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CODES
SECTION!**

ISSUE
83

GAME PLAYERS

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RPGs

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APRIL 1996 Vol. 9, No. 4



**Jumping
Flash 2**
FIRST
LOOK

at the amazing sequel to one of the best PlayStation games ever! pg. 40





AOL @keyword: NOA
www.nintendo.com



Super Mario World 2[®]

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Mario's back in his biggest adventure yet.

Four years in the birthing, and now this bambino comes kicking and screaming into the world of Morphmation graphics. A Nintendo brainchild that allows

the characters and back-grounds to ripple, rubberize and react like nothing you've ever seen ('cept maybe that nasty gelatin salad your mom puts out for company).

But there's more than eye-popping visuals to drool over. There's over



Egg fights, screaming babies, vicious attacks—it's like day care from hell.



Do not adjust your television. These graphics are supposed to be wavy.

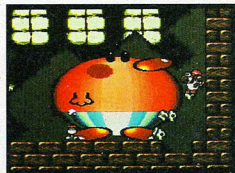


This baby's outta control.

60 levels packed with all-new surprises. Huge expanding bosses. And Yoshi — a cold-blooded baby sitter who spits fire and launches eggs out his butt. He even morphs into a helicopter...

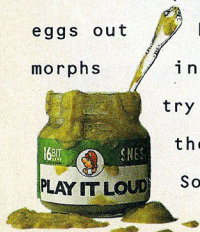


This little sucker doesn't just scroll left to right. He goes all over the place (and we don't mean Number Two).



Kicking, shrieking, crying, tantrums...and that's just the guys who bought new systems.

try that with your average lizard. And if that doesn't pacify you, there are over 130 different types of enemies. So, you may wanna put on a fresh diaper.



Only for **SUPER NINTENDO**
ENTERTAINMENT SYSTEM

CONTENTS



You wanted 'em, you got 'em — RPGs for PlayStation and Saturn! Drones of 'em! It's about time the videogame industry listened to our pleas. I mean, we've got tons of fighting, sports, and action games, but until now we treasure-hungry, goblin-humling, +2 sword-wielding adventurers have been left in the cold. No more, I say!

We also had the crazy idea that you guys would like to see the latest pics of the hottest new games, like *NBA Jam Extreme*, *Panzer Dragon II Zwei*, and *Tekken 2*.

And did I hear someone say *Resident Evil*? Well pal, we've got page after page on Capcom's great new shocker. So much coverage I'll make you sick (it did Roger). So enjoy!

Oh man, I almost forgot about *Jumping Flash II*! As usual, we've got the first COMPLETE look at one of the most highly-anticipated games of the year! No, no — don't thank us. Just send cash.

Chris

MEET THE TEAM

Who's your favorite super-hero and why do you like him?



Chris

It's no secret! Mario the plumber is my main man! Why, he's kicked more turtle butt than anyone else I know! He's the best!



Jeff

I'd have to go with Juan Valdez. Think about it! No matter how many revolutions they have in South America, he keeps the coffee flowing!



Mike

Well, at first it was anyone in a Minnesota Viking uniform. Then it was Neil O'Donnell, but after those two mistakes, I'm going with Chris Berman! Yes!!!



Patrick

Is it OK to have more than one? Actually, my heroes are The Banana Splits. Their 'La, La, La, La!' song really says something to me!



Chris C.

My favorite hero-type guy is anyone who hates chicken! I don't care who they are or what they look like, but they've really got to hate chicken!



Roger

I really like *Barf Lad*! I know, he's just a sidekick, and he doesn't have a lot of powers, but one day, he'll get his own comic book! He's cool!



Bill

GET OUT OF HERE! I'll kill you for asking that stupid question! If you bug me one more time, I'm gonna wear your guts for a necktie! Understand? Hey, what's in this bottle? (glug)



Super Buddy

You are my true friend! A real pal! Come, *Barf Lad*, the Whistler is aloft! We can make him our real friend, too! Buddy! Fall!!! I'm sure he'll want to be our good friend!

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Who, What, When, Where and Whoa, Nellie!

Infotrack

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We're not wearing any pants... film on page 14!

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You vote. We count. Ain't democracy cool?

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Strange machines that draw and quarter you...



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Where we all learn valuable lessons and promptly forget them!

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In the old days, they'd burn you at the stake for writing stuff like this...

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In the future, every game will get 15 minutes of scrutiny!

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With any luck, they'll never realize we smuggled these out of the country!



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That's gotta hurt! Check out all the butt-kickin' action in *Tekken 2* on pg. 24!!!



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Find out why people are screaming over *Guardian Heroes* on pg. 31!

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It's a great month for features! We've got *Jumping Flash II*, 2, an in-depth look at new and upcoming RPGs, and a controller feature you'll love to get your hands on!!!

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! Check out our web site, as well as our individual E-mail addresses over on the right!

CHRIS: Chris_Slate@qm.imagine-inc.com

BILL: Bill_Donohue@qm.imagine-inc.com

ROGER: Roger_Burchill@qm.imagine-inc.com

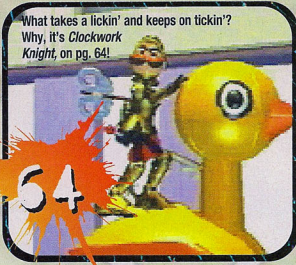
MIKE: Mike_Salmon@qm.imagine-inc.com

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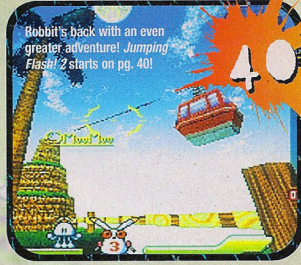
No, it's not Hitchcock's *'The Birds'*! It's *Resident Evil* and the horror starts on pg. 86!

86



What takes a lickin' and keeps on tickin'? Why, it's *Clockwork Knight*, on pg. 64!

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Robbit's back with an even greater adventure! *Jumping Flash! 2* starts on pg. 40!

40

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What else can we do? The game didn't give us respect. It stood right here, in our house, and insulted us. Tonight, that game sleeps with the fishes.

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We do this little thing for you, out of respect. One day, we will call on you to perform a service for us. When that day comes... and it will...

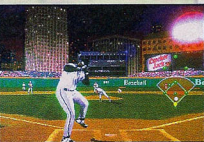
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These could... go... all... the... way!

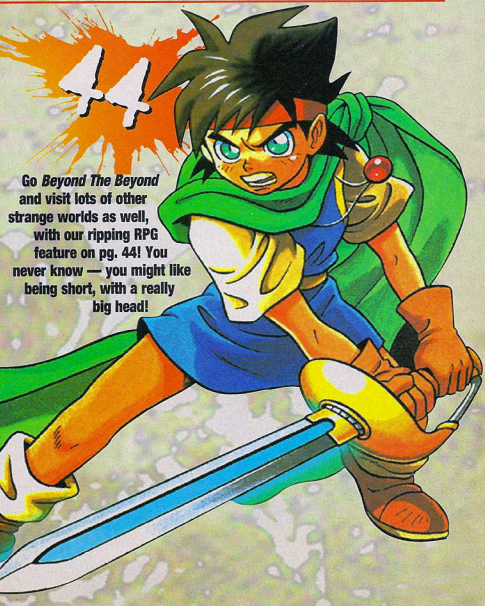
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Frank Thomas Big Hurt Baseball is a winner! The action starts on pg. 73!



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Don't think of these as just old magazines. Think of them as a ticket for a magic time machine... OK, OK, they're just old mags. Geez!



Go *Beyond The Beyond* and visit lots of other strange worlds as well, with our ripping RPG feature on pg. 44! You never know — you might like being short, with a really big head!

READERS' NETWORK

Submitted for your approval — these forays into the strange, the bizarre, the unexplained. This is your invitation into a dark, twisted world where all is not what it seems... except for that darn Dead Horse!



SO WHAT'S UP?

I just got a new Sony PlayStation and at first thought it was cool. But later I found that Sega was coming out with a *Battle Arena Toshinden Remix* for Saturn. Then I heard that *Destruction Derby* was coming out on Saturn... PlayStation must be going nuts, now the only really good game for PlayStation is *Tekken*, and even if it is good, it'll lose against *Virtua Cop* and *Virtua Fighter*. So what's up with PlayStation?

Andy Van Oosten
Clatskanie, OR

MIKE: Don't get too down on the PlayStation, it's got some great software and plenty more on the way. *Toshinden Remix* may not even make it out on the Saturn and the version we saw couldn't compete with its PlayStation counterpart. *Destruction Derby* won't be out on the Saturn for quite a while and *Tekken 2* is already on the way. There isn't a VF2 on the PlayStation, but even I can't decide which system I like best. It's still a toss up, unless you like sports games. Then the PlayStation is the obvious choice, for now, at least...



IT'S TOO HIGH!

'Nintendo swears that the first run of carts won't cost any more than current carts'. To me, this is implying that the second wave'll cost more. \$70 is too high in the first place. Anything beyond this point is simply absurd. Gamers like me aren't rich. We'd be better off with a system that could give us the technology with affordable software. Ultra 64 could fail if Nintendo can't lower software prices.

Kevin M. Moss
Saginaw, MI

MIKE: Let's face it, Kevin, videogaming is not for the peasants anymore. Systems are costing \$300, games going for \$50-\$70, controllers for another \$25, and memory cards for another \$20. That's \$400 for one two-player game — that's a lot of nights out on the town. However, Nintendo, Sega, and Sony are counting on people to want the new games so bad that they'll sell their little sister for a chance to own a Nintendo 64, PlayStation, or Saturn. While the prices are absurd, there's not much we can do about it, except for stop playing games and, in most gamers cases, that is not an option.

SORRY BUDDY!

Hi, I have been waiting to get my hands on a Ultra 64 for some time now, but like you, I have to hold onto my money until April. My question is, do you think that (like the Sega Saturn) Nintendo may decide to put the Ultra 64 out before April?

Shimon Karmel
Vancouver, B.C.

ROGER: There were some rumors that Nintendo was planning a surprise launch but those have turned out to be false in light of Nintendo's recent announcement that the U.S. release of Nintendo 64 will now be September 30! Yeah, I know, that sucks. But if anything, this should be the last delay for the much anticipated system, because, if Nintendo misses this date, they might as well scrap the system.

DECISIONS, DECISIONS

Would someone please tell me what in the world is going on in the videogame industry?? I am a proud owner of a 3DO system which has kept me happy until the releases of the PlayStation and the Saturn. After reading your holiday '96 issue's comparison of the new machines, I had decided on buying the Sony PlayStation thinking later. If I wanted to, I could upgrade my 3DO to M2. Now Matsuishita has bought out the M2 technology and there is talk of a partnership with SEGA. I really want a new system. What do I do?

Robert Cowart
Irving, TX

CHRIS: Forget the systems Robert, what GAMES do you want to play? That's the only real question here. If you really dig titles like *Wipeout* and *Tekken*, PlayStation's the obvious choice. If you want those great Sega arcade games, go for Saturn. If you're a big Mario or Zelda fan, wait for Ultra 64. As for M2, since it doesn't exist yet and not many games have been announced for it, you'll just have to wait until it's released to make a full comparison.

BOMBS AWAY!!!

I admit I read a lot of gaming mags, but your is the first to make me write to one. And do you know what made me do it? No, it's not your infotrack, previews, or game reviews. It's your Deluxe Top Ten List (the games you play when you should be working). Every month for some time you always have *Super Bomberman 2* on the list. Can it be... are there literally others... others that go crazy kicking and throwing, running and dodging, screaming... yes, most of all screaming, like me and my family do? For example, it tells me a lot about you guys/gals when you put this 0 Meg, 16-bit unknown wonder with the rest of your top ten list being PlayStation, Saturn, and Ultra 64 games. OK, let's get to the real issue...

I'm curious to know how much *Super Bomberman 2* you guys really play. At my house, it's me, my two brothers, and two cousins who feel that there is nobody on this planet that can beat us in the game. And now that we know you guys play, we want to know more about it. We didn't think anyone else plays *Bomberman* like we do. We play MANY hours a week and consider ourselves to be in another league when it comes to the game. I notice we even have sort of a *Bomberman* lingo, and each of us have nicknames, colors, strategies... it's incredible.

Since we saw you have *Super Bomberman 2* instead of *Super Bomberman 3* on the list, we thought you might be sort of *Bomberman* veterans too. Everybody knows *SB2* is the best of the three. I know *SB2* is bigger in Japan. They even made that 10-man *Bomberman* videogame. I'm sure you guys have heard of it. Boy, what I would do to get that. Anyhow, I just wondered if you guys would explain how you guys play. For instance, do you play every board? We prefer the first board with 1 minute to THE WALL, and no gold bomberman. Please reply and let me know how involved you get. Maybe we can play sometime. Here's to the best all-time party replay valued game ever created. I only wish for a 3D *Bomberman* game for PlayStation or an 8-player link-up game.

Chris 'The Green Bomberman' Chan

Floral Park, NY

BILL: Personally, I must play *SB2* at least seven to fifteen hours a week. We play during F.A.T. rehearsals (the band is hooked!), and usually have some neighborhood marathons on the weekend. We play the same way you do, except we use a two minute to THE WALL format. My color is always black, and yes, we do have our own lingo, like *The Drive-By*, *The Gillkill*, and *Bombarhea*. Oh yeah... we could kick your butt in a minute, or, should I say two! Oh, we use the 5656 code, as well!



HE'S SO KIND

Do you guys remember the commercial for the Super NES games where the guy was getting a tattoo? It goes something like 'Who the hell was in my head'. I can't remember the band that made this song, but Nintendo has certainly achieved level nine of coolness with this one. I loved it, despite the fact that I own a Genesis! Anyway, I just wanted to commend Nintendo for finally becoming a 'cool-ass-taking-no-****' from the critics' type of cool company!

Kevin 'Kaotic Kevin' Moss
Saginaw, MI

PATRICK: I'm sure they would appreciate your comments, but it is important to note how Nintendo only started doing those types of ads after *Sega* was already knee-deep in an edgy ad campaign that had not already been tested by another company. Let's give credit where it's due. Without *Sega*, Nintendo's commercials would still have women dancing with plungers.

HE'S IN WONDERLAND

I was wondering if there is any chance that the *Final Fantasy* or *Shining Force* series will ever be coming out on the PlayStation. If not, will any RPGs just as good be coming out for it?

Mike Carnes
Fort Mill, SC

PATRICK: OK, Mike, understand this is totally rumor-based and if you try to tell anyone I said it, I will flat out deny it. We have heard that SquareSoft has been talking to Sony and Sega.

The fact that Square just went public means that it now has a responsibility to its shareholders and doing games for just one system doesn't really make much sense. That's it for now, but if we hear anything PRINTABLE, be sure that we'll be printing it.

IT'S MEGA, MAN!

First of all, I would like to tell you how extremely well you are doing on your mag. Secondly, I would like to ask you a number of questions:

1. Could you show some pics of Capcom's new *Mega Man* game that's on Nintendo's Ultra 64?
 2. Is there any hope for another *Mega Man* game on Super NES?
 3. Someone told me that *Mega Man: The Wily Wars* could only be played on Sega Channel. Is this true?
 4. Are you aware of the Incredible Invisible Ultra Mega Super Duper Magnificent Invincible Pot-Belly Crusty Smelly Man-Eating Ugly Starving Hoggypickerstmat that I sent to your office front door last week?
- And last but not least, I would like to order you guys to keep up the good work. That animal that I sent will keep searching until it finds your door, and I think it likes dark creepy places. Kind of like The Box.

A Megaman Fan
Odessa, TX

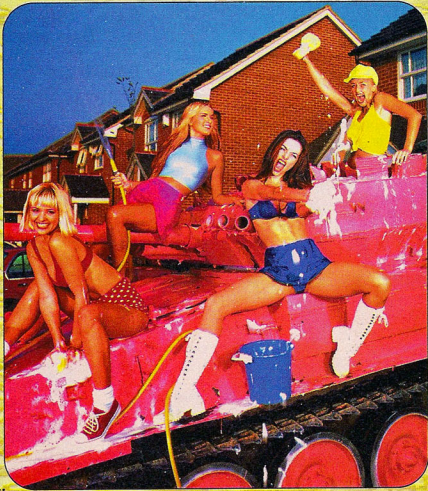
CHRIS: ZZZZ... (snort) Wha?! Oh, questions...

1. Wow, you mean *Mega Man's* gonna be on N64?
2. I wouldn't say it's outside the realm of possibility...
3. I think so... (call your local cable operator to be sure).
4. That was you? Thanks!

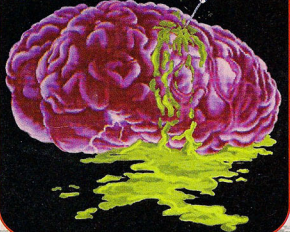
UH-OH, HERE COME MORE LETTERS...

OK, now before we get more letters concerning sexism, or humor or even water fights, let us just say that this is an advertisement. That's right — an advertisement! This is the way *Assault Rigs*, for the Sony PlayStation, is advertised in the UK!

Hmmm, I wonder what would happen if we tried that here? No doubt we'd hear it from all those Congressmen! Funny, they only seem to gripe when you show women. The tank doesn't seem bother them at all.



Game Ideas!



Way out there!

My game is called *The Adventures of JoJo The Insane Ice Cream Scooper*. You give ice cream to children named Paul, Joe; Rod and other freaky people. You give them ice cream. The pay you, then you get to go in the street and run around yelling "I have a cucumber growing out of my neck because it feels like a scarf!" This game also lets you dance. P.S. You also give them change.

Super Milkman,
Far away from here, I hope!

BILL: Uh... right. OK, here's what we're going to do. Anyone who knows who the Super Milkman is should get on the phone right now and do two things: first, call me and tell me that this guy lives far away from me, and then call the funny farm!

simply shocking

My game idea is *Burford's Adventure At The Electroschock Table*. You are Burford, a mental patient who likes getting shocked. One day they kick you out, but you want to go back in. The object of the game is to go around town and say "Lard!" to people until they call the Mental Health police. When they take you back in there, they shock you. But the best part is the game comes with a special adapter, so when they shock Burford, they shock you!

James 'Glow in the dark' Hitchcock,
Newark, DE

BILL: Wow, James, that sounds like a great game! It sounds almost as fun as the game I made up once called *Let's Make Toast In The Bathtub!* I only played it once, but now I can

IT'S GONNA BLOW!

Yo! I'm writing this because I have a question. On the net (your 'Web Site' to be exact) some guys told me that *Sonic* was going to be on Sega Saturn. Is this true? Oh! and could you please tell my friends on the net (better yet, just print my stupid letter) that I won't be on for a while? My computer exploded.

Lightning
Calgary, AB

CHRIS C: It's all but official. The coolest mascot of all time will be on the Saturn probably around Christmas '96. We have no official word on what the game will look like, but think 3D... we are.

read at night without turning on the lights!
Plus, I can plug the TV right into my nose and I get at least 23 channels!!!

monkey business

My game is called *Monkey Squat*. You choose any type of monkey you want, from a squirrel monkey to a gorilla. Anything! You just jump around doing monkey stuff. From swinging on a vine, to biting the crap out of someone's head, you got it! And plenty of monkeys screaming and squeaking! And who can enjoy monkey action in 2D? Nope! This monkeyness is in 3D!!!

Zach Stigliano,
North East, MD

BILL: MONKEY! MONKEY! MON-KEEEEEEE! Come on, everybody! Let's all play Zach's new game! Yay! MONKEY! MONKEY! MON-KEEEEEEE! Wow! It's really fun biting the crap out of everybody's heads! MONKEY! MONKEY! MOM... Huh? Oh... yeah. I guess you're right. This game really does kinda suck, doesn't it? Oh, well...

Winner maybe it's time to get a life

My game is called *Guys Without Lives*. You play a reclusive half-demented 12 year-old who spends every second of his free time writing to GP! You will soon be suicidal because the GP staff has not printed ANY of your letters. Your power-ups would be stamps and envelopes. You lose when social workers confiscate your letters and institutionalize you. Then a whole new game would begin...

John 'Yes, I've played this before' Price,
Kew Gardens, NY

BILL: You think you're so hot, don't you, John? Well, we're way better players than you are. Heck, we've already been playing that whole new game for a couple of years now! Man, it's really fun, but after a few levels, you start to forget stuff... like your name... and something else... uh...

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 John Price, of Kew Gardens, NY, but we forgot what we were gonna send him, so... Write in today!!!

MISERABLE TASK

I sure hope that you're not dropping Game Slayers just cause Jeff is leaving. I think Game Slayers is one of GAME PLAYER's best columns, and I would hate to see it disappear. Even if Jeff isn't around, couldn't you get somebody else to do it?

Ivan O'Brien
Frederick, MD

CHRIS: Alright fellas, who wants to step up and take over Game Slayers?

(Sounds of crickets chirping...)

It isn't looking good, Ivan...

HE'S A GOOD SPORT

I think EA Sports' approach to *NBA Live '96* is exactly what gamers everywhere have been waiting for. They have realized that gamers care about graphics a little bit, but what it all comes down to is the gameplay. So while other companies can waste their time on unnecessary fancy graphics and come up short in gameplay (like Konami with *NBA in the Zone*), EA Sports is going to deliver where it really matters—the play.

Ivan O'Brien
Frederick, MD

MIKE: Well said, Ivan. True sports fans want the simulation + gameplay experience that EA has always delivered. They haven't proved themselves on the 32-bit systems yet, but knowing the guys who work on these games leads me to believe *NBA Live '96* is going to be awesome.

MONKEY SHINES?

What is wrong with the people who write in on the reader top ten? Come on, people! *Donkey Kong Country* really sucks, it's yesterday's news! I rented it for \$3, it wasn't even worth it, I beat it the first day I played it... I didn't even feel like finding secrets it was so boring! The kind of people that sent that many votes for that game probably can't afford other games or it's the only game they have.

Nicholas Langston Peterson
Kings Beach, CA

ROGER: I'm with you, Nicholas! I'm tired of these childish 16-bit side-scrollers from Nintendo. And you know what? I'm sick of all those mind-numbed robots buying anything with Nintendo stamped on it! I don't even like that Mario guy! I don't care if he's going to be in 3D! Uh oh, I've defamed the sacred Nintendo! Here comes Chris to slap my \$\$ in the Box again!

MUY LOCO!

Hello there. When I read *GAME PLAYERS*, I just can't help but say "hot crackers!!!" When my spanish-speaking hamster, Scrummy, reads your magazine, he exclaims "EXTRANO!!!" Extranro, indeed! Your magazine also tastes mighty if you mix it with skim milk. Try it! Uh-oh, me thinks I left Scrummy in the microwave again. Oh well, at least it wasn't the blender this time. PS: Why don't we have a pancake jamboree sometime! WOO-OO!!!

Ashley 'Monkeys is the craziest people' Harter
Apple Creek, OH

BILL: Magnifico! What a great idea! We love pancakes, especially the hamster kind! Actually, we were shooting for kind of a 'herbal-lansy' flavor, but someone spilled catsup all over that issue. I'm not sure who it was...

SLOW AND STEADY

I am a giant ground sloth! I like scrambled eggs. Your magazine tastes great!

Hungry Ed
Ground Sloth Country

BILL: That's high praise, indeed, coming from an animal whose usual diet is ants, grubs, and termites!



Q & A

I think your magazine is the best on the newsstand. I especially love the InfoTrak and the Game Gossip Sections. Anyway, I have a few questions about how you gave *Virtua Fighter 2* a 99% in your January '96 issue. Here goes:

1. Do you think *VF2* got better ratings than *Killer Instinct* for the N64?
2. As a rough estimate out of 100%, what would you give *Killer Instinct* for the arcade?
3. Is 99% the most you have given for any game?
4. Do you think you'll ever give more than 99% when the N64 comes out?
5. Since the Ultra 64 was delayed, do you think Nintendo will have time to make games for the PlayStation and the Saturn already have? Games like *Zoop*, *Gex* and *Primal Rage*?

Jerry Reynolds
Ontario, Canada

CHRIS: I just love talkin' bout N64!

1. We never rated *KI* for the N64, but compared to the arcade game, I'd definitely give *VF2* a higher score.
2. Hmm... when it was new, somewhere around an 80%. But now it's probably more like a 70-75%.
3. Yep.
4. Can't say. I certainly hope so — I'd love to play a perfect game!
5. So far Nintendo's policy has been to license exclusive games only for N64, so don't expect them to even try to do those titles.

WHAT'S THAT SMELL?

I am sold on 3DO. I was skeptical at first, but this thing blows away anything on the market! All the fuss is being made about Sony and Sega right now and 3DO is playing catch up. Everyone I show it to is amazed by this awesome machine.

I am just a few of the lucky ones to see the M2 in action (shhhh) and this thing blows everything out of the water. America, just wait!!! Bye bye Mario, M2 makes your Ultra 64 look like a 16 bit dinosaur!!! Don't buy a thing until you've checked out the M2!! It will revolutionize videogaming as we know it.

This is no lie!! I just came back from Japan. The M2 is great. Chris, don't forget that Panasonic is a Japanese company with a Japanese mentality. They do things totally different than we do. I smell a brilliant strategy in the works. Don't count 3DO out just yet!

3DO Lover
San Bernardino, CA

CHRIS: I've seen the M2 demo stuff too, but until I've got a game in my hands, I can't really pass judgement. Many developers are hinting that M2 is indeed slightly more powerful than N64, but even if that's so, Matsushita doesn't have a fraction of Nintendo's quality software support. But it's still way too early in the game to call this one, so we'll just have to wait and see!



Mathew 'Fun Bob' Jedrych
Brooklyn, NY

A CRY FOR HELP?

Recently I have started reading your horrid little magazine and I know what you're doing. You are the ones who talk to me in my sleep. I know you are them, because the orange clown has told me so. Please stop pleading with me in the realm of dark sleep. My head hurts and the web is growing on the loins of destiny. Make them stop the spiders in the day of my reasons.

BILL: You're scaring us, Matthew! You know we wouldn't do anything like that. By the way, you're getting sleepy... your eyes are getting heavy... sleep... sleep... OK, guys, he's out cold. What stupid thing do we want him to do this time? I know! How about every time someone says 'Hello', we make Matthew cluck like a chicken?

HERE COMES TROUBLE!

When is *Ultimate MK3* supposed to come out on the PlayStation?
P.S. Put more naked chicks in your magazine.

Wayne Pare
Ottawa, Ontario

CHRIS C: There's no timetable that we're aware of for the release of *Ultimate MK3* on the PlayStation. We hear from sources at Williams that they are planning a new revision of *MK3* for PlayStation later this year, but that it might not be *Ultimate*, but rather a new different version. *MK3* is still one of the hottest selling PlayStation titles, so Williams probably won't release a new version until the sales start slowing down.

Matr'l Kombat 3 should be coming for the Saturn fairly soon too, although both Sega and Williams have been totally silent on the issue. Will it be *Ultimate MK3*? Regular? Something else? We don't have any idea.

As for the 'naked chicks', as much as we would like to simultaneously offend most of our readers and excite the very few who associate videogames with naked guys, we're worried that printing pictures of naked chicks might excite you and the rest of the 'monkey club' members just a little too much.

We suggest that you play a little more *Ultimate Kombat* (not with Jade, Sonya, or Shiva, please) and then take a very cold shower. And then maybe go run around the block a few times. And if you still want to see those pictures, we can give the address of a couple of good catalogs, like *Pet Barn Illustrated*.

Connections

I'm 22 and looking for others who wanna write tips and stuff for Sega, SNES and IBM computer games.

Loki
P.O. Box 666
Gib Bnd, AZ 85337

I'm a 14 year old girl who wants a penpal, to talk about games or anything.

Alexandra Rodriguez
32-03 36th Ave.
L.I.C., NY 11106

I am an 11 year old male. I enjoy RPG's. I would like to talk with someone with similar interests.

Chris Smith
103 Coleman St.
Pell City, AL 35125

I'm 12 years old and a Sega gamer looking to trade tips with other players.

Brandon Strunk
3201 Chalmers Dr.
Wilmington, NC 28409

I'm 14 and would like to be penpals with a female around my age that is really into Sega and likes to write.

Scott Franco
6019 Short St.
Nazareth, PA 18064

I'm a 12 year old girl who would like to get in touch with a boy 12-14 who would talk about games and movies. Send a picture with your letter.

Tiana McPhee
218-34 103 Ave.
Queens Village, NY 11429

I'm a 14 year old male. I own a Sega.

Jon T. Edwards
932 Isabella Pl. Rd.
Salt Spring Island,
VK8 1T7
CANADA

I'm a 10 year old kid. I'd like to write to someone my age.

Nicholas Rivera
107 Baker St.
West Haven, CT 06516

I'm 13 and have a Sega Genesis and a Super Nintendo. I'd like a penpal up to 16 who wants to talk about games or anything.

Jenny Mangan
16542 W 147 Pl.
Lockport, IL 60441

Hi! I'm 14 years old. I own a SNES, NES and Gameboy, but I like to play Sega Genesis. I would like a penpal 14-16. I'd prefer a girl.

Chris Payton
9 Church St.
Norwich, Ontario N0 1P0
CANADA

I'm a 13 year old boy and own a SNES, Genesis, and a Gameboy. If you're interested write to me.

Matthew Brent
Rt. 1 Box 992
Lancaster, MA 22503

I'm a 14 year old boy and I own a NES, Super NES, Genesis, Gameboy, Game Gear, and a TG-16. I'd like a girl age 13 or 14 to talk about Disney-based games.

Aaron Walters
221 S. 14th St.
Richmond, IL 47374

I'm 14 and have a Genesis and a SNES. I'd like to exchange tops and codes or just talk. I promise to answer all mail.

Tim George
8 Spring Dr.
Florissant, MO 63031

I am 11 years old and would like a penpal of any age to talk about Genesis games.

David Paskiet
7152 Cleve-Mass Rd.
Clinton, OH 44216

17 year old male looking for someone to share Sega.

Game Gear and 32X tips with. Send a photo.
Jay Carroll
3993 Topaz Ln.
Virginia Beach, VA 23456

Get off your \$\$\$!

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

Game Ideas:
Game Players, 150 North Hill Drive,
Suite 40, Brisbane, CA 94005

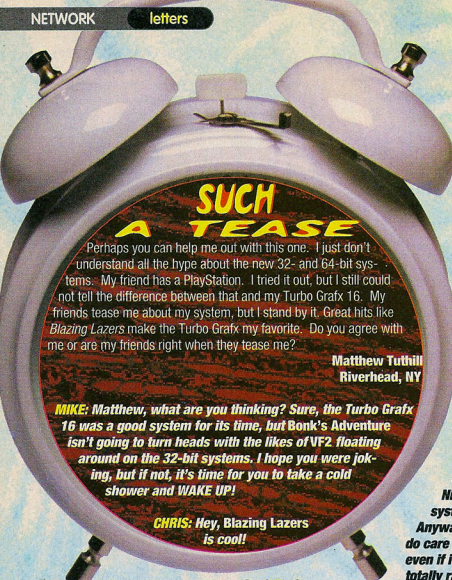
To get into the Connections section, write to:

Connections:
Game Players, 150 North Hill Drive,
Suite 40, Brisbane, CA 94005

For general Network letters, write to:

Readers' Network:
Game Players, 150 North Hill Drive,
Suite 40, Brisbane, CA 94005

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



SUCH A TEASE

Perhaps you can help me out with this one. I just don't understand all the hype about the new 32- and 64-bit systems. My friend has a PlayStation. I tried it out, but I still could not tell the difference between that and my Turbo Grafx 16. My friends tease me about my turbo, but I stand by it. Great hits like *Blazing Lazers* make the Turbo Grafx my favorite. Do you agree with me or are my friends right when they tease me?

Matthew Tutill
Riverhead, NY

MIKE: Matthew, what are you thinking? Sure, the Turbo Grafx 16 was a good system for its time, but *Bonk's Adventure* isn't going to turn heads with the likes of *VF2* floating around on the 32-bit systems. I hope you were joking, but if not, it's time for you to take a cold shower and WAKE UP!

CHRIS: Hey, *Blazing Lazers* is cool!

64 QUESTIONS

When I saw your latest issue I had questions about Ultra 64:

1. What is the 'bulky drive', is it CD based?
 2. How many controllers will the Ultra 64 come with?
 3. Will it come with a game, and if so which one?
 4. How many buttons will the controller have?
 5. Will the system have any extra attachments?
- P.S. Please send me any information on Ultra 64 and/or my questions.

Chris S. DiBenedetto
Philadelphia, PA

CHRIS C: 1) It's an optical magnetic drive. 2) One. 3) Not even Nintendo knows, but if it does, it will be Super Mario 64. 4) 10 buttons 5) Probably, but none we've heard of yet. PS: We'd love to just personally send you the info on the Ultra 64, or Nintendo 64 as it will be known as now, but we have this pesky magazine to put out. Sorry!



HE DOESN'T CARE...

Just got done watching *TMNT II* with my sister, and I've made a cool discovery. Do you remember Ho Sung Pak, the guy who was filmed as Liu Kang in *MKII*? Well, he was the fighting Raphael in this movie! Don't understand? Well, neither do I, but it has to do with a game, nonetheless. Anyway, I don't care if this gets printed, 'cuz I just wanted to let you know. Don't believe me! See if I care at all.

Aaron Nyler
Greenfield, IN

CHRIS C: Actually, no offense intended to Ho Sung Pak, but it was me who played the fighting Raphael in the *TMNT II* movie. I also starred in the movie adaptation of Atari's *Ninja Golf* for the old 8-bit 7800 system. Really.

Anyway, thanks for writing. We really do care about what you guys think, even if it's just pointing out some totally random trivia fact. If it has to do with videogames, we care. Really. Well, most of the time, anyway. Sorta...

FORTUNE TELLER?

I have been hearing how the 16-bit systems are going to die soon. I think that is true in a way that the 16-bit systems are going to die. The Sega Genesis is one of the systems that's going to die soon, because there are not a lot of great games for the Genesis and Sega is spending too much time on the Saturn. On the other hand, the Super NES is going to be around for a long time when the N64 is out. Nintendo is making a lot of great games for the Super NES, like *Donkey Kong Country*, *Donkey Kong Country 2*, *Final Fantasy 3*, *Chrono Trigger*, *Killer Instinct*, and a lot more great games. The Super NES is going to be around for a long time and the Sega Genesis is going to be around for a year or two.

Jason Holland
Red Oak, IA

ROGER: I've got to agree with you to some extent, Jason. Checking out the latest sales figures from this past Christmas, it looks like the 16-bit systems are going strong. I don't think many parents are thrilled by the prospect of shelling out \$300 on a 32-bit system. But, software is the life blood of any system and there just aren't many new 16-bit titles in development. Even mighty Nintendo is only planning three more titles for this year and third-party development has practically stopped. My advice is to start saving!

DREAM ON...

I'm a big fan of Mario, Sonic and Ryu. I bet you're lucky 'cuz you get free games like *Mega Man 7* from your boss. I wish I could have games like that.

Charles Manarang
Downington, PA

BILL: Well, heck, Charles, you CAN have games like that! Get some of this stuff called money, go to a store and buy 'em!

Reader Art Winner

If it's Reader Art, **Bill Donohue** has probably already spilled beer on it by now!



Josh Taylor
Springfield, OR

Jeremy Jarvinen
Cochichewick, MI

Even Clearasil couldn't wipe out those stubborn forehead zits.



It's hard to get a tan when your body temperature is 0 degrees!



Jorge Roman
Brooklyn, NY



If he didn't blow his nose soon, his face would explode!

Tabatha Weiss
Chicago, IL

RIDING THE PINE

BILL: In our February issue, we printed a letter from a Michael Pines, concerning our staff's attitude towards women, anime and the humor quotient in *GAME PLAYERS*. From the mail we received, it would appear that Mr. Pines has opened a can of worms (and probably had them for lunch). Oops! Sorry, but I needed that! Keep in mind that the letters printed here are the ones that we could print. There were many more letters containing several anatomical impossibilities that the writers recommended that Mr. Pines attempt... On with the show!

I am writing about the trash Mike Pines wrote in issue #81. I need no introduction... I have every issue of *GP*. Sorry, Bill, I have no money or beer. Anybody out there who wants to write jokes, cool 'off-the-wall' letters, or crazy game ideas should speak their mind. I'd like to find this Mike guy and drive my hatchback over his butt. Michael Pines, may you get your words on a butt. All of you who share my beliefs, raise your skull-bats with pride.

King Chaz,
New Ulm, MN

I am responding to a letter in *GP*'s February issue. Michael Pines, quit crying like a little baby. Shut your hole! I fought to open a can of whoop-ass on you! I'm gonna have to do a Chorki Dabutsunetsu on you! Gotta go... I'm about to beat Duke's ass!

Mondo,
Los Angeles, Ca

I would like to respond to a letter you published in issue #81. The author's name was Michael Pines, of West Vancouver, BC.

