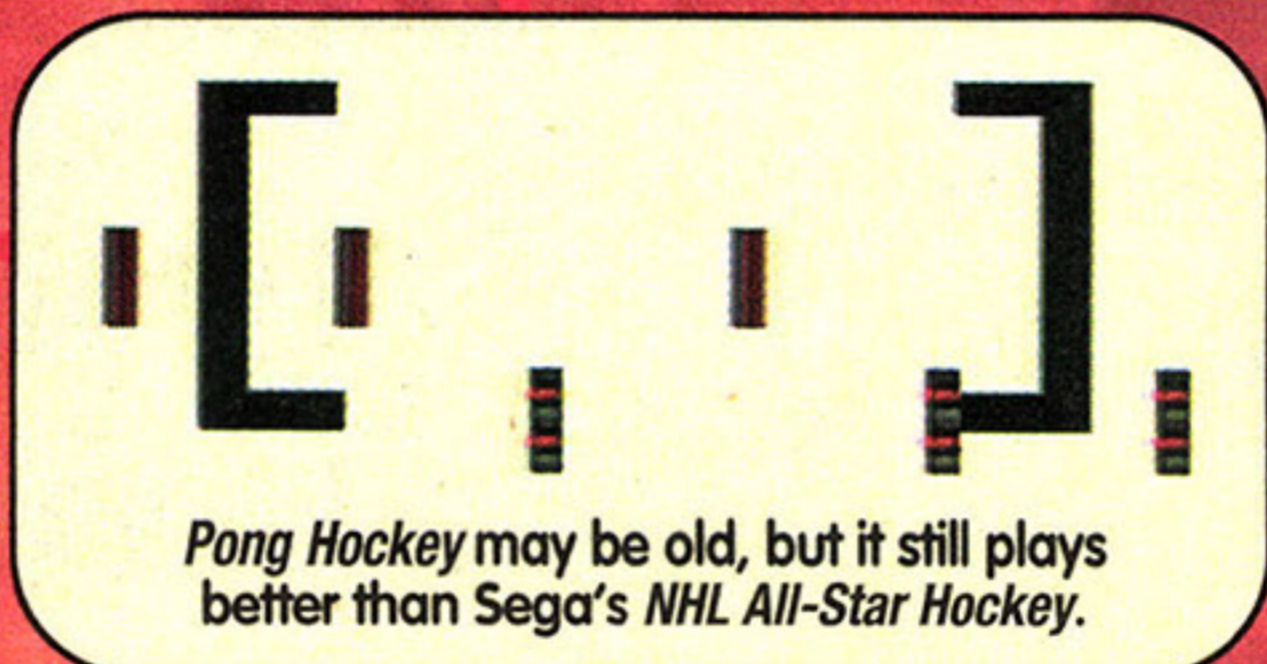
What could've been the selling point to *Arcade Classics* is that Sega made their own version of each classic game. However, the Sega versions are almost exactly the same as the originals. They look no more advanced, and they still play incredibly slow. How anything could've been done worse on this game I have no idea. I mean, you get three tried and true classics, put them in one game and manage to make the final product crap. If you want to play *Pong*, *Missile Command*, and *Centipede*, go to the nearest Pizza Hut. **GP**



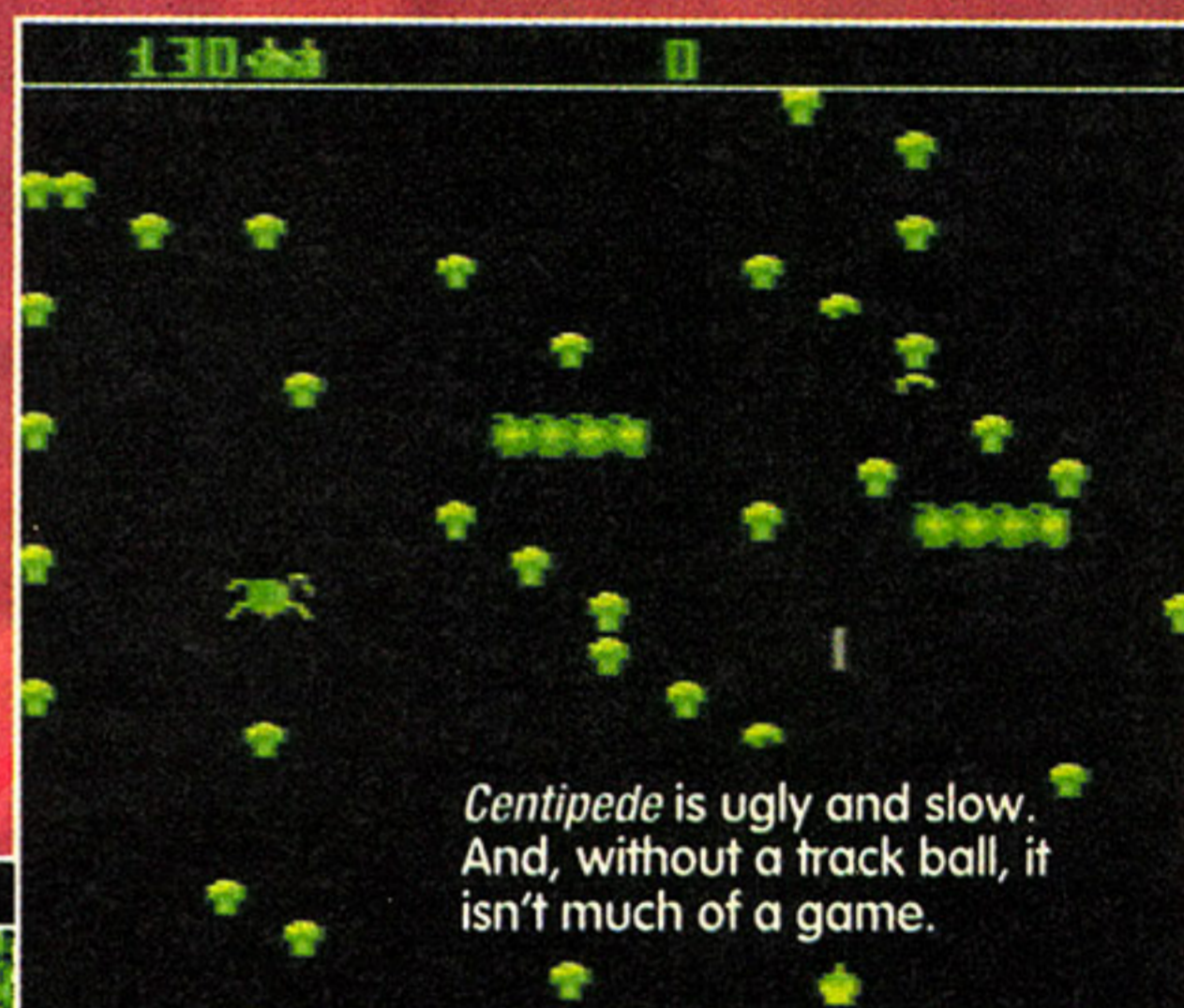
*Missile Command* looks just like you'd expect, but the cursor is too damn slow.



*Pong* looks and plays the best of any game on here, but control is still a problem.



*Pong Hockey* may be old, but it still plays better than Sega's *NHL All-Star Hockey*.



*Centipede* is ugly and slow. And, without a track ball, it isn't much of a game.



The mighty Sega version of *Centipede*. Uhhh... where's the enhancements?

The Sega version of *Missile Command* is just as slow and looks almost exactly the same.



## INNOVATION

2

- ◆ *Missile Command* and *Centipede* are even slower than the 2600 versions.
- ◆ A tragic attempt to cash in on the retro craze.

## GAMEPLAY

4

- ◆ If you can stomach the painfully slow control, the games are long.
- ◆ Find that old pizza parlor and feed some quarters if you want to enjoy these games.

## GRAPHICS

5

- ◆ They look just like the Atari 2600 versions.
- ◆ The Sega versions of these games should look better, but they don't.

4

## MUSIC & SOUND FX

- ◆ The beeps are real similar to the originals...
- ◆ ...but I expect a little better ten years later.

4

- ◆ A good idea to package three games in one.
- ◆ Why create new games when you can repackage old ones?

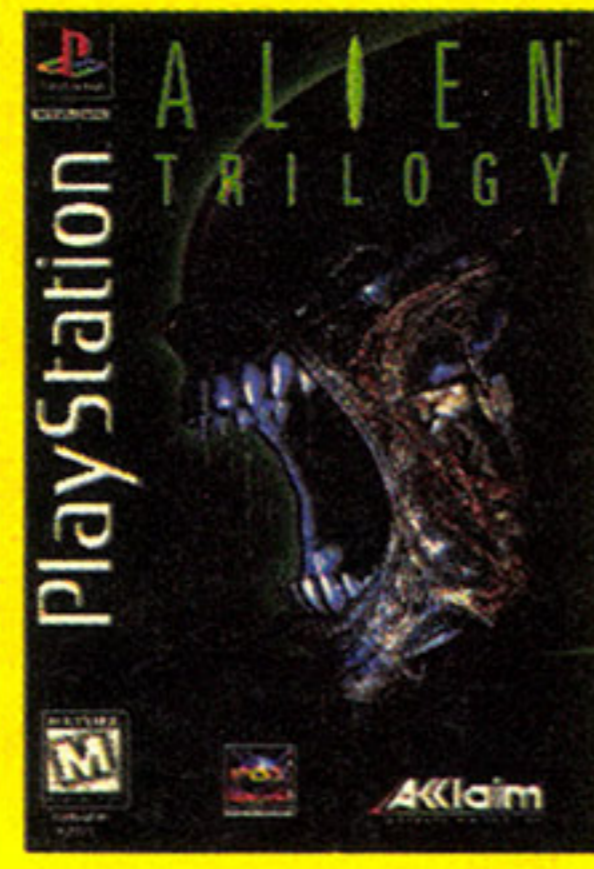
CRAP

32%





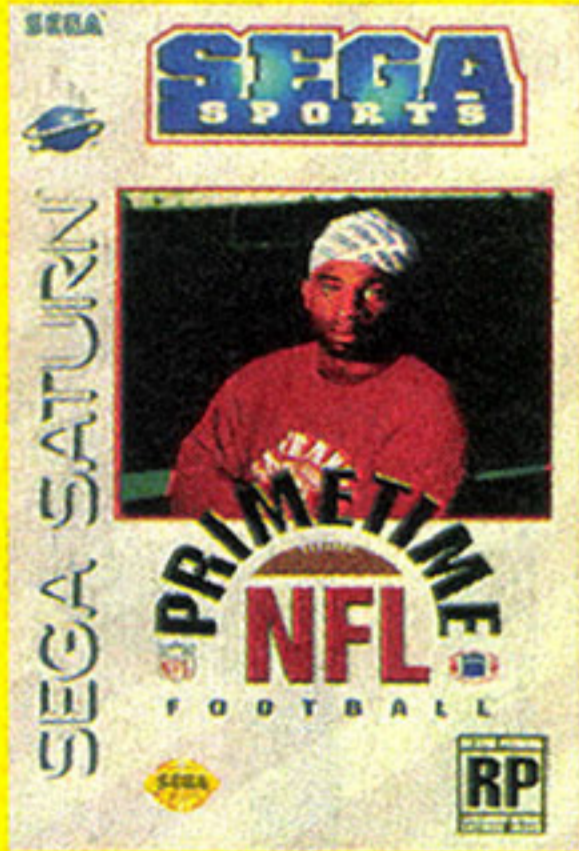
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'WORLD HEROES 2 JET' With 16 characters to choose from, Players will have a multitude of new special attacks to use and master. In one player mode, players have an option to play in the five day World Heroes Tournament of Titans of the Tournament training sessions. These include beautiful cinematic intermissions and new background graphics. Neo Geo CD \$44



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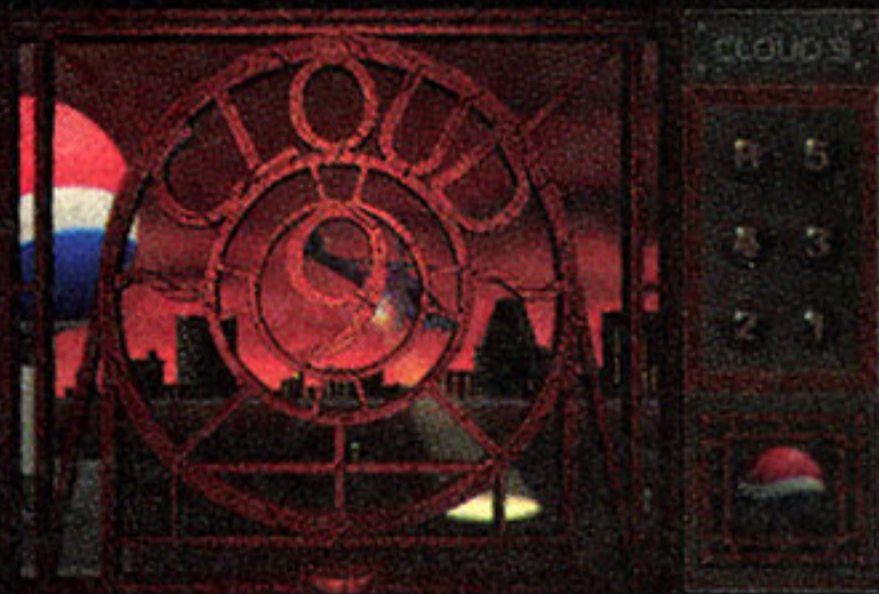
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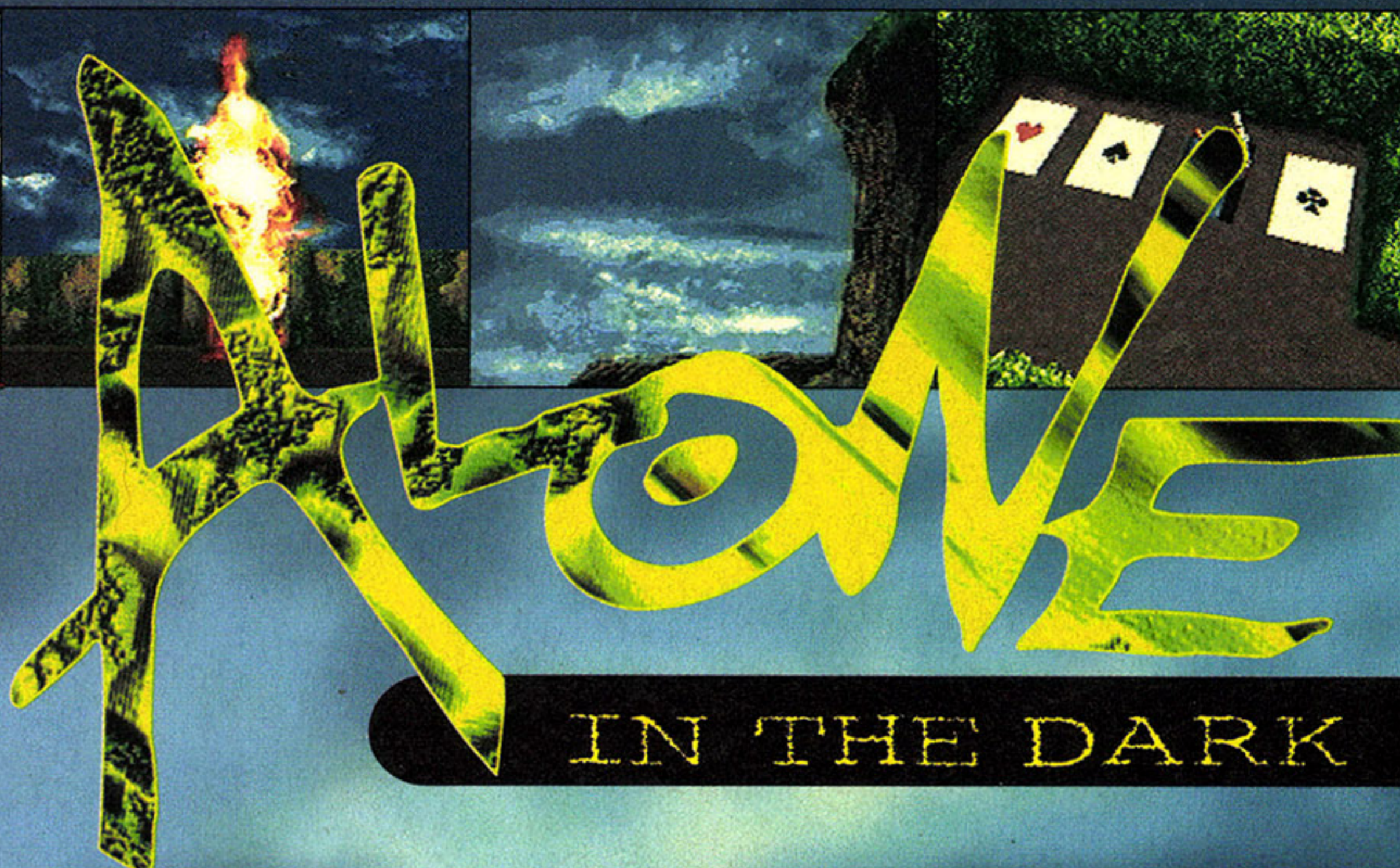


## SATURN

GENRE / adventure  
PLAYERS / 1  
PUBLISHER / THQ  
DEVELOPER / I Motion  
AVAILABLE / now  
PRICE / \$54.99



Since I spend a lot of time locked in the closet, this seemed like the perfect game for me to review — Jeff Lundrigan

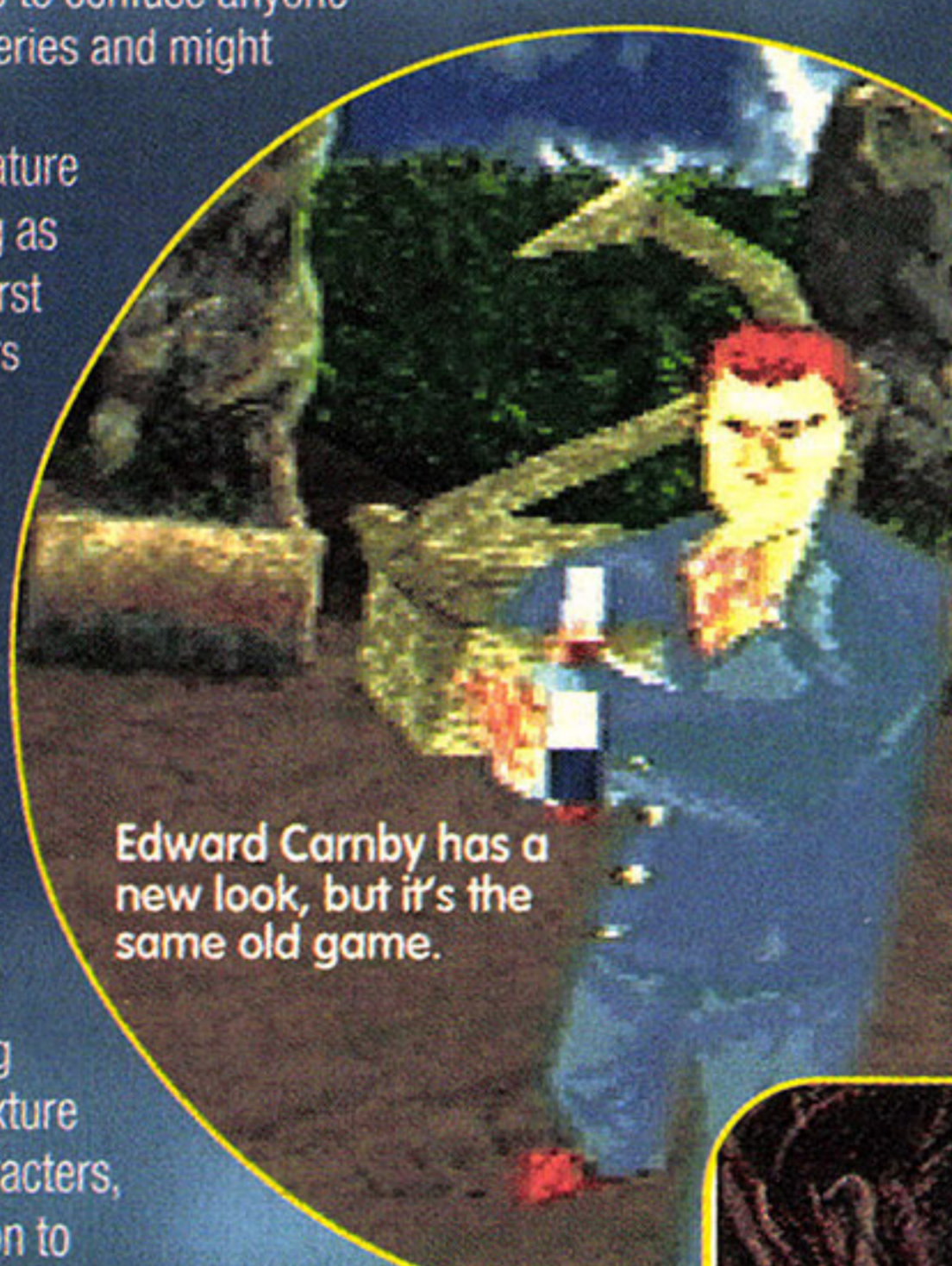


This will take some explaining. This is actually *Alone in the Dark 2*, however, since the original *Alone in the Dark* never came out for Saturn, THQ decided to call this game *Alone in the Dark* to avoid confusion, which, of course, should only serve to confuse anyone who's familiar with the series and might be looking for it.

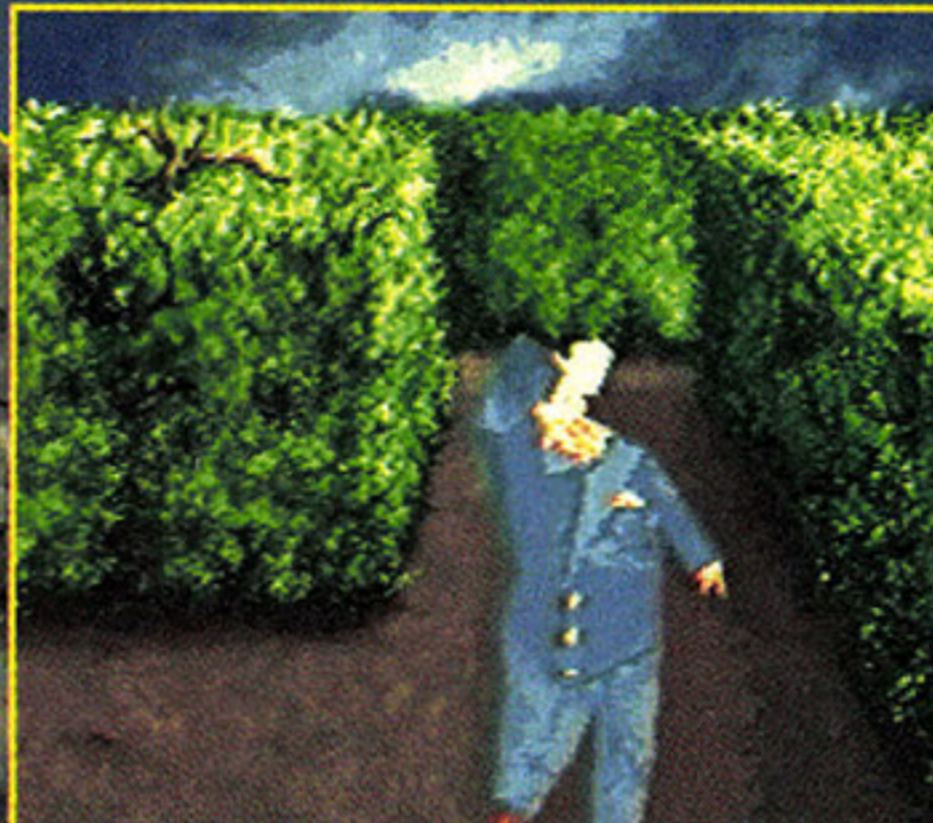
Anyway, nomenclature aside, as groundbreaking as this series was when it first appeared some four years ago (or three years ago, in the case of the sequel), it's clear that the form has been improved on and passed by since then. Comparing *AITD* (1 or 2) to the likes of, say, *Resident Evil*, shows just how far things have come. There has been some attempt at updating this version by adding texture maps to most of the characters, but it's a small concession to progress, and in the end it's too little, too late. Control is still a little strange, and the plethora of camera angles, while making the game nice to look at, also makes lining up with targets a real chore.

However, as I've said before about other versions, on the whole this ain't a bad game at all. As graphic adventures go, it's big, challenging, and strikes a nice balance between creepiness and humor. It would be nice to say that, considering *Resident Evil* isn't available for Saturn,

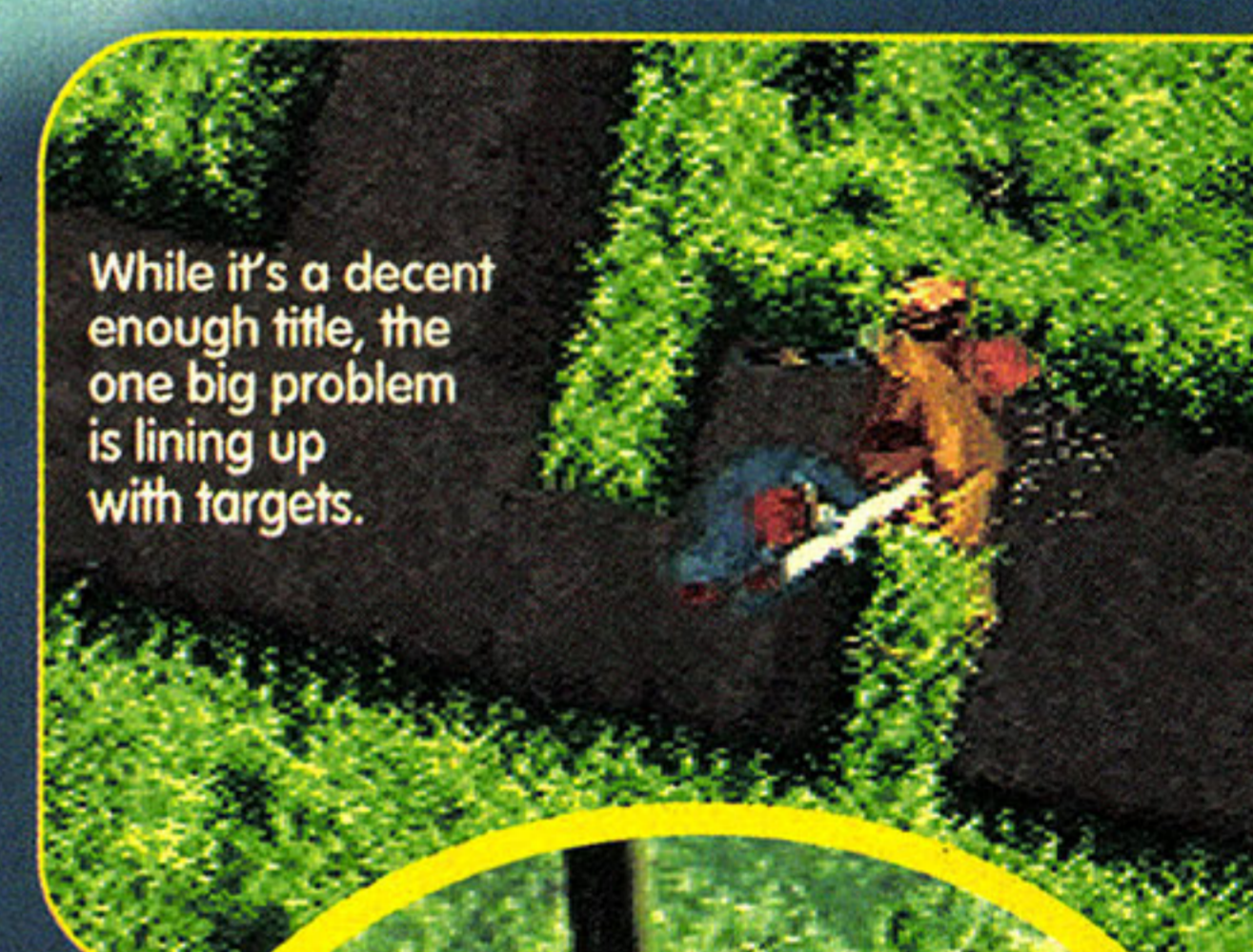
this makes an acceptable alternative, except that, well, it doesn't, and you shouldn't be fooled into thinking it is. *Alone in the Dark* (1 or 2) can be enjoyed on its own terms, just not as much as some others. GP



Edward Camby has a new look, but it's the same old game.



The graphics are nice, but as you can see, they're also starting to show their age — this game is almost three years old.



While it's a decent enough title, the one big problem is lining up with targets.



That was close. Where am I?

However, in its day, this game was groundbreaking, and it still packs in a lot of challenge. Give it a shot.

8

## GRAPHICS

- ⊕ Nice backgrounds, texture-mapped characters.
- ⊖ Sometimes confusing angles, and second-rate polygon characters.

8

## MUSIC &amp; SOUND FX

- ⊕ Creepy nursery chimes and odd digitized sounds.
- ⊖ Sometimes it's just a little too goofy.

7

## INNOVATION

- ⊕ This title used to be groundbreaking.
- ⊖ It ain't no more.

8

## GAMEPLAY

- ⊕ Big, challenging graphic adventure.
- ⊖ Strange control, and way too hard to line up with targets.

8

## REPLAY VALUE

- ⊕ Lots to see, lots to do.
- ⊖ Once you're done, you're done.

VERY GOOD

79%



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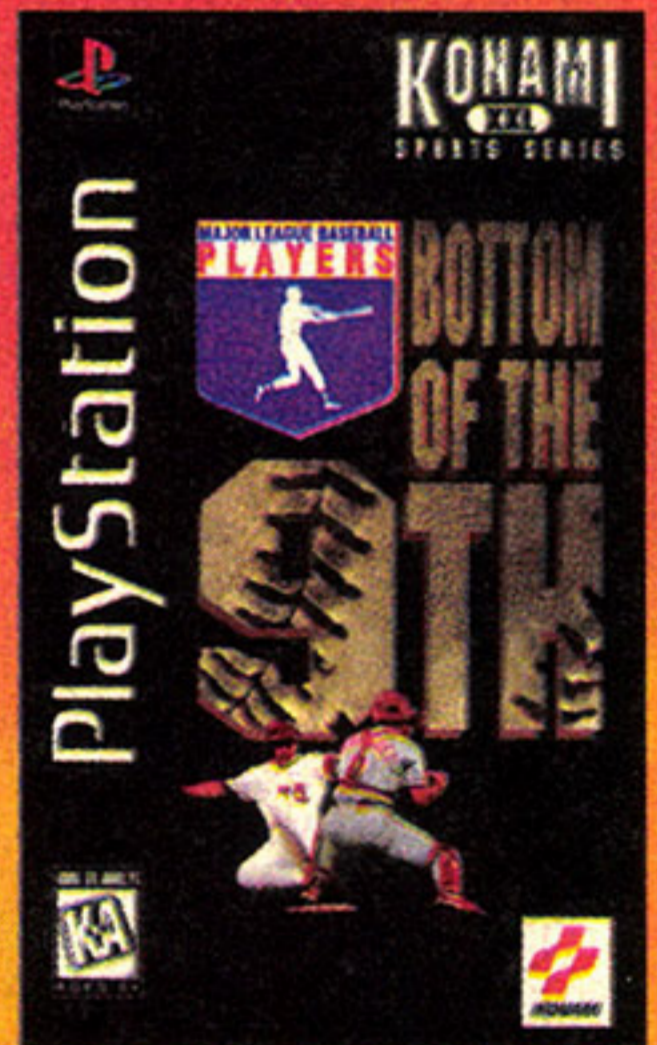
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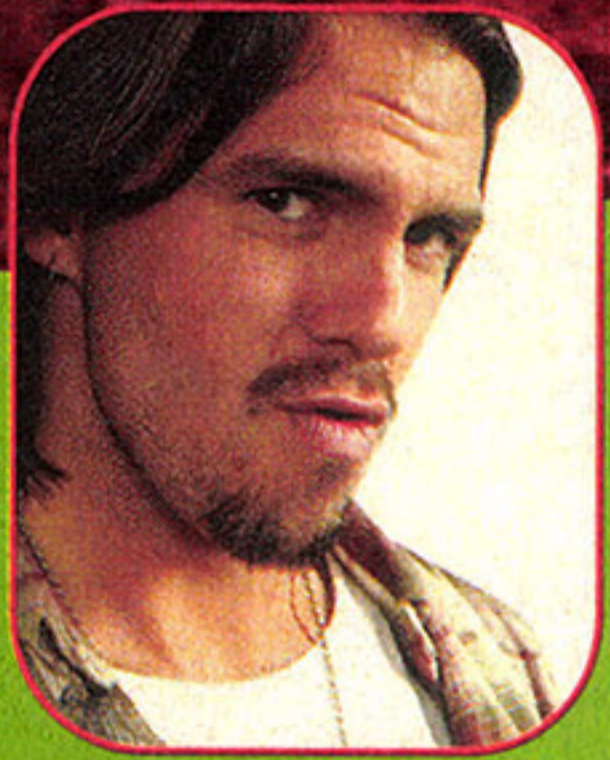




# SUPER NES



GENRE / arcade  
 PLAYERS / 1 to 5  
 PUBLISHER / Black Pearl (T\*HQ)  
 DEVELOPER / Tiertex  
 AVAILABLE / now  
 PRICE / \$50



It's just like *Track & Field*, except it's got a different name... and stuff.  
 — Mike Salmon

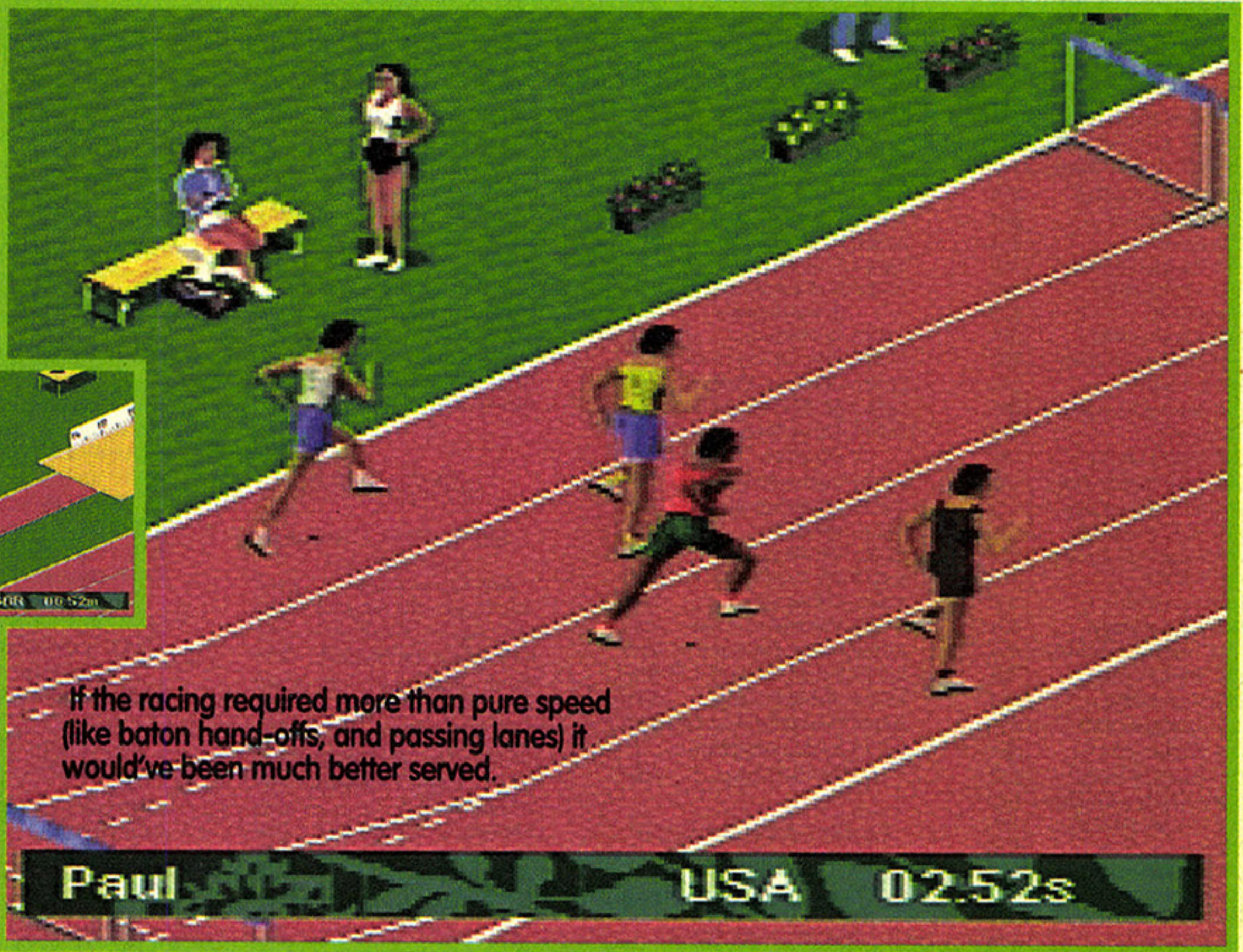
# Olympic Summer Games

With the Summer Olympics quickly approaching, it's time for usual swarm of Olympic-related videogames. The Olympics were first done on the Apple II and Commodore 64 and were some of the best games of their time. Unfortunately, the games haven't advanced since that time. In fact, I would say that they've gotten worse.

There's no denying that the formula for *Olympic Summer Games* is fun — you mash on the buttons as fast as you can and tangle with ten different Olympic Events. The highlight of the events is always the 110m hurdles, while the archery competition could've easily been left out. The toughest events are the impossible-to-time triple-jump and the baffling Javelin event, while the high jump and pole vault are way on the easy side. The simplicity of control in *OSG* is a strength and a downfall. The strength is that the game is super simple to pick up and be competitive, while on the downside it's way too easy to master.

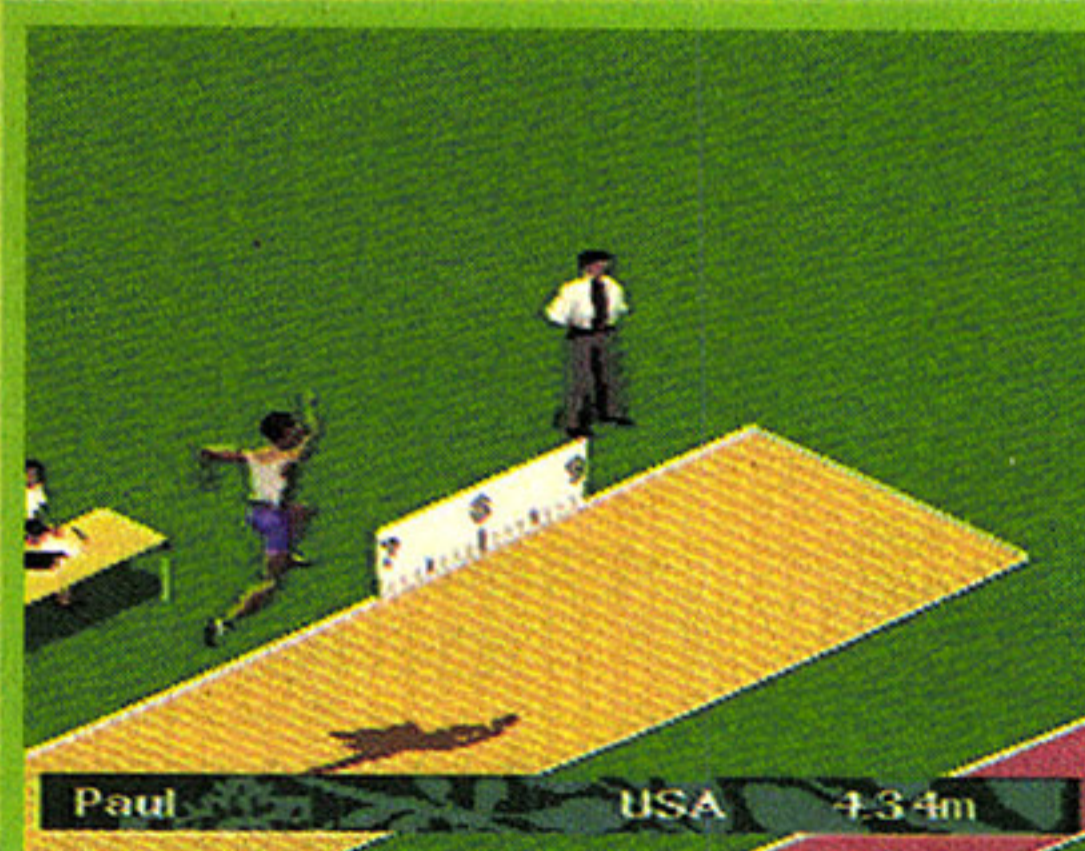
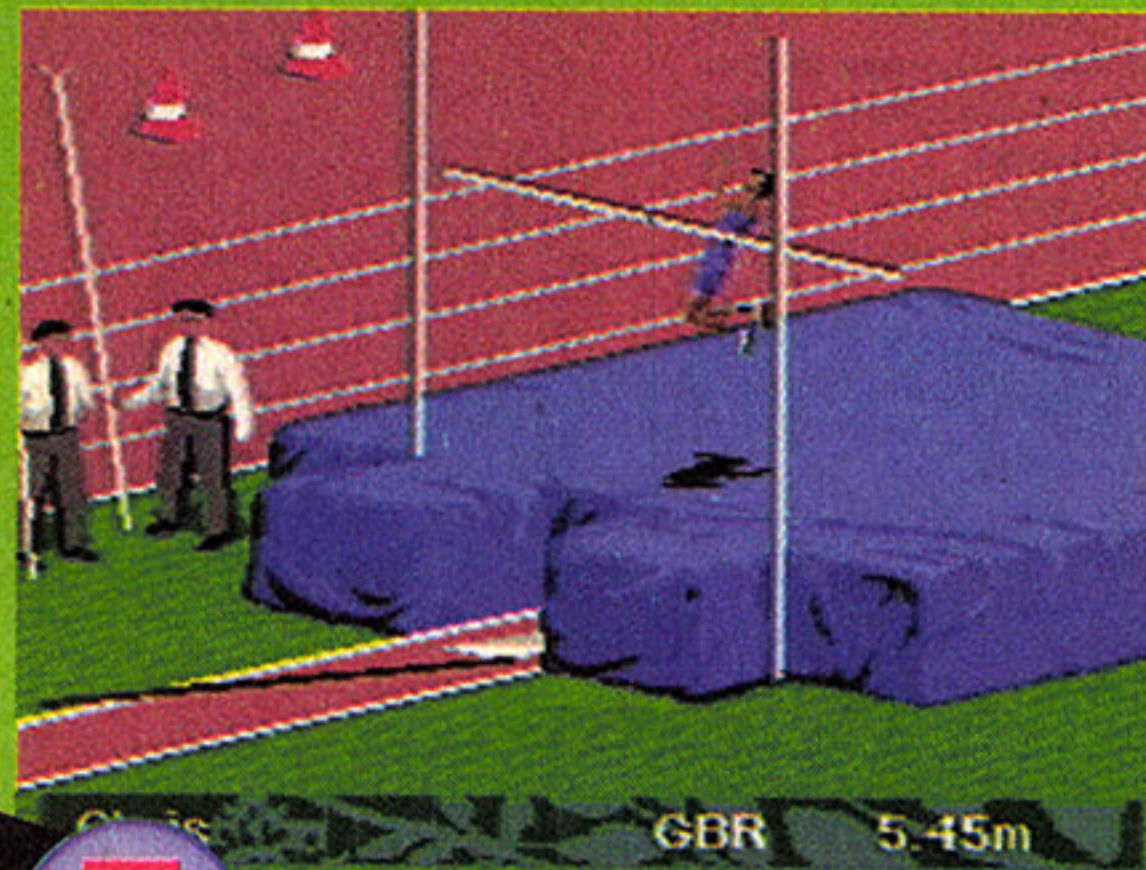
The real fun in *OSG* is in the multi-tap. With three friends and a strict no-turbo-pad rule, it's a real blast going head-to-head in the ten events. The four man 110m hurdles final is definitely the pinnacle of the game.

True, *OSG* is a very simple game and lacking in many important categories, but with a multi-tap, *OSG* can be the perfect party game (second only to the best party game ever, *Super Bomberman 2*). **GP**



Until you get the timing down, the triple-jump looks more like the face-plant.

If the racing required more than pure speed (like baton hand-offs, and passing lanes) it would've been much better served.



The pole vault and long jump are exhilarating at first, but try after try can become real boring.



The archery is way too simple and it ain't much of a sport to begin with (sorry about that, Robin Hood).

**5** **GRAPHICS**  
 + The tracks and runners look decent for a Super NES game.  
 - The pathetic ceremonies are laughable.

**3** **MUSIC & SOUND FX**  
 - Sadly, the music is extremely repetitive...  
 - ...and it really sucks, on top of that.

**3** **INNOVATION**  
 - It's *Track & Field*, with a different name.  
 - Nothing stands out as being original.

**7** **GAMEPLAY**  
 + With a group of friends battling for nation's pride, it's a blast.  
 - Many of the events require little or no skill.

**5** **REPLAY VALUE**  
 + Multi-tap, drinks, and some friends can lead to serious wagering and fun.  
 - As a single player game, it's worthless after only a few tries.

**AVERAGE**  
**57%**



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# PLAYSTATION



GENRE / sports  
 PLAYERS / 1 to 4 (with multi-tap)  
 PUBLISHER / U.S. Gold  
 DEVELOPER / Silicon Dreams  
 AVAILABLE / now  
 PRICE / \$50-60

# OLYMPIC SOCCER



To become a world class soccer player, it takes determination, dedication and years of practice, so I decided to buy this game instead!  
 — Roger Burchill

One arena of sports games that EA still has locked up is the soccer game. *FIFA '96* is universally considered the game to beat in this particular genre because of its exceptional blend of gameplay and simulation qualities. The last place that anyone would expect a challenge from is an Olympic license game, since license games are notoriously heavy on marketing and low on quality.

