

VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE

FDC 50080

SUPER MARIO RPG


FIRST LOOK!

MARIO EXPLODES IN 3-D ON YOUR SUPER NINTENDO!

- LOADED
- RAYMAN
- GUNDAM
- DEFCON 5
- FOES OF ALL
- VECTORMAN
- VIRTUA COP
- MADDEN '96
- SOLAR ECLIPSE
- MAXIMUM SURGE
- VIRTUA FIGHTER 2
- DESTRUCTION DERBY
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GOES BALLISTIC
ON 3DO!!!



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A 64-BIT
M2 3DO!



TIPS & TRICKS GALORE!

THE GAME

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Keep your trig you're gonna

Dig deep. It's going to take a lot of guts to play the **Arcade Classics**. So be brave and always put your trigger finger into a warm place where it won't go cold. But be careful, you never know what you'll find up there.



It's just like charting your way through outer space in **Asteroids^{®1}** and **Missile Command^{®2}**.



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ger finger warm,
need it!

crawling down your
throat if you don't
watch your back in

CentipedeSM and **MillipedeSM**.

Don't pull out yet. There are
millions of Aliens in **GalagaSM**,

GalaxianSM and

Space InvadersSM

who would love to
catch you with your
guard down. And they're
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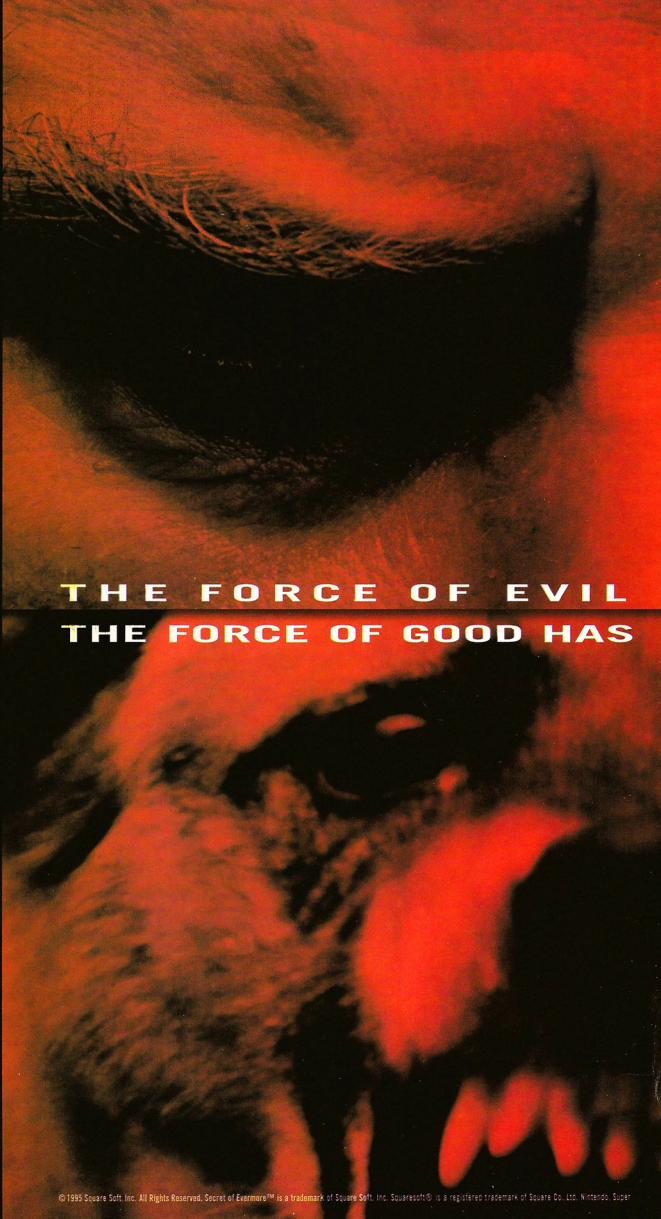
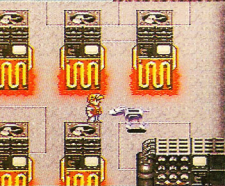
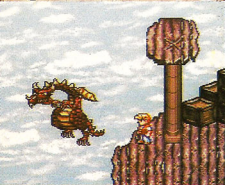
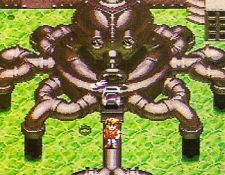


play it safe!
SM

Nintendo

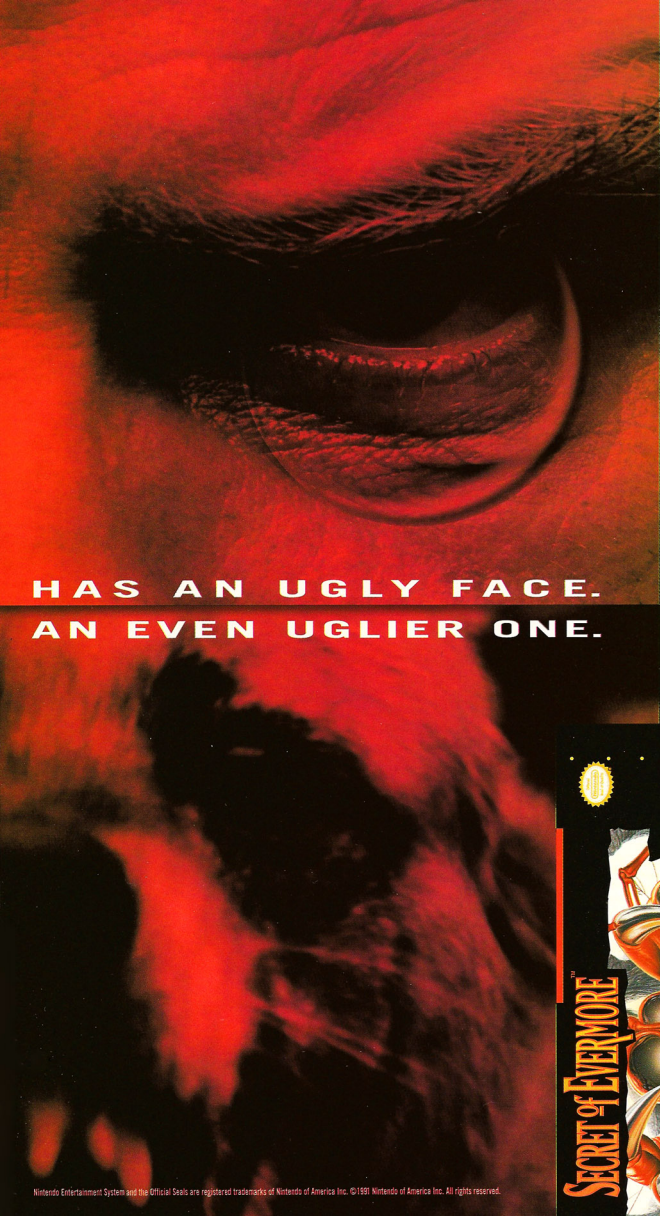
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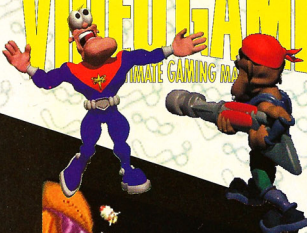


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CIRCLE #103 ON READER SERVICE CARD.



3DO POINT COUNT

DEPARTMENTS

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3DO IS IN THE GAME!

Once again, Chris Gore dispenses his monthly wisdom to the unwashed masses. Heed ye well, peasants!

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Press Start

64-bit machines are just around the corner! We've got an in-depth look at the incredible plans the big companies have for the future. Plus: Dan's Dream Game Gallery opens its doors; an interview with the *Mortal Kombat* janitor; the usual avalanche of new hardware information; breaking news tidbits, and way-cool videogame-related snippets...

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TIPS & TRICKS

It's a big, scary videogame world out there, but you don't need to face it by yourself! Stick with us and learn how to conquer *Captain Quazar*, grind with *Gex*, ravage *Rebel Assault*, rout *Rayman*, master *Mazer*, and whiz through *Wing Commander*. Plus the first-ever hints for the Virtual Boy, and a whole heck of a lot more!



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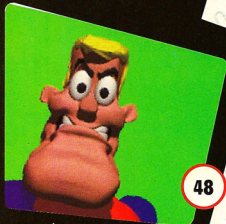
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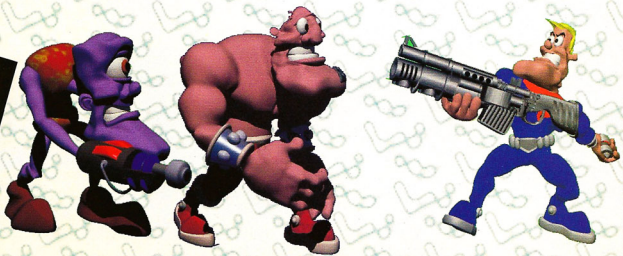
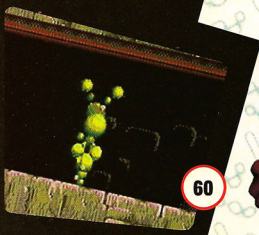
3DO HO HO!

With the holidays fast approaching, you'd better get working on your wish-list. Here's a complete run-down of the 3DO games you'll want to find in your stocking come Christmas. Or Hanukah. Or whatever!

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EVENTS

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OUR HOT NEW SECTION MAKES ITS DEBUT!

Can your optic nerves handle this many pictures? You'll be seeing these games a lot in coming months, but you'll see them here first!

Battle Monsters, Maximum Surge, Virtua Cop, Clockwork Knight 2, Defcon 5, Last Gladiators, OWI Extreme, Solar Eclipse

SEGA SATURN

Vectorman

GENESIS

Super Mario RPG

SUPER NES

Defcon 5, Fantastic Pinball, OWI Extreme, Solar Eclipse, Loaded, Philosoma, Gundam

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Spot Goes to Hollywood

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3DO

SPORTSWIRE 76

SPORTSWIRE NEWS

All the inside dirt. And then some.

SCOUTING REPORT

Prepare for grass and blood stains! Previews of the latest sports videogames from armchair quarterback Geoff Higgins.

Double Header, Foes of Ali, NHL All Star Hockey, NHL Gameday, NHL Face-Off, Power Serve 3D Tennis

POWER REVIEWS 86

OUR NEW-AND-IMPROVED LEAN, MEAN, REVIEWIN' MACHINE!

Honest reviews of *Wipeout*, *NHL All-Star Hockey*, *NBA Live '96*, *Baseball Stars 2*, *Rayman*, *WWF Wrestlemania*, *Vectorman*, Frank Thomas' *"Big Hurt"* *Baseball*, *Art of Fighting 2*, *Emmitt Smith Football*, *PGA Tour Golf '95*, *Foes of Ali*, *Destruction Derby*, *Foreman For Real*, and *WILDC.A.T.S.*, among others.

SOUNDBOARD 96

An updated layout and larger size means more of your letters reach our pages! **More letters! More letters!!!** Cool envelope art, thoughts on 32X, cheap virtual reality, Princess Toadstool gets sexy, and—because you demanded it—the return of "Dear Betty!"



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INPUT 3DO IS IN THE GAME!

I wrote an editorial last month in which I analyzed the game industry from the standpoint of Sega versus Sony. Well, the industry's a lot bigger than these two companies and I was reminded of that fact very quickly. While this has been the subject of debate for some time in many of the gaming magazines, the question remained in the equation: where does 3DO fit in to all of this?

After the October issue hit the stands, I received a very irate phone call from a subscriber to *VIDEOGAMES*, also a very happy 3DO owner, who was sick and tired of the 32-bit platform getting bashed. The caller went on to talk about the quality and number of games available. The loyal subscriber also went on to bring up the fact that the 3DO system is the only one that currently has a

“...I received a very irate phone call from a subscriber of *VIDEOGAMES*, also a very happy 3DO owner...”












planned upgrade path into the 64-bit universe, with the M2 upgrade. After listening intently to the caller, one thing did occur to me: Sega and Sony have certainly captured the hype from the gaming press here in the States, but those systems still have an

installed base of less than the current installed base of over 700,000 3DO owners. In fact, with the \$299 price point, 3DO is outselling Sega's Saturn wherever both systems are available.

With over 70 new titles available from October to Christmas, one thing is certain; 3DO is definitely still in the game. And if the M2 upgrade is released at the same time as Nintendo's Ultra 64, then the 64-bit war is going to be even more interesting than the battle over 32-bit.

—Chris Gore
Editor-in-Chief

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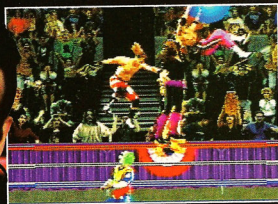
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CIRCLE #118 ON READER SERVICE CARD.

PRESS START



BEYOND THE NEXT GENERATION... THE BATTLE OF THE 64-BIT SUPER-SYSTEMS BEGINS!



So you finally did it. You've read the ads, you've examined the articles, and you've weighed the evidence. In the end, you purchased one of the new CD-based 32-bit console systems. The debate is over, right? You've made your decision, and you figure it's high time you sat down with a bag of Cheese-Doodles to do some serious high-end gaming.

Don't get too comfortable, buck-o! The next war between the

game giants is coming sooner than you think. The 32-bit war is now yesterday's news. Most of the industry's major players are already planning another surge of upsizing, developing 64 and even 128-bit systems. If recent development schedules continue, by the year 2001 we should all be playing our games on 1024-bit, self-aware supercomputers. (Or will they be playing...us? Imagine music from *The Twilight Zone* to emphasize that last sentence. Creepy, huh?)

But let's not get ahead of ourselves. For the immediate future, it's the 64-bit question that will be on everyone's minds. Let's take the major players in the home videogame arena—no showing, one at a time—and see how close each is to entering the brave new 64-bit world.

3DO

The 64-bit M2 expansion module for the existing 3DO will be available in April '96 to compete head-to-head with Nintendo's Ultra 64. There will be ten or twelve M2 games available at the launch, some of which will be from third-party developers like Interplay and Spectrum Holobyte. 3DO has been highly secretive about showing actual gameplay, although images and video segments showcasing the potential of the M2 chipset have been seen. M2 will initially be available only as an add-on to the existing 3DO, but Panasonic and Goldstar both plan to market self-standing 64-bit 3DO consoles in late 1996.

ATARI

Though Atari has often described its Jaguar system as being 64-bit, the system in fact runs on a series of smaller chips which do, in fact, equal a 64-bit bus, but not in game-managing power. As numerous games for the Jaguar have thus far indicated, the entire system seems less than the sum of its parts. But fear not, die-hard Jag fans! Atari is hard at work nursing a new baby.

Tentatively called the Jaguar 2 (how's that for originality?), the new system will be driven by a true 64-bit chip, much faster than its predecessor and utilizing both cartridge and CD to deliver games. According to Atari President Sam Tramiel, Jaguar 2 will be capable of managing much more impressive 3-D imaging than in the past, and will be far beyond today's PlayStation or Saturn. Of course, whether the Jaguar 2 can hold its own against the Ultra 64 remains to be seen.

SEGA

When they launched their Saturn, the folks at Sega insisted it was so advanced, they wouldn't need to release a new system for five years. Since the Saturn has already proved less powerful than the PlayStation (and certainly the Ultra 64 and M2), it's likely Sega will attempt to punch up the power of the Saturn by utilizing an add-on module for its expansion port. (Hmmm...do we smell Sega Saturn 64-X?) The code-name for this 64-bit accelerator is the Sega Eclipse. But after the disappointing software shortage that continues to plague Sega's 32-X module for the Genesis, it will be interesting to see if consumers will trust Sega to deliver the goods. According to a source within Sega, 64-bit Eclipse games are already on the drawing boards and will go into development this year. The release date for this expansion module is not known and the product itself has not been officially announced, so the future for Sega's Eclipse remains to be seen.

NINTENDO

The Big N is certainly taking its time with the Ultra 64, but it's definitely not vapor. Nintendo recently released an extensive report to its stockholders outlining a marketing plan and predictions for the upcoming super-system. Both the M2 and the Jaguar are powered by a series of chips equalling 64-bits, but the Ultra 64 will be the first system

with true single-chip 64-bit processing power. Industry buzz about the NU 64, especially among software developers, has been incredible.

According to Tom Jermoluk of Silicon Graphics, the computer power in the Ultra 64 would have cost \$14 million just 10 years ago. An impressive figure, especially considering the Ultra 64's planned \$249 price tag. But many have doubts as to whether Nintendo can have its new console ready to go in time for the long-promised U.S. launch date of April '96. Third-party software manufacturers haven't yet received the necessary development stations to program Ultra 64 games, so if Nintendo plans on launching the system in early spring it will almost certainly be doing so on its own, with its own library of titles. We've been going by the assumption that if the system made its Japanese debut this December, as scheduled, that it would likely debut this April in the U.S. Now, rumor has it that the Japanese release date could be pushed back to March '96. When, oh when will the waiting end?!

SONY

Though the PlayStation is only a 32-bit system, those 32 bits come from a single processor, allowing for more polygons per second than any of its immediate competitors. At this time, Sony hasn't announced any plans for memory-expansion modules, nor has it expressed an intention to produce a more powerful system in the near future.

THE NEXT BIG STEP

"...a 128-bit console system seems to be the next likely step..."

So what's next? Well, as Atari seems so fond of saying, do the math. The Atari 2800 was a 4-bit system; ColecoVision was 8-bit; SNES and Genesis were 16-bit; PlayStation and Saturn are 32-bit; and the Ultra 64 and M2 will be 64-bit. Assuming this

steadily-doubling pattern holds, a 128-bit console system seems to be the next likely step. None is being officially planned just yet, but the technology is certainly available and will soon be accessible to home computer owners. Number Nine Visual Technology Corporation recently introduced Imagine 128—a product the company describes as the world's first 128-bit graphics and video accelerator—for the Power Macintosh. Other computers have used two 64-bit chips in conjunction with each other before, but Imagine 128 will be a more efficient 128-bit single chip, capable of managing a startlingly large number of onscreen objects as well as providing photo-realistic color at high resolutions.