First of all, Michael, you're a moron, OK? The guys at *GAME PLAYERS* are not sexist, they are just your average males who know what a joke is, and when a joke is just a joke. The videogame industry is comprised of mostly males, the games are created by and for mainly males, so naturally you would expect to see what males like. Men like women and action, so that is what most games consist of.

One last thing for Michael. If you have a problem with *GAME PLAYERS*, go read one of those half-ass magazines that get all their info a month late and have no entertainment value.

Bill, I have to credit you for an excellent response. Keep up the excellent job at *GAME PLAYERS* and continue making it the best videogame mag around!

Del Linder,
Tacoma, WA

the sexist way she was treated at the arcades, Bill started out in a sexist way and immediately retracted it! These guys are not sexist!!!

Second, about Japanese culture translating into pornography, he's wrong again. Chris's remark about the "Master of Anime" being alone with Chun Li's breasts was making fun of the guy for having too strong an attachment to anime!

As for the rest of his letter, the only thing I can say is that 'blah, blah, blah' may sound good out loud, but it doesn't work on paper!

One last thing. His idea of how the magazine got worse after the October '94 issue was dead wrong! I read one of the issues before that (the *SSP* issue) and it was lacking in the category that *GAME PLAYERS* excels in now — HUMOR! When I got the March '95 issue, I laughed my ass off while reading the "Meet The Team" section! That issue changed my life forever!

In closing, all I can say is that *GAME PLAYERS* is the best magazine on Earth and that Michael Pines should get his facts straight before he writes again.

Jason Glick,
Riverside, CA

Who in the hell is Michael Pines to criticize *GAME PLAYERS*? Obviously, Mr. Pines doesn't get out much. The main thing that sets *GP* ahead of the pack that appeals to the MAJORITY is humor. I'm a subscriber to several other mags and *GAME PLAYERS* is by far the best for the simple fact that it is interesting. In other mags, it strains me to read the first five paragraphs, while I can read *GP* from cover to cover! You guys keep being crazy and I'll keep on subscribing! OK!

Tom Harishorn,
Salix, PA

I'M FED UP, DAMMIT! What's the matter with these people? First of all, who the hell does Michael Pines think he is? Is he blind? Did he not see that after Chris made that joke in Adria's response, he wrote "Just kidding! Bad joke!"? Bill was absolutely right to answer you that way, you jerk! *GAME PLAYERS* is my favorite magazine, and I'd read it even if it wasn't about videogames, just for the humor. This is coming directly from a woman's mouth! So just show it, Michael!!!

Alexandra Mejia,
Missouri City, TX

I have a few words for Michael Pines in your February issue. GO TO HELL! Great job.

Mike Wolak,
Pittsburgh, PA

I really love you guys, so I was appalled and insulted at Michael Pines' letter bashing your magazine. While everyone is entitled to their own opinion about things, Michael had his facts wrong on several occasions, so he deserves to be ridiculed for his obvious lack of intelligence.

First, when he criticized Chris as being sexist in his remark to Adria Harvey's letter, he obviously didn't notice that Chris retracted his statement by saying "Just kidding! Bad joke!!!" Whenever the *GAME PLAYERS* crew starts out a response in a sexist way, they always retract it! When Shok wrote complaining about

BILL: To be perfectly fair, not all of the letters we received on this subject were pro-*GAME PLAYERS*. There was one, EXACTLY one, letter whose writer agreed with Mr. Pines. Here is that letter.

I'm really pissed off Bill, you are the biggest jerk on the planet! I'm talking about what you said to Michael Pines in issue #81. I think that Mike really had balls to say all that he did in that letter. Are you trying to blow off readers, or something, Bill? Do you not want people reading this mag? Stop attacking your readers with tasteless jokes and rude remarks. A guy gives some words of wisdom and you blow chunks in his face. Keep it up and you may lose your *GP* worshippers! By the way, the "rest of us" are people like me and Mike Pines and we're growing fast.

Gretchen Pobee-Mensah,
Albany, NY

BILL: In response to Ms. Pobee-Mensah, all I can say is that you've never seen the volume or type of mail I get, all from readers who appreciate our magazine, especially the humor! I get letters from people everyday that, while maybe not being in the best of taste, are FUNNY AS HELL! A lot of these letters beg to get a funny response printed to them in the mag. As far as Mr. Pines' remarks being 'wisdom', I suggest that you first look up the word in a dictionary. I promise you the word will be in there. I'm not so sure the word 'blah' will be in that definition, though! Finally, what worshippers? I treat everyone on this staff and every one of our readers as equals who share a common vision of Kick-ass gaming and fun! Get with the program, Gretchen, or join Mr. Pines in his search for a safe, sterile, boring magazine!

SHOCKED BY THE WAY THE GUY
CRITICIZED THE ENTIRE
MAGAZINE BEING THE
ONLY ONE WHO WAS
CRITICIZED ON THE
MAG OUR KICK ASS ISN'T AS BORE



TRUE LOVE?

You're all a bunch of flea-bitten, bean-eatin', lunatic, low down 'n' dirty scuzballs. I love you guys.

Brian Barna
Vacaville, CA

BILL: You're still not getting my beer, Brian.



NOW YOU 'C' IT...

I have a question about the Ultra 64's 'C button unit' you reported in issue 80. You said the main use was to switch camera views and blah-blah-blah. Will these and the A and B buttons be used in fighting games such as *Kl or Kiz2*? Also, those pictures of *Legend of Zelda 64* — are they cinemas or actual gameplay?

Vincent Folgore
Eustis, FL

PATRICK: There's no telling for sure what each of the buttons on the Nintendo 64 controller will be used for. Part of what's exciting about the controller is the many options that it will present to developers. As far as the *Zelda* shots they are definitely cinemas. In fact, they are really only part of a demo put together to announce the title. Be sure the game will look great, but that's not it.

ASK A STUPID QUESTION

If you really had to pick one videogame system in the world, which one would it be? I mean from every single system, including ones that aren't out yet, like the Ultra 64. Please don't give me some phony answer like, "All the systems are equal in a way, so I can't really say." Just tell me, if you really, really could only own one system, what would it be?

Ivan O'Brien
Frederick, MD

ROGER: Umm... Gee, I don't know. Probably the one that comes with Cindy Crawford and Sharon Stone as the controllers. Or if not that one, then the one the Pentagon uses to play with all their neat planes, tanks, missiles and stuff. But seriously Ivan, there is always going to be something better around the corner. Even if you pick the right system, it's going to be obsolete in a few years. My advice is don't sweat it, pick one of the major systems and enjoy it for today. Because no matter what system you pick, there will always be at least one game on another system you'll want. That's life.

PILLOW FIGHT

I got 'Super Game Boy' for Christmas with all the arcade classics. Wow, lot of fun for the old Super NES. Later, I picked up *Kirby's Pinball Land*. If there ever was a perfect blueprint for a 16-bit game, then this is it! Battling bosses with Flippers speaks for itself. Kirby really is 'One Bad Dude'.

Alan Allright
Tallahassee, FL

BILL: Yes, Kirby was one bad dude! So bad, in fact, that the Grand Jury for the City of Los Angeles tried him in absentia, found him guilty, and sentenced him to life as a BarcaLounger seat!

SICK AND TIRED

I'm sick and tired of Nintendo keeping the lid on Ultra 64. What is the point? Gamers should get all the info of Ultra 64 now so they know they should stick with Nintendo and not by a Saturn on Playstation. I think Nintendo is making a stupid mistake holding out on us.

Matthew 'Mick' MacDonaldis
Sydney, Nova Scotia

PATRICK: Nintendo has always had its own way of doing things. Many would agree with you that it's time to let the cat out of the bag, but you have to have some respect for a company that is taking the games industry as seriously as Nintendo. As far as not buying a Saturn or Playstation, keep in mind Nintendo just pushed back their release date to September for the US. That's a long time to go without a next generation system, especially when no one is making 16-bit titles.

SNAPPY DRESSER

I think my question is a valid one. A simple answer would put the world and society in which I live into perspective. Here goes! How come boys don't get to wear dresses? Do girls wear pants? Yesiree0Bob! Then why, I ask you, in every high school in our 'free' country, are young men prohibited from wearing attire which should be encouraged by the same people (just about everyone) that push so vigorously for equality among the sexes? This unfair treatment is an outrage! I have organized a small group of masculinists (I love that name!) to protest unfair dress codes across the country. We are regular guys who simply want to wear a dress at school. They're just so... comfy.

Barry 'The Dress Guy' Brinegar
Watts, OK

BILL: Uh... right. Do me a favor. Actually, a couple of favors, OK, Barry? First, keep your legs crossed. Second, stay in Oklahoma! We'll both be happier, I think.

TAMING OF THE SHREWS?



I think 502 blood-thirsty shrews would fit nicely with Chris in the box, if you get my drift. PS: Please plant the teeth of the dead horse in a graveyard. The bones of dead horses everywhere will then come back to life! With them, you can rule the earth. They will then do your bidding.

Dylan 'Weasel' Rendflass
Trumbull, CT 06611

BILL: NOW YOU'VE DONE IT! You've really upset the Dead Horse! I mean, the shrew thing was OK. I checked with their union, and they're OK with the drift action, but Dead Horse is really mad. Oh-oh! Here he comes...

DEAD HORSE: '!!!!'

I THINK HE'S GOT IT...

All I got to say to you all is that your answers you give back to people are just plain stupid! You all must be dumb asses, and for you, Bill, you are the dumbest of them all. What's with this Bill/Bear mask in the January Issue?

The Great Whiz Kid
Lexington, KY

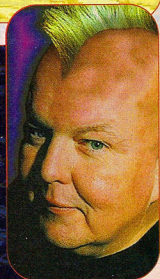
BILL: Why, sure, Whiz! Mind if I call you Whiz? Here's a great new code for you! Turn on your game system. Put on the Bill/Bear mask. Unplug your game system. Stick your tongue into the wall outlet! You'll see lots of stars and smell something burning!!! Cool, huh? (SPECIAL WHIZ WARNING: Do not actually play with an electrical outlet. It is bad.)

DOOMSDAY DILEMMA

Hey Bill!! Let's say that one day while you were in the basement licking that old moldy pipe, Chris got mad at his Saturn while playing *Virtua Fighter* and he slammed his controller into his Saturn causing a nuclear explosion that wiped everyone off the earth except you. What would you do?

Stephen Vaughan
Waldorf, MD

BILL: We tried this once, just to see what would happen. I gave myself a Mohawk, wore a bunch of old football stuff, and put big spikes all over my car. Chris put firecrackers in his ears and wore about 100 glow-in-the-dark watches, so he could set off a Geiger counter. It was fun for about five minutes, then we got bored.





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

Williams 
Williams Entertainment Inc.



Super NES® and GENESIS™ versions coming this summer.

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INFO TRAK

Hey, wouldn't it be real cool if we got some kind of anchorman's picture here, so he could say something like 'And now, the news!' Man, that would be great! Who could we get? Let's see... How about that Ted Baxter guy, from the old Mary Tyler Moore show? I heard he was dead... He might be available!

Ultra 64 Delayed Again



Nintendo to Sept. 30th as the US date for the renamed 'Nintendo' 64



The unthinkable has happened—Nintendo has again moved back the US launch date of its Ultra 64

videogame system, this time to September 30th—nearly a full year after the company's original November '95 launch plan. Is your blood boiling yet? Wait, there's more! Nintendo has also decided on a last-minute name change, dropping the 'Ultra' altogether in favor of the simplified 'Nintendo 64'—the same name previously announced for the Japanese version. Nintendo's reasoning is that having a single, worldwide title for the product will avoid potential confusion as well as increase brand awareness of the Nintendo name. This actually marks Nintendo's third title in all for the machine—it was originally known as 'Project Reality' early in development.

So worried about a public backlash was Nintendo that Howard Lincoln, its US President, immediately followed the announcement with a press tour in an attempt to cool down potential fires. On his first stop here at our **GAME PLAYERS** offices, Howard talked with us for hours to answer our questions and concerns about the delay, the new title and how it affects the rest of Nintendo's overall Nintendo 64 plans.

Despite the overwhelming disappointment of having to wait nearly another half-year for Nintendo's entry into the next generation of gaming, you can't really fault the company's logic. Quite simply, they aren't ready. The games aren't ready. There isn't nearly enough hardware units to meet worldwide demand. And who would be satisfied with a rush-job launch of the most important videogame console in history?

But despite Nintendo's self-appointed 'Protector of Videogame Quality' image, they aren't coming out of this squeaky clean. While you have to reluctantly applaud its efforts to ensure that genuinely good games are ready for launch, you have to wonder how a company as enormous as Nintendo is, who has launched some of the most successful

a Saturn or PlayStation last Christmas.

And what about those gamers, the ones who still haven't bought into 32-bit? Are they willing to wait another five full months, or will disgruntled Nintendo fans everywhere bite the bullet and buy another system in protest? These are obvious concerns for Nintendo, but as Howard Lincoln put it to us, Nintendo's looking past any initial bumps towards the big picture, with heavy emphasis on the word **BIG**—Japanese retail polls indicate that Nintendo 64 may sell well over 3 million units in its first year alone. And when you're looking at numbers like that (and you've got billions in the bank), you can afford a fair share of setbacks.

Oh, and one last thing (you're really gonna hate this)—Japanese gamers will still get their Nintendo 64s on April 21st. And yes, that does mean that you will undoubtedly be able to buy an import through mail order, but there are two reasons you probably won't want to: One, any Japanese games you get won't work on the US systems, and two, you can expect to pay anywhere from double to triple the price for an import. Still, it's your dough...



ON SEPTEMBER 30th, DINOSAURS WILL FLY!



Record on that day, the home entertainment world starts spinning at 64 bits—faster than any video game system or personal computer ever made. Live your dream, Nintendo 64 and its revolutionary 3D controller will bring you as far into the game as you dare to go. Over the top. Out on the edge. Choose your hero, Animal Land, Don Gallery, Jr., Dino Attack. Or select Dino Attack. You'll find them on shelves exclusively in Nintendo World stores.

Is it worth the wait?



Only if you want the best!

NINTENDO 64

Nintendo



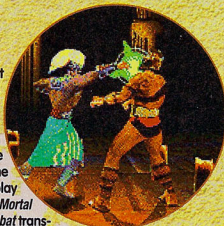


Seeking the latest on battling deities? Check out

War Gods at <http://www.wargods.com/>.



The first screen shot of War Gods. Imagine the gameplay of Mortal Kombat transferred to the third dimension. Can you say '3D fatality'?



War Gods On The Web

Midway's much anticipated 3D fighter makes its mark on the internet

Get surfers seeking the latest information on Midway's entry into the 3D arcade fighter arena can now find it at <http://www.wargods.com/>.

War Gods promises relentless, fast-paced action and true 3D control in its 3D environment. There will be a wide variety of moves at the player's disposal with projectile attacks, throws, grappling moves, evasives, fatalities and multi-level combos. An active 3D camera will immerse the player in the gameplay.

The War Gods website is still in its formative stages but when complete will feature moves, hints, player interviews, technical data and a plethora of other information. For the fans of Williams/Midway and their Mortal Kombat games, the War Gods site will provide news on the game that will bring all the great gameplay of Mortal Kombat into the 3D world.



Among some of the information available at the website is some early development materials that will give you a behind the scenes view of the game.

Slam, Jam, Thank You Ma'am!

Animated Space Jam movie to become Acclaim game

The master of the movie license, Acclaim Entertainment Inc., has acquired the rights to produce a videogame based on the animated motion picture titled Space Jam.

Inspired by the popular Nike commercial, Space Jam is a live action/animated Warner Brothers feature starring Michael Jordan, Bugs Bunny and the Looney Tunes characters. Although a commercial seems like a shaky foundation for a full-length film, the involvement of such Hollywood luminaries as producer Ivan Reitman and the animation house of Rees/Leiva Productions makes Space Jam a highly anticipated release. Reitman has produced such hits as *Ghostbusters*, *Twins* and *Dave*. Animator and director Jerry Rees has had a long association with many Disney/MGM Studios projects.

Development of the Acclaim videogame is reportedly in the very early stages but the game should see release near or soon after the November 1996 release date of the film.

In related news, Sega has acquired the right to produce a pinball machine based on the Space Jam movie. Far out!

Up In Smoke

Former movie burnout lends vocal talents to adventure

When Crystal Dynamix decided to tackle their newest adventure game, *Blazing Dragons*, they wanted every aspect of the game to pull gamers deeper into a magical world. After creating sharp graphics and a great storyline, they needed to find the best voices in the business to breathe life into their characters. During a high-intensity recording session for the game, **GAME PLAYERS** got a chance to hear the comic stylings of Cheech Marin, who plays the game's main villain, and Harry Shearer, famous for his various voices on the Simpson's television series, as well as getting a chance to look at the process by which the personalities of these actors are put into a game.

One at a time, the actors sit in a booth, reading from a pre-written script that lays out the lines and sound effects in a numbered set. As the director reads off each number, the actors read their line into a mike, adding their own touches, and sometimes even making small changes to the lines themselves. The work is extremely precise, and any hiss or slip of the tongue that the actor makes is picked by the Director, who records the line again. Once the process is complete, the team has acquired a near-perfect digital recording that has been agreed on by the actor, the writer, the soundman, and the Director.



Although there have been a lot of games to use voice actors before, very few have

amassed the professional talent of *Blazing Dragons*. The end result is not only impressive technically, but also a lot of fun, and is definitely something that gamers should be on the watch for.

Psygnosis Again

Sony's golden-boy developers take a step towards autonomy

As we reported in our January issue, Psygnosis, a wholly-owned subsidiary of Sony will be porting four of its biggest titles to Sega Saturn. Once-thought PlayStation exclusives, titles like *Wipeout* and *Destruction Derby* were big selling points for the Sony hardware and are likely to have a similar effect on other platforms. In a press release issued from Sony, the once multi-platform developers acquired by Sony in 1993 to become part of Sony Interactive are now to be called Psygnosis again. Under this new arrangement, Psygnosis will be free to pursue a multi-platform development strategy and will in the future continue to make games for competing hardware platforms.

When asked about the news a spokesperson from Sega said "We're very proud to have Psygnosis' titles on the Sega Saturn. This proves that the Saturn is the most comprehensive platform when it comes to great games." Sony, on the other hand, is rumored to be less-than-thrilled with the arrangement but maintains its support for Psygnosis. With great new titles such as *Krazy Ivan* and *Chronicles of the Sword* coming from Psygnosis in the near future, Sony is losing an extremely valuable exclusive developer.

It was titles like *Destruction Derby* and *Wipeout* that helped Sony launch one of the most successful new hardware platforms ever.



Acclaim Gets Extreme

NBA Jam gets a face-lift in Acclaim's second coin-op

Acclaim chose the recent NBA All-Star weekend to unveil the second arcade title from its new coin-op division, *NBA Jam Extreme*. Just what makes this version of *Jam Extreme*, you may ask? Even wilder dunks, loads of new features, the usual round of new codes and tricks, and (drum roll, please) 3D polygon characters! And there's even a new announcer in town — Marv Albert!

That's right, the stale old look of the earlier *Jams* is no more, replaced by silky-smooth, motion-captured players and a completely 3D arena. In fact, it was *Bullets* All-Star Juwan Howard who put the motions into the game. And the characters move at a blistering 123,000 texture-mapped polygons a second! While this new graphic style doesn't by itself dramatically change gameplay, it sure is easy on the eyes. You'll want to play just to watch these guys move.

Aside from graphics, the biggest change to the standard *Jam* formula is the addition of the 'Extreme' button. This button does many different things depending on the situation, such as powering-up dunks.

This definitely looks like one to keep an eye on. Next month we'll have lots more coverage of the game, as well as Acclaim's massive display at the All-Star Jam Session. Don't miss it!

Atari Calling It Quits?

More layoffs leave what's left of Atari's staff depleted and concerned

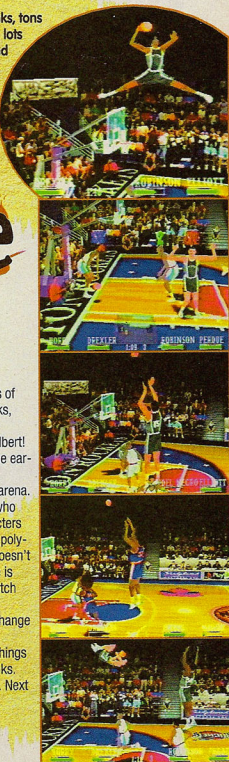
Despite the layoff of twenty more employees, including President Ted Hoff, Atari denies their exodus from the videogame business.

After his departure Hoff had this to say about the layoffs, "It's an indication that Atari's long-term intentions are not to continue in pursuit of videogame development or publishing, neither for Jaguar or the (newly formed) Atari Interactive." The layoffs came in the creative and development departments and Hoff believes that "...the ranks left are not what you'd need to continue in the videogame industry." All this amongst rumors that Atari is going to join up with a company called JTS and make an equivalent to Zip drives for PC's and forget about the videogame industry altogether.

Atari's position on the rumors is still firm as CFO August Liguori states, "We were in the video game business a long time before Ted [Hoff] joined us. Just because he has gone does not mean that we are quitting the business." He also used the old Atari standby line, "We founded this market in the first place and we are not about to give it up."

Just a week after these statements, Atari laid off even more employees, including nearly all of their development staff. Either the Trammels had decided they can make better games all by themselves, or Atari, as we know it, is dead. In what form the founding fathers of the video game industry resurface only time will tell.

With wilder dunks, tons of new features, lots of new codes and tricks, 3D polygon characters and Marv Albert, this title is sure to please!



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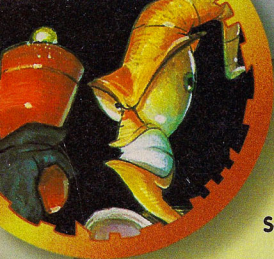
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GAME GOSSIP...

With ingredients from sources all over the industry, we've been in the kitchen cookin' up some tasty gossip! Total Fat: 100%. Filler? Absolutely not! Vitamins and minerals? Hey, just who in the hell do you think we are, the One-A-Day company? So dig in to this month's hefty helping of gossip and pass the dip, OK?

Nintendo Comes Clean

While preparing this batch of gossip we heard a lot of juicy bits, but we also heard a lot of bogus info, including a rumor that Nintendo 64 was set to ship on February 24th, complete with *Mario* and one controller. While we all know that is completely untrue, we can say we've heard (and find this to be a little more believable) that a certain Bellvue, Washington warehouse is stuffed wall-to-wall with Nintendo 64s. There are two versions of this rumor though — one is that the units are completed boxes just waiting for chip sets, and the other claims the boxes are finished, chip sets and all. • In addition, although the price for the N64 'bulky drive' hasn't been officially announced, we hear that it will happen at around \$120. For that you get a meg of RAM and a piece of hardware essential for playing what developers are calling 'the really cool' (Nintendo 64) games. • Finally, Nintendo will re-launch *Virtual Boy* this April with more third party support. Included in this bunch is the first VB title from top hawk developers Boss Studios, a 3D tank game simply called *Tank*. • While Nintendo may have underestimated Sony, the company is making sure it won't make the same mistake again this Christmas. Already preparing for the holiday war, Nintendo recently fired longtime sales

associates, cut back several key development teams, demoted others and as one source put it, 'are putting us all through some heavy shake-downs.' It's rumored Nintendo is apparently trying to seal information leaks and trim down excessive staff. All indications are that come September, the world will fall prey to a blitz of N64 advertising the likes of which we've never seen...

M2 is on the way!

The latest chapter in the Sega / Matsushita soap opera states that Sega Soft, the team that is currently converting Genesis titles to the PC, is rumored to be eyeing M2 development kits in a deal that will make Sega a software licensee for Matsushita. Sega Soft is also rumored to have completed conversions of *Virtua Fighter Remix* as an M2 demo, and possibly even for the PlayStation...? • Konami is also reported to be looking at the M2 technology. This makes sense for two reasons: Matsushita needs big, exclusive arcade hits for M2, and Konami needs help re-establishing itself as an arcade powerhouse. • In an even wilder rumor, it's rumored that all DVD players will be equipped with an M2 chip, including the DVD player that Sony is currently developing.

Bits and Bytes

Currently in development at Universal Interactive — *Willie the Wombat*, or *Crash Bandicoot* as it's now called. The game is a character-based adventure that takes place in a 3D world. A source called the game 'like *Jumping Flash* but with more interaction'. The game is being developed by Naughty Dog (*Way of the Warrior* fame). • *Ultimate Mortal Kombat* is supposedly finished for the Saturn, now all that's left is the fight for who gets to release it. • Acclaim continues to experience money problems. In a deal that was supposed to pay for the acquisition of the Probe development house, stocks swaps apparently won't be enough to keep Probe from losing money on the deal. Acclaim's stock has plummeted recently and Ferguson McGovern, Probe's head honcho, will lose money on the deal. 14 million is the dollar amount that's going around the campfire lately (ouch!)...

Developer Dirt

Yow! *Daytona Remix* is rumored to be in the works at Sega Europe, using the new AM2 development tools that made *Virtua Fighter 2* such a sight to behold. The game will supposedly feature new tracks, more cars and options that will allow players more control over the computer opponents. • *Psychosis* will begin translating PlayStation and PC hits like *WipeOut* and *Destruction Derby* to the Sega Saturn, however Sony isn't too happy about the recent announcement and the company is rumored to be discussing cross-licensing fees with *Psychosis*. Under the supposed agreement, *Psychosis* would pay Sony royalties on sales from Saturn games. • Following the lead of other movie studios who are now moving into the world of multimedia, Dreamworks SKG, MGM and Universal Interactive are entering the videogame biz in a big way. Dreamworks has hired John Skeel, formerly with *Acadode* (he helped create a character you might have heard of — *Bubsy*), and MGM interactive just hired Rob Avney, formerly of *Virgin*. • Electronic Arts recently bought Manley Associates, which is best known for its PC products, to port sports titles over from EA Canada, formerly *Distinctive Software*. • Other EA news includes the recent rumor that Visual Concepts (the developer of so many *Madden* titles) won't get *Madden 97*. The problem stems from recent foul-ups with PlayStation versions of the game.

Tarnished Talent

Shiny Entertainment, home to Earthworm Jim and self-promotional wiz David Perry, are rumored to be having disputes with Interplay over upcoming Shiny titles, including a new 32-bit game that has the development community buzzing. Interplay bought the programming house for a rumored 7 million last year, and soon after talent like Doug TaNapel (EJ's creator) and Mike Dietz (longtime friend of Perry) abandoned ship. Sources inside Interplay claim the talent that Perry is now recruiting doesn't even compare to the development house they bought into and feel it's time to step in and gain more control. Shame, shame...

Good Riddance, '95

Although 1995 was possibly the most exciting year in videogames, the 32-bit revolution wasn't without its growing pains. Some folks had trouble making ends meet and, as a result, those companies are restructuring their operations and in some cases, even closing. Case in point: Although Atari denied earlier reports that the company was calling it quits, recently appointed company president Ted Hoff and some forty more employees have left the company. Some were given pink slips while others left on their own accord. It is rumored that Hoff and several other high-ranking Atari suits and other 'interested parties' are trying to raise enough venture capital to purchase the company away from the Tramiels, who currently own the Atari. Meanwhile, Atari bigwig Sam Tramiel was not reachable for comment. He's decided to take a sabbatical, and his return is yet unknown. • Atari wasn't the only one to have problems in '95. The fierce 32-bit war took its toll on Sega, and as a result (and with rumored influence from Japan) some sixty employees were laid off in an attempt to trim the company down to a better fighting weight.

The PlayStation Gets Square

According to an inside source at Sony, reigning RPG king SquareSoft are set to bring *A Final Fantasy VII* to the PlayStation sometime in November. Rumors have been circulating that Square was planning to leave Nintendo and search for greener pastures since last year. Nintendo, who supposedly owns 20-25% of Square, denies the rumor and says Square will continue to develop games for Nintendo 64. Earlier rumors claimed a *Final Fantasy* compilation would make it's way to the PlayStation. Either way, even since Square went public, they've got to answer to the shareholders, and the shareholders want 32-bit RPGs.



HIT LISTS...

Send in the title of your favorite game to the *GAME PLAYERS* website! The results will be added in with our mailed-in entries and the results shown here. You might even get lucky, just like *Matthew Wu*, of *Brooklyn, NY!* His Mystery Prize is on the way! Send in your top five favorite games. You could see your name here next month!!!

OUR READER'S TOP TEN

Based on our reader mail!



1

Virtua Fighter 2
Saturn
Sega

Twisted Metal
PlayStation
Sony Interactive



2

WipEout
PlayStation
Sony Interactive



3

Battle Arena Toshinden
PlayStation
Sony CE



4

Virtua Cop
Saturn
Sega



5

Warhawk
PlayStation
Sony Interactive



6

Chrono Trigger
Super NES
Square Soft



7

Jumping Flash!
PlayStation
Sony CE



8

Donkey Kong Country 2
Super NES
Nintendo



9

Daytona USA
Saturn
Sega



10

OUR OWN DELUXE TOP TEN!

Based on what we play when we should be working!

GAME	SYSTEM	PUBLISHER
1 Panzer Dragoon II Zwei	Saturn	Sega
2 NHL PowerPlay Hockey	PS/Sat	Virgin
3 Krazy Ivan	PlayStation	Psygnosis
4 Fighting Vipers	Arcade	Sega
5 Indy 500	Arcade	Sega
6 Resident Evil	PlayStation	Capcom
7 Super Bomberman 3	S. Famicom	Nintendo
8 Super Bomberman 2	Super NES	Nintendo
9 Virtua Fighter 2	Saturn	Sega
10 Guardian Heroes	Saturn	Sega

TOP TEN FROM THE U.K.

GAME	SYSTEM	PUBLISHER
1 Virtua Fighter Remix	Saturn	Sega
2 WipEout	PlayStation	Sony Interactive
3 Battle Arena Toshinden	PlayStation	Sony CE
4 Ridge Racer	PlayStation	Namco
5 FIFA Soccer '95	Mega Drive	Electronic Arts
6 Daytona USA	Saturn	Sega
7 Donkey Kong Land	Game Boy	Nintendo
8 Brian Lara Cricket	Mega Drive	Code Masters
9 Myst	Saturn	Sega
10 PGA Golf Tour 3	Mega Drive	Electronic Arts

TOP TEN FROM JAPAN

GAME	SYSTEM	PUBLISHER
1 Policenauts	PlayStation	Konami
2 Dragon Quest VI	S. Famicom	EriX
3 Sega Rally	Saturn	Sega
4 Toh Shin Den 2	PlayStation	Takara
5 Virtua Fighter 2	Saturn	Sega
6 Street Fighter Alpha	PlayStation	Capcom
7 Donkey Kong Country 2	S. Famicom	Nintendo
8 Ridge Racer Revolution	PlayStation	Namco
9 Devil Summoner	Saturn	Atlus
10 Romancing Saga 3	S. Famicom	Square

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 Damn List!, Game Players, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010. We'll do all the math and publish your compiled list every month! So get on it and write yer own damn list!

Games FAQs

- 330 Railroads and Robber Bypass by Michael Carlson (HTML)
- The 7th Guest FAQ - Maintained by Neil B. Bredner/George Saks by (TEXT)
- Attack! - Maintained by Petteri Sulonen (HTML)
- ... by vince@ocsu.edu (TEXT)
- ... by Mike Anderson (TEXT)
- ... by Rey Kazasaki (TEXT)
- ... by Shanshan Yan (HTML)

WEB STUFF...

Have you ever woken up in the middle of the night having to know what the level select code was for *Earthworm Jim*? Have you ever dreamed about how great the ending to an RPG was, but felt bad because you couldn't find one missing piece? If you answered 'Yes' to any of these questions, you'll want to pay very close attention to this month's Web Stuff, because if it's tips, tricks and cheats you want — the Web's got 'em.

GAME PLAYERS Web Page

<http://www.gameplayers.com>



With a thorough list of codes and FAQ links, *GAME PLAYERS* is an excellent place to come when you're in desperate need of help.

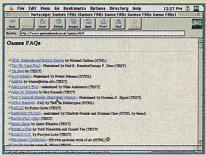
Of course, one of the best places on the Web to find game cheats is the *GAME PLAYERS* Web Page. With an extensive archives of codes for games on every system, you just can't go wrong by checking here first. The best part about the *GAME PLAYERS* code archives is that it is ever-increasing in size and, with its 'search by hardware system' interface, it couldn't be easier to use.

Games Domain

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

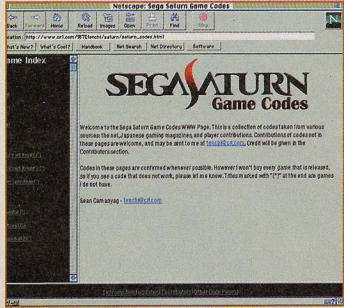
You know, if PC codes and tips are what you're after, you'll definitely want to check out the Games Domain site on the WWW. Boasting more than 150 game FAQs and 200+ Walkthroughs, this site truly has it all for the PC gamer. Another pretty good PC site is one called Cheat Machine. This page offers tips and tricks for more than 500 games, making it one of the most extensive sites on the Net.

Looking for help with your PC games? You'll probably want to check this out.



Sega Saturn Codes

http://www.crl.com/%7Etenchi/saturn/saturn_codes.html



For some of the most up to date Saturn codes check out the Sega Saturn Game Codes page.

For extremely well-indexed and up to date codes for Sega Saturn games, you should definitely check out this site. Netscape 2.0 enhanced for a more complex set-up, this site is clean, thorough and user-friendly. The best part about the site is that, while it covers mostly American titles, it also covers quite a few Japanese games. In the end, if your machine is a Sega Saturn, then you owe it to yourself to check here for some great tips and tricks.

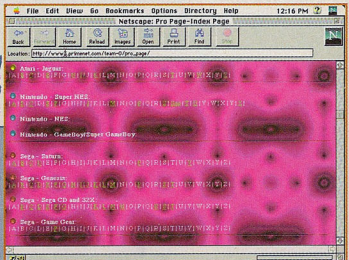
NewsGroups

The best place to find up-to-the-minute game cheats online, however, is not on the WWW at all. The best place for recent cheats is actually in the newsgroups. You're not going to find the giant archives offered on the Web, but you will find people talking about the most recent games. Whenever people are talking about games, inevitably, the subject of codes arises. The other advantage to searching in the newsgroups is that you can ask for help on specific titles that you may not be able to find elsewhere. You won't always get a response, but sometimes you will.

Game Zero

http://www3.primenet.com/team-0/pro_page/

Another great place to find cheats on the Web is Game Zero. With extensive code archives for all the console platforms and some arcade titles, this is an especially good place to search for older 16-bit codes. Game Zero's Pro Page is arranged alphabetically with a search engine that allows you to pick a letter under the hardware system in which you are interested and then lists all the codes beginning with that letter. The interface is simple and the codes are reliable, so don't throw away all those 16-bit games yet. You might still find out about some great code that you never knew about that will make the game like new again.



With its handy alphabetical interface, Game Zero's Pro Page is a pleasure to use.



IN RELATED NEWS...

This month, as we do every month, we've tried to bring you something a little different here in Related News. So, in consideration of your ever changing wants and desires, this month we thought we might combine the world of music and videogames in a brand new way, and this is the best we could come up with. That's right, this month's column is 100% better because you could actually win something from us! And we're not talking about some crap that we just don't want anymore — this is something good. And for those of you not into contests, well, we've got a few extra nuggets for you to check out. Enjoy and good luck!

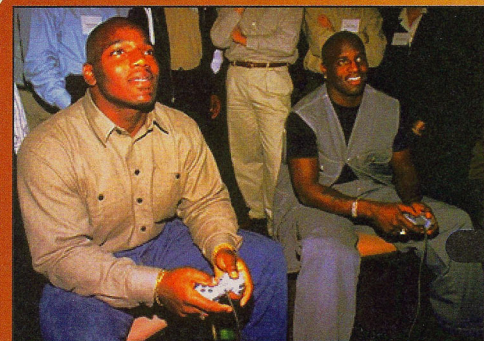
Win Some Wipeout Booty!

OK, as a reward for all our loyal 'In Related News' readers, this month we have a little something extra to give back. As donated by our friend Mark Day at Sony Interactive, we will be giving away THREE copies of the European *WipeOut* audio CD. This is seriously one of the best game soundtracks ever and until now the only way to get a copy of this CD was to pay big bucks for it in the import section of some giant record store. Now we know for most of you that would be enough, but for the rest of you we thought we'd up the ante with two different and terribly cool *WipeOut* T-shirts to go along with the CDs. So let's see here, the deal is now, for three lucky winners, a copy of *WipeOut: The European Audio Disc* and two cool *WipeOut* T-shirts. OK, now I know that should be enough, but we're feeling especially generous and so for five runners-up we've got, well, OK we've got more T-shirts, but they really are cool shirts.