But *Olympic Soccer* changes that perception by focusing its gameplay away from a true sim and more towards a player-oriented arcade style. The game features individual player control elements like chip and dip shots, back heel passes, one-two plays, bicycle kicks, and even diving headers that can be performed on command. The actual play speed of the game does seem on the high side, but it also allows a faster pace that keeps the action consistently exciting.

If there is any specific element that can be considered somewhat substandard in the game, it is the graphics. *Olympic Soccer* is the first true 3D soccer game, but its 3D polygon figures lack the detail that is seen in top of the line 3D games now available. But what deficiencies in graphics that aren't made up by gameplay is made up by the hilarious announcer who tracks the on-field action superbly.

Overall, compared to *FIFA '96*, *Olympic Soccer* will be found slightly wanting by the hard-core soccer fan. But by taking a different angle in its game design focus, *Olympic Soccer* proves to be an entertaining alternative. **GP**

Ah! The best part of Soccer — the goal celebration. In your face, baby!



Usually a precursor of impending doom, *Olympic Soccer* bucks the trend and offers superior gameplay with its license.



The default camera angle puts you at a nice distance from the action, but inhibits your ability to see plays developing.

Alternate camera angles allow you to see more of the field, but take away some of the intimacy of the action.

7

## GRAPHICS

- Game environment is detailed and attractive.
- 3D polygon characters lack the detail afforded to the background.

9

## MUSIC & SOUND FX

- Humorous announcer accurately follows the action.
- Soccer isn't sound intensive, but what's here sounds like a real game.

8

## INNOVATION

- Enhanced control is the game's distinguishing mark.
- Credible AI makes for some challenging and accurate gameplay.

8

## GAMEPLAY

- Arcade-style gameplay makes for exciting games.
- Downplayed simulation aspects could disappoint hard-core soccer fans.

9

## REPLAY VALUE

- Four player multi-play adds to traditionally high sports game replay value.
- Not as many teams as *FIFA*, but still a nice selection.

EXCELLENT

83%



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# PLAYSTATION

KIDS TO ADULTS  
**KA**  
AGES 6+

GENRE / fighting  
PLAYERS / 1 or 2  
PUBLISHER / T\*HQ  
DEVELOPER / Altron  
AVAILABLE / now  
PRICE / \$54.00



Here in America, we have the right to bear arms. In *Robo Pit*, we also have the right to change, borrow, and steal arms!

— Christian Svensson

# ROBO PIT

What do you get when you cross *Toshinden*, *Mail Order Monsters* and *R2D2*? The answer is *Robo Pit*, a simply brilliant game where you build a robot by giving it a body, face, legs and, most importantly, arms and send it off to kick some butt from an over-the-shoulder viewpoint.

There are literally thousands of possible combinations for building your robot and playing the game alone or with a friend is a ton of fun. Starting out at the bottom of the barrel, you must battle your way through a field of 100 opponents, earning points and thereby gaining rank along the way. There are only two major drawbacks: first, the game is a little too easy. With a little practice, you can learn to knock almost any opponent out of the nicely light-sourced arena. Second, it takes forever to move up the ranking ladder regardless of what ranked robot you've just beat the snot out of. As a result, the game can eventually get a bit tedious after a few hours of play.

To begin the game, you only have a few 'arms' at your disposal, however, after defeating each opponent, you have the option of taking one of their arms for your own. However, if you lose a battle, you will randomly lose one of the arms you were using in that battle, forcing you to pick another arm from your 'arsenal'.

In addition to your regular arms, you also have special weapons at your disposal. These weapons

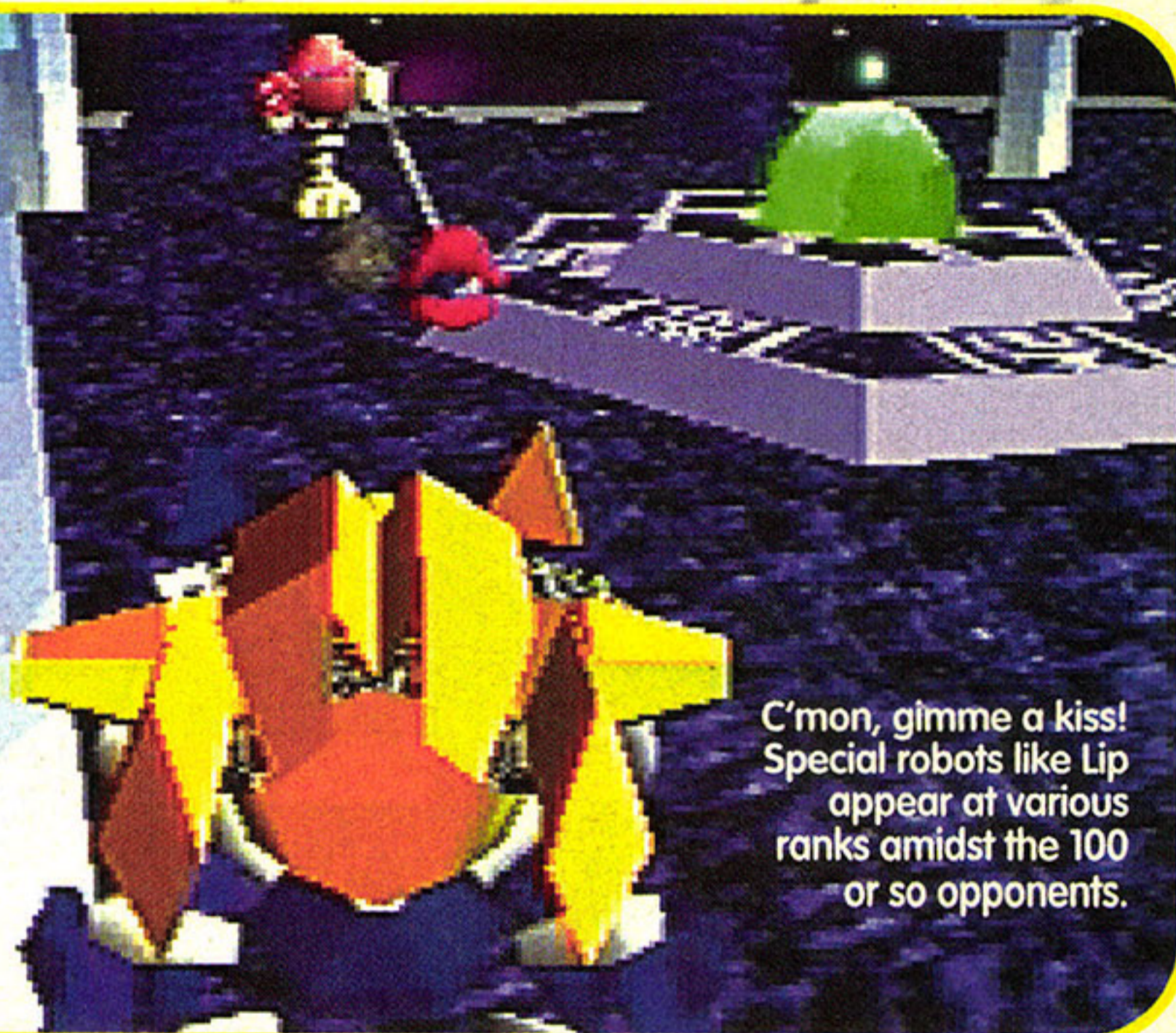
take the form of spinning attacks, flame throwers, and whirlwinds. While the effects that accompany these effects are definitely cool, you can only perform them after having a full 'hit gauge', so use them wisely.

The game itself is exceptionally fun in VS mode — having a friend bring over his best bot on his memory card, and fight your best bot in a split-screen tango is an absolute blast. The addition of the second player mode definitely makes the game well worth owning, however, a link option would have made the game that much better. **GP**

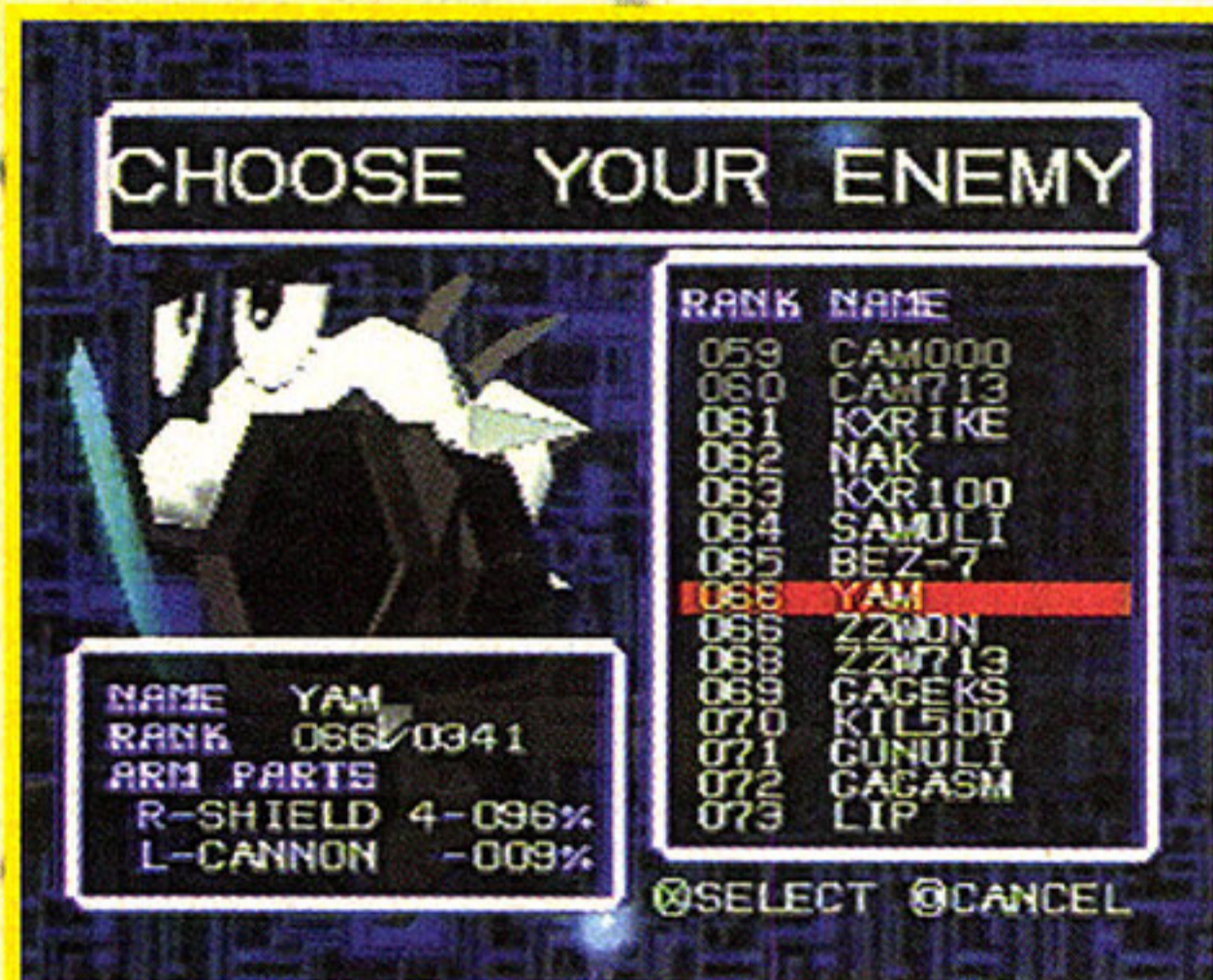
Battle your buddy's best bot in VS mode.



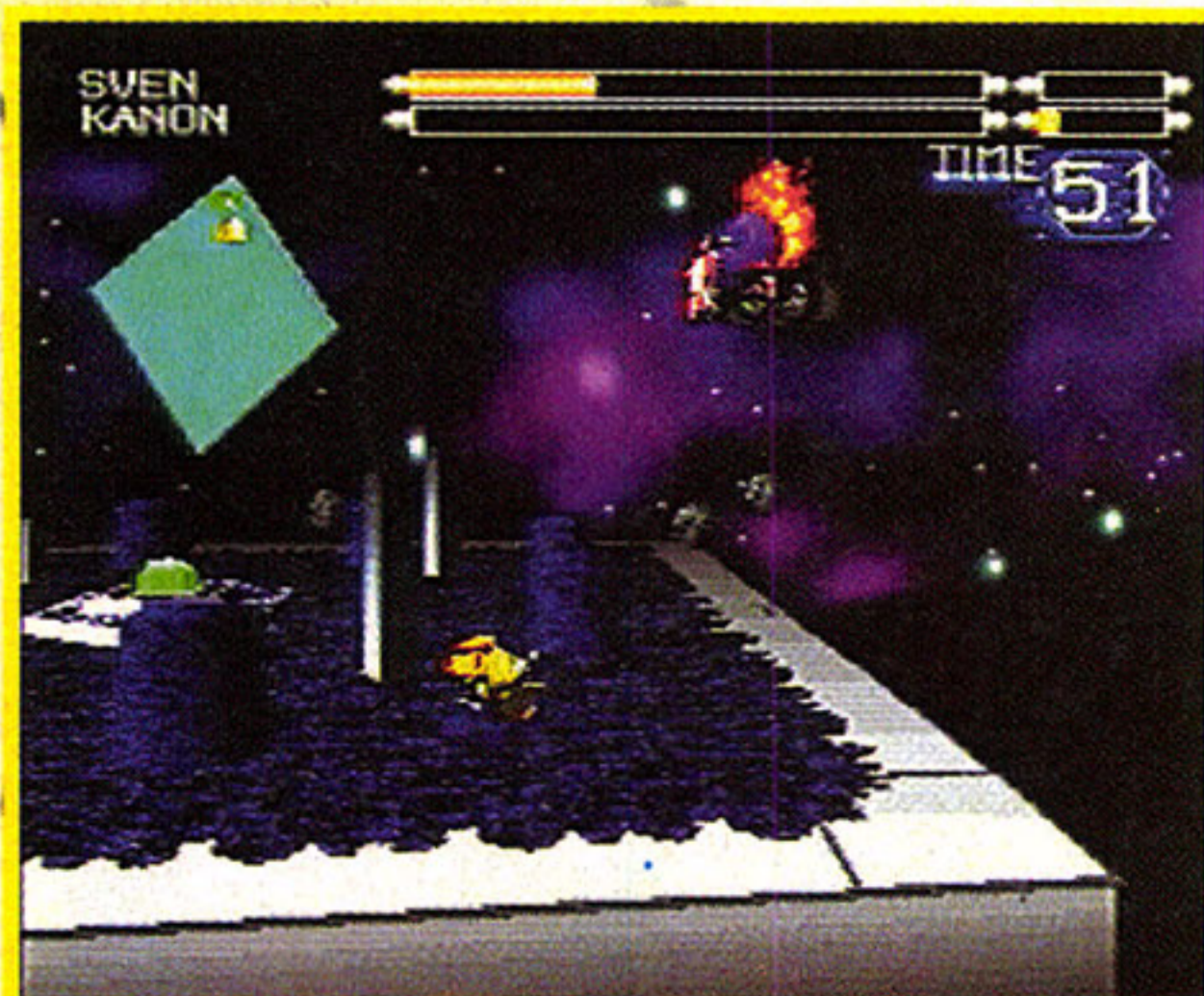
This guy wants to cut you into fish bait.



C'mon, gimme a kiss! Special robots like Lip appear at various ranks amidst the 100 or so opponents.



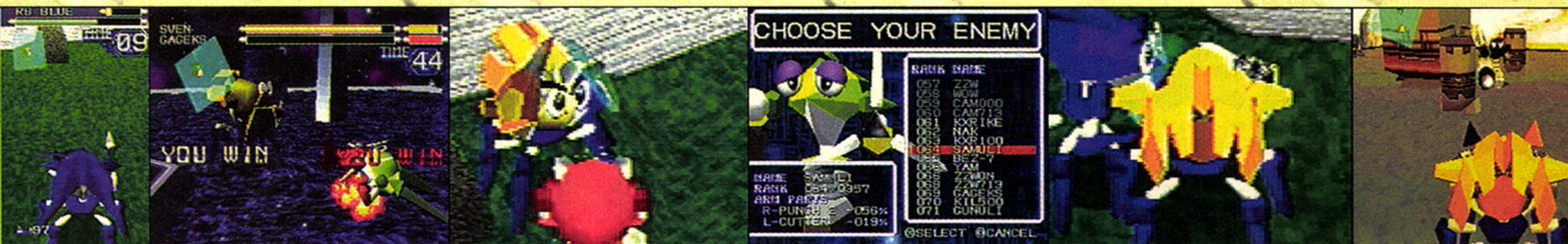
Your up-to-the-minute roster of opponents is always looking for challengers.



For the ultimate in degrading kills, knock that chump right off the platform... that'll teach em!







Wow! Check out that blast of fire! Special moves need to be set up to get maximum frying power.



Choose your weapons, weakling! Dozens of combinations are possible. Which ones are the best? I'm not telling. You'll have to figure it out for yourself!



The game has lots of cool touches, with the *Virtua Fighter*-like concept of knocking your opponent off the platforms for a come-from-behind win.



**GAMEPLAY**

**REPLAY VALUE**

- Two player mode makes this a fun fighter.
- Can become tedious when you find 'the right robot' and you march through opponents.

7

- Tons of options, weapons and body parts.
- The two player mode is a blast.

**INNOVATION**

8

- Personalizing your robot is the best part of the game.
- It's just another one-on-one fighter.

**MUSIC & SOUND FX**

7

- The background music is decent.
- Audio samples for weapons, explosions and impacts are well done.

**GRAPHICS**

8

- High res textures and cool 'special attacks' are great for the WOW factor.
- Fairly low polygon count for robots and arenas.

**A SECOND OPINION**

Who is this new guy and why the hell isn't he in The Box? Anyway, Christian (it's not his religion, but his name), makes several valid points about *Robo Pit*. The Vs. game is a real blast and the one-player game is loaded with potential. The only problem with the one player game is that the AI on computer Bots is pretty redundant and doesn't allow for much variation in fights. The split-screen on the Vs. mode does work, but a link option would definitely be a plus. The only thing that keeps *Robo Pit* from being a 80-90% game is the fact that there are only a couple of backgrounds to fight on. Some more variety on the backgrounds would've really helped this game. — Mike



**VERY GOOD**  
**76%**



# SUPER NES

GENRE / fishing  
 PLAYERS / 1  
 PUBLISHER / T\*HQ  
 DEVELOPER / T\*HQ  
 AVAILABLE / now  
 PRICE / \$55



BASS Masters  
**CLASSIC**  
 PRO EDITION

# BASS MASTER CLASSIC

**PRO  
 EDITION**



All this title is lacking to make it a perfect fishing game is a cold six-pack!  
 — Chris Charla



**F**ishing seems like it's probably the least likely activity to translate well into a videogame. Guess again. I'm not sure why, but fishing games can be really fun — requiring good coordination, timing, and some strategy as well.

And how does this game stack up? Favorably.

Based on the BASS Master Classic competition, you can play as a pro or an amateur. Basically, head out on the lake, pick a good spot based on the time and temperature (and water depth), then try to catch the five biggest bass you can before 3 pm. Winning tournaments gets you money, which you can use to upgrade your boat, buy radar screens, new rods, reels, lures, etc.

You can have a variety of different lures, each of which is good for different conditions (shallows, deeps, etc), and each of which has a different strategy for using (some you just plunk in the water, while others you need to 'play' with to keep them attractive to bass)

This is one of the first games I have seen in years that actually makes good use of the Mode 7 scaling background, with the end result being that this is almost a full 3D fishing experience. After you position your boat and cast, (which is done in an overhead perspective), you switch to an underwater view, looking straight out from your boat. The lake bottom scales to look 3D as you reel in, and the fish are large and well drawn. Getting one to take the hook can be a challenge at first (good thing there's a practice pond), and you may have to read the manual to discern the difference between the different lures.

As a nice break from fighting games or side-scrollers, this fishing game definitely delivers. **GP**



You can choose either a real pro-fisherman, or a fictional amateur contestant.

7:00 AM  
 47 FT.  
 7 FT.

Watch the rod and reel at the upper part of the screen. If it starts to blink, you're about to lose your fish.

You maneuver around the lake in an overhead view.

YOU CAUGHT A BASS!  
 8 LB 11 OZ

Eight pounds! This is what it's all about, baby!

The actual fishing environment uses Mode 7 scaling graphics to great advantage.

**9**

**GRAPHICS**

- Great use of mode 7 scaling for 3D effect.
- Nice color palette.

**7**

**MUSIC & SOUND FX**

- Multiple music styles to choose from.
- Super NES music chip has its limitations.

**7**

**INNOVATION**

- It's a very well implemented game.
- Fishing games aren't exactly new.

**8**

**GAMEPLAY**

- Gives a great sense of accomplishment when you do good.
- Fishing isn't super exciting for everyone.

**8**

**REPLAY VALUE**

- Really relaxing game that you can play for a long time.
- Not everyone wants to spend hours fishing...

EXCELLENT

**80%**

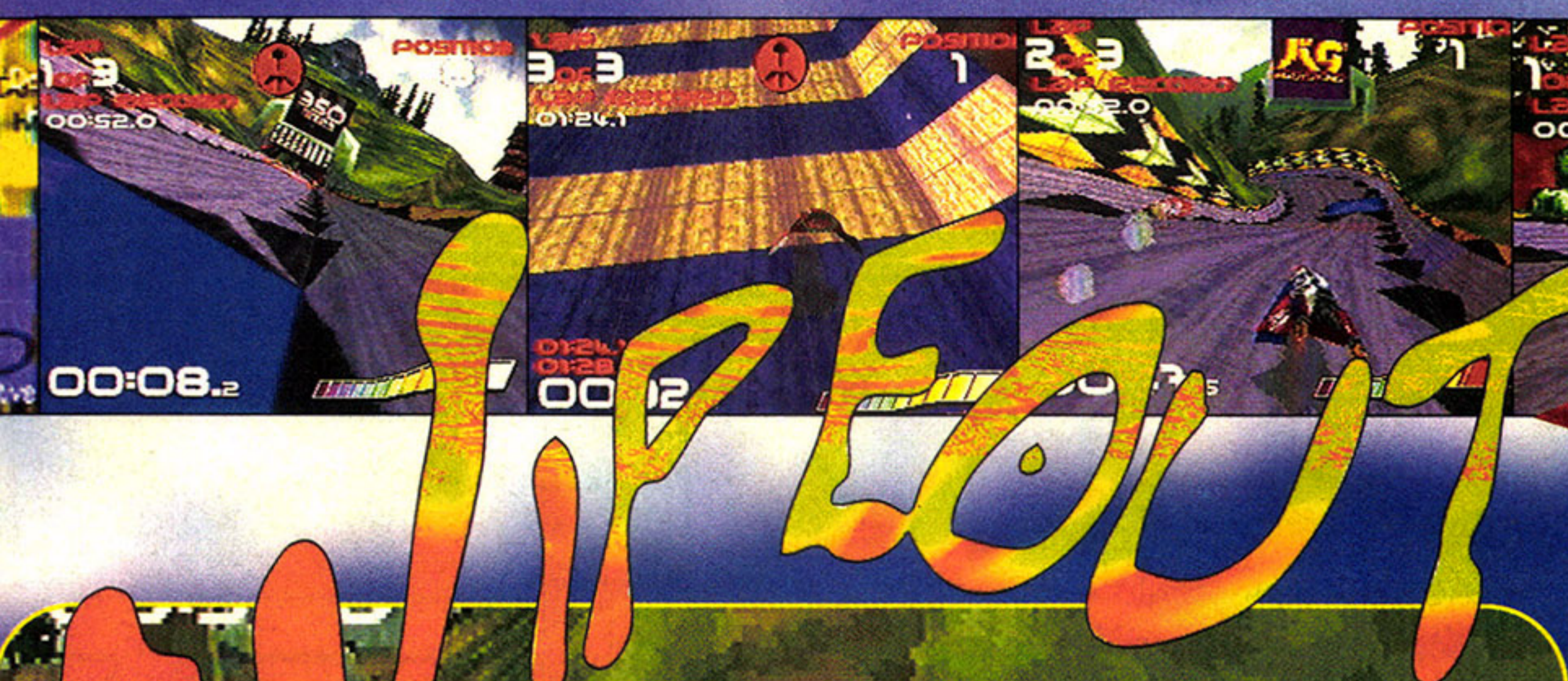


# SATURN

GENRE / racing  
PLAYERS / 1  
PUBLISHER / Psygnosis  
DEVELOPER / Psygnosis  
AVAILABLE / now  
PRICE / \$54.99



I get to play this game and get paid for it — how could life be any better?  
— Jeff Lundrigan



It's all here — every track, every driver, and every kicking tune. YEE-HAW!



You might notice that the graphics in this version are slightly less impressive-looking than in the PlayStation version. However, the difference is so slight, it just doesn't make any, um, difference.

The original *WipEout* for PlayStation was one of the system's early killer titles — for many, *WipEout* was THE reason to buy a PlayStation. But now, through a bizarre turn of politics and corporate maneuvering, this PlayStation exclusive is available for Saturn.

'So,' you might well ask, 'how does it stack up against the original?' The answer — 'Good enough.' Graphically, it's a little coarser, not quite as refined and glossy as the PlayStation. For instance, since the Saturn doesn't support transparent textures in hardware, the Shield power-up looks like a mesh pasted over your car instead of a see-through bubble. Most of the texture maps are noticeably blockier, and the draw-in horizon is a little closer. Also, link cable support for two players is, naturally, missing, since the Saturn doesn't link.

Otherwise however, this is the same fast-paced game. In fact, the Saturn version is even a little faster, which helps to hide a few of the graphic shortcomings — in the middle of a race, you're whizzing around so quickly you don't have time to notice. This version also seems a little easier to control, although it could simply be that I picked it up quicker because I'd played the PlayStation version until my fingers bled.

If you own the PlayStation version, the Saturn version isn't likely to make you switch. On the other hand, if you don't own either, it's a tough call between PlayStation gloss and Saturn speed (I suppose most would choose gloss), but for those Saturn owners who've been drooling over what they couldn't have, here's your chance — jump on it. **GP**



Notice the shield power-up looks less like something transparent than something pasted on.



This is the fastest racing game I've ever played — love it, love it, LOVE IT!

## GRAPHICS

9

- ✔ The graphics are still jaw-dropping. Yow!
- ✘ Loses something in a direct comparison.

## MUSIC & SOUND FX

10

- ✔ Every rave track is intact and sounds hot.
- ✔ Sound effects are about as perfect as you could ask.

## INNOVATION

7

- ✔ The overall feel is simply incredible.
- ✘ A racing game with no human opponents is much like all the others.

## GAMEPLAY

10

- ✔ Fast pace, plenty of power-ups.
- ✔ Tight track designs make this one a winner.

## REPLAY VALUE

8

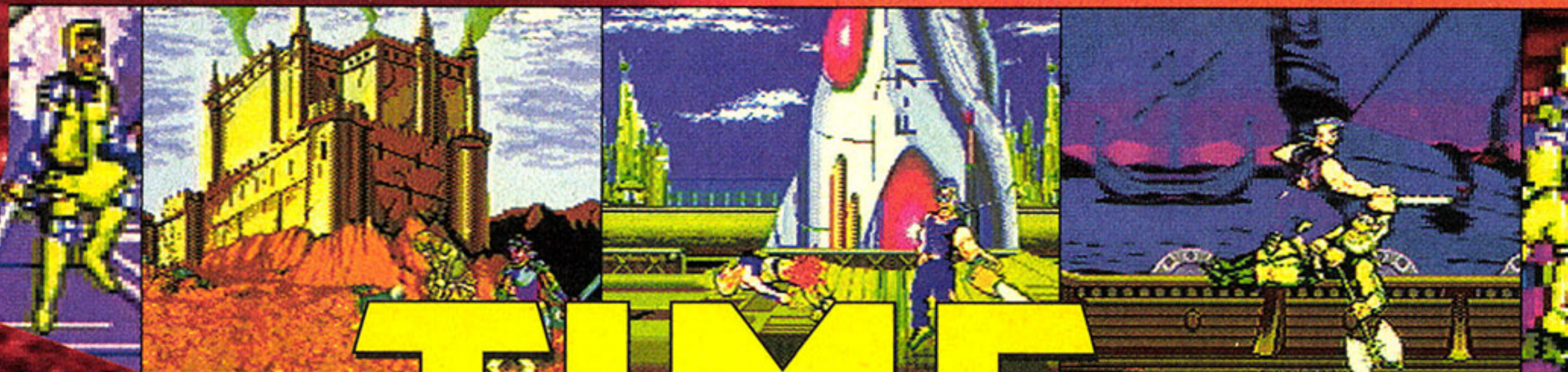
- ✔ Tough tracks and opponents keep you coming back.
- ✘ Not even a split screen for two players.

# ULTIMATE 91%



# GENESIS

GENRE / fighting  
 PLAYERS / 1 or 2  
 PUBLISHER / T\*HQ  
 DEVELOPER / Incredible Technologies  
 AVAILABLE / now  
 PRICE / \$54.95



# TIME KILLERS



The high point of *Time Killers* is amputating and decapitating your opponents. After having to play this game, I've determined that they're the lucky ones. — Roger Burchill

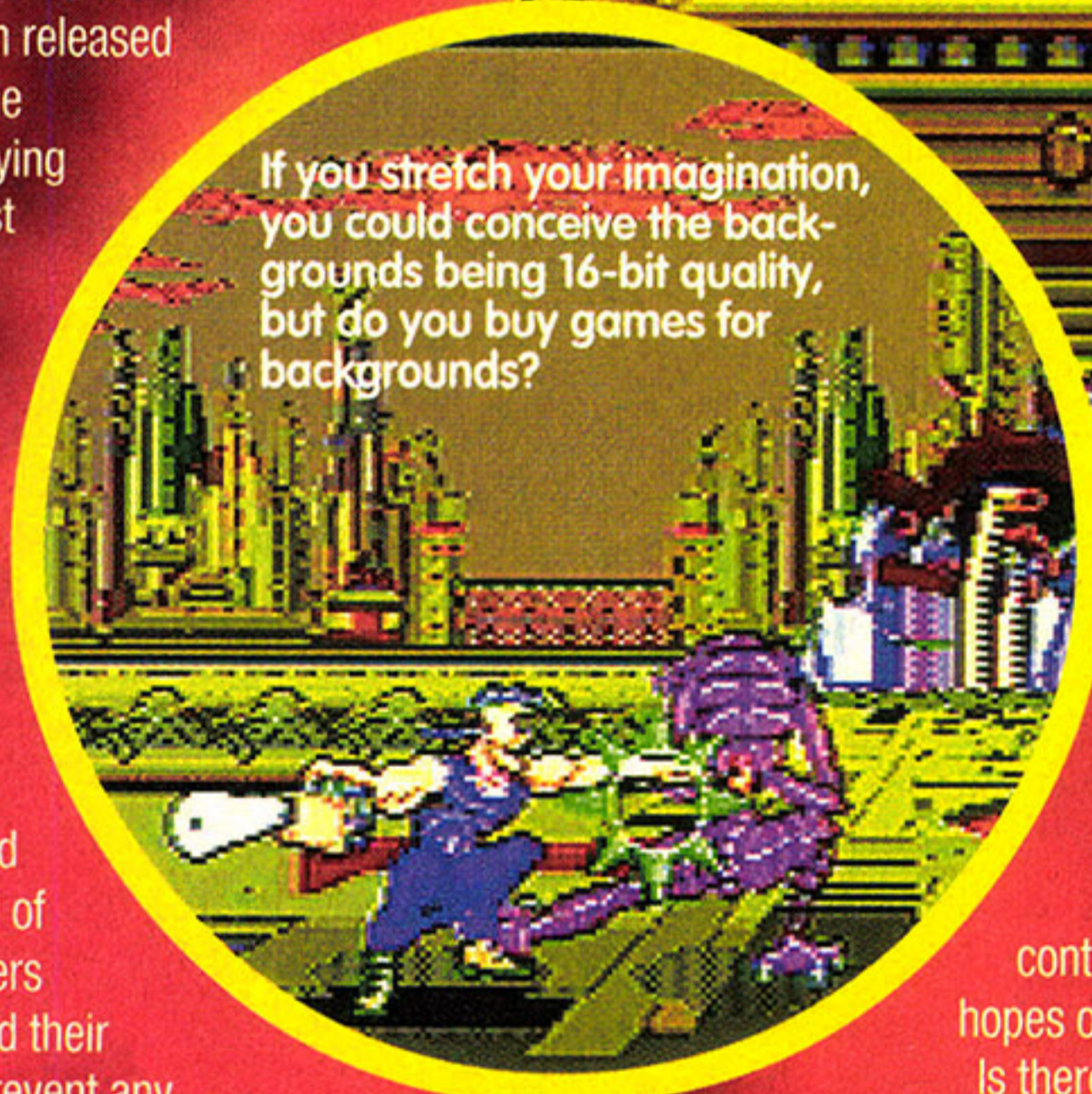


The graphics resemble 8-bit games more than 16-bit. Okay, MAYBE they resemble first generation 16-bit games.

Considering T\*HQ's contention that *Time Killers* is finally being released to the public (after years of development) due to the demand from the fans of its arcade incarnation, one can only wonder what these legions of *Time Killers* fans have been smoking. Whether *Time Killers* should have been released in the

arcades is debatable, and after playing the Genesis version... well, let's just say that time has not been kind.

Okay, let's NOT just say that. Forget even comparing *Time Killers* to a 32-bit game, this game fails even to compare favorably to mediocre 16-bit titles. The near-8-bit graphics, the choppy animation, the nursery school toy soundtrack, and the abysmal game control all conspire to produce a game that should be enshrined in the 'Total Crap Hall of Fame'. The eight available characters feature forgettable personalities and their imprecise control characteristics prevent any consistency in attack efforts. Try as you might, forget about trying to link any combos or even planning special moves. Gameplay will invariably be reduced to mashing the



If you stretch your imagination, you could conceive the backgrounds being 16-bit quality, but do you buy games for backgrounds?



Okay, I did get a kick out of amputating my opponents' arms and watching them run around, still trying to fight. What the heck, I go for cheap laughs! Ha!

Eight characters is on the low side and they lack any really appealing qualities.



control buttons in the hopes of pulling off a move.

Is there any redeeming feature to *Time Killers*? Well, if I search really hard, I would have to say that the ability to chop off arms and heads is good for a cheap laugh. But hey, I'm sick and demented that way. But even the sick 'blood and gore' humor of the title in no way makes this game acceptable. A special note to all you *Time Killers* fans out there, it is time to exhale! This game was bad way back when — it's worse now. GP

The decapitation finishing moves are cool, but even blood and gore fans will find the gameplay inexcusable.

Small, ill-defined characters become a ball of sprites when they come into contact during battle.

2

## GRAPHICS

- Bad graphics lean more towards 8-bit than 16-bit.
- Small character size obscures details in close range battles.

2

## MUSIC & SOUND FX

- If the graphics said 8-bit, the sound screams it.
- The ice cream truck plays catchier tunes.

1

## INNOVATION

- Can decapitations still be considered innovation?
- Doesn't even rank as average on the bad fighting game scale.

2

## GAMEPLAY

- Consistent command input is impossible.
- Choppy animation seriously hampers rhythm necessary for combos.

2

## REPLAY VALUE

- Eight characters mean hours of gaming fun?
- Please seal this game for eternity in a nuclear waste dump.

PUTRID  
**19%**



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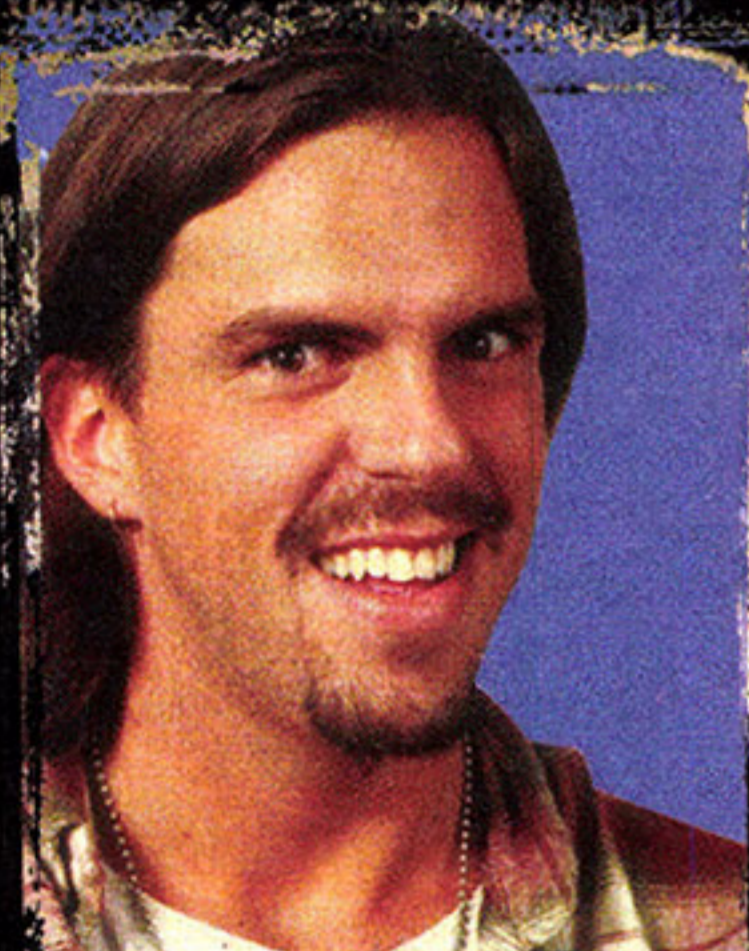
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# GP SPORTS

## VR SOCCER

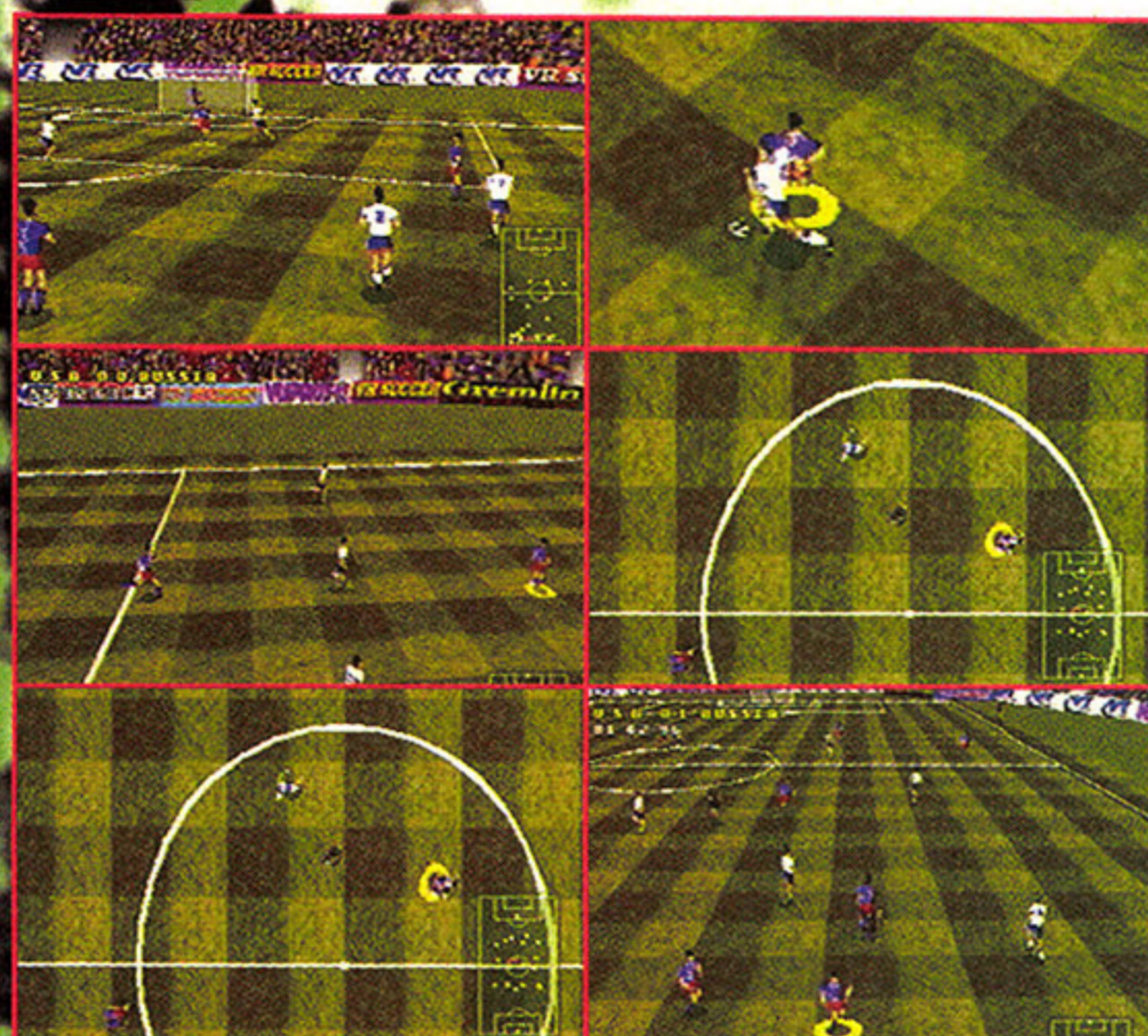
System: PlayStation • Publisher: Interplay  
 Developer: Gremlin • now available • \$55



Here we are once again in the wide world of videogame sports. This month we find the best hockey game ever, continue searching through the masses of PlayStation baseball games, and dabble in a bit of soccer. While many of the games this month promise some awesome interpretation of their prospective sports, there was only one game I wanted to play again. *NHL Powerplay '96* has captured the hard-hitting, fast moving sport of hockey better than anyone. It's awesome!

This month also features some of the new players in the sports field. Interplay puts in a solid effort on *VR Soccer*, Virgin starts off with a big cross-check on *NHL Powerplay '96*, Mindscape unveils *Mindscape Sports Authority*, and Data East shows a bit more of their *MVP Baseball*. That brings the total of sports videogame publishers on the consoles to 13! Let's just hope that all this stiff competition brings us even better sports games.

*Mike*



The Virtual FieldVision in *VR Soccer* gives the choice of several camera angles and the ability to set your own. Only a few work well for gameplay, but on replays there are some dynamic choices.

can take on in a friendly, tournament, league, or cup match. The options are all here, but the interface, which is there for ease of use, ends up being tricky and limiting instead. Once you get into the game, it's hard not to notice that *VR Soccer* is the most visually stunning soccer game yet. The players consist of real polygons and smooth texture-mapped faces to make them the most realistic polygon players I've seen. The

Newcomer Interplay's venture into the sports market comes via their VR Sports line of products, and *VR Soccer* is the first final product I've seen from them yet. If the quality is any indication of other VR Sports titles to come, then I am very excited about seeing the rest of their product.

*VR Soccer* features 44 International Teams that you

players don't suffer from the usual 'chunky' polygon look that is so noticeable in games like *Bottom Of The Ninth*, *Goal Storm*, and *In The Zone*. The uniforms are also texture-mapped, giving each player a readable number and a real crisp look. The field and stadium are also done with extreme care, with everything from the pitch, crowd, goals, and scoreboard looking incredible. If they just looked great that would be one thing, but the motion-capture in *VR Soccer* is stunning. The way the players smoothly run, kick, dive, and fake injuries is so much more believable than even the best animated soccer game before.

With some smooth English commentary and some astonishing goal celebrations there is no doubt that *VR Soccer* looks like a real winner. The question still remains: what about play and long term play? Well, the player control is extensive, with the ability to head, bicycle kick, drop pass, and curve a goal in from the corner, but I never got a feel for control. It seemed as if I was almost half-watching and half-playing the game, which made me feel little contribution for a win and little blame for a loss. Some other problems with the gameplay lie in the way you move the ball down the pitch. Running with the ball is way too simple and the defense around the box is almost non-existent. This makes for some very high-scoring affairs, which is something soccer purists are not going to like.

*VR Soccer* is an excellent looking game that plays relatively smooth and is certainly the most technologically impressive soccer game available, but if you prefer the realism and tough competition of real soccer, then *FIFA* is the one I'd choose.



The goal celebrations are impressive with the scoreboard lighting up as well.

The motion-capture is ultra smooth as is evidenced by this sequence.



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

**8-1/2%**  
 EXCELLENT



# NHL POWERPLAY '96

System: Saturn • Publisher: Virgin  
 Developer: Radical Entertainment • now available • \$55

Why don't we start this review off by saying that *NHL Powerplay '96* is without a doubt THE BEST HOCKEY GAME EVER MADE FOR ANY SYSTEM ON ANY PLANET!!! If you haven't already driven off to buy a copy of the game, I'll try to explain why no hockey or videogame fan should be without this title.

It all started with *Blades Of Steel* for the NES, then the Genesis version of EA's *NHL* series, followed by Sony's *NHL Face Off*, but now everything you know about hockey games has changed. *Powerplay* uses realistic-looking polygon players, texture-mapped in their actual uniforms, and some amazing motion-capture as decoration for the smartest and most accurate 3D hockey engine in existence. There's no more 'hot spots' where you can score at will, no more taking one player down the ice for a score without passing, and no more undefeated seasons, playing as the worst team in the league. *Powerplay's* unique artificial intelligence gives each player on the ice their own agenda and, when you're taking on the Flyers, you'll realize just what that agenda is, when your back's on the ice and your head's spinning from another crushing check.

For the first time ever, you can set up your coaching style — send in two forecheckers or keep everybody back to stop the break — you can set it up, along with what kind of break-out and defense you want to play. This allows for more strategy and that makes for a deeper, more enjoyable experience. On the power play, you can actually tell that the other team is short a man, so you have a chance to set up plays for scoring opportunities. The goalies vary, depending if you're minding the net with Osgood or Roy, but all the goalies are incredibly tough. Just like in real hockey, the goalie's line of vision affects his ability to block shots. Shots off player's skates going in the net, and flip shots over a sprawling goalie are things that separate *Powerplay* from anything else in existence.