From that point, who knows? Once systems are capable of creating fully manipulatable, photo-perfect images, how much better can they get? In the 2-D arena, at least, game manufacturers may find they've reached the limit. It's likely that future increases in system power will go toward bigger play environments, better simulations of 3-D space and more immersive virtual reality hardware. Before we know it, we could be playing *MK6* in one of those *Star Trek* holodeck things, or having the latest *Earthworm Jim* adventure wired directly into our skulls à la Johnny Mnemonic.

Sorry if all this makes you and your current system feel just a bit...um...inadequate. Now, run off and play with your measly little 32-bits.

EXPANDING TOWARD THE FUTURE

One way to tell how well existing 32-bit systems will fare in the 64-bit wars is to compare their expansion ports. Here's what you can expect to plug into your consoles in the future.

Jaguar



Beyond the Jag CD, there's Jaguar 2 which will make the Jaguar 64-bit. Not much is known about this planned upgrade.

Saturn



Sega is planning a 64-bit accelerator called the Eclipse.

PlayStation



The only planned upgrade for the PlayStation is a cartridge that will run movies.

3DO



The M2 accelerator will turn 32-bit 3DOs into 64-bit muscle machines.

NEWS

AHHH! GODZILLA ATTACKS!

Godzilla, the undisputed King of Monsters and Saturday afternoon television, is back on the scene and this time...he's four inches tall. VG recently checked out the ultra-cool

new Godzilla toys being made by Trendmasters and we had to let you know about 'em. The star of countless movies by Japan's Toho studios has long been a cult figure in America and these toys do him justice. In addition to the sets of four-inch monsters (dual-packs which contain Godzilla and an enemy), there are ten-inch electronic figures of Godzilla, Mecha-Godzilla, Rodan, Mothra, Ghidorah, and Mecha-Ghidorah which make



There's a price on this head and it's cheap.

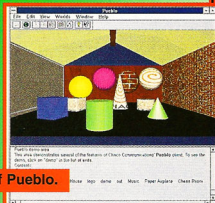
Godzilla attacks New York and millions cheer!

make a lot of neat noises when you push their buttons. If you dig your action on a small scale, you can buy mini-city playsets and set them to burn with micro monsters. Without a doubt, these are the coolest toys to hit the shelves in a while.



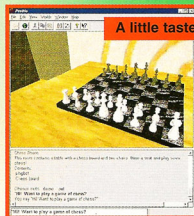
NET GAMERS! CHECK OUT CHACO

If you're an aspiring Internet game author, or you're interested in the newest technology for playing games on the net, jet on over to Chaco Communications' site on the Web at <http://www.chaco.com/pueblo/> and download the beta version of *Pueblo*, the new 3-D multimedia Internet game client.



A little taste of Pueblo.

Basically, *Pueblo* allows you to create 3-D MUDs (multiple-user dungeons), a type of game popular on the internet. If you've got the juice, you could end up being the next Internet game mogul.



NINTENDO GETS WET & WILD

Fans of *Killer Instinct* in the Los Angeles area were able to get a sneak-peek at Nintendo's highly anticipated home version of the game on August 27th at Wild Rivers water-park in Irvine, CA. Kids from all over the area careened down water slides, swallowed chlorine, and generally acted foolish as DJs Dave and Flava (from local radio station KPWR, the event's co-sponsor) kept the crowd rockin' with their snappy banter and smooth slo-jams. In addition, attendees were able to glom onto one of the many *Killer Instinct* stations to preview the game and humiliate their friends. Those who felt confident enough of their battle skills were invited to participate in a 32-player *KI* tournament watched over by the owleys of a crack team of Nintendo game experts. The best part of the day by far was the end, when in what can only be described as one of the most bizarre manifestations of mass hysteria ever, 300 children clutched Super NES consoles to their chests and leapt into the wave pool, killing themselves instantly in a glorious flash of electric power. Just kidding.



Kupido

TOSHINDEN FOR SEGA SATURN

Hey, Saturn owners! Tired of PlayStation owners lordng the fact that they can play *Toshinden* on their system and you only have *Virtua Fighter*? Well, squirm no more. It's time for you to rub the proverbial grapefruit in their sorry mugs because you'll soon be able to play Takara's tentatively titled *Toshinden S!* Not only is

Toshinden S going to be a part of

the popular PlayStation title, it's going to be an *improved* port. That's right! Sega and Takara have been working together to bring a new and improved version of *Toshinden* to Sega's 32-bit machine. *Toshinden S* will incorporate at least one more new character named Kupido, a brand-spankin' new CG story mode reminiscent of *Tekken*, and who knows what else. This title (which was partly inspired by fans' input on the first *Toshinden*) will be out in time for Christmas. I know what I'm going to ask Santa for!



Toshinden S for Sega Saturn will be out December 26th.



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This 'zine comes straight out of Stephen King country, a detail which is meaningless, but interesting nonetheless. *Overkill* is a mish-mash of different gaming topics which combine to make an excellent read. While most gaming 'zines

are solely concerned with how "cool" they perceive themselves to be, *Overkill* does a nice job of cutting out all the bull and focusing on a variety of gaming and non-gaming topics. How many 'zines have you read recently with a two-page article on their favorite *Thor* storyline? An interesting article at that? Not many, I wager. Jam-packed with info on the 'net, thoughtful reviews, and healthy tip and PC section, *Overkill's* a 26-page treat.



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This is *VG1's* first issue, and accordingly there's a lot of stuff that they're going to need to correct to get the attention of gaming fandom. In the introduction to their reviews section, the editors proudly boast that, "Our

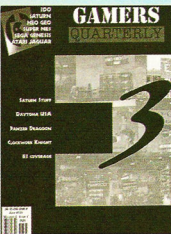
review section provides you with the best information around." Hardly, fellas. The reviews in this 'zine are, for the most part, vague and inconsistent. Tom has a lot to say about the two latest *X-Men* games for the home system, but his brother Mike can barely muster up seven sentences on *The Adventures Of Batman and Robin* for the SNES. Not very informative, guys. The tip section has a complete list of moves for *MK3*, *Killer Instinct* and *Eternal Champions CD*, but we've all seen this stuff before. Better luck next time.

ULTIMATE ZINE... THE ONLY ZINE WITH BYTES (AND I'G-64)



ULTRA BIT MAGAZINE
 Cory "Mr. Big" You
 3655 Sunset Blvd., Apt. #71
 Rocklin, CA 95677
 (\$1 per issue)

own muse. What would fandom be without them? Cory "Mr. Big" You returns with another cryptic issue of *UBM* in which he examines the battle of the meg-summer movies, *Batman Forever* and *Judge Dredd* and their respective game adaptations in addition to spreading rumors about *SF3* and "exposing" Capcom. Apparently he still hasn't fixed the exclamation point on his keyboard, because almost every sentence looks like this quote: "...ciao, ciao BABY!" It's kind of like having him sit next to you and scream into your ear. Beware of the ad for Lux Comics on the back page. The ad copy says that the comics in question are drawn by some of the hottest artists ever, but I have a sneaking suspicion that they're drawn by the same guy who rendered the cover (shown at right). Egad! Who told this guy he could draw?



GAMER'S QUARTERLY
 Ben Song, Editor
 4461 Fulton Ave., Suite #205
 Shermans Oaks, CA 91423
 gamersqr@gmail.com
 @primenrt.com
 (818) 783-2131

breath of air that is *Gamer's Quarterly*. the feeling you get when looking at this 'zine is not unlike the sensation you get from biting into a York Peppermint Patty. Sadly, though, this is Ben's last issue. He's quitting the 'zine racket to focus on his Web page. More power to him. The final issue has an extensive article on the E3 convention with extensive coverage of a wide variety of games in addition to interesting reviews and a valuable list of cool web sites of interest to gamers. Idiotic and juvenile humor page aside, *Gamer's Quarterly* will be missed. Let's hope Ben keeps the gaming world posted with his progress.

Portable Gaming



PORTABLE GAMING NEWSLETTER
 Scott Anchin, Editor
 376 Maynard Drive
 Amherst, NY 14226-2929
 (\$1.50 per issue, \$7.50 per year)

This is a 'zine aimed right at the hearts of bus commuters everywhere. The first issue of *Portable Gaming* is a bit on the thin side, but it makes this up with cool coverage of the most maligned video-game systems: the portables. Editor Scott Anchin is a freak for "gaming on the go," and he kicks down the knowledge on new stuff coming out for the major portable systems. The rating system in the review section is a bit confusing, but the fact that he's covering this stuff makes up for it. Hopefully, Scott's coverage will eventually expand to cover classic portable systems such as Atari's Lynx, NEC's Turbo Express, and, heck, even those old Mattel Football games.

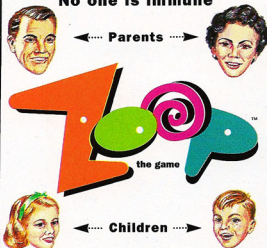


AMERICA'S LARGEST KILLER OF TIME™

ZOOP - YOU MAY ALREADY BE ADDICTED



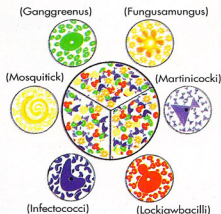
No one is immune



Output of the Heart
(gallons of blood per minute)
when man is:



(zoopx10¹⁰)

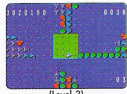


A healthy iris



The same Iris
after Zoop

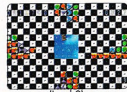
The stages of Zoop
(what to look for)



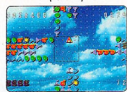
(Level 3)



(Level 6)

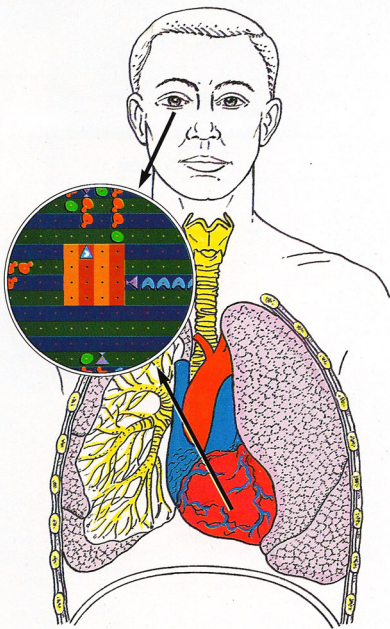


(Level 9)



(Level 72)

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



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

Known carriers
of Zoop



Genesis™



Super NES™



Game Boy™



Game Gear™



Macintosh™



PC

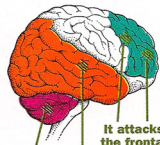


PlayStation™



Saturn™

How Zoop affects
the brain



It slowly
eats at the
Cerebellum
restricting:
movement,
coordination,
balance

It attacks
the frontal
lobes of the
Cerebrum
impairing:
judgement,
higher learning,
reason

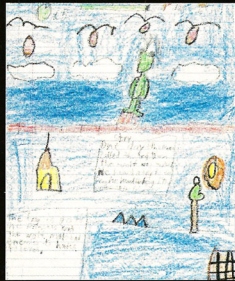
It mutates the **Medulla**
causing irregular:
digestion, respiration,
heartbeat



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DAN'S DREAM GAME GALLERY

Good news, bad news. The good news is that response to this new feature has been overwhelming! The bad news is that more than half of the drawings and letters I received weren't ideas for new games, they were just ideas for new *Mortal Kombat* characters! What's the deal, guys? I like *MK* as much as the next guy, but what I'm looking to print in this column are ideas for totally new games. Send me a color drawing of what your dream game would look like, not just a sketch of one character from that game. And I don't want to hear you whining about how you "can't draw." Baloney! Pick up your markers and scribble something down! I'm not looking for professional drawings, just imaginative game ideas. Just take a gander at this month's winners!



Frog and the Wolf
by Lanre Asuni, Pinole, CA

I don't know how old Lanre is, but he/she already has a good understanding of videogame layout. Frog and Wolf have life meters, a "lives remaining" icon, and some other important-looking symbols across the top of the screen:

In case you're having trouble reading Lanre's description of the game, here it is: "One day the Prince called the frog then the wolf was walked he heard a frog he eats frog he heard the frog I'll come to the prince. The frog is go to the Princess but the wolf made bad enemies it have 40 lives."
Way to go, Lanre!

Rock on, dude! Here's the game metal-head Jason wants to play:

"You choose from various metal musicians and try to stop the evil Kenny G from turning all music into 'light sounds.' When you beat Kenny G he bursts into flames and turns into dust."



Metal Militia
by Jason Barker, Chesnee, SC

Justin is a big RPG fan. What, you don't believe me? Just get a load of his game description:

"They say you can't escape your destiny. That is why they laugh at you when you say you can. At the age of ten you are told your destiny is to find a locked chest with a red skull on it. You are told that you will find the

Destiny
by Justin Lockear, Chandler, AZ



key and open the chest and wield the famous sword Wyrmbright and achieve the four symbols of Honor, Courage, Faith, and Glory."

Grrr! Jason's description of his dream game says it all:

"Tired of dodging pedestrians in typical

Gore Driver
by Jason Ammons, Maryville, TN

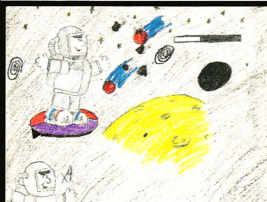


driving games? The goals of *Gore Driver* are to hit happy-faced pedestrians, shoot down traffic lights, dodge the backs of Pintos (because they explode when hit in the rear), and hit anything that moves with your twin-mounted chain guns. Prepare to be kill-happy, and have a nice day!"

Jason, you'll be happy to hear your dream game pretty much exists. It's called *Twisted Metal*, and it's coming out for the Sony PlayStation.

I assume Tola is Lanre's brother or sister. These two should go into business together! Here's how Tola describes the game:

Astronauts
by Tola Asuni, Pinole, CA



"You start off as a small boy named Paul Duncan. Then you turn into an astronaut. You try to go past the black holes, asteroids, comets, and galaxies of whirlpools. Your quest is to defeat enemies and rescue your math teacher so she can return to Earth and give out quiz scores."

Rescue your math teacher? What are you, Tola, nuts?

Chris Carigan sent along a fantastic idea for a game called *Skeetin'*, but only enclosed some small black-and-white sketches.

C'mon, Chris, send me a color screen drawing of this way-cool game!

Everyone else, keep those dream game ideas coming. Send your drawn "screen shot," a brief description of your dream game, and any other junk you might want to enclose to:

Dan's Dream Game Gallery
c/o VIDEOGAMES
8484 Wilshire Blvd., Suite 350
Beverly Hills, CA 90211.

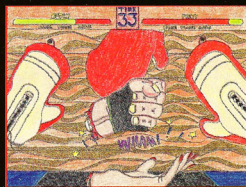
Enclose a self-addressed, stamped envelope if you want your drawing returned.

MORE DREAM GAMES!

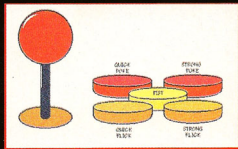
The museum of video games that never were, but that just might be.

It's amazing! The response to Dan's Dream Game Gallery has been phenomenal, and it shows no sign of letting up. Every day, a few more wannabe games come floating into our offices. Some stink (hey, let's give the variations on *Mortal Kombat* a rest), some are bizarre, some are surreal, and some are just plain great! Anybody who says that the imagination of American youth is dead is still kind of correct, but these kids are happy exceptions. Keep the games coming and send us more color pictures. So, drum roll please: For your enjoyment, it's Dan's Dream Game Gallery (keep your mitts off the walls).

Harry Dale of Highland, CA sent in this idea for a fighting game which reduces the genre to it's essence: Hands. Harry's description of the game shows that he's been cutting off his brain's supply of oxygen on a regular basis. It involves an ad campaign about watches, eight catalogue models, Russia, a plane crash, toxic hand cream, and leftover radiation from Chernobyl. Weird.

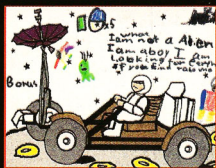


Harry calls these hands "disemboweled", but you disembowel a person by gutting them. The correct term is "severed". There will be a test on this.

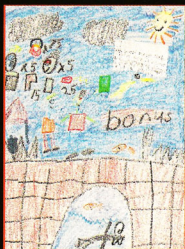


Check out the brain on Harry! This is his detailed computer drawing of *Knuckle Brawlers'* controls.

Laure Asuni of Pinole, CA, has the honor of being our first repeat "Dream Gamer". He/she has a knack for coming up with the most wacked-out, surreal ideas for games. We can't describe what they're all about and do them justice. Check out these pictures:



Laure's text on the picture reads, "I am what, not an alien. I am a boy. I am looking for Earth. If you find, take me." Boo-hoo.



The only info we have on this game is Laure's written plea, "Oh help help help. Mommy is home. She is making dinner and we're hungry. Find it please." Boo-hoo once again.

Dan Dutcher of Vadnais Heights, MN, sent us this picture of his dream game *Super Warlords*. It's one of the endless *Mortal Kombat* variations we get, but he came up with some cool character names like Adakar, Thelonite, Chromium, Sivitri, Kijedoran and Shanodin. It's like an unholy convention of consonants!



Adakar has a skull for a face and sagging pants. Don't front on him. By the way, Dan, our crack staff of experts realize that you lifted a lot of those names from the *Magic: The Gathering* card game.

Wayne Vorderkunz of Anaheim, CA, just sent us this picture. It made us crack up.



I am the Fisherman and I fish for evil!

Deep Freeze is the creation of Kimberly Hand, a lass who hails from Greenville, SC. According to Kimberly, she's Sub Zero's long lost ma and they're reunited in *MK 4*.



"My name is Deep Freeze and I will kill you." She's so cool, she's hot.