So how do you win? At first we were thinking of having you do something difficult and degrading, but in all honesty we've grown tired of those tactics so we decided on something much easier. To win the CD and the T-Shirts you need only send a picture (yes, an actual photograph) of one single item featured in any 'In Related News' column of **GAME PLAYERS**. The first eight photos we receive and verify will win. So, don't delay, take those pictures and send them in, before we take this good stuff for ourselves.



No crap here — the *WipeOut* CD and T-shirt are both quality prizes, so hurry-up and send in your entries.



Here's William Floyd of the San Francisco 49ers versus Jim Whims, former Northwestern running back and current Sony executive in a game of *NFL GameDay*. Sorry, William.

Celebrity Sightings

At Sony's most recent sales meeting in Burlingame, CA (yes, right across the street from **GAME PLAYERS** headquarters), there were a couple of celebrity guests that stopped by for a round of PlayStation gaming. Both Bryant Young and William Floyd of the San Francisco

49ers



49ers surprised Sony's staff by showing up and then accepting a challenge by Jim Whims, Sony's executive vice-president, to a game of *NFL GameDay*. In the end, it was William Floyd graciously congratulating Whims on his victory, but everyone had fun.

Game Shaker



Sure, it looks a little funny, and you're going to feel a little foolish at first, but without an occasional gamble, life's just no fun.

From Aura Systems, Inc. comes the Interactor Cushion, a wired cushion that draws the player into the game with coordinated vibrations. The system works by tapping into the audio output from any videogame or computer system and then translating bass sounds into comparable vibrations. The idea is that the cushion allows you to *feel* the game,

bringing you that much closer to the bone-jarring action.

Though you might feel a little funny leaning back against this strange little peripheral, the first time you feel the jolt of slamming into a wall in *Ridge Racer* or the kick of the shotgun in

DOOM, you may just become a believer. Since the Interactor Cushion works with any audio output, it also works great with movies, music and even television. It's an experience, to say the least.

Fantasy Football 'em a box

From Upper Deck comes a collection of 60 *Fantasy Football* cards in one neat and manageable pack. The set, enough for one player to get started on a full-fledged round of *Fantasy Football*, also comes with a complete rules booklet meant to take a new player all the way through a season of play. Also included in the box is a fold-out playing field. To play, each person must pit his best players against an opponent in a "virtual" football game.

Upper Deck has long been known for its quality sports trading cards. With its *Gridiron Fantasy Football* collection, they are taking the next step in interactive entertainment. What's best about this package is the compact nature of the set, which can be enjoyed anywhere.

ELITE SECONDARY

TRADITION

Once per drive when defending against a Pass play, you may negate any one Action card played by the offense.

Pass defense is king on this team, and only the very best can make it in their secondary.

Each of these high-quality cards from Upper-Deck has a unique player with specific strengths.

GRIDIRON
FANTASY FOOTBALL™

OFFICIAL RULES

The official rules booklet is a great way to get into the game, even if you've never played at all before.



PREVIEWS

Tekken



Namco for the PlayStation

lot like Michelle and features some wicked combos. Heihachi, the boss in *Tekken*, is also included as a selectable character. The sub-boss format of the original is also going to return, which gives *Tekken* more playable characters than any polygon fighter out there. As for the time-release hidden characters of the arcade (hidden characters that were revealed after a certain amount of quarters had been put into the machine), we're not certain how they are going to be implemented into the PlayStation version. We'll just wait and see...

special intros and new fighting modes, it could once again be better than the arcade version (that sound you heard was arcade operators all over the world, crying). They've added a survival mode to the game-play options, allowing you to take six *Tekken* fighters head-to-head for the ultimate battle. There could be more improvements made, but since the game is still early in development, this is the only significant one that we're aware of. The specially-made intro and ending sequences for each character don't add to the actual game, but they do a good job of setting up each character. From what we've seen, *Tekken 2* isn't going to be arcade perfect, it's going to be even better.

Many gamers in America are just now getting their first chance to check out *Tekken* and *Toshinden* on the PlayStation, while in Japan the sequels have already started rolling out. This second round of PlayStation polygon fighters features *Toshinden 2*, which is already out, and *Tekken 2*, which should be out shortly in Japan.

The US arcades have already played host to *Tekken 2*, and those who have played it have been impressed. The graphics are even sharper than the first, and the new light-sourcing has really added a richer look. As in the arcades, *Tekken 2* is going to feature two new characters, Jun and Lei. Lei looks like an older Law, and uses an odd fighting style very similar to *VF2*'s Shun, while Jun looks a

Arcade Perfect?

Usually, arcade games come to the home systems and just hope to be arcade perfect. The first *Tekken* was the first game that actually improved upon the arcade version, graphically and play wise. That amazing feat was accomplished by adding intro sequences, being able to save the sub-bosses to memory cards so you could play as them, and by actually making the graphics and play control a little tighter than the arcade version. As for *Tekken 2*, it looks as if it's going to look just as good as the arcade! With the



Tekken Care Of Business!

Just like the first one, *Tekken 2* features some great action and powerful moves.



Red Paul puts the hurting on Black Paul, showcasing some of the powerhouse moves of *Tekken 2*.

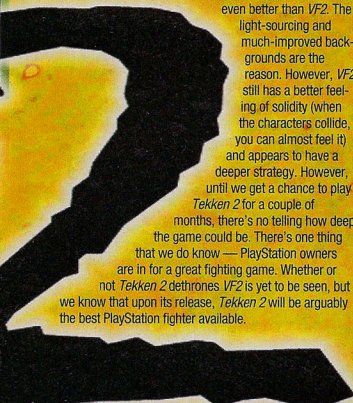


Yoshimitsu returns with a new look and some awesome throws.

How does it compare to VF2?

This is the question that will be asked until someone dethrones *VF2* as the king of console polygon fighters. Graphics-wise, the two are very similar.

You could say *Tekken 2* looks even better than *VF2*. The light-sourcing and much-improved backgrounds are the reason. However, *VF2* still has a better feeling of solidity (when the characters collide, you can almost feel it) and appears to have a deeper strategy. However, until we get a chance to play *Tekken 2* for a couple of months, there's no telling how deep the game could be. There's one thing that we do know — PlayStation owners are in for a great fighting game. Whether or not *Tekken 2* dethrones *VF2* is yet to be seen, but we know that upon its release, *Tekken 2* will be arguably the best PlayStation fighter available.

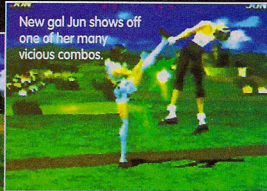


The New Stuff

New intros, new backgrounds, new features, and new characters make *Tekken 2* even better than the first!

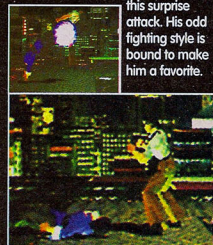


These two backgrounds show off some of the brilliant light-sourcing, although King's church is by far the prettiest.



New gal Jun shows off one of her many vicious combos.

Crazy Lei goes to the floor to pull off



this surprise attack. His odd fighting style is bound to make him a favorite.



The new survival mode lets you pick six on a side for some to-the-death fighting. It's a great option and a must on home fighting games.



Oh, the pain! The punishing moves of the first return and some new ones have been added, too.

Nina's arm-breaking style returns for *Tekken 2*, and her polygons are looking better than ever!



The awesome throw moves are back, and some new ones have been added as well.



Shell Shock!

Man!
In *ShellShock*, as a member of a renegade band

of do-gooders known as "Da Wardens," the player pilots a tank with the purpose of dispensing justice, armored-style, in a corrupt and evil world. Sounds promising so far and, coming on the heels of the excellent attack helicopter sim *Thunderstrike*, expectations are running high for this tank game from U.S. Gold. This second version of the game we've seen reveals that certain aspects of gameplay have proceeded nicely, but there is some reason for concern.

Some worries stem from gameplay that doesn't seem to account for the tank simulation characteristics that would make *ShellShock* truly unique. Right now, the game just seems like a shooter with above average explosions. There really doesn't seem to be an obvious reason that a tank is used as the mode of destruction. If a control model is developed that more closely mirrors the physics of a tank, along with tactics and strategies that incorporate the advantages and disadvantages of a tank, then the possibilities for a truly new gaming experience exist. Hopefully, these elements will be incorporated in the final release version.

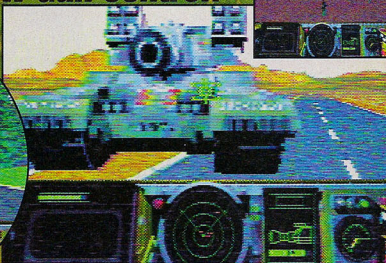
But it should be kept in mind that the mission objectives in the version we've seen haven't even been programmed in yet and, with 25 levels of gameplay and a highly interactive 3D environment, *ShellShock* is still eagerly anticipated. Because when it comes right down to it, there is something strangely exhilarating about zooming across a countryside that's been charred and decimated by your divisions of heavy armor.

U.S. Gold for the PlayStation

Screw Gun Control!

From enemy tanks, to buildings, and even trees just about everything blows up. What can we say?

Destruction, decimation, deforestation — delightful!



Game over, man! From the looks of this screen shot, your only option is to sing "Tanks For The Memories!" (Ouch!!!)

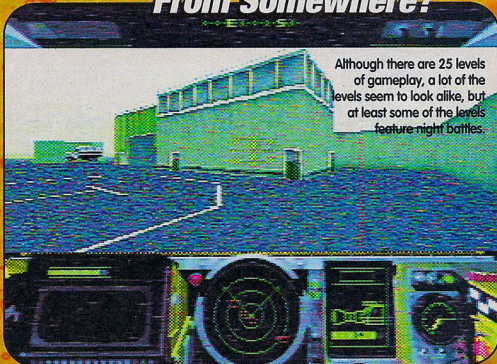
We Give Up!

As the game progresses, you will face

astronomical odds. Didn't anyone tell you about treating people nice on the way up? Because on the way down, they get a battle tank like this one and come after your ass!

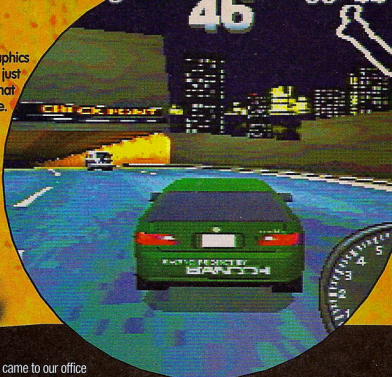
Hey, Don't I Know You From Somewhere?

Although there are 25 levels of gameplay, a lot of the levels seem to look alike, but at least some of the levels feature night battles.



Tokyo Highway Battle

Nothing wrong with the graphics in *Tokyo Highway Battle*, it's just that there isn't much that hasn't been done before.



Jaleco for the PlayStation



Each one of the three cars handles differently and looks great—solid and detailed.

This one came to our office and surprised everyone. We hadn't heard anything from Jaleco since Chris kind of layed into *Hammerlock* almost two years ago. But man, is this company resurfacing with style, with an awesome-looking polygon-fighter in *Shokendu* and a solid 3-D racer like *Tokyo Highway Battle*. For a company that showed no promise of being a 32-bit developer, these two titles are looking real solid.

Tokyo Highway Battle doesn't actually feature gun play or the likes, instead it's just a race through the crowded city streets of Tokyo (which can be even more dangerous). The race features you against one other competitor, but the trick is weaving in between semis and other cars, while trying to get to each checkpoint. The game's look is real close to *Ridge Racer*, although the early version wasn't quite as smooth. The cars look awesome and move at good speeds as you race over the three different tracks. The only question is how exciting a race against one other car is. Perhaps when the game is finished, they will have made a way for the replay value to come through. The power slide button is a great way to take corners, while weaving through the trucks is no easy task. This is a real surprising title that is definitely worth another look, once development comes along a bit further.

Behind the car is the most functional view, but inside the car is amazingly fast and can induce motion sickness, which is always good.



We Got Us A Convoy!

Getting by these big semis isn't an easy task, especially when you have to take a big turn immediately after.



The power slide button makes spinning through corners a little easier and that may or may not be good...

The first and second tracks are different, but the third track is just an add-on of the second (another thing stolen from *Ridge Racer*).

Your Mileage May Vary...



STEEL HARBINGER

Mindscape for the PlayStation

Can't We Just Get Along?

From converted humans, fire-breathing alligators, plant pods, and mutant showgirls to giant roaches, there are dozens of enemies that need exterminating. Luckily for you, *Steel Harbinger* will also feature about a dozen different weapons.

Wow! In what can only be described as a *Loaded*-type game on a grander scale, *Steel Harbinger* also adds equal doses of strategy and problem-solving to present what should be an even more satisfying gaming experience.

The main character, whose name is Steel Harbinger, is faced with an Earth that has been invaded by aliens, who are assimilating the human race and the planet by turning them into a metallic compound. It is Steel's quest to find out the purpose of this invasion and to thwart it by using both brute force and intellect. In other words, it's her job to save the Earth and if any alien scum gets in her way, they're toast!

Although the game hasn't even reached the Alpha state yet, there are already indications about how deep the game will be. Over ten distinct stages are planned, with the ability to not only roam the country side, but also to enter buildings and explore their contents. On some levels, Steel will be able to utilize vehicles like a big rig, a hovercraft and a tank to help her overcome the alien hordes.

Depending on how the strategy and action elements are eventually balanced, *Steel Harbinger* could definitely be a title of note in the coming months.

Miles To Go And A Short Time To Get There...

Although the graphics aren't ground-breaking in these early shots, with the proper blend of strategy and action, *Steel Harbinger* could bring a satisfying leap in gameplay.

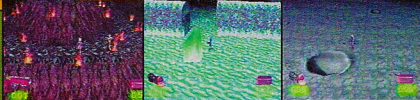
Hey Buddy, Need A Lift?

One of the cool things about *Steel Harbinger* is the ability to hop in whatever vehicle you may come across and use it for your own alien-smushing purposes.



Rack Up Frequent Flier Miles!

With stages set all over the Earth and above it, there will be plenty of levels to explore. We're talkin' serious loss of alien life here!



Road & Track Presents

The Need For Speed

EA for the PlayStation



Watching one of these beauties tumble in a crash is a beautiful site, unless, of course, you still have to make car payments on it.

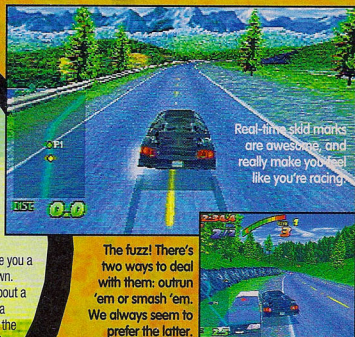
When the 3D0 version of this game came out, it featured some amazing tracks, cars, and graphics, but *Need For Speed* was tragically slow. The PlayStation version seems to have fixed that flaw quite nicely, with a much faster game.

Need For Speed features the ultimate boy toys: Ferraris, Porsches, Lamborghinis, Vipers, and Nissans (nuh?) in a race along the open road. No closed track, just you, your million-dollar suicide machine, and a host of competitors. You can race against seven other cars, or go head to head. The courses feature snow, hills, tunnels, bridges, deserts, cops, oncoming traffic, and even deer. This makes *NFS* unlike any current racing game on the PlayStation. If a cop starts chasing you, you have to outrun him or he'll give you a big fat ticket and slow you down. How can you not be excited about a game that lets you ride a station wagon, drive a cop off the road, and flip a Ferrari without

having to pay for damages? That's what videogames are all about — fantasy. For car buffs, this is the dream, and for fans of racing games, the variety is incredible. The cars handle a little weird in the version we have, but features like leaving skid marks and some of the best crashes ever, make *NFS* a game we anxiously await.



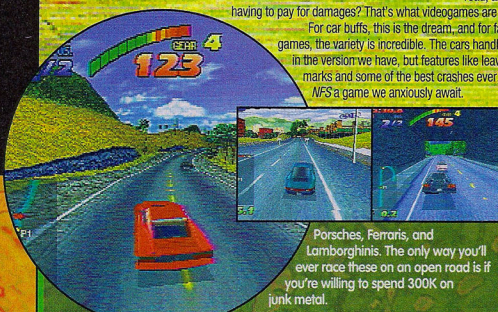
For car buffs, just the pictures of these amazing machines could be enough to set them off on a tizzy.



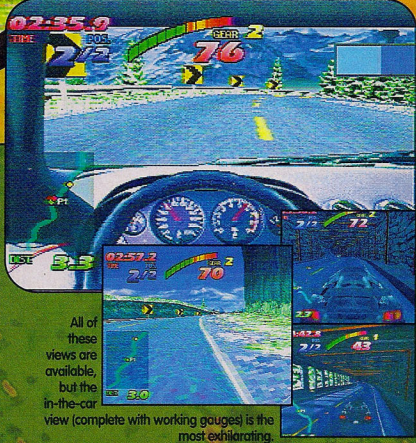
Real-time skid marks are awesome, and really make you feel like you're racing.

The fuzzi! There's two ways to deal with them: outrun 'em or smash 'em. We always seem to prefer the latter.

Pedal To The Metal!



Porsches, Ferraris, and Lamborghinis. The only way you'll ever race these on an open road is if you're willing to spend 300K on junk metal.



All of these views are available, but the in-the-car view (complete with working gauges) is the most exhilarating.

All these different areas on just one course. This Alpine track is a pretty one.

The dramatic intro sequences prepare you to relive the greatest battles of World War II. Heed the warning at the intro screen or you won't last long.



Iron Storm

Working Designs for Saturn

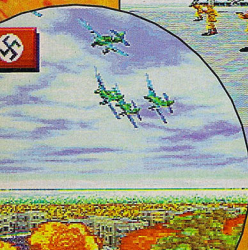
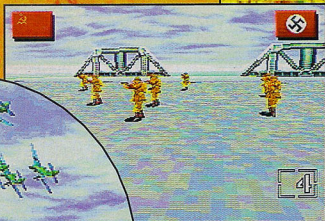
War Is Good, War Is Fun!



105mm Gun		Mobile Artillery	
HP	120	HP	120
ATTACK	100	ATTACK	100
DEFENSE	100	DEFENSE	100
MOV	100	MOV	100
EXPLO	100	EXPLO	100
REPAIR	100	REPAIR	100
COLL	100	COLL	100
TOTAL	1000	TOTAL	1000

A true simulation requires a lot more brain cells than your average 'run-of-the-mill' action game.

I mean coordinating your land, air and sea forces is a bit more demanding than tapping your head and rubbing your tummy at the same time. Are you up to the challenge?



This animation of a Stuka dive-bombing attack is very realistic — right down to the siren's eerie wail!

After a substantial wait, the next generation systems are finally starting to see games that stimulate the brain, instead of strictly the adrenal glands.

For the most part, war simulations have been a genre with a cult following. Part of the problem has always been that there has been little visual payoff for the player to augment the deep, strategic gameplay. Working Designs seeks to broaden the appeal of war sims with *Iron Storm*. By featuring breathtaking, realtime 3D-rendered animations, the game gives the player an immediate gratification and result for the his strategic input. With this emphasis on the graphics, there could be some concern about the depth of the gaming experience. But with a selection of 500 weapons, troops, artillery, choice of country, and fifty of the most crucial battles of World War II, gameplay depth doesn't seem to have been sacrificed for aesthetics.

All in all, it remains to be seen if *Iron Storm* matches the simulation experience of rival games from SSI and Koel, but if these screen shots are any indication, *Iron Storm* may well be the war sim that redefines the genre:

Pure And Utter Destruction

Guardian Heroes

Sega for Saturn



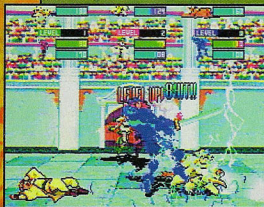
The anime teaser that runs before the game gives you an early idea for the game's graphical style.

Based on the long-quiet *Final Fight* model of gameplay, *Guardian Heroes* in many ways represents the next step in side-scrolling brawlers. Easily the most impressive aspect of the game is the unique graphical style and the obvious attention to character development, but there are new innovations to gameplay which make this title that much more exciting. Added gameplay elements include three separate fields of play giving the game a 3D quality, the ability to play with as many six players at a time and several choices along the way that each lead to completely different endings.

Another feature of the game that is a nice added bonus is the inclusion of an arena-style fighting mode. What's nice about this feature is that you can play with

as six players at one time in an all-out fight to the finish. You can play as any of the enemy characters you managed to defeat in the main game. *Guardian Heroes* is due in the US this month.

The 3D aspect of gameplay adds to the depth of gameplay (no pun intended).



Fighting against the computer, a friend or several friends in the arena-style fighting game adds quite a bit of life to the game.



The multi-player feature of *Guardian Heroes* gives the game a new sense of strategy and depth.

Each character has a very different fighting style with individual strengths and weaknesses.



PANZER DRAGON II ZWEI

Go Fish!

Hiding beneath the water is one of the coolest bosses ever in any shooter.



Sega for Saturn

The immense feeling of this canyon level sets the tone for the grand scale of this game.



The sheer size alone of some of the boss characters is enough to command the proper respect they are due.



This title just keeps getting better and better every time we see it. While it's impossible to even hope to convey the graceful beauty of this game through still shots, the following pictures should at least give you an idea for the scope of the project. With all the improved play mechanics, such as the increased field of vision and alterable paths, *Panzer Dragon II Zwei* would be a welcome addition to the Saturn library even if it didn't look as good as it does. The most exciting aspect of the game, however, is not just the awesome graphical presentation, but rather the

obvious dedication to the idea of creating a wholly original and inventive shooter.

Another aspect of the game that is sure to make a huge impression on gamers is the sheer genius of the artwork in the game. Just seeing the immense boss characters in motion is breath-taking. It's not uncommon to find yourself admiring the beauty of your enemy when you should be blasting away. In the end, what we've seen of this title could easily be referred to as the definition of a next generation shooter. We'll be keeping a close eye on this one as development continues, so keep checking back for regular progress reports.

Hunger Strike

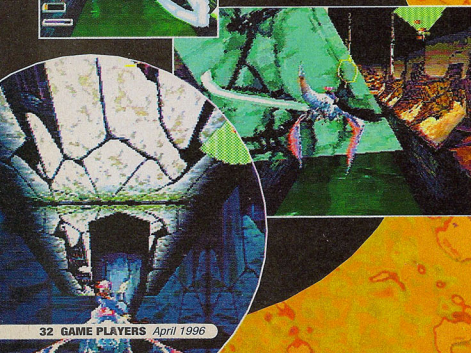


Watching the forest level boss tracking you down as if you were its daily prey is an outright spectacle.



Holy H₂O!

Though it is impossible to convey the fluid nature of the water and its many dangers with still pictures, it's nothing short of awesome when in motion.



Fantasy Forest

Flying through the lush forest level, you'll find any number of unique dangers and challenges.



Congo: The Lost City of Zinj

Sega for Saturn



The first-person style of play is highly reminiscent of *DOOM*, except you're not stuck in a confining dungeon.



Based on last year's movie and the best-selling novel by *Jurassic Park* author Michael Crichton, *Congo: The Lost City of Zinj* is a new 3D action game from Sega of America. Featuring four different playing environments, all based on sites from the movie, you'll soon find yourself battling ferocious gray gorillas, killer spiders and other dangerous and larger-than-life beasts of the jungle. From what we've seen so far, the gameplay seems to be *DOOM* in the jungle — could be interesting.

The final objective of the game is to complete your expedition to find the lost treasure of Zinj, a fabled city of great wealth, despite the fact that all the members of your party have mysteriously disappeared and another party is competing for the same prize. Beat them to the riches and discover what has become of your missing party members, and you win the game. Featuring D perspectives and an original soundtrack, *Congo: The*

Lost City of Zinj promises to be an exciting game for the Saturn. This title is due sometime this winter and we'll keep you updated on its progress.

The lush colors of the forest are sure to create a beautiful backdrop for the game's action.

Casper

Interplay for 3DO

The Friendly Ghost

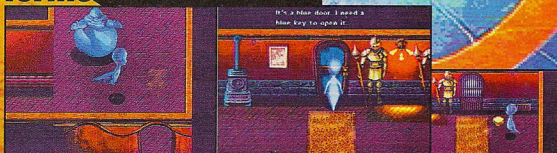
Okay, okay! So this doesn't seem like the most promising of titles. The fact that it's a movie license seems to doom it from the get go. And sure, if we were designing this thing, we'd have tried to fry that friendly ghost. But we all know that there have been tons of "sure things" that have dropped off the face of the Earth and a number of "sure sucks" that have surprised us. So give it a chance!

As you can see from these screen shots, there does seem to be some hope. If the above average graphics can be coupled with an intriguing storyline and innovative gameplay, this graphic adventure could rise above the crowd. Besides, he's a ghost! Walking through walls and scaring people will always have a chance in my book.

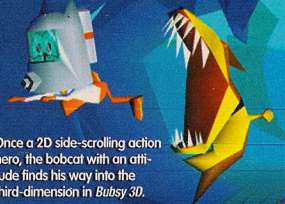


Featuring some superior graphics, *Casper* may not offer much in premise, but hopefully its gameplay will surprise you.

Torment That Ghost!



Personally, we would have focused on the bad ghosts. Finding new ways to torment Casper seems so much more fun!



Once a 2D side-scrolling action hero, the bobcat with an attitude finds his way into the third-dimension in *Bubsy 3D*.

Bubsy 3D

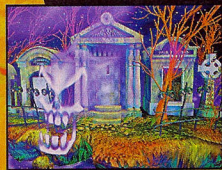
Accolade for PlayStation/Saturn

We haven't seen too much of this title yet, but when that wise-cracking bobcat reaches full 3D maturity we're sure to be in for some fun. The challenges of taking a 2D game concept and transferring into a brand-new 3D experience are many — hopefully they will be met with creative thinking. From what we can tell by this one shot, Accolade seems to be on the right path.

Spot Goes To Hollywood

Virgin for PlayStation/Saturn

Taking on the theme of a classic Hollywood adventure, *Spot Goes To Hollywood* is a 3/4 isometric action game with lots of surprises. Similar to the 16-bit action game released last year under the same name, the 32-bit versions are far more detailed and involve deeper gameplay from start to finish. With over 200 secret rooms and areas, this is also a game that involves some crafty play to unlock all of its secrets. While the 3/4 view does take a little getting used to, once the play mechanics are mastered there is no denying the sheer fun of this enormous action game.



A follow-up to the original 16-bit *Spot* title a few years ago, the sequel is considerably more advanced than the original.



Slated for release in the first half of 1996, *Shokendo*

Shokendo

Jaleco for Saturn and PlayStation

marks Jaleco's entry into the ruthless arena of 3D fighters. With so many excellent 3D fighters out there already, *Shokendo* will need some excellent graphics, sound and game balance in order to rise above the muck of the mediocre titles that have already flooded the market.

As these screens seem to indicate, *Shokendo* appears to measure up to the graphics part of the equation. But what will ultimately determine its fate is the gameplay. We'll have a better idea of how good *Shokendo* might be when we receive a playable beta version.



Yet Another Tournament

Yes, the faces are different. But once again, it is tournament time. He who possesses *Shokendo*, possesses the ultimate fighting skill. Awesome, baby!



Raven Mindscape

Seemingly just

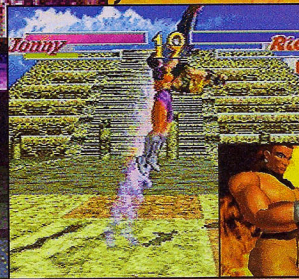
another space shooter, *Raven* Project Images to up the ante by providing a near 3D environment and a wealth of FMV sequences to separate it from the pack.

The near 3D environment of the game works sufficiently well on the surface stages of planets (even allowing for use of elevation changes in the terrain), but on the levels that feature combat in space, full horizontal rotation is retained, while vertical rotation is limited, thereby denying true 3D movement. Despite this limitation, gameplay seems intense and challenging in the latest version received.

The only worrying point may be the above-average FMV sequences which seem to be installed when companies are worried about substandard gameplay. We'll let you know.



Pain, Sweet Pain



Yeah, it looks great. But how does it play? We'll let you know as soon as we find out.





The 3/4 isometric view of *Snow Job* is an approach that has caused trouble before in games, but this title is likely to be the exception.

Snow Job

Studio 3DO for 3DO

Starring Tracy Scoggins of *Lois & Clark* and *Dynasty*, *Snow Job* is an interactive mystery game for the 3DO. Including all the aspects of a real Hollywood production, *Snow Job* promises us action, drama, adventure,

violence, drugs and yes, even sex. To what degree any of these elements are taken to, is yet to be seen, but with a '17 — Guidance For 17 and Under' rating, this title is sure to be racy. The first-person gameplay involves puzzle-solving elements combined with a mystery plot that's sure to entice.

What's more interesting than the Hollywood influence, however, is the promise of full 360-degree freedom in a filmed environment. If this *Snow Job* delivers on its promise, this would be the first game to land firmly between an FMV game and 3D action game. We'll be sure to keep the details coming as we find out more about this unusual title.



The use of FMV has long been a sign for gamers to be wary and yet with this game's promise, perhaps this time things will be different.

Something like that.

Yeah. Is he around?

End Conversation.

If the story line is as racy as planned this should end-up being a spicy little release for the 3DO.



Project For PlayStation

On the planets, the restricted 3D movement is pretty well disguised in the gameplay. But in space it's hard not to notice the fact you can't turn up or down.

3D Or Not 3D?



Sequences feature superior rendered graphics and above-average acting (with average usually equating to BAD).

Eurit

Virgin for PlayStation

This unique little action game could be described as a futuristic version of capture the flag, but

scurrying around on maze-like, elevated platforms in search of flags is only half the fun. The real challenge of *Eurit* (You're It) is your competition. Play against the computer or another opponent in an all-out battle for supremacy. Use the terrain to your advantage, while avoiding the pitfalls and set-backs that your opponent is sure to leave in your path and you're sure to find yourself in the winner's circle.

Though this game is still early, it's already obvious that the best part of the action is going to be the multi-player aspect. With the layout of the stages lending themselves so well to two or more player battle strategies and the overall concept being so simple, this game is likely to fall in the same category as a game like *Bombberman* from Hudson Soft.



The maze quality of each level in *Eurit* is sure to lend itself well to multi-player strategies.



Each character in the game will have different attributes and weapons for increased depth-of-play.



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

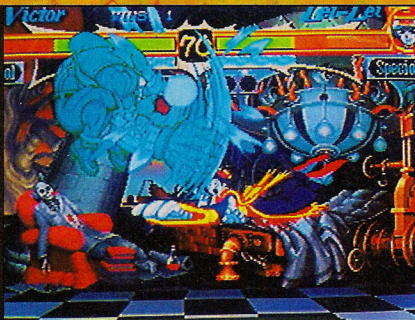
Japanese PREVIEWIS

Vampire Hunter: Darkstalker's Revenge

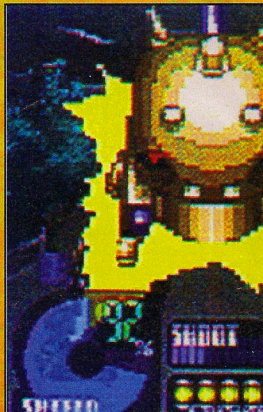
Capcom for Saturn and PlayStation

Although we're just now getting ready to experience the first *Darkstalkers* game for home consoles here in the US, Japanese gamers are gearing-up for the home release of the sequel, *Vampire Hunter: Darkstalker's Revenge*, in many ways, an even more exciting game than the original. With all new animations, super moves and characters, the sequel to Capcom's dark and moody fighter is a whole new experience.

Expect an even more cartoon-like look to the graphics this time around. Even smoother gameplay makes this one an awesome follow-up to one of the more successful 2D fighters in recent history. Sure, the gameplay is a bit on the predictable side, but when it comes to 2D fighters, no one does it better than Capcom.



The stylistic animation alone makes this one worth noting, but add some awesome Capcom fighting action and you can count on some great gaming.

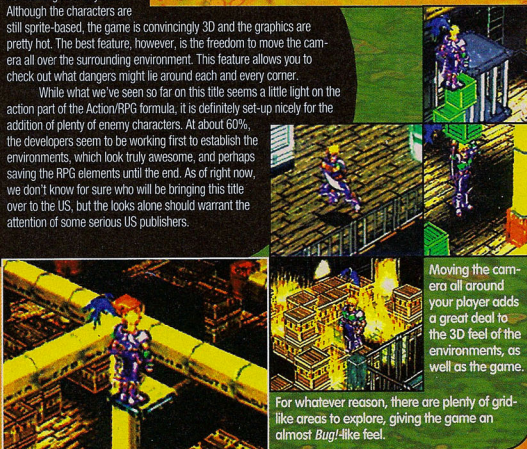


Though none of us here have ever heard of Climax software, we simply could not deny this hot-looking RPG anymore. Although the characters are still sprite-based, the game is convincingly 3D and the graphics are pretty hot. The best feature, however, is the freedom to move the camera all over the surrounding environment. This feature allows you to check out what dangers might lie around each and every corner.

While what we've seen so far on this title seems a little light on the action part of the Action/RPG formula, it is definitely set-up nicely for the addition of plenty of enemy characters. At about 60%, the developers seem to be working first to establish the environments, which look truly awesome, and perhaps saving the RPG elements until the end. As of right now, we don't know for sure who will be bringing this title over to the US, but the looks alone should warrant the attention of some serious US publishers.

Dark Savior

Climax for Saturn



Moving the camera all around your player adds a great deal to the 3D feel of the environments, as well as the game.

For whatever reason, there are plenty of grid-like areas to explore, giving the game an almost *Bug!*-like feel.

Side Asmik

From Asmik comes a brand new

dog-fighter called *Sidewinder*. Heavily reminiscent of Namco's *Air Combat*, this game is pretty much the next step in flight sims for the PlayStation. While *Air Combat* suffered from lots of draw-in problems and generally drab graphics, *Sidewinder* is quite the opposite. The landscapes are generally pretty plain, however they are completely solid and rich with texture. Another aspect to consider with this title is that it is definitely a flight sim, not an arcade game, featuring some of today's hottest flying hardware such as the F14D and the FA18. So far, we've yet to hear of anyone bringing this title to the US, but it seems highly

likely that someone will be savvy enough to pick this one up in a hurry.



Featuring real flight physics and hardware, *Sidewinder* is a genuine flight sim.

Sony, in an effort to battle Sega's *Virtua Cop*, will be releasing a title called *Horned Owl*. Designed for use with Konami's PlayStation light gun, *Horned Owl* puts you in the position of a cop with the task of clearing the city of giant mechanical evil-doers. While it's tough to say if this title will have the same impact as other popular light gun games, there is no doubt that shooting game fans will be pleased to finally have something to aim at for their PlayStations.

Horned Owl

Sony Computer Entertainment For PlayStation



From what we've seen in these pictures, the game looks pretty good, but will it be the *Virtua Cop* killer? Only time will tell, but at least this title gives PlayStation owners something to shoot for!



PUSH

winder

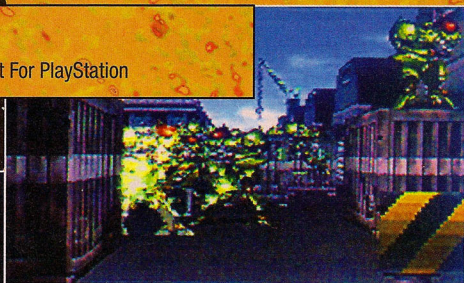
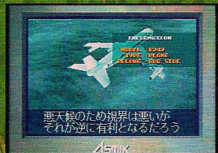
for PlayStation



The rich graphics and varied landscapes help make each stage a different experience.



Though it may look a little like Namco's *Air Combat*, it is definitely a cut above, performance-wise.



Carnage Heat

ArtDink for PlayStation

Really looking quite a bit like Namco's *Cyber Sled*, *Carnage Heat* from ArtDink is a good-looking arena tank game. Mix in a heavy dose of strategic, war-style planning and you're starting to get a working picture of this game. It's yet to be seen what kind of mix there is between action and strategy, but the action-hungry US market is sure to be more receptive to something with plenty of fire-power. Let's all keep our fingers crossed for a really nice mix.



Mech-warriors fighting arena-style is nothing new, but add a little wargame strategy into the mix and you've got something a little different and potentially exciting.

Gebockers

Riverhill Soft for Saturn

While it's not terribly likely that

this title will ever come to the US, it's important to note because it's the first Saturn title to use a link-up cable. While Sega of US is holding back on the release of the link-up cable until there are more titles to support it, Sega of Japan is going ahead with its release plans in support of *Gebockers*. Not all the details of the game are clear, but what we know so far is that the game is a one-on-one-style battle game with cute little Japanese-style characters. The battles take place in several different environments, with each player playing on a different monitor for enhanced secrecy. The possibility of this particular title coming over will probably depend on its success in Japan, but the link-up cable is almost sure to make the jump for some of Sega's hot arcade ports.