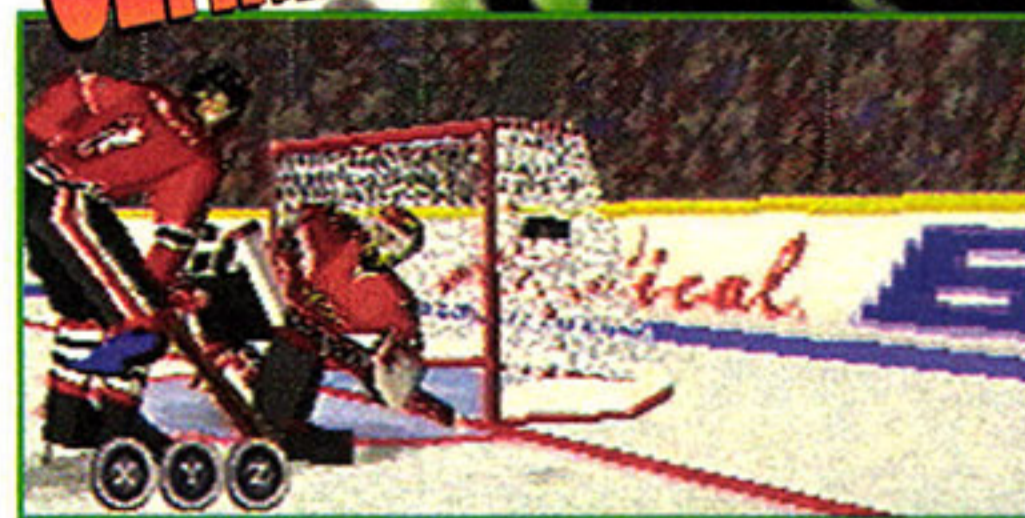
The control is superb and, for the first time, you can use a speed burst when you have the puck to try blazing by defenders. Turn around

and skate backwards to try cutting off the defender, then at just the right time throw an elbow into his chops and you've stopped the 'two on one' and you're going the other way. Another amazing new dimension is in the checking. When a big guy like Lindross is blazing down the ice, the first, second, and third hits may not knock him off the puck — instead, he'll wobble and spin. That feature alone makes *Powerplay* the most realistic hockey game around, but there are so many other well thought out features it's hard to point to one as the key. Even the sound is innovative and adds greatly to the game. The 'smart' crowd reacts to what's happening on the ice. When the home team scores, they go crazy and the P.A. announcer excitedly announces the scorers, but if the visitors put the biscuit in the basket, then the crowd silences. The sounds of goalie pads, post, sticks, boards, and checks are the best ever done and really make you feel like you're on the ice. The lone flaw in this game is the inability to track stats for a season. I just don't see how the developers could get everything so perfect and then forget such a simple item as stat-tracking. Fortunately, this game plays so good that I'm willing to write the stats on pen and paper (and that's saying a helluva lot, 'cuz I'm a total stat freak!).

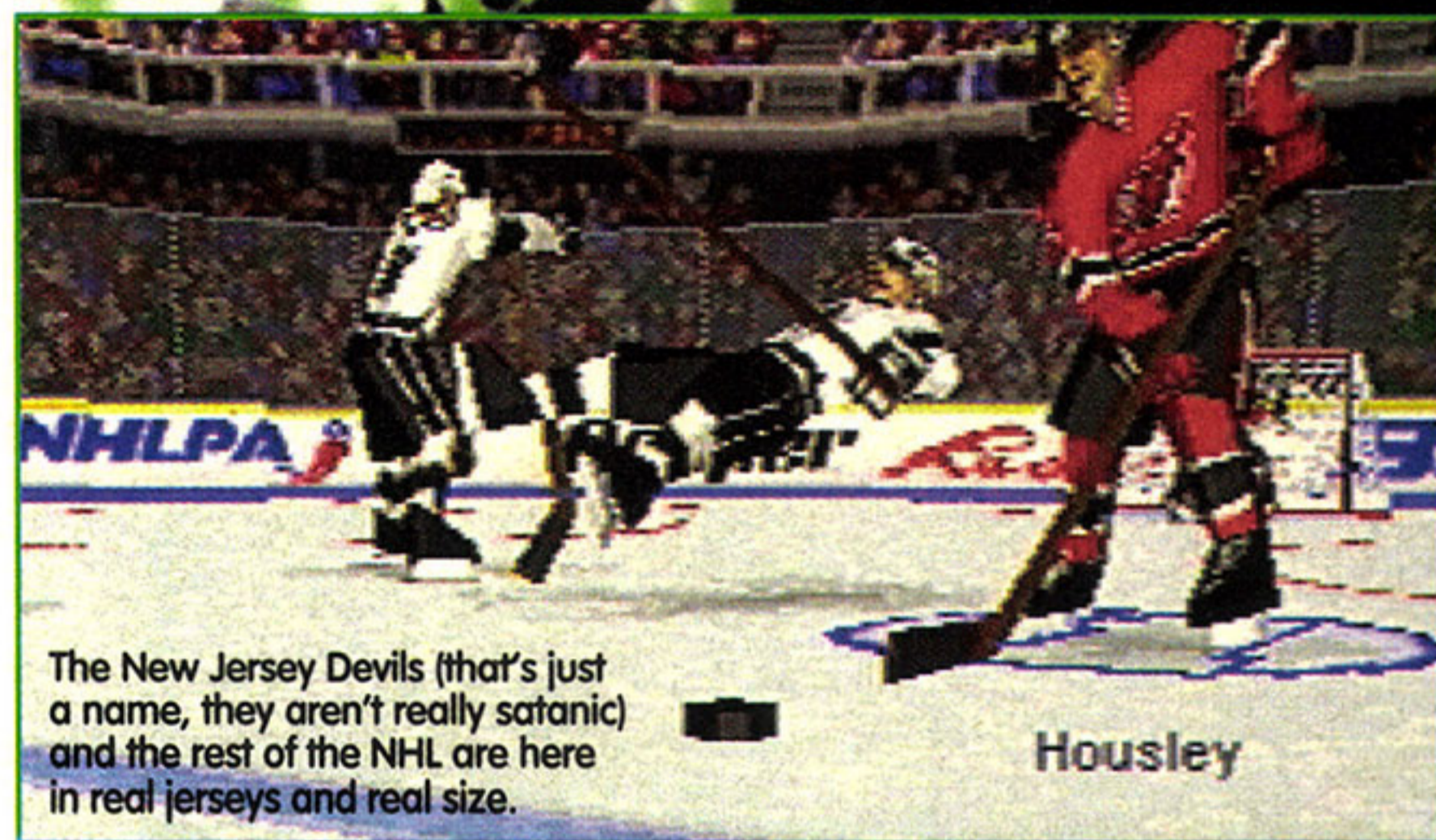
What more can I say? *Powerplay* is the best by a longshot. The keys to a great hockey game are AI (got it), speed (not too fast, not too slow), Players license (got it), graphics (got it), crushing checks (ouch! Definitely got it), and realism (got it). The incredible look and play leave you no choice but to go out and buy this game. Trust me, you won't regret it.



The motion-capture is so smooth and players are so well done that you will not believe what you see.



The goalies are smart, aggressive, and they look awesome.



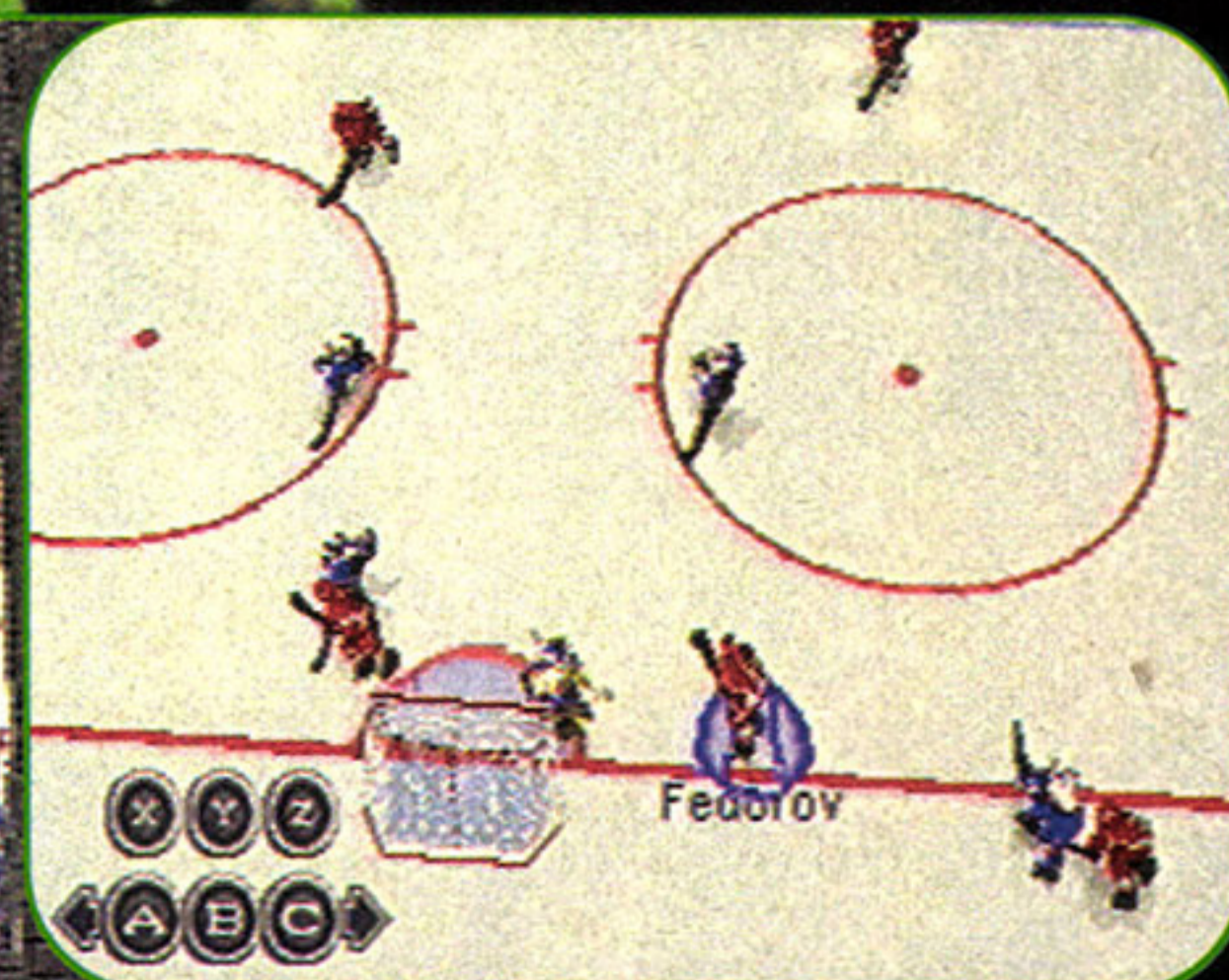
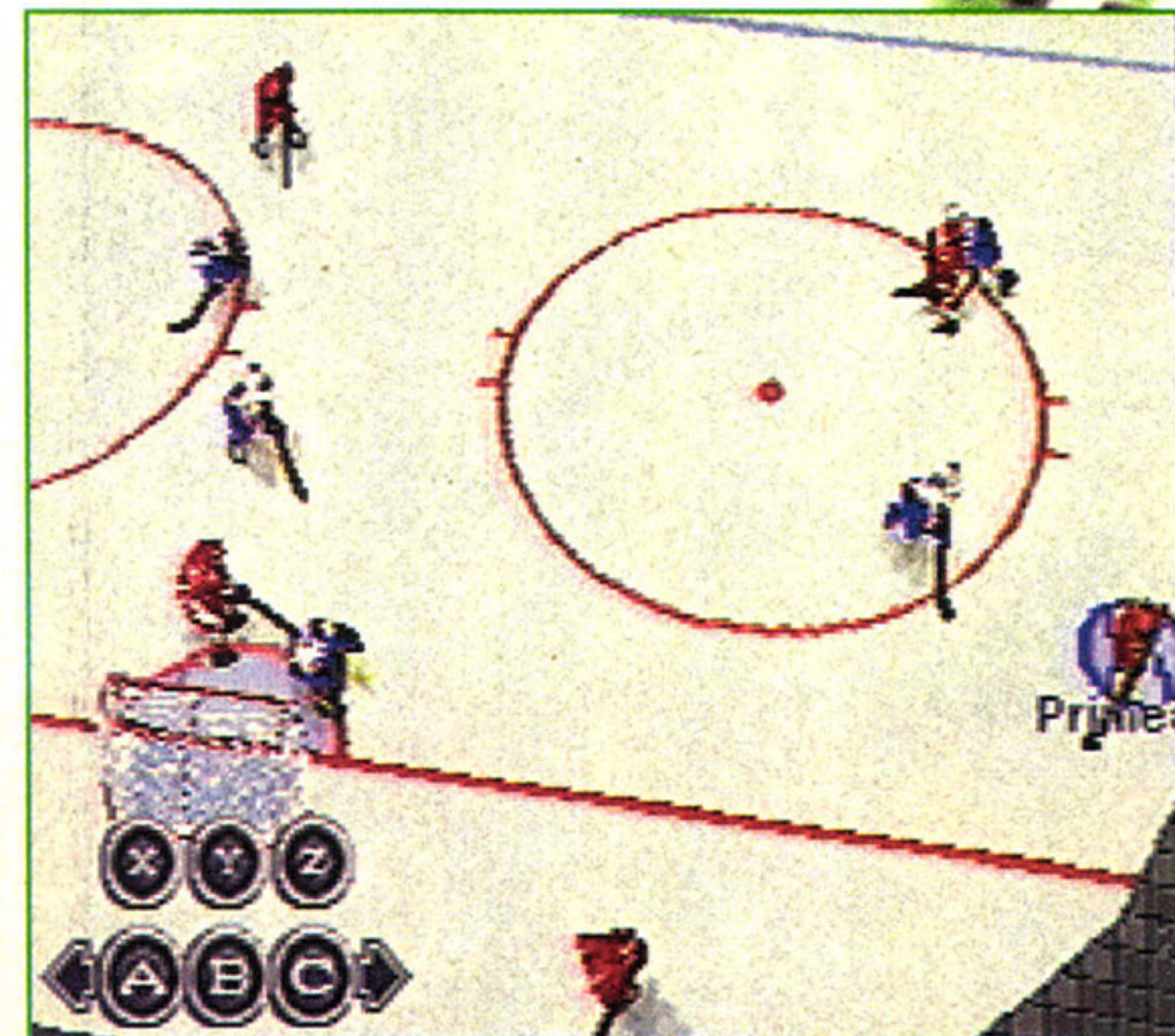
The New Jersey Devils (that's just a name, they aren't really satanic) and the rest of the NHL are here in real jerseys and real size.



Putting the biscuit in the basket isn't easy, but the satisfaction is unprecedented.



Crushing checks flip players, spin them on their knees, or sometimes just slightly knock them off the puck.



Working the puck in the opponent's zone is key to scoring and so is getting some good interference in front of the goal.

- 10 GRAPHICS
- 10 MUSIC & SOUND
- 10 INNOVATION
- 10 GAMEPLAY
- 8 REPLAY VALUE

98%  
 ULTIMATE





The PlayStation version has a much cleaner look, but it doesn't look quite as good.



# NHL POWERPLAY '96

System: PlayStation • Publisher: Virgin  
 Developer: Radical Entertainment • now available • \$55

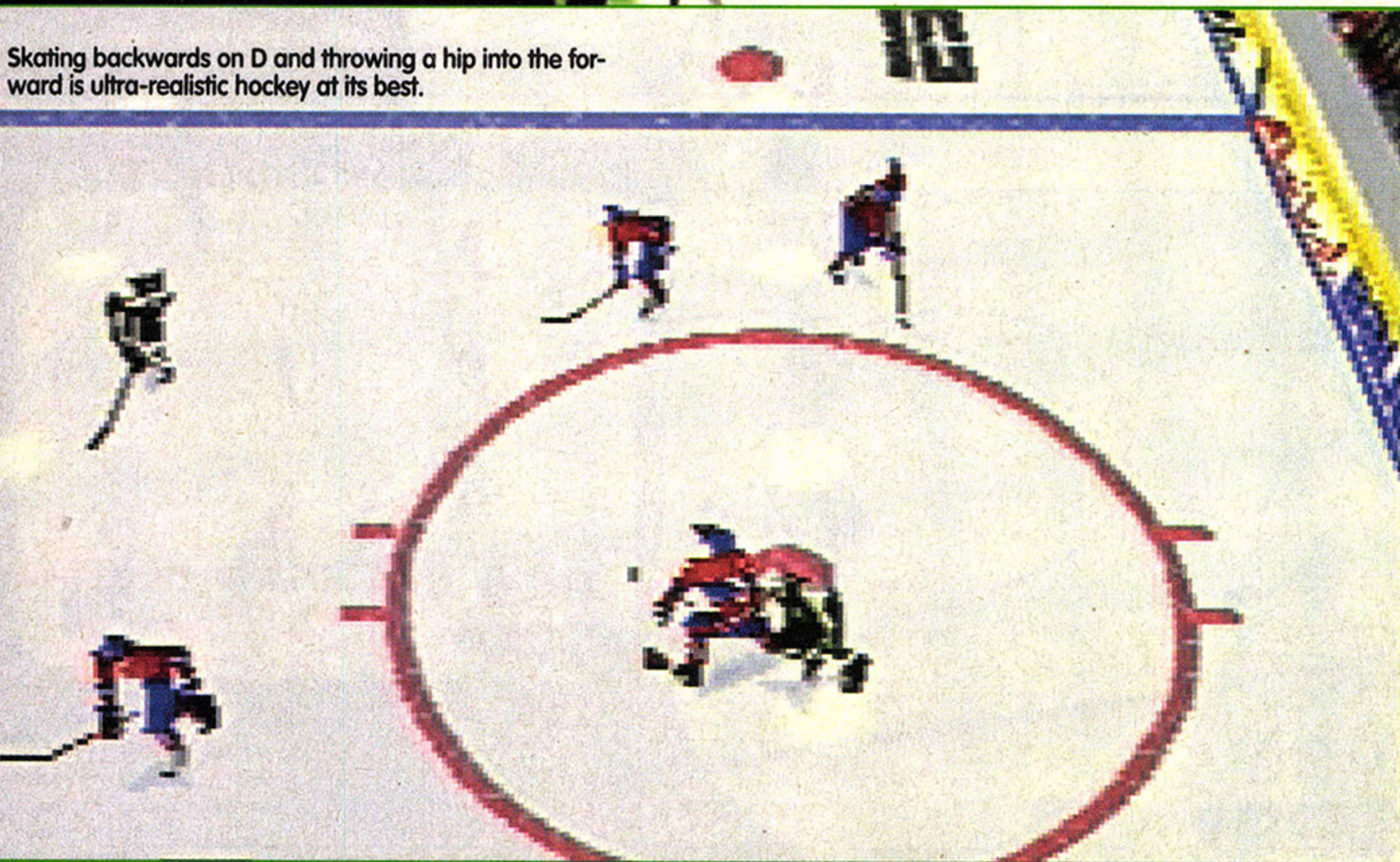
MONTREAL		GAME STATS		DALLAS	
0%	0/4	POWERPLAY GOALS	0/0	0%	
0%	0/0	SHORTHANDED GOALS	0/4	0%	
0%	0/0	ONE-TIMERS	0/0	0%	
0%	0/0	BREAKAWAY GOALS	0/2	0%	
0%	0/0	PENALTY SHOTS	0/0	0%	
72%	67/92	PASSING	75/30	53%	
58%	15/22	FACEDOFFS	7/22	31%	
-38		BODY CHECKS	37		
0:00		PENALTY MINUTES	8:00		

There are game stats for just about every possible category — shorthanded goals, penalty shots, body checks, and etc., but no season stats. This is the only flaw in this well-designed game.

The players are still extra sharp, even up close. All that's missing is the blood on the ice. Ouch!



Skating backwards on D and throwing a hip into the forward is ultra-realistic hockey at its best.



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

**97%**  
 ULTIMATE



# IN DEVELOPMENT

Hey, BMG Interactive has announced its intention to join the crowded and talented field of sports game developers. BMG's dive into sports is headed by Don Traeger, a ten year veteran of Electronic Arts and co-founder of the EA Sports brand, along with the signing up of newly-formed, sports-minded developers, Z-Axis. The entire Z-Axis team has spent many years working on titles like *John Madden Football* and are now poised to raise the stakes even higher.

The first title coming from the BMG and Z-Axis agreement is *Major League Soccer*, a title using all the real teams and logos of the newly formed Major League Soccer. With players like Carlos Valderama, Kobe Jones, Eric Wynalda, and John Harkes, the league is starting to take off, and it's that success that BMG is counting on. As soon as we see some early development stuff from this soccer game, we'll be the first to let you know. Welcome to the sports world, BMG. Now impress us!

## Mindscape Sports Some Authority

Mindscape's new sports division, MSA (Mindscape Sports Authority), recently took myself and several other journalists for a day of sun, fun, drinking, and a look at their newest sports games. Although I didn't get to play any of these games, I'm going to show you what I saw, so you'll know what to expect.

## NCAA Football Saturday Showdown

### Mindscape For PlayStation

Mindscape, instead of going right after *Gameday*, has chosen the college field to first try out its interesting football engine. The graphics looked real nice and the detail in uniforms was amazing. A lot of gameplay elements haven't been added yet, but the guys are hard at work on this one, in hopes of putting out the best college football game around. The play creator and extensive coaching options are what could set this game apart.



Even up close the players look real sharp, and their movements looked good as well.



You're the coach and players. Each team has sets and plays from their own playbooks to make this a very good attempt, at the least.



It's real early, but even these screens look very promising.

## Aaron vs. Ruth All Time Superstars Baseball

### Mindscape For PlayStation

Well, instead of going for the MLB and MLBPA licenses, Mindscape has put together a baseball game that lets you control 40 of the most legendary players ever through a fantasy season. What I saw of the game looked real promising, some of the player movements were incredible and the guys making the game really know what they're doing. I still wish they would've gone with a Major League game, but if they get the engine on this game right, then next year they can dive in with the full licenses.



The only screen they'd give us was this set-up screen, but I can tell you that some of the motion-capture is real nice. How it fits in to gameplay only time will tell.

## NCAA Basketball Final Four '97

### Mindscape For PlayStation

You may remember that Mindscape's last sports effort was the *NCAA Basketball* game for the Super NES and, while it was never the best playing game, it was the first to try a real 'in your face' perspective. This time around, the developers are taking their time to make sure that no other college B-ball game can even compete. Each school is going to have their own uniforms, complete with the proper striping and logo. The polygon players are going to be designed after their real life counterparts, in hopes of finally making a college hoops game that captures the excitement of the final four. So far this game sounds real nice, but without playing it, I am forced to reserve any judgement.



Check out the sweet Duke uniforms — that is impressive.



Apparently in the early stages of development, the artists like to make the players do the electric slide together. It's interesting, but can they play basketball?



## Dream 18

### Mindscape For PlayStation

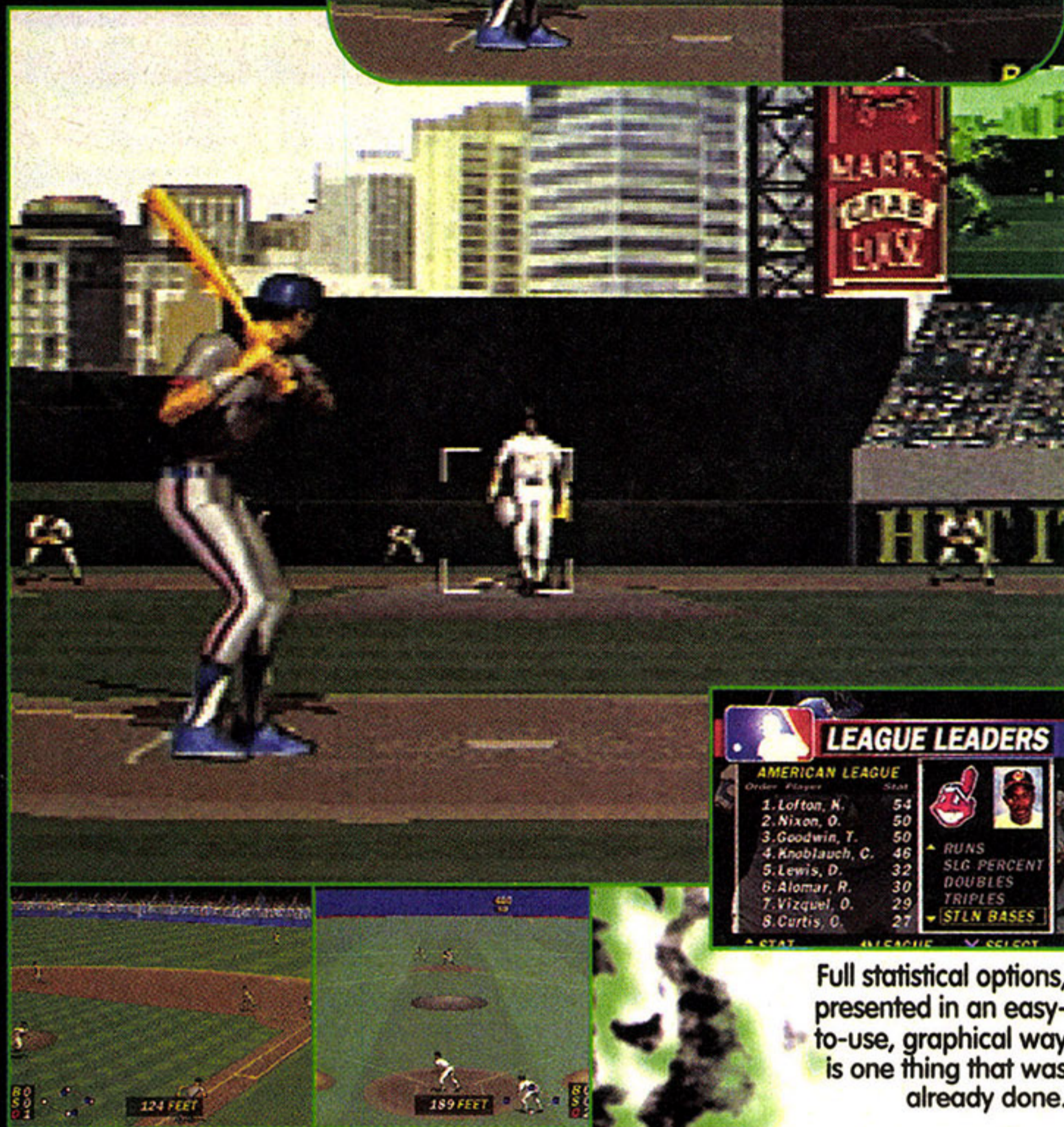
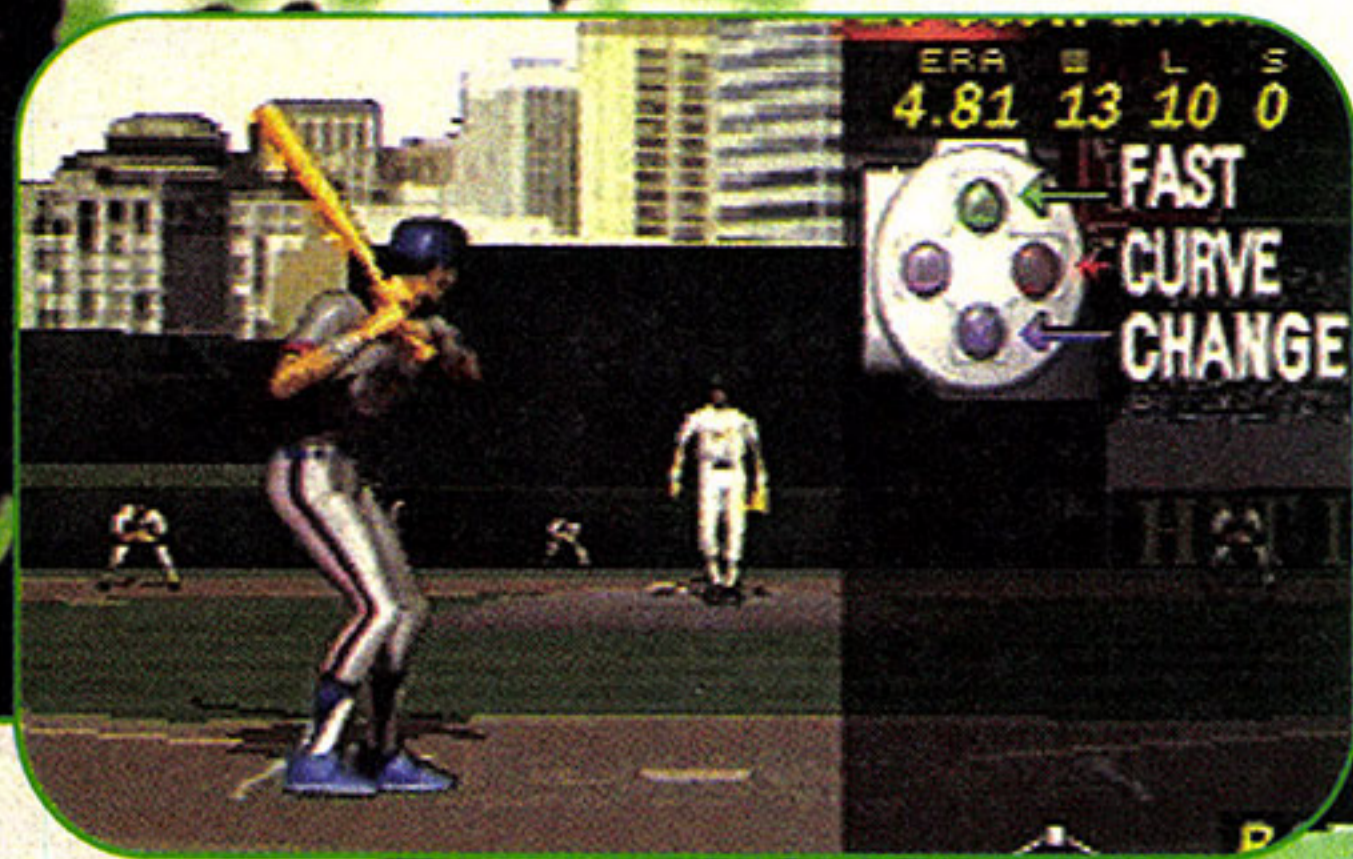
Man, *Dream 18* is trying to put fun back into the golf game. Beneath all the wacky holes, comments, and golfers lies a skin and bones-solid golf engine. But to keep the game fresh, *Dream 18* is composed of a dream golf course full of extremely tough holes in exotic locations like volcanoes and canyons. Then you get to choose from one of 12 eccentric golfing personalities (from a Samoan to Bill Murray's *Caddyshack* character) who all have their own zany comments, bad swings, and personality traits.

The early gameplay I saw looked real nice, the course was beautiful and the characters were definitely obnoxious. If no one sues, the Bill Murray character is legitimately entertaining. I'm looking forward to a chance to hack my way through this one.

The big Samoan hits the ball a mile, but where it goes, you never know (sounds like my game). Each hacker has their own strengths and weaknesses to add to the gameplay.



Much like *World Series Baseball* (Genesis), you pick a pitch and a speed to throw it at, then spot it up.



Full statistical options, presented in an easy-to-use, graphical way is one thing that was already done.

The stadiums aren't as impressive as *Triple Play's*, but they still look real nice.

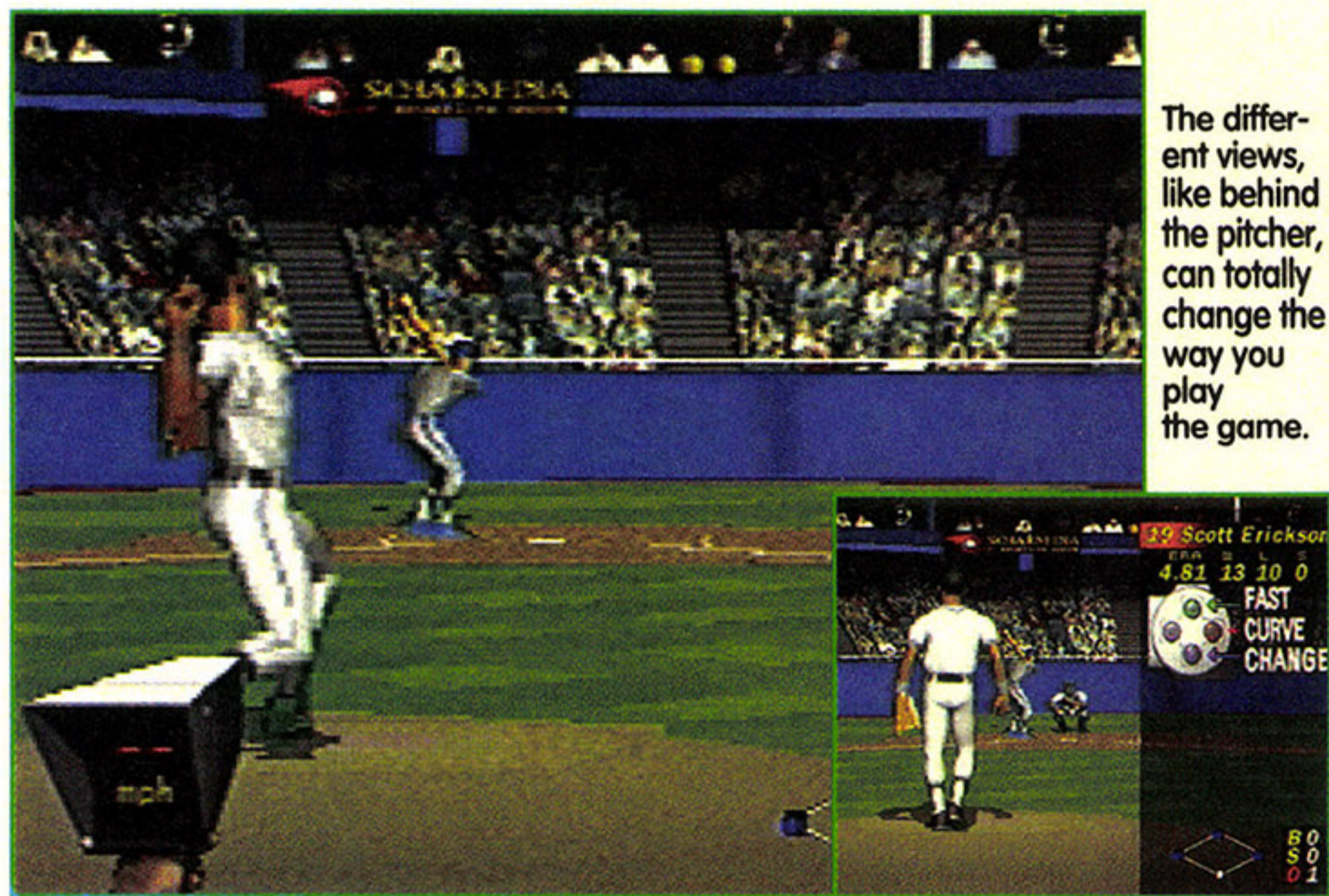
# MLB Pennant Race

Sony Interactive For PlayStation

While on trips to Orlando, Mexico, and England, I got a visit from Sony to see its latest effort, *MLB Pennant Race*. The game I saw was still real unfinished, so I didn't get a very good feel for how it's going to play. I did get a real good idea that *MLB* has all the options and features necessary. All the players, 3D stadiums, all the stats (for every player), different play modes, and some real nice graphics.

The pitching mechanism is real similar to *World Series Baseball* for the Genesis. You pick a spot with the ball and it goes there. However, in *WSB*, the ball started at the spot, so it took skill to put the ball where you wanted it. The batting can be done in a couple of different ways. You can just time your swing like the classic *RBI Baseball* interface or use the batting cursor like in *WSB Genesis* and *Bottom Of The Ninth*. There's also three difficulty levels and different pitching speeds, so that you can find the style you like.

Honestly, I was a bit disappointed with what I saw. Maybe it's because I was expecting so much or it could be that the final touches Sony is putting on the game make a big difference. I'm still real interested in seeing how this game turns out. It's definitely got all the pieces in place. If it finishes off nicely, *MLB* could be a simulation and arcade fan's game. We'll see.



The different views, like behind the pitcher, can totally change the way you play the game.

# Triple Play '97

EA For PlayStation

So far, *Triple Play '97* has surprised me with its top-notch graphics. I figured the game would play real well, but didn't count on it being better graphically than Sony's *MLB*. The early version I've been playing has some of the most fantastic-looking stadiums you'll ever see. They feel so huge that it really is like playing a game at Yankee Stadium. The players look decent, but what's impressive is their shadows. It really makes the players look like part of the stadium. I stepped back from my TV at home to have a cigarette (I know, I'm trying to quit) and when I turned back to the TV, I could've sworn I was watching Sunday Night Baseball from Tiger Stadium — it was totally awesome!

As far as the play goes, *Triple Play* handles a lot like its 16-bit counterpart. The batting gives you a lot of control, the baserunning has been slightly improved, but I still don't like the arcade-like pitching interface. EA always manages all the options and stats you could want and *Triple Play* is no different. If the gameplay was tightened up, *Triple Play* could be a real contender, but so far no baseball game has come close to *Bottom Of The Ninth*. Next month, full reviews and ratings will let you know where all the baseball games stand.

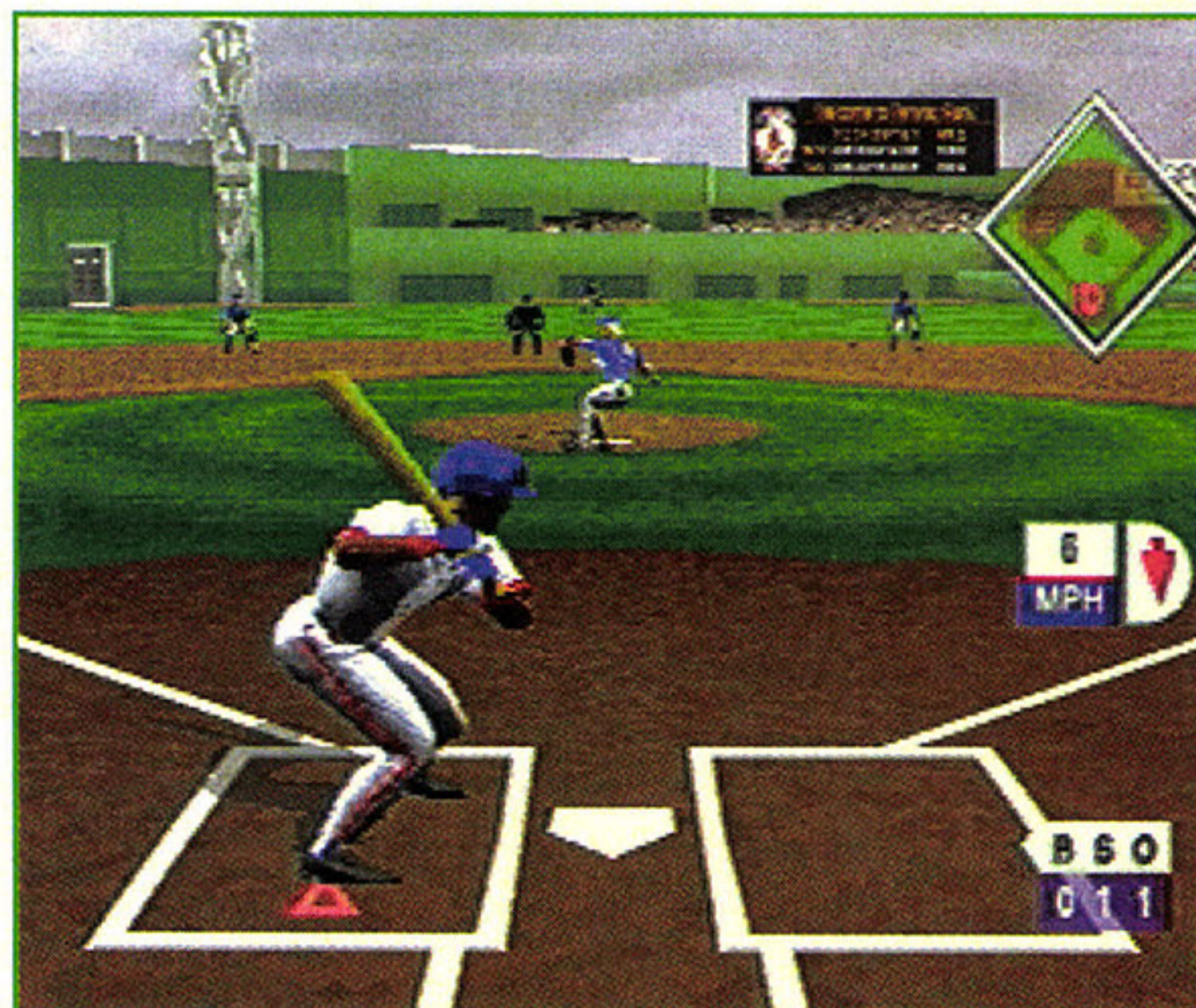


The three batting views are each playable, although I kind of prefer the far away view.

The stadiums are beautiful, like none I've ever seen. Check out the player's shadows. Yes!



Using the open stance to pull, the closed stance to push, and the straight stance to go straight away allows for good strategy.



The fielding is pretty simple — almost *too* simple.



# Quarterback Club '97

## Acclaim For PlayStation/Saturn



Did you say *Gameday*? Sure, the graphics look a lot like *Gameday*, but if it looks good, who cares?



There's even hosts of people on the sidelines.

Well, I went down to Orlando to see the Quarterback Challenge and the latest version of Acclaim's *Quarterback Club* series and I'm not sure what surprised me more — Neil O'Donnell winning the QB Challenge (where was Larry Brown?), or how incredibly impressed I was with *QBC '97*. The guys at Iguana (developers of the game) know that their last effort on Saturn and PlayStation just wasn't up to snuff, but they've been working year round trying to make sure that doesn't happen again.



If the game plays like it looks, it's gonna be great!

All of the players will be outfitted with a numbered jersey and logo on the helmet. Increased stats, playbooks, and heavy attention to gameplay all are good signs.

There's still no telling whether *QBC '97* can compete with the likes of *Gameday*, but from what I've seen, I'd say yes. Watch out, Sony!



Snow and rain result in drastically different looks, both of which are nice.



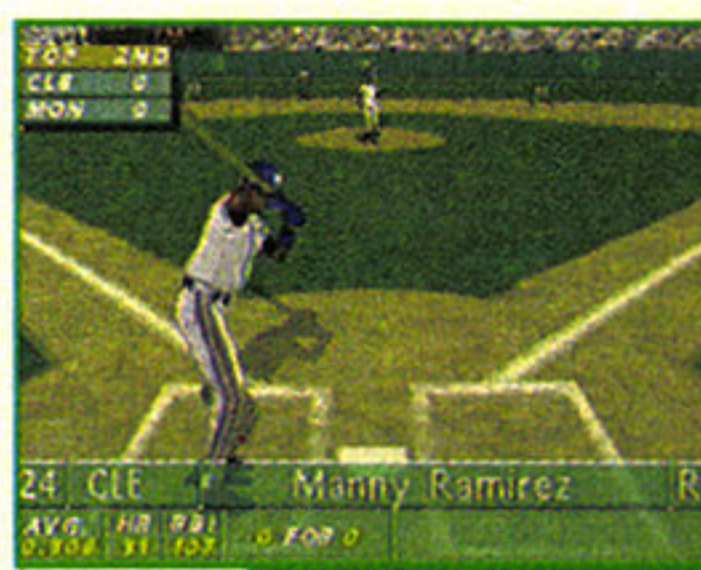
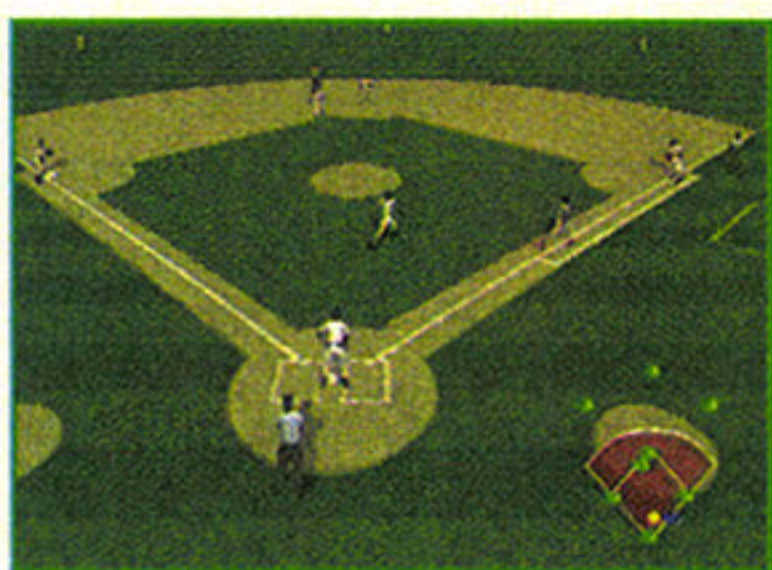
# Frank Thomas 'Big Hurt' Baseball

## Acclaim For PlayStation/Saturn

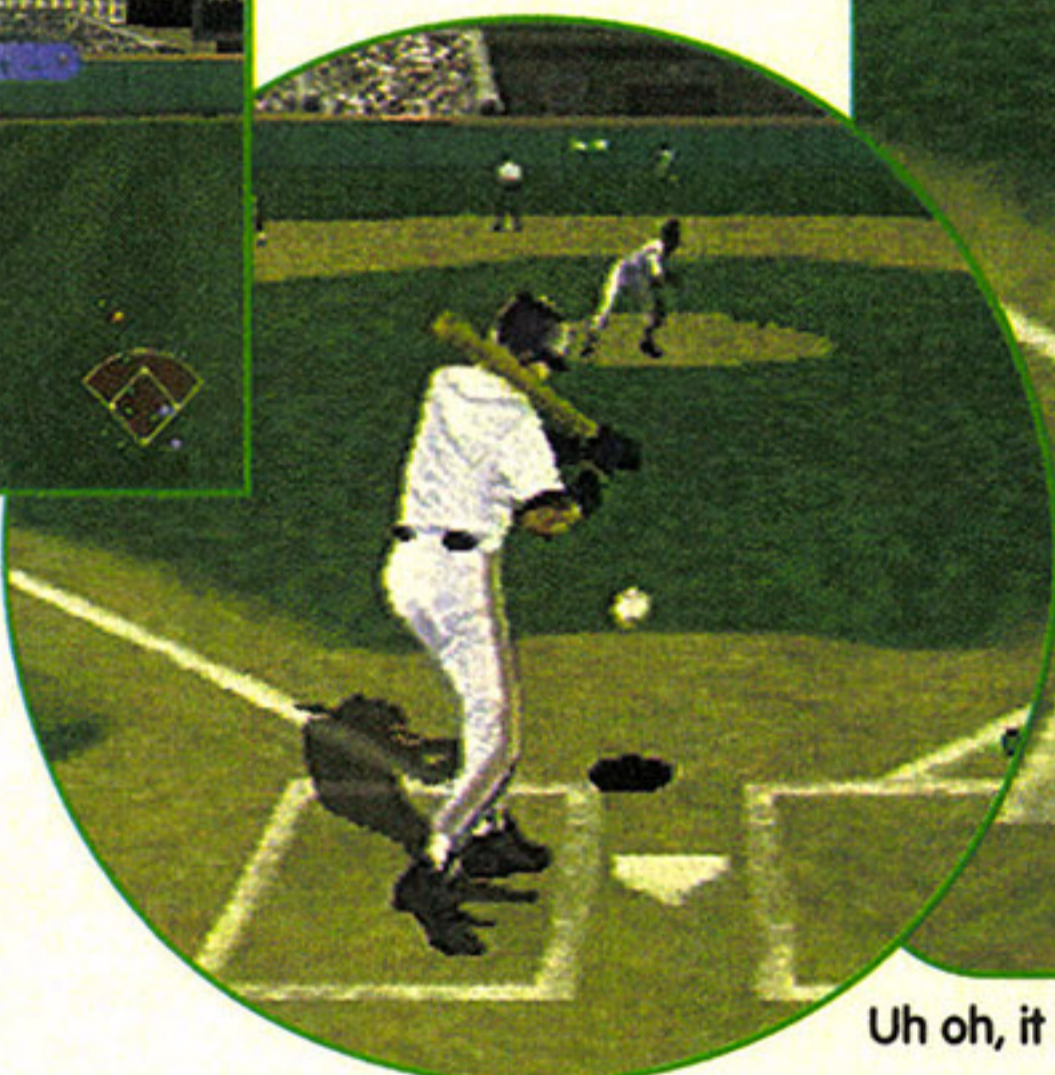
This mysterious title finally came through the office doors and the early version was definitely impressive. It's obvious that the developers were trying for a game like *World Series* for the Saturn in look and feel. So far, they haven't managed to get the same crisp feel and play, but in the final month, there is still hope. Of some concern is the fact that every player still resembles *Big Hurt* and, in real baseball, nobody resembles *Big Hurt* (that's why he's got the crazy nickname).