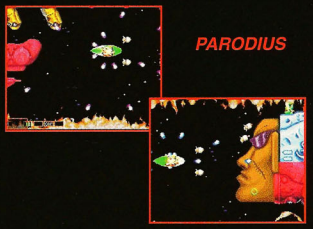
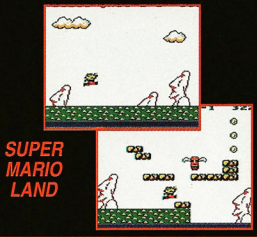
Billy Springer Jr of Liverpool, NY, sent us this picture without a letter. We don't know if it's a new game, but it's pretty darn nifty.



Hey, he misspelled *VideoGames!* This kid's got a lot of nerve!

EASTER ISLAND HEADS

Okay, how many of you have ever been to Easter Island? Not many, I'll bet. None of us have either. But for some reason, Easter Island, with its mysterious, towering sculptures of human heads, is a prime hangout for videogame characters. These strange stone noggins also appear in games like *Jumping Flash* and just about every CD-i game ever made.



THE VIDEOGAMES INTERVIEW STAN LOOTH, MORTAL KOMBAT JANITOR

by Marvin Seebum

You think all that blood on the *Mortal Kombat* tournament floors just goes away by itself? Think again. Stan Looth has been scrubbing the guts off Shao Khan's floor ever since the tournament's humble beginnings in 8,000 B.C. We spoke with the *Mortal Kombat* janitor in his well-kept boiler room under Shao Khan's temple of evil.

VIDEOGAMES: How did you get the job as Shao Khan's janitor?
Stan Looth: It was like, 10,000 years ago or something, Mac. I was lookin' for work, y'know, so I stopped by Khan's place and said, "Ay, you got any work you need done around the temple?" I didn't know back then that he was this all-knowing, sinister overlord. My mistake, right? So he throws me in this pit and makes me fight this stupid lookin' guy with eight arms and no pants. I was pretty angry, y'know? 'Cause, this guy, he's trying to kill me. So I grabbed the only weapon I could find: this plunger layin' on the floor. Y'know, those things they unclog toilets with? Which was pretty weird, because flushing toilets didn't even get invented for another 9,800 years. Anyway, I picks up this plunger, and I beat that eight-armed jerk silly. Silly, I'm tellin' ya. He had blood spurting out of every limb before I was through with him. So Shao Khan sees me whippin' this plunger around, and he gets to thinkin', "Hey, we got somethin' here." So he tells me he'll spare my soul if I keep the temple clean. Who am I to argue? I mean, the guy's like, this almighty evil sorcerer, right? So I picked up a mop and got to it.

So it's your responsibility to clean up after all those Mortal Kombat fights?

Stan: Lemme tell ya, those guys make one heck of a mess. Intestines, bones, brains, you know. Body parts, all over the place. I usually throw those things in industrial-strength Hefty bag and leave them out on the curb late at night. But the blood, holy mackerel! That's another story. There's gallons and gallons of it, and it don't clean up that easy. There were even a couple of centuries when Khan had people killin' each other on a white carpet. That was the worst. And this was before they invented these new carpets that you can pour motor oil all over and it



Oooh, that's messy!
Stan gets to mop up.

comes right up. Luckily, most battles these days are conducted on stone or marble surfaces. Those are pretty easy to scrub down, but it takes a lot of bleach and a lot of elbow grease.

You're over 10,000 years old. Most janitors don't make it past 65.

Stan: Yeah, well that's my own fault, y'know? I'm just too darn good at what I do. When I turned 69, I was moppin' up after a particularly nasty battle and I slipped on some blood and whacked the hell out of my noggin. I thought I was a goner, and I was like, "Just let me die, y'know?" I was sick of doin' Khan's cleanup. But Khan said I was the best janitor he'd ever had, and he wasn't gonna let me die. Ever. He just smacked me in the head and I was immortal. Boom! Just like that.

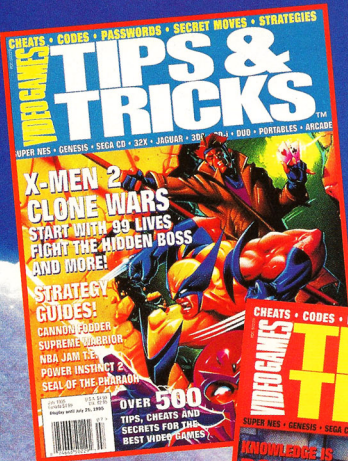
Were you upset that you weren't featured as a character in the recent Mortal Kombat movie?

Stan: I spend more time on those tournament floors than on any of those turkeys. Liu Kang, Johnny Cage, Kano; all those jerks combined got nothin' on me when it comes to doin' the necessary stuff around that temple. They just come in and do their little fights, and go off to the bars. That's not me, y'know? I'm there cleanin', morning, noon and night. I figure I deserved a little respect for that. So those movie hotshots come to me and say they want me to be played by Alan Thicke. I was like, "Hell, no!" That guy hasn't had a hit since *Growing Pains*. So I turned them down, and I'm not in their crummy little movie. So what?

Now that Shao Khan has taken his tournament into the real world, how have you been keeping busy?

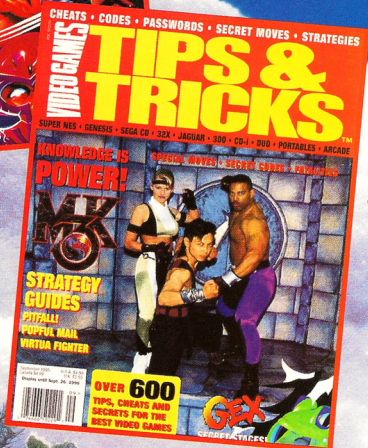
Stan: To be honest, Mac, I've been pretty bored. There's nothin' around here to do except chase rats, and even that's gettin' pretty old. When Shao Khan punched his way into the real world, I was like, "Take me with you, y'know? I told him I could check out how people are cleanin' stuff these days. Strictly business, y'know? But he told me I had to stay behind and watch the temple. Make sure to replace fuses if they blow and that sort of garbage. Yeah, right. That Khan's so out of touch, he doesn't even realize his damn temple isn't wired for electricity yet. Now pardon me, I'm a Union man, and it's just about time for my break. I'll see ya 'round, Mac.

The Ultimate Tip For '96!



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MORTAL KOMBAT MAYHEM

Judging from the dozens of letters and drawings we get each week, a lot of you have ideas for new *Mortal Kombat* characters. Now, we don't even know yet if there are plans for a fourth installment in the MK series. But if there are, maybe some of the sketches below will inspire its designers to new levels of gaming mayhem.

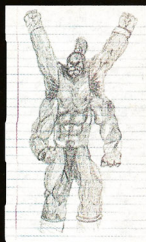


"LEACH" by Robert Lewis, Hampton, NJ. Special Characteristics: Unknown. (All Robert sent us was this picture.)

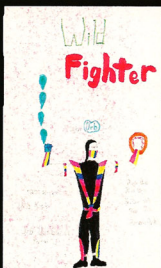


"NO NAME YET" by Reshma Siddik, Alexandria, VA. Reshma writes: "She's from France and she's handy with a whip."

"UNNAMED" by Donovan Langley, Auburndale, FL. Special Characteristics: Just look at those enormous armpits!



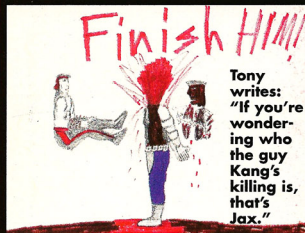
"NIGHT LEACH" by Jason Giles, Biddeford, ME. Special Characteristics: A cybernetic muzzle and really, really tight pants.



"WON LIO (a.k.a. ORB)" by Terrence Jeffries, Richmond, VA. Terrence writes: "He shoots out colorful orbs. He is Sub-Zero's long-lost brother."



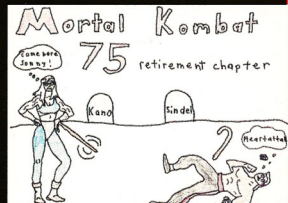
"CLAW" by Michael Sterly, Levering, MI. Michael writes: "He has been transformed. Sub-Zero is his friend."



Tony writes: "If you're wondering who the guy Kang's killing is, that's Jax."

Finally, Tony Vibbert of Terra Haute, Indiana sent in his idea, not for a new MK character but for a new fatality for Liu Kang. Tony, seek help!

"MORTAL KOMBAT 75" by Ernie Kon, Maplewood, MO. Ernie writes: "Mortal Kombat 75 is your typical MK, only everybody's old."



"KARTOON KOMBAT" by Corey Welch, Washburn, TN. Corey writes: "A very warped man has taken over Disney World and turned all the cartoons into mean, nasty fighters. You have to turn Disney World back into a fun place full of nice people and cartoons."

NEW HARDWARE

COOL VR GOGGLES

The development team at Virtual i-O may have come up with the best excuse yet to ignore your butt and sit on the real world. Weighing in at a mere eight ounces, Virtual-i glasses accept and display signals from any video source; from videotape to videogames. The basic headset, which sells for \$599, consists of a little stereoscopic color TV, high-fidelity stereo earphones, and a form-fitting headband. (A \$799 version also features motion-tracking capabilities and a direct PC interface.) Both versions have extensive 3-D imaging capabilities, assum-



Virtual-i glasses

ing the video source has been encoded with an appropriate 3-D pattern (the instructions imply that 3-D-encoded games and movies are common, but we've only seen one or two). Techno-hoopla aside, the fact remains that this is a high-quality audio/visual system that can be comfortably strapped to your noggin. Watching movies, the effect is like being in front of a big screen. Playing games, the effect is like you've really become part of the action—beware of motion sickness. In either case, the image is always right in front of your eyes, so you can lay around in bed and not have to crane your neck to see the screen. And isn't that really the most important selling point? (Virtual i-O, 1-800-646-3759)

UNIVERSAL ADAPTER FOR SEGA SATURN



Drooling over Japanese import games for your Sega Saturn? The mad scientists at DATEL have invented this helpful little cartridge. The Pro Universal Adapter plugs into the expansion port of your Sega Saturn, and tricks the system into accepting foreign games. At last, access to a wealth of weird Japanese games for only \$59.95! Now if only

it could translate those cryptic instruction manuals and bonus screens. (DATEL, Govan Road, Fenton Industrial Estate, Stoke on Trent, England)

PRIMO PROMO

Sony

One (1) PlayStation sampler CD. After popping it into our PlayStation, we were treated to a bunch of demonstrations showing off the system's capabilities. (The neatest was a manipulatable animated Tyranosaurus.) There was also some FMV to watch and some music by current Sony bands to listen to (sneak those promotions in wherever you can, Sony). We later learned this keen CD was given to anyone who put down money to reserve a PlayStation.



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

Sega

One (1) Disposable voice chip/speaker setup. An otherwise boring and uninformative press kit was redeemed by one folder's ability to scream



"Segal" at the push of a button. We ripped the folder apart and got out the electronic guts. No bigger than a pack of cards, this little assemblage of loudmouthed electronic wizardry can be easily concealed and repeatedly triggered. "Segal! Segal! Segal!" Irritating, huh?

Acclaim/Fleer

One (1) Uncut sheet of 36 identical *Batman Forever* Metal trading cards. In conjunction with Acclaim, Fleer is releasing these cards, which feature scenes from the *Batman Forever* videogame and tips on how to beat it. That's all well and good, but what the heck does Fleer expect us to do with this two-by-three-foot expanse of ugly, glossy cardstock?



BIGSCREEN VIDEOGAME BABBLE

Billy Madison (1995, Universal)

KID: *Mortal Kombat* for the Genesis is the greatest videogame ever.
 BILLY: I disagree. I think *Donkey Kong* is the greatest videogame ever.
 KID: *Donkey Kong* sucks!
 BILLY: Yeah, well you know something? You suck!



Hey, film geeks! Send in your favorite example of "Bigscreen Videogame Babble" c/o VIDEOGAMES.

GOREScore

Industry News You Can Trust

If the games industry were a horse race, the odds-on favorite would be Sony.

Sega led the gate early, but now Sony shows an early lead with 3DO still out in front.... Who will win, you ask? Well, if you read on you, may find out.

BATTLE ARENA TOSHINDEN FOR SEGA SATURN?

Yes, the rumors are true. *Battle Arena Toshinden*, Takara's incredible 3-D beat-'em-up, which until recently, was only available on the PlayStation, will now be coming to the Sega Saturn. The Saturn version of *Toshinden* will feature an extra character and is being labelled by Takara as "version 1.5" because of some of the noticeable improvements in the way that the game plays. The Saturn version could well end up being far superior to the PlayStation title. It's strange that Sofia, which has been widely associated with Sony's PlayStation from its compelling ad campaign, will now be manipulatable using a Saturn controller. The release date for the Saturn version of *Toshinden* will be December 26th. *Toshinden 2* was also recently announced for the PlayStation and the early pics I saw didn't look much different from the first game. Look for pictures and info in the next issue of VG.

VIRGIN GEARS UP FOR ULTRA 64 DEVELOPMENT

Virgin is hard at work on an Ultra 64 title that is so secretive that employees working on the project are said to be strangely silent while mingling with their co-workers. *Stacker* is a 3-D puzzle game for the Ultra 64 that should make *Tetris* look as primitive as jacks. (Y'know, that game with a tiny rubber ball and those metal Sputnik-looking things. Go ask your dad.) The Virgin title should be available upon release of Nintendo's 64-bit system—whenever that date comes around.

ULTRA MARIO FOR ULTRA 64

In their Ultra 64 news, *Ultra Mario* is now the first officially announced title for the Ultra 64 in Japan. The price of the game,

when translated from the yen, is about \$115 U.S. dollars. (Yikes!) What does that mean about the price of Ultra games in the U.S.? Obviously they'll be high, but over one hundred dollars? That's outrageous! But you know what they say: Never underestimate Nintendo. The Big N's greatest threat at this time seems to be Sony. The electronics mega-giant has already been telling some stores that they will drop the price of the PlayStation when Ultra debuts. That means that there could be a PlayStation priced from \$249-199. Sounds like a deal to me. And with software under 50 bucks at discount outlets, the PlayStation may well dominate. (Isn't that what Sofia was planning all along?)

SINGING THE VIRTUAL BLUES

The Virtual Boy seems to be singing the Virtual Blues. The mono-colored, 3-D vector-graphics game system has received a lukewarm reception from the press (VG included) and isn't exactly breaking sales records at game stores. The Japanese game press, normally very favorable to anything with the words "Nintendo" on it, has been calling the platform Virtual Dog. They've even called the launch of the Virtual Boy the "quiet launch" because Japanese gamers don't even know that it's out there. The system has already been priced lower, to 9900 Yen, which is just over a hundred US dollars. Here in the States, stores are calling it "Virtual Mark Down." Hey, maybe you'll be able to get one cheap after Christmas. What does your magic eightball say? "My sources say YES."

TALK TO THE GORE-MAN

If you would like to discuss news in the world of gaming or just want to pass along a little rumor then contact me via America On-Line. I can be reached at gorescore@aol.com. Until next issue, go buy a Sega Saturn. Why? Because Sofia says so.

—Chris Gore
Editor-in-Chief



GORE'S INDUSTRY MOOD METER

Special mascot edition. Get ready...set...they're off! The 32-bit platforms have arrived but where are all the potential mascots? VG gives you the lowdown on the mascot war.



MARIO

Cooler than ever! We never knew you looked so good in 3-D! *Mario RPG* should be a hit and *Ultra Mario* will help sell Nintendo's Ultra 64 in '96.



SOFIA

It seems that the leather-clad one has no allegiance to Sony and is now in bed with Sega. Hmmmm? Maybe what Sony needs is the robot rabbit from *Jumping Flash* to hop into the job as its new representative. (Hey, Sony, Next time, lock in the exclusive before you start branding your system with a character in your ads.)



SONIC

Has anyone seen that blue hedgehog lately? (Look for his picture soon on milk cartons everywhere.) The Saturn could use some help from the little guy.



CAPTAIN QUAZAR

The giant-jawed hero will add some much-needed muscle to 3DO's software line-up. Could this super space cop save the system? Stay tuned....



PONG

The newly renamed "Jaguar 64" could definitely use some help from a mascot. Maybe Atari will get it together and give some personality to the game that created the industry. Then again, maybe not.



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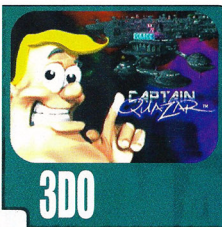


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TIPS & TRICKS

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

BY THE STAFF OF TIPS & TRICKS MAGAZINE



Strategy Hints!



In Doobah's Desert World, look for an occasional oasis out in all that sand. It's not there just for show. Stand underneath the palm tree for a little "refreshment." (It replenishes some of your health points).



Players who have mastered Quazar's basic controls might want to test out his special "tank" control mode. Hold down the L button and press **Left** or **Right** on the D-pad to rotate Quazar in place. Press **Up** to move forward in the direction he's facing, or **Down** to walk backwards.



Surrounded from all sides! Try shooting your way out with a patented Quazar spin move! Hold the L button, then hold **Left** or **Right** on the D-pad and press the A button to fire. Quazar will let loose a barrage of lead.



In Zang's Jungle World, try to avoid stepping in patches of poison grass or you'll start losing health points at an alarming rate. Once poisoned you won't have much time; quickly search out the occasional blue flower and blast it. It may contain an antidote to the poison.



In Zang's underground lair, it's easy to accidentally shoot out nearby lights and leave yourself in the dark. If that's the case, try blowing away the nearby crystal formations. Some of them contain flares that will light your way for a short time.



Are the flaming walls and fiery potholes too much to bear in Ox's lava world? Look for the rare Heat Resistance power-up to help cool things down a bit.



Ox's military compound is brimming with deadly defenses, including radar dishes that look for any suspicious movement. Once they lock on to Quazar, you'll see their green lights turn red—now you've got just a couple of seconds to destroy them before they call a pack of hunter-killer probes.