Put up your dukes, Gumbly! OK, so it's not Gumbly, but *Gebockers* seems to have more than its share of strange characters!



While *Gebockers* may not be a traditional American title, it does feature the brand-new Sega link-up cable, which is due in the US sometime in the near future.

Gun Griffon

Game Arts for Saturn

Yet another mech-warrior game from Japan, *Gun Griffon* is near complete and looking really good. Picture a game like Sony's *Krazy Ivan*, but with the jumping elements of *Jumping Flash!* and you'll have some idea of the gameplay in *Gun Griffon*. There has already been confirmation of this title coming to the US, but there will almost definitely be a new name attached to the game.



The wide open spaces of *Gun Griffon's* landscapes make for awesome no-holds-barred battles.

Currently entitled *Legend of Thor*, this game is actually the sequel to last year's *Bayon Ozeas* for the Genesis. From what we've seen so far, the graphics of the game have experienced an extremely nice lift from the jump in hardware platforms. The gameplay seems to be every bit as challenging as the first. Presuming the title will be much like the original, this action/RPG will be filled with puzzles, battles and various other challenges to overcome, as you make your way through the many landscapes. There are already semi-sure plans to bring this one to the US for release in July, but for now it's still being developed at Sega of Japan.

Legend of Thor

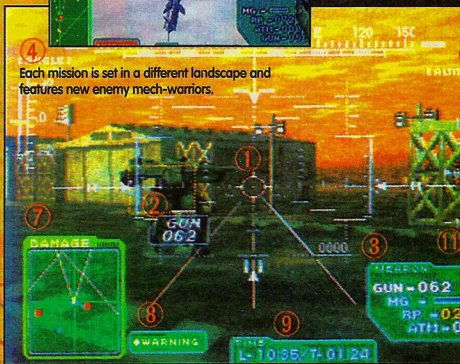
Sega for Saturn



The bright, colorful look of the graphics is reminiscent, but far more impressive,

than the original 16-bit *Bayon Oasis* title.

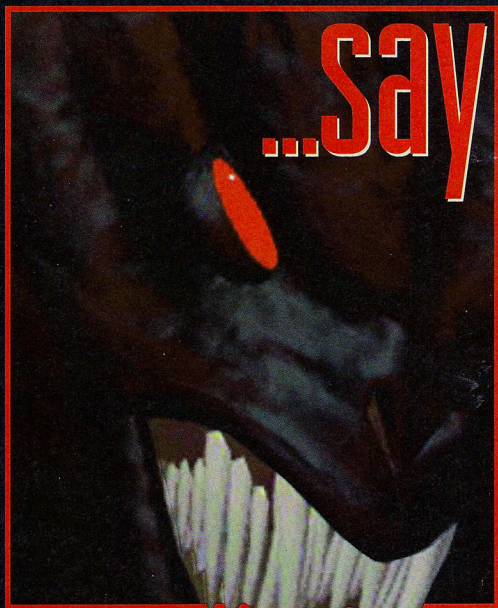
The overhead view seems to work pretty well for this adventure-style game.



Each mission is set in a different landscape and features new enemy mech-warriors.



You may be able to handle these guys, but...



...say hello to
mama!

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CREATURE
SHOCK
SPECIAL
EDITION



Special Feature

Jumping

That crazy mech-bunny is back again for adventure and another round of serious

One of the most critically acclaimed games of last year was a little-known PlayStation title called *Jumping Flash!* (*JF*). Due to its heavy Japanese feel, it never quite fit into the American action game genre. The cartoon-like graphics and wacky gameplay, however, were a big part of its

overall charm. Now, less than a year later, Sony Computer Entertainment of America is trying to decide whether to bring this awesome-looking sequel to the US. If there is any justice in the world of videogames, it won't take long to decide that serious gamers in the US *need* this game! Keep your fingers crossed!

In the original adventure, the object was to jump around in a totally 3D environment, collecting giant-sized carrots called 'Jetpods.' What

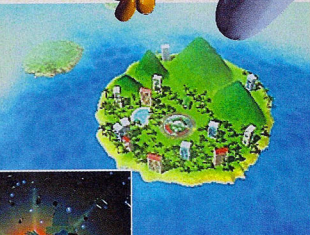
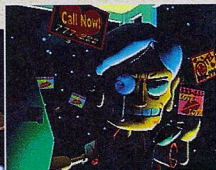
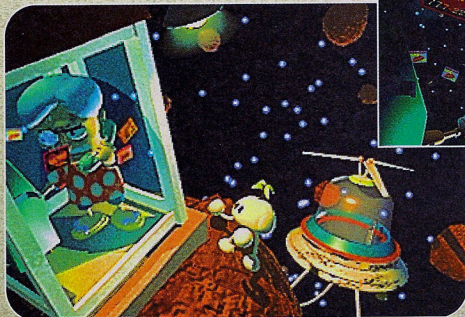
made *JF* such a great game, though, was the incredible simulation of soaring through the air from one raised platform to the next, with the aid of super-jumping abilities. Combining

elements of the classic side-scrolling platform game with a first-person, 3D action game, the originality factor in *JF* was set on full power.

In *Jumping Flash! 2*: *Save Baron Aloha*, all of your favorite gameplay elements are back in full force, but the adventure has grown in scope, making

it an even more immense experience. New additions include a 3-stage jump meter which gives the player some assistance in achieving the maximum jumping potential. Also, aside from the fact that the environments are considerably larger this time around, more hidden areas and secret bonuses have been added to find along the way. The most exciting aspect of *Jumping Flash! 2*, however, is the promise of even

The Villains



While unusual characters are pretty much common place in the world of *Jumping Flash!*, the newest of the odd characters, Captain Suzuki, is perhaps the most twisted of all! Beware!

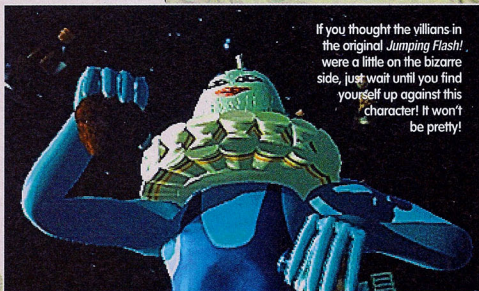
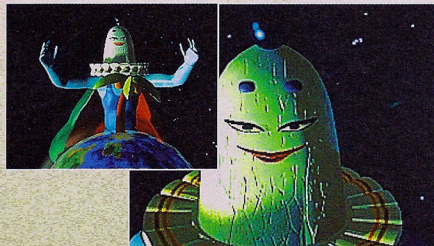
Flash

an even bigger
vertigo.

more attractive, detailed and inventive environments. Considering the masterpiece that was *Jumping Flash!*, it's hard to even dream of an improved sequel, but it sure is exciting to know it's coming. Hopefully, this time, more gamers will get to experience the sheer bliss of landing on a narrow water-slide high above the world below while skillfully avoiding the danger of some flying creature bent on sending that mech-bunny to the great carrot patch in the sky. I can't wait! **GP**



Back for yet another crack at that crazy mech-rabbit, Baron Aloha is meaner than ever in *Jumping Flash! 2*. Oh yeah, and he still hates rabbits!



If you thought the villains in the original *Jumping Flash!* were a little on the bizarre side, just wait until you find yourself up against this character! It won't be pretty!

The Story

After a grueling battle with the evil scientist Baron Aloha in the original *Jumping Flash!*, Robbit (the mech-rabbit), is once again set to do battle with evil-doers. Baron Aloha, meanwhile, is back on his home planet of Muu Muu, busying himself with schemes of destroying Robbit. As fortune would have it, however, an enormous and mysterious creature named Captain Suzuki has suddenly appeared and taken an unhealthy liking to the planet where Baron Aloha and his pathetic assistants, the Muu Muu Spacemen, have set-up shop. With plans to add Muu Muu to his personal collection of planets, Captain Suzuki will not listen to reason and Baron Aloha is forced to call upon the aid of the Milky Way Counselling Service. Of course, as the MWCS's best weapon, Robbit is sent to help the Muu in their time of need and therefore finds himself in the unusual position of ally to the Baron.

As was demonstrated in the first game, however, the Baron is not to be trusted and as soon as Captain Suzuki's efforts are thwarted by Robbit, the Baron seizes the opportunity to ally himself with Captain Suzuki and once again turns on Robbit. A new battle then ensues against the combined forces of Baron Aloha and Captain Suzuki, creating a whole new world of challenges for Robbit. It will take all the skill of the world's greatest mech-rabbit to again put Baron Aloha and the 'just plain weird' Captain Suzuki in their respective places. At the very, very least, it will be interesting to see what happens!

A big part of the charm in the original *Jumping Flash!* came from the marrying of storyline and gameplay. *Jumping Flash! 2* promises more of the same with an even bigger and more exciting story aimed at pulling the gamer into the world of Robbit, Baron Aloha, the Muu Muu Spacemen and, of course, the captivating Captain Suzuki!





For anyone who passed on the original *Jumping Flash!* because of the cutesy graphics, it's important to note that while the look of the game may lead you to believe this is a game for kids, it's not! The original *Jumping Flash!* is one of the most sophisticated 32-bit games on the market and *Jumping Flash! 2* is likely to dwarf the efforts of the original. Simply seeing this title in action is enough to sell most serious players on the title, but playing the game is enough to send them over the top! If you still haven't played the original, check it out! For the rest of us, keep your fingers crossed that Sony gets this one out in the US very soon.

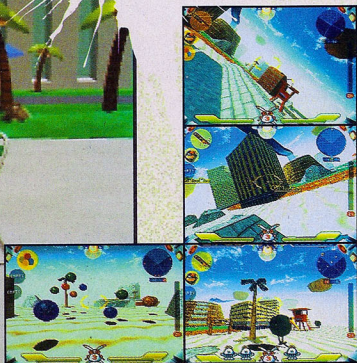


The Game

Jumping Flash! 2 promises even bigger action than the original! Could it be?



With enormous 3D environments, *Jumping Flash! 2* features lots of new hidden stuff!



Speed isn't
all you'll need.



IMPACT RACING

A sharp eye and a quick trigger finger will be needed to survive these race courses. Race at breakneck speed and fight back with a powerful array of weapons including guided missiles and a firewall to barbeque any enemies on your tail. A radar system helps you swerve away from sneaky land mines and incoming missiles closing in fast. Destroy enough cars, and you'll race in the psychotic bonus track, a humongous kill-fest that rewards you for how vicious you are.



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Special
Feature

Here Come The RPGs!

At long last, the 32-bit generation has some RPGs on the way!!!

Heading For Saturn

There's a total of six RPGs being translated for U.S. release on the Saturn. Working Designs, who previously brought *Lunar*, *Vai*, and *Payful Mail* to the Sega CD, are working on four different titles for the Saturn. *Shining Wisdom* is coming first, then *Magic Knight Rayearth* and *Dragon Force* should be out in August and May, respectively. *Lunar: Director's Cut* is also being worked on, although there is not a scheduled release date yet. Another interesting RPG coming to the Saturn is *Devil Summoner* from Atlus, and don't forget Sega's own *Dark Savior*. The Saturn is looking to have a decent library of RPGs on the way.

Almost a year into the 32-bit generation, only one RPG has surfaced for the Saturn and the PlayStation, and neither one is considered a tried and true RPG. *Mystaria* for the Saturn had all the elements of an RPG, but the story and game wasn't near as large as a classic RPG like a *Final Fantasy*. *King's Field* is as close as the PlayStation has come to an RPG, but its *Doom*-style action doesn't rank it as a true RPG. However, RPG fans finally have reason to cheer, as several Japanese titles are being translated for the U.S. market.



King's Field features some amazing graphics, but the lack of a storyline and focus on action may put off RPG fanatics.

Mystaria's sharp look gives a glimpse into the future, but can the weak storyline get the player engrossed in the game?



Beyond The Beyond

Sony For PlayStation



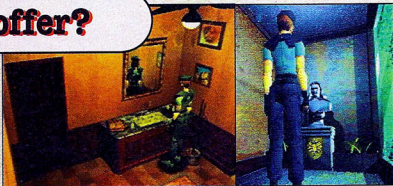
This traditional RPG has been out in Japan for quite a while now, and has gotten rave reviews. According to

Sony, the story is what makes *Beyond The Beyond* such an interesting game. The graphics for adventuring aren't anything special, but cut scenes and battles have a real nice look. Sony is releasing this title in the states in June and it will be the first RPG for the PlayStation. Until a translation of the text comes in, we can't give too much of an opinion on this title, although it does look very promising.

What can the new systems offer?

With every type of game (fighting, racing, sports), 32-bit systems have added some sort of unique technological advantage that couldn't have been done on the 16-bit machines. So what could the superior 32-bit technology offer to an RPG? The most obvious advantage is the storage medium. With the larger storage capacity of the CD, games could, and should, be bigger and deeper. The CD also offers CD-quality sound that can be used to get the player more engrossed in the adventure. The CD's storage and sound abilities allow for an audio RPG rather than a text-based game. Interacting with characters can be done with voices rather than

scrolling text, which, if done correctly, can only add to the experience. Another possibility is to use polygons and texture-maps to completely change the look of RPGs. Of course, with these advances, there has to be caution. The RPG is at its best when the story is central. If developers spend too much time on eye-candy, the story often gets lost. The 32-bit RPG is an untapped phenomena that lends itself to a plethora of possibilities. How the developers choose to take advantage of these opportunities is yet to be seen, but it's a very exciting prospect.



Resident Evil showcases the kind of graphics and speech that can be done. Perhaps a pre-rendered dungeon and polygon knights with a deep story is the future?

What about Square?

No talk of RPGs is complete without Square. The Japanese developers of hit RPGs like *Chrono Trigger*, *Secret Of Evermore*, and the *Final Fantasy* series are the one company that seems to define the RPG genre. Square has had a close relationship with Nintendo, which is why their games never made it to the Genesis. However, the word is that Square is going to make RPGs for the PlayStation, as well as the Nintendo 64. The official announcement hasn't come yet, but it seems evident that a deal has been struck.

There's no word yet on which titles they might be bringing to the PlayStation, but a *Final Fantasy* game would be awesome. We do know that a new *Final Fantasy* is definitely scheduled for the Nintendo 64, and it is going to be incredible. As we get more news on what Square's plans are, we'll be the first to let you know.

Magic Knight-Rayearth

Working Designs For Saturn



Anime interludes offer a chance for the character to get deeper into the game and allow fans of the cartoon to see their favorite characters.



The battle scenes feature some real nice graphics and great effects on the spells. Looks really awesome!



This is another action-RPG from Working Designs that's on its way for the Saturn. *Magic Knight-Rayearth* is originally adapted from a popular Japanese cartoon of the same name, and deals with three girls that are transported into a mystical world, where they need to save a Princess in order to restore peace to the land. The storyline of the game is based on the anime that's coming to America this fall. The game plays at a 3/4 overhead perspective as you battle evil characters. The most notable technological advancement is in the dialogue. When you speak to characters, you can actually hear them talk. If it's done properly, it'll no doubt be the future of RPGs.

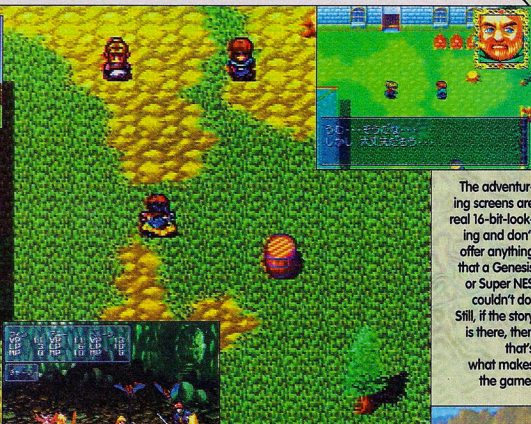
Magic Knight-Rayearth should make it here by August, and it should be another solid Saturn title.



Travelling around the world is what RPGs are all about, and despite the short fat characters, the game looks good.



The rendered intro looks awesome, but doesn't lend much to the story and kind of makes you realize that the game graphics aren't that nice.



The adventuring screens are real 16-bit-looking and don't offer anything that a Genesis or Super NES couldn't do. Still, if the story is there, then that's what makes the game.



The fanciful 3D effects of the battles really makes the game look good, but without translation we're kind of lost.



As in every RPG worth its salt, *Beyond The Beyond* has its share of magic spells and pig-like evildoers!



Devil Summoner

Atlus For Saturn

Wow! *Devil Summoner* is set in modern day Tokyo, and the player is cast as a student who finds the body of the Devil Summoner, who is a supernatural detective. When he finds the body, the Devil Summoner's soul has been removed and sent to unknown parts. The student's soul goes to the Devil Summoner's body, and brings it to life. Then the Summoner contacts him and uses the student to solve the mystery.

You can talk to other characters and get them to join your party or you can take it to them in a battle. As you continue on, you can combine monsters for different creations, however, if the monsters level is higher than yours, you can't control the monster and he could turn on you. Because *Devil Summoner* is set in the modern day, you can use guns and bombs along with the traditional magic and swords. This one was given incredibly high scores in Japan, and promises to be a very interesting title.



Either this guy is a serious gun collector, or he's expecting some very BAD company!

Arc The Lad

Sony For PlayStation

Sony has confirmed that they are going to translate *Arc The Lad* for the U.S., but haven't announced an official release date yet. We do expect this title by fall, and it is the nicer looking of the two PlayStation RPGs on the way. It takes quite a while to get into the game, but the graphics and music are both real nice. The battle system is just like the one in *Mystaria* and *Shining Force*, and it works quite well. The language barrier has kept us from getting too far into this game, but if the story is there and the game is big, *Arc The Lad* should be awesome.



Early in the game there didn't seem to be any room for adventuring. You'd watch a sequence and then go into battle. Hopefully that changes as the game goes on.

Dragon Force

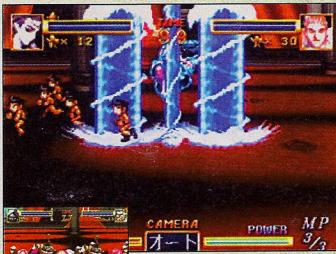
Working Designs For Saturn



The anime intro is sharp, and hopefully it really does serve a purpose and establish the story.



This game plays much like Enix's *Ogre Battle*. You're in control of hundreds of troops, elves, hobbits, mages, and fairy warriors, which you control in an all-out fantasy war game. *Dragon Force* is being called a strategy-RPG, but what looks the most amazing about this game are the battle graphics. The spells, characters, and backgrounds all look better than any previous RPG, with brilliant colors and amazing effects. The anime intro helps set the story to a detailed war. *Dragon Force* should make it to the states by as early as May, and once we get a chance to play it, we'll give you a deeper look.



Some amazing effects on the magic make the battle scenes quite pretty.



While in battle, you can control the camera and become the director of your own epic war film.



The long set-up at the start is a bit annoying (unless you can read the words), but it does show off some nice graphics.



Battling monsters takes place on a grid and allows you to use strategy and force.

Role PlayStation Games

Shining Wisdom

Working Designs For Saturn



The rendered intro sets the mood with a dream-like look into the story of the game.

This is the first Working Design's translation to come to the Saturn, and the first 32-bit rendered action/RPG for the system as well. *Shining Wisdom* casts the player as Mars, the son of the most famous hero in the Odegan Empire. At the start of the game, you can either keep the heroes name as Mars or change it to any name you like. In a traditional RPG start, Mars grandfather convinces him to go offer his service to the King. Then fate turns and has the hero battling through the lands against the 'four terrors'.

The fully-rendered 3D animation sets up the story at the start of the game, then the game takes on an overhead perspective style, reminiscent of the popular *Zelda* series from Nintendo. As in *Zelda*, combat is carried out in a real-time arcade format, which allows the character to eliminate the swarming monsters. In addition, the player is able to control one of three inventory areas that hold specific items: one for crafts that enable the player to perform magic attacks, one for healing and special items, and one for tools and keys to reach previously closed areas. For example, the player can acquire a shell that lets you understand the speech of trees, boots that create an earthquake, a claw that allows you to dig tunnels, a magic suit that turns you into a monkey, or even a toy car that runs over enemies. In all, there are over 25 unique items to be found.

All we can say about this one is that we're real excited and hope that the real-time battles don't interfere with the RPG story.



You must have something important to say to me since you came all the way up here.



Well, now here we are... What do you think of our grandson?

Travelling to the countryside or in the castle, *Shining Wisdom* looks much like

16-bit RPGs. Hopefully, the CD storage will be used for a bigger adventure.

Interacting with non-player characters is important in finding the secrets and acquiring items.



It seems... Pazort never... contacted us afterwards...



I heard that Odegan Castle was built on top of a Labyrinth that has access to



Real time battle and running through traps is sure to keep the gamer on his/her feet and maybe interest a few *Zelda* fans as well.



CONTROLLING THE GAME

Special Feature

Ever since the early days of the Atari 2600, that brand-new videogame box has always contained two primary components — the console and the controller(s). Sure, everyone knows about the power of any new console — How many bits? How many colors can it display? How many polygons can it process? — but for the most part, the controllers are taken for granted. One thing is for sure, however, with revolutionary new controllers like that of the Nintendo 64, hardware companies are obviously not taking the matter lightly anymore.

The evolution of the controller has meant more, however, than most might assume. It's important to remember that many of the gaming advancements to which we've been treated in the past few years would not have been possible without the appropriate controller innovation. A game like *Super Street Fighter 2*, for example, simply could not have been done with a NES joystick because of the button requirements. By the same token, a 3D game like *Mario 64* for the upcoming Nintendo 64 could not have been done

properly without the N64's analog joystick.

THE CONTROLLER IS NO LONGER A PASSIVE ASPECT OF THE EQUATION.

At one point it seemed as though the only way to make a controller better able to handle various gaming needs was to add more buttons. The original Atari 2600 joystick, after all, had only one button, while today's standard pads have upwards of ten. But somewhere along the line, developers started looking into alternative designs to better suit the specific genre player. From these efforts came the analog flight stick, light guns and steering wheels. These secondary controllers are all meant to enhance a specific genre of gaming, making it more realistic than a standard controller could. In the same vein, there were a few experimental controllers that never quite made the cut. The Activator from Sega, for example, was seen as too far out-there by most to be a success.

What manufacturers seem to be learning now is that the controller is no longer a passive aspect of the equation. The controller is, in fact, the player's mode of interactivity. Tossing a standard multi-button joystick into the box at the last minute, just to fill an understood obligation, is no longer enough to satisfy truly savvy gamers. What this is sure to mean is an enhanced gaming experience for all players. With amazing innovations, like Force-Feedback joysticks just around the corner, the prospects are more exciting than ever.

ATARI 2600

The Ultimate in Simplicity

The first major entry into the modern controller race was the single-button joystick for the Atari 2600. With this minimalist approach, games were simply not given the opportunity to be very complex. Fortunately for Atari, at the time there wasn't much in the way of game design that required more than a joystick and one action button.

Atari's 2600 controller was the beginning and end of joystick design for primary home console controllers.



NES

The Standard

Probably the most influential controller of all time was the two-button NES pad, which established the standard of joypads over joysticks. Another standardization created by the NES pad was that of placing the joystick on the left side of the controller and the action buttons on the right. This standard has since been followed by Sega, Sony, 3DO and Atari, to mention but a few. With the addition of a second action button, the NES pad was able to accommodate slightly more complex games than the Atari 2600 controller, but there was still room for improvement.



While probably the most influential design ever, the NES controller seems primitive by today's standards.



SUPER NES

The Shoulder Generation

By the time 16-bit was reaching the market, it was obvious that games were only going to get more and more complex as time went on. For the first time in videogame history, a manufacturer seemed to anticipate the future with a controller. The six action button controller for the Super NES introduced the shoulder buttons. The advantage of shoulder buttons is one of convenience and intuitive form. The L and R buttons, which fall directly under the players index fingers, are perfect for navigational purposes, special weapons and even certain 3D features. Again, Nintendo had created an industry standard with several other manufacturers, including Sega, Sony and 3DO, all following its example with shoulder button controllers shortly thereafter.

Another innovation, as inevitable as it may have been, was the sleek ergonomic design of the controller. No longer were you forced to grip an awkward rectangular shell, but rather a comfortable, form-fitting controller. Since the Super NES pad, all controllers have maintained a nicely-rounded form similar to the Super NES.



The controller for the Super NES had more buttons than most considered necessary at the time. Go figure.

PLAYSTATION

The Next Step

While the PlayStation controller may not have exactly revolutionized the industry, it did set new standards in ergonomic design. The two-handle approach makes gripping the pad extremely easy and comfortable. The double shoulder buttons are also a welcome addition for most gamers.



The two-handle design and quadrum shoulder button design makes for an effective controller.

NINTENDO 64

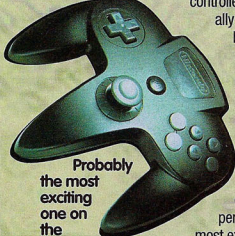
The Current Heavyweight Champion

As it has done several times in the past, Nintendo is again about to revolutionize the controller standard with the Nintendo 64. While the controller doesn't actually feature anything

brand new, it does bring to a standard joy-pad certain facets that have never before been seen in anything less than expensive PC peripherals. The most exciting of these features is unquestionably the utilization of the miniature analog joystick. Using

a similar dual D-pad technique as the Virtual Boy controller, the Nintendo 64 controller is optimized for operating in a 3D space. What makes the Nintendo 64 controller's dual D-pad system special is the use of the analog joystick as one of the D-pads. The analog controller is the ultimate tool for navigating 3D space, with its ability to detect minute degrees of movement. For example, in *Mario 64*, when the analog joystick is pushed just a little, Mario crawls very slowly. When pushed a little harder Mario walks and, when pushed all the way in any (and we do mean any) direction, Mario runs.

The Nintendo 64 controller has also taken advantage of innovations like a handle style design (there are actually three rather than the traditional two), trigger and shoulder buttons and the choice between digital and analog controls. A controller as creative as the Nintendo 64 is sure to create complications, but it's also likely to spawn many great new gaming ideas by its innovative design alone.



Probably the most exciting one on the market, the Nintendo 64 controller is awesome.



The Virtual Boy controller had to meet unique requirements. With its dual-joypad design, it did just that.

VIRTUAL BOY

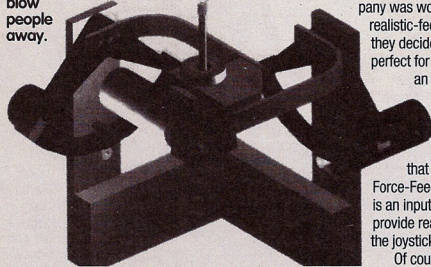
The Predecessor

The joy-pad for the Virtual Boy had some specific obstacles to overcome, the most significant of which was the fact that you could not see the controller as you were playing. To combat this problem, the controller employed the use of trigger buttons upon which the player rested his/her index finger. Due to the fact that the hardware was specifically designed for 3D gaming, there needed to be specific considerations for controlling the game in a 3D environment. The second innovation employed by the Virtual Boy controller to deal with this condition is that of dual D-pads. By giving the player dual D-pads (one on each side), there is an easy method for exploring 3D space.

THE FUTURE

Feeling the Game

Employing the unbelievable Force-Feedback technology, Immersion's joystick will absolutely blow people away.



The next major step in videogame controllers is already on the way from a company called Immersion. While the company admits that the technology could be as much as two years from the consumers hands, it WILL change the very feel of gaming. Force-Feedback is a technology that originated from research in the field of medical simulation. The company was working on creating realistic-feeling medical sims when they decided the technology was perfect for games. Essentially, to get an idea for Force-Feedback technology, you must first accept the fact that traditional controllers are uni-dimensional in that they are input only.

Force-Feedback, on the other hand, is an input/output device and can provide realistic feedback through the joystick.

Of course, this can be applied on the most basic of levels, such as

the kick of a shotgun in a game like DOOM, but the possibilities are limitless. In fact, in early demos, Immersion has done a remarkable job in portraying the properties of weight, elasticity, and texture. It's important to note that, when the technology finally does reach the market, it will only be as good as the games programmed for it, but with technology this exciting, how can we lose?

ANALOG

A Little Old-School Technology

The debate over analog versus digital technology in videogame controllers is one that has always been tragically quiet, with digital pretty much coming to the forefront as the standard. The tragedy lies in the fact that, for all intensive purposes, analog is far superior when it comes to comprehensive control. The difference is essentially one of degrees. While a digital controller will get you where you're going, an analog controller allows you to decide how you'll be getting there.

A digital controller operates by making contacts when the D-pad is pushed in a certain direction. This, of course, translates into a yes/no situation - either the contact is being made or it is not. There is no in-between stage. Analog, on the other hand, registers degrees of motion. In other

words, between the central position and the far left position, there are any number of points to which actions on the screen can be assigned. Analog control is best demonstrated and most traditionally used for flight sims. While controlling an aircraft, a slight nudge to an analog flight stick will have a minimal effect on your course, but an all-out push in any direction will change your course entirely.



An awesome controller for flying games, Sega's Mission Stick is top notch analog technology.

SEGA'S MISSION STICK

Definitely one of Sega's finest controllers of all time, its analog flight stick is a great addition to the growing collection of analog controllers. Designed with lots of options, such as a left- or right-handed set-up, digital or analog controls, and lots of button choices, this is a quality controller.

So far there is only one game, *Wing Arms*, designed for use with the analog controller, but there are sure to be more in the near future. It will be interesting to see where Sega takes it.

NINTENDO 64 CONTROLLER

What's most exciting about Nintendo's addition to the analog family is that it's via the standard console joypad. What this is bound to mean is that developers will almost be forced to come up with brand new uses for the technology for all kinds of games. Sure, flying and driving games will always be cool with analog controllers, but who knows what other applications are still out there for this amazing technology? You can bet Nintendo has some ideas on the matter.

The tiny analog joystick of the Ultra 64 controller is sure to set a new standard in console controllers.

SEGA'S ARCADE RACER



Also from Sega comes the analog Arcade Racer. Meant to simulate the arcade experience, this steering wheel does bring the analog experience to the racing genre. Again, however, games must be specifically designed for the controller to really take full advantage of its potential. So far, there are only a few that fit the bill. Of course, among the few are great games like *Sega Rally* and *Daytona U.S.A.*

Unfortunately, however, from what we've seen so far, the Arcade Racer has been less than successful in enhancing the gaming experience. The concept is good, but the execution just hasn't been there yet. Hopefully, the future will deliver new and exciting driving experiences utilizing this fantastic technology.

Sega's Arcade Racer aims to enhance the reality of awesome driving games like *Sega Rally*.

SONY'S FLIGHT STICK



The dual-stick action of Sony's first analog controller is unusual, but potentially effective.

As popular as games like *Air Combat* and *Warhawk* have been for the PlayStation, it's hard to believe that it has yet to release an analog flight stick, but rest assured, it's coming. The only major drawback to using an analog controller is that a game has to be specifically programmed to use analog technology. The only game so far that has been specifically designed for use with Sony's innovative new flight stick is Interplay's *Descent*, but surely there will be more.

What makes Sony's newest controller a little different from a traditional flight stick is that there are two sticks instead of the tradi-

tional one. The two-stick design will undoubtedly make for new 3D gaming experiences and optimum control over tank-style games, but for traditional flying games it makes the experience a little awkward, at least at first.

POWER GLOVE

The Controller — A glove controller for your NES.
The Pitch — Translate mere finger motions into complex actions on the screen.

The Reality — Develop arm fatigue to such a degree that you consider lopping off the offending appendage to free yourself from the pain.

Aside from the fact that only a few titles were ever made available specifically with the Power Glove in mind, the games that were available were never that hot. To make existing titles work with the Power Glove required awkward hand motions to control the actions on the screen. In the end — Why bother?



The Power Glove from Mattel was an interesting concept, but a grueling experience.

MISFIRES

Imagination Is A Good Thing, Right?

All of the following controllers were meant to get the player into the action in a big way. They all promised increased performance, higher scores and a more enjoyable gaming experience all around. They all came up way short.

ROB THE ROBOT

The Controller — A robot that interacted with controller two as you played with controller one on the NES.

The Pitch — A gaming buddy when your real friends aren't around.

The Reality — *Come on.* Only two games were ever designed for this monstrosity and the net result was that Rob the Robot would press the A button on controller two if you wanted him to.

U—FORCE

The Controller — A laptop-shaped controller with built-in motion detection.

The Pitch — Let your hands do the talking for you on the screen.

The Reality — Arm fatigue becomes your only reality after a few minutes of gameplay. Using the controller for existing games simply made the control more difficult. There were never any games specifically designed for the controller, though some definitely worked better than others.

THE ACTIVATOR

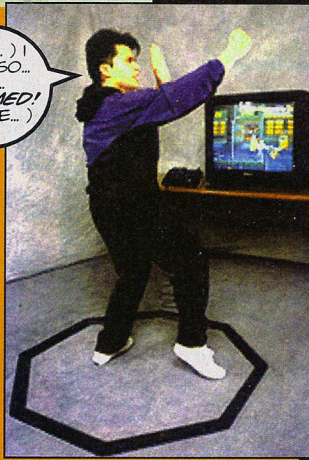
The Controller

— An octagonal track with infrared detectors.

The Pitch — Total interaction. Watch as your best kung-fu moves get transferred from your living room to the screen.

The Reality — Look like a fool as you perform your dance of shame in a ring of infrared glory. Totally awkward requirements made The Activator a less than effective controller for your Sega Genesis.

(SOB...) I FEEL SO... SO... ASHAMED! (CHOKE...)



The bitch is on PlayStation...
and she doesn't feel like playing!



WELCOME TO THE NURSERY...
WASTE THE BROOD!



THE BIO-WEAPONS DIVISION HAS
ORDERS TO ELIMINATE... YOU!



INFESTATION CALLS FOR
DOG ALIEN EXTERMINATION!



360° OF XENOMORPH HELL...
YOU'RE SURROUNDED!

All the gut-churning
3-D action of the
complete Alien Trilogy
in one black-death,
white-knuckle nightmare.

ALIEN TRILOGY



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REVIEWS

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Here at **GAME PLAYERS**, we require all of our reviewers to do their own stunts. Oh, we start 'em off easy, at first — a simple opinion, maybe an easy score or two. We don't set 'em on fire until their second day!



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

A reviewer's life can depend on just a scrap of this stuff. Of course, our reviewers think they have all of this they need. Uh, someone call an ambulance...

REVIEWER

Here's a guy who thinks nothing of driving a burning car off a hundred foot cliff while chewing on dynamite. He thinks he can write, too...

OPINION

After they get a few high jumps or car crashes behind 'em, most reviewers think their opinions are solid gold. Yeah... right...

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

If a reviewer can stay alive in this business long enough, he might score an Oscar.

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

PLATINUM 90-100%
GOLD 80-89%
SILVER 70-79%
BRONZE 60-69%
POOR 50-59%
MISERABLE 40-49%
DISASTROUS 30-39%
UNPLAYABLE 20-29%
WASTEFUL 10-19%
WORTHLESS 0-9%

Barrowing through small dark passages has never been one of Patrick's favorite things to do. In fact, he can't even eat Swiss cheese!

It's the first time I've ever seen a game that uses the PC's low resolution to its advantage. It's a shame that the game's graphics are so poor, but the game's story is so good that I can't help but recommend it to anyone who's looking for a good game to play on their PC. The graphics are so bad that I can't even eat Swiss cheese!

If you're a fan of the game, you'll love the fact that the game's graphics are so bad that I can't even eat Swiss cheese!

The graphics are so bad that I can't even eat Swiss cheese!

Descent

The Best Headache Ever
Feeling a tizzy through the mine is sometimes mixed with a challenge that the mines put you through every...

There's one thing about Descent that I love about it: the graphics. In the past, although most of the games in this category have been good, Descent has been one of the best. It's the only PC game that I can't even eat Swiss cheese!

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8 The mine isn't dark and scary enough.

8 The story and plot are not as good as they could be.

8 The soundtrack is not as good as it could be.

9 The music is not as good as it could be.

8 The sound effects are not as good as they could be.

8 The graphics are not as good as they could be.

8 The graphics are not as good as they could be.

8 The music is not as good as it could be.

8 The sound effects are not as good as they could be.

EXCELLENT

84%

THE GAME PLAYERS AWARD 1996

PLAYSTATION

MATURE
M
AGE RATEDGENRE / adventure
PLAYERS / 1
PUBLISHER / Capcom
DEVELOPER / Capcom
AVAILABLE / now
PRICE / \$66.95GAME
PLAYERS
ULTIMATE

No one gave it much thought when Roger Burchill began studying botany. But when he raised a giant man-eating plant, we were forced to hand over our lunch money.

Resident Evil

Every now and then, a game makes a leap in innovation and design that completely redefines a genre and sets a new standard. *Resident Evil* is that game for the graphic adventure category.