There's definite improvement from the disappointing 16-bit version, but it's not clear yet whether *FTBHB* is going to be in the running. I hope to get a full review in next month's issue, please be patient.

The Saturn version looks a little dirtier than the PlayStation, but both look real good.



The PlayStation has a crisper look and the stadium graphics look real nice.



Uh oh, it looks like everybody is going to resemble Frank Thomas again.

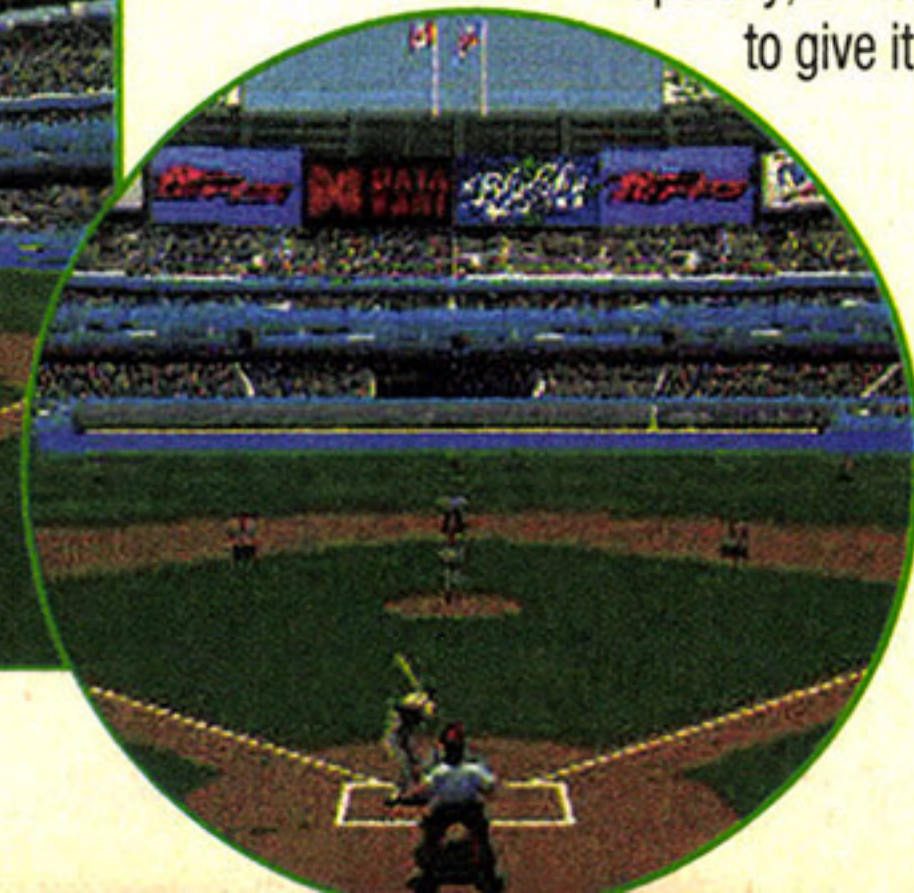
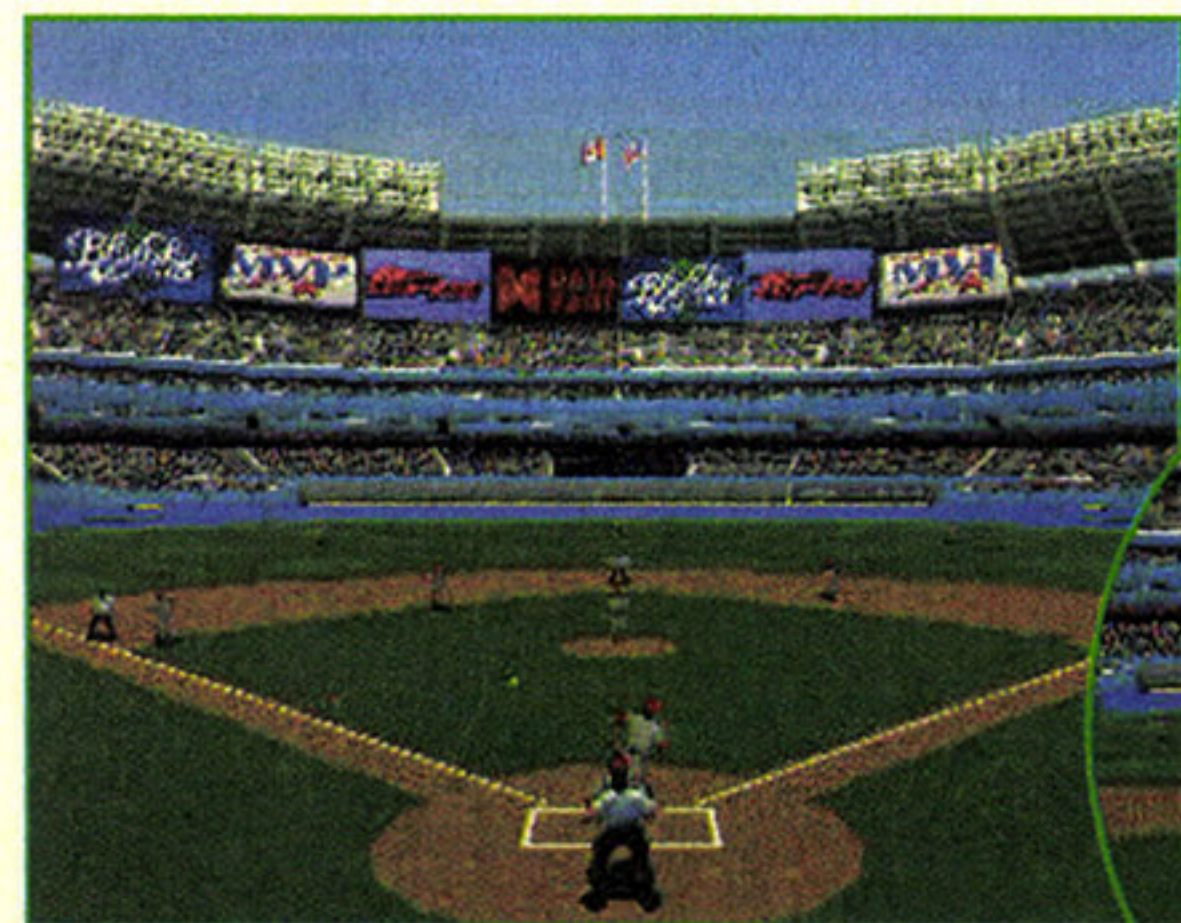
# MVP Baseball

## Data East For PlayStation/Saturn

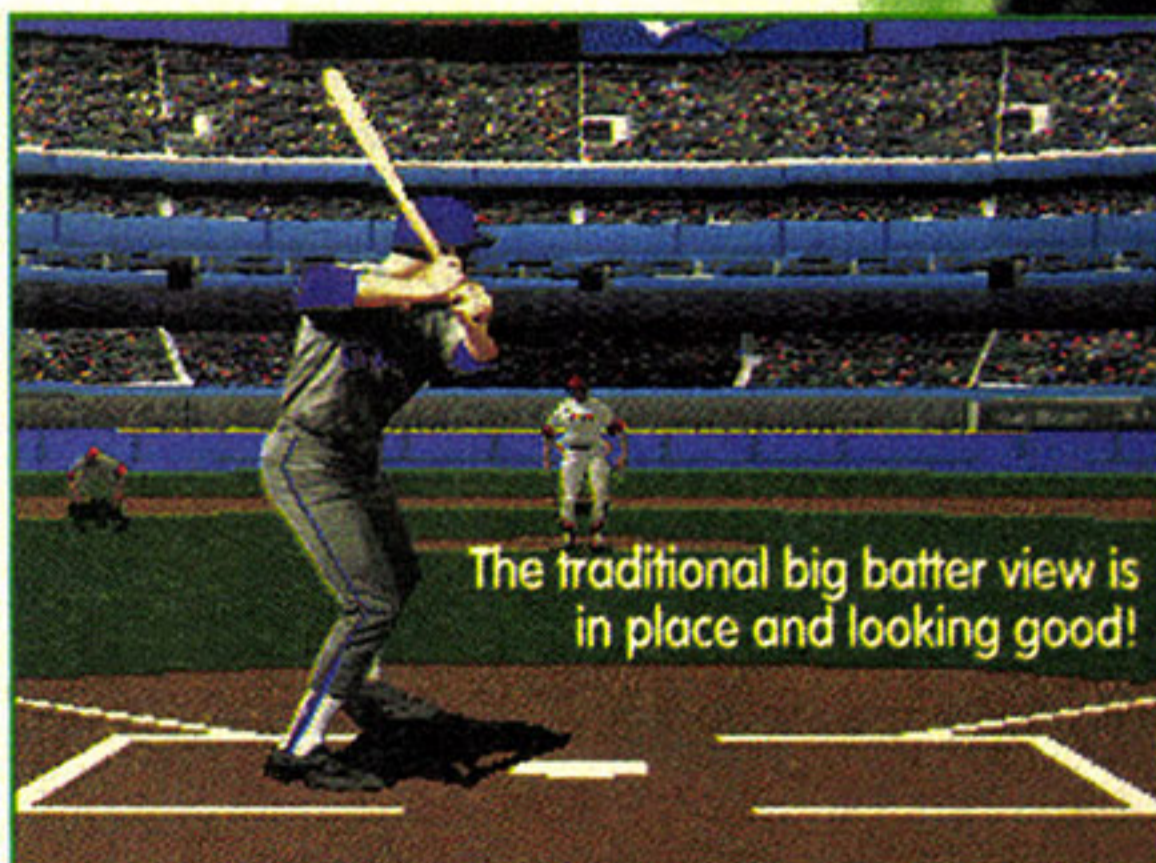
Blue Sky (makers of *World Series Baseball*) are still hard at work on this diamond in the rough. *MVP* could be the last baseball game release, but what I have seen and know about this title lead me to believe that waiting could be a very good thing.

A few more screens show more of the sprite-based players patrolling the 3D stadium and it continues to look great. The developers refuse to hurry this game out to make the beginning of the season, so when it finally

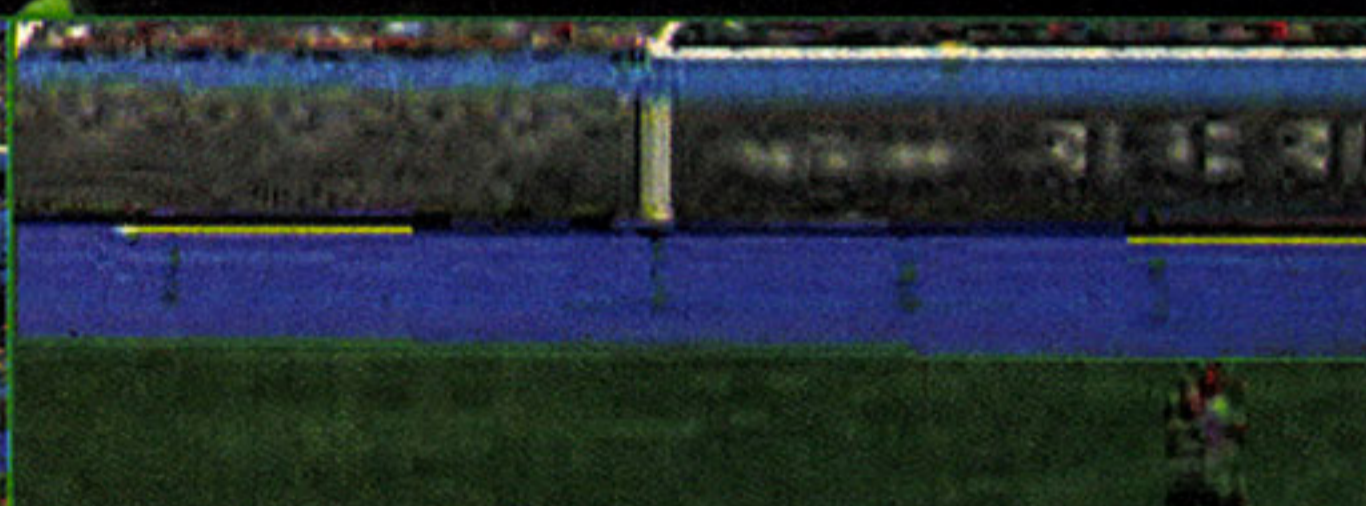
does come out (sometime around the All-Star break), it should be a real complete game. Stay tuned for much more on this game. Hopefully, E<sup>3</sup> will give me a chance to give it a play.



It's Busch stadium — hot dogs, warm beer and all!



The traditional big batter view is in place and looking good!



These early graphics are sure to improve, but they're looking decent right now!





# NOW PLAYING

If you had all the games that are listed in this section, you'd have a LOT of games — not to mention a lot of friends! Since you don't have all of these games, would it be safe to assume that you don't have a lot of friends, either? Don't be offended... we were just curious, that's all!

**WIPEOUT**  
SONY INTERACTIVE  
FOR PLAYSTATION  
Review, 8#11



From sizzling start to frantic finish, *WipeOut* is a joy to behold! This game is, by itself, reason enough to own a PlayStation. You need this game!!!

OVERALL 96%

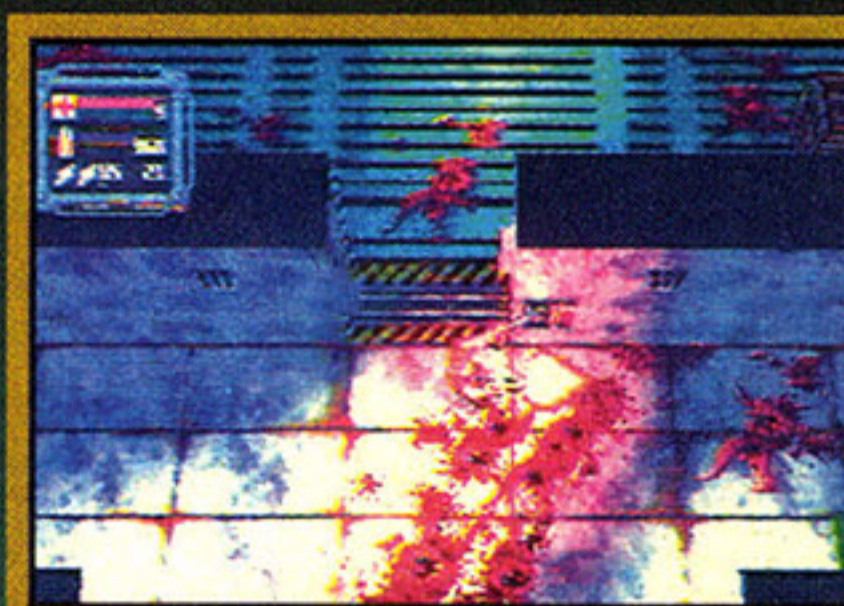
**BLADEFORCE**  
STUDIO 3DO FOR 3DO  
Review, 8#12



Strap on your heli-pak and fly around a huge city, blowing stuff up! Great graphics and gameplay make this one a must-have! What a game!

OVERALL 95%

**LOADED**  
INTERPLAY FOR  
PLAYSTATION  
Review, 9#1



OK, so you're locked in this asylum and all you've got is a really big weapon! So you just do what comes naturally! KILL 'EM ALL! YES! This game rocks! Get it!!!

OVERALL 91%

Do you agree with our reviews? If not, we want to hear from you. Write to: You Got it Wrong; *Game Players*; 150 North Hill Drive; Brisbane, CA, 94005 and tell us what you think was wrong with the review, the score the game should have received, and why. You won't win anything, except 15 minutes of fame. Oh, well... GP

• denotes games reviewed last month

**ALIEN TRILOGY**

Acclaim for PlayStation; review, 9#5

This is Acclaim's first entry into the 3D genre. How'd they do? Pretty darn good! The game has a great camera swing, that makes it look like you're really there. ALIENS RIPPED MY FLESH! (Oops...)



OVERALL 91%

**ASSAULT RIGS**

Sony Interactive for PlayStation; review, 9#3

Hey, do you remember Tron? Well, this game is kinda like that movie. Drive your tank through a whole bunch of different mazes, shooting up the bad guys! The only bummer is that the mazes aren't very interesting at first. Oh, well. This is still really cool.

OVERALL 78%

**ATTACK OF THE MUTANT PENGUINS**

Atari for Jaguar; review, 9#3

The premise here is simple: ALL MUTANT PENGUINS MUST DIE!!! Got it? Good. What makes this game fun is the many different ways you've got at your command to snuff the little rotters! Remember, the only good penguin is a dead penguin! This is cool!

OVERALL 88%

• **BATTLE ARENA TOSHINDEN 2**

Playmates for PlayStation; review, 9#6

While this sequel is definitely a step in the right direction, it never generates quite the level of excitement that the original did. It plays well, but does suffer from choppy animation and occasionally sluggish controls. Still well worth it, though!

OVERALL 83%

• **BATTLE ARENA TOSHINDEN REMIX**

Sega for Saturn; review, 9#6

This version of the astounding fighting game does have a few drawbacks. The graphics suffer from heavy pixellation at times and the sound effects aren't really all that convincing. The game does have one new character named Cupido.

OVERALL 81%

**CENTER RING BOXING**

JVC for Saturn; review, 9#3

While this type of game isn't as popular as fighting games, boxing games do have their fans. This game allows you to customize and train your boxer and then turn him loose in the ring, where he will probably suffer some kind of brain damage! It's a good game.

OVERALL 79%

**CLOCKWORK KNIGHT 2**

Sega for Saturn; review, 9#4

Here's an extremely well done game with only one problem: there are only 12 types of enemies in the whole game! Other than that, this disc has a lot of goodies on it, including the original *Clockwork Knight* game. How can you lose?

OVERALL 79%

**COLLEGE SLAM**

Acclaim for Super NES; review, 9#4

OK, what we got here is *NBA Jam*, only with college players. While you can enter your own names for players and edit their stats, the players pictures aren't available to change, so you never quite get the feeling of being the actual college team. It's your call...

OVERALL 69%

• **CONGO**

Sega for Saturn; review, 9#6

What you got here is possibly the ugliest 32-bit game ever devised. Add to that the fact that the frame rate is poor and the controls are really sloppy. I seem to recall playing this game as a graphic adventure on my old Commodore 64 about ten years ago.

OVERALL 59%

**WHAT YOU THINK**

Who the hell do you think you are giving Tekken a 91%? It kicks the crap out of Toshinden! I think it should have gotten a 99%, at least!

— C.J. Cuomo, N. Bellmore, NY

**CREATURE SHOCK**

Data East for PlayStation; review, 9#5

Since this game is a track-based shooter with lots of FMV sequences, we guess that all you'd want to say about this title is RUN AWAY! RUN AWAY! This game could have had some potential, but what little it had was destroyed by a lackluster effort. Avoid this one!

OVERALL 28%

**CYBERDILLO**

Panasonic for 3DO; review, 9#5

While this game does have a sense of humor that will keep you amused for about five minutes, the control is really loose and the graphics are far from being on the cutting edge. If you like plungers and bathroom humor, then this is for you.

OVERALL 63%

**CYBERIA**

Interplay for PlayStation; review, 9#3

This graphic adventure is a kind of transition point between what this type of game was and what they can be someday! While the graphics are really sweet, having to follow a linear storyline kinda sucks. Someday, these games will rock! This one just kinda rolls.

OVERALL 70%

**CYBERSPEED**

Mindscape for PlayStation; review, 9#2

Try to think of this game as the poor man's *WipeOut*. While the game does have several fascinating angles to it, these same angles are the games downfall. While *WipeOut* lets the player get right into the game, this game's learning curve is very steep and frustrating.

OVERALL 79%

**D**

Acclaim for Saturn; review, 9#3

This version of the ever-popular scary game has been 'improved'. What that means is that they've tried to fix some of the problems inherent in the 3DO version, and pretty much failed at it. It's still a really scary game, though it's just a bit slow!

OVERALL 79%

**DARIUS GAIDEN**

Acclaim for Saturn; review, 9#4

This is a totally uninventive 2D shooter. If it weren't for the fact that you get to pick which level you get to play next, and those really big, fish-like bosses, this game would be a total loss. If you like 16-bit-style shooters on your 32-bit system, go for it, otherwise...

OVERALL 53%

**DARK STALKERS**

Capcom for PlayStation; review, 9#3

This is probably the best 2D fighter out there, but let's face it — IT'S A 2D FIGHTER! In this day and age of 3D fighting games, how much life can be left in the old genre? Still, this is arguably the best 2D fighter out today. It's still worth a play...

OVERALL 71%

**DEFENDER 2000**

Atari for Jaguar; review, 9#3

With its solid gameplay, this game was once the champion of the arcades. Now, it's still got solid gameplay and it's still fun as all hell! Along with the original game, there are two other versions with better graphics, but the original is still the best!

OVERALL 81%

**DESCENT**

Interplay for PlayStation; review, 9#4

If it weren't for the fact that the graphics really hadn't been updated from the PC to a 32-bit console, this game might have gotten an ultimate award. This claustrophobic, disorienting game is really a hoot! The mazes will drive you crazy! Get this one!

OVERALL 84%

**EARTHWORM JIM 2**

Playmates for Saturn; review, 9#5

While this game doesn't do anything to remind the player that this title is on a Saturn, all of the original zany humor is still here. If you haven't got this one yet, then it's definitely worth a shot, but if you own the 16-bit version already, pass it by.

OVERALL 81%

**GEX**

Crystal Dynamics for PlayStation; review, 9#3

If you're looking for a side-scrolling game for your PlayStation, then this is it! This is a straight port-over from the 3DO, without any secret stuff added in. It might also help if you're a big Dana Carvey fan, since he does the lizard's voice...

OVERALL 81%

**HANG ON GP**

Sega for Saturn; review, 9#3

While there is next to no draw-in and a total of six different tracks, this game suffers from really blocky graphics, especially in the way the cycles and their drivers look. Other than that, this is a good addition to anyone's Saturn library!

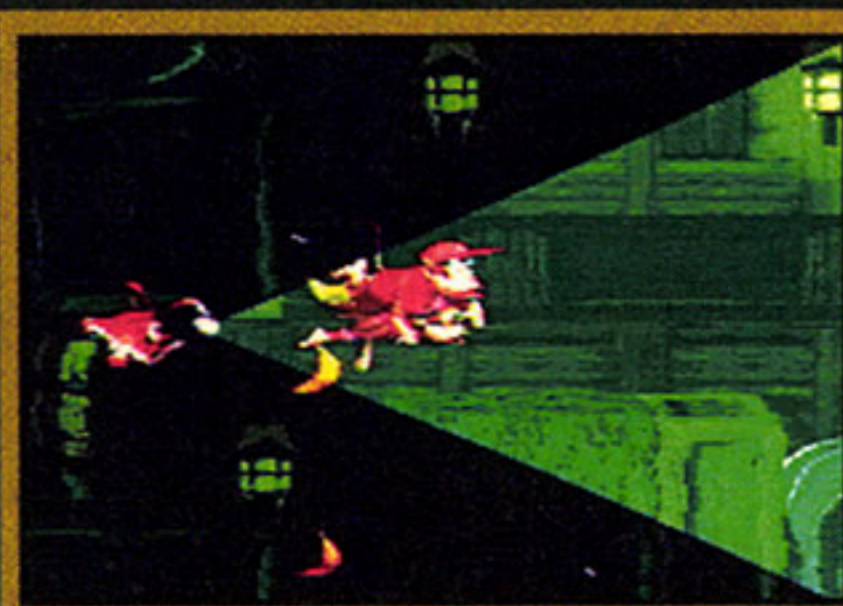
OVERALL 81%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING



### DKC2: DIDDY'S KONG QUEST

NINTENDO FOR SUPER NES  
Review, 8#12



Diddy's back — and he's got a girl-friend! This game is even better than the original *DKC*! This title is more fun than a barrel of monkeys! Yow!!!

OVERALL 94%

### WORLD SERIES BASEBALL

SEGA FOR SATURN  
Sports, 8#12

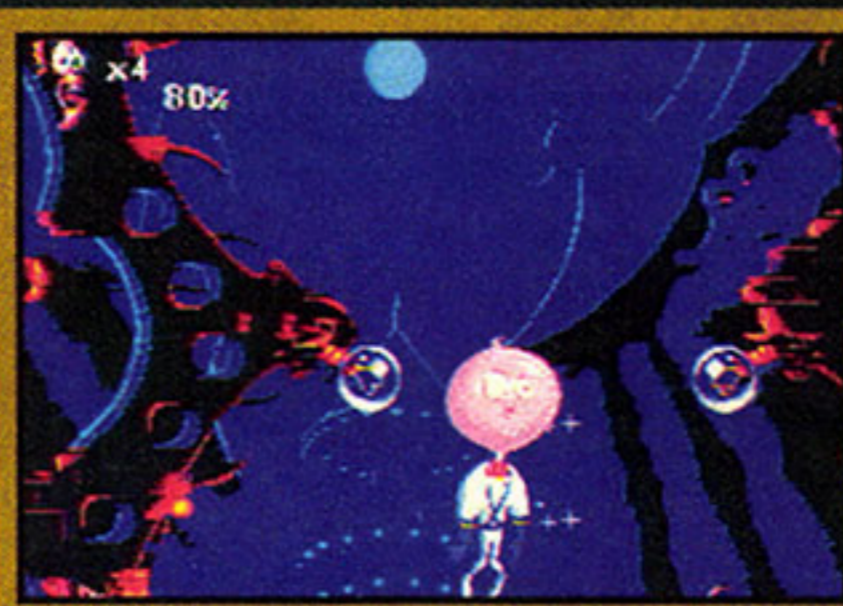


This is the best baseball game ever made! The US version of Japan's *Greatest Nine* rocks the house with great graphics, killer gameplay and amazing announcers!

OVERALL 97%

### EARTHWORM JIM 2

PLAYMATES FOR GENESIS  
Review, 8#12



That lankiest of Texans is back, with more of the zany antics that made the original so popular. This game is great! What are you waiting for? Go get it!

OVERALL 92%

### SEGA RALLY

SEGA FOR SATURN  
Review, 9#1



What we've got here is a near-perfect copy of the arcade smash! All of the cars, tracks and action are captured here for the home console. Yes!

OVERALL 92%

### M1 OCTANE

EA for PlayStation; review, 9#2

The best part of this game is the way the tracks seem to swell and recede in certain points. The racers themselves look real geometric and lifeless. If the designers had taken a bit more time, this game good have been exceptional, instead of just good.

OVERALL 66%

### IN THE HUNT

T\*HQ for PlayStation; review, 9#2

If you like really big, beautiful explosions that really rock the screen, then this is the game for you! If, on the other hand, you like 32-bit games that aren't left-to-right, side-scrolling shooters, then this isn't the game for you. Take yer choice!

OVERALL 51%

### IRON STORM

Working Designs for Saturn; review, 9#5

Now you can fight World War II all over again, from any side! This strategy game has some great animations that, while adding graphic goodness to the game, slow it down somewhat. Still, this is a must!

OVERALL 95%

### JOHNNY BAZOOKATONE

US Gold for Saturn; review, 9#2

Yee-haw! Slap that 30 round clip into your guitar (your guitar?) and get ready for some real Rock 'n' Roll action! While this game may frustrate beginning gamers, it's a real hoot for the side-scrolling master! Lock and load! Let's rock!

OVERALL 73%

### JUPITER STRIKE

Acclaim for PlayStation; review, 9#2

While this game has one of the most beautiful intro sequences ever, the rest of the game is simply lacking. The music and sound effects are the worst ever heard, and your fighter is totally bereft of any kind of control. This should be called Jupiter Strikes Out.

OVERALL 48%

### KING'S FIELD

Ascii Entertainment for PlayStation; review, 9#3

This game is a very entertaining mix of action and RPG! Stalk the dark halls in search of weapons, fantastic treasures and monsters galore! Unfortunately, this game also has a hard time deciding which type of game it wants to be... But, it's still way cool!

OVERALL 84%

### KRAZY IVAN

Sony Interactive for PlayStation; review, 9#4

Who's got complete control over a 70-ton mechanized warrior, loaded to the gills with all kinds of deadly weaponry? Why, Ivan does! AND HE'S CRAZY!!! This is a beautiful, fluid game that is just a bit too short, sadly. Give it a try!

OVERALL 82%

### LUCIEN'S QUEST

Panasonic for 3DO; review, 9#4

Everything about this RPG is dead average. Well, OK, the graphics are kinda cool and the soundtrack is full, but everything else is just plain average. It only took Jeff nine hours to beat this game and he says he didn't have any fun. Like we said — average.

OVERALL 54%

### LUFIA II: RISE OF THE SINISTRALS

Natsume for Super NES; review, 9#6

Well, what do you know? Here's a 16-bit RPG that could very well lay claim to the coveted title of the Next Great RPG. This game delivers a huge story coupled with a true RPG point system for combat. A true 32-bit RPG is really needed, but this is a great title!

OVERALL 85%

### MAGIC CARPET

Electronic Arts for PlayStation; review, 9#5

This game is kind of like *Populous* with wings. Zoom over the terrain on your magic carpet, casting spells, building castles and just plain blasting the heck out of everyone you don't like. What more do you need? Go get this game!

OVERALL 84%

### NIGHT WARRIORS

Capcom for Saturn; review, 9#5

While this game is a 2D fighter, it has a lot going for it! Tons of fighting strategies, really responsive controls, cool new moves, well-developed characters and extremely smooth animation make this game a winner!

OVERALL 82%

### PANZER DRAGOON II ZWEI

Sega for Saturn; review, 9#6

What's not to like in this fantastic sequel? Great graphics, astounding symphonic soundtrack, the evolving dragons, huge levels, alterable paths and the fantastic storyline make this title a winner!!!

OVERALL 90%

### PHILOSOMA

Sony for PlayStation; review, 9#3

This is a sprite-based shooter. There will be lots of tendon-damaging turns and thumb-bruising button mashing. Some people think this is fun. In fact, some people thought this was fun for years, which is why the designers haven't ever changed the genre. Oh, well...

OVERALL 65%

### PRIMAL RAGE

Time Warner for PlayStation; review, 9#2

Here it is, folks! The arcade classic has been faithfully reproduced for the home. Unfortunately, the arcade classic was only a 2D fighter with a simplistic combo system. So, if you need fighting dinosaurs, get this game. Otherwise, it may be a bit extinct.

OVERALL 74%

### PSYCHIC DETECTIVE

Electronic Arts for 3DO; review, 9#3

Trent Ward said this game was about as much fun as a Love, American Style marathon. Actually, this game is only slightly more fun than a multiple root canal. You'd be better off just leaving this one all alone on the shelf, OK?

OVERALL 28%

### PTO 2

Koei for Super NES; review, 9#2

This has to be the single most complex game ever devised by man. You can fight the entire Second World War in the Pacific Theater of Operations all over again! If you love war, you'll love this!

OVERALL 90%

### RAVEN PROTECT

Mindscape for PlayStation; review, 9#6

Before you start to play this game, get yourself a bag of popcorn and a big Coke. You're gonna need the supplies to get through the very long, poorly acted FMV intro sequence. The list of what's wrong with this so-so game is kinda long.

OVERALL 52%

### RESIDENT EVIL

Vic Tokai for PlayStation; review, 9#4

Sing along, everybody! Blast those zombies in the head. Do-dah, do-dah! Make sure that they're good and dead! Oh, do-dah day! Now, repeat after me! I NEED THIS GAME. I NEED THIS GAME! This rocks!

OVERALL 92%

## WHAT YOU THINK

**You guys are weird! X-Men: Children of the Atom should have gotten at least 85%! Stop getting your advice from Bill! (Bill — I don't review games, you moron!)**

— Philip LaBella, Amherst, NY

### MISSILE COMMAND 3D

Atari for Jaguar; review, 9#3

Most of the really cool games for the Jaguar have been re-issues of the old games of yesteryear and this is no exception. The really cool game in this package is the VR game. With its bosses and its real 3D look, this game has it all!

OVERALL 83%

### MOHAWK AND HEADPHONE JACK

Black Pearl Software for Super NES; review, 9#6

If taking control of a little creepy-looking naked dude with a long green mohawk sounds like fun to you, then you're definitely in need of help! Seriously though, with lots of things to explore, fast gameplay and constantly changing gravity sources, this game rocks!

OVERALL 71%

### MUSEUM CLASSICS VOL 1

Namco for PlayStation; review, 9#4

The best part of this disc is the fact that seven games — even if they're not all that great — are still better than just one game on a disc. Unfortunately, only four of the seven games here are worth coming back for. Oh well, *Pac Man* is still fun.

OVERALL 66%

### NEED FOR SPEED

Electronic Arts for PlayStation; review, 9#5

Man! This game is fun! When I borrowed it for the weekend, I couldn't keep the neighbors away! With its beautiful graphics, huge tracks and a two player option, this title has it all for racing thrills and excitement! You gotta check this one out!

OVERALL 84%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING



**VIRTUA FIGHTER 2**

SEGA FOR SATURN

Review, 9#1



There's many very good reasons why this game has been given our highest score ever! If you own a Saturn and you don't buy this game, you're just plain stupid!

**OVERALL 99%**

**BUYING BY MAIL**

*Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...*

- First, read the ad carefully, including the small print. Check to see how long it takes for delivery. Mail-order companies often take 4-6 weeks to fulfill orders, so make sure you give them that much time.
- Check out the company. Have any of your friends used it before? What kind of service did they get at the time? If nec-

essary, contact the Better Business Bureau (use the one located in the same city as the mail-order company). Better Business Bureaus log complaints against companies and can tell you the types of problems — if any — that have been encountered. Look in the Yellow Pages for the BBB's telephone number.

- Contact the company to check on availability. They may be offering *MK II*, but that doesn't mean they're expecting it next week. Companies never get products before they're available in stores unless they're selling foreign versions. Don't send your money without giving them a call.
- If possible, pay by credit card. For one reason, credit cards aren't charged until the

merchandise is sent. And if you don't receive your goods, the credit-card company is responsible for refunding your money or crediting your account. If you don't have a credit card, use a personal check and consider mailing it by recorded delivery so it can be traced. Never send cash through the mail. Be wary of money orders, — they can be hard to trace.

- Once you've ordered your game, relax. It'll be sent out within the stated delivery time. DON'T call the mail-order company every day to find out what's happening.
- Inspect your order as soon as it arrives. If it's incorrect or the product(s) is defective, file a complaint with the mail-order company immediately. If it has been damaged in shipping,

contact the postal service that delivered it. Use recorded delivery on any returns.

- Some companies offer a trading option so you can send them your old games for a discount on new ones. If you use this service be sure to use some form of recorded delivery.

We can't guarantee the reliability of any mail-order company. If anything goes wrong, contact the mail-order company. Your contract is with them — we have no record of your dealings, so we can't help. Most mail-order transactions are trouble-free. But if you've experienced problems with companies advertising let us know by writing to: Customer Service; 150 North Hill Drive; Brisbane, CA, 94005. We don't want to deal with disreputable companies any more than you.

<p><b>RETURN FIRE</b> Time Warner Interactive for PlayStation; review, 9#5 Remember when you used to play with those little toy soldiers? Well, this is just like that, only it's more fun! You can spend hours blowing your friends to kingdom come! Heck, even the one-player game is a ton of fun! Yes!!! <b>OVERALL 83%</b></p>	<p><b>SKELETON WARS</b> Playmates for Saturn; review, 9#3 This is really weird... You've got a 2D, side-scrolling game, but the world that it takes place in is 3D! In fact, the graphics are really beautiful and the music and sound effects really set the mood. It might even be fun! Give it a shot... <b>OVERALL 79%</b></p>	<p><b>THUNDER STRIKE 2</b> Sega for Saturn; review, 9#2 Get in your chopper and blast the crap out of the enemy in this innovative helicopter sim! While enemy vessels and parts of the terrain do kinda just 'pop in' to the screen, the action is fun, fast and furious! Kill 'em all! <b>OVERALL 86%</b></p>
<p><b>REVOLUTION X</b> Acclaim for Genesis; review, 9#2 Everything about this game sucks, from the lousy graphics, to the horrible music (Aerosmith? Yuch!), to the astounding lack of gameplay! Let me repeat that, just in case you're deaf from going to too many rock concerts — this sucks!!! <b>OVERALL 29%</b></p>	<p><b>SOLAR ECLIPSE</b> Crystal Dynamics for Saturn; review, 9#2 While this game doesn't exactly set off a whole bunch of bells and whistles, our reviewer found it interesting and challenging. In fact, he kept going back for more! So give this title a try! You won't be disappointed at all! <b>OVERALL 73%</b></p>	<p><b>ULTIMATE MORTAL KOMBAT 3</b> Williams for Saturn; review, 9#6 What we got here is another 2D fighter in a time when 3D fighting games rule the roost. While the developers have added four new characters, it still remains a case of 'Who cares?'. It remains to be seen how well this will sell. <b>OVERALL 73%</b></p>
<p><b>RISE 2 RESURRECTION</b> Acclaim Entertainment for PlayStation; review, 9#6 OK, here's what you can do: get yourself a couple of toasters. Electric can openers will do, also. Take one in your left hand and one in your right. Bash them together as hard as you can. You will now be having more fun than if you played this sorry sequel. <b>OVERALL 37%</b></p>	<p><b>WHAT YOU THINK</b> <i>You gave Resident Evil a 92%, while you gave Virtua Fighter 2 a 99%. What the hell is wrong with you? Get your head on right and look at the differences, OK?</i> — Cody Payne, Tylertown, Mi</p>	<p><b>VIEWPOINT</b> EA for PlayStation; review, 9#2 This is kinda like <i>Zaxxon</i> on steroids. While the graphics are exceptionally beautiful, the gameplay is enough to drive you nuts! Unless you have a high tolerance for frustration, you might be well advised to leave this game alone. <b>OVERALL 64%</b></p>
<p><b>ROAD RASH</b> Electronic Arts for PlayStation; review, 9#3 If you've never played this game on any of the millions... Oh alright, hundreds, of systems that it's been on before, then you should definitely go out and get it! Otherwise, it might be a good idea to just pass this one by! <b>OVERALL 73%</b></p>		<p><b>WILLIAMS ARCADE'S GREATEST HITS</b> Williams for PlayStation; review, 9#6 Journey back to yesteryear, when games like <i>Defender</i> and <i>Joust</i> were the kings of the arcade. This classic collection also features <i>Bubble</i>, a game which no one here could even remember playing. Oh well. It's a blast from the past! <b>OVERALL 71%</b></p>
<p><b>ROMANCE OF THE THREE KINGDOMS IV</b> Koei for PlayStation; review, 9#6 This is Koei's first attempt at a 32-bit game. While there is no great leap in gameplay, there are some very nice beginner-friendly features, as well as the usual devotion to detail that Koei always brings to the gaming table. Go for it! <b>OVERALL 82%</b></p>	<p><b>SPIDERMAN: WEB OF FIRE</b> Sega for 32X; review, 9#3 OK, let's get things off to a good start... THIS GAME SUCKS! Man, that felt good! There isn't one thing in this game that hasn't been done before somewhere else — and better, too! So everyone repeat after me... THIS GAME SUCKS! <b>OVERALL 36%</b></p>	<p><b>WING ARMS</b> Sega for Saturn; review, 9#2 Aside from the fact that the canyon level is kinda frustrating and very ugly, and that the game is too short, this title is a heck of a lot of fun. Oh, one more thing — how come there's no two-player mode? Oh well, it's still fun! <b>OVERALL 73%</b></p>
<p><b>SHELLSHOCK</b> US Gold for PlayStation; review, 9#6 While this game does have kind of a 'Boyz in the Hood' meets 'Patton' mentality, there is a lot of fun to be had here, blowing stuff up real good! This game has it all — great explosions, awesome sound effects, and lots of levels! Yee-haw! <b>OVERALL 78%</b></p>	<p><b>SPOT GOES TO HOLLYWOOD</b> Acclaim for Genesis; review, 9#3 Wow! Here's a game about a bottle cap! How... uh... cool. Yeah, that's it. It's... cool. Actually, the game does have a nice control system and the graphics and sound are pretty good for the Genesis. But the hero is... uh... a bottlecap. Yeah... <b>OVERALL 63%</b></p>	<p><b>WORMS</b> Ocean for Saturn; review, 9#5 Did you ever wonder what worms did when they weren't riding a fishing hook or grossing out a little girl? Well, the truth is — THEY WAGE ALL-OUT WAR! Yes! Open up this can of worms and start blowing stuff up real good!!! <b>OVERALL 94%</b></p>
<p><b>SHINING WISDOM</b> Sonic! Software for Saturn; review, 9#5 Well, this game isn't so much an advance in the 32-bit RPG genre, but it's still a pretty good game. The music and sound effects are kinda lacking, but the storyline makes this one worth the price of admission. Give it a shot! <b>OVERALL 73%</b></p>	<p><b>STREET FIGHTER ALPHA</b> Capcom for PlayStation; review, 9#3 Here's that game again, for the millionth time. Frankly, there are better fighting games out there, but if you feel happy giving the same company your money for basically the same game, with a few changes, then go right ahead... <b>OVERALL 87%</b></p>	<p><b>X-MEN: CHILDREN OF THE ATOM</b> Acclaim for Saturn; review, 9#3 What happens when you port a 2D fighting arcade game over to a new 32-bit system? Well, you get a 2D fighting game... And what's wrong with that? If you need the sweet action of the arcade hit in your home, then get this game! <b>OVERALL 72%</b></p>
<p><b>SILVERLOAD</b> Vic Tokai for PlayStation; review, 9#4 Yeee-haw! What could be cooler than a horror/western game? Try to keep body and soul together as you try to find out who's been stealing all the settlers' children. Kick-ass graphics and really great creepy atmosphere make this a winner! <b>OVERALL 83%</b></p>	<p><b>SUPER MARIO RPG</b> Nintendo for Super NES; review, 9#5 Here's a really big RPG that stars Mario. Nintendo and Square worked together to bring this magical universe to life. It combines the best elements of RPGs and Mario action games! It's a must have!!! <b>OVERALL 91%</b></p>	<p><b>ZERO DIVIDE</b> Time Warner for PlayStation; review, 9#2 What we've got here is an excellent fighting game — that, unfortunately, is in a genre that has some outstanding titles in it as well. The animation and control interface are very good, but the graphics themselves are kinda blocky. Eh, it's your dime... <b>OVERALL 80%</b></p>

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# WIN! The Ultimate Gaming Rig! OVER \$20,000<sup>00</sup> IN PRIZES!



**You have the POWER.** In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

**Computer Contest.** Win a blazing fast computer with Pentium 166 Mhz processor, 16 meg. ram, 1.2 Gig. hard drive, CD-ROM, 17" monitor, modem and more!

**Video Game Contest.** Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Atari Jaguar. Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

**Media Rig Contest.** The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

**We're talkin' GAMING HEAVEN!**

**Directions.** Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

**In the future.** There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

## Mystery Word Grid

	H					M Y S T E R Y  W O R D
		E				
P	I	N	C	H	W	
	R					
S						

### WORD LIST and LETTER CODE chart

PINCH .....W PRESS.....K BLAST .....A WRECK.....D  
 BREAK.....Z PUNCH.....S SPRAY .....C TURBO.....V  
 STOMP.....T STAND.....R PRESS.....E DREAM....O  
 CRUSH.....I SCORE.....H SLANT.....L CHASE.....P

**MYSTERY WORD CLUE:**

**WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT**

**Yes!**

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CLIP AND MAIL





# Arcades

One day, while it was raining, Mike Salmon was walking in downtown Brisbane. He stuck his hand out to see if it was still raining, and a passerby, mistaking him for a homeless bum, dropped a quarter in his outstretched hand. So Mike ran straight to — The Arcades!