HINT HOTLINES!

Are you still having trouble with your favorite game? Well, VideoGames doesn't give out tips over the phone—but here is a list of people who do:

Nintendo of America Inc.
(800) 885-PLAY
HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Redmond, Washington, apply.
TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

Sega of America Inc.
(415) 591-PLAY
HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week
COST: Standard long-distance rates to Redwood City, California, apply.
TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. Questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp.
(900) 737-ATARI
HOURS: 24 hours a day, 7 days a week
COST: 95¢ per minute
TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

Turbo Technologies Inc.
(310) 337-6916
HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Los Angeles, California, apply.
TIPS: TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

Electronic Arts
(900) 288-HINT
HOURS: 24 hours a day, seven days a week
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

U.S. Gold (Flashback Gameline)
(800) 288-GAME
HOURS: 24 hours a day, seven days a week
COST: 85¢ per minute
TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's Flashback for the Genesis and Super NES.

Data East
(900) 4545-HELP
HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Tips and strategies for Data East's Shadowrun for the Super NES are the primary resource, but help is available for many other Data East titles.

Free Power-Ups

Most of the power-up items in Gex can be activated on demand, whenever you need them. To use these cheats, just press the **P** button to pause the game, then hold the **R** button and enter the code.

- Blue Firefly (ice balls): Pause, hold the **R** button and press **Left, C, Down, B, Left, Up, Right, B, A, Left, Left, Down**.
- Red Firefly (fire balls): Pause, hold the **R** button and press **Left, C, Down, Right, Right, Down, B, A, Left, Left, Down**.
- Yellow Firefly (electricity): Pause, hold the **R** button and press **Left, C, Down, Right, Right, Left**.
- Grasshopper (jump higher): Pause, hold the **R** button and press **Left, C, Down, Right, Up, B, B, Right, Right**.
- Centipede (run faster): Pause, hold the **R** button and press **Left, C, Down, Right, Up, Up, Up, Right, Right**.
- Caterpillar (invincibility): Pause, hold the **R** button and press **Left, C, Down, Up, Up, C, Left, Right, Right**.



Press **P** to pause, then hold the **R** button while entering each power-up code.



You can try three different kinds of Gex breath; hot, cold or electric!



Use the Centipede code to run faster, or the Grasshopper code to jump higher.



The Caterpillar cheat makes you invincible!

99 Lives!

It's not hard to earn lots of extra lives in Gex, but if you're really lazy, here's a super cheat that boosts your reserves. Press the **P** button to pause the game, then hold the **R** button and press **Left, C, Down, Down, Right, A, C, Up, Left, A**. Notice that your life counter has maxed out at 99!



Press **P** to pause, then hold the **R** button and press **Left, C, Down, Down, Right, A, C, Up, Left, A**.



Prestol Instant 99 lives!

Stage Select!

Here's the best Gex cheat of all; a full-blown stage select menu that allows you to warp to different stages and different areas of the map. You must be at a map screen for this trick to work. Here goes: At any map screen, press **P** to pause, then hold the **R** button and press **Left, C, Down, Left, Right, Right, Up, Right, Right**. The top-secret stage-select menu will appear!



At the map screen, press **P** to pause, then hold the **R** button and press **Left, C, Down, Left, Right, Right, Up, Right, Right**.



Here it is, the hidden Gex stage-select menu!



Be careful when using the menu, as some of the options may cause the 3DO to reboot.



You may even find some unfinished stages that didn't make it into the final game!

Note: You may find it easier to remember these cheats if you're aware that each code spells a word with the controller buttons. In addition to **A, B** and **C**, think of the directions on the D-pad as letters: **U, D, L** and **R** (for Up/Down/Left/Right) and **N, S, E** and **W** (for North/South/East/West). The stage-select code above actually spells out "LCD WEENEE"; that is, Left, C, Down, West, East, East, North, East, East (or Left, C, Down, Left, Right, Right, Up, Right, Right). The other codes can be easily remembered as LCD BLUEBALLS, LCD REDBALLS, LCD EEL, LCD RUBBER, LCD RÜNNER, LCD NUCLEAR and LCD DRACULA.

Stage Skip



To warp your way through the stages of *Rebel Assault* with ease, start the game and wait for the LucasArts logo to spin onto the screen. As soon as it starts to appear, press **Up+A, Down+A, Left, A, Right+A**; repeat this code until you hear a bell ring and a chorus of voices singing, "LucasArts!" With this cheat in place, start the game. When you want to skip any stage, just press the **C** button to be warped instantly to the next one!



Press **Up+A, Down+A, Left, A, Right+A**; repeat if necessary.



You'll hear a bell ring and a chorus singing "LucasArts!"



With the code in place, press **C** during any stage...



...to skip to the ending scene of that stage.



Press **C** repeatedly to skip through the entire game!



Level Warps

To start at any stage in this underappreciated action/adventure game, simply hold the **L** or **R** button on Controller 2 when you start the game with Controller 1. Holding **R** will give you access to the McGlone Mine, the Dino Park or the Whitney Appliances scenarios; hold **L** to gain access to the Gemini Towers, Shylock Center or Paris Mine stages.



Hold the **L** or **R** button on Controller 2 and start the game with Controller 1.



If you held **R** on Controller 2, you should see these three new scenarios.



If you used **L**, you'll get these three additional stages instead.



Look for VIDEOGAMES' own Zach Meston in the Gemini Towers mission!

Secret Level

If you hold both the **L** and **R** buttons on Controller 2 when you start the game with Controller 1, you'll be able to play an entire hidden level that's based on the Deutschland Moldavia headquarters stage from *The Peacekeepers*, another underrated Jaleco game for the Super NES. This top-secret stage does not appear when you play through the game normally!



Hold the **L** and **R** buttons on Controller 2 and start the game with Controller 1.



You'll find the top-secret DM Headquarters hidden stage.



Use the axe to unlock the mutants at bay.



You can even see the final scene from *The Peacekeepers*: Flynn fighting the DM boss Iago!

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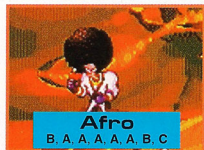
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SEGA CD

All the Cheats—Part 2

Continued from our last issue, here are the rest of the cheats in the Sega CD version of *Earthworm Jim*. Each of these codes works as follows: Pause the game, enter the code and unpause. Each code consists of eight steps; when you see the names of two buttons separated by a "+" sign, it means you must press those two buttons at the same time.



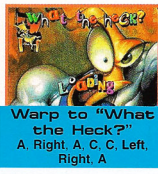
Afro

B, A, A, A, A, B, C



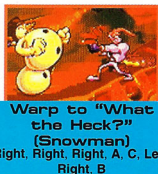
Donkey Kong Head

Down, C, B, A, A, A, A, B, C, B, A, A, A, A, B, C



Warp to "What the Heck?"

A, Right, A, C, C, Left, Right, A



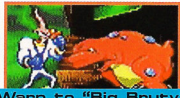
Warp to "What the Heck?" (Snowman)

Right, Right, Right, A, C, Left, Right, B



Warp to "What the Heck?" (Evil the Cat)

Up, Down, Right, C, C, Left, Right, B



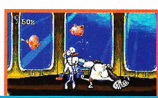
Warp to "Big Bruty"

C, C, C, Left, Left, Left, Right, Right, Up, Down, Right, C, C, Left, Right, B



Warp to "Down the Tubes"

Up, Down, Left, Left, Up, Up, Up, Down



Warp to "Tube Race"

Up, Up, Left, Left, Down, Left, Up, C



Warp to "Shot a Problem?"

Round 1: C, B, C, Right, Right, Left, A, B
Round 2: Up, B, C, Down, Down, Down, A, C
Round 3: A, Up, C, Up, Up, Down, C, A



Warp to "Level 5" (Lab)

A, B, B, Down, Right, Right, Left, Right



Warp to "Level 5" (Falling Chicken)

A, B, C, Up, Down, Down, Down, Right



Warp to "Level 5" (Naked Worm)

C, A, C, Left, Right, Up, Down, Right



Warp to "For Pete's Sake"

A, B, C, A, B, A, Down, Right



Warp to "Intestinal Distress!"

C, C, A, Right, Left, Right, B, B, A, B, C, A, B, A, Down, Right

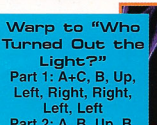
Warp to "Buttville" (Helicopter)

B, B, Down, Down, A, Right, Right, Down



Warp to "Andy Asteroids?"

Round 1: A, Left, A, C, C, C, B, B
Round 2: C, Down, A, A, Down, B, B, Down
Round 3: A, Down, Left, A, C, C, A, B
Round 4: A, Down, A, A, C, C, A, B
Round 5: A, Left, A, C, C, Down, Up, A
Round 6: A, Right, A, A, Right, B, Up, A



Warp to "Who Turned Out the Light?"

Part 1: A+C, B, Up, Left, Right, Right, Left, Left
Part 2: A, B, Up, B, Left, Right, C, Up
Part 3: A, B, C, Up, Left, A, Right, Right
Part 4: A, C, Up, Left, C, Right, Left, B
Part 5: C, B, Up, Down, Left, Right, Right, Left



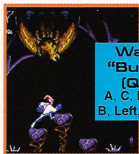
Warp to "Buttville" (Queen)

A, C, Left, Right, B, Left, Left, Down



Warp to "Psychow!"

C, B, Up, Down, Down, Right, Down, Right



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Power-Up Codes

Just before the start of each level—when the full-screen photo of the current stage name is on the screen—you can earn various power ups by pressing certain controller buttons as follows:

- Press **C, A, B, A, B** to start the stage with one Super Shield.
- Press **B, A, C, C, B, A** to start the stage with 30 rounds of Triple Attack power.
- Press **B, C, A, C, A, C** to start the stage with 30 rounds of Rapid Fire power.

These codes can be entered by both players in a two-player game; you can also enter a different code for each stage, if you like. Note that the codes do not work in the maze bonus rounds.



Enter the codes at the intro screen before each stage.



Use **C, A, B, A, B** to start with one Super Shield.



B, A, C, C, B, A gives you 30 rounds of Triple Attack power.



For 30 rounds of Rapid Fire power, try **B, C, A, C, A, C**.

Ultra Power-Up

As above, before the start of each level—when the full-screen photo of the current stage name is on the screen—press **A, C, C, A, B, B**. You'll start the game with a full power-up of all normal abilities except for Turbo, which is doubled. Additionally, whenever your player picks up any power-up, you will regain double Turbo power until the round ends or you are killed.



Press **A, C, C, A, B, B** before the stage starts.



You'll be fully powered-up and have double Turbo power!

BLOOD FEUD

Before the start of any level in a two-player game—when the full-screen photo of the current stage name is on the screen—press **A, A, C, A, B**. The words "BLOOD FEUD" will appear on the screen. In this mode, the object is to compete with the other player; the last player alive wins the match and gets the points for the "Boss Kill" for a normal level. After the initial three drones are destroyed, no additional enemies will appear, and the boss will not be launched. Each round lasts 45 seconds; if time runs out, both players lose a life. A new round begins each time a player is killed until one of the players has no lives remaining!



Press **A, A, C, A, B** before the stage starts; you must be set up for a two-player game.



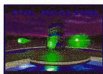
Now you're in the game's competitive "Blood Feud" mode.



Kill or be killed!

Be the Boss!

Start a one-player game with Controller 1; then, before the level starts—while the photo of the current stage name is on the screen—press **C, B, B, A, A, C** on Controller 2. The words "P2 BE THE BOSS" will appear on the screen. In this mode, Player 2 controls one of the drones that are attacking Player 1; you'll see that the controllable drone is a lighter color than the others. Player 2 can also switch to different drones by pressing the **C** button. Best of all, when the boss appears, Player 2 will be controlling it! This code will also work with Controller 1 if you start a one-player game with Controller 2.



Start a one-player game with Controller 1; then press **C, B, B, A, A, C** on Controller 2 before the stage starts.



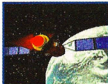
Now Player 2 can "be the boss."



Use Controller 2 to take control of the drones and the boss character!

Secret Option Menu

During MAZER's full-motion video demonstration mode, press and hold the **L** and **C** buttons on Controller one. You'll jump to a secret options menu that allows you to adjust the difficulty level, remove the blood from the game and even test your controllers.



Hold the **L** and **C** buttons on Controller one.

Service Menu
-> game settings
-> save game
-> save factory defaults
-> help
Press **C** button to select
Use Joy Pad to point

You'll find this secret option menu.

GamePlay Settings
-> difficulty level: Easy
-> blood
-> test in Service Menu
Press **C** button to select
Use Joy Pad to point

Use it to change the difficulty and more!

BRUTAL!

You're Dead Meat!

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

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XS000

HIDDEN ITEMS



If you see your weapons "lock on" to a wall or obstacle when there are no enemies in the area, chances are you've found one of the game's hidden bonus items—just shoot at the spot where your weapons have locked and they will appear. Called the "Bowwow Bonus" and "Mirow Bonus," they look like a dog's face and cat's face, respectively. Look for them in every stage; they're worth 5,000 points each.

There are lots of other hidden secrets in *Red Alarm*. Try flying through the first few tunnels in Stage 2, then return to the beginning of the stage; you'll find a family of scavenging dinosaurs. Don't shoot the mother! Other invisible items won't appear until you shoot them; unlike the dog and cat bonuses, your weapons won't lock on to these mysterious items. Can you find the hidden Nintendo hardware in the first stage?



When your weapons mysteriously "lock on" to an empty space...



...odds are there's a hidden bonus item waiting to be shot.



Fly through the icon for a 5,000-point bonus!

Can you find the secret Game Boy in Stage 1?



There's a Virtual Boy hidden in the same room.



Look for the controller directly across from it.



Hidden Versus Mode

Choose the password option from the title screen and enter the password as follows:

1 4 1 5 / 5 5 8 5 / 7 8 2 3 / 6 2 5 1

When all of the numbers/faces are in place, hold the L and R buttons on top of Controller 1 and press **START**. You'll be whisked away to a top-secret Versus Mode screen, where you can play as Bass or Mega Man in a *Street Fighter*-style arena for two players!



Enter the password shown here, then hold L+R and press **START**.



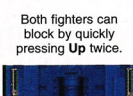
Play as Mega Man or Bass in a two-player "Versus Mode" contest!



Mega Man's Arrow Slasher: $\downarrow \rightarrow + Y$



Bass' Buster Kick: $\rightarrow \downarrow + Y$



Both fighters can block by quickly pressing **Up** twice.



Mega Man's Leg Breaker: $\downarrow \downarrow + B$



Bass' Sonic Crasher: (while jumping) $\rightarrow \rightarrow + Y$



Super Cheat Menu

To access a cheat menu in *Wing Commander III* on 3DO, you need to reach the "New Game/Load Game/Continue" menu screen. (This screen will appear automatically if you have a saved game in memory. If you can't get there, the easiest thing to do is to fly the first mission and get killed. The "Continue" menu will appear after the "Funeral.") At the "Continue" menu, press and hold the L button, then press and hold the P button; you'll see the cursor cycling through the available options. Continue to hold those buttons down and press A while the word "Continue" is highlighted. You'll get a debug menu with tons of options! Some of them simply don't work ("Gameflow Flags," "Test Stream" and "Test SFX") and others will prevent you from returning to the game without restarting the machine (the words "C to exit" will disappear from the main menu.)



3DO



Press and hold L, then P, then press A while the word "Continue" is highlighted.



You'll get this wicked debug menu.



"Pick Mission" allows you to play any mission.

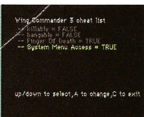
"Play Movie" and "Play Inflight Movie" allow you to watch the game's FMV scenes.



"Show Sprites" and "View Objects" let you see the items and backgrounds.



Choose "System Flags" and change the first two options to "False."



Now you can't be killed, you can't crash into any other ships...



...and when your weapons are locked on to an enemy, hold X and press A to instantly kill them with the "Finger of Death!"



You can return to the debug menu at any time by holding L and pressing P; you may need to do this during a mission to change the system flags.

SYNDICATE

3DO

Cheat Password

Start the game and choose "Configure Company" from the main menu. Select the "Company Name" option and enter "NGOR MAT" as the name of your company (with a space between the "R" and the "M"). Now choose "Begin Mission;" you'll find that every location on the map is available for you to play! You'll also have tons of extra money to buy as many agents and weapons as you want.



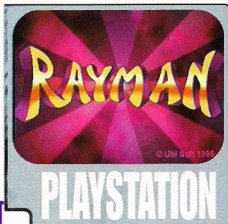
Enter "NGOR MAT" as your company name.



You'll have access to every area on the map!



This cheat also gives you lots of extra money.



INFINITE CONTINUES!

If you're having trouble getting through *Rayman*...well, buy a memory card, for crying out loud! But seriously, here's a cheat that will help you out. When you lose your last life and the Game Over/Continue screen appears, press **Up, Down, Right, Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10! Repeat this code to reset the counter to 10 whenever you're running low on continues.



When the counter shows three continues or less, press **Up, Down, Right, Left**.



You'll end up with 10 continues whenever you want them.

Picture-in-Picture

Here's a weird code that Ubi Soft put into *Rayman* just to show off what the PlayStation is capable of. During the game, press **START** to pause, then hold the **R2** button down and press **○, ○, Left, ○, ○**. A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. This code doesn't affect gameplay, it's just totally cool to look at.



Pause the game, hold R2 and press **○, ○, Left, ○, ○**.



You'll get a duplicate image of the screen in a small window.



To remove the picture-in-picture window, just enter the code again.



Boss Code!

To play as Ivan Ooze, the big boss character of *Mighty Morphin Power Rangers: The Fighting Edition*, you must choose the game's Fighting Mode. At the character-select screen, highlight any fighter, hold the **X** and **Y** buttons down and press **START**. Both players can use this code to play Ooze vs. Ooze battles. Ivan is a very powerful character who flies through the air; unfortunately, he can't block and his combo abilities are limited.



The cheat only works in Fighting Mode.