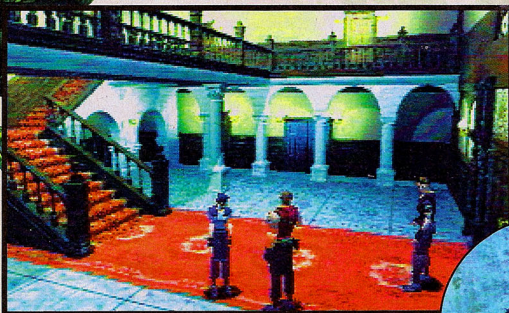
In terms of graphics, few games can parallel *Resident Evil*'s mixture of polygon characters and pre-rendered backgrounds. The dramatic lighting helps to create a setting that

rivals a theatrical release. This 'movie-like' feel is only intensified by the multiple camera angles and the excellent soundtrack, that sets the eerie, frightening atmosphere. Believe me, you will *feel* the terror.

Resident Evil also receives high marks for its innovative use of a true 3D environment which allows ground-breaking interaction between your character and its surroundings. The use of a three dimensional world, superb character control, and the deep, non-linear gameplay frees the player from the constraints of a predetermined storyline to an extent never seen before. Although established plot points prevent the game from being completely non-linear, ultimately, it is the player who determines when and how he faces the game's challenges. This departure from the stale gameplay of other graphic adventures like *Alone In The Dark*, *7th Guest* and *Myst*, is the truly revolutionary achievement of *Resident Evil*.

The few downsides of the game lies in the inability of your character to easily dispose of or exchange items that are picked up. The use of a cumbersome storage box-based exchange system takes away from the intuitive game control and forces the player to make too many monotonous 'supply runs'. A similar complaint can be made about the in-game save system that requires you to locate an ink ribbon and a typewriter to save your progress. The save mechanism puts too much strategic emphasis on choosing when to save your game and, even worse, it's really inconvenient. Finally, despite its excellent storyline, once you've conquered it, *Resident Evil* suffers in replay value. But the inclusion of two separate characters with differently evolving storylines helps to diminish even this objection.

Overall, *Resident Evil* goes where no graphic adventure has gone before and does it so well that it will emotionally involve you in its story. You can't ask for much more than that. **GP**



As the story begins, the situation is desperate, but at least you're not alone.

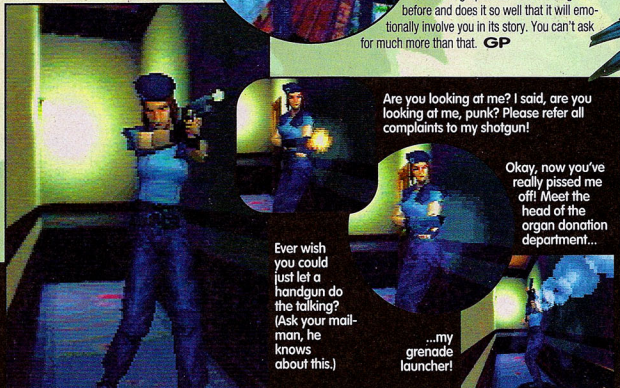
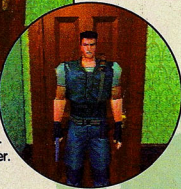
Okay, so you are alone. Time to start worrying. (Man, that must have hurt!)



Select one of two characters to play. The beautiful and courageous Jill Valentine...



...or the tough, hunky Chris Redfield. Warning: Chris may be tough, but his storyline is even tougher.



Are you looking at me? I said, are you looking at me, punk? Please refer all complaints to my shotgun!

Okay, now you've really pissed me off! Meet the head of the organ donation department...

Ever wish you could just let a handgun do the talking? (Ask your mailman, he knows about this.)

...my grenade launcher!

Say Hello To My Little Friends!



Missed It By That Much!

As good as *Resident Evil* is, it's not perfect. To carry the items you need to survive, you'll have to develop a deep and meaningful relationship with this storage box.

Speaking of relationships, if your significant other starts hassling you about the amount of attention you give that game, you'd better hope you've found an ink ribbon (which are few and far between) and a typewriter to save your game.



A Thousand Ways to Die



This game is chock full of ways to meet your demise. Zombies are just the most common. (Oh man, I care for a TIC Tac, my zombie-breathed little friend?)

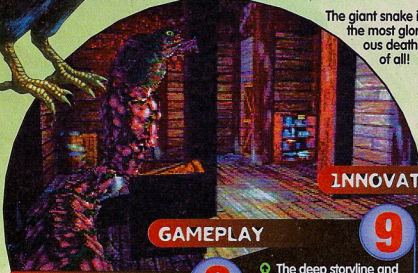
A SECOND OPINION

Despite our undying love for games, it's a rare title that captures the attention of every single person at the office. When we first saw an early demo of *Resident Evil*, we were left begging for more. And with each new update, our anticipation only grew and grew. Now that we've received the final game, our only problem is that everyone wants to play it at once!

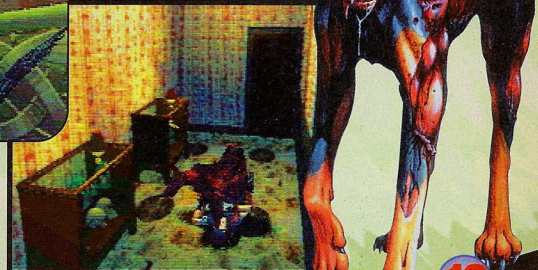
Why is this game so damn good? First of all, it's the first console game I've ever played that genuinely gives me the creeps (despite the clumsy voice acting). And unlike similar games such as *7th Guest* or *Mansion of Hidden Souls*, *Resident Evil* offers a fully-interactive background with action for arcade lovers and enough intrigue for older players. — Chris



Alfred Hitchcock would take special delight in seeing you go like this. (I bet these are the jerks that used my car for target practice, too!)



The giant snake is the most glorious death of all!



My personal favorite are the hounds of hell. Hey! Do I look like a Milkbone to you?

GRAPHICS 10

MUSIC & SOUND FX 10

- Characters, objects, sets, everything in this game is gorgeous.
- Multiple camera angles make the game a cinematic experience.
- Soundtrack matches the action on the screen to intensify the atmosphere.
- Accurate sound sourcing reinforces the realism of the 3D environment.

INNOVATION 9

- A true 3D world—a breakthrough for the graphic adventure genre.
- Freedom to roam means a great reduction in linear gameplay.

GAMEPLAY 9

- The deep storyline and challenging gameplay thoroughly satisfy.
- Inability to drop and pickup items at will is kinda unrealistic.

REPLAY VALUE 9

- A choice of two characters with diverging storylines means twice the fun.
- As good as the story is, a set storyline means that there is a definite ending.

ULTIMATE 92%

Interplay™

BY GAMERS. FOR GAMERS.™

YOU'RE GO



What you've been waiting for.

True 360° movement in 3D.

30 gut-wrenching levels.

Robot enemies that learn your moves.

Descent is now on PlayStation.

And you're going down.

DES

DESCENT

Link Cable
2 Consoles

Analog Joystick
Compatible



Fly everywhere, shoot everything. Descent is the only game with 30 gut-churning levels of true 360-degree 3D madness.



New special effects found only on PlayStation™. Plus, 5 new anarchy levels for link play.

ING DOWN.



"Practically the definition of cool!"

---Game Players

"Takes the Playstation to new heights."

---GamePro

"Brilliantly executed action in 3D"

---Next Generation

CENT
DESCENT



18 robot enemies with advanced artificial intelligence that learn and react as you play. And the alternative rock of Type O Negative and "Ogre" of Skinny Puppy.

Parallax
Software



DESCENT™

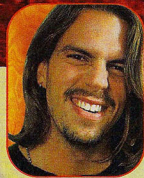
<http://www.interplay.com>

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PLAYSTATION



GENRE / shooter
PLAYERS / 1 or 2 (with link)
PUBLISHER / Sony Interactive
DEVELOPER / Psygnosis
AVAILABLE / now
PRICE / \$49.99



Salmon IS Krazy Ivan!

He knows the ways of vodka, dabbles in white Russians, and has seen Rocky IV. Mike

KRAZY4

Originally planned to launch with the PlayStation, *Krazy Ivan* has finally reached completion. The earlier versions I saw were real incomplete and had me a bit worried, however, this final version is a very solid game.

The game is a first-person 3D mech-combat blaster, in which you see the world through the eyes of a shoot-now-and-ask-questions-later Russian Soldier named Ivan. While this is by no means a new format, *Krazy Ivan* has added several new elements that submerge the player even deeper into the game. The game features total freedom of movement, with no tracks or hallways to hold back the adventurous; a pulsing techno soundtrack composed especially for the game that adds an edgy kick to the action; and the ability to look (and shoot) up and down, which makes *Krazy Ivan* one of the most controllable shooters ever.

There are five fluid, 3D battle zones, each with its own corral of enemies, which were all SGI-rendered, animated, texture-mapped, and Gouraud-shaded to make them look as intimidating as possible (after all that work, you almost hate to kill them). Each Zone has

from three to five centurions to destroy, but en route to the one-on-one mech-showdown, you come across a bevy of enemies. Perhaps the most intriguing part of the game is the full 360-degree assault. There's an air-strike coming from the north, a field of mines to the east, a barrage of fire from a land vehicle to the west, and a strafing coming from the south! All you have to do is maneuver Ivan around to take out all of these enemies. While this sounds near impossible, it's the smooth control that makes *Krazy Ivan* work so well.

One of the biggest problems with *Krazy Ivan* is in the replay value. The game's five areas are interesting, but the landscape, from New York to Russia, looks exactly the same. The game is also just too short. The engine for *Krazy Ivan* is great, but the game needed more time to develop more interesting zones. The sequel to *Krazy Ivan* or an add-on disk featuring different levels would make this one of the best 3D shooters around. As it is, *Krazy Ivan* is still a very good game and very well worth checking out. **GP**

The Centurions

The enemies in this game are some of the prettiest, and they're quite intelligent as well.



The great animation makes the Centurions that much more real. You have to see them move to believe how smooth they are.

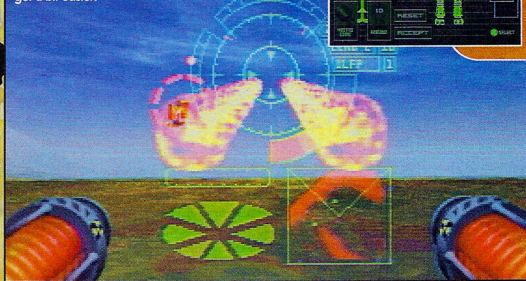
Upgrading

One of the better features is the ability to upgrade your armor and weapons after each battle.

You have to choose which weapon or armor you want to upgrade. The weapons make a big difference.



When you get this gun, things get a bit easier.





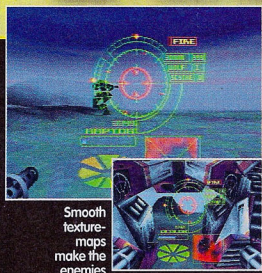
IVAN ★



A SECOND OPINION

While I was pretty fond of *Krazy Ivan*'s one-player mode, with all its strategic warfare elements, the feature that I found most entertaining was the two-player link-up mode. Chasing after your buddy as he's running scared through the mountains is a thrill like no other. Of course the best part of chasing down one of your friends like a dog is that at the end you get to hear them cry about how badly you cheated! What fun it is!

— Patrick



Smooth texture-maps make the enemies look awesome far away and close up.



All of the Centurions have different strengths and weaknesses, but one thing they all have in common are big bullets.



This special weapon is perfect for taking out ground targets and the core.

Attacked from every side and angle!



While you're being attacked from the air, you might not have noticed...



...or the barrage of fire coming from behind. It's moments like this that *Krazy Ivan* is at its best.

GRAPHICS 9

MUSIC & SOUND FX 9

- Intense, original music is perfect.
- Sound FX are crisp and an accurate reflection of the action.

- Slickly-rendered enemies and beautiful explosions catch the eye.
- The stages look good, but they all look similar.

INNOVATION 8

- 3D outdoor arenas and attacks from all 360 degrees are a step forward.
- Overused *Doom* perspective works well, but a new twist would be nice.

GAMEPLAY 8

- The game moves fast and keeps you on your toes.
- Unfortunately, the arenas all look the same.

REPLAY VALUE 8

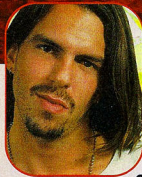
- The difficulty and link-up mode make it good while you play.
- The fun doesn't last long, 'cuz the game is just too short.

EXCELLENT

82%

SNES/GEN

GENRE / arcade b-ball
PLAYERS / 1 to 4
PUBLISHER / Acclaim
DEVELOPER / Iguana
AVAILABLE / now
PRICE / \$55



In college, he used to take the rock (or should we say, the foam?) to the hole and get the finish, but after the great Nerf Hoop ban of '90, Mike Salmon could never dunk again.

COLLEGE SLAM

The original *NBA Jam* was a major hit at the arcades over two years ago with its impressive graphics, real NBA players, spectacular dunks, and four-player play. Since then, *Jam* and its different incarnations (*T.E.*) have appeared on every system out there. While the first few were great games, each new addition just got increasingly stale.

The gameplay and engine of *NBA Jam* are now being put to the college game in *College Slam*. Unfortunately, companies can't use photos or names of college players, which takes away from one of the original charms of *NBA Jam*. There is an option to enter your own names for players and edit their stats, but without the pictures or realistic likeness on the court (often the wrong skin color and size), you never get the feel that you're really controlling a college team. Plus, there are simple and blatant mistakes, like making the uniform colors completely wrong (Illinois doesn't wear white and blue uni-

forms). *College Slam* isn't original, realistic, or any kind of improvement on the first *NBA Jam*.

The actual gameplay of *College Slam* is identical to *NBA Jam*. It's fast-paced, unrealistic and, with four players, quite fun. If you're one of the eleven people in the free world who don't own an *NBA Jam* game, this one is as good as any to start with. However, if you do already own any other version of *Jam*, then the only reason to get *College Slam* is so you can make your favorite college team defy the laws of gravity. **GP**

Don't worry—the fantastically unrealistic dunks are in *College Slam*. You can even break the glass.

SEEN THAT, DONE THAT!

Once again, it's time to guess which screen shot is from which version of *NBA Jam* or *College Slam*.



Four different games; one distinctly similar look.

7

GRAPHICS

Super NES is a little sharper, but both games look solid.

The graphics haven't ever been upgraded.

6

MUSIC & SOUND FX

The voice is clear and music isn't distorted.

Some annoying announcer needs to find something else to do.

4

INNOVATION

Changing player names in a hoops game is an idea long overdue.

It's *NBA Jam* and that just ain't innovative.

8

GAMEPLAY

You can't deny the good gameplay.

Not for sim fans and it's just not new.

6

REPLAY VALUE

Getting your own two-on-two tournaments is really great.

No stats or season mode equals small replay value.



←→ TO CHANGE PLAYER
↑↓ TO EDIT PLAYER STATS

GOOD
69%



**DOWNLOAD YOUR
FREE VR SOCCER '96™
DEMO NOW!**

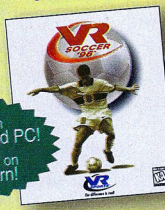
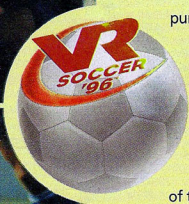
You've seen the screen shots. You've read the reviews. Now experience the VR Sports difference yourself. Get a FREE interactive demo of VR Soccer for the PC by visiting our web site at <http://www.vrsports.com> or

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VR SOCCER TIP 10

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KICK IS SUBSTANTIALLY
LESS PAINFUL THAN
BLOCKING ONE.**



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VR SOCCER TIP

8

PUNCH THE SPEED BURST BUTTON TO ELUDE PESKY DEFENDERS. THIS WILL ALLOW YOU AND TAB RAMOS TO ENJOY TOASTED GOALIE FOR LUNCH.



For more VR Soccer Tips and free demo, visit our web site at <http://www.vrsports.com>
Or, purchase a PC CD-ROM interactive preview at a participating retailer near you.

INTRODUCING VR SOCCER '96™

Where the bicycle kicks, the yellow cards and even the burnt goalies are for real.

It's just a game like English soccer fans are just a little enthusiastic. Say hello to the next generation of soccer. *Video Games*

magazine calls VR Soccer '96™

"The best 32-bit soccer game..."

With smooth, fast camera action, it's the only soccer

game you can play from any-

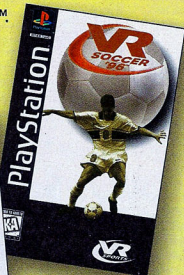
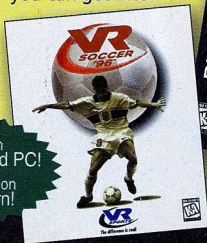
where and everywhere on the field.

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Realistic polygon-based figures that look and play like the world's best, because they are.



THE DIFFERENCE IS REAL.™



SATURN

GENRE / action
PLAYERS / 1
PUBLISHER / Sega
DEVELOPER / Sega
AVAILABLE / now
PRICE / \$59.95



Since he's usually all wound up anyway, **Chris Charla** was the perfect choice to review this game.

You know, *Clockwork Knight* was one of the first six games released with the Saturn and, while it probably didn't hurt the launch, the pseudo-3D sidescroller definitely didn't add much appeal to the system. Well, the game was popular enough for a sequel, and here it is.

Thankfully, the sequel is much better than the original. The graphics have been improved somewhat, although they still don't take full advantage of what the Saturn can do, in my opinion. More importantly, the game now has real 3D ele-

ments. Not enough to take it out of the side scroller realm, but enough to add some twists that make it a bit more fun to play and explore.

Having fun exploring is important, because you won't be having any fun with the variety of enemies—there are only about twelve different enemies in the entire game! Killing the exact same guys over and over again gets extremely boring, too.

Still, there's something cool about this game.

Exploring big areas like the bathroom or playroom as a toy soldier is kind of neat. Basically, *Clockwork Knight* was *Toy Story* before *Toy*

Story was cool (and without the expensive licenses). Still,

while *Toy Story* touches a nerve in everyone who sees or plays it, because we can all relate to the toys featured, it can be hard to identify with the baroque world of *Clockwork Knight*. It isn't cute like *Sonic* or *Mario*, it just seems kind of weird. Maybe if you're a big

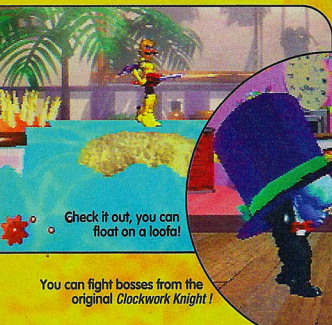
Nutcracker Suite fan, you'll get into it, but despite the quality graphics, I didn't find the art too appealing.

There is more than your standard side-scrolling fare here, with 3D twists everywhere, and the gameplay has been toughened up from the Japanese version, ensuring that most players will get a good amount of playtime from the game. I was surprised to find myself drawn in by the story line, too. I won't get too

into it, but it took some pretty surprising twists.

Overall, this game is extremely well-done. All the details are there, there are a ton of playing options, and plenty of other things (like a "fight-the-boss" sub-game, the complete original *Clockwork Knight* hidden on the disc, and secret mini-games) to keep things interesting. It doesn't break any new technical ground, but what it does do is well, with an enticing storyline, high quality graphics and good gameplay. **GP**

CLOCKWORK KNIGHT 2



Check it out, you can float on a loofa!

You can fight bosses from the original *Clockwork Knight*!



The title screen changes, depending on what date it is on your Saturn's calendar.

The turtles is another bathroom friend.



Ride on the rubber ducks to avoid waves and gain time.

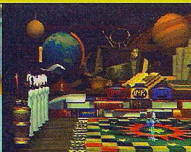


You can watch the movies from both games, to get the whole story (there's also a music video).



The fog in the bathroom level looks great.

ME OVER



The game definitely has a *Toy Story* feel to it.



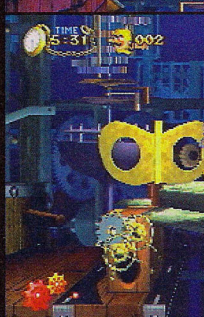
You move between sub-levels on this type of screen.



Watch for falling books on the study level.



Climbing the clock tower in the final level is a real challenge.



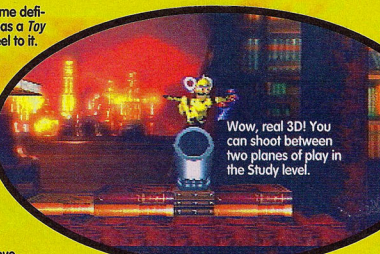
The Clock Tower level is strongly reminiscent of the Sonic series.

GAMEPLAY

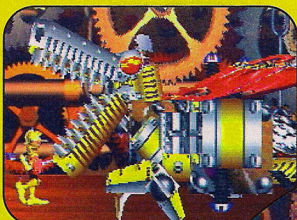
REPLAY VALUE

8

- ◆ Tons on the disc to keep you interested.
- They should have used some of that space to make the game longer.



Wow, real 3D! You can shoot between two planes of play in the Study level.



The final boss looks extremely detailed.



You can teleport around the level using special boxes. Look for them.

INNOVATION

8

- ◆ Good control, pretty challenging gameplay.
- Only 12 enemies? That really sucks!

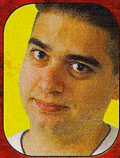
MUSIC & SOUND FX

6

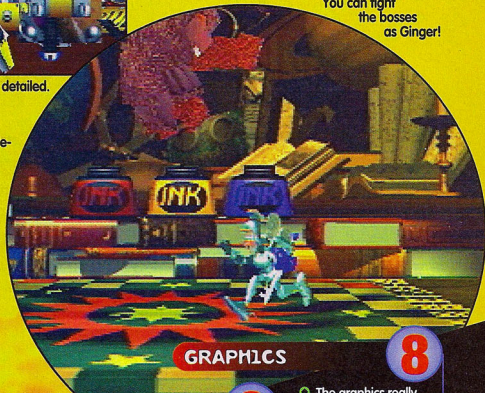
- ◆ Adds 3D elements to side-scrollers.
- It's still basically a 2D side-scroller.

A SECOND OPINION

So the game looks great. Well, you would hope that the Sega Saturn would be able to handle the graphics of a 2D side scroller. And as far as side-scrolling games go... I guess *CK2* must be considered state of the art. But there is certainly nothing in the gameplay that has changed significantly from 8-bit *Mario* games. Even the characters and storyline seems too cutesy and lacking of the hip humor and attitude that allowed *Earthworm Jim* to infuse some life into a dying game form. So as good as *CK2* may be, as a side scroller it neither serves to amuse or excite much. I guess when I'm gaming in the 32-bit world, I expect a lot more from my games. Come on, how about something new? — Roger



You can fight the bosses as Ginger!



GRAPHICS

8

- ◆ The graphics really looked great.
- The style was extremely weird.

VERY GOOD

79%

SATURN

GENRE / shooter
PLAYERS / 1 or 2
PUBLISHER / Acclaim
DEVELOPER / Taiyo
AVAILABLE / now
PRICE / \$59.99



After years of his ridiculous fish stories, we decided that it was time for Patrick Baggatta to step up to the plate and take a shot at a REAL fish.

Darius Golden

The Way It Was

It doesn't take long to recognize *Darius Golden* as a direct descendant from the 16-bit shooter heyday of years ago...



The lack of slowdown, a problem that plagued 16-bit shooters, is a welcome change, but not that big of a difference.

It seems the only thing the extra 16-bits of processing power brought to this game is an increase in enemies on the screen at one time.



Flash bombs are still a shooter fan's best friend.

5

GRAPHICS

- The colors are dark and moody.
- The graphics are sharp, but uninteresting.

7

MUSIC & SOUND FX

- The soundtrack is really nicely varied.
- The sound effects are totally weak.

2

INNOVATION

- The standard shooter formula is followed closely.
- The enemy Artificial Intelligence is generic.

5

GAMEPLAY

- The gameplay is reasonably fast.
- 'Shoot everything that moves' just isn't as fun as it used to be.

6

REPLAY VALUE

- There are many levels of gameplay to master.
- Each level is very much the same.

While considering my final judgment of *Darius Golden*, a 2D, side-scrolling space shooter, I was torn between tearing it apart for being wholly uninnovative or simply reviewing it for what it was, which is, of course, a wholly uninnovative shooter. It's not that *Darius Golden* doesn't do its job as a 2D shooter — bad guys come from the right side of the screen, bullets go towards them, they explode, but there is very little else that would suggest any forward thinking. In essence, the developers are saying 'We can think of nothing new to add to the genre of 2D shooters.' And so they did it.

There are a few bright spots tucked away within the game, such as the ability to choose which level will be played next, and a couple of innovative enemy characters, but the formula is so well-worn that you'll swear you're playing one of the first 16-bit shooters. Unfortunately, the comparisons to 16-bit don't stop there — the graphics are basically on a 16-bit level, making it difficult to understand why this game was even done for the Saturn. Of course, there's nothing inherently wrong with doing a simple, side-scrolling shooter for a 32-bit system, but it seems a waste not to exploit the power of the Saturn.

In the end, if you never lost your love for the shooters that helped

The fish theme that runs through *Darius Golden* helps to create an interesting cast of enemy characters.



The formula for each stage (starting with smaller enemies and ending with one giant boss creature) is firmly in place.

launch the 16-bit era, then you're in luck, because not only did it maintain the same style of gameplay, but it does it without all that nasty slowdown and sprite breakup. However, if you bought your next generation gaming system for a next generation gaming experience, this is not it. **GP**



On occasion, there is a 3D element or two thrown into the mix, but mostly for cosmetic purposes.

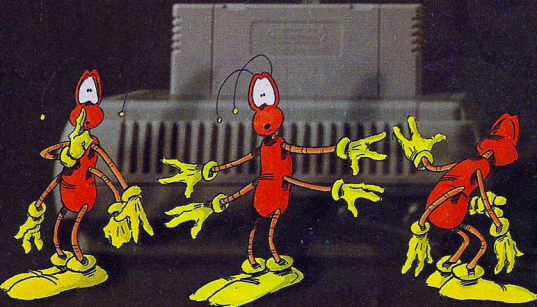
AVERAGE

53%

FRANTIC FLEA

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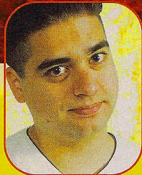
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PLAYSTATION

RIDS TO ADULTS
LEA
AGES 6+

GENRE / classics
PLAYERS / 1 or 2
PUBLISHER / Namco
DEVELOPER / Namco
AVAILABLE / now
PRICE / \$49.95



Suffering from a severe case of *Pac Man Fever*, Roger Burchill had flashbacks of a time when the word 'pizza' referred to his complexion and girls just liked him 'as a friend'.

There's been a wave of nostalgia for old arcade games for some time now, with a number of compilation discs having been released mostly for the home computer market.

Viewpoints regarding these collections have ranged from a treasure trove of gaming fun to total crap churned out by greedy game companies looking for a fast buck. Namco now jumps into the fray with its *Museum Classics Vol. 1*. Predictably, the results are mixed at best.

For the most part, *Museum Classics Vol. 1* is a nice collection of seven games that have earned their classic stature (to some extent), *Pac Man*, *Galaga*, and both the *Rally X* games were fun fifteen years ago and their solid gameplay still holds up now. *Pole Position* and

Seven games that rocked the world! Well, at least one of them did.



Bosconian don't hold up quite as



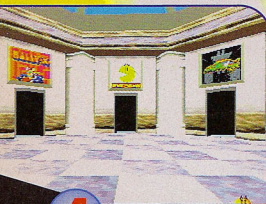
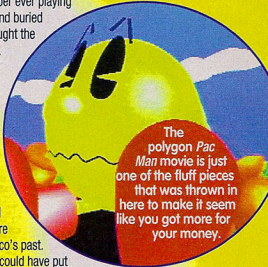
well, but aren't bad. As for *Topop*, I don't remember ever playing this game, but I may have just been traumatized and buried the memory. I can't imagine that I would have thought the game was even close to amusing, even back then. What *Topop* is doing on a classics compilation is beyond me.

Overall, the graphics, sound, and gameplay are consistent with games that were designed fifteen years ago. The addition of a museum with game related items is interesting, but really just filler. It probably would have been better if this filler was removed and replaced with more games from Namco's past.

In reality, Namco could have put all their true classics on one CD. Making volumes of these collections seems a little greedy and unnecessary. GP

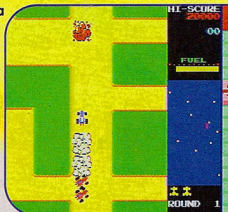
If you remember these games, it will take you back. Otherwise, you could always just check out what your folks played in the stone age.

MUSEUM CLASSICS VOL. 1



The museum is another filler. It's fun to go through once, but after that you'll just go directly to the games.

Rally X is a lesser known Classic and it seems really archaic, but if it really is fun. Or could that just be me getting all teary-eyed about my lost youth?



Topop. Does anybody remember this? I'm pretty sure anyone who witnessed this travesty of gaming would have taken their own life by now.



4

GRAPHICS

Modern 3D polygon-based graphics are utilized in the museum.

The graphics were state of the art, now they're 'classic'.

4

MUSIC & SOUND FX

There's a comprehensive collection of old videogame sounds.

Wacka, wacka, beep, beep. Need I say more?

3

INNOVATION

Toss a bunch of old games on a CD and sell them as classics.
Only seven games. Namco's complete history could fit on one CD.

7

GAMEPLAY

The gameplay's still solid, for the most part.
You can't consider all of these games as classics.

8

REPLAY VALUE

Seven games is still seven games — there's a lot to come back to.
You'll probably only really come back to play four of the seven games.

GOOD

66%

PLAYSTATION



GENRE / action
PLAYERS / 1
PUBLISHER / Interplay
DEVELOPER / Parallel Software
AVAILABLE / now
PRICE / \$59.99



Burrowing through small dark passages has never been one of Patrick Baggatta's favorite things to do. In fact, he can't even eat Swiss cheese!

Descent

One of the most stunning and exciting games ever to show up on the PC is now available for the PlayStation. Of course, as luck would have it, it's also one of the most frustrating games to ever come down the pike. The premise is simple — explore futuristic mines in a one-man flight pod, in search of innocent prisoners locked-up by evil forces. The twist comes, well, with the twists... and turns and the diving through tiny little openings in the floor and shooting straight down long corridors filled with dangerous enemy craft that fire missiles like madmen, and, well, you get the picture.

If you're already thinking that the first-person perspective and the explorative theme of *Descent* spell-out just another *DOOM* clone, think again. There are correlations to be drawn between the two games, but the difference is much like the difference between paddling around a baby pool on an inflatable crocodile raft and blasting through six-foot ocean waves on a high-powered jet-ski.

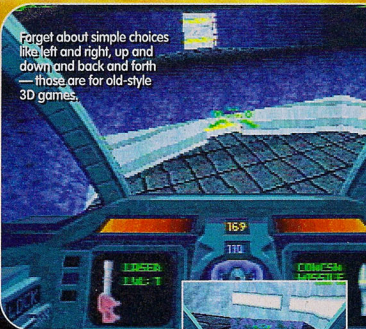
The frustration starts to set in when you can't tell which way is up. Of course, the 3D map screen is sometimes useful in guiding you through the intricate mazes, but usually the wire-framed map is only slightly less confusing than the mine itself.

If there's one facet of *Descent* that falls just short of greatness, it's the graphics. Although most of the game is really beautiful and the action is ultra-smooth, it would have been nice to see some sort of update in the PC-influenced graphics, especially in the enemy ships and explosions. Overall, however, *Descent* is a definite check in the positive column of gaming. **GP**

The Best Headache Ever

Finding a way through the mines is sometimes more of a challenge than the enemies you face along the way...

The map is often just as confusing as the actual mines, but at least you can spin the 3D model all around for different perspectives.



Target about simple choices like left and right, up and down and back and forth — those are for old-style 3D games.

The complex mine structures often reveal tiny openings that lead to vital materials and mission objectives.

The enemies you encounter are one of the least impressive facets of the game, but occasionally you get caught in a pretty good battle.

The disorienting effect of being turned upside down and every other conceivable direction is sometimes enough to make you want to scream.

8

GRAPHICS

- The mines are dark and moody.
- The enemy craft and explosions are sub par.

8

MUSIC & SOUND FX

- The soundtrack is made up of full-throttle techno tracks.
- The sound effects are pretty standard fare.

9

INNOVATION

- The mazes themselves are enough to make this game something special.
- The freedom of movement sets this one apart.

8

GAMEPLAY

- The motion of your ship is smooth and fast.
- The enemies often have a mindless quality about them.

9

REPLAY VALUE

- Figuring out the mazes alone gives you a reason to keep coming back.
- The link-cable adds endless life to the game.

EXCELLENT

84%

3DO

GENRE / RPG

PLAYERS / 1

PUBLISHER / Panasonic

DEVELOPER / Micro Cabin/Panasonic

AVAILABLE / now

PRICE / \$59.99

Lucien's Quest

Semi-retired RPG professional **Jeff Lundrigan** was called on to do it one more time — we've never seen him scream and cry like that before.



About time. Unless I'm very, very mistaken, this is the first Japanese *Final Fantasy*-style RPG ever to come out for 3DO. I'd love to say it was worth the wait to, but unfortunately, it just ain't so.

It's not that *Lucien's Quest* is a bad game, really. It does all the expected RPG things and even manages a few interesting touches here and there. Instead of the 2D bitmapped backgrounds, it puts its characters into a 3D world, modeling everything with polygons and texture maps. It's a pretty distinct look, but it also makes everything move in a stilted, clunky way that's distracting until

you get used to it, although it makes up for it with the close-in battle sequences, which are notably well-animated and include some way-cool special effects.

I admit, however, that I can't remember anything about the game that knocked me out. The characters are all pretty one-dimensional, there isn't much



The first things that grabs you about *Lucien's Quest* — well, actually, the ONLY thing that grabs you — is the mix of 2D characters in a 3D world.

Some of the graphics are impressive though, especially during the battle sequences, when the designers pull out a lot of odd, interesting special effects. Earthquake spells make the ground ripple like the Malibu surf.

Character development is at a minimum too, consisting mostly of the male characters bickering over which one of them Lucien likes best and why — 'juvenile' doesn't begin to describe this.

There's plenty of attempts at humor here, but a lot of it falls flat.

of a story to speak of — just a sequence of events to follow — and while there's some attempt at humor, most of the jokes fall flat. It plods along, moving from area to area, adding characters and here and there, introducing the next challenge, and on and on and on.

But I can't say I hated it either — it never went far enough out on a limb in any direction to give me reason to. This is the first 'placeholder' RPG I think I've ever come across. Practically EVERYTHING about it is dead average. You play it, it's totally painless, and then it's over. It only took about nine hours for me to beat this, and while, at the risk of sounding like an egomaniac, I admit that might not be typical, I can't see anyone taking a whole lot longer. **GP**



Unfortunately, that's about where the goodness ends and the overpowering averageness of the game begins.

Ago looks at Miminaga, as his jealousy rages.

GRAPHICS

8

- Cool, different mix of 2D and 3D, and wild special effects.
- Confusing camera angles and stiff animation outside of battles.

MUSIC & SOUND FX

9

- Full, vibrant soundtrack.
- Maybe a little TOO vibrant — 'overblown' describes it sometimes.

INNOVATION

3

- You've seen these RPG mechanics a hundred times before.
- You've seen these hackneyed characters a hundred times before.

GAMEPLAY

5

- Smooth, painless, relatively absorbing.
- Smooth, painless, totally forgettable.

REPLAY VALUE

5

- Could take a while to get through, maybe.
- Probably won't.

AVERAGE

54%

PLAYSTATION



GENRE / adventure
PLAYERS / 1
PUBLISHER / Vic Tokai
DEVELOPER / Millennium Interactive
AVAILABLE / now
PRICE / \$59.99



After losing out on covering the last gory game we had, Jeff Lundrigan brought in his 'nice old hickory' axe handle and said we needed a 'good talkin' to.'

Games with horror themes seem to be catching on these days and, sick freak that I am, I'm all for it. *Silverload* is actually a horror/WESTERN, which just makes it cooler. The town of Silverload has been cursed ever since its founders massacred the Indians who were on the land (and I'm not giving much away telling you this), and now the place is inhabited by a motley collection of werewolves, evil vampires, and really surly townfolk.

Wearry settlers in the desert have been attacked, a child has been kidnapped, and there's no one else around to help. How could you turn 'em down?

Stranger is all

interrupted by first-person, forward scrolling gunfights. Most of these action sequences are easy, so even hard-core adventure fans who hate action should manage with little trouble.