## Last Bronx

Sega AM3



The fully 3D backgrounds and fighters really move fast and smooth.

We first reported on the latest AM3 brawler a couple months ago, but this month we had a chance to actually play a 50% version of the game. It has the look and feel of a game that is going to do real well.

While you might think that the name suggests a New York-based fighting game, *Last Bronx* actually takes place on the mean streets of Tokyo. You choose from one of several street gangs and go out and beat the crap out of people for turf. To help you in your rumbles, the fighters are equipped with some vicious weapons. Sticks, tongfurs, Sais, and nunchuks all make their way into the hands of long-haired thugs, tattooed punks, and leather-clad bikers. Along with the weapons, the characters are enabled with quick movements, VF2-type moves, and a real balanced fighting system.

The only characters so far are Alisa, a brunette wielding a double stick; Saki, a blond with two fork-shaped and wicked looking knives; Joe, a muscle-bound guy with nunchuks; Kurosawa, with his splinter-inflicting wooden sword; Tommy, who attacks with a long pole; and Yoko, who uses a tongfur (it's a weapon, OK?). All the

characters have a unique feel and are more accessible than the wacky characters of AM3's *Fighting Vipers*.

The most noticeable gameplay difference was a unique use of backgrounds in combat. Characters can jump onto and off of street barriers to give them a different angle and often inflict more damage. Only one level featured this intriguing gameplay element, but we're guessing that by the time *Last Bronx* is complete, all the levels will have something like this.

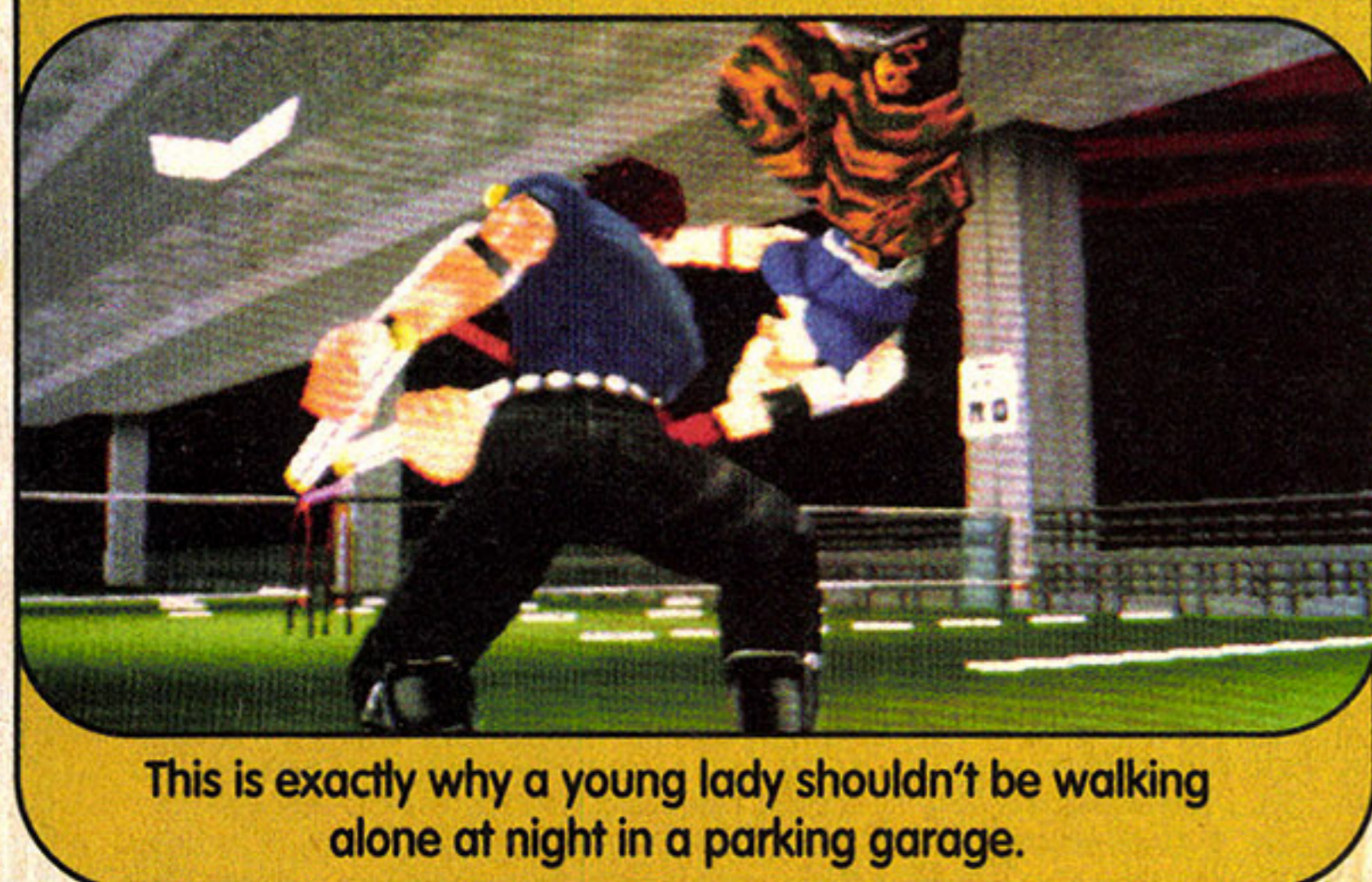
It isn't VF3, but *Last Bronx* does considerable work to prove that the Model 2 board can still do more quality games. More on this one when it's completed.



Squaring off in front of the Shibuya crossing in Tokyo isn't real safe (so I'm told), but hey, these guys are gang members.



Alisa and Joe are the normal characters in these gangs, but they're both serious about violence.



This is exactly why a young lady shouldn't be walking alone at night in a parking garage.

## Prop Cycle

Namco For Arcades



Over the past couple of years, Namco has been known for copying Sega time and time again, but with titles like *Prop*

*Cycle* and *Alpine Racer*, Namco is finally starting to carve out its own niche. Granted, Namco's copies were bona fide successes (*Tekken*, *Ridge Racer*, *Time Crisis*), but seeing a big player like Namco return to original games is nothing but good for the industry.

In your floating quest to save the lost city, you have to burst these large polygonal balloons for points. It's like Mario on a hang glider.

*Prop Cycle* is a funky-looking, one-player contraption, that's bound to draw attention



# The Line

Since the ACME show, the arcade business has come to a grinding halt. The next round of titles aren't ready to be shown yet, leaving us with only a few games to report on. • Capcom announced a *Mega Man* arcade game, so you can put the little blue guy up against Wiley once again. • Industry insiders are said to be sick and tired of Racing and Fighting games. All over the show floor, disappointed operators and distributors ranted about the good old days when games had replay value. Well, despite this, the trend doesn't seem to be stopping. All the big games in development are fighting games and racing games. Go figure. • Sega is getting closer to finishing off its next racer on the Model 3 board. No one's talking, but just imagine the wonderful polygons racing by at breakneck speeds. • Apparently Sega hasn't gotten any closer to finishing off *VF3*. They were supposed to have a playable at E<sup>3</sup>, but instead will be showing the same demo. • Someone's still making the arcade games out there and if they don't tell me who they are, I'm gonna find them and then they'll be sorry! Really sorry!!!

After every other company in the world ripped off Konami's original arcade hoops smash, *Run 'N' Gun*, it finally decided to try cashing in on a sequel of its own.

If you aren't familiar with the first *Run 'N' Gun*, then perhaps you've played *Slam 'N' Jam*, which is a carbon copy of that game. It's five-on-five hoops with alley-oop passes, high flying dunks, and some great four-player arcade action. You get two screens, so you don't have to crowd around one small area and the gameplay is fast and fun. The only problem with *Run 'N' Gun 2* is that it is almost an identical game to the first *Run 'N' Gun*. They've added a few new moves like double-clutch dunks, but nothing so new that we'd even call it a sequel. Still, if you find yourself at an arcade with *Run 'N' Gun 2*, putting a few quarters in is going to cause nothing but fun. Check it out.

# Run 'N' Gun 2

Konami

It doesn't look a whole lot better than the first game and it doesn't play much different, but *Run 'N' Gun* is just plain fun.



The ability to double-clutch makes for some awesome trash-talking dunks.



Outrageous slams and behind-the-back dishes are the trademarks for the *Run 'N' Gun* series.

just for its surreal look. You sit on this exercise bike-looking interface and pedal to save the lost city of Solitar. The game is going to include four levels, which you proceed through by pedaling through the air, popping time-saving balloons, avoiding time-deleting balloons, bouncing off balloons, and cutting your way through tunnels, clouds, and other obstacles. The full 360-degree control gives you a total feeling of freedom. You can control the direction and pull off 360s and loops. Of course, in doing that, the time will run out and the city will float away forever.

Just the ability to fly in the clouds should be enough incentive for any gamer to try this a couple of times. More on this as it gets closer to being done.



The unit is just odd enough looking to at least attract the attention of all passers by.

The system 22 board shows off its prowess with awesome visuals like this.



A load of different landscapes below entice you to keep going, even when your legs start to tire.



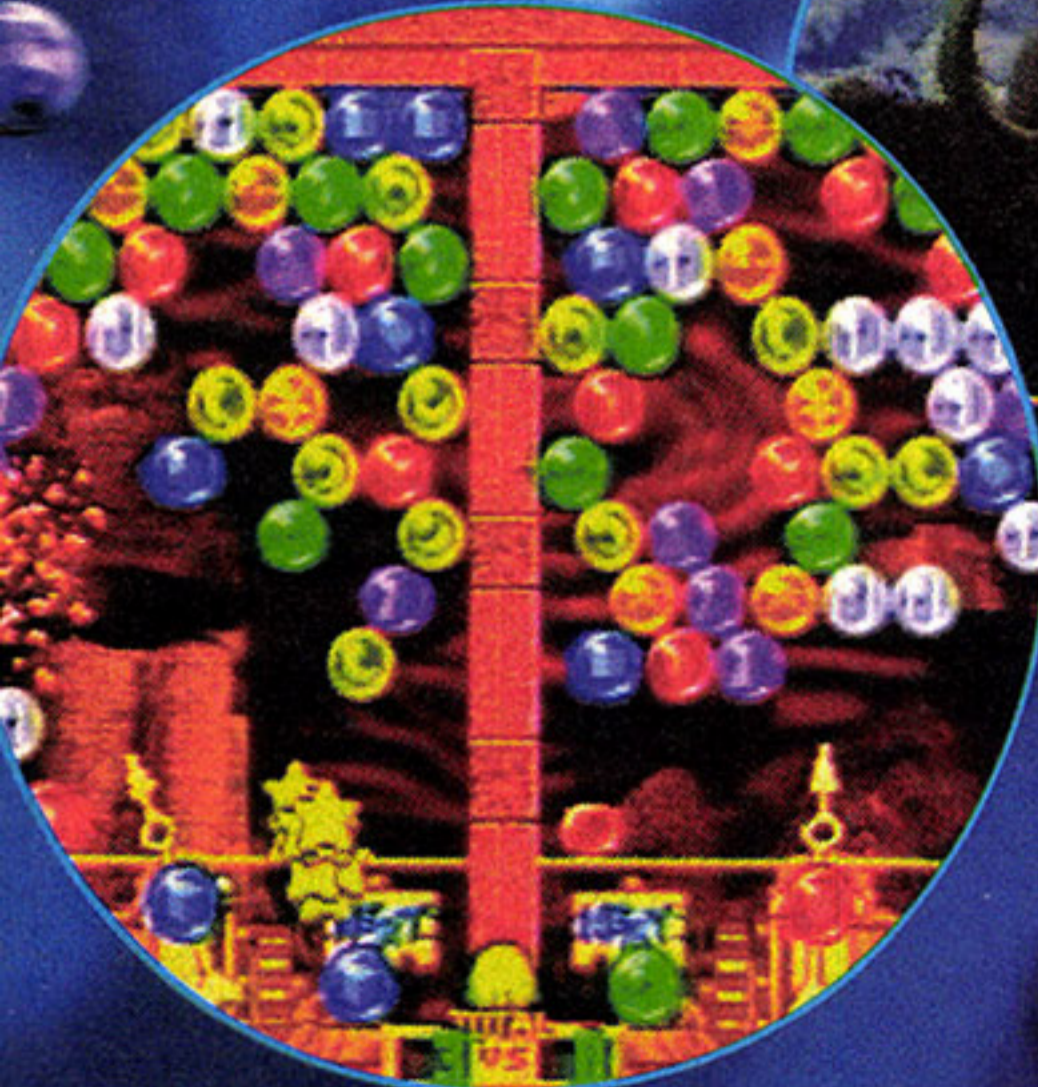




CAN'T STOP  
MUST POP  
MUST BUST  
OR ELSE I'M DUST  
CAN'T STOP  
MUST POP  
MUST BUST  
OR ELSE I'M DUST  
CAN'T STOP  
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MUST BUST  
OR ELSE I'M DUST  
CAN'T STOP  
MUST POP  
MUST BUST  
OR ELSE I'M DUST  
CAN'T STOP  
MUST POP  
MUST BUST  
OR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

# BUST A-MOVE

## ARCADE 2 EDITION



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# GREAT SHEETS

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Kill 'em all a second time!  
We've got all the moves  
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We can help your dragon  
evolve! The process starts  
on page 88!

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Nintendo.....900-288-0707

Interplay.....900-370-7529

Sega.....415-591-7529

Acclaim.....516-759-7800



# Meet and Beat The Bosses

They're big, clever and down-right menacing, but they all have their weaknesses.

As in the first *Panzer Dragoon*, some of the finest work in the game has been done on the fantastically monstrous bosses. And now it's time to destroy them all!

# Panzer Dragoon Zwei

## Episode 2 The Dismantling

By the time you've reached the first boss, you should have a pretty good idea for how the game works and exactly what kind of power you're packing. Having developed an instinctual command of the aim, fire and dodge techniques necessary in *PD2Z* will pretty much take you straight through the first boss, but there are a few specific pitfalls you'll want to avoid. And hopefully, you haven't already blown your Berserker reserve on some insignificant little fly-by enemy, because you'll be glad to have it when battling this first monstrosity.

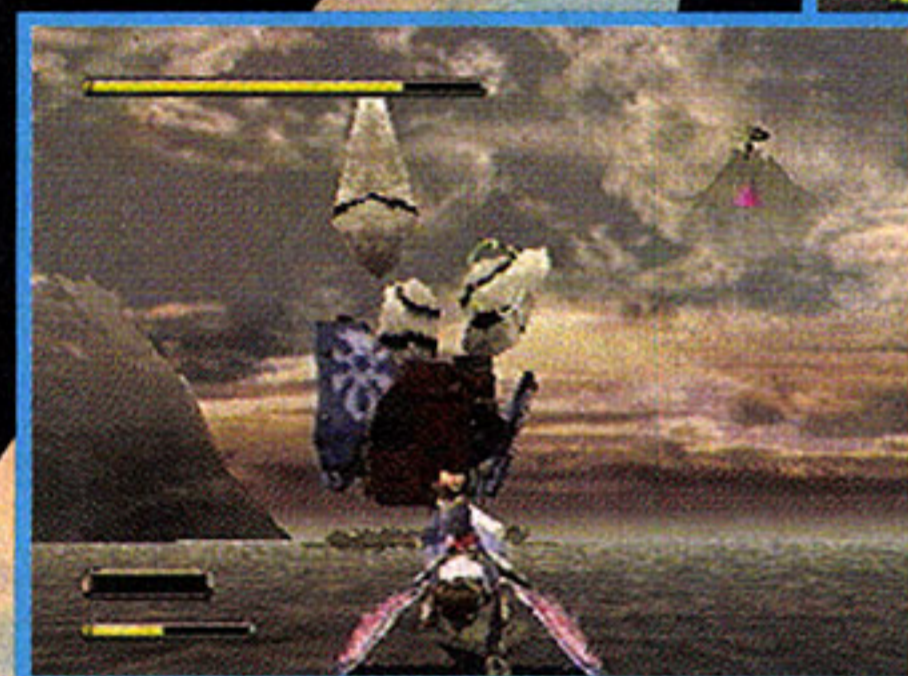
Once your Berserker is empty, move to a lock-on missile method of attack. Using your laser cannon weapon with this boss is slow and unnecessary, as it does little, if anything, to avoid your locking missiles.

The only time to let up on the locking missiles is when a projectile is coming your way. Use your laser cannon weapon to take them out, since dodging them is unreliable and much trickier.

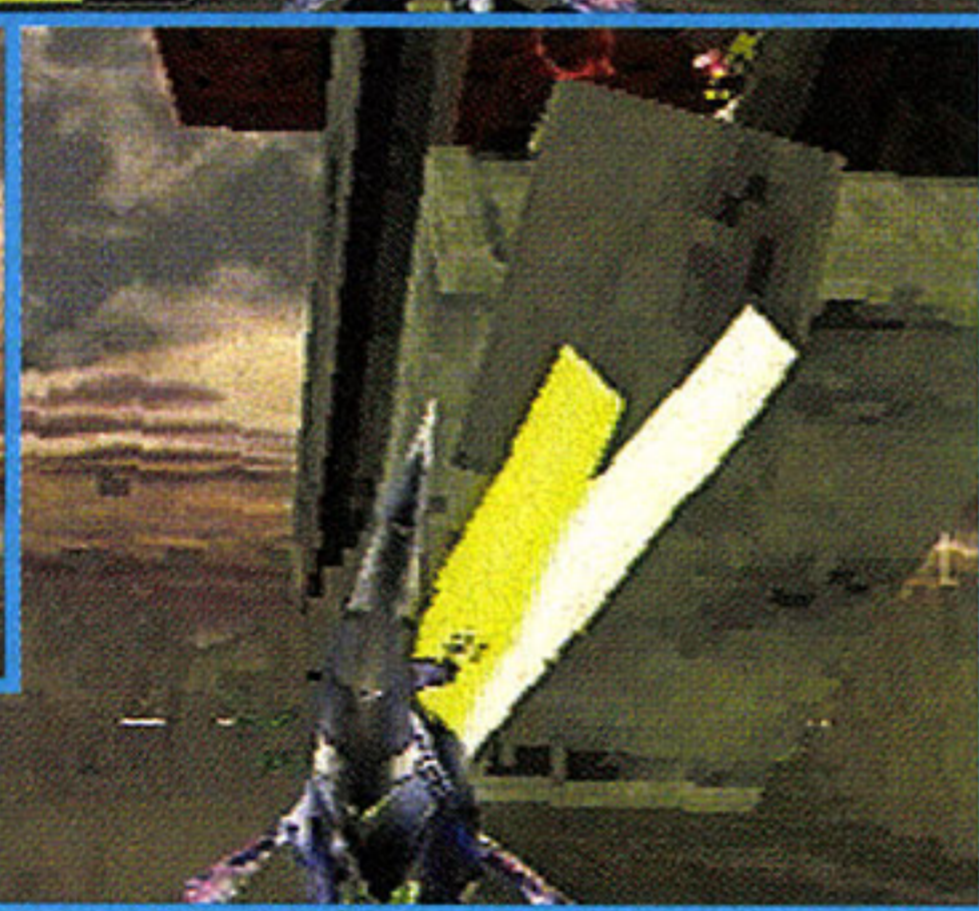
These blue canisters are the final seriously-damaging element of fighting this boss. Use your laser cannon weapon and take them out as early as possible.



Provided you've saved your Berserker attack, start by unloading it as soon as the boss has moved into range.



Keep the boss in your sights at all times no matter which way it makes you turn. This will maximize your damage-causing potential.



Be aware of giant pieces of this boss breaking off and tumbling towards you at great speeds. To avoid being hit, stay to the far left or right as much as possible. Being hit with a projectile is one thing, but being crushed under an enormous hunk of steel is completely another.



## EPISODE 3 Deforestation

Taking care of the second boss is considerably trickier than the first. With a little expert shooting and the ability to follow a few simple guidelines, you should be able to eliminate this creepy creature without taking any significant damage. Again, just in case you didn't learn from your experience with the first boss, having a full Berserker reserve will serve you well by the time you reach this point. In the end, the most important aspect of fighting this boss is to never let him out of our sight and to NEVER stop blasting away.

Start again with Berserker weapon, but be sure to follow him with your view as the Berserker unloads, to keep track of what is flying your way.



When the creature flees to above the canopy you can still hit him with lock-on missiles. Do so!

Whenever he stops and faces you down, get to the far left or far right of the screen to avoid his mighty claw. If he swings and hits you, the damage is immense.

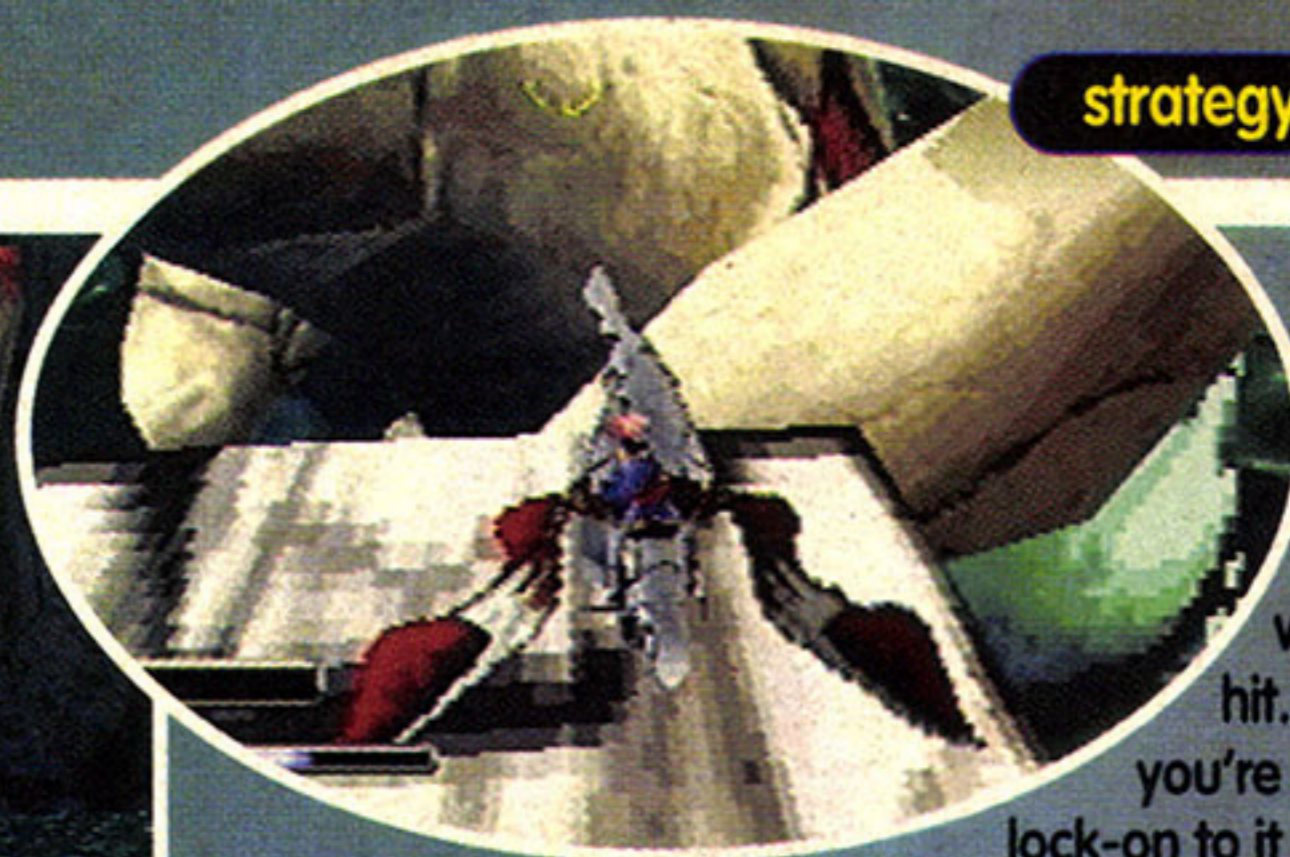




## Episode 4 Gone Fishing

The third boss is almost too cool to destroy, but whatcha gonna do? In case you were thinking destroying the bosses was going to be a formulaic process, think again. This boss takes a very specific strategy that is quite different from the first two. The main difference in fighting this boss is that it has the luxury of being able to retreat beneath the surface of the water. The only way to eliminate it, therefore, is to take maximum advantage of the time it spends above the water. This also applies to the use of the ever-precious Berserker attack, which must be used at just the right moment with this boss.

The most important thing to remember when battling the fish boss is to use your laser cannon weapon, instead of the lock-ons.



The problem with using the lock-ons is that when the fish dives under water, it can't be hit. Therefore, if you're busy trying to lock-on to it when it goes under, you've lost your chance to do any damage.



By firing the laser cannon weapon as rapidly as possible, you will maximize your opportunities to do damage.



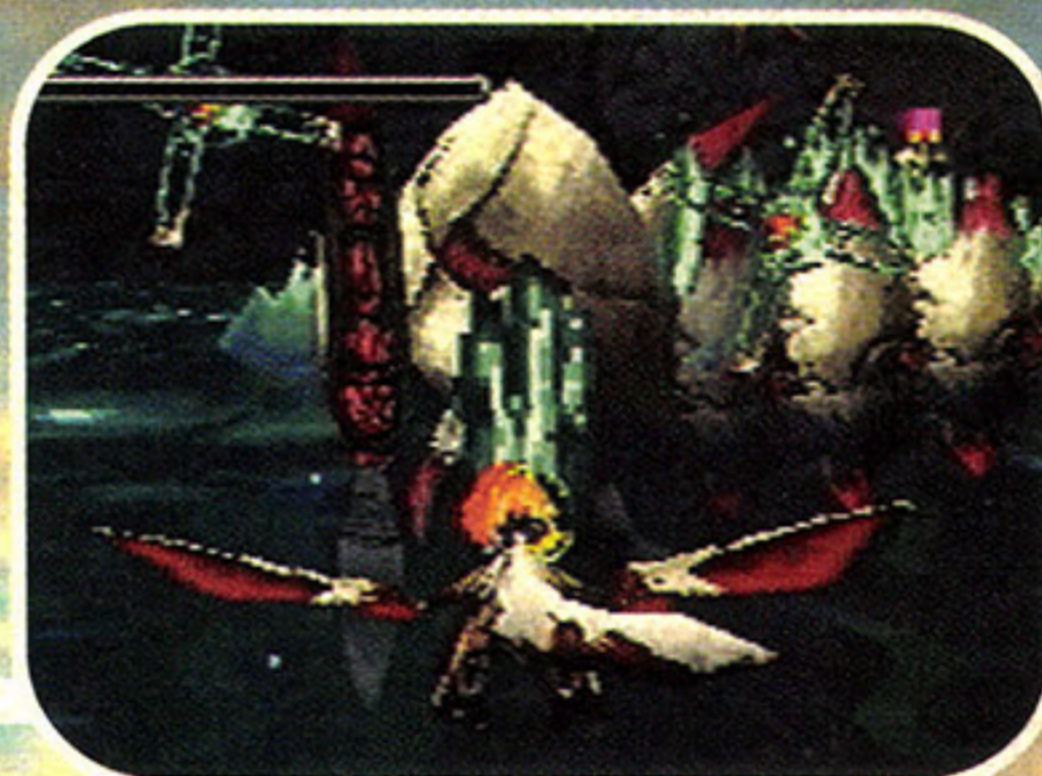
The only time you'll want to use lock-ons is when the tiny red satellite enemies rise-up from behind the fish. Get rid of these as quickly as possible with your lock-ons.

It's also extremely important to save your Berserker

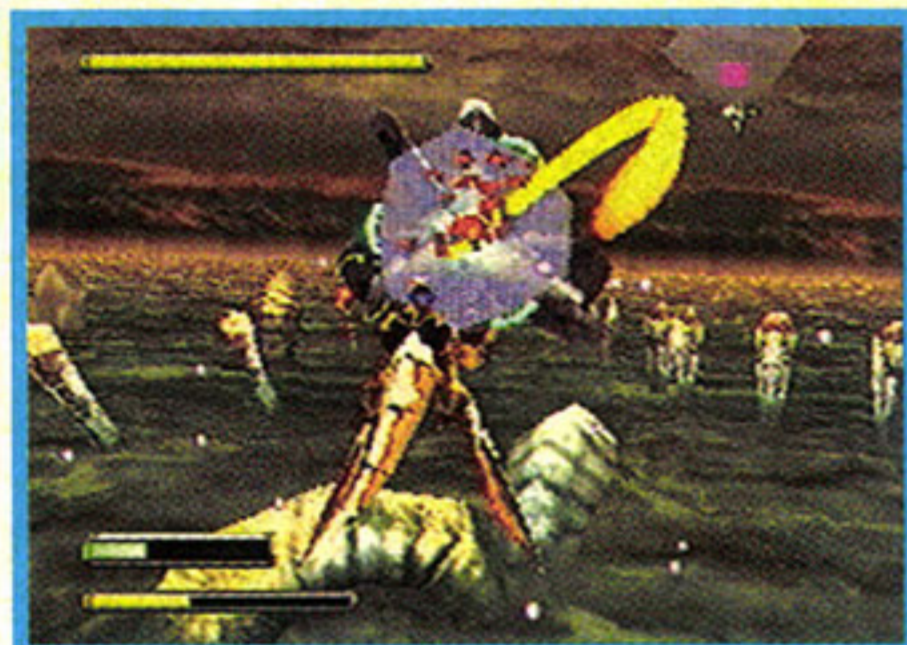
weapon until just the right moment, so you don't waste it while the fish is under water.



The best time to use the Berserker is when it hangs directly in front of you, firing its lasers. This way your only concern is avoiding the lasers while you inflict maximum damage.



If you've been hammering away up to the point where you finally use your Berserker, the boss should be pretty close to finished. The final kill comes from simple persistence.



The most important difference when fighting this boss is that you simply cannot do any direct damage to it with your lock-on missiles because of its shield.



To do any damage to the boss creature itself, you'll have to use your laser cannon weapon.



The key to success against this boss is to blast away until the very instant you see the four projectiles appear above the creature. As soon as they appear, divert all your attention to destroying them with your lock-ons. This must be done quickly because that's how they come at you.

The only real dangers when battling this boss are the projectiles it fires at you.



It is also possible to use your Berserker mode to take out the projectiles. You have to use the laser cannon weapon while the Berserker builds back up. It pays to alternate!

If you can take out the projectiles with the laser cannon weapon, then using the Berserker is almost unnecessary, but in an emergency it's nice to have it.



Special Note: Always be sure to keep your field of vision situated so you can see above the creature, because that's where the projectiles always appear.

## Episode 5 Winter Monster Wonderland

Again, fighting this boss takes a very specific strategy and, without the right kind of discipline, you will more than likely find yourself repeating this stage a number of times. However, there's not quite as much variety in the attacks of this boss and therefore, it only takes the mastering of a few reasonably simple techniques to destroy this boss. What stands out most about fighting this boss is that you won't be able to use your Berserker attack in the traditional way. This doesn't mean that you won't need it at all, but that you'll have to use it more creatively.



# Episode 6

## Mothership Blues

The most difficult part of destroying this boss is simply getting to it in one piece. Once you've arrived at this tiny little part of your *Panzer Dragoon* destiny, you'll simply have to know where to concentrate your firepower and be more nimble than you ever thought possible, to succeed. Maybe it's just because the creators decided to have pity on us players, but for whatever reason, this boss' life meter is significantly shorter than most and this does translate into a generally easier time than you might expect this late in the game. Again, however, it's extremely important to make it to this boss with enough life to battle your way through, and that's not easy.

If you've still got your Berserker, use it at any time. This boss doesn't move, so you won't have to worry about tracking it.



For the most part, the best way to avoid being hit by this boss is to just keep moving. Most of its attacks are homing missiles and therefore a strategy of constant motion will help you avoid its attacks.



Using your lock-on missiles is definitely the key to destroying this boss, since there are key points to eliminate before it finally explodes.



Continually unloading with lock-on missiles will actually eliminate this boss without too much trouble.

The opening seconds in the battle are perfect for blasting away at this giant creature's head, but beware as soon as it turns its back on you.



When the creature does turn its back on you, retreat to the far left or far right of the screen until after the initial big confetti-like blast.



## Last Episode

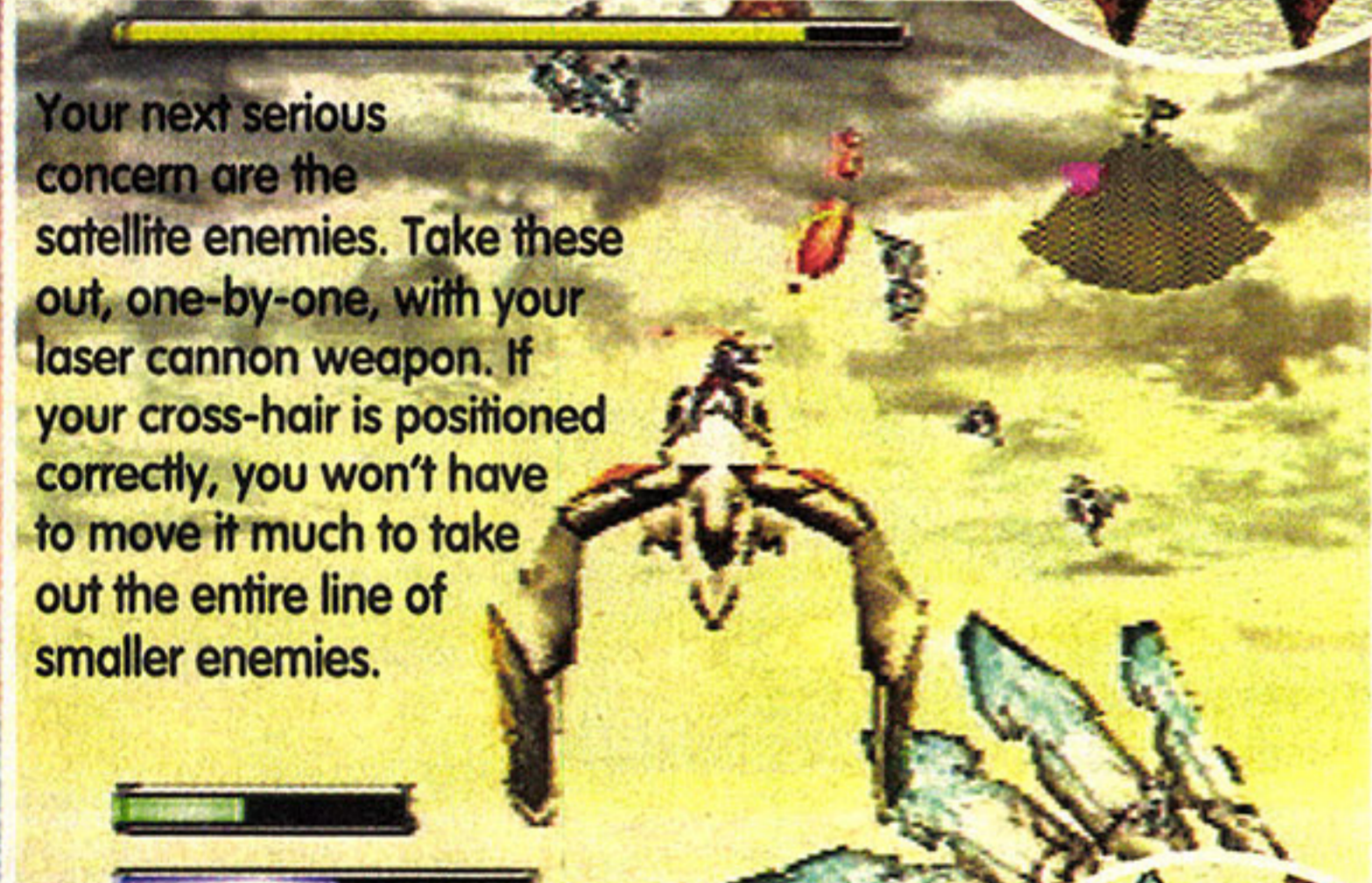
### The Last Waltz

Now that you've reached the final boss, no doubt you are a *Panzer Dragoon* master. Of course, the developers seemed to have been counting on just such a thing when they designed this final boss. What sets this boss apart from all the rest is not its massive size, stamina nor quickness, but rather its ability to inflict enormous damage in one strike. Learning to anticipate these powerful strikes is the most essential technique when fighting this boss, but outside of avoiding his attacks, you'll have to do some pretty fancy shooting yourself to achieve the ultimate victory. Good luck!

Once the initial blast is through (the first few seconds), you are free to fly into the stream of confetti and start firing again without taking any damage.



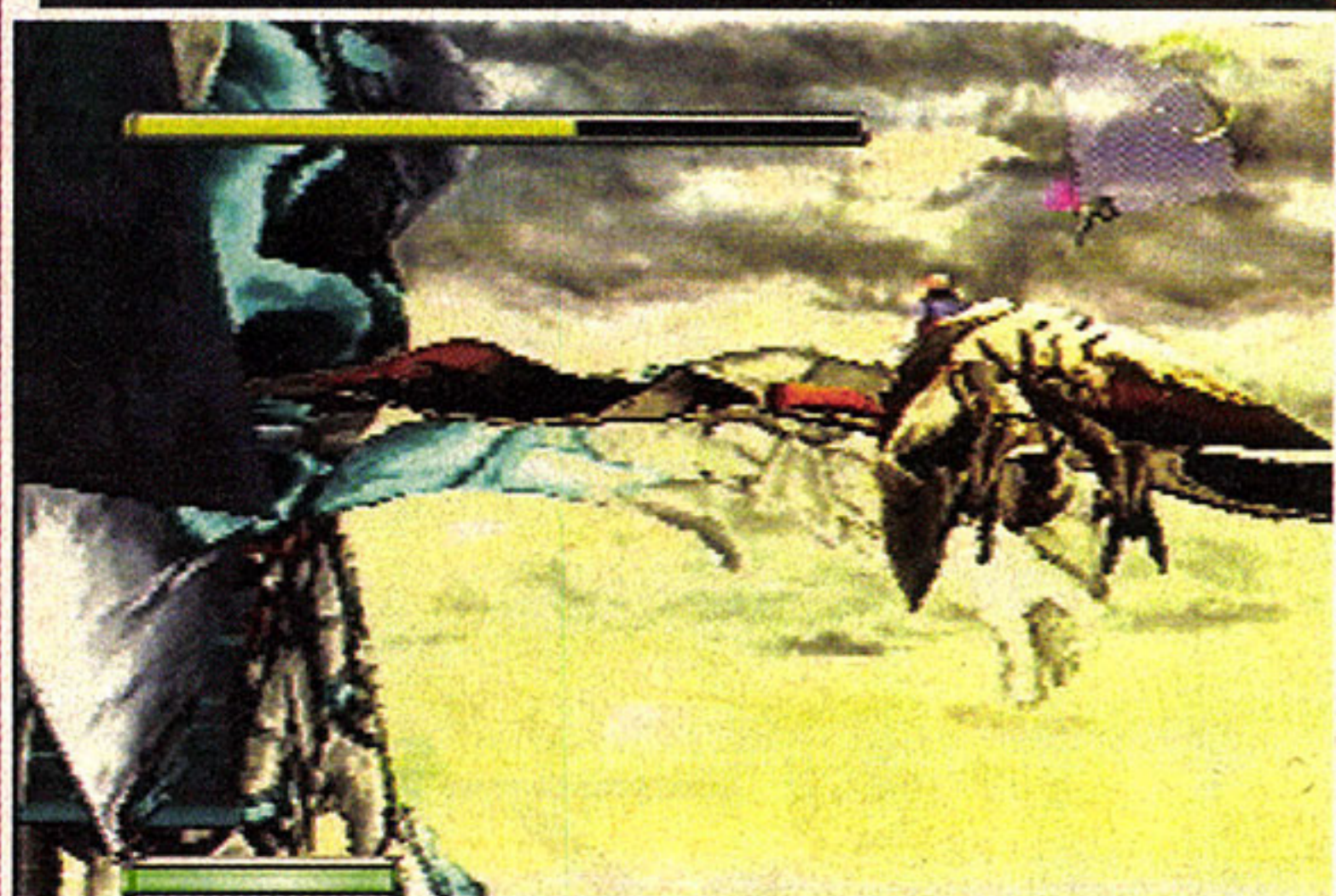
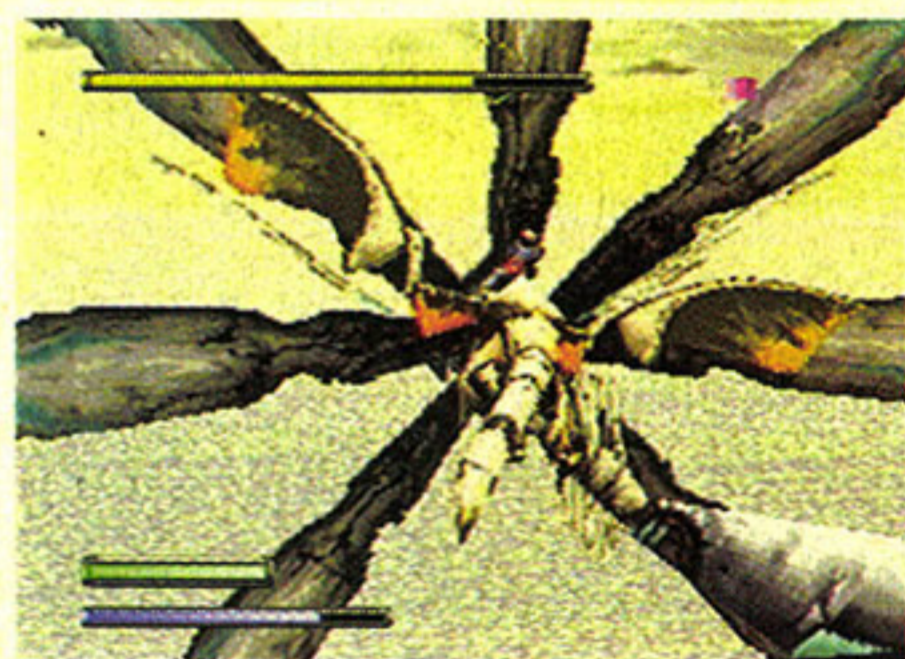
Your next serious concern are the satellite enemies. Take these out, one-by-one, with your laser cannon weapon. If your cross-hair is positioned correctly, you won't have to move it much to take out the entire line of smaller enemies.



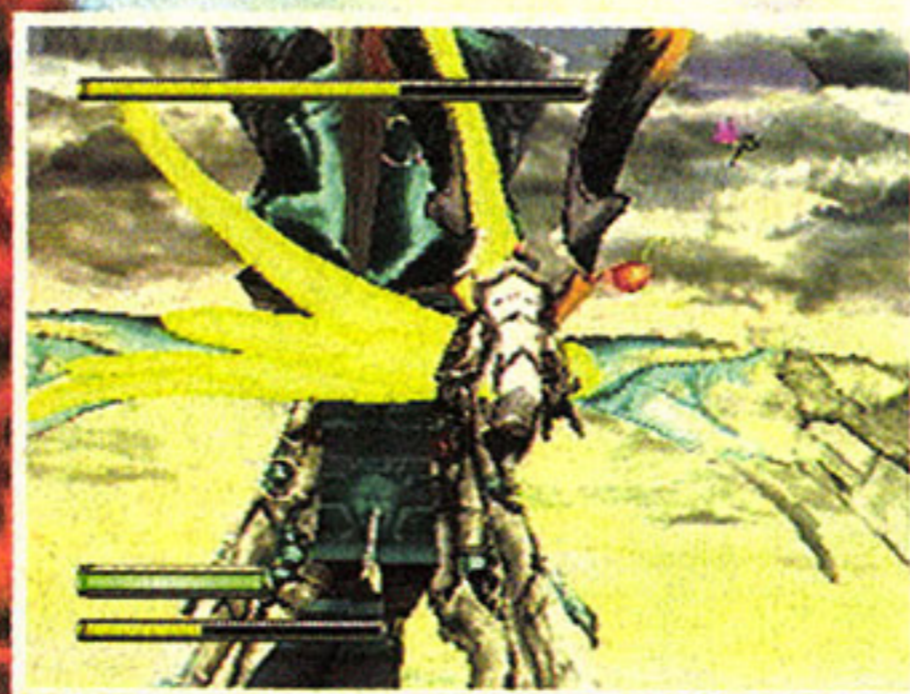
Your next big concern is when the boss decides to strike with its tail. These strikes are extremely fast and extremely powerful.



Now comes the most critical part of battling the final boss — flying through his appendages. As you find yourself rushing towards this enormous creature, you MUST quickly find a safe passage in between its arms. If you strike any part of the creature, you will take BIG damage. This scenario repeats, so don't let down your guard after the first time through.



To avoid being hit, stand your ground until the very instant it starts swinging its tail towards you. Then, retreat to the far left or the far right of the screen. You will have to learn to anticipate when this attack is coming to have enough time to get out of the way.



The tail attack also repeats (up to three times in a row), so be wary.



If you can avoid all of these extremely powerful attacks, which are not too hard to see coming, this boss can be taken out with constant lock-on missile attacks.



Of course, there's nothing sweeter than seeing the final boss of a game this tough crumbling before your eyes. Congratulations!



SCORE	112870pts.
TOTAL ENEMIES	91
ENEMIES DESTROYED	80
ENEMIES MISSED	11
SHOT-DOWN-RATIO	87.8%
CLEAR POINTS	
ROUTE POINTS	
TECHNICAL POINTS	
TOTAL POINTS	9

Your Clear Points are built-up through clearing each level.

SCORE	236060pts.
TOTAL ENEMIES	60
ENEMIES DESTROYED	40
ENEMIES MISSED	20
SHOT-DOWN-RATIO	66.7%
CLEAR POINTS	
ROUTE POINTS	
TECHNICAL POINTS	
TOTAL POINTS	15

Route Points are accumulated according to which routes you choose throughout the game. The hardest routes will bring you the most points.

SCORE	192680pts.
TOTAL ENEMIES	68
ENEMIES DESTROYED	62
ENEMIES MISSED	6
SHOT-DOWN-RATIO	91.2%
CLEAR POINTS	
ROUTE POINTS	
TECHNICAL POINTS	
TOTAL POINTS	13

Your Shot Down Ratio adds to your point total at the 80% mark with one point and at 90% with two.