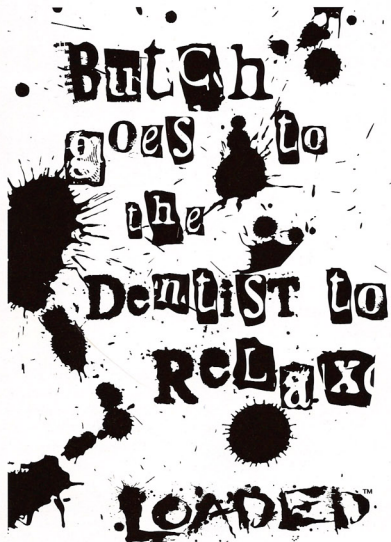


Hold the **X** and **Y** buttons and press **START**.

Ivan's Multi-Ball:
↓ → ↘ **X** or **Y**

Ivan's Laughing Sparks:
→ ↓ ↘ **X** or **Y**

Now you're playing as Ivan Oozel!



Stage Skip!

Bug! is a cool game, but if you don't own a Saturn memory cartridge, it can be a drag to have to play through all of the earlier levels over and over, just to reach the area you want to work on. Here's a sneaky code that will allow you to jump to any stage at will; use it to choose your starting stage or warp through the entire game (you cheater, you!) Press **START** at the first title screen to bring up the words "Start Game" and "Options." Now press **B, A, B, Y, Down, Right, A, L, Down**. (The L represents the button on top of the controller, not Left on the D-pad.) You'll hear the Bug yell, "Yike!" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the **L** button at any time and press **Up** on the D-pad. To warp to the previous stage, just hold **L** and press **Down**.



Press **B, A, B, Y, Down, Right, A, L, Down**.



Start the game, hold **L**, and press **Up**...



...to skip to the next stage.



Hold **L** and press **Down** to skip to the previous stage.

Cheat Mode

As the LucasArts logo is spinning on to the screen at the beginning of the game, press **Up+A, Down+A, Up+A, Up+A, Left+A, Right+A**. Repeat the code until you hear a bell ring and a chorus of voices droning, "LucasArts!" With this cheat code in place, you can skip to the next stage at any time during the game simply by pressing the **C** button. Also, the option menu that appears when you press **START** to pause the game will have two new options, "Restore Health" and "Remove Health." Highlight "Restore Health" and press **A** to refill your energy meter at any time during the game!



Press **Up+A, Down+A, Up+A, Up+A, Left+A, Right+A**.



Repeat the code until you hear, "Rring! LucasArts!"



Now if you press **C** during the game...



...you'll immediately skip to the end of the stage you're in.



At the "pause" menu, highlight "Restore Health" and press **A** to refill your energy.



If you decide to "Remove Health"...well, you can do that, too.

Secret Scene

SPACE PIRATES has a cool Easter egg that involves a character from another American Laser Games title. To find it, you must first rescue the commander. After you enter the transporter, choose the TV monitor at the lower-left corner of the screen. When you arrive at that scene, you'll see a cow's skull on the ground. Shoot the skull several times to see the hidden scene!



Choose the monitor at the lower left.



See that skull? Shoot it several times.



You'll warp to the hidden scene.



It's Mad Dog McCr...AAARGH!





Super Cheat Code!

If you thought that Ron Thal's amazing soundtrack was *Wild Woody's* only redeeming feature, think again—it's also got an excellent cheat code! At the title screen, hold **Down, A** and **C** on Controller 1 and hold **Left** and **B** on Controller 2; you'll hear a mystical, magical, musical sound. Start the game and you'll be able to do all kinds of cool tricks with Controller 2. The **A** button on Controller 2 will refill your energy at any time. Pressing **B** on Controller 2 gives you a Sketch power-up and a Pencil power-up at the same time; press **B** repeatedly to fill your book with tons of sketches. If you hold the **C** button on Controller 2, you can use the D-pad to move Woody around the screen, through enemies and obstacles; place him anywhere you like and release **C** to start there. Best of all, pressing **START** on Controller 2 brings up a full stage-select menu



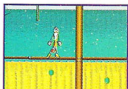
Hold **Down, A** and **C** on Controller 1 and hold **Left** and **B** on Controller 2; you'll hear a musical tone.



Start the game and press **A** on Controller 2...



...to refill your health at any time.



Press **B** on Controller 2 for a Sketch power-up and a Pencil power-up.



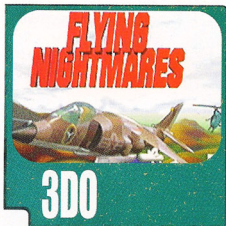
If you hold the **C** button on Controller 2, you can move anywhere in the current stage with the D-pad.



Press **START** on Controller 2 for this stage-select menu.



Now you can warp to any stage instantly!

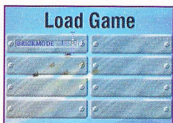


Invincibility

To access an invincible mode in *Flying Nightmares*, save a game under the name "BRICKMODE", then load this saved game. Start playing, then press the **L** and **R** buttons simultaneously. With this cheat in place, your jet can still lose its Heads-Up Display, but you can't be shot down!



Save a game under the name "BRICKMODE".



Now load that same game.



Press **L+R** to become invincible!



Download By:

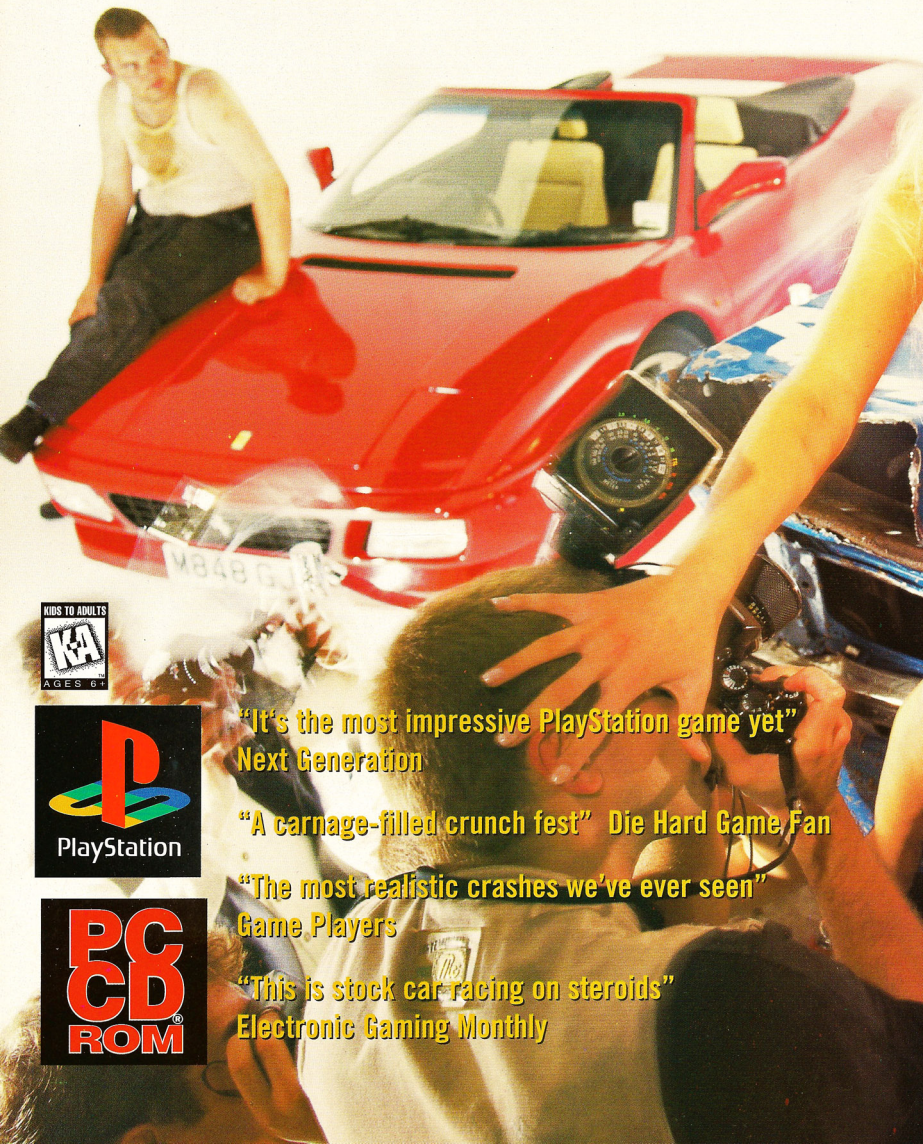


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CIRCLE #108 ON READER SERVICE CARD.

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- GAMEPRO MAGAZINE

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SEGA



Press **START** at the main title screen.



If you try **Up, Up, Down, Up, Left, Left, Right, Left, Down, Down, Up, Down, Right, Right, Left, Right** instead...



Now press **Up, Up, Down, Up, Right, Right, Left, Right, Down, Down, Up, Down, Left, Left, Right, Left**.



...you'll get the ending for the game's "Hard" difficulty setting...



You'll see the ending for the game's "Normal" difficulty setting.



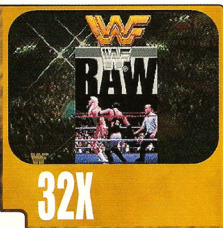
The "Secret Code" is ...and maybe even discover another secret title-screen cheat!

TIPS & TRICKS

See The Endings

Have you ever wanted to watch the full-motion video ending sequence from *Panzer Dragoon* without playing through the whole game? *Tips & Tricks* makes it possible! Just press **START** while the words "Press Start Button" are flashing on the title screen; then—while the words "Normal Game" and "Options" are up—enter one of the following codes:

- **Up, Up, Down, Up, Right, Right, Left, Right, Down, Down, Up, Down, Left, Left, Right, Left** for the "Normal Game" ending.
- **Up, Up, Down, Up, Left, Left, Right, Left, Down, Down, Up, Down, Right, Right, Left, Right** for the "Hard Game" ending.



Hold **Down** on the D-pad and press **A+B** simultaneously.



Now you can choose the game's secret character, Kwang!



Can you master all of his mysterious moves?

Secret Character

If the selection of available wrestlers in the 32X version of *RAW* just isn't enough for you, we've got a secret code that gives you access to a hidden fighter! While the character-select menu is on the screen, press and hold **Down** on the D-pad, then press the **A** and **B** buttons simultaneously. You'll hear a whistle blow. Now move left or right to find the secret wrestler between Owen Hart and Luna Vachon: it's Kwang, a masked grappler in the tradition of the great Mexican wrestler El Santo!

3DO HO HO!

Your Holiday Guide to Games on 3DO

GREETINGS, PUNY EARTHLINGS! IT'S HARD FOR ME TO BELIEVE, BUT I'VE HEARD SOME OF YOU OCCASIONALLY PLAY GAMES OTHER THAN CAPTAIN QUAZAR ON YOUR 3DO! GAZOUNDS!!! HAVE THE LONG HOURS IN SPACE DRIVEN YOU MAD?! HAVE YOU BEEN BRAINWASHED BY A VILE ALIEN SYNDICATE? SIGH, NO MATTER, I FORGIVE YOUR WEAKNESSES. IF 3DO GAMES ARE WHAT YOU WANT, YOU SHALL HAVE THEM, AND JUST IN TIME FOR YOUR PLANET'S HOLIDAY SEASON! PREPARE YOUR ONBOARD COMPUTER FOR A MASSIVE INFORMATION DOWNLOAD, HERE ARE SOME GLIMPSES AT THE BEST 3DO GAMES IN THE GALAXY!

3DO ROLLS OUT THE GAMES!



On a sunny California Friday, the 3DO company invited members of the gaming press to check out their latest software and visit Studio 3DO. The tour of the Studio was cool as we really got inside the minds of the team bringing out games like *BladeForce*, *Captain Quazar*, *Killing Time*, *Snowjob*, *Battlesport* and others. The kinda strange thing was the fact that each employee had a tiny cubicle for an office—even the big cheese vice presi-



This lovely dry-erase board in the 3DO company conference room was covered with marker drawings that welcomed all the journalists.

ents. (That's because 3DO actually gave us the games. Sega take note.)

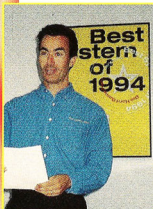
3DO has to be one of the most fun places to work in the universe. Every Friday, Trip gets up and gives a speech about the status of

the company, reads a few reviews and everyone throws nerf balls at each other. Beer, soda and snacks are served as Trip gives everybody the industry lowdown in a party atmosphere.

The event ended with dinner at R.J.

Mical's house and *FIFA Soccer* on his 60-inch big screen. Of course, members of the VIDEOGAMES staff easily

kicked the crap out of a competing game mag with a score of 7 to 1.



Trip Hawkins. The only game company president who really knows games. He designed titles like the original *Madden Football*. A true visionary.



Captain Quazar producer Rich Shane would trade his entire *Star Wars* toy collection to have muscles like the slack-jawed hero of his soon-to-be hit game.

JuliAnn Appler

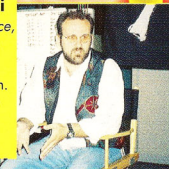
looks innocent, but she produced the demented *Doom-fest Killing Time*.

All in all, 3DO gamer's day was the best one yet, beating out Sega's daunting three-day marathons.



Greg Gorsiski

produced *BladeForce*, which takes 3DO gamers into six degrees of freedom. *BladeForce* is for those who enjoy motion-sickness.



3DO'S HOT HOLIDAY LINE-UP

AD&D Deathkeep

(SSI)

The popular role-playing game *Dungeons & Dragons* finally comes to the 3DO in this high-end adventure. Playing as one of three characters, you'll explore 25 fully 3-D dungeon environments, each loaded to the gills with traps to avoid, monsters to kill, puzzles to solve and treasure to gather.



BattleSport

(Studio 3DO)

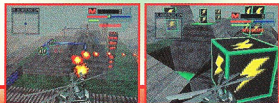
It's a bit like soccer, but with heavily armed tanks instead of people. Grab the ball, shoot it in the goal, and keep it away from the other tanks—by any means necessary! Combining strategy, smart opponents and fast, slick visuals, *BattleSport* plays like a high-tech sport of the future.



BladeForce

(Studio 3DO)

It's 2110, and you've got a big gun, a helicopter backpack, and a mission: fly around the city and punish the bad guys. With a full six degrees of flight movement and a viewpoint from just slightly behind your shoulders, *BladeForce* provides one of the wozziest simulations of inflight combat to date.



Casper

(Interplay)

As Casper the friendly ghost, your greatest wish is to be brought back to life. But before that can happen, you'll need to collect pieces of the mysterious "Lazarus" machine, solve a series of brain-bending puzzles, and morph into other items and creatures when the situation calls for it. Meanwhile, your obnoxious uncles will do everything they can to make your life (or death, in this case) difficult.



Center Ring Boxing

(JVC)

This beautifully brutal boxing simulator lets players choose from 30 fighters, or create their own from the ground-up. All the moves of real boxing are at your disposal, and ten camera angles and extensive instant replay functions insure that you'll clearly see—and feel—each bone-jarring punch.



D

(Panasonic)

Prepare to be creeped out. Soon after being the site of a horrible massacre, a major hospital has been transformed into an eerie ancient castle. It's up to you to find out what it's all about. *D* is an interactive horror movie, with real-time rendered animation and a time-contingent plotline that puts you under pressure to solve the mystery in time.



The Daedalus Encounter

(Panasonic)

An interactive sci-fi adventure starring Tia Carrere—what more could you want? Taking up four discs and featuring advanced computer graphics coupled with over two hours of video footage, *The Daedalus Encounter* is a fully immersive series of puzzles and action sequences with the goal of altering your spacecraft's course before it crashes into a sun.



Dragon Lore

(Mindscape)

You are Werner Von Wallenrod, sworn to defend your homeland against Haagen Von Diakanov. Other than weird names, *Dragon Lore* provides a unique first-person gaming experience in a timeless, surreal world. Fully rendered objects allow you to view anything from any angle, and an arsenal of deadly weapons (sword, shield, mace and battle axe) allows you to defend yourself with honor.



Flying Nightmares

(Domark)

With a real-world flight model and missions based on actual conflicts, *Flying Nightmares* is the first "real" flight simulator for the 3DO, and features multiple cockpit views, hundreds of enemy vehicles and astounding texture-mapped graphics. Coolest of all, the game's airplane is the Marine Harrier "Jump Jet," capable of vertical takeoffs and landings.



3DO Games: Decathlon

(Studio 3DO)

Up to eight players can compete simultaneously in this hyper-realistic ten-event decathlon. All the characters were created using real-life athletes as models, photographed using advanced

motion-capture technology. Go for the gold!



Foes of Ali

(Electronic Arts)

Relive Muhammad Ali's incredible boxing career with this snappy looking boxing sim from the tried-and-true sports team at EA. You can fight as Ali himself, or as one of nine of the most notorious opponents in boxing. Nothing is left to the imagination once the gloves start flying—the action can be viewed from an incredible 21 camera angles!



Killing Time

(Studio 3DO)

Load your shotguns, kids—it's *Killing Time!* And that means you'll get the chance to blow huge holes in undead gangsters, ghosts and monsters—all displayed in full-motion video against ever-changing 3-D settings. It's an entirely new level of twisted 360-degree realism that goes a step beyond the traditional first-person maze shoot-'em-up.



Mission: Deadly Skies

(JVC)

In the mood for an exciting aerial dogfight? *Mission: Deadly Skies* delivers the goods, letting you fly some of the deadliest combat planes in military history, from the F16 to the F117A Stealth Bomber. Play against the computer, or go head-to-head with a friend and try to blow them out of the sky.



Phoenix 3

(Studio 3DO)

Two great game genres—the side scroller and the flying shooter—are combined with full-motion video and a slew of strange alien enemies in this multi-leveled adventure. Your planet is under attack, and you'll need to locate five pilots to help you save it. Problem is, those pilots are trapped in treacherous corridors on a number of different planets, so you'll need to use your brain as well as your brawn if you're hoping to enlist their aid.