The graphic style is the best thing about this game — it's really nicely illustrated, lush and atmospheric, with a lot of detail and depth. Characters are done by digitizing actors and then painting over them, which has been done before, but never in quite this style — they really don't look like any others you've seen.

Also, once in a while, the 'searching around and talking to people' thing is interrupted by first-person, forward scrolling gunfights. Most of these action sequences are easy, so even hard-core adventure fans who hate action should manage with little trouble.

There are a few problems, mostly with the interface. You move the cursor using the control pad, but instead of moving freely around the screen, it jumps between the 'hot spots' where you can manipulate something. While this sounds like a good idea, depending on where the spots fall, it can actually make it difficult to reach the inventory bar. Lastly, and perhaps predictably, the game can also be a little slow at times.

However, it's very cool, kinda gross, just challenging enough, and even the taciturn, ersatz-Clint Eastwood voiceovers work well (for once, the voice acting isn't all bad — it ain't all good, but at least it's not consistently painful). Lucky sez check it out. **GP**

The game includes some mild non-linearity. You can choose to do or not do a few things, and it affects the outcome and storyline — mostly by getting you killed early.



The residents of Silverload include the usual collection of Western stereotypes, plus a few, uh... unusual folks.



I gotta admit, this game looks great, and it plays pretty well, too.



The odd gunslinging action sequence keeps things moving. They couldn't stand on their own, but as a 'spice' for an otherwise great game, they work well.

10

GRAPHICS

- Lush, tasty graphics on a level of quality you don't see too often.
- Lotsa atmosphere.

9

MUSIC & SOUND FX

- Not much music to speak of, but the subtle sound FX are creepy.
- For once, the voice acting isn't all bad.

7

INNOVATION

- Not many graphic adventures have action scenes in 'em.
- Otherwise, this plays exactly like every other graphic adventure.

9

GAMEPLAY

- Creepy-cool story and puzzles draw you in.
- Mildly chunky interface gets distracting.

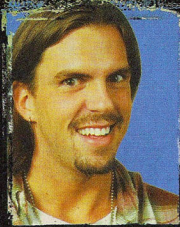
7

REPLAY VALUE

- Lots to do, lots to see, and it's mildly non-linear.
- Once you've seen it all, you've seen it all.

EXCELLENT
83%

GP SPORTS



MINDSCAPE AND VIRGIN ENTER THE GAME!

Two more join the field

Will it never end? It seems like every software developer in the world is now starting their own sports brand. The two latest to join the growing field are Mindscape, with their new division Mindscape Sports Authority, and Virgin with Real World Sports. Mindscape is still in the real early stages of their games, but says it plans to release good to great games in each of the major sports. Meanwhile, Virgin has just sent us preview versions of *NHL Power Play '96* and, judging from the early returns on this one, *Real World Sports* is definitely for real. It's starting to get crowded in the sports market, but as long as the games are good, the more the merrier.

Man, have I got some sports games this month — two new hockey games, two new baseball games, two new basketball games, and a golf game. And it's not just quantity, these are all solid-looking titles.

Hoops fans must be in heaven with all the pending hardcourt titles. We've already been blessed with *In The Zone*, then two months ago, **GAME PLAYERS** delivered the exclusive first look at *NBA Live '96* for the PlayStation. Now we give you a deeper look into *Slam 'N' Jam '96* featuring Kareem and (the recently un-retired) Magic. And don't forget *NBA Shoot Out*. And, if that's not enough, just turn on the TV and check out Magic and Michael bringing the excitement back into the NBA.

We also get a chance to see Virgin's first sports effort, which could be one of the best hockey games ever, and a pair of upcoming 32-bit baseball games. The NBA playoffs, spring training, the NFL draft, the NFL playoff, and some of the most exciting sports games ever are sure to make this one helluva spring for sports fans.

Until next month, remember that everybody makes mistakes, but Neil O'Donnell made two and that's unforgivable.

Mike

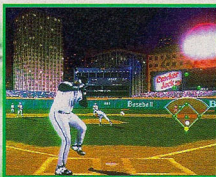


Whether on the natural grass or that nasty turf, *Big Hurt* has a real nice look.

FRANK THOMAS BIG HURT BASEBALL

Acclaim For PlayStation

The 16-bit version of Big Frank's collaboration with Acclaim had some solid ideas, but was way short on execution and presentation. This time around, the Producers at Acclaim promise a much better experience. One of the big knocks on *Big Hurt* for the Super NES was that every player in the game looked just like Frank Thomas. This time around, it's using five different body types to try and alleviate that dilemma. The PlayStation version are going to be a big improvement. The question is, will the gameplay match-up with that of *World Series* for the Saturn? I'll let you know as soon as I get a chance to sit down and play this one.



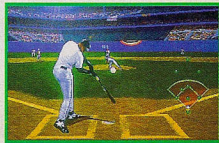
"I'm going for the 'high-rise'! Beautiful city backdrops really add a new dimension to baseball games."

Playing under the lights is something most little leaguers dream of, but in *Big Hurt*, you can do it without having a 90-mph fastball.



All the usual options, including a players' license, give Frank Thomas *Big Hurt Baseball* a real chance in the battle between the lines.

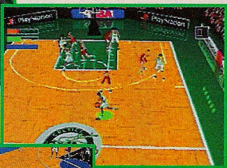
If Big Frank connects with this one, it could be a roof-top shot. Again, this looks awesome.



ON DECK

NBA SHOOT OUT

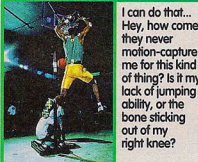
Sony Interactive For PlayStation



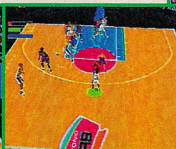
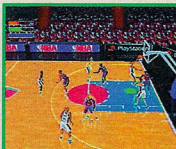
Unfortunately, the screens we have don't really do this game justice, but from what we've heard, it looks much better than this.



Here you see Spree making some moves for the motion-capture. I hope they don't ask him to do defensive moves (I'm not sure he knows any, besides fouling the other guy).



I can do that... Hey, how come they never motion-capture me for this kind of thing? Is it my lack of jumping ability, or the bone sticking out of my right knee?



Real players, real logos, and simulation-style play put *NBA Shoot Out* up against EA's *NBA Live '96* for the best b-ball sim so far.

WORLD CUP GOLF



Hey, U.S. Gold also has a sports division and this is its first release on the U.S. Gold Sports label. It also signed a deal with The Dream

When you stroke your drive, the screen goes to this pre-rendered tracking shot, with your ball placed on the screen. Looks great, but doesn't track that well.

The meter is pretty slow, but miss by even an inch and it's OB time.



No big grid for putting, just a little arrow in the corner indicating the break. It just makes you feel like you're guessing, not aiming.

System: Saturn • Publisher: U.S. Gold
Developer: Arc • now available • \$55

Team to make a basketball game, so look for that one. *World Cup Golf* tries to do some things to make the golf game look and play better. Sometimes it works and other times it fails.

The way the drive is tracked looks incredible, but you often lose sight of your ball completely. The usual options are all in place and the interface is simple enough to use. Perhaps the best new feature of the interface is the ability to change the hot spot on your meter, so you have something to aim for on those half-swings. Still, there's never a point in this game where I feel they've made any real advances in gameplay. The putting is simple, but inaccurate. And that pretty much describes the

whole game. Even in its simplicity, it's still a little slow.

The graphics are wonderful — *World Cup Golf*'s probably the best-looking golf title for the home consoles, but the inability to consistently grab you with the gameplay leaves this game as just another decent golf title.

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

73%
AVERAGE

BRETT HULL HOCKEY

System: **Jaguar** • Publisher: **Atari**
 Developer: **Atari** • now available • \$55

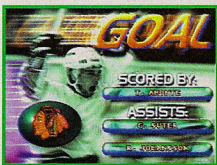
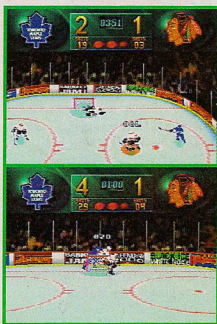
You know, *Brett Hull Hockey* for 16-bit systems was a major bomb, with slow gameplay, poor graphics, and horrible AI. So, when I saw the Jaguar cart come in, I was expecting some more of the same. I was completely wrong. This is actually a decent sports title and easily the best Jaguar sports game ever. The artificial intelligence is exceptional, the computer will even take the puck behind the net to set up a break out and the players react very similar to the way they do in EA's *NHL '96*.

Brett Hull still does suffer from many flaws that keep it from being a great game. The graphics are real pixelly and can't even come close to those on a PlayStation or Saturn. There's also some real problems with camera angles, like not seeing the other players or even the goal you're shooting at. But possibly the most annoying part of *Brett Hull* is AI Michaels' stitched-together, lifeless play-by-play. After hearing "The pass to 19, over to 99, and the shot," more than one time, you'll have the sound turned completely off. It's also way too easy to score, which results in too many high-scoring affairs. It does feature the full players' license, but the inability to track stats really takes away from the player value.

Don't get me wrong — *Brett Hull* really is a good game and, if it would have released with the Jaguar, who knows where Atari would be now. For Jaguar owners this is a must buy, but compared to the other hockey games on the market, *Brett Hull* is just marginal.

Good AI leads to several things you see in real hockey and haven't seen in enough hockey videogames.

Here you are on the break, but you can't even see where the net is. This is just one example of some bad camera situations that hinder gameplay.



FORWARD	DEFENSE	GOALKEEPER
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12
13	13	13
14	14	14
15	15	15
16	16	16
17	17	17
18	18	18
19	19	19
20	20	20
21	21	21
22	22	22
23	23	23
24	24	24
25	25	25
26	26	26
27	27	27
28	28	28
29	29	29
30	30	30

The full players' license allows you to lace up skates with the likes of Eric Lindros, but the inability to track stats for a season is horrible.

ON DECK

THE SHOW

Virgin For Saturn/PlayStation

While Virgin was showcasing its hockey game, it also talked of its new baseball title which is coming out this May. All we know is that it's planning on a full MLBPA license. The PC screens we've seen look nice. However, it also said it was going to enhance the graphics dramatically for the PlayStation and Saturn versions. After playing its hockey game, I am a believer and anxiously await further news on this title.

These PC screens of *The Show* just give you an idea of what the 32-bit versions might look like.



6 GRAPHICS

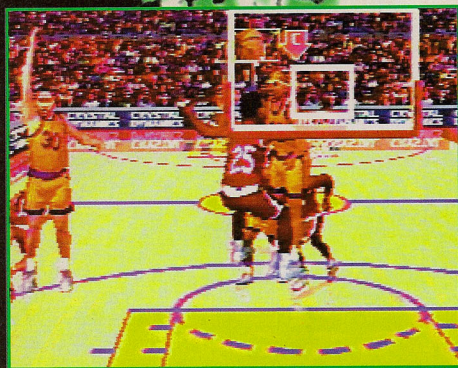
5 MUSIC & SOUND

6 INNOVATION

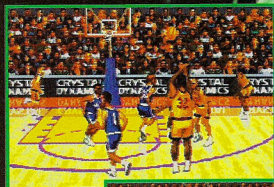
7 GAMEPLAY

7 REPLAY VALUE

67%
 VERY GOOD



All the high-flying jams of the 3DO are in the Saturn/PlayStation versions.



The outside game is still a factor in *SNJ* and it's done just as well.



Magic has brought showtime back to the Great Western Forum! Kareem and Magic have signed a deal with Crystal Dynamics to bring showtime to the Saturn and PlayStation.

The original *Slam 'N' Jam* is one of the best titles on the 3DO, bringing 5-on-5 basketball to a new level. The up-close view shows off the large, detailed, sprite-based players, and the smooth engine allows for some genuinely good gameplay. The two biggest negatives to *Slam 'N' Jam* are the lack of

SCOUTING REPORT		HOME vs MINN	
Shooting - Inside	75.0%	PTS	85.0%
Shooting - Outside	75.0%	FT%	75.0%
Rebbs	75.0%	REB	75.0%
Steals	75.0%	AST	75.0%
Blocks	75.0%	STL	75.0%
Defense	75.0%	BLK	75.0%
OVERALL		28TH	

STARTERS		PTS	REB	AST	FT%
F	25 Eric Crawford	27.0	7.0	2.0	72.0
G	24 Jay Johnson	27.0	3.0	5.0	72.0
F	40 Jay Johnson	27.0	3.0	5.0	72.0
G	21 David Smith	27.0	3.0	5.0	72.0
F	24 David Smith	27.0	3.0	5.0	72.0

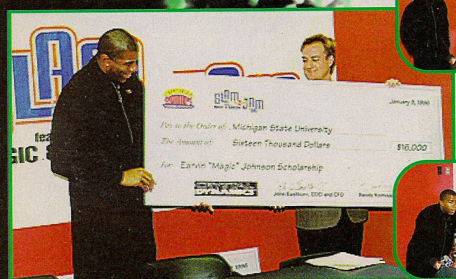
CONTINUE QUIT GAME

HOME - MINNESOTA

The Great Western Forum played host to Kareem, Magic and their big fat checks!



More high-flying action — there's just one problem: Kareem's vertical leap is only high enough to get up a stair!

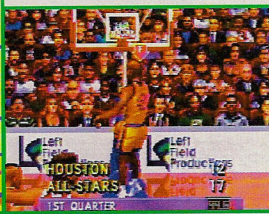


You'd think a fancy place like the Forum could afford some taller microphone stands.

SLAM 'N' JAM '96

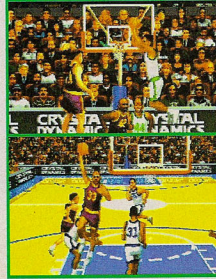
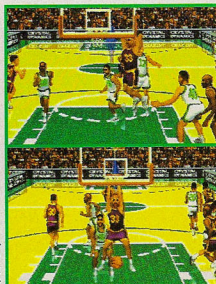
FEATURING MAGIC AND KAREEM

Crystal Dynamics For PlayStation/Saturn



Unfortunately, the only real players in the game are Magic and Kareem.

a players' license and the inclusion of Magic in their license. This means no real NBA players, which means *Slam 'N' Jam* can never be anything more than a great arcade basketball game. Also, its signing of Magic means that he won't be appearing in any other basketball games — too bad. Even with that dose of bad news, the pure playability of *Slam 'N' Jam* has me more than excited to get in a final copy.



NHL POWER PLAY '96

Virgin For Saturn/PlayStation

Saturn Skates Smoothly

The Saturn version is easily the better looking and playing of the two, so far. It really gives hope to Saturn owners.

From out of the nosebleed seats, Virgin has surprised everyone and put together what could turn out to be the finest hockey simulation ever. The early preview version I received is already on par with the best and, if they fix the little problems, *NHL Power Play '96* is going to be a game to be feared.

The game features the first real polygon players for a hockey game. The result is a game that looks incredible far away and seamless when in close. The motion-capture for the game was taken from film footage of real professional hockey players, and the result is incredible realism in every motion. The goalie's sprawling saves are simply amazing to watch. The full NHL players' and league license is included, as well as every feature you've come to expect from hockey sims, plus a few more. The ability to coach your team is a hockey first and it's done to perfection. You can control how you run your breakouts and how you attack on offense and how you forecheck on defense (protect lead, normal forecheck, aggressive forecheck).



From far away or in real close, the polygon players have been done to perfection.



The unique tilting camera allows for a good look at the action, no matter where you are.



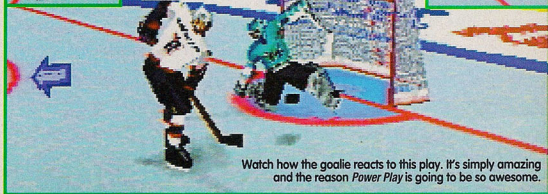
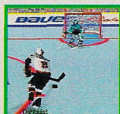
The AI allows for some amazing runs down the ice for a goal, just like this beauty I put together myself.

which gives the player more control over their players than ever before. Then you can go to the bench and edit your lines to put together the most effective unit.

Accurate down to the last detail, *Power Play '96* sports actual logos, jersey designs, and updated stats. The inclusion of a rink announcer, a truly reactive crowd, fully controllable replay, and TV-style presentation give *Power Play* everything it needs to become a classic. The control over the players is amazing and the AI is already top of the line. You can poke check, body check, drop pass, one-timer, wrist shot, slap shot, pass, flip pass, and speed burst on defense and offense. The best feature of the bunch is the ability to speed burst on offense for the first time in a hockey game. Imagine this—you're heading down the right wing and you spot a hole between the defenders. A quick tap on the speed burst, then a back-hand wrist shot to the top shelf = GOAL. The sophisticated artificial intelligence allows the 'smart' players to realistically adjust to any change during the game, and

watching the game is just like watching a televised game.

Of the two versions I got in, the Saturn version looks far superior. There's finally some great news for Saturn sports fans. If the PlayStation comes along like the Saturn, then *NHL Face Off* could be facing a new challenger for the best hockey game. I can't wait to play more of this game.



Watch how the goalie reacts to this play. It's simply amazing and the reason *Power Play* is going to be so awesome.

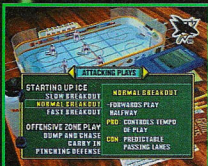
PlayStation Lagging

After playing the Saturn version, I was just waiting for the glorious PlayStation version. But, in the end, the PlayStation looked too clean and didn't feel as good as the Saturn. Perhaps by final they will be more similar.



The players are sharper, but it doesn't look or play as good as the Saturn version.

Attempted checks result in spinning players on the ice. The stronger players may escape just being knocked off balance.



Even the way the strategy is done is unique! Kudos to Virgin.

NOW PLAYING

Here it is again, folks! That section of the mag that thrills like a library card catalogue, but yet satisfies like an encyclopedia! That's right — it's Now Playing — the section that asks the musical question 'Huh? Who hit me on the head with that really big book, anyway?' Enjoy!!!

WIPEOUT

SONY INTERACTIVE FOR PLAYSTATION

Review, 8#11



From zizzling 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



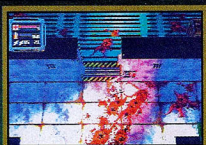
Strap on your hell-pak and fly around a huge city, blowing stuff up! Great graphics and gameplay make this one a must-have! What a game!

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 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; 1350 Old Baysboro Highway, Suite 210; Burlington, CA, 94010 and tell us what you think was wrong with the review, the score the game should have received, and why. GP

• denotes games reviewed last month

AGILE WARRIOR

Virgin for PlayStation; review, 9#1

There may be people out there who will enjoy this, but we can't understand why. The plane is anything but agile, the weapons systems aren't accurate, and the whole game moves way too slow. What's really missing here is the fun!

OVERALL 50%

ALONE IN THE DARK 2

Interplay for 3DO; review, 9#1

Here's a sequel where the developers fixed about half of the problems the original had. The game looks great and the camera angles really set the mood, but the game still controls like crap. It's not a bad game, it's just really hard to work through.

OVERALL 81%

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 rascals! Remember, the only good penguin is a dead penguin! This is cool!

OVERALL 88%

BATLEMORPH

Atari for Jaguar CD; review, 9#1

This title is a must-have for all Jaguar owners! While it's a bit tough to handle at first, after just a few minutes you'll be flying like an old pro. The ability to fly anywhere (even underwater) really gives this game an edge! You need this one!

OVERALL 85%

BATTLESPORT

Studio 3DO for 3DO; review, 9#2

With 50 different arenas and 27 different types of weapons, this game is gonna rock your socks off! Take on a friend in one of the most imaginative games ever. Let's face it — this game is very cool!!!

OVERALL 90%

BIG SKY TROOPER

JVC for Super NES; review, 8#12

While some adult gamers may find this a bit too childish for their taste, the gameplay, the sheer size of the game, and the big, complicated mazes make for hours of fun. It's kinda like *Star Control* performed by the Muppets!

OVERALL 76%

BLACKFIRE

Sega for Saturn; review, 8#12

This is one of those games that have all the right elements for greatness, but somehow those elements never quite get melded together in the right way. It's got good controls and great music and sound effects, but the rest never quite clicks.

OVERALL 71%

BREATH OF FIRE 2

Capcom for Super NES; review, 9#1

While the original *Breath of Fire* was a decent game, this sequel just isn't that great. The game is pretty slow and has a bad habit of letting you know what to do next, while not giving you a clue about how to do it. This game can make you groan.

OVERALL 66%

WHAT YOU THINK

Your review for Cannon Fodder was just perfect. I'm impressed with all your reviews. Keep up the good work! (Bill — No, I really didn't write this! Honest!)

— Jerry MacGillis,
North Ridgeville, OH

CAPTAIN QUAZAR

Studio 3DO for 3DO; review, 9#2

This game is just like your life: no matter how the scenery changes, you keep doing the same old things. The control system is awkward and aiming your weapons is next to impossible. You wouldn't have to look far to find a better action game.

OVERALL 54%

CENTER RING BOXING

JVC for Saturn; review, 9#3

While this type of game isn't as popular as fighting games, boxing games do have their fans. This game allows you to customize and train your boxer and then turn him loose in the ring, where he will probably suffer some kind of brain damage! It's a good game.

OVERALL 79%

CRITICOM

Wie Tokai for PlayStation; review, 9#1

Not only did this game win an award for best opening FMV sequence, but its beautiful graphics and cutting-edge sound effects are sure to captivate you. While the game controls score high in innovation, their functionality leaves something to be desired.

OVERALL 81%

CUTTHROAT ISLAND

Acclaim for Super NES; review, 9#2

Here's an 8-bit game masquerading as a 16-bit game. The graphics stink, there's no gameplay to speak of and the designers even included a dreaded mine cart level. THE HORROR! The only good thing about this game is that you're not required to play it!

OVERALL 31%

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 sci-fi 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%

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%

DEFCON 5

Data East for PlayStation; review, 9#1

If you like doing a lot of exploring and puzzle-solving, then this is the game for you! Try to debug the space station's computer in time to prevent the alien invasion. Basically, this is a shooter with trains and a plot. Great music and sound, too!

OVERALL 82%

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%

FLYING NIGHTMARES

Domark for 3DO; review, 9#1

If you're really a flight sim fan, then you should maybe think twice before buying this game. The game control isn't all that hot, with many maneuvers requiring multiple button mashes on a split-second basis. This game is neither dull, nor exciting.

OVERALL 75%

GARGOYLES

Disney Interactive for Genesis; review, 9#1

From out of nowhere, Disney has created one of the best Genesis games of 1995! The graphics are amazing and the special effects make this game a joy to play! While it's very similar to *Demon Crest*, *Gargoyles* is a much better experience.

OVERALL 85%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

DKC2: Diddy's Kong Quest

NINTENDO FOR SUPER NES
Review, 8#12



Diddy's back — and he's got a girlfriend! This game is even better than the original *DKC!* This title is more fun than a barrel of monkey! 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%

● **GFX**

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 3D, 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%

● **GHEN WAR**

Sega for Saturn; review, 9#1

You could consider this game as the next step in *Doom*-style shooters. The most exciting aspect of this game is that the mission objectives vary drastically from level to level. If you love first-person combat, this is the game for you.

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%

● **HI OCTANE**

EA for PlayStation; review, 9#2

The best part of this game is the way the tracks seem to swell and recede in certain points. The racers themselves look real geometric and lifelike. If the designers had taken a bit more time, this game good have been exceptional, instead of just good.

OVERALL 66%

● **HIGH VELOCITY**

Atari for Saturn; review, 9#1

This title came out of nowhere to be a fantastic game! The mountain tracks are some of the best ever seen in any racing game and there isn't any draw-in at all! This could have been an ultimate game if you could race against more than one car.

OVERALL 84%

● **IN THE MUNT**

T+HO for PlayStation; review, 9#2

If you like really big, beautiful explosions that really rock the screen, then this is the game for you!! 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%

● **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%

● **KILLING TIME**

Studio 3DO for 3DO; review, 9#1

This game is kinda like a cross between *Doom* and *7th Guest*. While there is a lot of shooting going on, underneath it all there is a hell of a puzzle to solve, along with some humor to keep it all moving along. Definitely worth a look!

OVERALL 83%

● **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%

WHAT YOU THINK

What is wrong with you guys? What do you do when scoring a game — pick a number from a hat? Comic Zone should have got 10%! (Bill — No, we don't use a hat... we use the bag our lunch came in...)
— Chris Lehotsky, Bloomfield, NJ

● **KOLIBRI**

Sega for 32X; review, 9#1

If you've ever wanted to be a hummingbird with an arsenal of deadly weapons stashed in your beak, then you gotta check this out! Otherwise, once the really stupid premise wears off, all you've got here is a 2-D shooter.

OVERALL 63%

● **LAST GLADIATORS**

Time Warner for Saturn; review, 9#1

Here's the game that you'll want to play pinball at home. This title features four different pinball games, each of which has different goals. Aside from the annoying score display that is always hovering over the screen, this is a good one.

OVERALL 74%

● **MARK DAVIS: THE FISHING MASTER**

Natsume for Super NES; review, 9#1

Back when fishing consisted of grabbing a sixpack and sitting drunk in a boat for a few hours, we never suspected that someone would come along and invent a game that would take all the fun out of the sport. Well, someone has...

OVERALL 49%

● **MECHWARRIOR 3050**

Activision for Super NES; review, 9#12

This is like *Diesel Strike*, except that here you've got a 75-ton battle suit instead of a helicopter. The levels are frustratingly hard, so the password option is greatly appreciated. The controls aren't exactly smooth, either.

OVERALL 55%

● **MEGA MAN X3**

Capcom for Super NES; review, 9#1

Once again, Mega Man is back with more of his familiar side-scrolling action. This time, Doctor Willey is dead and an evil robot is running the show. You do have the option to play as Mega Man's buddy, Zero. If you like *MM*, get this game.

OVERALL 81%

● **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%

● **MYSTARIA**

Sega for Saturn; review, 9#1

Here's the first, true RPG for the Saturn, and Brother, it's a good one! Known as *Riglord Saga* in Japan, it's gonna generate massive sales here in the US. The controls are seamless and the 3-D characters and landscapes are awesome!

OVERALL 81%

● **PHILOSOMA**

Sony for PlayStation; review, 9#3

There will be lots of tendon-damaging fums 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%

● **PITFALL: THE MAYAN ADVENTURE**

Atari for Jaguar; review, 8#12

While this isn't a bad game by any means, it is getting kinda old. There's some smooth animation and bungee jumping is always fun, but this game has been out for over a year. You can still play the original game, though!

OVERALL 71%

● **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**

Treant Arts for 3DO; review, 9#3

Electronic 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**

Koel 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%

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 Bureau 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 attempting let us know by writing to Customer Service, 1550 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010. We don't want to deal with disreputable companies any more than you.

REVOLUTION X

Acclaim for Genesis; review, 9#2

Everything about this game sucks, from the lousy graphics, to the horrible music (Aerosmith? Yuchi), to the astounding lack of gameplay! Let me repeat that, just in case you're dead from going to too many rock concerts — this sucks!!!

OVERALL 29%

ROAD RASH

Electronic Arts for PlayStation; review, 9#3

If you've never played this game on any of the millions... Oh alright, hundreds, of systems that's been on before, then you should definitely go out and get it! Otherwise, it might be a good idea to just pass this one by!

OVERALL 73%

SEPARATION ANXIETY

Acclaim for Genesis; review, 9#12

What we have here is the sequel to *Maximum Carnage* and, while it's a good game, it's still pretty much the same thing as the original — lots of running left-to-right and hitting a whole bunch of cloned bad guys. This game is real repetitive.

OVERALL 60%

SIM CITY 2000

Maxis for Saturn; review, 9#12

Create your own city and provide municipal services for a bunch of little people who will desert you faster than rats leaving a sinking ship if you don't keep 'em happy! The interface screens will take some patience, but it's still a great game.

OVERALL 72%

SKELETON WARS

Playmates for Saturn; review, 9#3

This is really weird... You've got a 2D, side-scrolling game, but the world that it takes place in is 3D! In fact, the graphics are really beautiful and the music and sound effects really set the mood. It might even be fun! Give it a shot...

OVERALL 79%

SOLAR ECLIPSE

Crystal Dynamics for Saturn; review, 9#2

While this game doesn't exactly set off a whole bunch of bells and whistles, our reviewer found it interesting and challenging. In fact, he kept going back for more! So give this title a try! You won't be disappointed at all!

OVERALL 73%

SPAWN

Acclaim for Super NES; review, 8#12

This title is based on one of the hottest comic book properties around, but the gameplay isn't exactly new. This is one of those titles that are generally collected by fans of the comic. The controls are easy, but the game is somewhat lacking.

OVERALL 55%

SPIDERMAN: WEB OF FIRE

Sega for 32X; review, 9#3

OK, let's get things off to a good start... THIS GAME SUCKS! Man, that felt good! There isn't one thing in this game that hasn't been done before somewhere else — and better... too! So anyone repeat after me... THIS GAME SUCKS!

OVERALL 36%

SPOT GOES TO HOLLYWOOD

Acclaim for Genesis; review, 9#3

Wow! Here's a game about a bottle cap! How... uh... cool. Yeah, that's it. It's... cool. Actually, the game does have a nice control system and the graphics and sound are pretty good for the Genesis. But the hero is... uh... a bottlecap. Yeah...

OVERALL 63%

STREET FIGHTER ALPHA

Capcom for PlayStation; review, 9#3

Here's that game again, for the millionth time. Frankly, there are better fighting games out there, but if you feel happy giving the same company your money for basically the same game, with a few changes, then go right ahead...

OVERALL 87%

WHAT YOU THINK

I can't believe you cheap game rating freaks! You gave FIFA, a dum all American soccer game, a better rating than MK3, which has tons of cuds! (Bill — Hey gang, don't try this at home. Spelling this had can be dangerous!)

— Nathaniel Williams,
San Diego, CA

THUNDER STRIKE 2

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 kind of "pop in" to the screen, the action is fun, fast and furious! Kill 'em all!

OVERALL 86%

TOY STORY

Disney Interactive for Genesis; review, 9#1

While this game may be geared to a younger audience, it's hard to ignore its technological achievements. It runs very well on the Genesis, and has a great storyline and very cool gameplay! This looks and plays better than *Clockwork Knight!*

OVERALL 87%

TWISTED METAL

Sony Interactive for PlayStation; review, 9#1

How cool is this get? You drive around in a really seedy neighborhood and blast away at other cars with every weapon you've got! Man, life just doesn't get any better than this! Yeee-haw!

OVERALL 90%

VECTORMAN

Sega for Genesis; review, 9#1

While this game may not be the 'most revolutionary' game of all time, it is a truly great action game. The lighting effects are simply amazing and the sound effects are stellar. Great, but not 'revolutionary'.

OVERALL 90%

VIEWPOINT

EA for PlayStation; review, 9#2

This is kinda like *Zaxxon* on steroids. While the graphics are exceptionally beautiful, the gameplay is tough to drive you nuts! Unless you have a high tolerance for frustration, you might be well advised to leave this game alone.

OVERALL 64%

VIRTUA COP

Sega for Saturn; review, 9#1

Let's see... You're a cop and all you do is run around and blow away all the bad guys. THAT'S GREAT! This game has some very intense shooter action! It's too bad that the Stunner will be bringe shorter in color.

OVERALL 92%

VIRTUA RACING

Time Warner Interactive for Saturn; review, 9#12

While this game isn't as dazzling graphically as other racing games for the Saturn, there's some new tracks, which are really long, and the go-cart option is always a favorite. This game is a must-have for racing fans everywhere!

OVERALL 80%

WARHAWK

Sony Interactive for PlayStation; review, 9#1

Fly the deadly skies in a vehicle best described as a Sherman tank with wings! Yaaa-hoo! This is one game that really shows off the power of the PlayStation! The only drawback is there's only six levels.

OVERALL 92%

WILD C.A.T.S.

Playmates for Super NES; review, 8#12

This game borrows heavily from lots of other TV cartoon-based games. There's not much new here and the music and sound effects are particularly bad. All you'll get out of this is ten really sore fingers and a bunch of regret.

OVERALL 50%

WING ARMS

Sega for Saturn; review, 9#2

Aside from the fact that the canyon level is kinda frustrating and very ugly, and that the game is too short, this title is a heck of a lot of fun. Oh, one more thing — how come there's no two-player mode? Or hell, it's still fun!

OVERALL 73%

X-MEN: CHILDREN OF THE ATOM

Acclaim for Saturn; review, 9#3

What happens when you port a 2D fighting arcade game over to a new 32-bit system? Well, you get a 2D fighting game... And what's wrong with that? If you will see the sweet action of the arcade hit in your home, then get this game!

OVERALL 72%

ZERO DIVIDE

Time Warner for PlayStation; review, 9#2

What we've got here is an excellent fighting game — that, unfortunately, is in a genre that's almost outstanding titles in it as well. The animation and control interface are very good, but the graphics themselves are kinda blocky. Eh, it's your dime.

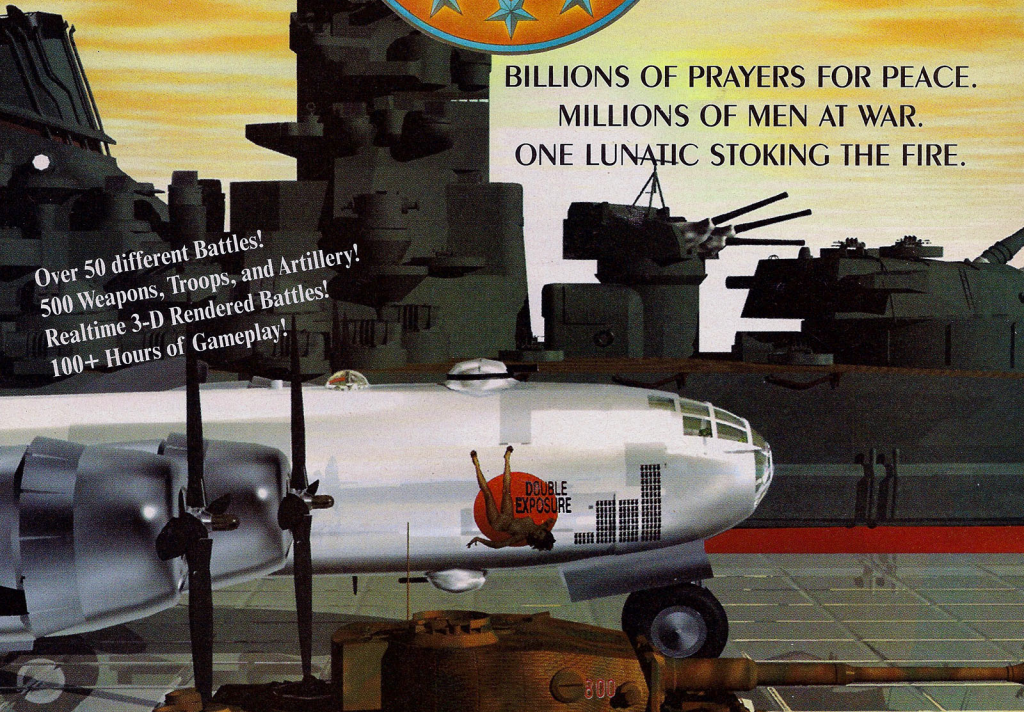
OVERALL 80%

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SEGA SATURN™



Arcades

They're here, they're there... THEY'RE EVERYWHERE! And there isn't a darn thing you or anyone else can do about it. But the really insidious thing about 'em is that they eat money for nourishment! Who can stop them? What are we talking about? Why, it's the Arcades!

Sonic Arcade Fighter

Sega

Hey, AM2 is not only working on *Virtua Fighter 3*, but they're also hard at work on *Virtua Fighter Kids* and *Sonic Arcade Fighter*. *Sonic Arcade Fighter* (a real tentative title) is only 5% done, but the screens we've seen are awfully amazing. It's being put on Sega's Model 2 board, same as *VF 2*, and is going to feature some characters from the *Sonic* series in a 3D fighter. The only characters we've seen so far are Sonic, Knuckles, and Tails and apparently they aren't getting on so well anymore.

When we asked Sega U.S. if this game was coming over, they were hesitant to say. What they did say was, "We're debating whether a *Sonic* fight-

ing game is a good idea. It's like putting Mickey Mouse in a fighting game. It just doesn't seem right". Sounds like Sega forgot what made Sonic so cool — battling Dr. Robotnik and rolling over bad guys. Hopefully this game can make it to the U.S., 'cuz it looks like a winner.

The usual varying camera angles of 3D fighters are sure to capture every moment of the Echidna vs. Hedgehog showdown.



Knuckles and Sonic displaying their new polygon bods. Even the backgrounds look awesome.