## Evolutionary

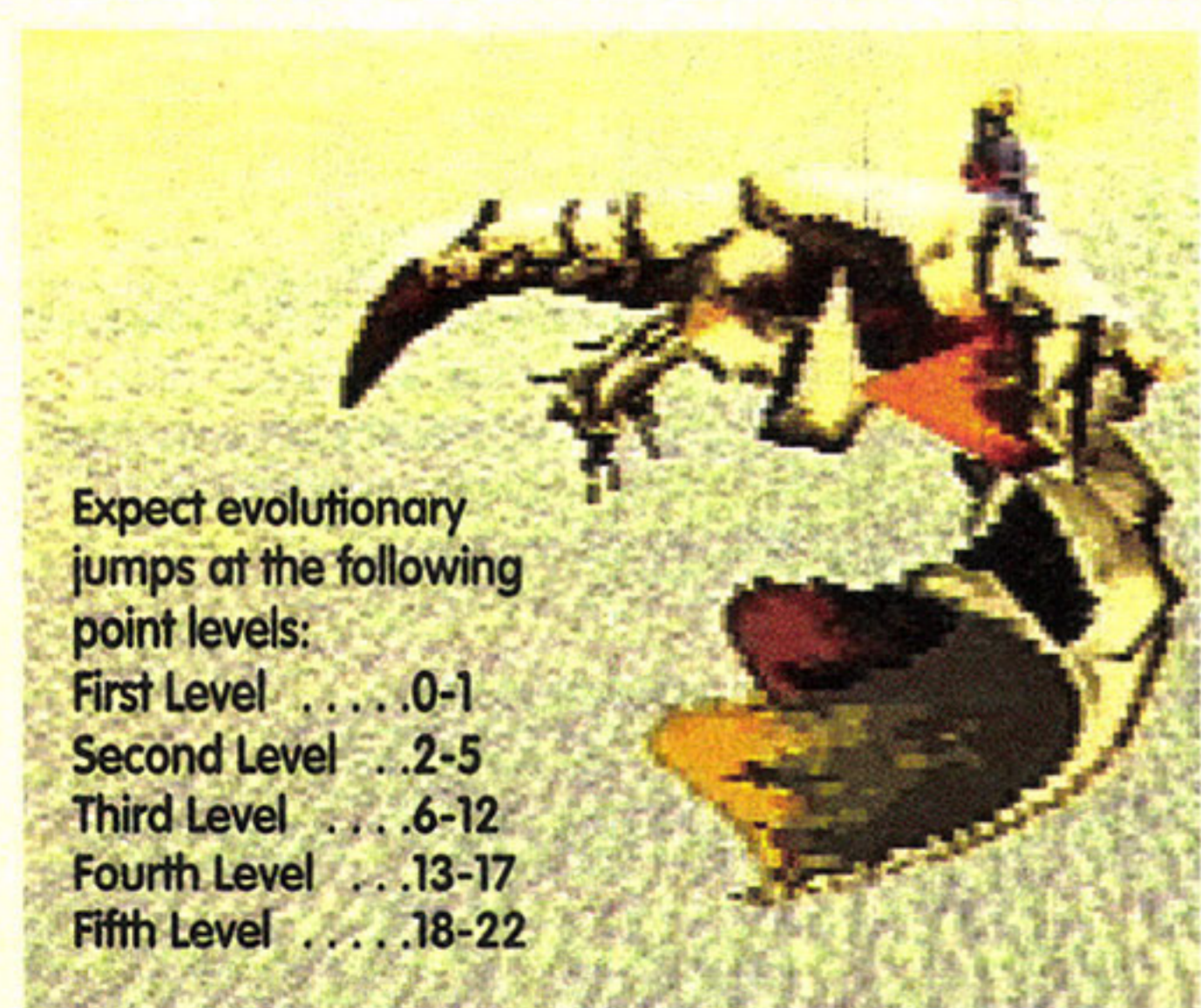
As you dive deeper and deeper into *Panzer Dragoon 2 Zwei*, you will begin to see how your dragon evolves and how this effects the game. What

you may not know, however, is exactly how the dragon's evolution is controlled.

The dragon's evolution is actually controlled by the points you acquire through each level. Keep in mind that these points are not the same as a traditional score for all the enemies shot down.

Points for evolution come from your Clear Points, Route Points and Shot Down Ratio.

There are a few different ways to access Pandora's Box. The most obvious way is to beat the game without continuing.



Expect evolutionary jumps at the following point levels:

- First Level . . . . 0-1
- Second Level . . 2-5
- Third Level . . . 6-12
- Fourth Level . . 13-17
- Fifth Level . . . . 18-22

## WELCOME TO OPTION MODE

UP/DOWN NORMAL/REVERSE  
 CONTROLLER SETTING  
 INSTRUMENT MODE OFF/NORMAL/FULL  
 TV MODE NORMAL/WIDE  
 SOUND MODE STEREO/MONO  
 SOUND BALANCE BGM/NORMAL(CE  
 MUSIC MAIN TITLE  
 PLAYER DATA  
 PANDRA'S BOX  
 EXIT

## Pandra's Box

### What's that, a secret cheat menu? You don't say.

If you've spent any time at all with *Panzer Dragoon 2 Zwei*, you are aware that the game can be pretty tough at times. Enter Pandora's Box. First of all, you are not witnessing a multiple typo. The name of the hidden cheat menu is not called Pandora's Box, so stop stressing over it. What's inside Pandora's Box, however, will take you to a new level of *Panzer Dragoon* gaming.

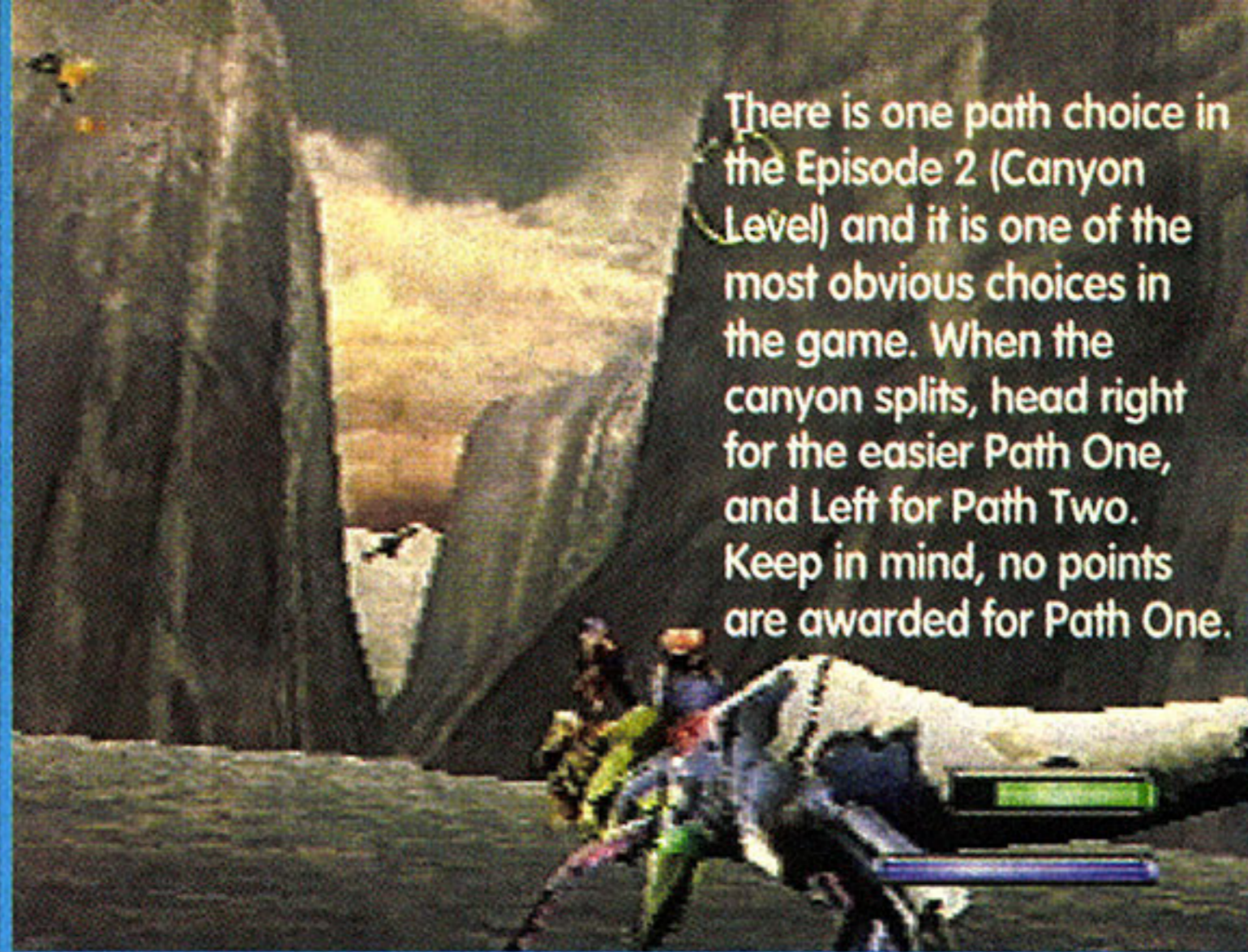
PANDRA'S BOX  
 PANDRA'S BOX OPEN (SAVE OFF)  
 EPISODE BEGIN ROLLING ON  
 DRAGON GLIDELING SIGHT NORMAL  
 LEVEL SUPER HARD ?  
 LIFE INCREASE ?  
 SHOT HOMING SOUNDTEST  
 ?  
 BERSERK X2  
 EXIT

Other options for accessing Pandora's Box and unlocking all of its secrets include logging a total playing time of 2.5 hours, playing through with a mutated dragon (accessible after the first time through the game without continuing) and killing all the enemies in the game.



# Episode 2 Destiny Begins

In the opening level there are no choices, so just sit back, relax and ease your way into the game.



There is one path choice in the Episode 2 (Canyon Level) and it is one of the most obvious choices in the game. When the canyon splits, head right for the easier Path One, and Left for Path Two. Keep in mind, no points are awarded for Path One.

# Route Choices

An exciting new feature in *Panzer Dragoon 2 Zwei* is alterable paths, but where the hell are they?

Being able to choose different paths throughout the game is one thing, but knowing where they are is another thing all together. To add to the overall mystery of the game, the developers of *Panzer Dragoon 2 Zwei* didn't always make it clear where a path choice was available. But our guide should give you all the information you need to navigate the game according to your own design.



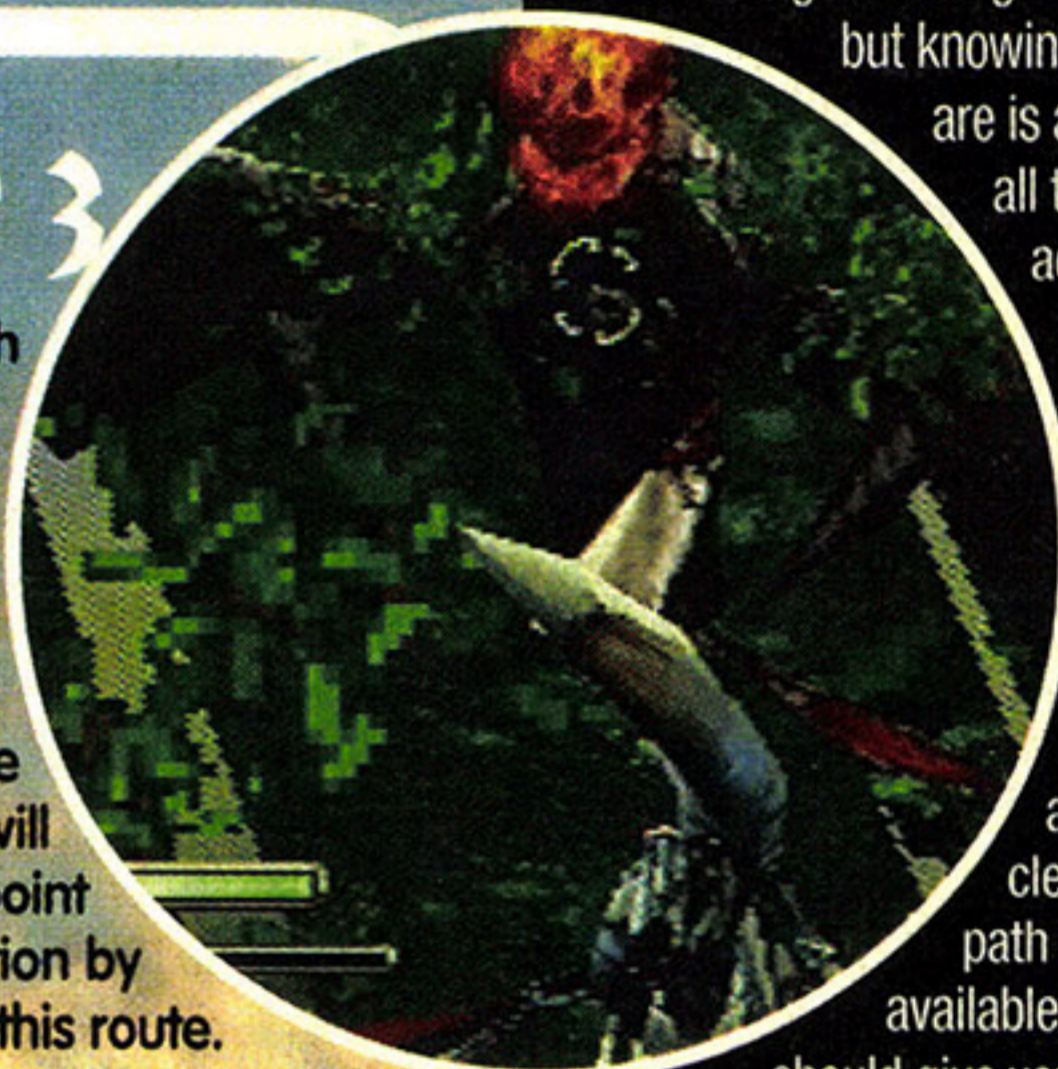
In Episode 3 (Forest Level), there is again, one path choice. This choice is more obscured, but you can use the brown stumps as a heads-up marker for when to choose.



To choose the easier Path One, head right at the division and you will face these worm-like creatures. You will not receive any Route points for choosing this path, but it's not very difficult either.

# Episode 3

If you choose Path Two by veering to the left at the split, you will face this giant pre-boss. Rest assured, this enemy is no 'day at the beach', but you will receive an extra point towards your evolution by choosing this route.



In Episode 4 (River Run) there are actually three separate routes from which to choose.



The first route choice you will face actually represents Route Three, which is the most difficult. To choose Route Three, hold up before you dive into the ground. You may miss it the first time you try because it's kind of sudden, but once you know where it is, it's pretty easy.



Route Three will not only give you the most Route Points, it will also treat you to a fast paced chase scene just above the river itself.

Route Two is a little tougher to find, but again, once you know where it is, you'll have no problems accessing it.



Route Two will lead you into a very dark room filled with enemies of unknown origin and shape. This route is considerably tougher than Route One.



To choose Route Two, you'll have to start pressing right before you actually get to the intersection where you branch off.

# Episode 4



To play through on Route One, simply let the computer maintain control at all the branching points. Route One is no picnic either, but it's nowhere near the challenge of Route Two or Three.

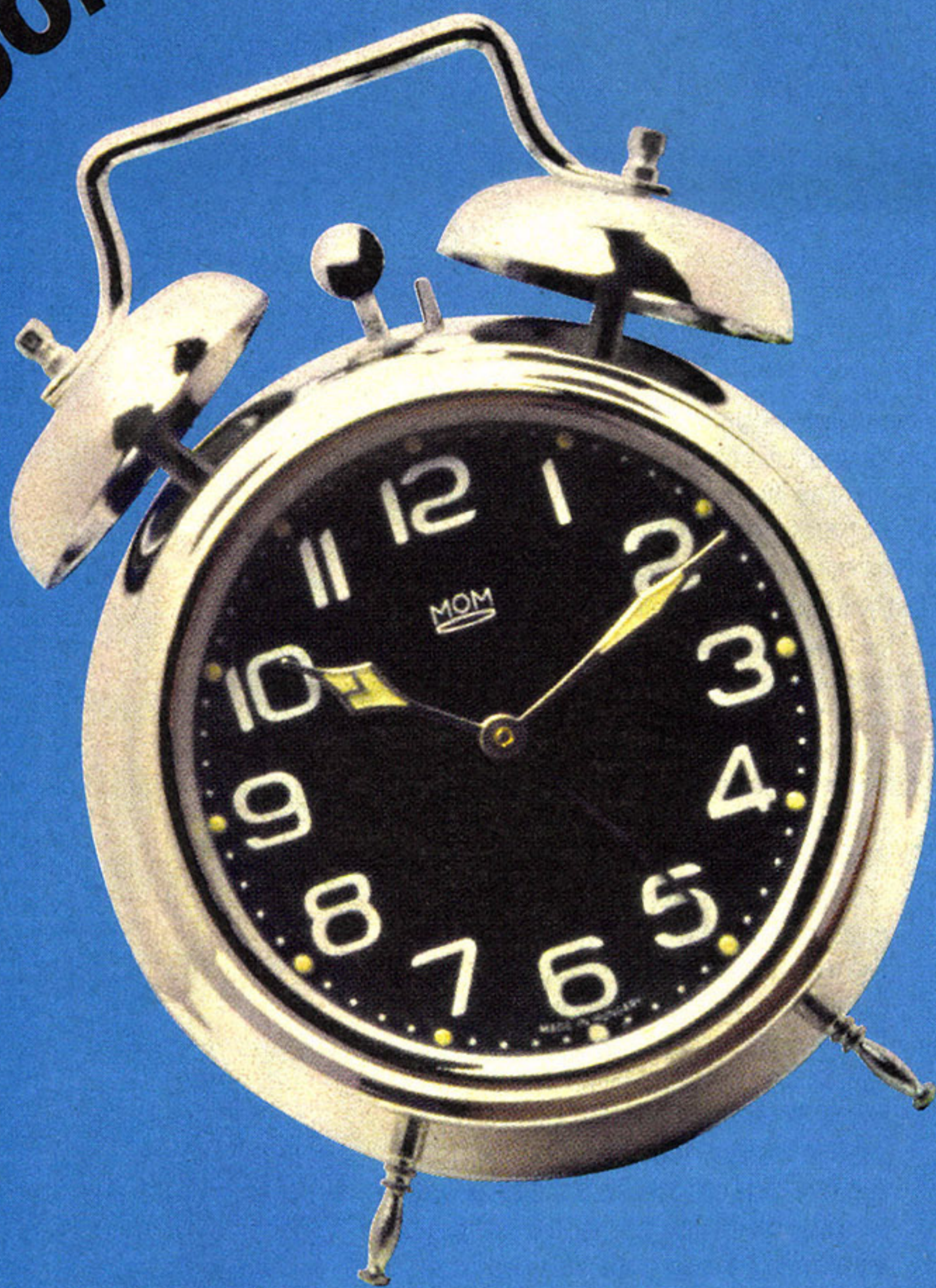
There are no Route choices in Episode 5 (Snow Level) or Episode 6 (Mothership), so fly straight and concentrate on your aim.

# Episodes 5 and 6





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# BATTLE ARENA TOSHINDEN 2

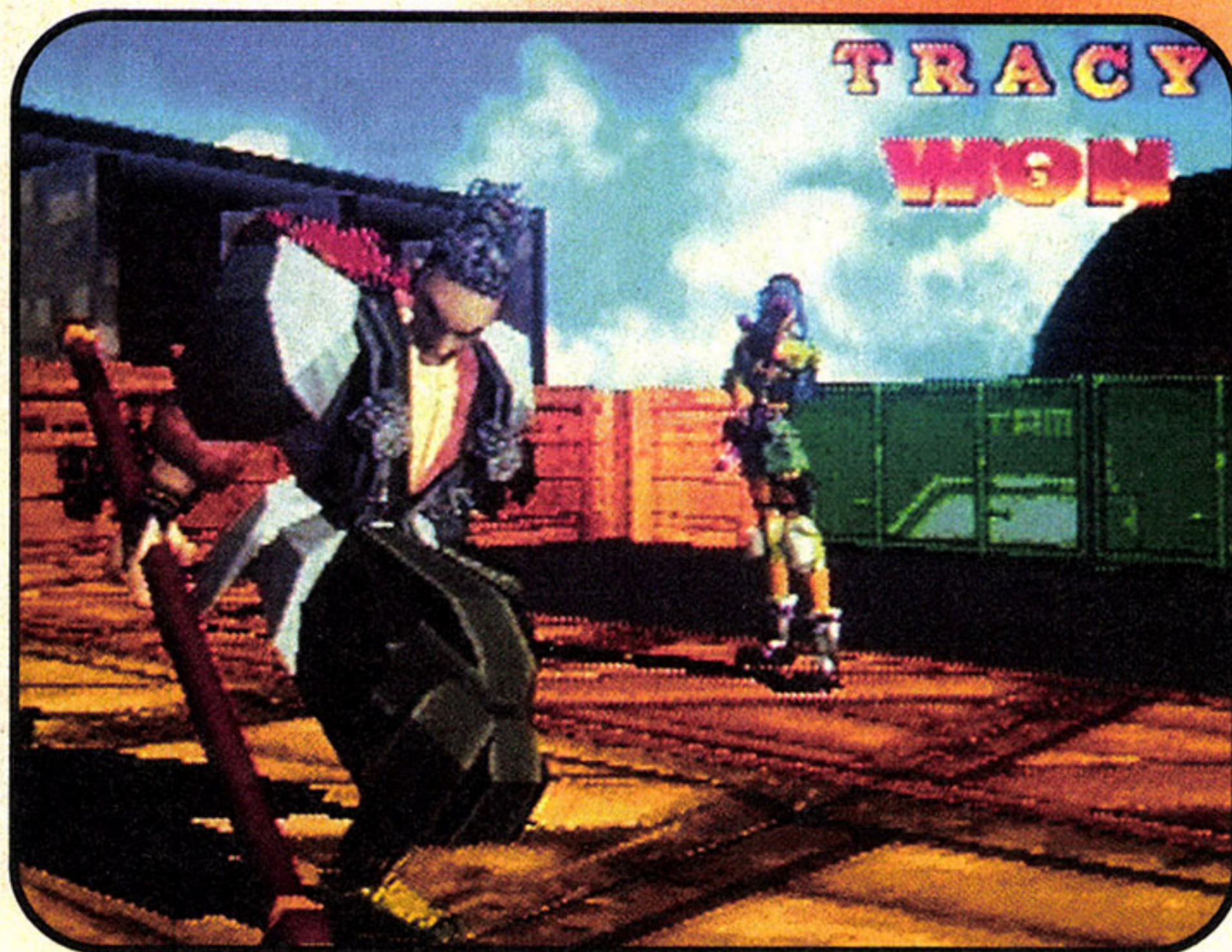
When the first *Battle Arena Toshinden* made its debut, it changed the face of home console fighting games forever. Never before had a home system boasted a game that so thoroughly changed the graphical and gameplay expectations of the videogamer. Even beyond its great looks and high 'fun to play' quotient, *Battle Arena Toshinden* was also the first videogame that featured a true 3D fighting environment. For the first time, fighting game fans could actually venture out of the plane of battle and counter with devastating attacks to the flanks of opponents. This strategical element is perhaps the most important innovation that *Toshinden 1* made to the fighting game genre.

But the gaming world that *Battle Arena Toshinden 2* enters today has changed significantly since the release of its predecessor. 3D polygon fighting games are now a common staple of any home system. A fighting game can no longer rely merely on superior graphics and the novelty of a 3D fighting environment. With such stiff competition as *Virtua Fighter 2* and *Tekken 2*, the importance of deep, balanced gameplay has become preeminent. Although

*Battle Arena Toshinden 2* is a clearly superior game compared to its first incarnation, early impressions are that graphic innovations like accurate light sourcing took precedence over the evolution and refinement of the gameplay.

Of course, any true *Toshinden* fan will cite the addition of dash attacks, ground attacks and side-stepping moves as proof of gameplay enhancements. And ultimately, final judgment must be reserved until all the tactical and strategical components that the new features introduce can be fully explored. For that purpose, the following strategy guide and move list should be seen as an introduction to the capabilities of *Battle Arena Toshinden 2*. Will the game prove to be the equal of *Virtua Fighter 2*? Your capabilities may be the deciding factor.

Tracy rises to the winning occasion in fine, feminist form by taunting the beaten Mondo.



## GENERAL STRATEGIES

Like any fighting game, *Battle Arena Toshinden 2* requires a careful balance of attack and defense. A constant barrage of attacks invariably leaves the player vulnerable to punishing counterattacks. Conversely, take too defensive of a posture and a patient, resourceful opponent can easily use the time clock to his advantage. As always, carefully timed attacks and counters, used in conjunction with evasive maneuvers and accurate blocking, produce the most consistent successful results. But the ability to identify a serious opening in your opponent's defense will allow you to initiate combos that will allow for substantial damage to your opponent. The most effective fighter will generally think defense/evasion first, and look for opportunities to unleash quick, devastating combos with the ultimate goal of finishing with one of the super moves. Fortunately, the new gameplay features added to *Toshinden 2* are excellent tools to use with this balanced battle strategy.

## SIDE STEPPING

As entertaining and useful as the new attacks in *Toshinden 2* are, no new feature will serve you as well as the side step. Whereas the regular dodge move that is a mainstay of *Toshinden's* true 3D environment is retained, the new side step moves add quickness and variety to evasive maneuvers. These evasive maneuvers are vitally important, because they transport the player's character from harm's way and places him in a position to counterattack from a direction that is generally indefensible by the opponent. Mastery of this element is the key to dominating the opposition in *Toshinden 2*.

## GROUND ATTACKS

A favorite staple of *Virtua Fighter* fans, the ground attack is welcome addition to *Toshinden 2*. Generally, if performed immediately after an opponent hits the ground, the ground attack is a highly effective way of causing additional damage with little risk. A general rule of thumb to remember is that if an attacker is close to a fallen opponent, a weak ground attack is preferable. If the attacker is further away, use a strong ground attack. But always be cognizant of the ground attack's effective range and the timing of the attack. Being caught in the air as an opponent recovers is a sure way to open yourself to potentially fatal damage.

## DASH ATTACKS

Since dash attack control commands are common to all characters in *Toshinden 2*, this is an easy element of the new gameplay to add to anyone's repertoire. Although the actual appearance of each character's dash attacks may differ, implementation merely requires that the player's character run toward the opponent's character and slash or kick. Dash attacks are simple, but effective, moves that instantly increase offensive effectiveness. The one trap to avoid is the overuse of this technique. An opponent can easily defend or counter if frequent exposure allows him to predict the timing of the attack. Dash attacks are far more effective if used sparingly or mixed in with alternate attacks or evasive maneuvers.



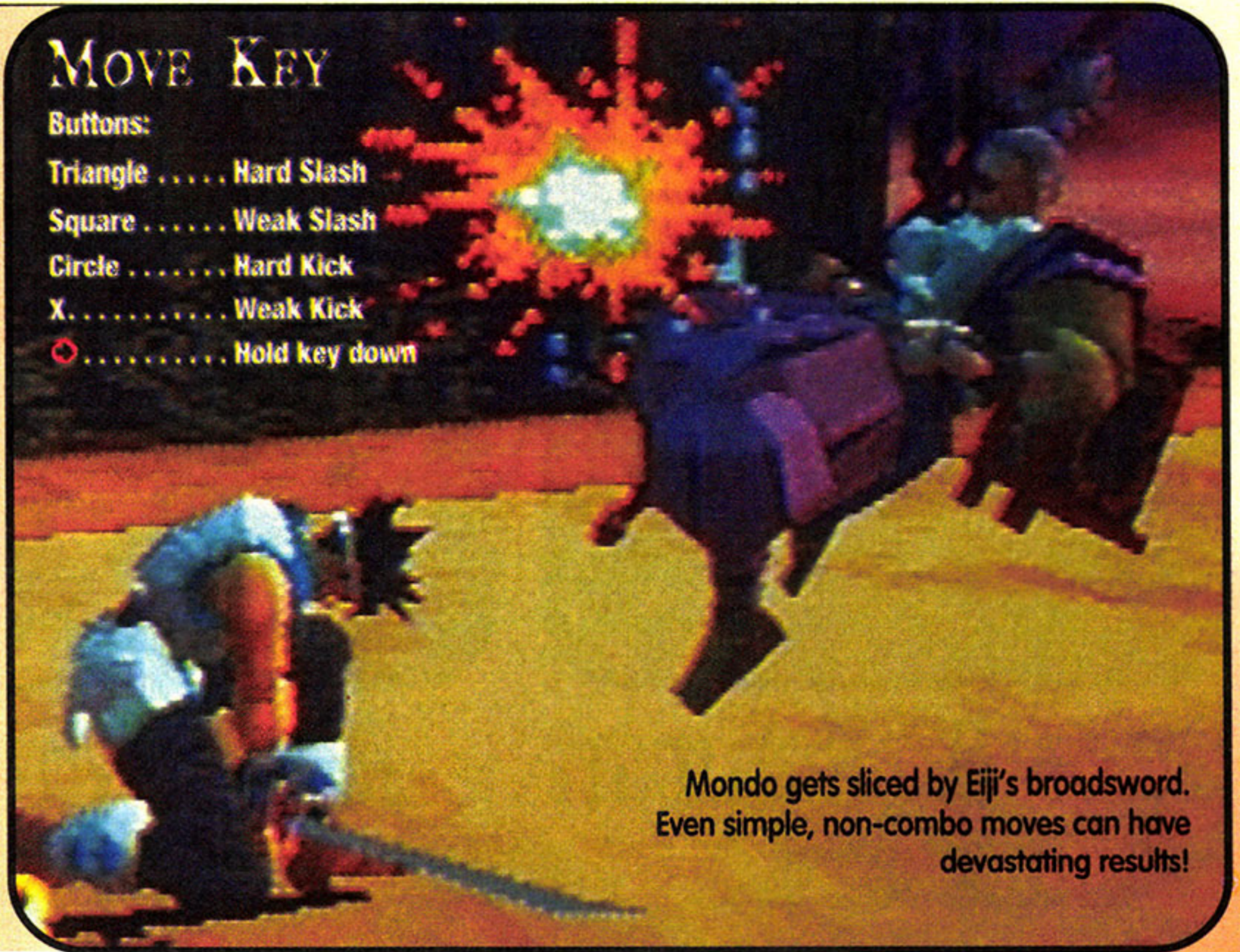
## COMMON MOVES

- Dodge Left/Right ..... L1 or L2
  - Run Forward ..... ⬆
  - Quickly Backward ..... ⬇
  - Running Sidestep ..... ⬆+L1 or L2
  - Running Weak Slash Attack ..... ⬆+Square
  - Running Hard Slash Attack ..... ⬆+Triangle
  - Running Weak Kick Attack ..... ⬆+X
  - Running Hard Kick Attack ..... ⬆+Circle
  - Overdrive Move ..... Square+Triangle+Circle+X
  - Throw ..... ⬆+Circle (In close)
- (Note: The range and effectiveness of running attacks varies for each character's distinct moves.)

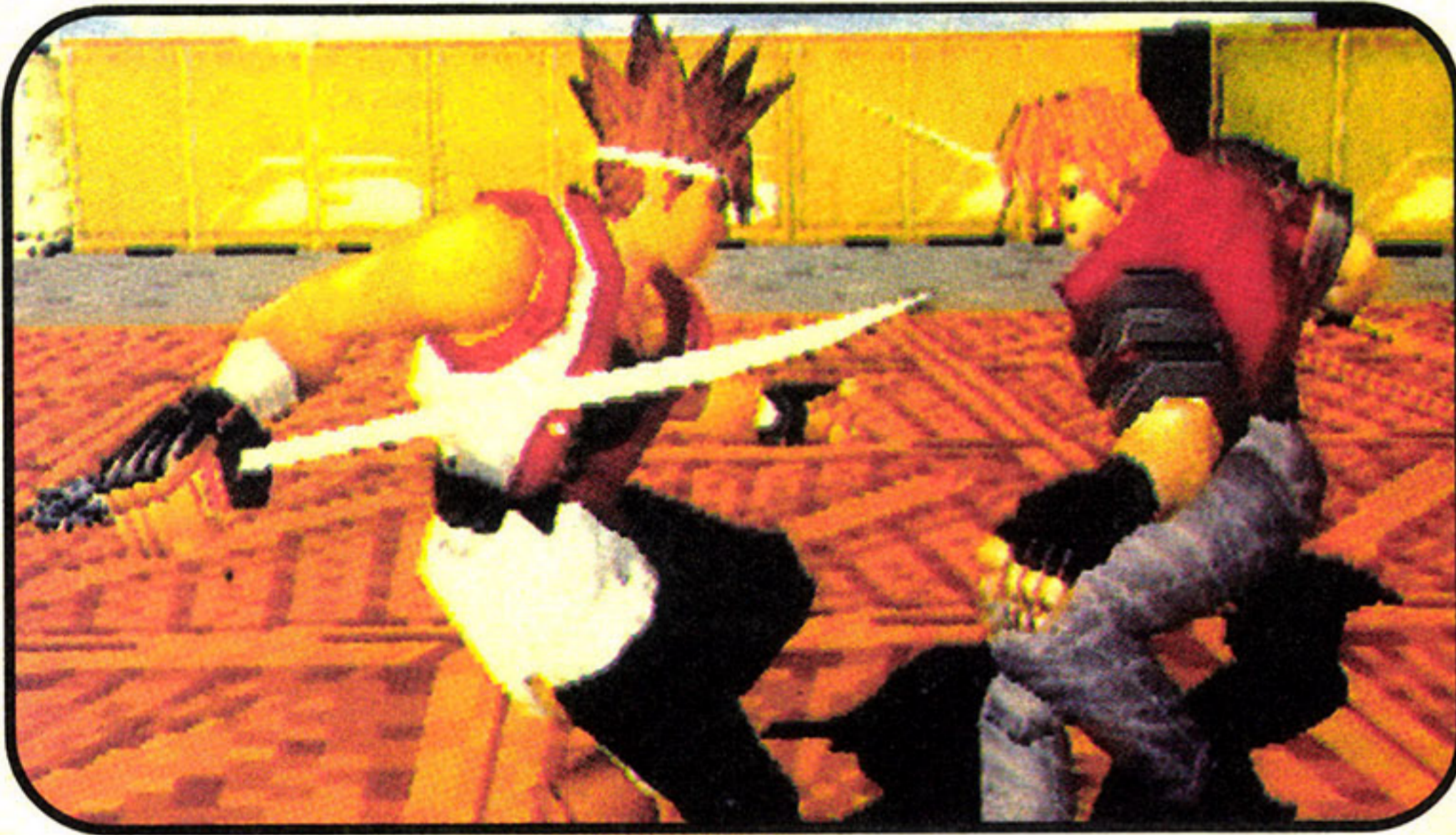
**Taunt** ..... SELECT Button  
 (Note: The only purpose that the taunt serves in *Toshinden 2* is to raise your opponent's overdrive meter by about 1/4. Once a taunt is started, you will not be able to block any incoming attacks. However, most characters can break out of the taunt by initiating a move. The only exception to this is Ellis. But then, Ellis' taunt is also the only one that can inflict damage on an opponent (if she is within close range).

## MOVE KEY

- Buttons:
- Triangle ..... Hard Slash
  - Square ..... Weak Slash
  - Circle ..... Hard Kick
  - X ..... Weak Kick
  - ..... Hold key down



Mondo gets sliced by Eiji's broadsword. Even simple, non-combo moves can have devastating results!



## RECOVERY MOVES

- Roll Forward/Get Up ..... ⬆ (while lying on ground)
- Roll Backward/Get Up ..... ⬇ (while lying on ground)
- Roll Sideways/Get Up ..... L1 or L2 (while lying on ground)

## GROUND ATTACKS

- Pounce Attack ..... Triangle+Circle
  - Low Strike ..... Square+X
- (Note: Duke, the ever chivalrous knight, is the only character not able to perform ground attacks. Sucker!)

# BOSS CHARACTERS AND MOVES

The two main bosses in *Toshinden 2* are two new characters. Uranus is an armored angel that fights with a bow and arrow. While Master is a short female whose main attacks consist of psychic manifestations. Both of the characters may initially seem unfairly powerful, but in reality there are serious flaws in their fighting styles that allow for offensive opportunities. It is

with the boss characters that defense, and especially evasion tactics are most important. Successfully evade the boss's powerful attack and the opportunity will be there for some blistering counterattacks.

To gain the ability to fight as a boss character, simply defeat *Battle Arena Toshinden 2* in one player regular mode

with the difficulty set on 4. After finishing the game, the bosses will be available at the character select screen in any mode by selecting the question mark box. Press the SELECT button to slow down the scrolling of the characters and allow for your selection of your character.



### Master

- Slash Aura Sword ..... ⬆+Square or Triangle
- Forward Aura Sword ..... ⬆+Square or Triangle
- Upward Aura Sword ..... ⬆+Square or Triangle
- Rising Aura Sword ..... ⬆+Square or Triangle

- Aura Sword Burst ..... ⬆+Square or Triangle
- Plasma Ball Kick ..... ⬆+X or Circle
- Large Low Double Arrow Shot ..... ⬆+Circle
- Flight ..... Circle (in air. Note: Press X to land early.)
- Air Downward Arrow Shot ..... Square (in air or while flying)
- Air Diagonal Arrow Shot ..... Triangle (in ar or while flying)
- Rising Spiral Wing ..... ⬆+X or Circle
- Angel Charge ..... ⬆+Square or Triangle

**Overdrive Move**  
 Flash Pulse ..... Square+Triangle+Circle+X

**Desperation Move**  
 Flash Shield ..... ⬆+Triangle



### Uranus

- Forward Arrow Shot ..... Triangle
- Low Forward Arrow Shot ..... Triangle (crouching)
- Upward Arrow Shot ..... Circle (crouching)
- Large Arrow Shot ..... ⬆+Square
- Large Double Arrow Shot ..... ⬆+Triangle

- Large Low Arrow Shot ..... ⬆+X
- Large Low Double Arrow Shot ..... ⬆+Circle
- Flight ..... Circle (in air. Note: Press X to land early.)
- Air Downward Arrow Shot ..... Square (in air or while flying)
- Air Diagonal Arrow Shot ..... Triangle (in ar or while flying)
- Rising Spiral Wing ..... ⬆+X or Circle
- Angel Charge ..... ⬆+Square or Triangle

**Secret Move**  
 Spiritual Orb ..... ⬆+Circle

**Overdrive Move**  
 Ethereal Orb ..... Square+Triangle+Circle+X

**Desperation Move**  
 Heavenly Double Arrow ..... ⬆+Triangle



# CHARACTERS AND MOVE LIST



## Duke B. Rampart

**Southern Cross**  
 ○○○○+Square or Triangle

**Cyclone**  
 ○○○+Square or Triangle

**Slicer Combo**  
 ○○○+Square or Triangle

**Piercing Charge**  
 ○○○+X or Circle

**Calming Finger (Drains Enemy's Overdrive)**  
 Triangle+Circle (with enemy on ground)

**Flying Head Crush**  
 ○○○+Square or Triangle (in)

**Secret Move**  
**Dernier Swing**  
 ○○○○○○○○+Triangle

**Overdrive Move**  
**Flaring Head Crush**  
 Square+Triangle+Circle+X

**Desperation Move**  
**Flaming Cyclone**  
 ○○○○○+Triangle

## Kayin Amoh

**Fireball**  
 ○○○+Square or Triangle

**Diagonal Sword Uppercut**  
 ○○○+Square or Triangle

**Double Sword Pierce**  
 ○+Triangle

**Split Kick**  
 ○○○+X or Circle

**Air Flip Kick**  
 ○○○+X or Circle (in air)

**Secret Move**  
**Triple Split Kick**  
 ○○○○○○○○○○+Circle

**Overdrive Move**  
**Rising Kick Wave**  
 Square+Triangle+Circle+X

**Desperation Move**  
**Charging Sword**  
 ○○○○○○○○+Triangle

## Ellis

**Spin Shield**  
 ○○○+Square or Triangle

**Knife Uppercut**  
 ○○○+Square or Triangle

**Teleport Roll**  
 ○○○+X or Circle

**Air Dive Attack**  
 ○○○+Square or Triangle (in air)

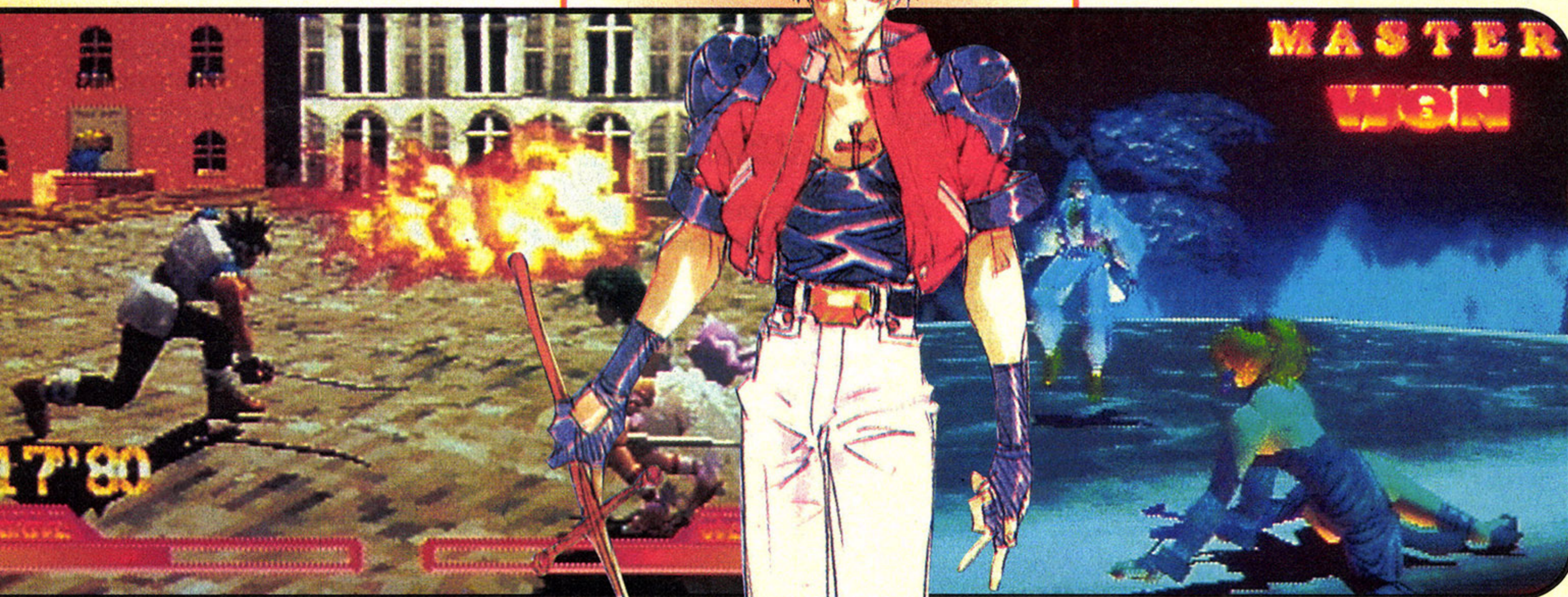
**Air Flip Kick**  
 ○○○+X or Circle (in air)

**Flying Knife Charge**  
 ○○○+Square or Triangle (during Teleport Roll)

**Secret Move**  
**Uppercut Combo**  
 ○○○○○○○○+Triangle

**Overdrive Move**  
**Multiple Knife Attack**  
 Square+Triangle+Circle+X

**Desperation Move**  
**French Kiss Combo**  
 ○○○○+Triangle





# CHARACTERS AND MOVE LIST



## Sofia

**Forward Thunder Ring**  
○○○+Square

**Upward Thunder Ring**  
○○○+Triangle

**Air Downward Thunder Ring**  
○○○+Square (in air)

**Air Forward Thunder Ring**  
○○○+Triangle (in air)

**Aurora Revolution**  
○ ○○○○+Square or Triangle

**Air Aurora Revolution**  
○ ○○○○+Square or Triangle (in air)

**Glowing Flip Attack**  
○○○○○+X or Circle

**Rattlesnake**  
○○○+Square or Triangle

**Secret Move**  
**Flaming Rattlesnake**  
○○○○○○○○○+Circle

**Overdrive Move**  
**Revolution Frenzy**  
Square+Triangle+Circle+X

**Desperation Move**  
**Call Me Queen**  
○○○○+Triangle



## Eiji Shinjo

**Fireball**  
○○○+Square or Triangle

**Vertical Sword Uppercut**  
○○○+Square or Triangle

**Charging Overhead Strike**  
○○○+Square or Triangle

**Downward Air Thrust Kick**  
○○○+X or Circle (in air)

**Sliding Thrust Kick**  
○+X or Circle

**Secret Move**  
**Double Fireball Swing**  
○○○○○○○+Triangle

**Overdrive Move**  
**Rising Sword Wave**  
Square+Triangle+Circle+X

**Desperation Move**  
**Charging Sword**  
○○○○○○○○○+Triangle



## Tracy

**Ground Taser**  
○○○+Square or Triangle

**Club Jab**  
○○○○○+Square or Triangle (for taser jolt)

**Flip Kick**  
○○○+X or Circle

**Side Step Uppercut**  
○○○+X or Circle

**Rolling Dive Attack**  
○○○+X or Circle

**Rolling Air Dive Attack**  
○○○○○+Square or Triangle (in air)

**Jumping Club Assault**  
○○○+Square or Triangle

**Secret Moves**  
**Miranda Combo**  
○○○○○○○○○ b+Triangle

**Elbow Smash**  
○○○+Square+X

**Overdrive Move**  
**Double Flip Kick**  
Square+Triangle+Circle+X

**Desperation Move**  
**Police Brutality**  
○○○○+Triangle





# CHARACTERS AND MOVE LIST



## Gaia

### Upward Fire Stream

⊙⊙⊙⊙⊙+Square

### Forward Fire Stream

⊙⊙⊙⊙⊙+Triangle

### Devil Sword Strike

⊙⊙⊙+Square or Triangle

### Running Sword Charge

⊙⊙⊙+Square or Triangle

### Air Roll (Teleport)

⊙⊙⊙+X or Circle

### Overhead Strike

⊙⊙+Triangle

### Secret Moves

#### Quad Sword Strike

⊙⊙⊙⊙⊙⊙⊙+Triangle

#### Devil Face Step

⊙⊙⊙⊙⊙⊙+Circle

### Overdrive Move

#### Demon Air Drill

Square+Triangle+Circle+X

### Desperation Move

#### Flaming Energy Palm

⊙⊙⊙⊙⊙⊙⊙⊙+Triangle



## Rungo Iron

### Fire Wave

⊙⊙⊙+Square or Triangle

### Spinning Club

⊙⊙⊙+Square or Triangle

### Rising Battering Ram

⊙⊙⊙+X or Circle

### Batter Up

⊙⊙⊙⊙⊙+Square or Triangle

### Flaming Kick

⊙⊙⊙+X or Circle

### Secret Move

#### Multi Flaming Kicks

⊙⊙⊙⊙⊙⊙⊙+Circle

### Overdrive Move

#### Power Batter Up

Square+Triangle+Circle+X

### Desperation Move

#### Fire Strike

⊙⊙⊙⊙⊙⊙⊙⊙+Triangle



## Mondo

### High Staff Skewer

⊙⊙⊙+Square or Triangle

### Low Staff Skewer

⊙⊙⊙+Square or Triangle

### Upward Staff Skewer

⊙⊙⊙+Square or Triangle

### Spinning Staff Charge

⊙⊙⊙⊙⊙+Square or Triangle

### Staff Uppercut

⊙⊙⊙+Square or Triangle

### Air Fireball

⊙⊙⊙+Square (in air)