PO'ed

(Any Channel)

Your ship has crash-landed in the middle of an advanced alien city, and you're armed with nothing but a frying pan—for now. As *PO'ed* progresses, expect to collect a wild array of weapons and fight some of the freakiest monsters you could ever imagine. Each intense level is cavernous in size, but even platforms floating high in the air are within your reach, thanks to the jet-pack you wear on your back.



Primal Rage

(LG Electronics)

Everyone's favorite battling dinosaur game comes to the 3DO—with a vengeance! This arcade-perfect adaptation features all the carnage and fatalities that made you plug quarters into its big brother. And the roaring, CD-quality sound is sure to keep away those pesky neighbors.



GIMME MORE 3DO GAMES!

The following titles round out 3DO's planned deluge of upcoming games. Expect them all before 1996!

- Absolute Zero* (Domark)
- Braindead 13* (ReadySoft)
- Cadillacs & Dinosaurs* (Rocket Science)
- Clay Fighter II: Judgement Clay* (Interplay)
- Cyberdillo* (Panasonic)
- Cyberia* (Interplay)
- Defcon 5* (LG Electronics)
- Doom* (Art Data)
- Dragon's Lair II* (ReadySoft)
- Fast Draw Showdown* (American Laser Games)
- Firewall* (LG Software)
- Firewalkers* (LG Software)
- Golden Gate: Treasure by the Bay* (Studio 3DO)
- In Your Face* (Meta-Design)
- ISIS: Earth, Wind, and Fire* (Panasonic)
- Loadstar: The Legend of Tully Bodine* (Rocket Science)
- The Lost Vikings II* (Interplay)
- Maximum Surge* (Digital Pictures)
- Mirage* (Atlantis Interactive)
- NHL '96* (Electronic Arts)
- PGA Tour Invitational* (Electronic Arts)
- PowerSlide* (Elite)
- Psychic Detective* (Electronic Arts)
- Quarterback Attack* (Digital Pictures)
- Rad the Rock Hopper* (Crystal Oasis)
- Return to Zork* (Activision)
- Scramble Cobra* (Panasonic)
- Shock Wave II* (Electronic Arts)
- Shoot-Out at Old Tucson* (American Laser Games)
- Snow Job* (Studio 3DO)
- Waterworld* (Interplay)
- Wingnuts* (Rocket Science)



The galaxy needs savin'! Hop the first shuttle off this pale blue dot and enter the

CAPTAIN QUAZAR SWEEPSTAKES!

ENTER AND WIN!

A Panasonic 64-Bit 3DO System plus a copy of Studio 3DO's Captain Quazar!

We're giving away copies of Captain Quazar, the ridiculously horsepowered new play experience from Studio 3DO. You need this game! How else do you expect to help the Captain as he runs off to fight for truth, justice, and good-lookin' manliness?! Heck, one lucky winner will even walk away with an intense new 3DO M2 64-bit system! Ever wish you could unload about a zillion rounds of explosive ammo into an army of alien baddies? Wish no more! Captain Quazar has it all! Action, drama, violence, stupidity, humor—it's in there! If you want it all screaming into your skull in the comfort of your own home, grab the nearest postcard and scribble down your vital stats.

GRAND PRIZE

A Panasonic 64-bit 3DO complete with the M2 Accelerator and a copy of *Captain Quazar!*

FIRST PRIZE

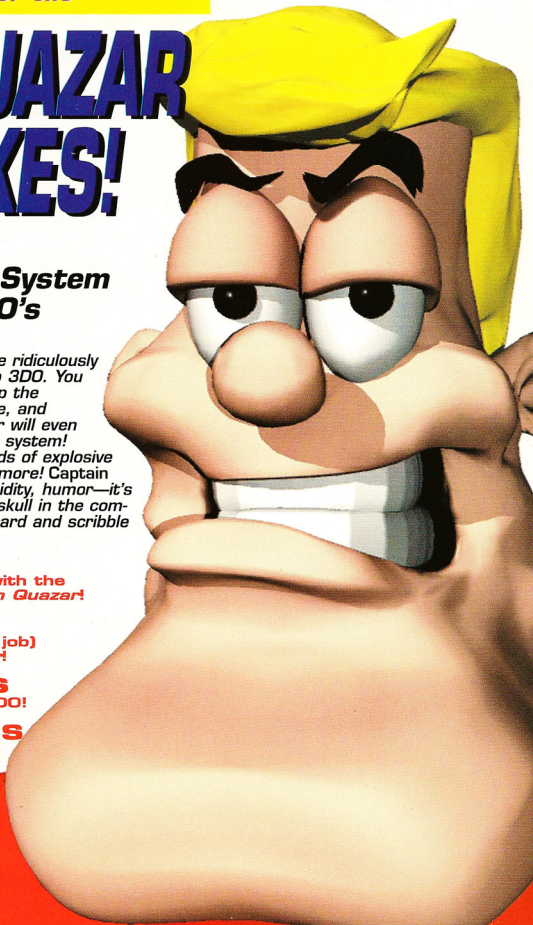
A Panasonic 3DO (the old 32-bit job) plus a copy of *Captain Quazar!*

10 FIRST PRIZES

A copy of *Captain Quazar* for 3DO!

25 SECOND PRIZES

A *Captain Quazar* T-Shirt!



Sponsored by the good folks at 3DO, Panasonic, Studio 3DO and VIDEOGAMES magazine.



VIDEOGAMES
THE ULTIMATE GAMING MAGAZINE

Panasonic
Software Company

TO ENTER:

Send a postcard (no envelopes, please) with your name, address and age to: Captain Quazar Sweepstakes c/o VIDEOGAMES Magazine PO Box 17379 Beverly Hills, CA 90209-3379 Entries must be received by December 15th, 1995. Mutilated, incomplete or illegible entries will be disqualified. Sponsor is not responsible for late, lost, postage due or misdirected entries.

ELIGIBILITY AND LEGAL CRAP: Contest is open to residents of the United States and Canada. Employees of Nintendo of America Inc., its affiliates, subsidiaries, participating retailers, advertising/promotion/publicity agencies, L.F.P. Inc., printing suppliers and the immediate families of each are not eligible. Contest void where prohibited, restricted, or taxed by law. Contest subject to all Federal, State and Local laws and regulations. Taxes on prizes, if any, are the sole responsibility of the prize winners. Winners will be announced in the April '96 issue of VIDEOGAMES.



EXCLUSIVE!

COVER STORY

There's terror in the galaxy. Intergalactic pirates, evil space creatures and renegade robots are making life hard for the peaceful citizens of the cosmos. Enter Captain Quazar, a lean, mean law enforcement machine with the unenviable job of cleaning up all the scum in the deadliest quadrants of the universe. Studio 3DO's new game is an all-out carnage fest, full of devilishly difficult levels and cryptic puzzles with an extra helping of mind-bendingly cool graphics with a great sense of humor.

Imagine a souped-up, tricked-out update of the old Atari game *Berserk* in a vibrant cartoon-like world with huge levels to explore, bigger and better guns, and a cool-as-Fonzie isometric view. It's like playing *Gunstar Heroes* in 3-D! There are nine levels, over three worlds and tons of hidden places to discover in *Captain Quazar*.

CAPTAIN QUAZAR

DESERT WORLD

Destroy all of these rockets or you'll die!

Captain Quazar is a firm believer in the Scorched Earth Policy!

JUNGLE WORLD

Being a cop in a lawless galaxy is a tough job, but somebody has to do it and you're elected.

Hmm...looks familiar...



SECRET TRANSLATION:
A FRODO BAGGINS WILL
GIVE YOU TO A SECRET
ITEMS OF GREAT
USE THE MESSAGES
JALABARA

The game begins on the surface of the Desert Planet then moves on to the humid environs of a Jungle World, and ends up on a hellish bit of real estate known as Lava World before you move on to the final space battle with Ox, the most evil man alive. It sounds small until you realize that each level is equivalent to more than 400 TV screens!!!

In addition to its sheer size, *Captain Quazar* has a ton of features to tickle your fancy. Have a friend come over and play Quazar's buddy Lt. Pulsar and together take on the forces of the crime lords. Or play in the competitive mode and blow the other guy to vapor. You've got a huge gun, missiles, and grenades at your disposal and both characters have special combat moves to more efficiently annihilate the enemy. Like any good action game, you'll be able to find loads of power-ups to assist you in your mission, including speed boots, invisibility and night vision goggles, among other goodies.

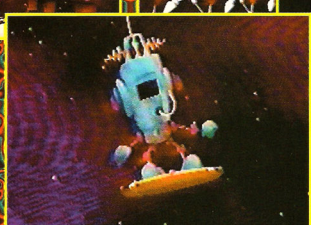
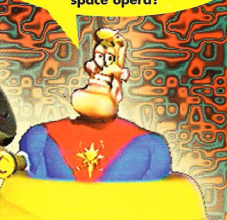


CHECK OUT THE HOT INTRO!



Action/Shooter
Publisher: Studio 400
Developer: Cyclone Studios
1 or 2 players
Available: November '95

Are you ready for the challenge of the ultimate space opera?



IT'S ACTUALLY A ROLE-PLAYING GAME.

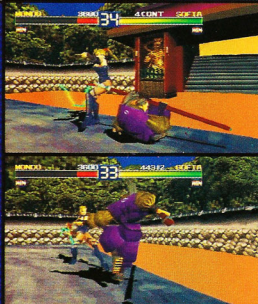
TODAY YOU'LL BE PLAYING THE





PART OF THE PIÑATA. |

Across the room a gorgeous blonde in skin-tight leather beckons for you. Is it the start of a wet dream? No, it's a beating by Sofia, *Battle Arena Toshinden's*™ Queen of Pain. The Sony® PlayStation™ is the only place where multiple camera angles, 360-degree movement and epic 3-D graphics add up to some of the most memorable massacres ever. Save your quarters and look for *Battle Arena Toshinden* and 50 other titles including *Mortal Kombat™ 3* on the PlayStation before Christmas.



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PlayStation™



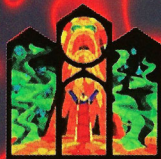
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To find out more about PlayStation call 1-800-239-SONY (7669) or <http://www.sony.com>. Sony is a registered trademark of Sony Corporation. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Toshinden and its characters are trademarks of Takara, Co. Ltd. ©1995 Takara. Mortal Kombat™ 3 © 1995 Midway Manufacturing Company. All rights reserved. Used under license. Mortal Kombat is a trademark of Midway Manufacturing Company, developed by Williams Entertainment Inc. Williams is a registered trademark. Williams Games Inc. ©1995 Sony Electronics Publishing Company. All rights reserved. Call 1-800-771-3172 for information on Game Ratings.

CIRCLE #109 ON READER SERVICE CARD.

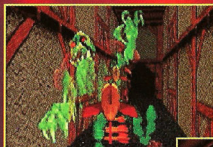
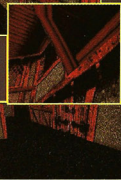
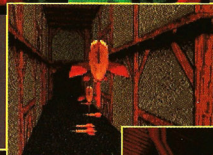
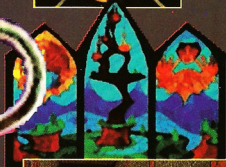
Deathkeep



Prepare yourself to enter the world of Dungeons and Dragons, 3DO style, with *AD&D Deathkeep* from SSI.

Choose from three characters and explore more than 25 levels including three ominous towers, the eerie fortress of the Necromancer, the Oracle's domain, and a fantastic final dungeon. A brand new 3-D environment allows you to look up and down, left and right, and gives you the ability to jump! Another exciting aspect of the game is the fact that each level has eight detailed stories packed with a variety of monsters and puzzles.

Judging from this early version, I can say that it has a lot of promise and a haunting atmosphere. 3DO owners and AD&D fans should keep an eye on *Deathkeep*.



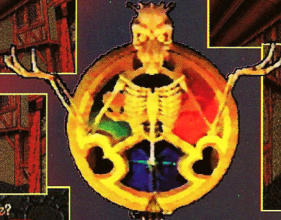
Use your darts of death to vanquish slimy foes.



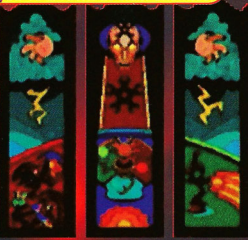
Take?

You can pick up weapons that you've thrown at slain enemies.

an official
Advanced Dungeons & Dragons
computer product



Choose your adventuring persona before entering the bowels of hell.



3-D Action/RPG

Publisher: SSI

Developer: Lion Entertainment

1 player

Available: Dec. '95



MINNESOTA FATS

Pool Legend™

7 POOL GAMES!
 EIGHT BALL • NINE BALL • ROTATION
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HOW TO WIN: On or about April 10, 1996, a winner will be randomly drawn from all eligible entries. All prizes will be awarded. Odds of winning depend upon the number of entries received. Only one prize per person, family, organization, or household.

NOTIFICATION: All winners will be notified by mail and/or telephone on or about April 10, 1996. By accepting the prize, the winner consents to the use of the winner's name, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Data East without other compensation.

PRIZES: (1) GRAND PRIZE: THE CROWN JEWEL, a MEUCCI Original Cue Stick autographed by Minnesota Fats. (1) First Prize: a MEUCCI CROWN ROYAL Cue Stick. (2) Second Prize: MEUCCI Cue Sticks. (4) Third Prize: a Cue Ball autographed by Minnesota Fats. Estimated value of prizes is \$4,500.00.

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WINNERS LIST: For a list of the winners, send a self-addressed stamped envelope to "MINNESOTA FATS CONTEST" c/o Data East USA, Inc., 1800 Little Orchard Street, San Jose, CA 95128.

SEGA SATURN™

SEGA GENESIS™

DATA EAST

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Dragon Ball Z: Ultimate Battle 22 is based on the mega-popular Japanese anime series. Play one of two dozen characters in this head-to-head fighting game. Replay classic match-ups between rival characters from the series. Beat up the guy you always hated!

DRAGON BALL Z

Fighter

Publisher: Sony

Developer: Bandai

1 or 2 players

Available: Christmas '95

Relive old rivalries between fighters.

Great opening animation sequences improve the look of this game.

This Tank Girl deviant moves in for the kill.

Choppy animation kills this game.

More stars than the American Flag!

Earthworm Jim has been hitting the 'roids again.



FINISH HIM!



KINTARO'S REVENGE!



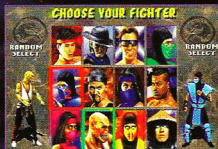
SMOKE AWAITS!



FRIENDSHIP?



IS THAT YOUR BEST?



ALL 12 KOMBAT WARRIORS!

lightning strikes.

PREPARE FOR THE ONLY KOMBAT ON SATURN™!

MORTAL KOMBAT®

The high-voltage action of Mortal Kombat®II strikes Saturn™. "Finish him" with the supercharged graphics, character animations, CD-quality music and electrifying sound f/x of this arcade blockbuster. Ultra-powerful special moves, Friendships, Babalities, hidden surprises, crushing combos, and out-of-this-world finishing moves are yours to kommand. Let the Kombat kontinue on Saturn™!



MIDWAY



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CIRCLE #111 ON READER SERVICE CARD.



For strength, speed, and that
healthy reptilian glow.



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See-Food Cocktail.

It's GEX, your bug-munching,

tongue-lashing alter-ego. Oh yeah, we got

Hungry-Man portions of pop-culture

cheese all right. With late night TV freaks

like Camera and Flatulence Man. But

it's our special sauce—over 300 hilarious

one-liners and sound effects from HBO®

comedian Dana Gould—that give

GEX major attitude.

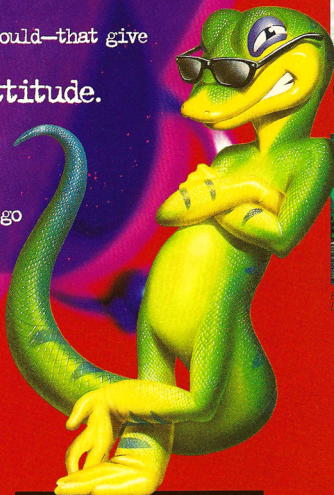
So forget about

good taste. And go

with the skanky

bug du jour

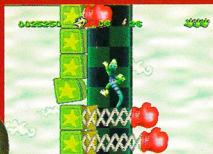
instead.



Do not adjust your horizontal hold. 450 frames of GEX animation. CD-quality sound and hard-rendered backgrounds.



Known. The different words like William Bressanite and Frank R. Steinborn. (Legal weasels require we be vague.)



The jangling, tail whipping & face-sticking to discover secret hidden boxes stages that may try in Engineering know about.



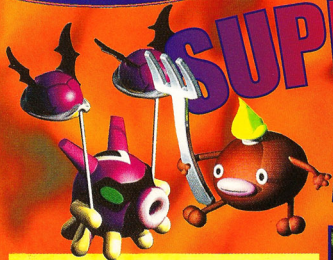
Extreme Gaming (Miami). Editor's Choice Gold Award (Richard Gamble). "Character of the Year"

NEW for
Sega Saturn™
and the
PlayStation™
game console.

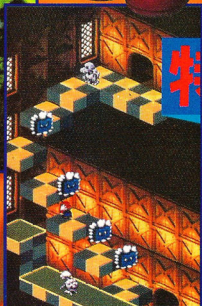


**CRYSTAL
DYNAMICS™**

SUPER MARIO RPG



From literally out of nowhere comes this dream game developed jointly by the wizards at Square (the fabulous *Final Fantasy* series and others) and Nintendo. The first thing that grabs you are the spectacular graphics, bursting with color and imagination. This is Mario in a total 3-D universe with a 3/4 perspective view. The game looks like a combination of an immersive RPG world with *Donkey Kong Country*-style graphics. These first screens direct from Japan only give us a hint at the amazing depth of play.



KIDS: Don't try this at home.



THE VIEW

The action is seen from a 3/4 viewpoint, setting it apart from *Zelda's* top-down view.