The Line

With *Kl 2* making test runs across the country, and *VF 3*, *Street Fighter 3*, and *War Gods* still shrouded in secrecy, there is no doubt that the ACME arcade show in Orlando is going to be busy with information and exciting new games. • Speaking of *War Gods*, Williams' soon-to-be-released 3D blood brawl, the developers have put a web site up on the net that is constantly being updated with new information. You can find the site at <http://www.war.gods.com>. The game is said to feature: complete 3D control, 3D attacks, 3D projectiles, 3D throws, 3D grappling, 3D evasives, multi-level combos, 3D camera, and 3D fatalities. • We're also looking forward for a chance to play some more *Dirt Dash* (Namco), and see how it compares to *Sega Rally*. • News of a couple new fighting games from AM2 would usually be enough for an entire issue, but *Virtua Fighter Kids* and *Sonic Arcade Fighting* game have such a distinct Japanese look that they might not even make it to the states. • Until next month, realize that the world isn't going to wait for you to get off the sofa.

Area 51



What makes this game exciting are the huge explosions and spectacular fire.

Area 51 is done with Full Motion Video and it features huge explosions and some frantic shooting. The video is done very well and the gun is as accurate as any light gun game. The six levels of gaming feature some surprising variety, and the explosions are enough to keep you playing. In the end, *Area 51* is a very solid shooter. It's not the technological wonder that *Virtua Cop* or *Time Crisis* is, but the game is well balanced and designed.

Time Warner

The enigmatic Nevada air base that the Government doesn't want you to know about is now being featured in an arcade game. *Area 51* has long been rumored to be a place where the Government performs mutating experiments with biological warfare in mind, but in the game *Area 51*, everything has gone wrong. A deadly alien infection has spread throughout the base, mutating base personnel into

Kronomorph predators. Your job is to pick up the red or blue gun on the arcade unit and shoot everything in sight.



Manx TT: Super Bike

Sega

Sega's newest arcade developer, AM3, isn't planning on getting much rest as they prepare to release their third arcade game in the last couple months. First, there was *Fighting Vipers*, the impressive polygon fighter, then *Virtual On: Cybertroopers*, a mech-combat game, and now *Manx TT: Super Bike*.

Manx TT features the usual impressive graphics of Sega racers like *Indy 500* and *Daytona USA*, except this time you're racing on a super bike. Expect the same speed and control that Sega is known for, and some real nice course design as well. This is the game Sega has planned to unseat Namco's *Cyber Cycles* as one of the best motorcycle racers. From all we've seen, *Manx TT* is going to do exactly that.

The arcade unit is going to feature a moveable bike, much like *Cyber Cycles*. That makes the arcade the only place you can experience the best motorcycle racing.



トップに足を懸せ、ハンドルに手を添えて下さい。時、ハンドルに力を入れます。左右に体並を移動して下さい。



Whether blazing through the city or the countryside, speeds of up to 250 KM are sure to make for some excitement.



The usual sharp turns and tunnels of racing games are all here in glorious 3D. *Viva Le Polygon!!!*



The two tracks



revealed look pretty simple, but the change of scenery and control is where *Manx TT* expects to make a difference.

Virtua Fighter Kids

Sega

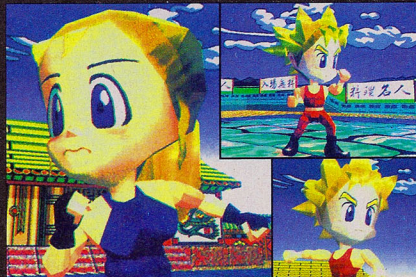
When we heard that there was a new *Virtua Fighter* for the arcades, we all became suddenly ticklish in anticipation of the glorious *VF 3*. Then when the pictures were revealed, we thought that Yu Suzuki had lost his mind and decided to make *VF3* a cute little fighting game. Much to our pleasure, the game isn't *VF3*, it is *Virtua Fighter Kids*.

The game is about 20% complete and is going to feature anime style, polygon-based *Virtua Fighter* characters. The only two done were Jacky and Sarah, and they are soooo cute! However, no matter how silly this game may look, *AM2* doesn't make fighting games that aren't awesome. Sega U.S. hasn't made any commitment to bringing this

one over, but we're hoping they do. After all, any fighting game from *AM2* is better than none.



It's hard to imagine what the fights in *VF Kids* will be like, but we're sure they'll be great.



Even up close, the cute little polygon fighters look incredibly solid.



The little *VF Kids* even taunt like their adult counterparts. Is this just too cute or what?

The massive amount of enemies make *Area 51* a great challenge. Some really nice video actually adds to the game.

STILL FUN TO PLAY WITH

Just like Fido, your good ol' Sega Genesis System still has a lot of play left in it! GameTek is offering seven new titles for Fido . . . **SEVEN BIG TITLES** to give your Sega Genesis a good kick in the butt!

We now have some of the fastest, hottest, action-packed games available for the Sega Genesis. Save the universe with Captain Havoc's help. Tilt the tables in one of the hottest video pinball games around, Psycho Pinball. Lose your head in Cosmic Spacehead.

MicroMachines take you through incredible obstacle courses at blistering speeds. Fantastic Dizzy, Cosmic Spacehead and Man Overboard round off the lineup!

It's time to get the dust off of the gamepads and start playing some new games with Fido, cause he ain't gettin' any younger!

Interested? Give us a look up on the world wide web at <http://www.gametek.com>

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RESIDENT EVIL

Don't lose your soul to the Forces of Darkness. We show you the light on pg. 86!



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SF ALPHA

We've got all the moves for this hot, new brawler! Training starts on pg. 98!

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Sega.....	415-591-7529	Acclaim.....	516-759-7800

Resident Evil

The year is 1998, the city is gripped in a state of fear as strange reports of sinister attacks filter from the forest. There are reports of roving bands of the living dead preying on whatever unlucky soul may cross their pass. Reports of massacres, reports of mutilations, reports of human beings being devoured alive. Surely, the reports were silly pranks concocted in the mind of some miscreant with too much idle time. Of course, the reports were just rumors fueled by a superstitious populous. Or were they?

In an attempt to get to the bottom of the matter, the authorities sent in Bravo

Team to investigate. Unfortunately, communication with Bravo Team's helicopter was lost soon after it entered the forest area. All attempts to establish contact with Bravo Team were fruitless.

The most logical conclusion was that the helicopter had crashed under decidedly mysterious circumstances.

As the mystery deepened, Bravo Team's counterpart, Alpha Team, was sent in to discover the fate of their comrades. It did not take long for Alpha Team to spot the plume of smoke that would mark Bravo Team's fate. But as the crash site was explored, the disturbing evidence created more questions than it answered.

There was little trace of human remains among the wreckage, but a disembodied hand was located — still desperately clutching an automatic pistol. As an Alpha Team member tried to alert the others to his grisly discovery,



Look! You can see yourself in the shine! No, this isn't a window cleaner commercial, but just check out your reflection in the mirror. Special effects like this are what set *Resident Evil* above other adventure games!

The three members of the A-Team (hey, where's Mr. T?) check out the entry hall of the cursed mansion.

The only question is, who'll still be alive an hour from now? Only time will tell...

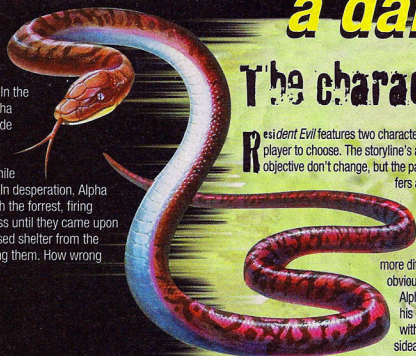


RESIDENT EVIL

In the forest, a darkness grows...

The characters: choose your destiny

his cry of warning changed to a cry of panic as his life was ripped from his body. In the ensuing mayhem, Alpha Team's helicopter made an unceremonious departure, stranding the team while under a fierce attack. In desperation, Alpha Team stormed through the forest, firing wildly into the darkness until they came upon a mansion that promised shelter from the vicious evil surrounding them. How wrong they were...

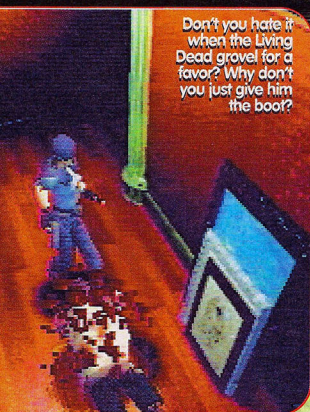


Resident Evil features two character choices for the game player to choose. The storyline's actual obstacles and objective don't change, but the path the story follows differs according to the character chosen. Choose the character of Chris Redfield and you will choose the more difficult path. As the most obvious action hero type of the Alpha Team, Chris begins his quest in the Mansion without a pistol for a sidearm. Armed only with a

knife to start the

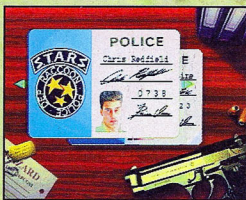
more rooms in the mansion sooner than the character of Chris Redfield. In the following strategy (which covers about the first half of the game), the basic storyline that is presented is that of the Jill Valentine character. This is due to the fact that Chris's story follows a more linear path since he is initially restricted in his ability to access rooms in the mansion. The narration of the story also assists in better presenting what the next logical progression in Chris's actions should be. Aside from the progression of events, the basic puzzle structure of the game remains unchanged for both characters. That is, sooner or later both Chris and Jill have to face the same puzzles in order to advance the storyline. If there is any significant difference in the steps involved in Chris's problem solving process from that of Jill's, it will be duly noted.

Don't you hate it when the Living Dead grovel for a favor? Why don't you just give him the boot?



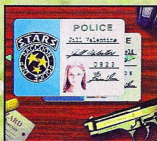
knife to start the game, it is best to avoid any immediate encounters with zombies, demon dogs and the like until Chris is properly armed to confront them. Chris is also limited to carrying only six items at a time. Although this may not seem like much of a problem in the beginning, as *Resident Evil* progresses there will be more of a need to anticipate and plan ahead with Chris. Otherwise, you will certainly be making more monotonous journeys for no other purpose than to move items to get past the game's puzzles. Chris's one advantage is the ability to withstand attacks without taking as much damage, but this advantage is limited because damage is more commonly inflicted in furies rather than in single hit attacks.

The character of Jill Valentine possesses the advantage of beginning the game armed with both a knife and a pistol. Combined with her ability to carry eight items at one time, her character has a strategic advantage in solving and bypassing the obstacles as presented by the game. Although she does not endure attacks as well as Chris, this does little to affect her overall strategic superiority, as most attacks should be avoided rather than confronted. An additional advantage in choosing Jill is that she is a master lock picker and thus will be able to



Chris Redfield — Based on the typical action hero, choosing Chris means that you will start out with less, be able to carry less (strange, he must of left his backpack on the chopper), but are able to endure more.

Jill Valentine — She looks great, and she also has more immediate access to mansion rooms. Which means you'll need a better brain to deal with all the possibilities that arise from her less linear storyline.

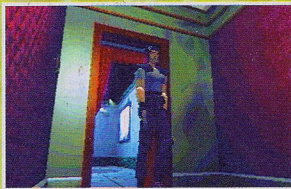


Navigation 101

If you're somehow stuck in a mess, it sure helps to have a map, so you can find your way out of it. The

following is a map of the mansion to ease your entry into this thrill-fest known as *Resident Evil*. Note that not all the rooms are accessible, as only about half of the entire story takes place in the mansion and a few of the rooms are locked and reserved for the fateful moment when (or

should I say if?) you return to the mansion at the end of the game. These maps may not take you all the way home, but it's a nice start.

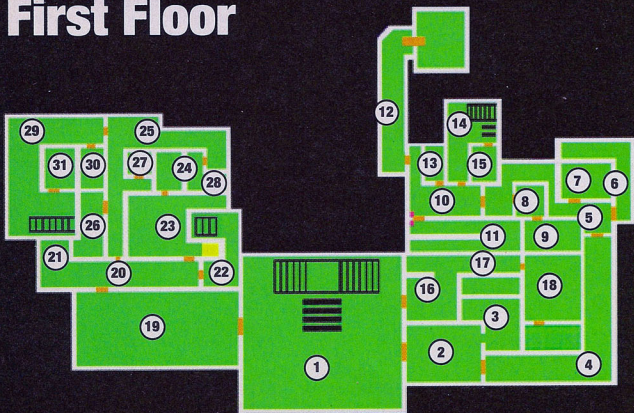


- 1 Lower Lobby — This is where your story starts. Eventually, Jill will get her lock pick here and Chris will find a pistol.
- 2 Statue Room — You'll find the Wooden Shield stored in here.
- 3 The Red Room — Take the ink ribbon and clip stored here, but watch out for the damn zombie!
- 4 Hounds of Hell Hall — Things start out quiet here, but don't be fooled. Pick up the lighter here if you have time.
- 5 Hallway One — Pick up a green plant here for a little health.
- 6 East Patio — Unless you really want a Red Plant, I'd avoid this area due to those loveable hounds!
- 7 Bathroom — Drain the tub and pick up a clip here.
- 8 Ceiling Room — Don't worry when you go in, but when you come out, worry!
- 9 Shotgun Room — Pick up the Shotgun, a blue plant and some useful info here.
- 10 Hallway Two — A couple of Zombies usually reside here. Careful!

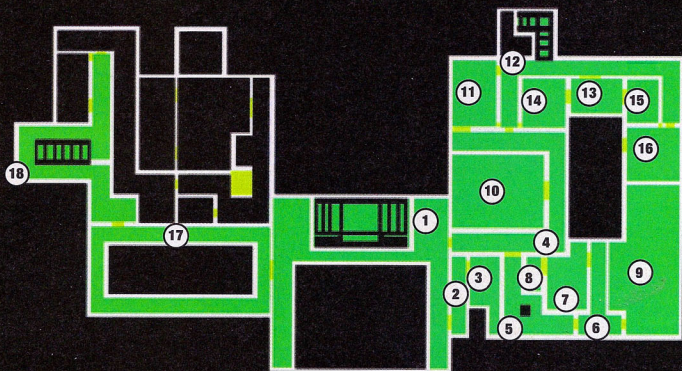
- 11 Hall of Paintings — Paintings, switches and Ravens. Not a reassuring mixture, but you could get a health canister here, if you really try.
- 12 Back Pathway — After you've finished with the mansion part one, this is the way to go. But watch out for the rabid pooch again!
- 13 Locked Room — You must survive the guardhouse and the great outdoors before you may enter here.
- 14 Stairway Hall — A nice green plant that wants to be your salad lives here.
- 15 Box Room One — Get the bag of earth, a blue plant, and store your stuff here.
- 16 Dressing Room — Two of your favorite dead folk will greet you here.
- 17 Narrow Hallway — You can find a health canister here.
- 18 Dance Studio — Kill the half zombie and enjoy the blue plants and info.
- 18 Main Dining Room — Somewhere in here you'll find an ink ribbon, a key, and the blue gem (eventually).

- 20 Hallway Three — Watch out when you turn the corner here.
- 21 Corner Nook — You'll meet your first bad guy here. If you survive, you'll pick up a flame thrower canister and some valuable information.
- 22 Locked Room — More fun after your great return to the mansion.
- 23 Piano Bar — Hmm... Piano... Sheet Music. What could it mean? Plus, another book of information.
- 24 Shield Room — In this secret chamber lies the coveted Golden Shield. Now what would be the perfect place for this thing?
- 25 Green Hallway — Pick up a green plant here for health.
- 26 Small Bedroom — A key found here leads to a diary in a desk, and don't forget to check the closet, OK?
- 27 Tiger Room — A tiger statue yields a surprise if you can pay the price.
- 28 Nursery — The nasty plant lives here. Dispose of him and a red plant and key are your reward.
- 29 Hallway Four — Danger! Zombie zone.
- 30 Armory — Pick up ammo for your shotgun and pistol here. The rusty shotgun is also here.
- 31 Box Room Two — Get a key and some serum (sometimes) here. Also, there's another box to store stuff and a typewriter to save your game with!

First Floor



Second Floor



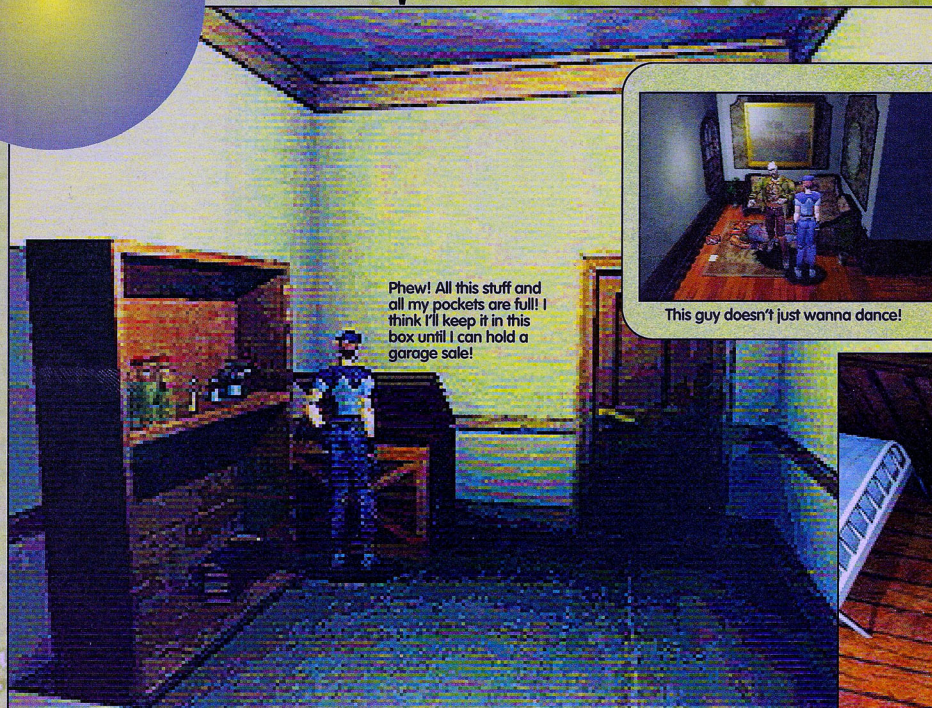
- 8 Pantry Room — Interesting, but nothing of note here yet.
- 9 Attic — Read the book here and prepare for the big fight — Snake vs. you! If you survive, pick up the medallion and a clip before you leave.
- 10 Armor Suit Room — Here lies another medallion, but be extremely careful in your attempts to procure it.
- 11 Library — An intriguing room, but void of anything useful — for now, at least.
- 12 Upper Stair Hallway — Watch out for unwanted friends here. There's also a message in blood on the wall, as well as stairs to go down.
- 13 Head Room — Sometimes a zombie hangs out here, admiring the animal head.
- 14 Upstair Bedroom — Pick up a health canister and an ammo clip here.

- 1 Upper Lobby — Take the stairs from the lower lobby to get here.
- 2 Balcony Hallway — Pick up the key by the vase here.
- 3 Balcony — Run into an old friend here and borrow his launcher. Watch out for the Ravens, they look hungry.
- 4 Hallway Five — There's an occasional zombie alert here.
- 5 Marble Hallway — Another good friend resides here. Listen to his advice.
- 6 Small Hallway — Zombie alert!
- 7 Small Dining Room — Definitely pick up the health canister here — you're gonna need it soon.
- 15 The Study — More important papers and another medallion!
- 16 Fireplace Room — Warm yourself by the fire. You'll be glad you did. And that locked door? We'll check it again later.
- 17 Upper Main Dining Room — You'll meet more zombie friends here, but the real pushover is the statue.
- 18 Hallway Six — Zombies galore here. Not much room to run, so you probably want to take them out one at a time. A couple of rooms connect here, but they're locked for now. The mystery continues...



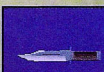
Finders Keepers, Losers Weepers

The dizzying array of items in Resident Evil are an essential component of the exceptional gameplay. Finding items and discovering their purpose is half the battle. The following list will allow you to get a handle on all the items you will discover.



Phew! All this stuff and all my pockets are full! I think I'll keep it in this box until I can hold a garage sale!

This guy doesn't just wanna dance!



Knife — Useful when you're attacked, but its effectiveness is extremely limited.



Automatic Pistol — Effective against zombies, less so against other evil minions. Holds fifteen rounds.



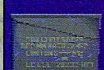
Shotgun — A big improvement over the pistol, it holds seven rounds, but extra ammo is few and far between.



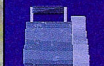
Launcher — A weapon that fires grenades or flames, but ammo is rare. Save it for only the most powerful of enemies.



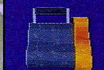
Clip — Ammo clip for the automatic pistol, it contains fifteen rounds and is readily available but never in ideal quantities.



Shotgun Ammo — Contains seven shells and is found only infrequently. Should be used sparingly.



Flame Thrower Canister — Use with the launcher to burn your enemies to a crisp. It's rare, so save it for when you really need it.



Grenade Clip — Use with the launcher to put a serious hurtin' on your enemies. Also rare; administer with care.



Lock Pick — In Jill's hands it will open many doors in this evil world.



Ink Ribbon — Very rare, absolutely necessary to save your game. Use it very wisely.



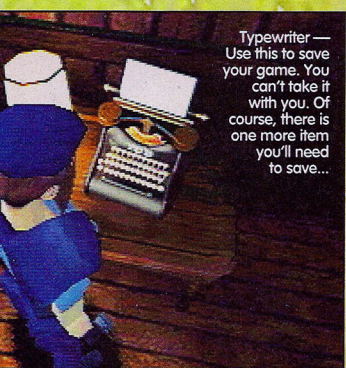
Wooden Shield — You're gonna need this, so that you can get the golden shield.



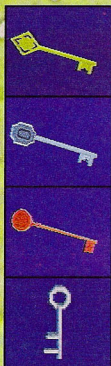
Golden Shield — Put it in its proper place and you'll find a key to unlocking the mystery.



Argh! A zombie hickey!!!



Typewriter — Use this to save your game. You can't take it with you. Of course, there is one more item you'll need to save...



Keys — Gold ones, silver ones, copper ones, they're all over and they are very important. Some are harder to obtain than others.



Books, Diaries, Letters and Notes — Speaking of information, there are tons of written documents that offer clues to the mystery at hand.



Lighter — What do you think it's for? Use it for a little fire.



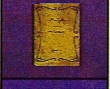
Health Canister — Use this to restore your health. But remember, it's not that common. Use it judiciously.



Plants — Green, blue and red ones. The green ones will repair your health slightly. Mix them together to create more useful alternatives.



Serum — Comes in handy if you or a friend happen to be poisoned somehow or another.



Sheet Music — Music should be enjoyed, appreciated and PLAYED.



Bag of Earth — Weird but true, there are actually some plants that don't like this nourishing concoction.



Rusty Shotgun — Funny, why would there be a broken shotgun when there's already one that works? Hmm...



Radio — Hold on to this, it may come in handy later.



Sun Medallion — Collect all three to win!



Star Medallion — They could hold another key...



Moon Medallion —...to escaping this evil place.

The Alpha Team

Chris Redfield is one tough hombre, but this mission could kill him — very easily!



Barry Burton — He helps Jill, sometimes, but only a little bit.



Rebecca Chambers plays a mean piano — so mean, it'll make you cry!



Evil, Pure Evil I Say!

One of the greatest things about *Resident Evil* is all the nice people you meet in the neighborhood. Not really! There are all forms of evilness inhabiting the mansion and you'd best know what they look like.



Hounds of Hell — I really hate these suckers. They're fast, deadly and hard to kill. Save your ammo and run away.

Giant Snake — This sucker will be your biggest challenge in the first half of the game. Just bring your most potent weapons and duke it out with him.

Zombie — Slow moving, but deadly. Shoot them or just run around them. Some zombies may spew acid or venom at you at close range.

Raven — Remember the movie *'The Birds'*? Well, they just moved into your house. You can kill these guys with some sharp shooting, but it's wiser to just avoid them.

Puzzles, Mysteries, and Monsters. Oh my!

What may well be the coup de grâce for the excellence of *Resident Evil* is the soundness of its puzzles and mysteries. Unlike so

many games of the genre, solutions are based on a thinking mind utilizing logic. There is no totally random puzzles at work to unfairly restrict the player's advancement in the game. But of course, there are always those moments that have the best of us stumped and the following strategies should ensure that you progress through the first half of *Resident Evil* at a reasonable clip.



Proceed to the Piano Bar and get the Sheet Music from the shelf. Then play the sheet music at the piano. (If you're playing Chris you will need to find Rebecca to play the music.) A secret entrance will now open up.

Mystery of the Shield



Obtain the wooden shield from atop the statue in the statue room.

Shotgun Fever

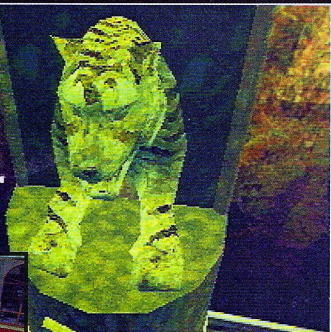


When removing the Shotgun from its place on the wall in the shotgun room, a trap will be triggered. The ceiling in the next room will begin to lower when you enter it. If you are playing Jill, she will be rescued by Barry at the last minute. To avoid this trap totally, just bring the rusty shotgun to replace the new one you take from the wall.

Greedy Darned Tiger



Go to the second floor of the main dining room. Push the statue there over the edge. When you go to the first floor, you will find the blue gem amid the shattered remains of the statue. Take the gem and go to the room with the stone tiger statue. Give the gem to the tiger and you will be presented with a book on botany. Trust me, it comes in handy.



Enter the now revealed Shield Room and replace the golden shield with the wooden one. If you don't have the wooden shield the door will close before you can exit.



continued...

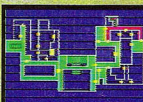


Place the golden shield over the fireplace in the main dining room and the grandfather clock will move to reveal a hidden key.

Medallions



News Flash



In the Fireplace Room, use your lighter to ignite the fireplace and you will be presented with a complete map of the mansion.



Bad Plants! Bad, Bad Plants!

To kill the nasty plant in the nursery, go to the generator and pour the bag of earth into it. This will kill the plant. You may now pass it and collect an important key.

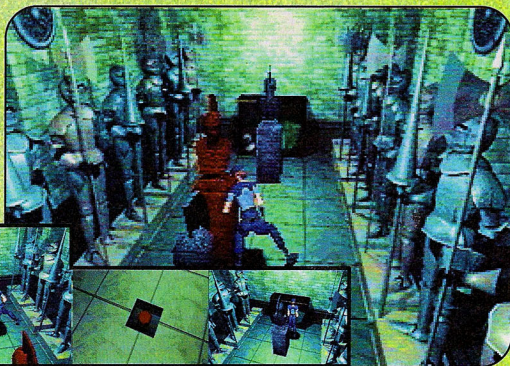


Hold the Key

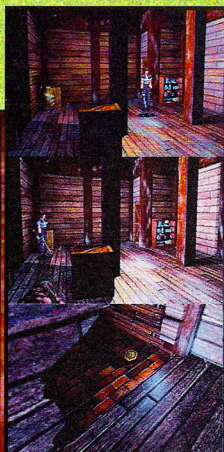


To locate the Star Medallion, go to the study on the second floor and turn on the switch at the bug collection on the wall. This will in turn

empty the aquarium allowing you to be able to push it to the right. Now, push the book case towards the aquarium to reveal the hidden compartment in the wall that holds the star medallion.



To obtain the Sun Medallion, go to the armor suit room and move each of the gray statues over the grates on the floor. Then, push the red statue aside to reveal a hidden switch in the floor. Activate the switch to obtain the Sun Medallion from the display case. If the gray statues are not placed over the grates, poison gas will be released when the red statue is moved and kill you instantaneously.



The final medallion is the Moon Medallion and it is the most difficult medallion to recover. This is due to the fact it is protected by a giant snake. To face the snake, make sure you enter the attic with the launcher with both a grenade clip and flame thrower canister, and in excellent health. Wait until the snake nears and fire point blank at the snake. If your marksmanship is good, the snake will not die, but will retreat after awhile. Proceed to the snake's den at the back of the attic to collect the final medallion. In all likelihood, the snake will have bitten and poisoned you during the attack. But as you will see, you will not die from this attack. Just make sure that you have brought along a health canister to replenish yourself after you wake up.

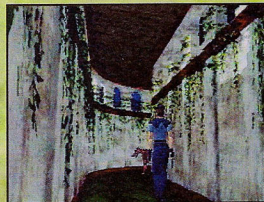


Hung Up on Art

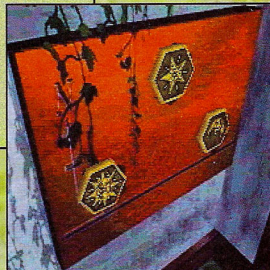
In the hallway with the paintings and the ravens, the paintings depict a male from childhood to manhood. Push the switch at each painting in order from youngest to oldest and then hit the switch at the end of the hallway to be presented with a health canister. If this is done incorrectly, the birds will attack when you hit that last switch.



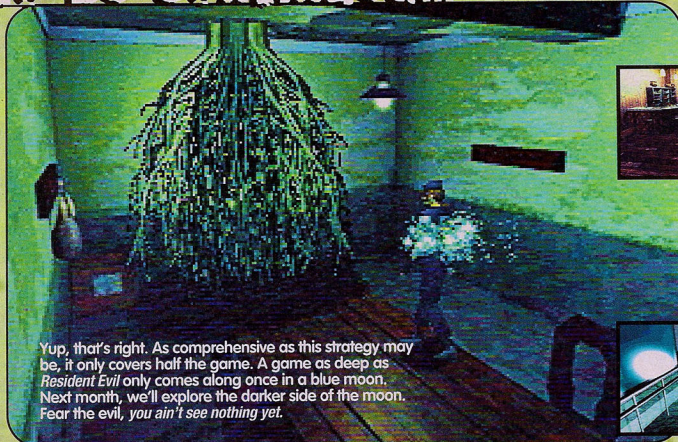
Now What?



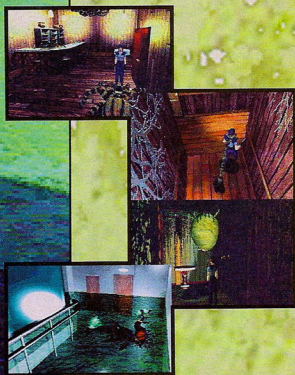
After your character has obtained the medallions and searched the mansion to the fullest extent possible, proceed to the back door of the mansion. After making sure you are loaded with all your weapons and whatever other items you desire to bring, enter the back pathway and exit the mansion. There will be a Hell Hound blocking your way. Do not attempt to kill it, but rather run and try to avoid its attack. At the end of the pathway you will see a plaque that will accept your three medallions. Place the medallions as quickly as possible to unlock the door and escape to safety. Well, at least for the moment...



To Be Continued...



Yup, that's right. As comprehensive as this strategy may be, it only covers half the game. A game as deep as *Resident Evil* only comes along once in a blue moon. Next month, we'll explore the darker side of the moon. Fear the evil, you ain't see nothing yet.

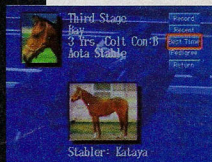


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KIDS TO ADULTS

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STREET FIGHTER ALPHA



GENERAL STRATEGIES

Proximity Blocking

In the old *Street Fighter*, you couldn't walk back while someone threw a projectile at you, but in *Alpha* the block doesn't happen until the attack gets in close. If you don't want to walk back, then you have to wait until just before you're hit to pull back on the controller.

Alpha Counters

There is now a guard-reversal system called Alpha Counters. Each character has the proper way to perform the Alpha Counter in their move list. The way to use the Alpha Counter in battle is to block an attack, pull off the move, and you will push your opponent's attack to the side, leaving him knocked down on the ground with air swirling around. The AC does take away one level of the Super Meter, but it's well worth it. It's also a great way to stop jump-in attacks.

Move Key

C	Crouching
J	Jumping
WP	Weak Punch
MP	Medium Punch
SP	Strong Punch
P	Punch
WK	Weak Kick
MK	Medium Kick
SK	Strong Kick
K	Kick
Charge	Hold controller that direction for a couple seconds.

Super Meter

Each character has two to four Super Combos and each combo results in one of three ways depending on how much energy is in the Super Meter. You build your meter up by hitting your opponent, performing special moves, or basically just touching buttons.

The meter continues to build until a Super Combo is used, it does not reset between rounds. Pulling off a Super Combo at level three results in some serious devastation.

Chain Combos

Chain combos are normal attacks that interrupt each other to maintain a chain. So now you have the normal combos, the super combos, special moves, and the chain combos. There are plenty of ways to work over your opponent. Each character has different chain combos and many of them are listed in the moves list, although we're not claiming to have discovered all of them yet.