### Double Air Fireballs

⊙⊙⊙+Triangle (in air)

### Secret Move

#### Flaming Staff Uppercut

⊙⊙⊙⊙⊙⊙⊙+Circle

### Overdrive Move

#### Hidden Fire Cannon

Square+Triangle+Circle+X

### Desperation Move

#### Air Fireball Spread

⊙⊙⊙⊙⊙⊙⊙+Triangle







## Fo Fai

**Forward Mystic Sphere**  
 ○○○○○+Square or Triangle

**Travelling Mystic Sphere**  
 ○○○○+Square or Triangle

**Upward Mystic Sphere**  
 ○○○+Square or Triangle

**Downward Air Mystic Sphere**  
 ○○○○○+Square or Triangle (in air)

**Charging Claw**  
 ○○+Triangle

**Claw Side**  
 ○+Triangle

**Diagonal Air Kick**  
 ○○○+X or Circle

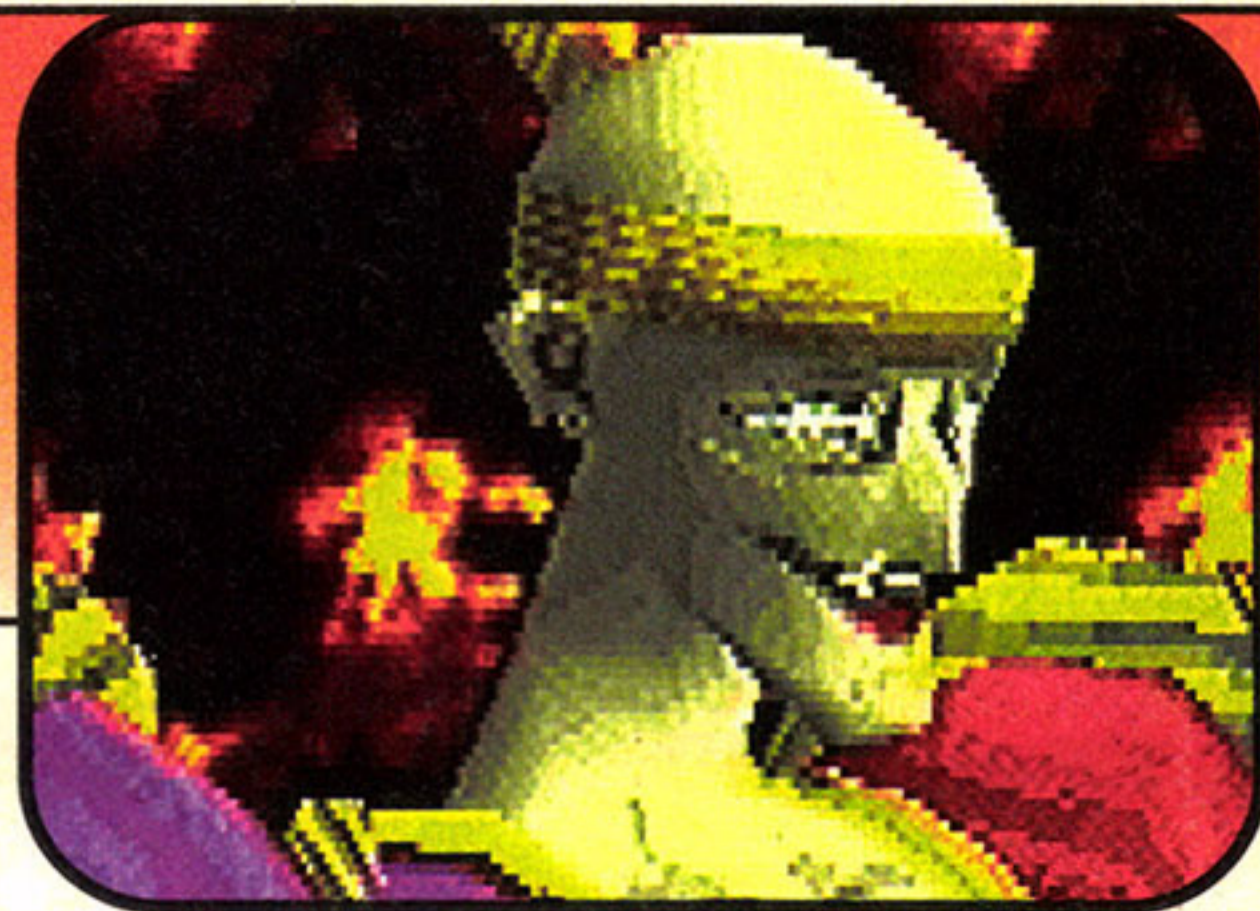
**Secret Moves**  
**Mega Air Mystic Sphere**  
 ○○○○○○○○+Square+Circle

**Lingering Fart**  
 ○○○○○+Square+Circle

**Giant Fart**  
 Circle, Square, X, ○+Triangle

**Overdrive Move**  
**Power Mystic Sphere**  
 Square+Triangle+Circle+X

**Desperation Move**  
**Mystic Sphere Assault**  
 ○○○○○○○○+Triangle



## Chaos

**Upward Fire Stream**  
 ○○○○○+Square

**Forward Fire Stream**  
 ○○○○○+Triangle

**Devil Sword Strike**  
 ○○○+Square or Triangle

**Running Sword Charge**  
 ○○○+Square or Triangle

**Air Roll (Teleport)**  
 ○○○+X or Circle

**Overhead Strike**  
 ○○+Triangle

**Secret Moves**  
**Quad Sword Strike**  
 ○○○○○○○○+Triangle

**Devil Face Step**  
 ○○○○○○○○+Circle

**Overdrive Move**  
**Demon Air Drill**  
 Square+Triangle+Circle+X

**Desperation Move**  
**Flaming Energy Palm**  
 ○○○○○○○○○○+Triangle

## HIDDEN BOSS CHARACTERS AND MOVES

Once you play through *Toshinden 2* with one of the newly acquired boss characters, you will face Sho and Vermillion. (Don't worry that you don't actually fight them on this first replay.) Sho is the familiar hidden boss from the first *Toshinden* game, but the newly introduced Vermillion is a dark, menacing, evil character who comes armed to the teeth with a shotgun and pistol. Sho's speed and Vermillion's long range attack ability will be your most formidable problems. But once again, the ability to defend and evade against these attacks will be the key to your ability to attack the characters. Keep moving and pray that you don't get hit.

To access Sho and Vermillion as playable characters, use either Master or Uranus (I mean the character Uranus) and defeat the game with the difficulty set at five. If you beat the game once again using one of the hidden bosses, you will gain the ability to set your shoulder buttons for Special Moves. It is with this capability that the fun really begins as the secret moves are some of the most devastating moves and among the most difficult to initiate on a constant basis. The ability to instantly call upon these moves allows for magnificently savage battles.

But enjoy these characters while you can since, for some inexplicable reason, there is no way to save these characters to a memory card. That's right, you'll have to earn them every time you want to use them.



## Sho Shinjo

**Fireball**  
 ○○○+Square or Triangle

**Vert. Sword Uppercut**  
 ○○○+Square or Triangle

**Diagonal Sword Uppercut** . . . ○○○+Square or Triangle  
**Charging Overhead Strike** ○○○+Square or Triangle  
**Split Kick** . . . . . ○○○+X or Circle  
**Flying Flip Kick** . . . . . ○○○+X  
**Flying Flip Kick Combo** . . . ○○○+Triangle  
**Downward Air Thrust Kick** ○○○+X or Circle (in air)  
**Air Flip Kick** . . . . . ○○+X or Circle (in air)  
**Sliding Thrust Kick** . . . . . ○+X or Circle

**Secret Move**  
**Plasma Vortex** . . . . . ○○○○○○○○○○+Circle

**Overdrive Move**  
**Rising Sword Wave** . . . . . Square+Triangle+Circle+X

**Desperation Move**  
**Charging Sword** . . . . . ○○○○○○○○○○+Triangle



## Vermillion

**Forward Shotgun Blast**  
 Triangle

**Forward Pistol Shot**  
 Square

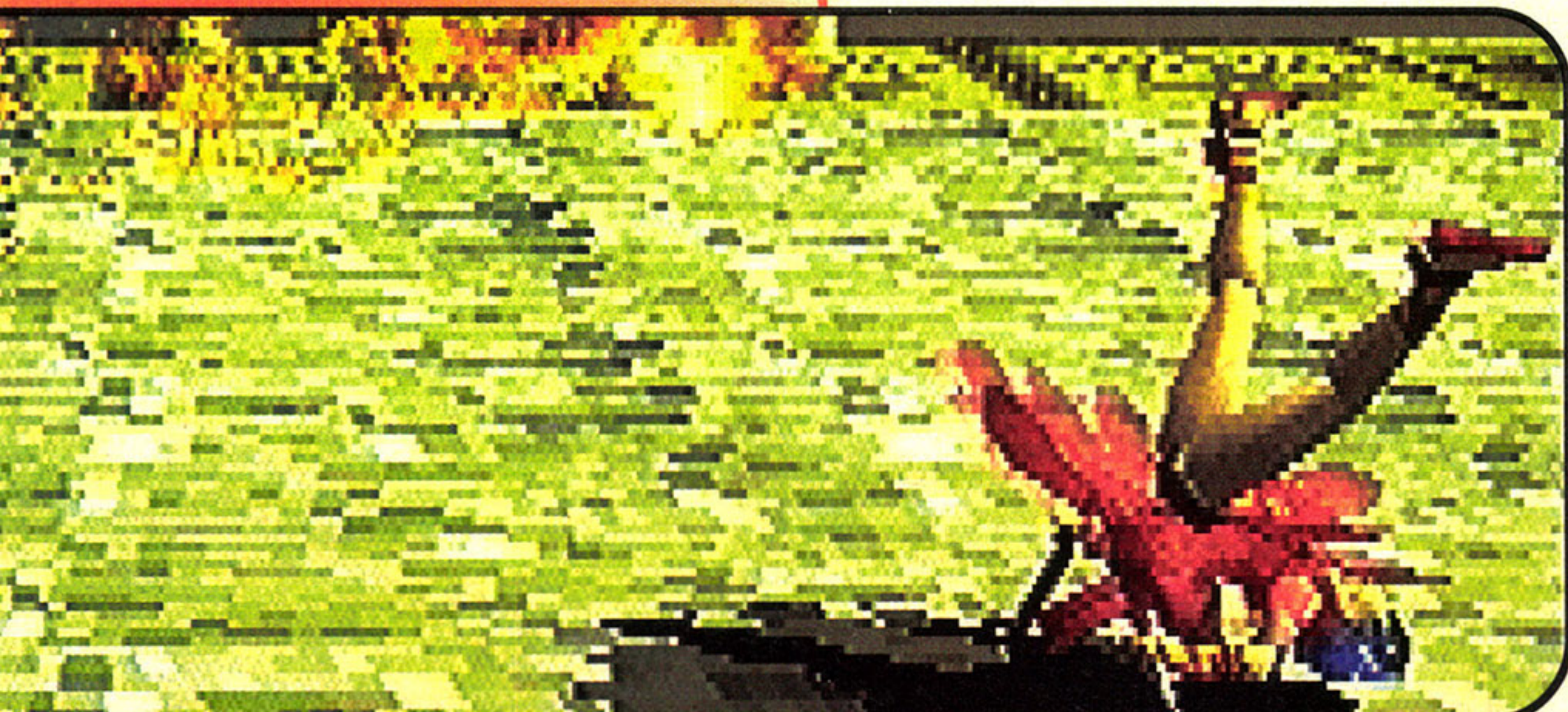
**Upward Shotgun Blast**  
 ○○○+Triangle

**Upward Pistol Shot** . . . . . ○○○+Square  
**Downward Air Shot** . . . . . Square or Triangle (in air)  
**Dark Powder Toss** . . . . . ○○○+Square or Triangle  
**Rolling Kick** . . . . . ○+X or Circle  
**Pistol Puff (Drains Enemy's Overdrive)** X+Circle (with enemy on ground)

**Spider Drop** . . . . . Triangle (in air)  
**Air Roll** . . . . . Square (in air)

**Overdrive Move**  
**Air Artillery Blitz** . . . . . Square+Triangle+Circle+X

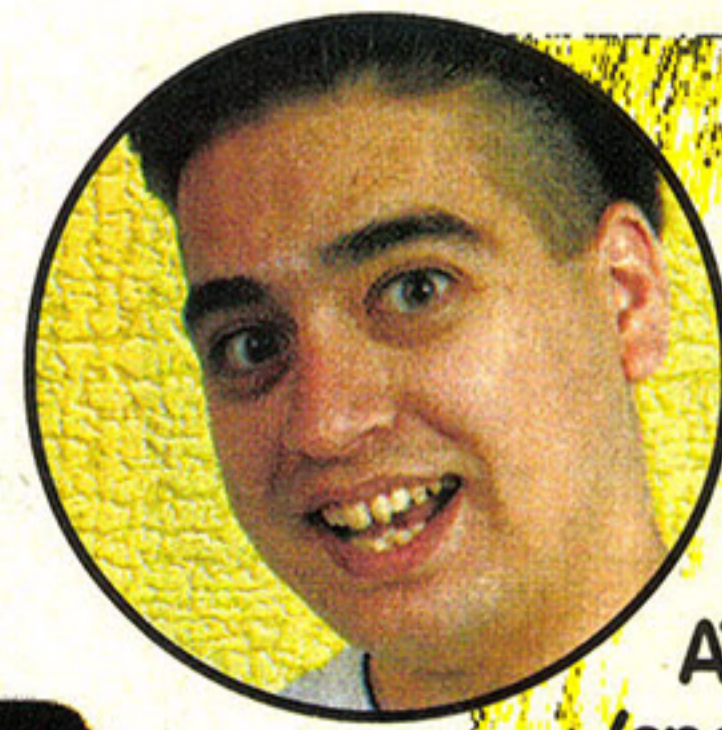
**Desperation Move**  
**Ground Artillery Blitz** . . . . . ○○○○○○○○○○+Triangle





# CODE

## BREAKERS



Despite the incident involving the ATM and that 'special code', Roger Burchill once again managed to crank out another codes column. But this is the last time we bail him out!

### CYBERIA

Interplay for PlayStation



### CYBERIA™

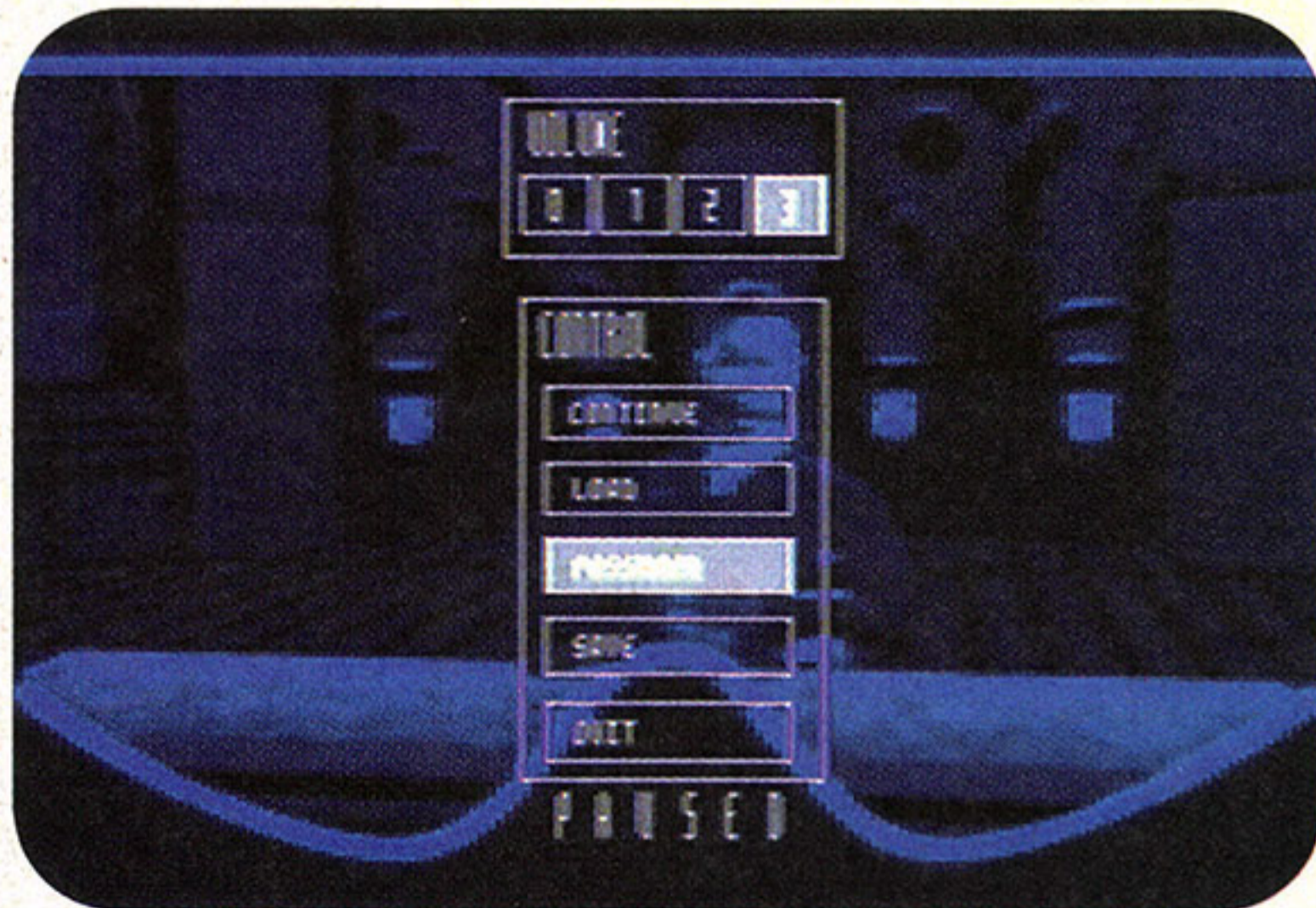
#### Level Codes

RIG DOCK  
MEET GIA  
SKEET SHOOT  
BIG KISS  
GOING UP  
ZAPPED  
EASY RIDE  
BIG SHOCK  
OPEN OCEAN  
CATWALK  
ISLAND RUN  
STEAL PLANE  
VALLEY RUN  
ROUGH RIDE  
PORT FLYBY  
UNDERGROUND  
PIT STOP  
ICE SCREAM  
COLD FEET  
DOOR MAN  
LOCKED OUT  
SLICEOMATIC  
NOT FRIENDS  
LISTEN IN  
GENIUS  
RED LIGHT  
DRUG STORE  
UNSAFE DOOR  
GRAFFITI  
YOU WITH ME

Like any good movie, the gameplay in *Cyberia* revolves around the efforts of the hero, Zac, to stay alive and save the world. But most importantly, he mustn't mess up his hair!

#### Level Codes

Now here's one of those games that seems like you're watching some science fiction movie. Mind you, it's no *Resident Evil*, but it is an entertaining diversion, despite the track-based shooters sprinkled throughout the gameplay. All in all though, *Cyberia* is a pretty challenging game. If you're one of those people who like to reap rewards with no investment of time or energy, these level codes should prove satisfying!



They're **PASSWORDS!**  
Enter them where the passwords go!



Well, it's another month again. But it's not just any month. This month we feature our NEW AND IMPROVED Code Breakers. We are now talking eight full pages of fortified coding goodness! Of course, this means that any semblance of a life I may have previously had has become a bitter, distant memory. Go ahead and laugh, my code minions, but remember, the more I suffer, the harder you work!

Speaking of suffering, this issue also features the return of the Code Donkey. Our first Donkey seems to think that threatening the Code Master is the path to code glory. A word to the wise — bribes and brown-nosing work far better if you seek fame and fortune in the pages of *GAME PLAYERS*.

The one thing you may find lacking in the new Code Breakers are codes for 16-bit games. There just aren't many new 16-bit games (and therefore, codes) out there. If you happen to find something out there that's interesting, make sure to pass it along to me!

Finally, for those of you who write in for specific codes, let me just say that I don't have the time to track down every code. Yes, my Banana brethren, as difficult as it may be to believe, I am not a God. Of course, it is always beneficial and wise to treat me as one!



## VIRTUA COP


Sega for Saturn

### Super Options, Super Gun!

It was previously thought that the Special Options screen in *Virtua Cop* (and therefore the Super Gun) was only accessible if you finished the entire game. Well, here at Code Breakers, we don't believe in that 'waiting around' crap. We want our Super Gun and we want it now! So here you go...



You see, most people think that the Sega logo and the AM2 logo needed to input the code appear only after the game has been defeated. But here's a little secret. If you go to the Title Screen and do nothing for about 30 seconds, the logos will appear! Apparently, you can enter the codes using the light gun. But trust me, you will want to use the control pad and simply plug in the light gun after the codes have been entered. Don't worry if you don't enter both codes on the first try. Just go back to the Title Screen and go through the whole process to enter the code you missed — the first code entered will still be remembered.

 The Sega Logo. When this logo appears, hold down **C** and press **Up, Down, Left, Right**. You should hear a gunshot if the code was accepted.

Right after the Sega logo, the AM2 logo will appear. Hold **C** and enter **Down, Up, Right, Left, Up, Left, Right**. If the code was entered correctly, you will hear another gunshot.



The first thing you will notice after the codes are entered is that there is a Ranking Mode added to the Main Menu Screen. But the really good

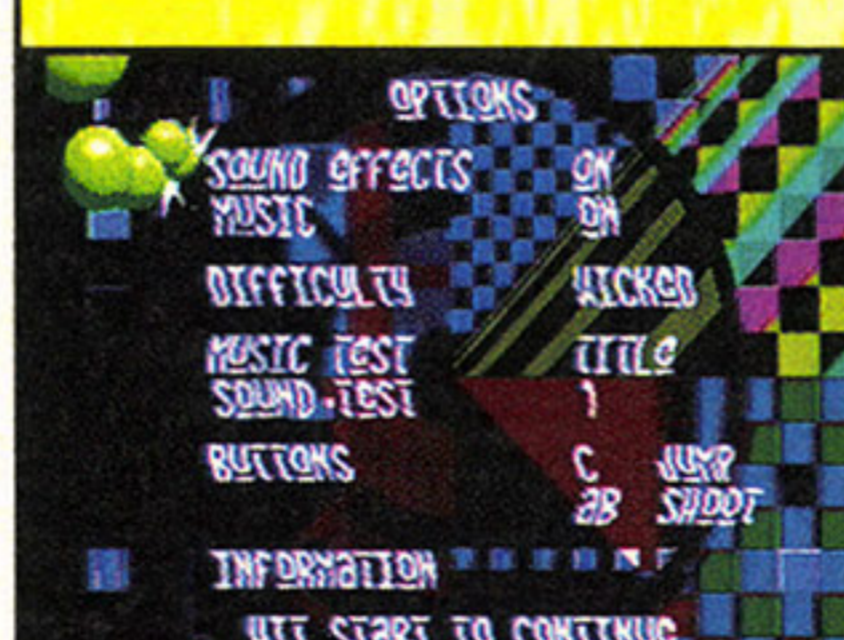
stuff is in the Options Menu. Go to the **Regular Options Menu** and you will see **three small arrows in the lower right hand corner**. Highlight these arrows and press



**START** to access the Special Options. There are a bunch of cool things here, but the most important thing to do is to **click the Gun Select to 'On'**.



To access the Super Gun, **PAUSE** the game at any-time during play and **point the light gun off screen and pull the trigger**. This will actually let you go through all the available weapons. Keep clicking through until you reach the Super Gun (which acts basically like a machine gun with unlimited ammo). You can lose the Super Gun during gameplay if you accidentally pick up another gun or die. But just pause the game and select the Super Gun again to continue your ass-whoopin' ways!



## VECTORMAN

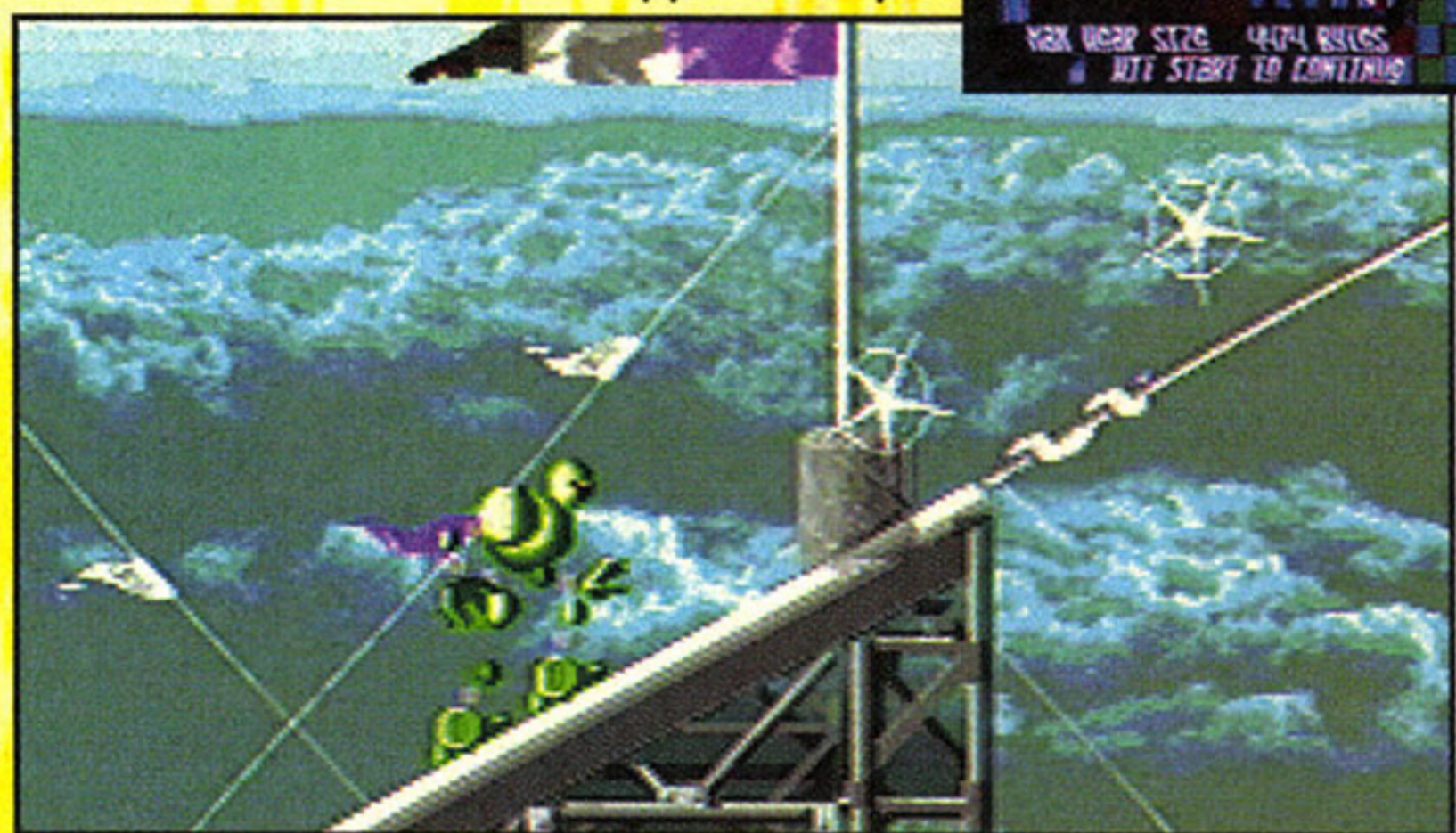
Sega for Genesis

To access the Extra Options Menu, just go to the regular Options Menu and enter **A, B, B, A, Down, A, B, B, A**.

### Extra Options Menu

It's beginning to look like *Vectorman* could be the last great 16-bit Genesis game, so we'd better squeeze every last ounce of game and code fun out of it. Besides, it's a 16-bit code we're talking about and gosh darn it, I miss them fellers!

The Extra Options available include extra lives, extra health, and a level skip. Now you're ready to do some butt-kicking, appliance-style!



## NIGHT WARRIORS

Capcom for Saturn



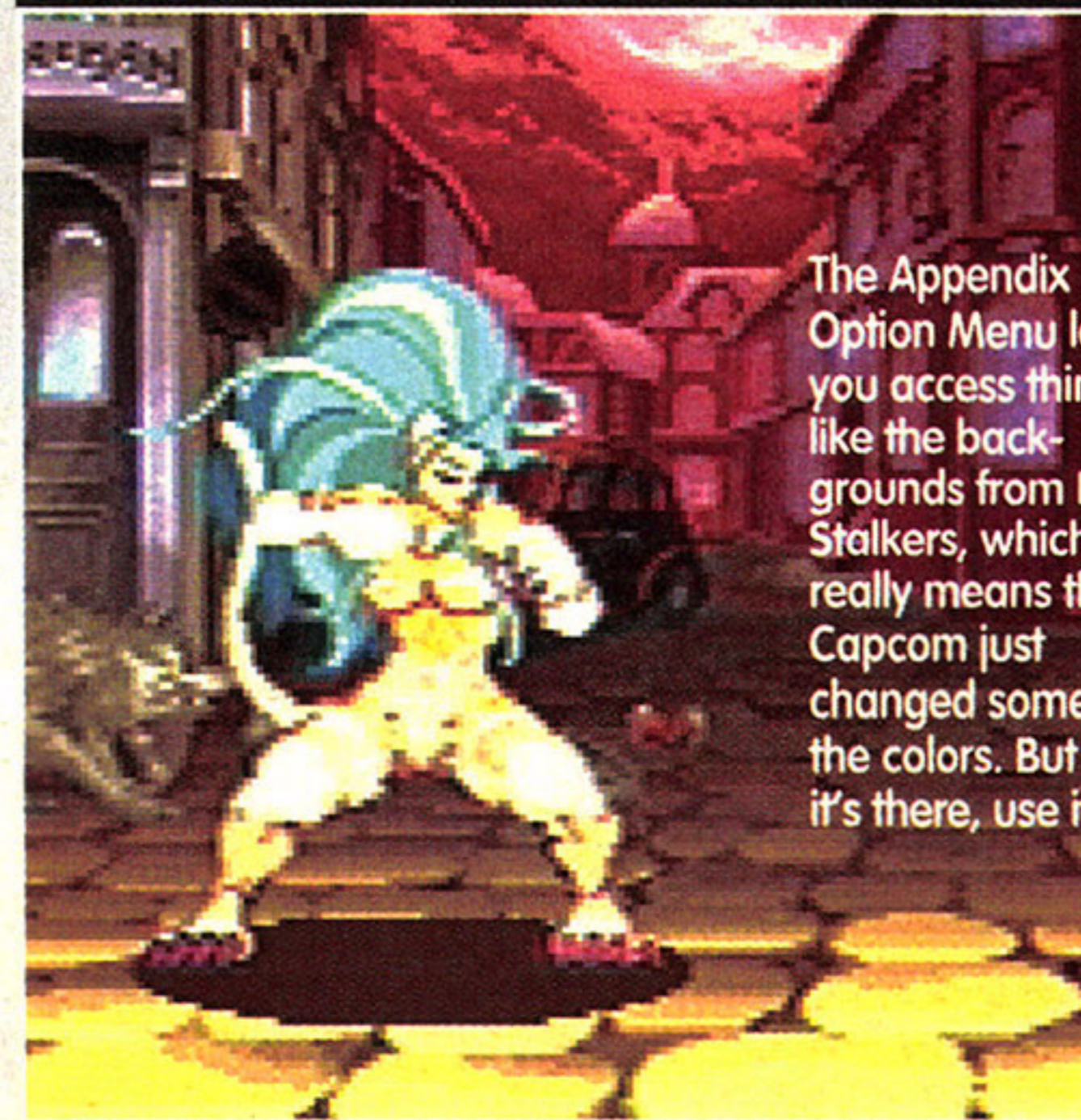
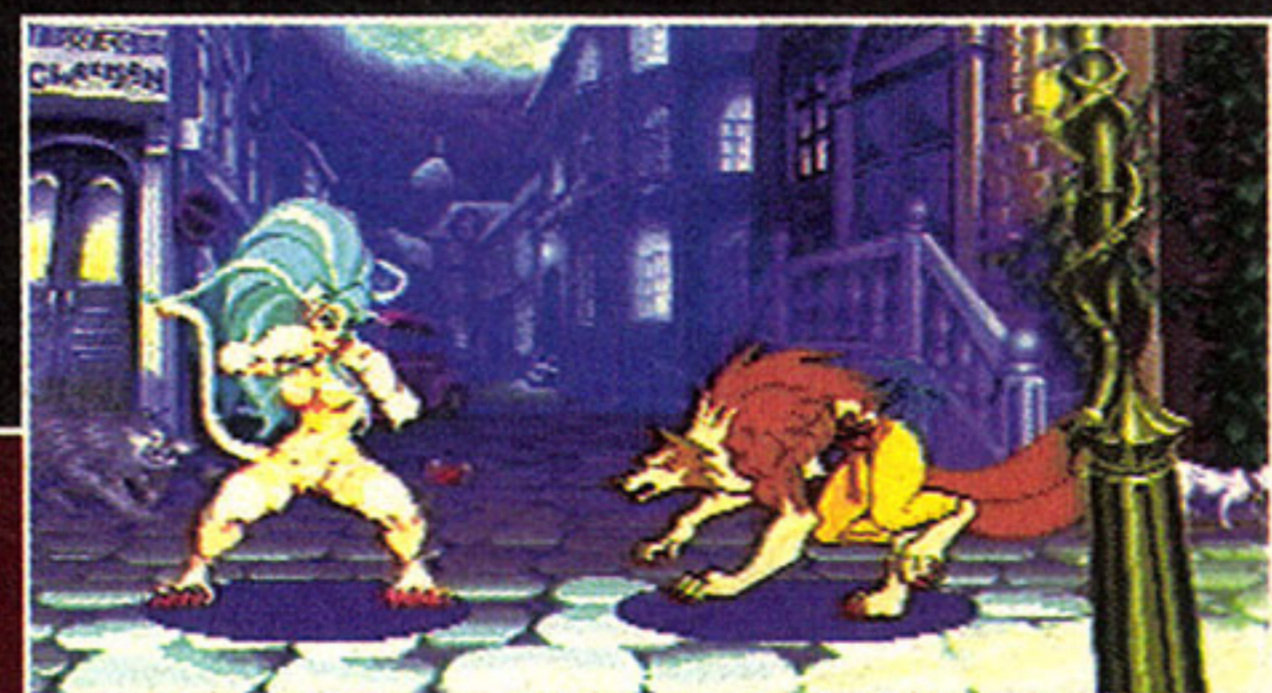
First of all, these 2D fighters are way too slow. We need something like... a Super Turbo Code! To access that coveted Eight Star Turbo Speed, highlight **'Turbo Speed'** in the options menu and press **X, X, Right, A, Z**.

Next, you'll want to access the hidden 'Appendix' Option Menu. To do so, highlight **'Configuration'** on the Option Menu and press **B, X, Down, A, Y**.



### Decisions, Decisions...

Yes, the sun is beginning to set for the 16-bit era. But that doesn't mean you can't still experience the thrill of the 2D fighter! No siree, we've got sequels to 2D fighters on 32-bit systems and we've even got the codes for them!



The Appendix Option Menu lets you access things like the back-grounds from *Darkstalkers*, which really means that Capcom just changed some of the colors. But hey, it's there, use it!



## DESCENT

Interplay for PlayStation

## DESCENT

NEW GAME  
COMBAT GAME  
LOAD GAME  
ENTER PASSWORD  
OPTIONS  
CREDITS

## The Equalizer

Here's a *Doom*-type game that puts an unfair twist on the gameplay. Basically, you get your ass shot off because you can't figure out which way you're pointing. Well, let's just say that I've got some codes here that will let you do to the game programmer that he's been doing to you...

**All Level Keys** — Square, X, Circle, Triangle, X, Triangle, Triangle, X, Triangle, X, Triangle, X.

**All Level Access** — Triangle, Square, Square, Triangle, Circle, Circle, Square, Square, Triangle, Circle, Square, Square.

**Invulnerability** — Square, Triangle, Circle, Square, Square, Triangle, Circle, Circle, Square, Triangle, Square, X.

**Turbo Speed** — Square, Triangle, Circle, Square, Circle, X, Square, X, Circle, Triangle, Square, X.

**JAS** — Triangle, X, Square, Square, Triangle, Circle, Circle, Square, Triangle, Square, Circle, X.

All these codes will come in handy, but the JAS code is probably the most useful by itself. To activate the codes, you don't even have to pause the game. Just find a safe, quiet corner and press the buttons. If the code is entered correctly you will hear the game call you a 'cheater'.



## PO'ED

Accolade for PlayStation

## Levels KO'ed

Never has there been such an aptly named game as this one, because *PO'ed* is exactly how you felt if you got this game for Christmas instead of *Doom*. But in an effort to help all you *PO'ed* souls out there, here's some level codes for you to toy with.



Bear with me here, but there's a couple of steps to doing this Level Select Code. First, at the Main Menu, press **L1+L2+R1+R2+Up**, then press **Circle** to start a new game.



Next, the Difficulty Menu will come up. Press **L1+L2+R1+R2+Down** and then press **Square** to start an easy game, **X** to start a medium difficulty game, or **Circle** for a hard game.

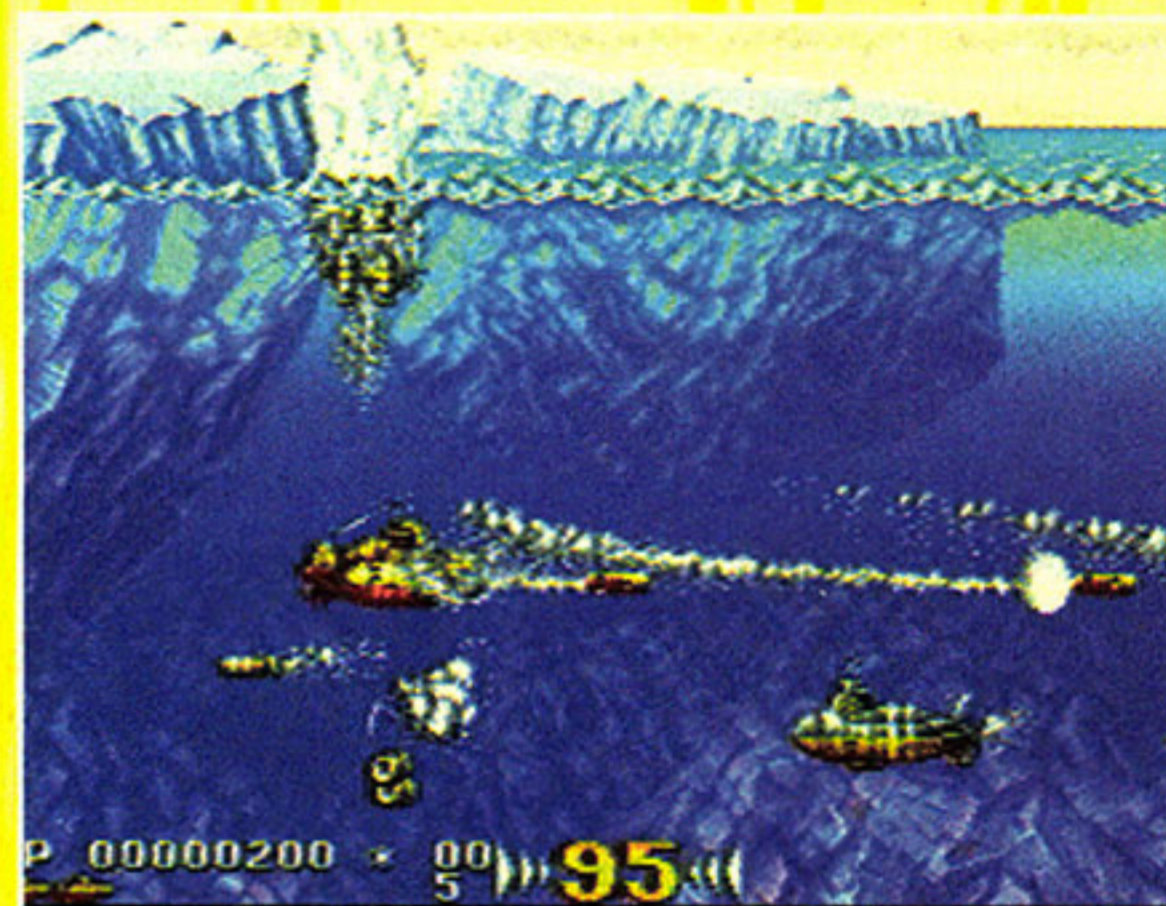
The Level Select Screen will then come up. Just pick the level that you would like to play (shudder) and press **X** to start!

## IN THE HUNT

T.HQ for PlayStation

## Unlimited Continues

This game may be old school, but it is none-the-less challenging to the extreme. You WILL need extra continues! Now my children, go forth and destroy as you've never destroyed before! Ohh, sweet explosions!



When all of your continues are exhausted, the game still counts down to zero. Press the **Triangle+SELECT+START** Buttons simultaneously to receive five more continue credits. This cheat can be repeated as many times as needed.



## VIEWPOINT

Electronic Arts for PlayStation

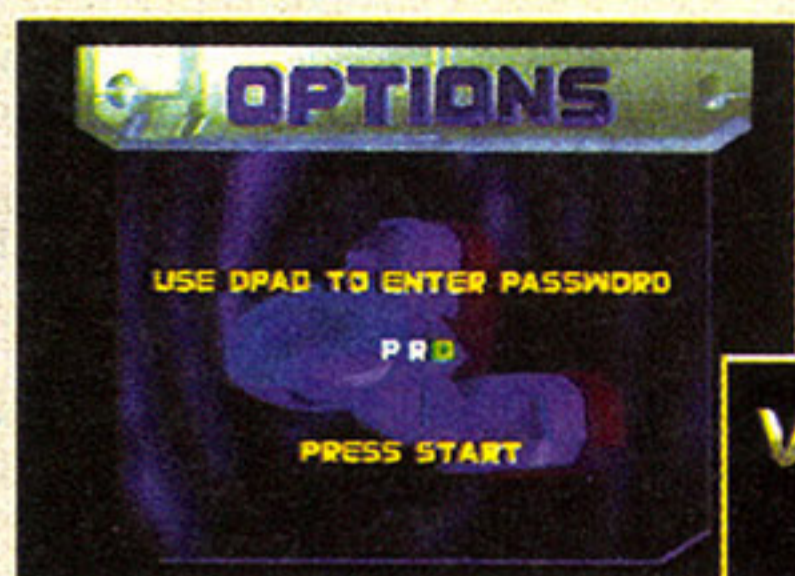
### What's the Point?

This is one of those games that needs a code to save it. Come on, EA! *Zaxxon* is zillion years older and a zillion times more fun! *Viewpoint*?! This game should have been called *Disappoint!*

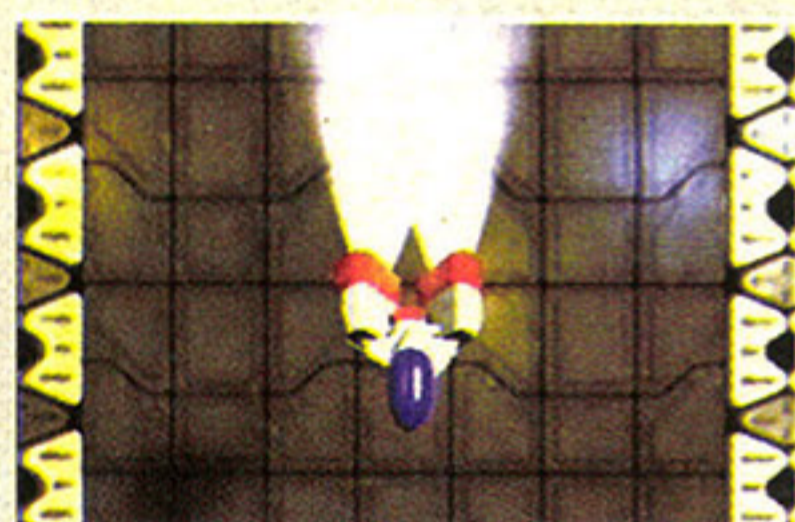
### Level Codes

- 1-1 ..... CGG
- 1-2 ..... CLL
- 1-3 ..... CRR
- 2-1 ..... FGD
- 2-2 ..... FLJ
- 2-3 ..... FRN
- 3-1 ..... HGD
- 3-2 ..... HLG
- 3-3 ..... HRL
- 4-1 ..... KGG
- 4-2 ..... KLD
- 4-3 ..... KRJ
- 5-1 ..... MGJ
- 5-2 ..... MLD
- 6-1 ..... PGL
- 6-2 ..... PLG
- 6-3 ..... PRD

Of course, if you can't stand the level you're playing, just **pause** the game and press **Square, Circle, Triangle, Right, Left, Down, R1, L2, R2, R1** to get to the end-of-level movie.