Action/Platform

Publisher: Nintendo

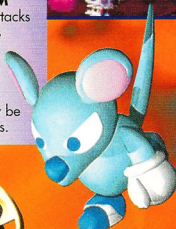
Developer: Square

1 player

Available: Christmas '95

COMBAT SYSTEM

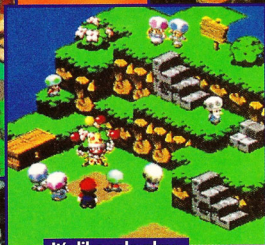
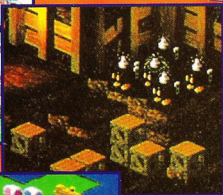
It's not clear if Mario attacks with jumps or if he uses menu-driven battle commands. Square's involvement with the *Zelda* series indicates that a menu-driven system may be utilized to battle bosses.



EK! A MOUSE!

ITEMS AND HIDDEN LEVELS

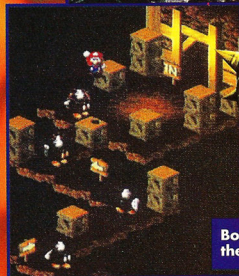
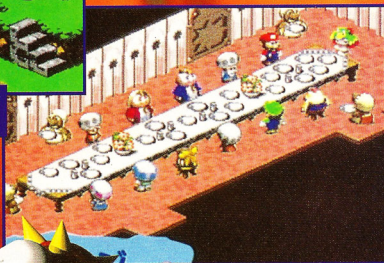
Mario can jump and bump into an invisible box above and receive a mushroom. Does this mean that he'll turn into a gigantic Super Mario? We'll have to wait and see....



HUBBA-HUBBA!
(Sorry, we really should get out more.)



It's like role playing in an M.C. Escher print!



Bowser, king of the koopa kids.

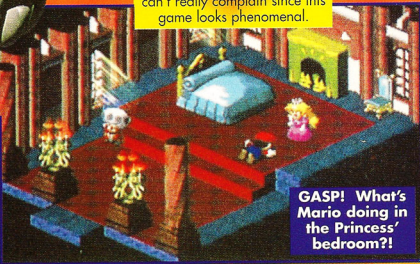


WHY A MARIO RPG?
That's the question I asked myself, mainly because my buddy Link is severely due for another adventure. I guess I can't really complain since this game looks phenomenal.



Whoa! I'm gettin' dizzy!

Virtual sushi?



GASP! What's Mario doing in the Princess' bedroom?!

GENESIS



Vectorman is the name of Sega's newest platform hero, an "orbot" with nothing less than the fate of the world resting on his shoulders.

The setting is Earth in the mid-21st century. Humanity has left the planet due to widespread pollution and a legion of "orbots" has been charged with cleaning the planet for mankind's eventual return. As luck would have it, the supreme orbot goes nuts and declares himself Warhead, scourge of humanity. Vectorman, fresh from a garbage run to the Sun, is the only orbot free of his evil influence and he must destroy Warhead before humanity returns and Warhead carries out his genocidal agenda.

Featuring some of the hottest graphics ever to see the light of day on Sega's 16-bit platform, *Vectorman* is guaranteed to set the blood of platform addicts a-boilin'. It features a new sort of animation dubbed "vectorpiece" which allows Vectorman to morph into a variety of different shapes and still be animated at 60 fps. Features such as shading and lens flare used in games like *Earthworm Jim* are also featured in the game, which has tons of exciting and gorgeous levels for your eyes to feast on. As a bonus for all you poor (but skilled) gamers out there, you'll have a chance to compete in Sega's

Vectorman contest, in which the first person to complete the game gets \$25,000 smackers! That's a lot of cabbage, pal!

LEVEL 3



LEVEL 4



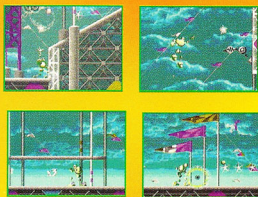
LEVEL 6



VECTORMAN

Does Vectorman have a soul?

LEVEL 1



Destroy televisions to get power-ups! Kill your television!

These pictures don't do Vectorman's animation justice—it must be seen to be believed!

Does anybody out there remember the Mighty Orbots cartoon show?

RYAN



BIKER
In "Biker" and "Earth's" cities, forests, and mountains, Ryan takes on some strange, bizarrely named, bizarre-looking "bikers" to clean up.



DIGGER
One powerful robot biker, however, the character's quest is a somewhat simple one: to destroy a powerful machine built by Ryan's former master, and to escape.



NEW ORDER
"New Order" is Ryan's first mission. He is sent to a dark, industrial area by "New Order" to destroy a powerful machine built by Ryan's former master, and to escape.



NEW ORDER
"New Order" is Ryan's first mission. He is sent to a dark, industrial area by "New Order" to destroy a powerful machine built by Ryan's former master, and to escape.



The bosses are particularly tough to handle.

Goodies galore!

LEVEL 2



Vectorman's on the hunt for gigantic, 3D-rendered apes.

LEVEL 5



Action/Platform/Shooter
 Publisher: Sega
 Developer: Blue Sky
 1 player
 Available: November '95

LEVEL 7



SPOT GOES TO HOLLYWOOD

For all you 32X owners who might be feeling a little skittish about the next generation of systems and the effect they'll have on your platform, fear not. Virgin will soon soothe your souls by releasing *Spot In Hollywood*, a game that will eventually also see the light of day on the PlayStation. The original *Cool Spot* for the Genesis was released a couple of years back and impressed gamers with its amazing animation (courtesy of one of gaming's current stars, David Perry) and its cool innovations. Whoever heard of a good platform game based on a soda mascot? The new game takes our hero to the bowels of a movie studio, where Spot has adventures in a multitude of different worlds which satirize blockbuster Hollywood movies. Spot's travels take him to a pirate world, a deadly haunted house, an ancient temple, and even the future, where he runs into unstoppable robot versions of himself. While this game doesn't boast the talents of David Perry, the developers at Eurocom have made their own distinctive mark by distancing the game from standard platform fare and placing Spot in an isometric world, adding to the game's challenge.

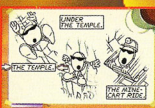
Action/Platform

Publisher: Virgin

Developer: Eurocom

1 player

Available: December '95



One of the coolest things about *Spot in Hollywood* is its variable gameplay.

TEMPLE

POST NUCLEAR



What is Spot throwing at these guys? Cans of Seven-Up?

The mine-cart level is a thrill-a-minute.



MINE CART

Star Wars anyone?



SPACE BATTLE

HAUNTED HOUSE



Beware the giant pumpkin-head! It will squash you!



PUMPKIN CASTLE

These aliens look mighty familiar.



SPACE STATION

Spot is so cute, even the monsters in the game find him irresistible.



SHIP DECK

Battle Monsters



Battle Monsters, a new beat-'em-up for the Saturn, hops right into bed with the likes of Capcom's *Dark Stalkers*. Choose from one of 12 nasty monsters to do battle with in order to be crowned the strongest monster.

You can play as a headless dude, Frankenstein (or Death Mask, as he's called here), or Skeleton, to name a few.

The characters were either rendered or actors photographed against a blue screen. As a result, they are nice to look at, but suffer from the same limitations as other 2-D fighting games. For one, the movement is choppy. With minimal frames of animation, the action tends to look sporadic. Also, the amount of moves that each character can perform are few and unspectacular. What we're left with is nothing more than *Way of the Warrior* with creepy monsters.

IT'S ALIVE!



DEATHMASK



ALBIOLO



HEART HEAT HARN



KAF KA



KI BA



KOJA



SHION



HAGA



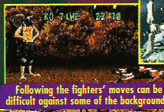
LA FA



MAKARYUDO



The Hood Detective's brother enters an unsanctioned, underground fighting tournament.



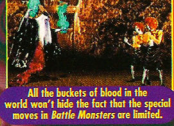
Following the fighters' moves can be difficult against some of the backgrounds.



Chili and Pepper look like early '80s loungegoer groupies—or extras in the *Road Warrior*.



Shion finds his own "Little Shop of Horrors."



All the buckets of blood in the world won't hide the fact that the special moves in *Battle Monsters* are limited.



STRAWBERRY JAM

Fighting
 Publisher: Naxel Soft
 Developer: Naxel Soft
 or 2 player
 Available: fall '95



MAXIMUM SURGE

Digital Pictures definitely has a winner here. In *Maximum Surge* you assume the role of a mercenary hired to kill a really tough bad guy, played by Walter Koenig (known affectionately as the loveable Russkie Chekov from *Star Trek*). To help you on your mission is a motley group of freedom fighters of no importance. That is, except for Yasmine Bleeth, best known for her chubby-inducing role on *Baywatch*. *Maximum Surge* boasts special effects by master William Mesa, known for his FX helming on such films as *Under Siege*, *Darkman* and *The Fugitive* (the train crash).



Here we see Koenig, saddened by the fact that he was not invited to the most recent *Trek* convention in Vegas.



Shooter

Publisher: Digital Pictures

Developer: Digital Pictures

1 player

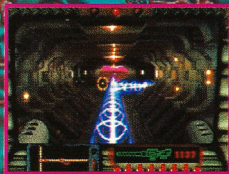
Available: November '95



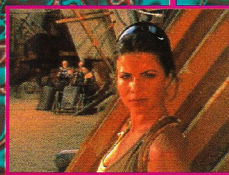
Rhea Pearlman, better known as Carla on *Cheers*, makes a guest cameo. Isn't she married to the Penguin?



Did you eat a lot of oysters last night, or are you just happy to see me?



Special effects by William Mesa. Not too shabby...



VIRTUA COP

Put on your shades, tighten your skinny black tie and smooth out your slim-cut, single-breasted black suit and prepare to kick some tail. It's *Virtua Cop* time!!! Sega's arcade hit is making its expected debut on the Saturn this fall and by all indications it's one hell of a ride. While not arcade-perfect, it's close enough to the original's madcap Hong Kong movie carnage to satisfy even the most jaded gamer.

If you're unfamiliar with the game, check this out: *Virtua Cop* is the fastest, most brutal, most drop-dead cool of any gun game out there. *Lethal Enforcers*? Weak. Doesn't even compare to *Virtua Cop*'s white-knuckle adrenaline thrills. The VG staff checked out the nearly complete version at Sega's recent gamer's day and we were all blown away by what we witnessed.

Looking for a way to ease the tensions of everyday life and snuff out criminal scum at the same time? Two words, baby: *Virtua Cop*!!!



The pinnacle of criminal cool: the cheap, sharp black suit.

Although it's only game, try not to hit the civilians, you little monsters.

Don't get so caught up that you forget to reload!

More dead bad guys than a dozen Hong Kong action films.

Try the game with two guns and go out like Chow Yun Fat in *The Killer*.

Shots to the knee are cruel, yet strangely satisfying.

Quentin Tarantino would love this game.

PLASTIC DEATH

Worried that you won't be getting the full *Virtua Cop* experience when it hits home? Ease your mind, because Sega is packing in a replica of the arcade's cooler-than-Lee-Marvin guns with the *Virtua Cop* disc. Check it out: It's heavy, it feels like plastic death when you hold it in your hand.

Basically, it's super-bad. When you play *Virtua Cop* you'll feel like the hero of a John Woo flick and you'll look like one too. It's the ultimate gun game for the ultimate gun game and you'll be able to own it this fall. Just don't go running around your neighborhood waving it around, okay? It's only a game, kid. Happiness is truly a digital gun.



Oooh, that's purty!



Shooter

Publisher: Sega

Developer: Sega

1 or 2 player

Available: November '95

Clockwork

Action/Platform

Manufacturer: Sega

Developer: Sega

1 player

Available: Christmas '95



Fans of the original *Clockwork Knight* and gamers looking for a new platform challenge for their Sega Saturn will lose their lunches when they see *Clockwork Knight 2*. Critics (and gamers) both loved and hated the original game because, although it was a beautiful piece of eye-candy, it was also remarkably short and quite easy. Not so with the sequel. Almost everything that was wrong with the original has been corrected.

The game is divided into four levels, each representing a room in a house, and each room has two different and challenging stages (not to mention the boss stages). After an amazing (and long) intro in which the cast of computer animated toys sing a mambo song (yes, I said mambo), the adventure begins. First off you'll have to defeat the last boss from the first game and then Chelsea is kidnapped again! (You remember her, don't you? She was the hot tamale princess.) Then you're off to save her. The graphics in *CK2* are nothing short of amazing. While it's still a platform game, it uses a huge bag of graphics tricks to amaze you and keep your eyes a poppin'.

Level 1



One major drawback: lots of the enemies from the first game remain in *CK2*. Cheap.

Level 2



Level 3



Level 4



This time around, some of the stages are so difficult they'll create a headache which can only normally be obtained after driving a nail through one's temple.



Clockwork Knight 2



The backgrounds have an amazing amount of detail. Don't get hypnotized, kid.

The 3-D effects in *Clockwork Knight 2* will inspire vertigo. Watch out!



Pepperouchau rides his springy stallion into the sunset...er, background. This photo doesn't do the cool effect justice.



Do mechanical knights dream of wind-up sheep?



CK2 has a laundry list of fancy effects: scaling, rotation, etc., etc.—it's all in there.





It's the future....
On a distant mining planet, owned by the powerful

Tyron Corporation, human troops are being shuttled off in order that they can be replaced by an automated defense system. You play as the software engineer responsible for setting up the system. Things seem to be going smoothly...that is, until the last shuttle departing the planet is blown out of the sky by an oncoming armada of space cruisers. To make things even worse, the defense software has been sabotaged. Now it's just you versus the enemy in a one-man struggle to save the planet. Do you think you're up to it?

A cross between *Doom* and a 3-D version of *Missile Command*, *Defcon 5* looks like a promising action/adventure game from Data East. With all of the varying styles of game play and involving storyline, you can expect an interesting and refreshing experience.

DEFCON 5



Obligatory military briefing chick.



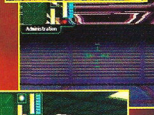
That enemy sure doesn't look very mobile.



Still more *Doom*-style gameplay for those of you who haven't tired of it yet.



The only insurance that's more expensive than California auto, is a futuristic, military shuttle.



1st-person shooter

Publisher: Data East

Developer: Millennium Interactive

1 player

Available: November '95



Looking a lot like a 3-D version of *Missile Command*, *Defcon 5* has you shooting an array of enemies out of the sky.



Fantastic Pinball



Fantastic Pinball is a particularly Japanese take on the pizza-parlor classic, and it shows. For example, when you begin the game, you have to choose between a trio of cute, super-deformed Japanese moppets. Kind of sounds like an RPG to me. The playing field is also much different from its American counterparts. The point here is to have fun, and the appearance of a cast of Puyo Puyo-esque extras will have Hello Kitty fans sighing, but will probably leave real pinball addicts cold. It remains to be seen if this Japanese import will ever make it to the US.

Geoff Higgins is too many for this game.

Fans of cute anime will dig these characters.

Pinball

Publisher: TBA

Developer: Techno Soft

1 or 2 player

Available: fall '95



Seriousness is not an issue here.

Last Gladiator

Last Gladiators is so legit that when you slip it into your Saturn, you'll be able to see the late '70s clearer than your hand in front of your face. Your hair will grow longer, the Who's "Pinball Wizard" will be playing loudly in the background, you'll be wearing a Boston baseball T-shirt and your trusty Camaro will be waiting out in the arcade parking lot. It's that cool. Last Gladiators is a stone-cold simulation of true arcade pinball, down to the effects of gravity on the ball and the ability to shake and tilt the machine. "Big deal," you shrug. "Who cares about pinball?" When it's this good, everybody should. There are five different machines and all of them are challenging and addictive. It's easily the best pinball sim on a home system ever.



SEGA SATURN

Vikings, wizards and warriors, oh my!!!

"He's a pinball wizard, there's got to be a trick..."



You want multi-ball? You got it.

This is a game for meat-eaters with combs in their back pockets. Arrrrrr!

Pinball

Publisher: TBA

Developer: Kuze

1 or 2 player

Available: Fall '95

SOLAR ECLIPSE

Solar Eclipse is

Crystal Dynamics' first title for the Saturn and PlayStation and we're mighty impressed. This game improves dramatically over the flaws in *Total Eclipse* (which was way too hard). *SE* is actually something of a prequel to *TE* but instead of rendered digital actors, *Solar* features flesh and blood real actors. In fact, *SE* stars Claudia Christian (of TV's *Babylon 5*) and she is one hot space chick! The action in *Solar Eclipse* is faster and seems more intense, with cool "in-your-face 3-D" enemies that bombard you relentlessly. This early version shows incredible promise and I'm confident that the finished version will be awe-inspiring.

Don't you hate it when 100-foot spikes thrust out to skewer you?

It's those damn spikes again!

Goodness gracious great balls of fire!

Swerve to avoid chunks of destruction.

Unleash a missile barrage to clear the way.

This floor is no match for your awesome arsenal.

Look! It's Mr. Spaceship. Blast him!

Simulation Shooter

Publisher: Crystal Dynamic

Developer: Crystal Dynamics

1 player

Available: Fall '95

SEGA SATURN

PLAYSTATION

OFF-WORLD INTERCEPTOR EXTREME

FIRSTLOOK



The more perceptive readers out there will remember *OWI* from its previous incarnation on the 3DO, but *Off World Interceptor Extreme* is a whole new ball of wax.

The original was a cool shooter set on a faraway planet that incorporated humor, great visuals, and a whole lot of ultra-violence, and the new version stays faithful to it. But this time around, the game has been stroked and tuned to perfection. Now players can switch between cockpit and chase views as they please, just like in games like *Ridge Racer*. The level layouts have been changed to provide more challenge and, if you want to check out the old level layouts, you can cruise around them in a new Training Level. But that's not all!

The frame rate has been increased to smooth out the animation and the sky now scrolls to provide the feel of total immersion. A few features from the original game have been changed to allow players to keep their minds on the mayhem, too. The fuel system has been happily given a pink slip (you never have to worry about running out of gas) and the traction on the cars has been increased (you never get stuck thanks to bald tires).