SAGAT

Moves

Alpha Counter	+K
Low Tiger Shot	+K
High Tiger Shot	+P
Tiger Blow	+P
Tiger Crush	+K
Tiger Genocide	+K
Tiger Cannon	+P
Tiger Raid	+K

Chains

WP, MP, SK
WP, MP, C, SK

Combos

J, SK, MP, Tiger Blow
J, SK, C, MK, Low Tiger Shot
J, SK, WP, MP, Tiger Crush
J, SK, C, MK, Tiger Genocide

RYU

Moves

Alpha Counter	+P
Overhead Punch	+SP
Spin Kick	+MK
Fireball	+P
Hurricane Kick	+K
Dragon Punch	+P
Massive Fireball	+P
Super Hurricane Kick	+K

Chains

WP, MP, C, SK
C, WK, C, SK
C, WK, C, MK, C, SK

Combos

J, SK, C, MP, C, MK, Fireball
J, SK, C, WK, C, WK, MK, Fireball
J, SK, WP, MP, Fireball
J, SK, C, MK, Massive Fireball
J, SK, C, WK, C, WK, C, MK, Massive Fireball



GUY**Moves**

Alpha Counter	⊙⊙⊙+K
Overhead Elbow	⊙+MP
Elbow Drop	(In air) ⊙+MP
Slide	C SK
Flip Kick	⊙+SK
Bushin Run	⊙⊙⊙+K
Bushin Leap	⊙⊙⊙+P
Rising Spin Kick	⊙⊙⊙+K
Bushin' Rage	⊙⊙⊙⊙⊙⊙⊙+K
Bushin Jump	⊙⊙⊙⊙⊙⊙+P

Chains

WP, MP, SP, SK
C MP, WK, SK, C SK
C WK, C MK, C SK

Combos

HP, Bushin Run w/SK
C WK, C MK, Bushin Run w/MK
MK, Bushin Leap
(corner) J SK, C WP, MP, HP, Bushin Run w/SK

**BIRDIE****Moves**

Alpha Counter	⊙⊙⊙+P
Overhead Axe Kick	SK
Headbutt Rush	Charge ⊙⊙+P
Turn Around Headbutt	Hold any two punch or two kick buttons and release
Chain Grab	⊙⊙⊙⊙⊙+P
Leaping Chain Grab	⊙⊙⊙⊙⊙⊙+ any button
Mega Headbutt Rush	Charge ⊙⊙⊙⊙+P

Chains

C WP, C WK
WK, SP

Combos

J SK, MP, Chain Grab
J SK, Chain Grab
Fake J SK, C WP, C WK, Chain Grab
C SP, Headbutt Rush
J SK, WK, SP

CHUN-LI**Moves**

Alpha Counter	⊙⊙⊙+K
Stomp (In air)	⊙+MK
Knee Flip	⊙+K
Split Kick	⊙⊙⊙⊙⊙+K
Lightning Kick	Tap Kick Repeatedly
Kikouken	Charge ⊙⊙+P
Rising Spin Kick	Charge, ⊙⊙+K
Thousand Burst Kick	Charge, ⊙⊙⊙+K
Spinning Shadow Kick	Charge, ⊙⊙⊙⊙⊙+K
Power Storm	⊙⊙⊙⊙⊙⊙⊙+P

Chains

WP, MP, SP
WP, C MP, C SK

Combos

J SK, C MK, Rising Spin Kick
(In corner) Thousand Burst Kick, Power Storm,
Spinning Shadow Kick
J SK, WP, MP, C SK
J SK, WP, MP, SP
J SK, C WP, C MP, Kikouken
J SK, WP, C MP, Thousand Burst Kick

**CHARLIE****Moves**

Alpha Counter	⊙⊙⊙+P
Jumping Back Kick	⊙+MK or ⊙+MK
Stepping Side Kick	⊙+SK, or ⊙+SK
Sonic Boom	Charge ⊙⊙+P
Flash Kick	Charge ⊙⊙+K
Sonic Break	Charge ⊙⊙⊙+P
Somersault Justice	Charge ⊙⊙⊙⊙⊙+K
Crossfire Blitz	Charge ⊙⊙⊙⊙⊙+K

Chains

C WP, C WK, C MP, SP
C WP, C MP, SP

Combos

J SK, C WK, C MP, Sonic Boom
J SK, C WK, C MP, Flash Kick
J SK, C WK, C MP, Somersault Justice

KEN**Moves**

Alpha Counter	⊙⊙⊙+P
Overhead Axe Kick	⊙+MK
Standing Forward Kick	MK
Flying Neck Kick	Jump, MK
Fireball	⊙⊙⊙⊙+P
Hurricane Kick	⊙⊙⊙⊙+K
Dragon Punch	⊙⊙⊙⊙+P
Ground Roll	⊙⊙⊙⊙+P
Multiple Dragon Punches	⊙⊙⊙⊙⊙⊙⊙⊙⊙+P
Vertical Dragon Punch	⊙⊙⊙⊙⊙⊙⊙⊙⊙+K

Chains

WP, MP, C SK
C WP, C MP, C MK, C SK
C WP, C MP, C MK, SK
C WP, C WK, MK

Combos

J SK, C MP, C MK, Fireball
J SK, C WK, C MK, Dragon Punch
J SK, C WK, C MK, Hurricane Kick
J SK, MP, Fierce Dragon Punch
J MK, C WP, MP, MK, Hurricane Kick
J SK, C WK, MK, Ground Roll, Vertical Dragon Punch
J SK, C MP, C MK, Vertical Dragon Punch

**ADON****Moves**

Alpha Counter	⊙⊙⊙+K
Front Kick	⊙+MK
Jaguar Kick	⊙⊙⊙⊙+K (any kick button)
Jaguar Tooth	⊙⊙⊙⊙+K
Jaguar Knee	⊙⊙⊙⊙⊙+K
Jaguar Assault	⊙⊙⊙⊙⊙⊙⊙+P
Jaguar Revolver	⊙⊙⊙⊙⊙⊙⊙+K

Chains

WP, MP, SK
WP, MP, C SK

Combos

J SK, C WP, C MP, C SK
J SK, C WP, C MP, Jaguar Assault



AKUMA

Moves

Alpha Counter $\odot\odot\odot$ +K
 Overhead Knife Hand \odot +MP
 Spin Kick \odot +MK
 Driving Kick \odot Jump towards opponent

Fireball $\odot\odot\odot$ +P
 Red Fireball $\odot\odot\odot\odot$ +P
 Air Fireball $\odot\odot\odot$ +P (in mid-air)
 Hurricane Kick $\odot\odot\odot$ +K
 Dragon Punch $\odot\odot\odot$ +P
 Forward Roll $\odot\odot\odot$ +P
 Air Roll $\odot\odot\odot$ +P

After Air Roll:
 Demon Power Crusher P (in close)
 Demon Power Thrust P (not close)
 Demon Power Drop K (in close)
 Demon Spike K (not close)

Teleport $\odot\odot\odot$ +all three punch
 Teleport 2 $\odot\odot\odot$ +all three kick
 Great Fireball $\odot\odot\odot\odot$ +P
 Great Dragon Punch $\odot\odot\odot\odot$ +P
 Aerial Fireball (in air) $\odot\odot\odot\odot$ +P
 Raging Demon WP,WP, \odot WK

Chains

WP, MP, C SK
 C WK, C SK
 C WK, C MK, C SK

Combos

J SK, C MP, C MK, Fireball
 J SK, C WK, C WK, MK, Fireball
 J SK, WP, MP, Fireball
 J SK, C MK, Great Fireball
 J SK, C WK, C WK, C MK, Great Fireball
 Air Hurricane Kick, Dragon Punch
 Late Air Fireball, Any ground combo



M. BISON

Moves

Alpha Counter $\odot\odot\odot$ +P
 Slide C SK
 Double Knee Press Charge $\odot\odot$ +K
 Psycho Shot Charge $\odot\odot$ +P
 Demon Stomp Charge $\odot\odot$ +K, Charge $\odot\odot$ +P
 Teleport $\odot\odot\odot$ +all 3 P
 Teleport 2 $\odot\odot\odot$ +K
 Knee Press Nightmare Charge $\odot\odot\odot$ +K
 Psycho Crusher Charge $\odot\odot\odot$ +P

Combos

J SK, SK
 J SK, C WP, C WP, Psycho Shot



ROSE

Moves

Alpha Counter $\odot\odot\odot$ +P
 Slide Kick \odot -MK
 Soul Spark $\odot\odot\odot$ +P
 Soul Reflect $\odot\odot\odot$ +P
 Soul Throw $\odot\odot\odot$ +P
 Aura Soul Spark $\odot\odot\odot\odot$ +P
 Aura Soul Throw $\odot\odot\odot\odot$ +P
 Soul Illusion $\odot\odot\odot\odot$ +K

Chains

C WK, C MK, C SK

SODOM

Moves

Alpha Counter $\odot\odot\odot$ +P
 Tengu Walk $\odot\odot\odot$ +K
 Slide Kick C SK
 Jitte Slice $\odot\odot\odot$ +P
 Power Bomb $\odot\odot\odot$ +P
 Carpet Bomb $\odot\odot\odot$ +K
 Mega Jitte Slice $\odot\odot\odot$ +P
 Mega Power Bomb720 degree circle +P

Chains

WP, MK, SK
 WP, MP, C SK
 WK, MK, SK
 WK, MK, C SK

Combos

J SK, SK, Carpet Bomb
 J SK, WK, MK, SK, Carpet Bomb
 J SK, WK, MK, C SK



DAN

Moves

Alpha Counter $\odot\odot\odot$ +K
 Fireball $\odot\odot\odot$ +P
 Dragon Punch $\odot\odot\odot$ +P
 Gale Kick $\odot\odot\odot$ +K
 Super Fireball $\odot\odot\odot\odot$ +P
 Double Dragon Punch $\odot\odot\odot\odot$ +K
 Desperation $\odot\odot\odot\odot$ +K

Chains

WP,MP
 C WP, C MP
 C WP, C WK

Combos

J SK, C MK, Fireball
 J SK, SP, Dragon Punch
 J SK, C MK, Gale Kick

Solving the Mystery means
Visiting the Dark Pit of your Soul.



"THE NEW GENRE
OF INTERACTIVE
HORROR!"—GAME FAN

D... the Daughter.

A full moon rises over L.A.'s National

D... Darkness.

Hospital. Inside the father, a doctor

D... Destiny.

gone mad. Outside the daughter...

D... Delirium.

the innocent, the seeker. You are about

D... Death.

to enter the darkness forever!

D... Damnation.



"SPINE-TINGLING
ACTION!"—EGM



"SLICK, STYLISH,
SCARY FUN!"
—GAME PLAYERS

Buried within is a secret to D. Solve the mystery
and enter the D sweepstakes at participating retailers.

<http://www.acclaimnation.com>

3.5.96



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CODE

BREAKERS

DOOM

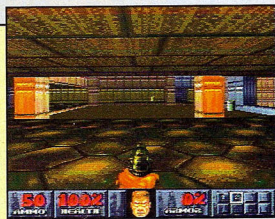
Williams for PlayStation

It's just like Doom, except it's easier.

Whether you love it or hate it, it appears that *Doom* has only Microsoft as a viable opponent in its plan for world domination. Any game that prolific should be chock full of codes. And guess what? I've got more *Doom* codes! Yes, it's just like *Doom*, except it's my life. The great thing about these codes is that more than one can be used at a time. In other words, would you like max ammo, x-ray vision and mapped items? No prob!



For those who seek to be gods — you're in luck! I've got a God Mode Code. At anytime in the game, **pause** and press **Down, L2, Square, R1, Right, L1, Left, Circle**. Let me tell you, the game gets a LOT easier when you're God.



For lots of goodies (maxed ammo and all the keys), **pause** and press **X, Triangle, L1, Up, Down, R2, Left, Left**.



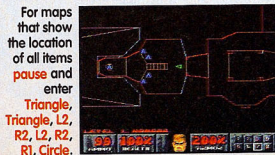
To skip levels, enter **Right, Left, R2, R1, Triangle, L1, Circle, X**.



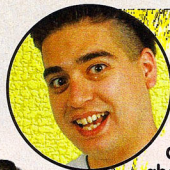
This is a really cool code that displays some of PlayStation's cool effects. For X-Ray Vision mode, **pause** and enter **L1, R2, L2, R1, Right, Triangle, X, Right**. You can see them, but they can't see you!



To retain some of the original challenge but make death and destruction a little easier, enter **Triangle, Triangle, L2, R2, L2, R2, R1, Square** for maps with all the lines drawn in.



For maps that show the location of all items **pause** and enter **Triangle, Triangle, L2, R2, L2, R2, R1, Circle**.



As our Production Coordinator, Roger Burchill always hassled us about getting pages in on time. Enough of that crap! As our newest editor, we introduce him to that most tormenting level of Hell known as Code Breakers...

Greetings, my army of Code Monkey! It is I, your new Code Master — Rog. Your previous Code Master, Patrick, has escaped the Code Dungeon and was last seen skipping through a sunny meadow reveling in his new found freedom stopping only to hug flowers and talk to cute, furry little critters. Truly a pathetic sight.

As your new leader, I seek your opinions on what you like and what you dislike about Code Breakers. One of the things I am seriously considering is the return of the Code Donkey. Maybe not every month, mind you, but on occasion I think I should recognize those individuals who go beyond the call of duty to provide me with utterly useless codes. So drop me a line or send me an E-mail at Roger_Burchill@qm.image-inc.com. Keep in mind though, if you disagree with anything I say, your monthly ration of bananas will be severely docked.

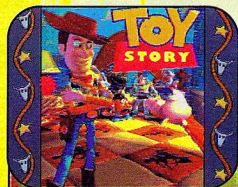
My vision for our code army is legions of Code Monkeys locked in dank, dusky rooms for days on end, forsaking food, water and social life in a blind mindless pursuit of code glory! So get to work! The more you sacrifice, the better I look!

TOY STORY

Disney Interactive for Genesis

To Invincibility and Beyond!

Yes, from what probably was the best movie of the holiday season and the game that was inspired by it, come the codes that will allow you to experience the essence of Woody.



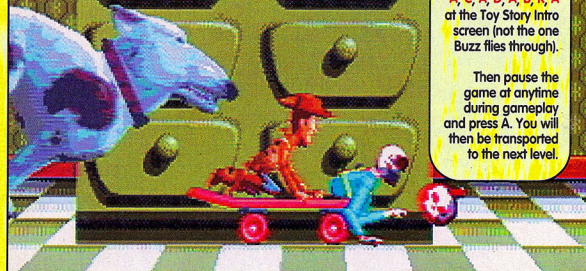
LEVEL COMPLETE



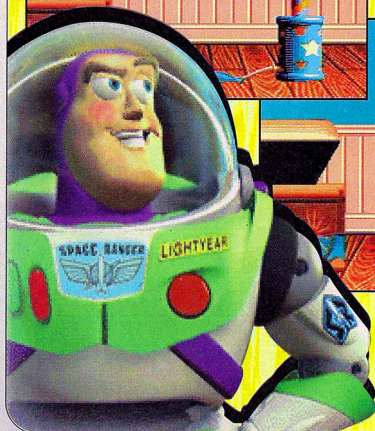
REWIND: 0000 CONTINUE: 0

For the always-welcome level skip code, enter **A, B, R, A, C, A, D, A, B, R, A** at the Toy Story Intro screen (not the one Buzz flies through).

Then pause the game at anytime during gameplay and press A. You will then be transported to the next level.



What's better than being an animated character? How about an invincible animated character? To be invincible, collect **seven** (and only seven stars) at **Level Two** (Putting Toys Away Level), then jump in the Toy Box and duck down for **six** seconds.



ZERO DIVIDE

Time Warner Interactive for PlayStation

Sweet, creamy filling!

This is what is known as a home run in the code biz. Not a level code, not an invincibility code, not an unlimited weapons code. No, what we are talking about here is a whole separate game hidden inside a game. That's right, hidden deep within the recesses of *Zero Divide* is a full version of the Super NES shooter *Phalanx!*

ZOOM
Presents

BONUS GAME

 Put in the
Zero Divide
game into
your

PlayStation and

turn it on. While the game is powering up, hold down the **SELECT** and **START** buttons on the player two controller. Keep holding down the buttons as the developer's logos appear on the screen and *Phalanx!* will load right up!



You'll be in shooter heaven as you play the full version of *Phalanx!*, but one note, the ending screen of *Phalanx!* will still be in the original Japanese.



AGILE WARRIOR

Virgin Interactive for PlayStation

Invincible Warrior

Although *Agile Warrior* doesn't exactly rank up there with my favorite games, this invincibility code did lot to improve my overall impression of the game. I mean, once you're invincible, the shoddy game control doesn't really bother you anymore!



For invincibility mode, pause the game and enter:

Left, Square, Square, Square, Up, Triangle, Triangle, Triangle, Right, Circle, Down, X, Triangle, Triangle, Triangle, Square.



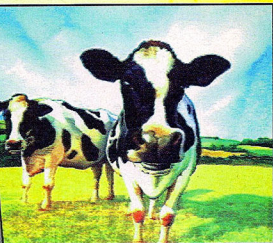
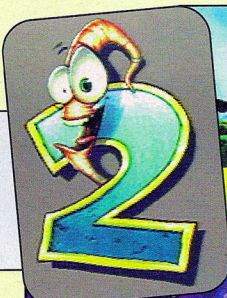
EARTHWORM JIM 2

Playmates Interactive Entertainment for Super NES

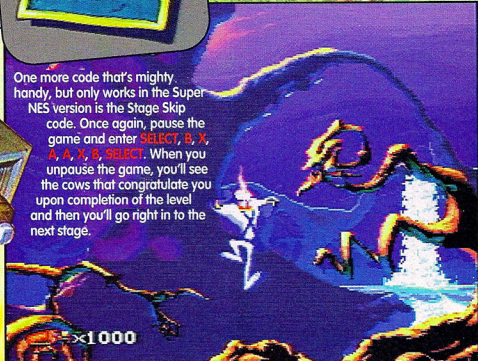
Heart-Warming Codes

Having a little trouble keeping your favorite little worm buddy alive? Here are some codes that should even the odds. To use these cheats, pause the game at any time and enter the following codes. If you enter the code correctly, you'll hear a sound.

One Ups Left, SELECT, Right, SELECT, L, SELECT, R, SELECT
 Ammo SELECT, X, X, X, X, X, X, SELECT
 Three-Shot Gun X, X, X, X, A, A, X, SELECT
 Extra continue A, SELECT, A, B, X, X, Y, Y
 Skip to Level 3 A, B, X, L, R, L, A, B
 Skip to Level 7 A, X, L, R, X, L, R, L
 Teleport Bomb X, X, X, X, B, B, B, B (This code works, but I'm not sure exactly what it does. Drop me a line if you figure it out.)



One more code that's mighty handy, but only works in the Super NES version is the Stage Skip code. Once again, pause the game and enter SELECT, B, X, A, A, X, B, SELECT. When you unpause the game, you'll see the cows that congratulate you upon completion of the level and then you'll go right in to the next stage.



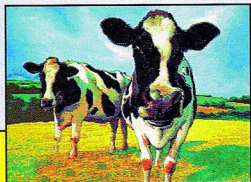
EARTHWORM JIM 2

Playmates Interactive Entertainment for Genesis

What? You say you don't own the Super NES version of *EJ2*? No sweat, here are the codes for the Genesis version!

One Ups A, B, C, C, C, A, A, B
 Ammo C, B, B, A, C, B, A, A
 Three-Shot Gun C, C, C, C, A, A, A, C
 Extra continue A, A, C, C, B, A, L, L
 Skip to Level 3 C, B, C, L, R, L, A, B
 Skip to Level 7 A, A, C, C, B, A, A
 Teleport Bomb C, A, B, C, A, B, U, D (As in the Super NES version, this code works but you got me on exactly what it does.)

Like the Super NES version, pause the game and enter the following codes to make EJ's life easier...



BATTLESPORT

Studio 3DO for 3DO

Battle Code!

Okay, okay, this isn't much of a code. But the truth is 3DO codes aren't as prolific as their Sony, Sega and Nintendo counterparts. So try it and take it for what it is.



Select the one player game and enter **HAWKIN** at the Enter Name screen and you will hear a secret little joke about Trip Hawkins, 3DO founder.

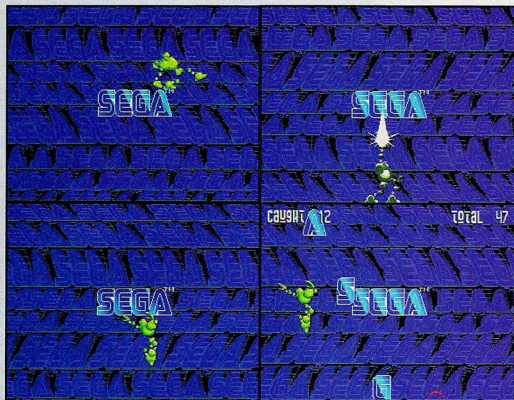


VECTORMAN

Sega for Genesis

Alphabet Soup

In one of the better games for the Genesis lately, this is one of the more creative ways to cheat.



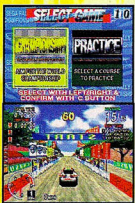
At the SEGA logo screen at the beginning of the game, move Vectorman under the logo and shoot up 24 times. Then, jump up and hit your head on the logo 12 times. Letters will then start falling from the top of the screen. Catch at least 90 letters and the game will start on a higher stage.

SEGA RALLY CHAMPIONSHIP

Sega for Saturn

To the Finish Line

It's Christmas in April for all you Saturn owners out there. But with a new car and a new track for Sega's off road racer supreme, who needs all that 'Peace on Earth' crap?



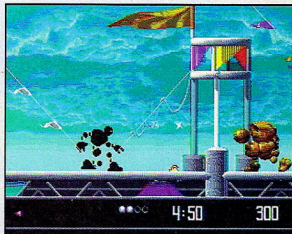
Most people already seem to know this, but in case you don't, to race on the hidden Lakeside course you just need to finish in first on the Mountain track.

Experience the thrill of mirror mode by holding down **Y** while pressing **C** on the select game screen.

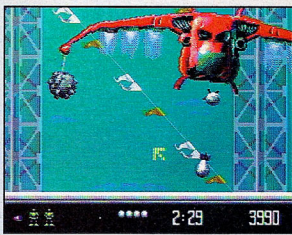


Hyper car Mode is achieved by holding down the **X** button while pressing **C** on the car selection screen. The only really difference in Hyper Car mode is that the car accelerates and handles better.

As for actual codes, pause the game anytime during the gameplay and enter **Down, Right, A, C, Up, Left, A (D-R-A-C-U-L-A)** and everything will go in slow motion anytime you are hit.



For Vectorman to be turned into a small computer arrow, enter **C, A, Left, Left, A, C, A, B (C-A-L-L-A-C-A-B)** while the game is paused. Why would you want to do this? Because you can then go anywhere on a level and destroy enemies by just touching them. One draw



back — the only thing you can't destroy with the arrow is the stage boss.



One more little trick for Sega Rally. To zoom in and out during the replay of your races, hold **Down+Z**, then use the **Left** and **Right** shoulder buttons for your zooming pleasure.

Now if you'd like to be able to race in that shiny, new hidden

car known as the Lancia Stratos, place first using the normal setting on the championship mode. Go for it!



CODE MONKEY OF THE MONTH

Get Twisted!

As in any army, there are those who lead and those who follow.

The leaders in my army of Code Monkeys are designated by the title 'Code Monkey of the Month'. It is a coveted title indeed! (Actually, it's probably better to follow, since the guys who lead are usually the first to get mowed down.) Regardless, our Code Monkey of the Month this time around is **Bowie Alexander of Sonoma, CA**. You can rest easy now, Bowie. With your name in print, all the gals will be impressed. Yes siree, I think I see a love connection in your little Code Monkey future! Well done, soldier! Now get me a banana!



To devastate all who stand in your way, enter this code for unlimited weapons: **Triangle, Space, Square, Circle, Circle**.



Ever wanted to be an Untouchable? Try this invincibility code: **Square, Triangle, X, Space, Circle**.

TWISTED METAL

Sony Interactive for PlayStation



These codes will help intensify the total adrenaline rush that is *Twisted Metal*.



To face five enemies in the Arena stage, enter: **Square, Triangle, Circle, Square, Square**.

VIRTUA FIGHTER 2

Sega for Saturn

Virtua Code Heaven

If you hadn't guessed by the 'Game of the Year' award that we bestowed on this game, you should know that *Virtua Fighter 2* is one of our all time favorite games. A game this good and this deep should definitely be filled with codes, so here's a few to start you off with.



To play as Gold Dural, do the same but press **Down, Up, Left, A+Right** instead.

To play as Dural, go to the Player Select screen. Pick Akira and press **Down, Up, Right**, then **A+Left**. (Just like on the first *Virtua Fighter*.)



In game devoid of supernatural-type moves, here's a trick that miraculously teleports Jeffrey (or at least makes him run really fast). This trick can only be done when Jeffrey is fighting Shun Di. Make Shun sit down and have Jeffrey do his power bomb move (**Down/Forward+K+G**) from anywhere in the ring.



You can actually choose the characters who fight in the Watch Mode by pressing **START** when the selection box goes over the character. Player one needs to go first, then Player two.



To get the alternate color uniforms for your character, press **Up** and **C** simultaneously at the Character Selection Screen.

Also in Watch Mode, press **X** while the characters are fighting to switch the view from the standard side-to-side mode to the sweeping mode.





Their site.

Our site.

<http://www.gameplayers.com>



Where the cool people go.

GAME PLAYERS

EVEN MORE CODES

Well, lookee here! Why, it's a whole bunch of more codes! Someone must have made a mistake! You could charge fifty bucks for this many codes. Hmm, since we don't know who left 'em here, I guess we'll just have to give 'em away for free!!!

ULTRA VORTEK

Atari for Jaguar

Ultra Hidden Vortek Hidden Stages

First start a game in two player mode. After choosing your characters, press either the # button or the * button to access secret stages.

The Hidden Palace stage is nice change from the, well, actually it's sort of more of the same, but at least it's different.

Super Speed

Faster Play

At the title screen, press 1, 5 and 9 at the same time.

When you hear a voice call out Fight, you'll know you've done the code right.

Then choose Turbo mode for super fast play.



SEPARATION ANXIETY

Acclaim for Super NES

Separate Levels

Level Passwords

At the main menu screen go to the Passwords option.

Enter the following level passwords:

Level 2 DCCPMH
Level 3 MDRKJP
Level 4 STSPCC
Level 5 QPMUCV

Don't forget, the action isn't going to get any easier.

PEBBLE BEACH GOLF LINKS

Sega for Saturn

Watching Golf?

Movie Codes

At any point in the game, press and hold Right + X + Z then reset the Saturn.

When you get to the menu screen, select the desired scene and press A.

Pressing B will return you to the menu at any point.

NFL GAMEDAY

Sony Interactive for PlayStation

Custom Football

Extra Play Modes

First go to the Options Screen and press Select. Press Select again to get to the Passwords screen.

Enter the following passwords for some game altering effects.

Enter URNOTREDE for an ultra difficulty level in the one player mode. Enter SKELETON to play as two new teams. Enter PICK.CITY to increase interceptions. Enter BIG.BOYS to increase the size of the backs.

Enter OFFENSE to increase offensive status and DEFENSE to do the same for defense. Enter STICKUM to enhance coverage.

MARIO TENNIS

Nintendo for the Virtual Boy

Virtual Code

Expert Mode

At the title screen press L, L, R, L, R, Select. You will hear a special sound if you've done the code right.

NBA JAM TE

Acclaim for PlayStation

Here We Go Again Hidden Characters

To gain access to the following list of players simply answer Yes at the initials prompt. Then hold L1 and R1 as you enter the following initials and birth dates.

Gorilla APE, April 2
Ad Rock ADR, April 6
MCA MCA, April 9
Mike D M.D, July 1
Pres. Clinton BIL, June 3
Hillary Clinton HIL, November 6
Hugo HOR, June 12
Larry Bird LAR, January 15
Heeny D HEA, January 9
Boo Boo TH-I, November 1
Frank Thomas FNK, January 8
Air Dog AIR, January 21
Magic Hair STH, December 8
Kabuki KUB, April 14
Jax JAX, March 1
Snake SNK, June 15
Chicago Bull BEN, September 20
Prince Charles CHA, May 4
Thurston Moore MOE, June 8

Even More Surprises

Extra Options

At the Tonight's Match-Up screen, enter the following codes:

For Full-court push, press Down, Down, X, Circle, X, Right.

For High Shots, press Up, Down, Up, Down, Right, Up, Circle, Circle, Circle, Down

To speed-up play, press Up, Up, Up, Left, Left, Left, X, Triangle

For powered-up three pointers, press Up, Down, Left, Right, Left, Down, Up.

To display shot percentages, press Up, Up, Down, Down, Triangle.

For powered-up Goal Tanding, press Right, Up, Down, Right, Down, Up

Can We Play?

Extended Rosters

Go to the Team-Select screen, then press and hold the Select button.

While holding the Select button, rotate the Direction buttons two times Counter Clockwise. You will then be able to play with an extended roster.

KILLER INSTINCT

Nintendo for Super NES

**Secret Arena
New Background**

At the character select screen in a two-player game, highlight your characters, then on both controllers hold Down and press B. Didn't you just know there was going to be some secret stuff in this game?

**Speedy Instinct****Speed Option**

At the VS screen, press Left + R + A + B for Slow Speed. Press Right + L + X + Y for Fast Speed. Press Right + R + A + B for Faster Speed. Press Left + L + X + Y for Super Fast Speed. Remember that all the buttons must be pressed at once, and you'll hear a punching sound when you've done it right.

TOTAL ECLIPSE TURBO

Crystal Dynamics for PlayStation

**Freedom At Last
Level Select**

First go to the Main Menu screen then push and hold the select button then press Triangle, L1 and Square. Release the Select button and then press Triangle, L1, Square, Triangle, L1, Square and Down. Scroll through the stage select with the Left and Right directions on the direction pad. Accessing the later levels has never been so easy.

**SHINOBI LEGIONS**

Vic Tokai for Saturn

**Not Tough Enough?
Expert Mode**

At the title screen, press Start, A, B, C, B, A. When the game starts, you'll notice that you are left with only one hit point and no extra men. Good Luck!

**Ninja Hopping
Stage Select**

At any point in the game, press Start to pause, then press A, B, A, B, C. When you see the stage number appear in the bottom left corner you'll know you've done it right. Use the D-pad to scroll through the stages. Then check out some of the later stage you've been missing.

LEMMINGS 3-D

Sony Interactive for PlayStation

**Cheaty Lemmings
Passwords**

At the password screen enter the following codes:

Level 2	blimbing
Level 3	fanagato
Level 4	dricksie
Level 5	kurtosis
Level 6	gregatim
Level 7	wallaroo
Level 8	aventail
Level 9	gazogene
Level 10	jingbang
Level 11	diatlage
Level 12	bunodont
Level 13	nainsook
Level 14	yakimona
Level 15	fumitory

Level 16	cingulum
Level 17	beslaver
Level 18	anableps
Level 19	quincunx
Level 20	taritran
Level 21	kamacite
Level 22	gummosis
Level 23	prodnose
Level 24	ngutum
Level 25	cottabus

Remember, the later levels are no picnic.

BATMAN FOREVER

Acclaim for Super NES

**Holy Stage Select
Stage Select**

Scroll through the stages with the D-pad. Now you get to see those crazy later levels.

VIRTUA FIGHTER REMIX

Sega for Saturn

**Virtua Menus
Secret Menu**

At the Title Screen, press Up (↑), then press Start. Enter the Options mode. Move the cursor off the bottom of the screen, then press A. Choose from your new options with the Direction Pad.

WIPEOUT

Sony Interactive for PlayStation

**A New Class
Rapiet Class**

Go to the first menu screen (The One Player, Two Player, etc. screen). Press and hold L2, R2, Left, Select, Start and then press X. You should now be able to access the Rapiet Class racing sleds.

**More Racing
New Track**

Once you've accessed Rapiet Class, go back to the first menu screen. Hold down L1, Right, Start, Square, Circle and then press X. Now, when you get to the track select screen you should see an extra track called FireStar.

BUG!

Sega for Saturn

**Continuing Story!
Endless Continues**

After beating the first level, you'll have to let yourself die. When the Press Start screen comes up, hold Right and press Start. Go to Start Game and repeat the last step (Hold Right, press Start). Then just start enjoying your continues.

NK3

Williams for PlayStation

**Pretty Pictures
Extra Options**

Throwing Disabled	100100
Blocking Disabled	020020
Player One 1/2 Power	033000
Player Two 1/2 Power	000033
Dark Fighting	688422
Quasi-Randper	460460
Jackbot	987666
P1 1/4 Power	707000
P2 1/4 Power	000707
Space Game	642468
Winner Fight Mortoro	969141
Winner Fights	
Shao Kahn	033564
Winner Fights	
Noob Saibot	769342
No Fear	282282
No Visible	
Powerbars	987123
No Uppercut	
Recovery	
Time	688933
Unlimited	
Run	466466
Psycho	
Kombat	985125
Intro	
Message	123926
Winner Fights	
Smoke	205205



TEKKEN

Namco for PlayStation

**Play as Heihachi
and Devil Kazuya
Play As Secret Characters**

To play as Heihachi you'll have to beat the entire game without continuing.
To play as Devil Kazuya you'll have to beat all the rounds of Galaxian at the beginning of the game. Good Luck!

**BE the Bear!
Play As Sub-boss**

First beat all the normal characters in the game. After beating all the normal characters you will fight a sub-boss.
After beating the sub-boss you will then be able to play as that sub-boss.

ESPN EXTREME GAMES

Sony Interactive for PlayStation

**Where Did Everybody Go?
Race Alone**

First, go to the equipment room and select the #1 television.
Go through each of the equipment options pressing X at each one to deactivate them.
Now, when you choose a course you will be all alone, making it impossible to get anything but first place.
Win a couple of races, build up some cash and then buy some good stuff.

DESTRUCTION DERBY

Sony Interactive for PlayStation

**Extra, Extra
Extra Track**

Start by getting into the Championship Mode.
When it comes time to enter your name, enter the word "REFLECT!".
Start a race, then exit the race.
Go to Single Race option and you will now notice an additional track. You can only race in Single Race mode but it's still good fun.

OFF-WORLD INTERCEPTOR EXTREME

Crystal Dynamics for PlayStation

**Big Bucks
Get Extra Cash**

To get extra cash, first go to the main menu screen then choose Options.
Once you reach the Options Screen, press Square, X, Circle (six times in a row), then press L1.
When done correctly, this will boost your cash supply quite drastically allowing you to buy almost anything you desire.

RIDGE RACER

Namco for PlayStation

**All Turned Around
Race Backwards**

Start a race on either of the extended tracks and before you actually enter the track, turn around and build up your speed to at least 60 mph.
When you reach 60mph, break through the wall at the finish.
You will then be able to race the tracks backwards.



WARHAWK

Sony Interactive for PlayStation

**Kali Mode
Secret Mode**

At the Passwords screen, enter X, Circle, Circle, Square, X, Triangle, Circle, Triangle.
When you see the words Kali Mode, you'll know you've done it right.
Now check out the power of your newly acquired Super Swimmers!

**Movie Previews &
Epilogue**

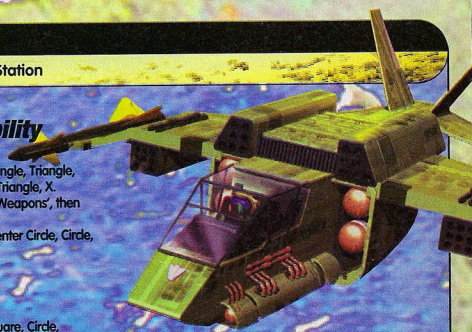
Movie Codes
For all the movies, enter Triangle, X, Space, Circle, Circle, X, Triangle, Square.
To see the epilogue, enter Square, Square, Space, Circle, Square, X, Square, Triangle.

**Infinite Weapons
& Invincibility**

Hidden Options
At the password screen, enter Triangle, Triangle, Circle, Triangle, Square, Triangle, Triangle, X.
When you see the words 'Infinite Weapons', then you've done the code right.
To access the A-La-Mode mode, enter Circle, Circle, Circle, Space, X, Triangle, X, X.

Thor Mode

Hidden Options
At the passwords screen, enter Square, Circle, Square, Square, Triangle, X, Triangle, Triangle.
When you see the words Thor Mode, you've succeeded.



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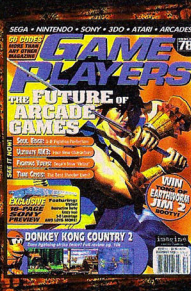
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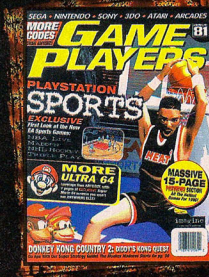
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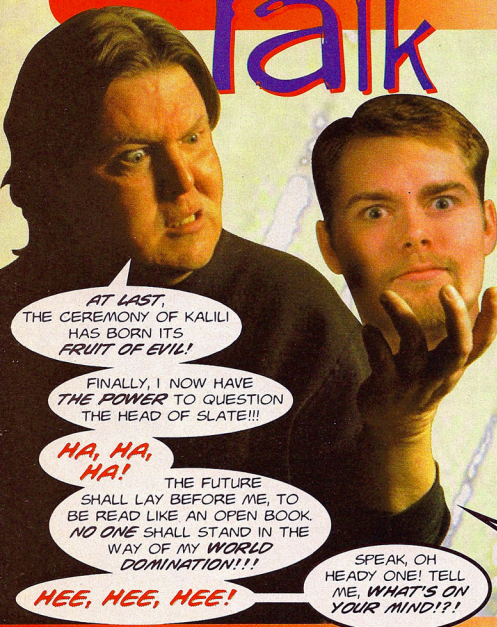
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Back Talk



AT LAST, THE CEREMONY OF KALILI HAS BORN ITS FRUIT OF EVIL!

FINALLY, I NOW HAVE THE POWER TO QUESTION THE HEAD OF SLATE!!!

HA, HA, HA!
THE FUTURE SHALL LAY BEFORE ME, TO BE READ LIKE AN OPEN BOOK NO ONE SHALL STAND IN THE WAY OF MY WORLD DOMINATION!!!

HEE, HEE, HEE!

SPEAK, OH HEADY ONE! TELL ME, WHAT'S ON YOUR MIND!?!?

HEY, WHAT'S GOING ON HERE? I USED TO BE TALLER THAN THIS...

MAN, I'M HEAD OF THE CLASS! GET IT? OOOH, I AINT GOT NO BODY...

HEY, LET'S HEAD OVER TO McDONALDS FOR LUNCH, OK?

MAN, I KILL MYSELF!

WHAT'S THE MATTER, BILL... WAS THAT OVER YOUR HEAD? HA, HA, HA!

D'OH!

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MOTHER MAY I?

Sure, everyone remembers that old game where you'd have to ask whoever was playing 'Mother' if it was OK to pour that whole jar of chocolate syrup on your head. And, of course, if it was someone like Bill who was playing 'Mother', why, you'd be covered in sticky, brown, gooey stuff before you could say 'Hey, this ain't funny!' There's one other thing that ain't funny, either. That would be you, missing out on the May issue of **GAME PLAYERS!** It's on sale, at newsstands everywhere, on April 16th!



Oh, man, I think I'm gonna get sea sick! Here's the April 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:

**April's Scrambled Mess,
 GAME PLAYERS ;
 150 North Hill Drive;
 Suite 40; Brisbane, CA 94005.**

The first entry we pick out of the box on the day we lay out this page, wins the Mystery Prize. Remember to include the system you own. All the usual rules apply. The winner of our December's Scrambled Mess Contest was **Thomas Wong, of Greenville, MS**. He correctly identified the scrambled picture as a screen shot from **Earthworm Jim 2 Your Mystery Prize** is on the way, Thomas, but we went fishing, so you'll have to dig your own worms.

ON SEPTEMBER 30th, DINOSAURS WILL FLY!



Because on that day, the home entertainment world starts spinning at 64 bits — faster than any video game system or personal computer ever made. Live your dream: Nintendo 64 and its revolutionary 3-D controller will send you as far into the game as you dare to go. Over the top. Out on the edge. Choose your hero: *James Bond*, *Ken Griffey, Jr.*, *Super Mario*. Or even *Darth Vader*. You'll find them on games exclusive to Nintendo 64. Players will rock. Competitors will weep.

Is it worth the wait?



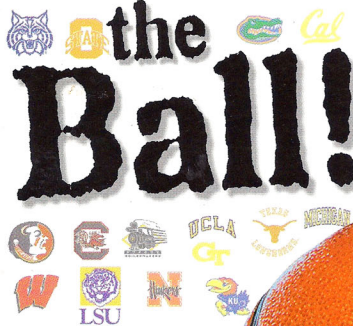
Only if you want the best!

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Nintendo

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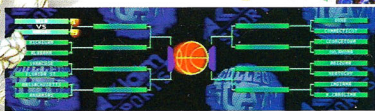
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- Let it rain from high-scoring hot spots!



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