If for some reason you are stuck with this game, here are the level codes so you can rush through it and bury it your backyard before your friends find out!



The only code that matters is the invincibility code. To activate invincibility, pause the game and press **Square, Square, Circle, Circle, Triangle, X, Square, Up, Up, Down, Down, L1, R1, SELECT**.

## ALIEN TRILOGY

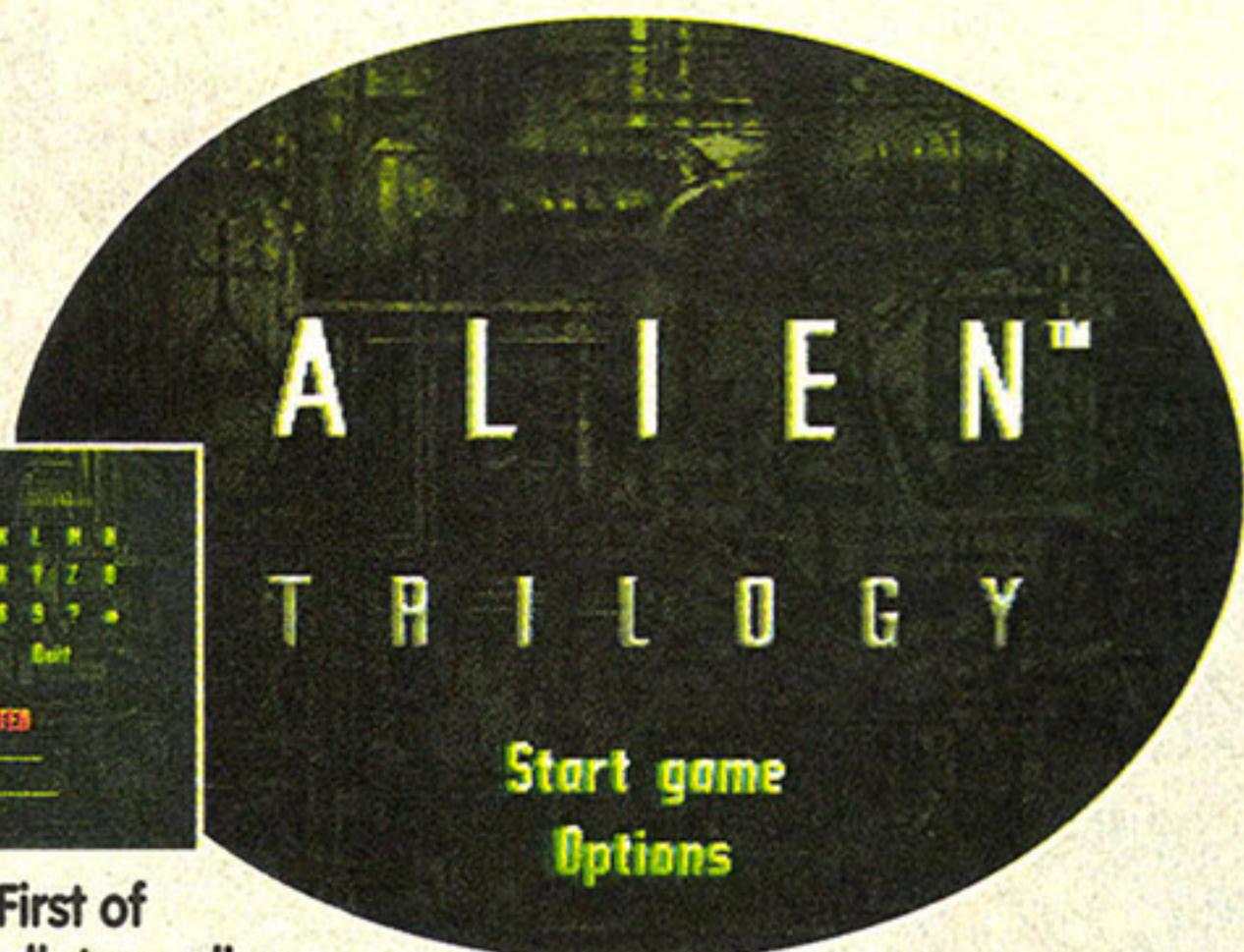
Acclaim for PlayStation

### Game Over, Man!

Now here's a game that is a pure *Doom* rip-off. But hey, I like it. And there's nothing I like better than codes that let me go around shooting in a first-person shooter without having to worry about all that dying crap.



For the Ultimate Cheat, enter **'1GOTPINK8C1DBOOTSON'** at the Password Screen. That's right, it says, 'I got pink acid boots on.' I can honestly say I never would have guessed this one.



First of all, true alien hunters shouldn't have to worry about when and where an aliens going to get splattered. So go to the Password Screen and enter **'GOLVL'** and add on a number to start the game at a particular level. (i.e. **GOLVL13** for level 13.)

The bad thing about the level skip code is that you only get the 9mm handgun when you go hunting. Now, if you're interested in a little more serious hardware, maybe a little invincibility and level select to boot, then have I got a code for you.



OK, maybe I shouldn't be showing this, but you probably would never have lived to see the Queen anyway. Good Hunting!

## FIFA '96

Electronic Arts for Saturn



### Soccer Sucker

Quite unlike the sporting perfection that is basketball, we have here that freakish mutation known as soccer. And what is it that all red-blooded Americans do when they play soccer? Cheat, of course! How else are we going to beat the Brazilians?

To access the cheats for *FIFA '96*, pause the game at anytime. Select **Options**



and enter any or all of the codes listed. After each code is entered and accepted you will hear a 'click'. To utilize the codes, you must then **exit** the Options Menu and press **A** to access the Secret Options Menu. Use **Left** and **Right** to change the settings for each code.



### Secret Option Codes

- Invisible Walls** ..... **BBBZAAAZ** (No out-of-bounds)
- Curve Ball** ..... **ZABZBB**
- Super Power** ..... **ZAZZZZZZZ**
- Super Goalie** ..... **AAAAZZZZ**
- Super Offense** ..... **AAAAAZB**
- Super Defense** ..... **ZZZZBZ**
- Shootout** ..... **AZABAZ**
- Stupid Team** ..... **AZBAZB**
- Dream Team** ..... **AAZZBBAA**



Okay, so I stacked the deck a bit. Just win, baby!







## CODE MONKEY OF THE MONTH

### Speedy Codes

Our Code Monkey this month shows what persistence, hard work, and a little brown-nosing can accomplish. **Christian Papan**, of **Northfield, IL**, e-mails me codes on almost a daily basis with an accompanying essay chronicling my God-like attributes. Of course, the majority of time I already have most of the codes, but in a mindless, pathetic quest for codes, Christian kept at it until he was the first to get me some Need for Speed codes that actually worked! There's a lesson here for all of you aspiring Code Monkeys out there. The lesson is worship the Code Master (or at least send me some cash)! And as for you, Christian, now that you're part of the elite corp known as Code Monkeys, everyone will be a lot nicer to you!

## ROAD & TRACK'S THE NEED FOR SPEED

Electronic Arts for PlayStation



In order to access all the hidden goodies in this game, go to the password entry located in the Tournament Mode and enter **'TSYBNS'**.



### Driver's Deaducation

When you compare the likes of *Need For Speed* to a *Sega Rally Championship* or *Ridge Racer*, you may find the game a little lacking. Hmm, how do I put this? Well, *Sega Rally* and *Ridge Racer* make you say 'wow', and *Need For Speed* makes you say 'ow'. But then, you make the most of what you have and, now that you have these codes, playing this game won't hurt quite as much. (*Need For Speed*? How about *Need For Anesthesia!*?)

But what good are new tracks if you have to race them in the same old boring cars? Well, if you hold down **L1+R1** while selecting your car, you will be treated to the Warrior car. This car boasts incredible speed and acceleration, but it is a handful in the turns.

To actually enjoy the benefits of the password, you must first **exit the Tournament Mode** and go to the **Single Race Mode**. The first thing you will notice is that a new track called 'Lost Vegas' is now at your disposal.



Even better, if you hold down **L1+R1** when making your track selection, all the tracks will be available in Rally Mode. That's right, all those tracks you thought you had licked now feature the added dimension of being dirt roads. As the traction goes out the proverbial car window, the challenge factor goes up. If you happen to choose the Rusty Springs track using Rally Mode, the track becomes Oasis Springs and features a nice race through the desert!





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**GEX**

Crystal Dynamics for Saturn

**Lizard Breath**

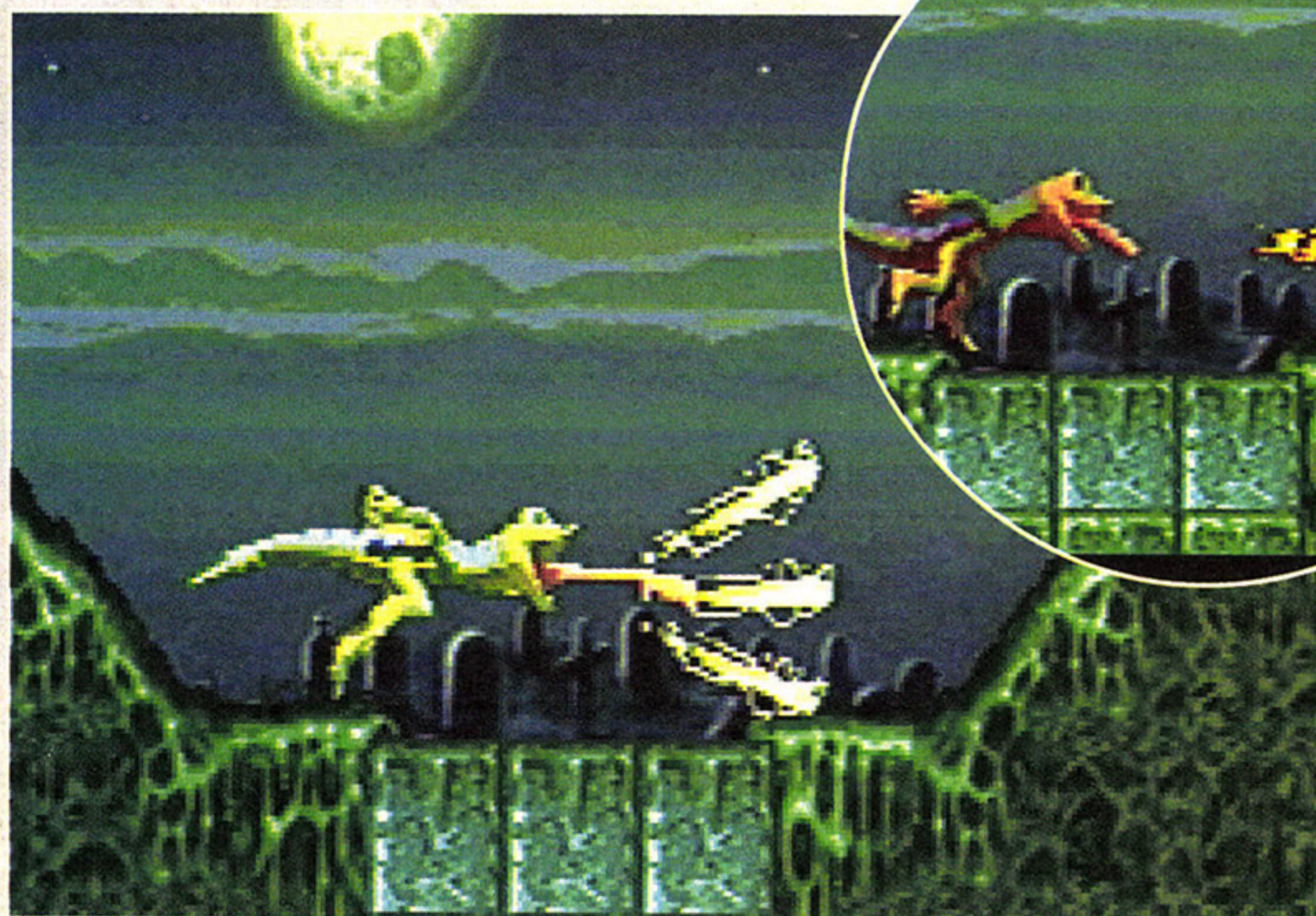
Okay, I'll admit that 2D side-scrollers don't really excite me anymore. But hey, if it fills a little space in my codes column, I'm running it!

Come on! You can admit it!

When it comes to codes, you're only really interested in invincibility. So just pause that game and hold down the **Right Shoulder Button** while you enter **B, A, Down, A, Down, Down, Down, Up, Down, Right**.



OK, maybe I misjudged you. Maybe all you want are Unlimited Lives. In that case, hold down the **Right Shoulder Button** and enter **Up, Up, Down, Right, A, Down**.



Alright, I was dead wrong. All you want to do is go around and kill people with your bad breath. Damn the consequences! That being said, you should give these a try:

**Fire Breath** - Hold **Right Shoulder Button** and enter **C, Up, Right, Right, Y, B, Up, Right, Up**.

**Ice Breath** - Hold **Right Shoulder Button** and enter **Right, Y, Right, Down, Right, Right, B, Left, Up, Right**.

**Electric Breath** - Hold **Right Shoulder Button** and enter **Down, Up, START, Right, Right, Z, A, START, START, Right, Right**.

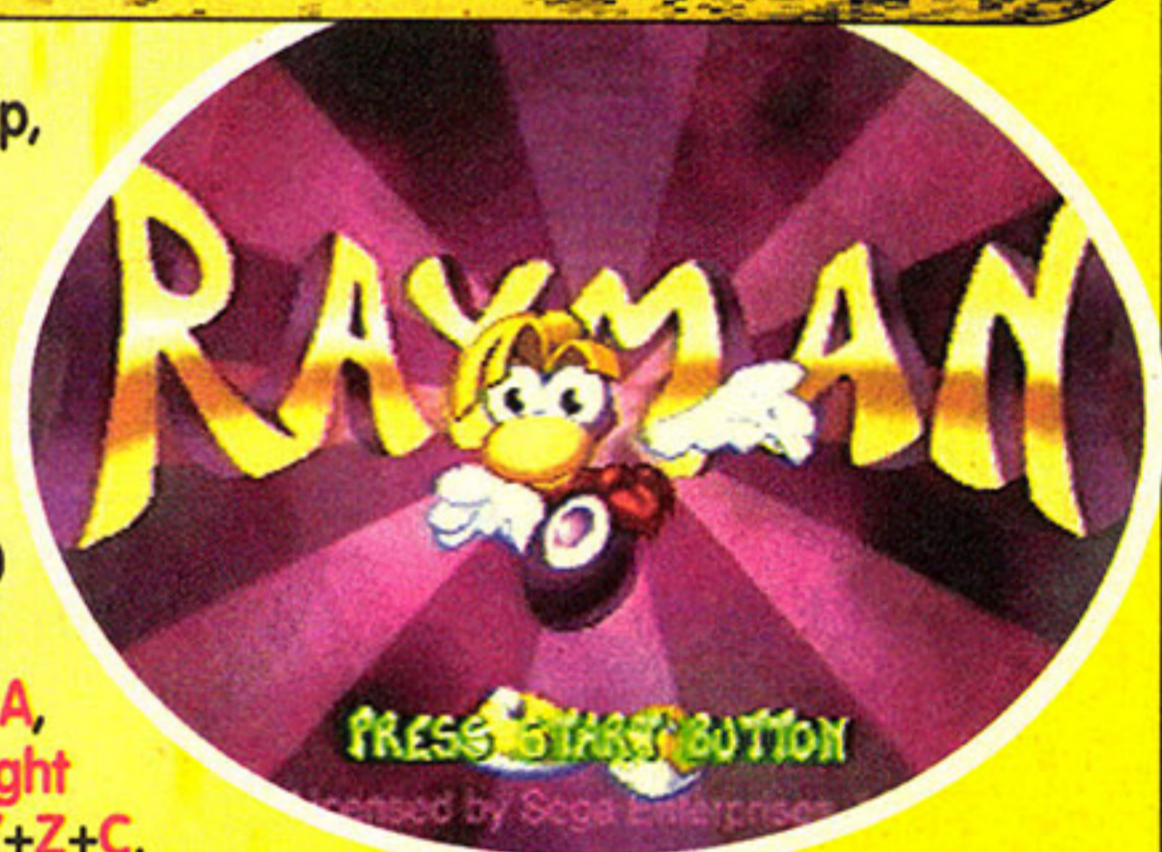
**RAYMAN**

Ubisoft for Saturn



Yeah, he's cool, he's hip, and he's got no appendages attaching his hands or feet to his body. Sounds to me like he had better have about 20 lives handy. To get those 20 lives, pause the game and press and release **A, Right+B, Left/Down+Right Shoulder Button**, and **Y+Z+C**.

This one's a little tricky to do, but if you do it right, the lives will be showing after you unpause the game.

**Extra Lives & Continues**

What is it this month? Here is yet another side-scroller that Code Breakers exploits for its own petty purposes!

But we all know there are those of you for whom 20 lives is just not enough. So to get ten continues, just press **Up, Down, Right, Left**, at the continue screen when you have three or less continues left.







**DOOM**

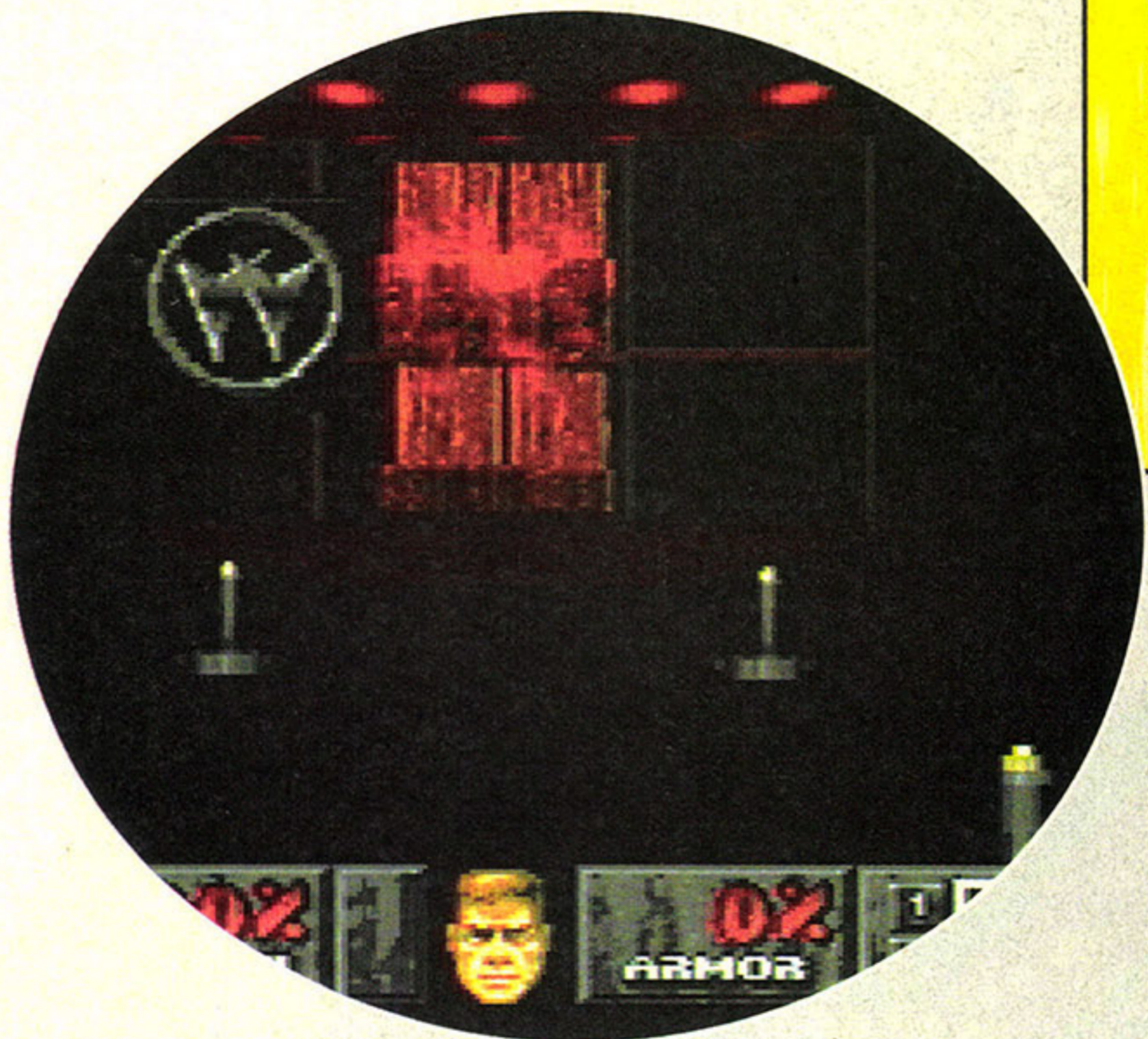
Williams for PlayStation

To use these level codes just go the password entry screen and punch 'em in!



**Doom Level Codes**

- 1 — C'mon! Even you guys can figure this one out!
- 2 - Plant ..... **CR!3WDD3DB**
- 3 - Toxin Refinery ..... **3JJCMK8W64**
- 4 - Command Control .. **03LTJOY!02**
- 5 - Phobos Lab ..... **H33!1HFTHK**
- 6 - Central Processing .. **04MSKZX9Z1**
- 7 - Computer Station .. **YTTLCXXLXV**
- 8 - Phobos Anomaly ... **09SMBY04YW**
- 9 - Deimos Anomaly ... **7KKBLD7V53**
- 10 - Containment Area .. **FM4217GSGJ**
- 11 - Refinery ..... **H!13WDGLDB**
- 12 - Deimos Lab ..... **07QPDW26WY**
- 13 - Command Center .. **WTXQ9C3W12**
- 14 - Hall of the Damned **RBR4G!LDLN**
- 15 - Spawning Vats ... **WTXQ9C3W11**
- 16 - Hell Gate ..... **548C7DFWYX**
- 17 - Hell Keep ..... **JOC89DZPQS**
- 18 - Pandemonium ..... **JGB9CTONRT**
- 19 - House of Pain ..... **9QLTKR0!02**
- 20 - Unholy Cathedral .. **78M63QX921**
- 21 - Mt. Erebus ..... **SI61FHVQJG**
- 22 - Limbo ..... **33QHFTT6WY**
- 23 - Tower of Babel ... **VBGQPJ!Y46**
- 24 - Hell Beneath ..... **ZYKTLW7V53**
- 25 - Perfect Hatred .... **0DJSM4HW64**
- 26 - Sever the Wicked .. **LS5YPTCRKH**
- 27 - Unruly Evil ..... **ZDJSMVRW64**
- 28 - Unto the Cruel .... **1YKTX4QV53**
- 29 - Twilight Descends .. **XKF6R8LZ97**
- 30 - Threshold of Pain .. **DJX07Q4HTR**



**W**ell, it's back by popular demand and this month's Code Donkey Award goes to a pathetic America Online Hacker-wannabe who threatened to flood my mailbox with e-mail unless I printed his sorry collection of *Doom* Codes. Yeah, right. First of all, it's not very bright threatening the Code Master when you provide your name and e-mail address. But being the benevolent ruler that I am, I promise not to tell your Mommy and Daddy about this. But then, I'm also not going to give you the satisfaction of seeing your name in print. For Christ's sake, get a date or something, you need a life!

To Code Donkey fans everywhere, my apologies for this month's unnamed award winner. Next month, I guarantee a well-deserved public humiliation for the enjoyment of all!

**Complete Level Codes**

Alright already! As if the entire country doesn't have these *Doom* level codes yet. But in an effort to appease all you Doomed individuals out there, here are 59 levels of gory goodness!

**Doom II Level Codes**

- 31 - Entryway ..... **COW1!QNJQS**
- 32 - Underhalls ..... **VM!3V1D3DB**
- 33 - The Gauntlet ..... **W394W2DMFC**
- 34 - The Focus ..... **ZQ58ZKJRKH**
- 35 - The Waste Tunnels .. **Z758ZKJ8KH**
- 36 - The Crusher ..... **5C2V3DQBNL**
- 37 - Dead Simple ..... **NCKBLX7V53**
- 38 - Tricks and Traps ... **1Q580FCRKH**
- 39 - The Pit ..... **HTMSKZZ9Z1**
- 40 - Refueling Base ..... **WS58ZKCRKH**
- 41 - O of Destruction! ... **CSNRG2W820**
- 42 - The Factory ..... **WT670JBQJG**
- 43 - The Inmost Dens ... **DQLTJ1Y!02**
- 44 - The Suburbs ..... **2N94VFFMFC**
- 45 - Tenements ..... **CQLTJOY!02**
- 46 - The Courtyard ..... **WR492GDSGJ**
- 47 - The Citadel ..... **PFFGXH3777**
- 48 - Nirvana ..... **JWCJV2X479**
- 49 - The Catacombs ..... **CJJTM35964**
- 50 - Barrels of Fun ..... **MIT174XZV**
- 51 - Bloodfalls ..... **5770MX2CDF**
- 52 - The Abandoned Mines **YJLW3PPCPM**
- 53 - Monster Condo ..... **DKKBLM58J3**
- 54 - Redemption Denied .. **7L3!266DJK**

**Secret Level Codes**

- 55 - Fortress of Mystery .. **BBBBBB666**
- 56 - The Military Base ... **3P67ZNBQJG**
- 57 - The Marshes ..... **JCGDNFL555**
- 58 - The Mansion ..... **BXXBXXB778**
- 59 - Club Doom ..... **JCGDNFL556**



Personally, my favorite level is *Club Doom*. Ah, the ambience! It sort of reminds me of my Bachelor's Party, but with less vomit.

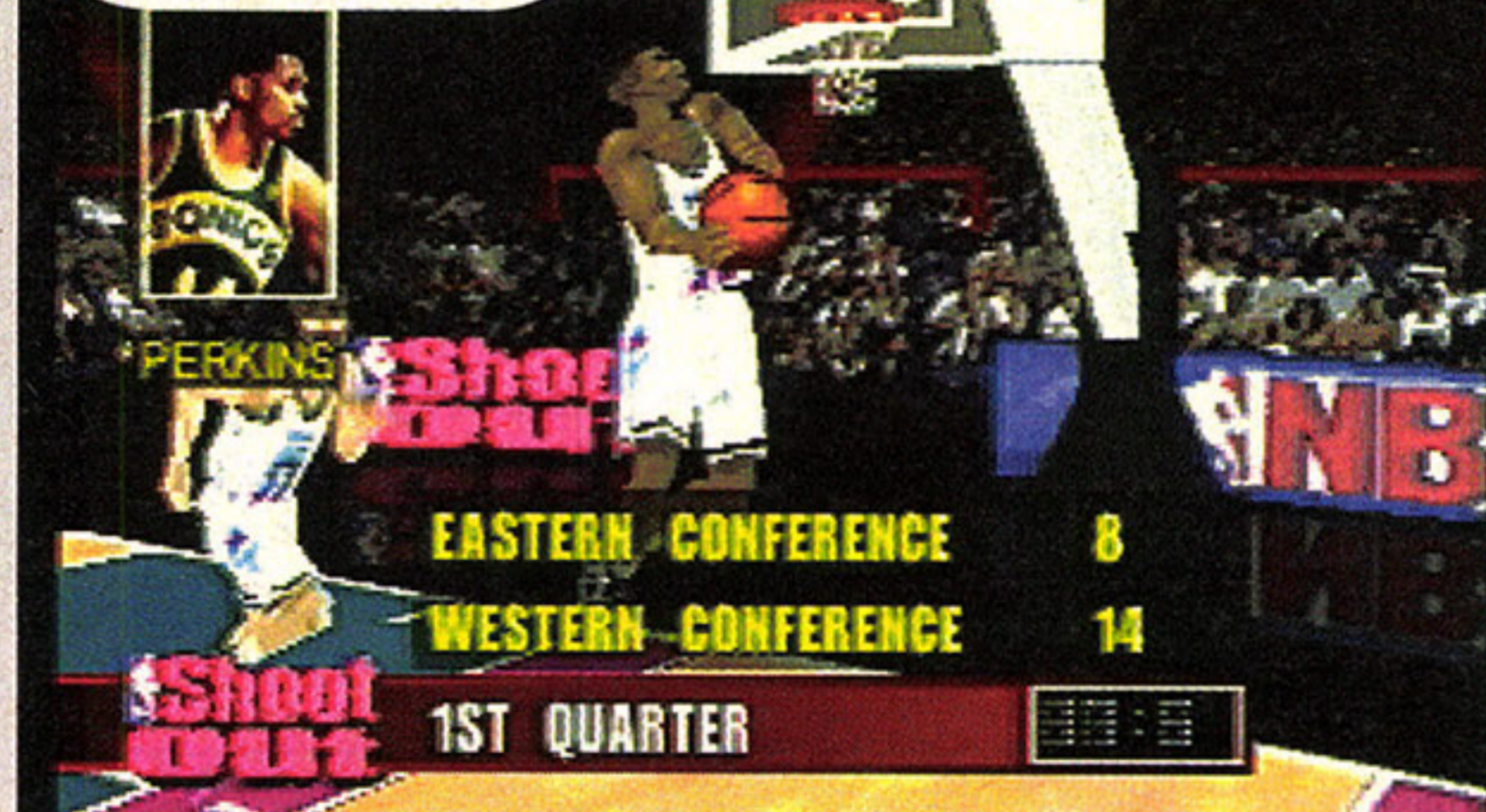


**NBA SHOOTOUT**

Sony CE for PlayStation



To play the 94/95 All-Star Game in Phoenix, enter **R1, L1, R1, L1, R2, L2, R2, L2** at the Exhibition Game Menu Screen.

**All-Star Codes**

Ah, basketball! The sport of kings and *GAME PLAYERS* alike. Although I can't dunk in real life, I would have to say these codes for *NBA Shootout* are a reverse, 360, tomahawk jam! But it is weird that these All-Star codes let you

play at the correct venues and in the all-star uniforms, but somehow the programmer forgot to put in the actual all-star players. Oh well, maybe that code's on the way...

**PlayStation Codes****ALIEN TRILOGY**

Flame Thrower

8008F64A 0029

Smartgun

8008F346 0029

Infinite Flame Fuel

8009A0S2 03E7

Infinite Smartgun

Ammo

8009A0S4 03E7

**GEX**

Infinite Lives

80097B2C 0064

**DESCENT**

Infinite Energy

800D10A2 0064

Infinite Shield

800D10A6 0064

**KRAZY IVAN**

Infinite Hyena Missiles

8008D1D8 0064

Infinite Cerebus

Missiles

8008D1B4 0009

Infinite Scythe

8008D1B4 0009

Infinite 50mm

8008D1A4 03E7

**STREET FIGHTER ALPHA**

Player One

Invulnerable

8018710C 0090

Player Two

Invulnerable

801873D4 0090

**Saturn Codes****BATTLE ARENA TOSHINDEN REMIX**

Infinite Health Player One

16065578 0380

Infinite Health Player Two

160669B0 0380

**REVOLUTION X**

Master Code

F6000914 C305

B6002800 0000

Infinite Credits

160E9CFA 0063

**THE HORDE**

Master Code

F6000914 C305

B6002800 0000

Infinite Cash

D6016E4A 0180

16084D66 26AC

160888E2 26AC

**JOHNNY BAZOOKATONE**

Infinite Lives

10288EE6 0008

To play the 95/96 All-Star Game in San Antonio, enter **R1, R1, R2, R2, L1, L2, L1, L2** at the Exhibition Game Menu Screen. (Man, that color scheme is making me nauseous!)



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# Back Talk

ACK!  
PHFFFT!  
DARN THESE  
HAIRBALLS. I  
GOTTA GET A  
SHOWER. THESE  
TONGUE BATHS  
ARE KILLING ME!  
ACK! ACK!

ARRGH!  
CAN'T... MOVE...  
WHY DID BARFMAN... HIT  
ME WITH THE... **SUPER  
SPEW?** I GAVE HIM EVERY...  
THIRD MONDAY OFF... BOUGHT  
HIM HIS... VERY OWN... **WATER  
AND FOOD BOWLS...** I CHANGED  
HIS... LITTER JUST **TWO WEEKS**  
AGO... AND I ALWAYS... SAVE HIM  
ALL... THE **PIZZA CRUSTS,**  
EVEN... THE ONES WITH THE...  
CHEESE IN 'EM... **WHAT  
WENT WRONG?** I...  
DON'T UNDERSTAND...



JULY 1996

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## ONCE MORE INTO THE BREACH!!!

This is the time of year when everyone gets just a little crazy. Well, OK, let's change that a little. This is the time of year when everyone gets crazier than we already are. And what brings on this sudden swing to the irrational, you might ask? The answer is really simple. Our next issue is where we give you the down and dirty on the E<sup>3</sup> show! That's right! So now, not only does the hard-working staff get to go see the absolute latest in videogames, but they also have to get out

an issue in record time! So don't be surprised if you send us an E-mail message and get something back like, 'Yo Fred, GET OFF MY BACK! I'M BUSY... AND CRAZY!!! WHOO-HOO!!! @#^\$# COMPUTER. AAAAAH! IT'S GOT ME...' All this message really means is that we're hard at work, putting out the best videogame magazine on the planet, which, by the way, goes on sale everywhere on July 9th! Unless, of course, someone calls the Mental Health Authority.



This is truly a major disaster! Here's the July Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to:

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The first entry we pick out of the box on the day we lay out this page, wins the Mystery Prize. Remember to include the system you own. All the usual rules apply. The winner of our March's Scrambled Mess Contest was **Chris Lilik**, of **Clarks Summit, PA**. He correctly identified the scrambled picture as a screen shot from **Dark Stalkers**. Your Mystery Prize is on the way, Chris, but you know how slow the Dead Who Walk can be, so be patient!

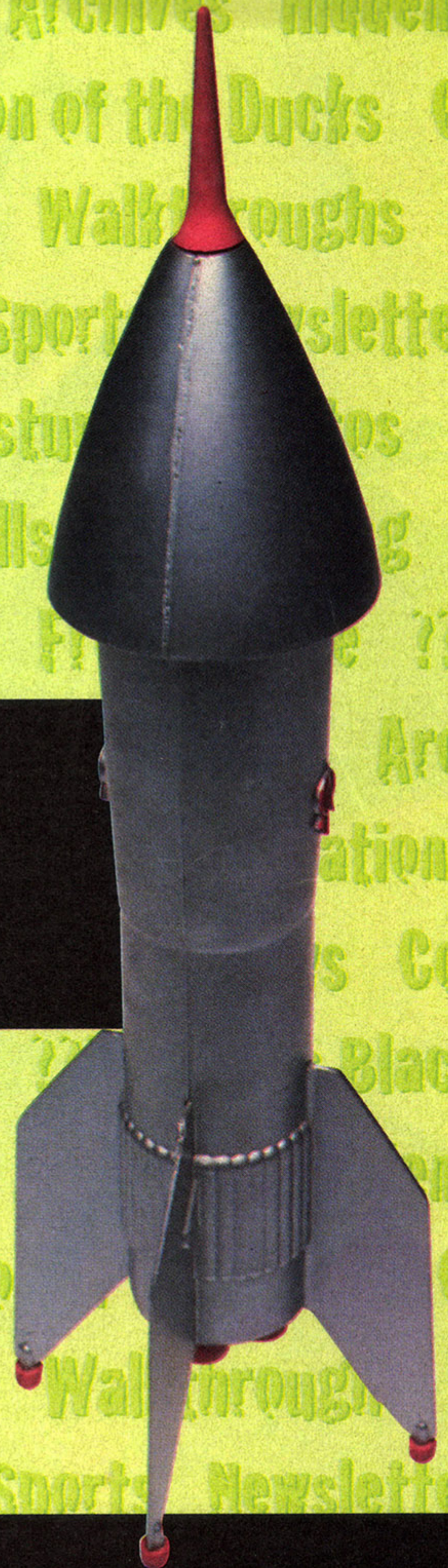




Their site.

Our site.

<http://www.gameplayers.com>



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*Ken Griffey Jr.*  
KEN GRIFFEY JR.





Better wear gloves for this one. Junior's back with Ken Griffey Jr.'s Winning Run™\* baseball.

There's bone-crunching wall crashes, super-human

slides, turf-eating

**Looks like another big hit from Ken Griffey Jr.**

**dive 'n' grabs**

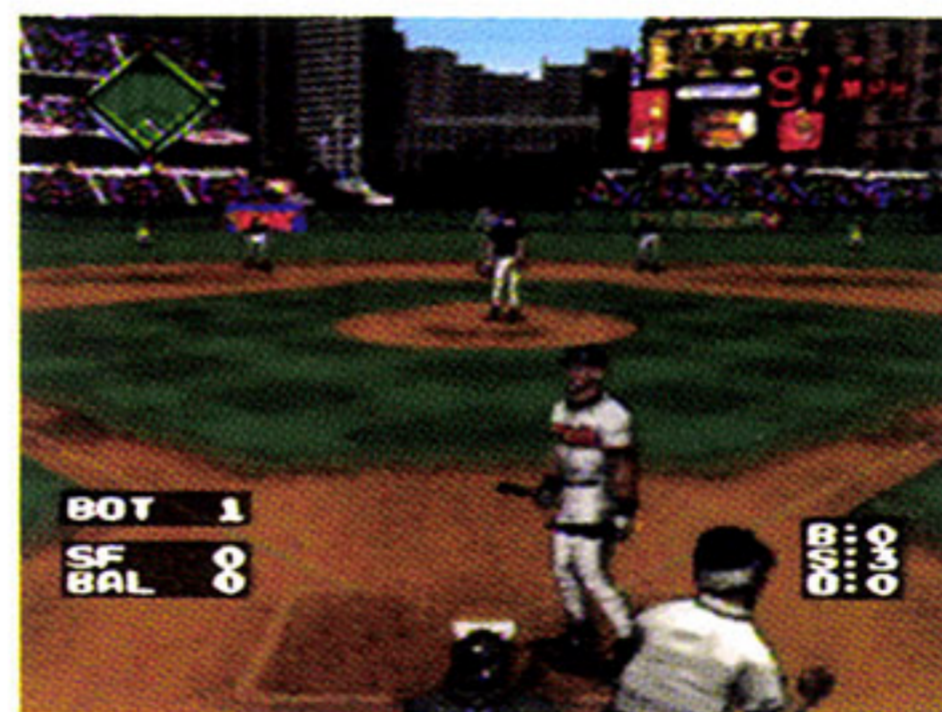
(without those

unsightly grass stains). Plus, there's

a trading feature and new 3-D rendered ACM graphics.

All served up with Ken's **real-life** swing (digitized for your protection).

It's as close as you can get to being Ken without having to deal



*Here's your chance to break more than a few records.*



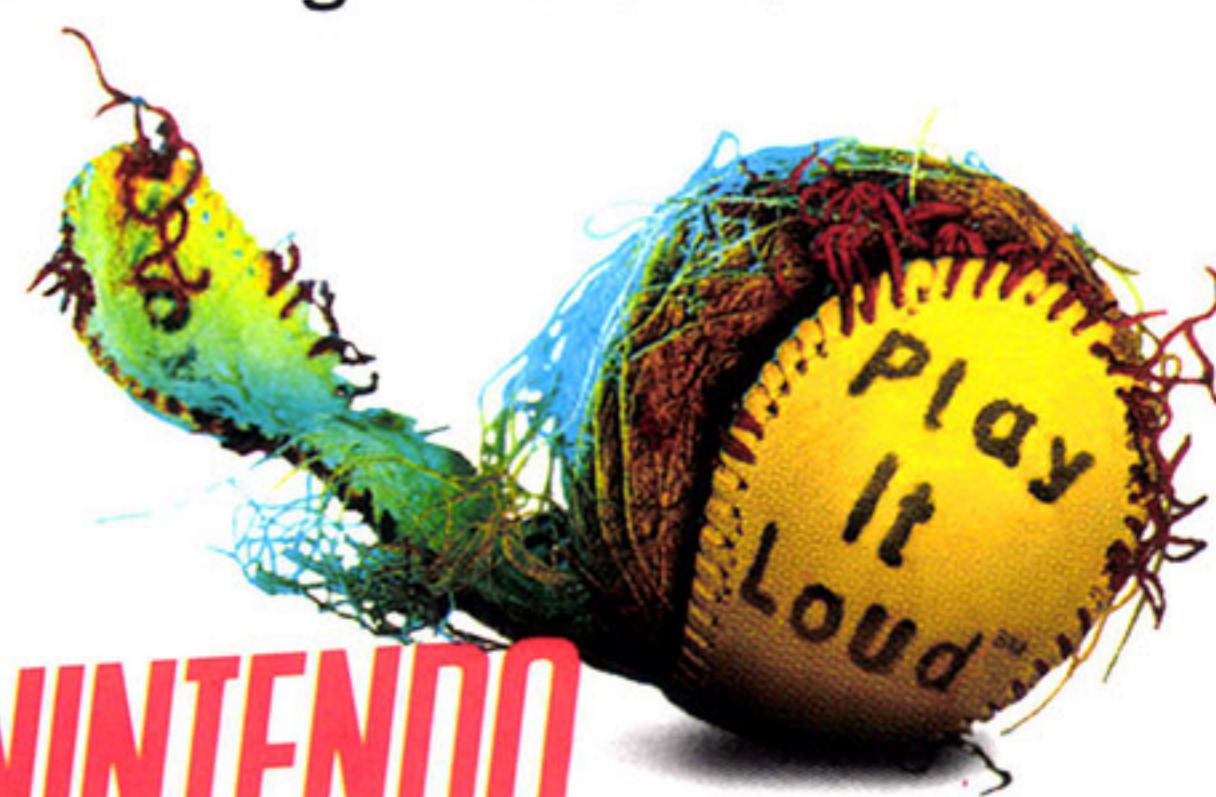
*Real stadiums, real uniforms and the real Ken Griffey Jr. (hope that shortstop's wearing the proper protective equipment).*

with The Mariner Moose.

So put those other weak baseball games on the permanent disabled list.

'Cause this time, Ken's

playing **hardball.**



Only for **SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



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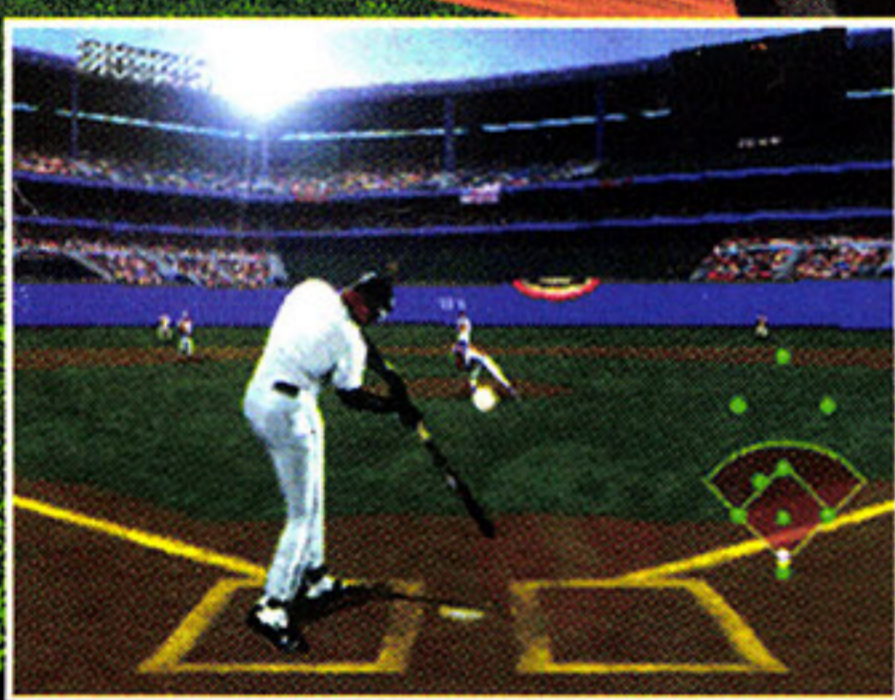
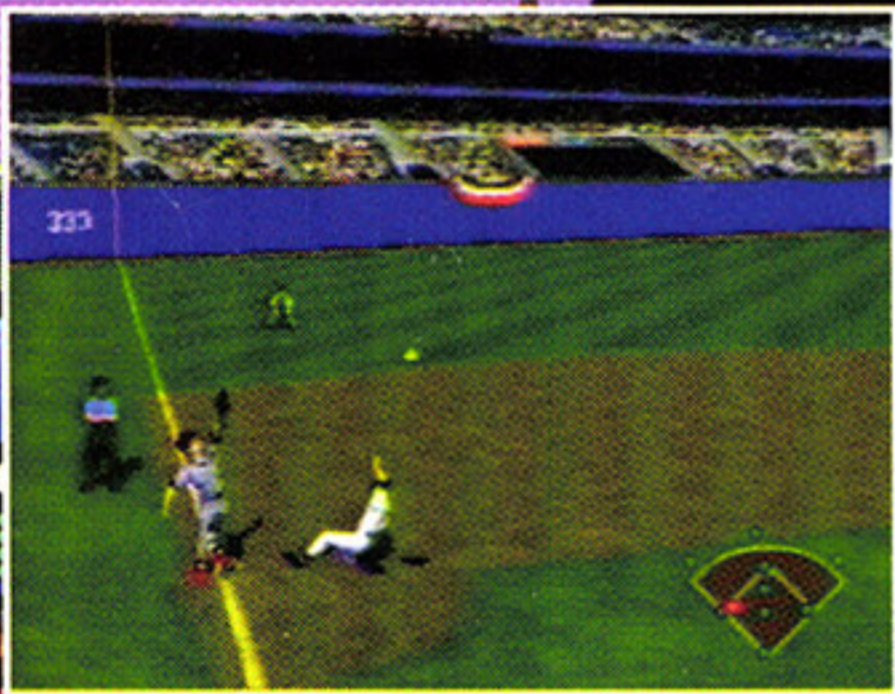
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whatever  
**Frank**  
 wants  
**Frank**  
 Gets...

Frank wanted big technology to match his 2-time MVP-winning, power-hitting arms.

He wanted 28 3-D rendered baseball stadiums to crank home runs. 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!



Frank demanded motion-captured fielding and computer-rendered perfection before he would unleash his home run power!



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DOS  
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SEGA SATURN™



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