Humorous FMV clips tickle your funny bone.



Show the enemy no mercy!!!



Who's the toughest moon buggy of them all?

Racing/Shooter

Publisher: Crystal Dynamics

Developer: Eurocom

1 or 2 players

Available: November '95



There are a ton of different planets in *OWI*!



LOADED



A couple of months back, I previewed a game called *Overkill*. It had it all: senseless violence, blood and big guns. I was in heaven. It appears that *Overkill* won't be the only game with a high body-count to grace the PlayStation this year. Interplay has a little gem of its own entitled *Loaded*.

You play as one of six intergalactic mercenaries who've been wrongly accused, and then jailed, on a prison planet. Now you must blast your way out using the biggest guns I've seen since *Heavy Barrel* hit the arcades.

Loaded is awesome! Fantastic graphics and special effects (just look at those lighting effects), plenty of gore and ridiculously powerful weapons of mass destruction combine to enhance this beautiful shooter.

LEVEL 1

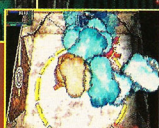


This rubber room would not be conducive to soothing the broken brain.

When the smoke clears, you're the only one standing.



LEVEL 2



LEVEL 3



You can adjust the zoom to play close-up, or from a distance, allowing a wider view.



Blood! Blood! More blood!!!

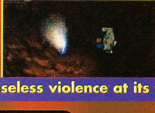


LEVEL 5



Check out the pile of hamburger that used to be a prisoner. Meaty!

LEVEL 6



Senseless violence at its finest.

Bloody Shooter

Publisher: Interplay

Developer: Gremlin

1-4 player

Available: Fall '95


SONY



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- Totally killer graphics



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CIRCLE #113 ON READER SERVICE CARD.

PHILOSOMA

Avid PlayStation watchers have been waiting for this one for quite a while. Originally slated to be released around the same time as the PlayStation, Sony Computer Entertainment took its own sweet time developing this shooter and it's finally here (or *there*, in Japan, rather). After an absolutely stunning CG intro in which nothing short of total galactic war is declared (it's that good) the game starts in earnest. Yes, *Philosoma* is a shooter at heart, but it goes a bit beyond the current crop of shooters like *Raiden* and *Paradius* and offers players an ever-shifting perspective to keep their necks snapping. At one moment you might be comfortably flying your ship from a standard "behind-the-vehicle view" and the next you might be above, below, or even in front of it! It's definitely vertigo-inspiring. As you can see, *Philosoma*'s no slouch in the graphics department either. As a cherry on top of the cake, the disc includes a catchy pop tune by one of Japan's biggest idol singers,

Rika Takahashi. Get ready to freak!!!

Your bullets move faster than theirs—how convenient!

It's *Philosoma*-riffic!

Go Ahead - Be Xenophobic

No matter what the viewpoint, the backgrounds are always gorgeous

The effects during this intro are better than the ones in most Sci-Fi movies

Shooter

Publisher: SCEA

Developer: Sony

1 or 2 player

Available: Fall '95

GUNDAM

Simulation/Shooter

Publisher: Bandai

Developer: Bandai

1 player

Available: Fall '95

In my day, we had Voltron lookin' out for us. Nowadays, it's a robot called Gundam that battles intergalactic tough guys for the safety of the Earth. I wasn't present during this changing of the guard, but I'm sure that Gundam was the right choice for the job. One thing's for sure, and that's the fact that Gundam seems to be cashing in on his title of Guardian of Universe a helluva lot more. You play Gundam in this first-person shooter which has you blasting your way through legions of evil 'mechs which are attacking the earth. Toggle between four weapons in order to complete the mission.

Gundam looks like an impressive 'mech shooter, but there are some problems with control that make the game less than desirable. The fact that it's near impossible to get the crosshairs on a target makes you wonder whether or not this defender of the Earth has been drinking. But, with its impressive graphics and some pretty imposing enemies, Gundam might be able to rise above its own shortcomings.



Isn't this a Sci-Fi Channel commercial?

Did you know Gundam spelled backwards is Madnug?



LEVEL 2



Hunt down the enemy and exterminate them.

LEVEL 3



Recently turned down for a position at Autobot Headquarters, Gundam takes out his aggressions on unsuspecting Gobots.

"You have 30 seconds to comply..."

SPORTS WIRE

MY SUMMER SPORTS VACATION

On a recent trip to the San Diego area, I was fortunate enough to catch a first glance at things to come in sports video games. Although what I saw was still in early development stages, one thing was clear: EA finally has some competition.

Upon arrival at Sony Sports' motion capture and development facility, myself and the other members of the press were treated to a Chargers/49ers game and then a night-long happy hour at the local bar, compliments of Sony P.R. extraordinaire, Kevin Horne. Although not much was discussed concerning video games, we did manage to find out which magazine editors could and couldn't drink like vikings. Our competitors, Andy, Mike and Chris, get high marks in this department. (Hey, Todd, next time take off the skirt.)

The next day, we set off for the Sony sports facility, where we were given our first peek at the new games. We were led on tours of the motion-capture facilities and animators' areas, as well as being allowed to see the works in progress.

Gaming magic is created using motion-capture technology.



Closest to completion was *NFL Gameday*. Rivaling *Madden* in brilliance, *NFL Gameday* is a football fan's pigskin pipe-dream. Fully rendered players, individualized stadiums and tons of offensive and defensive plays make this an impressive opus. The passion that the developers had clearly shows.

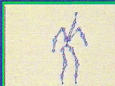
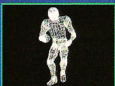
The next game we saw was an early version of Sony's venture into the hockey arena—an area of sports gaming that can prove to be the most perilous for game designers. Every jaded jaw in the room dropped at the sight of what can only be described as a monumental achievement in hockey sims. EA, the crowned king of the rink, finally has a worthy opponent.

Our penultimate stop was at the developer of *Sony Baseball's* office for a preview of that game. Although even farther from completion than *Hockey*, it was clear to me that these boys had another winner on their hands. While all we were able to see was some batting, the fluid player movement and high frame rate made for an appealing experience.

We wrapped up the day's tour with a look at the Sony motion-capture facility. Resembling a green garage with lights and cameras, this was where the players got their fluid and realistic movements. Joe Hight, the man in charge of taking the motion-captures, explained to us how it worked and how the facility greatly reduced the difficulty and length of the process. I was impressed.

It was clear from what I had seen that Sony had every intention of making a serious bid for the top slot in the sports market.

—Geoff Higgins



MORE MLB FOR THE MIX

Guess what? Ken Griffey, Jr. is putting his name on some more baseball carts! It's true, I swear. Nintendo has bought the rights to produce the next two Griffey baseball games, one for the Super NES and the other for the Ultra 64. The designers of these two games will be those crazy guys at Rare, who are known for their work on a little project I like to call *Donkey Kong Country*. This fall, Griffey will fly to England, where he will replicate his actual hitting stroke, running stride and throwing motion (apparently all of the players in the game will be Griffey clones). The SNES version will be coming out in the Spring of '96 (at which point, if you're still playing a 16-bit system, you must be just incredibly lame) and the Ultra 64 version will release sometime in early '97.



Griffey, unlike Bonds, really hustles in this game. Nintendo hopes that the Griffey game will boost Mariner attendance.



EA TOURNAMENT TIME

FA's at it again! Apparently the company's Super Bowl *Madden* tournament was such a success that they figured they'd hold a basketball tourney as well. The event took place at West Hollywood's HOB (that's House of Blues to you and me).

A myriad of colorful stars came out of the woodwork to participate. A few of the most noteworthy athletes: Tim Hardaway; Walt Williams; and rookie Joe Smith. Also attending were DJ Jazzy Jeff and "Kid", who apparently have a lot of time on their hands, since they, too, were present at the *Madden* Bowl. (They must both be taking breaks from their busy music and acting careers.) Of the many stars who didn't show was James Carrey, who said that he wouldn't attend unless they paid him 20 million dollars.



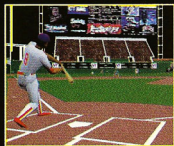
KONAMI GIVES IT A GO

Konami's popular coin-op hoop game, *Give 'N Go*, is set for release later this year for the Super Nintendo. Boasting the same great gameplay as the arcade hit, *Give 'N Go* will feature player stats, a play-by-play announcer, and three modes of play. A cross between *Slam 'N Jam* and *NBA Jam*, *Give 'N Go* looks like it could be a winner on the home system.



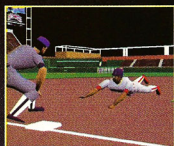
QUICK SHOTS

This month we check out the hot VR SPORTS line-up from INTERPLAY.



VR BASEBALL

A completely 3-D playing field and fantastic player realism highlight this entry into the baseball genre. While the frame rate is a little slow (at least in the beta version we saw), cool features like individualized stadiums and actual MLB players' faces on the characters pick up the slack. Look for *VR Baseball* to arrive in stores in March of '96.



VR GOLF

PGA Tour Golf '96, look out! *VR Golf* is a solid contender for the top spot in dad's favorite pastime. With equally beautiful graphics (and much easier player interface), and the ability to customize golfers, golfing will never be the same. The addition of some nice color commentary also enhances this title, which will be in stores February of '96.



VR SOCCER

The best 32-bit soccer game I've seen to date, *VR Soccer* is sure to make a big hit on the PlayStation and Saturn systems. With features like 44 international squads, a 3-D playing surface, and the ability to network up to 20 players for the craziest in multi-player competition, *VR Soccer* is a sports fan's dream come true. Look for this little number in stores in April of '96



GAMES WE'D LIKE TO SEE

If I see one more baseball or football game, I'm gonna puke. Why don't these major players in the sport video games market try something new? With the competition beginning to heat up, it might be some good old-fashioned originality that puts one of these guys over the top. And for the smaller companies, like Hot B, maybe a shark-fishing title would help build consumer support; I think we've been bass-fishing long enough.

LACROSSE

I know it's not big on the West Coast, but on the East, the crowned kings of hard-hitting aren't found on the 50-yard line, but on the lax fields of Syracuse and Maryland. Like hockey without the ice, lacrosse contains all the elements that make a great sports game.

THE ULTIMATE FIGHTING CHAMPIONSHIP

The WWF's dead, guys, let it rest. UFC is the real deal, where contestants try to prove that their fighting style is the best. There's blood, broken bones and a chain-linked fence—what more could you ask for? Now that's a license to print money.

BULL FIGHTING

Here's a game where you could choose to play as either the matador or the bull. Imagine the possibilities—maneuver around the ring and charge that cape-wielding Spaniard; or take the part of the matador and drive that sword home.

Send us your suggestions for new sports games or some unique twists on the old standards. Write to me: Geoff Higgins c/o VIDEOGAMES, Sportswire News 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211
We'll print the best and if we like yours, you'll get a copy of last year's *Madden*.

SCOUTING REPORT

SEGA SATURN

PLAYSTATION

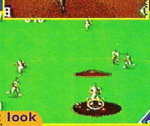


DOUBLE HEADER

Jaleco, one of the world's leading game developers and publishers, brings us a souped-up baseball game that may turn some heads. *Double Header* is another 3-D texture-mapped sports sim that will have you playing your favorite teams with your favorite players against the computer or a friend. Add the fact that there are individualized stadiums (a feature that appears to be pretty standard fare now), a Dream Team, and tons of stats by the guys at STATS Inc. and you have another great 32-bit ball game. Sega's Saturn has only been out for about six months and the PlayStation is just a wee pup in America, and already there are a half dozen baseball titles. Maybe *Double Header* will have what it takes to rise above the rest.



Look! Full-motion video. I'm impressed.



Rest assured, those flags won't look so alien in the American version.

These players look much better than those that appear in Interplay's VR Sports lineup. I wonder if they play better?

Sport Simulation

Publisher: Jaleco

Developer: Jaleco

1 or 2 players

Available: Fall '95



Play in any ML park. Camden and Fenway will look sweet.

to those who say they've got the stuff,
we say...

Put up or Shut up.



Acclaim's motion capture technology*...true football realism!

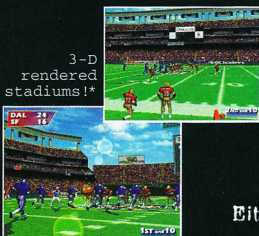


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THE FOES OF ALI

Boxing

Publisher: Electronic Arts

Developer: Electronic Arts

1-2 players

Available: Now

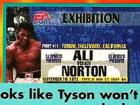


21 different camera angles.

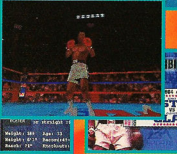


Sting like a bee! Twenty-one camera angles, every angle is covered. The first 3-D, texture-mapped boxing game is here, and it looks sweet. There are ten fighters to choose from, including Ali, and three different modes of play: exhibition, career and historical. On top of this, you'll hear color commentary and a myriad of sounds from the rowdy crowd. Full-motion video of classic fights rounds out the hottest boxing disk ever.

One really cool feature that EA has included is double- or blurred vision, for when you're taking a pounding at the hands of beasts like Spinks.

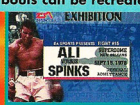
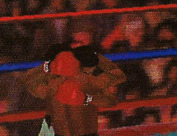


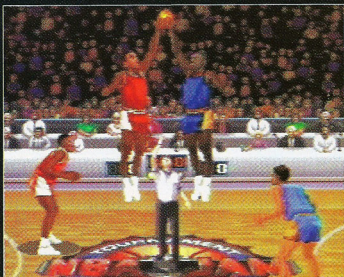
Now that it looks like Tyson won't be getting any more game deals (unless a big demand for prison-yard boxing springs up), we've got no one to fall back on but the Greatest of All Time.



All of Ali's famous bouts can be recreated.

"I'm gonna wrap you in a cocoon of horrors"





ARCADE GRAPHICS AND BIGGER PLAYERS!

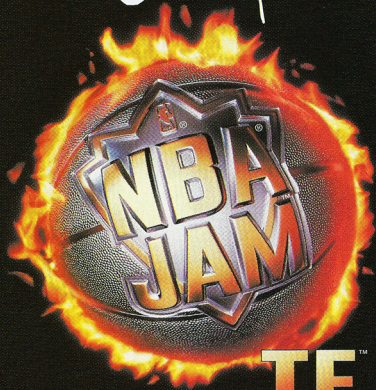


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SEGA SATURN™



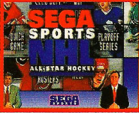
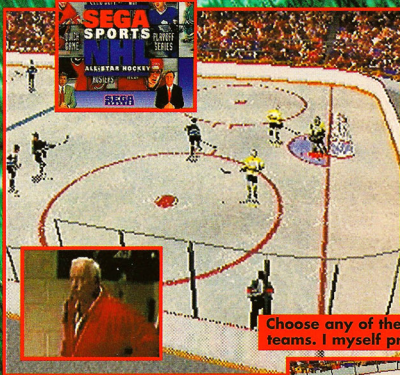
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entertainment inc.
MIDWAY

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CIRCLE #115 ON READER SERVICE CARD.

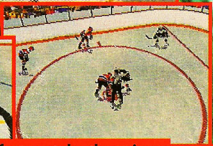
SEGA SPORTS NHL ALL-STAR HOCKEY



Choose any of the official NHL teams. I myself prefer Boston.

Take a look; this is what you'd be buying. With a plethora of camera angles and really big players, Sega is hoping that *NHL All-Star Hockey* will solidify its place as the leader in sports games on the 32-bit platform.

All NHL teams and players are included in this game as well as some fine sound and playability.



Unfortunately, there is no fighting.



Sports

Publisher: Sega

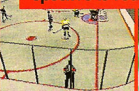
Developer: Sega

1 - 2 players

Available: Now



The first-person perspective is really cool



The last thing any American kid wants to see is a French-Canadian guy.



Control is one of the few noteworthy aspects of this game.

NFL GAMEDAY

Having thrown its hat in the 32-bit ring, it's now time for Sony to put-up or shut-up. The first real sports game on the plan is *NFL Gameday*, a brilliant gridiron sim that will make even the most die-hard EA fans fast become turncoats.

This football game works on a 3-D field with fully-rendered characters. No detail was missed, either. The size of the real players is reflected in the game, along with all of their personal traits. Additionally, all characters interact in the game, including the refs and the cheerleaders, who you can take-out during play—if they get in the way.

Add a plethora of plays and audibles, different weather (which DOES actually affect gameplay), '94 stats and incredible sound and what you've got is a potential masterpiece.

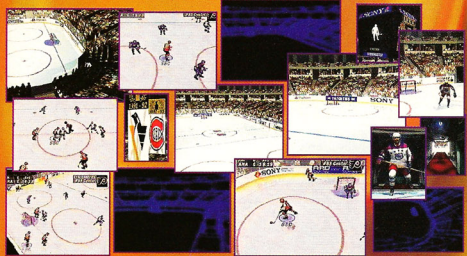


SPORTS
 Publisher: Sony Computer Ent
 Developer: Sony Imagesoft
 1 or 2 players
 Available: December '95

NHL FACE-OFF

Sports game fans know that the most difficult feat in development is a proper hockey sim. Up until now, EA was the only company to really get it right and then go so far as to almost perfect it. Formula is formula, though, and we need a breath of new life in this area. That's where Sony steps in.

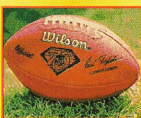
NHL Face-Off has managed to do something that no other hockey game has been able to do: match *NHL '96*. As the first 32-bit hockey game worth its salt (you can forget Sega's *NHL All-Star Hockey!*), *NHL Face-Off* is a pure joy to play. Even in its early stages, it's clear that the player control and realism are there. As if that weren't enough, the graphics are phenomenal, and the sound will blow you away. Hop on this title the second it appears in your local store. (Oh, yeah, you need a PlayStation to get the full effect—so go buy one!)



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MADDEN '96



I've been jumping all over EA this issue about how there are some new players in town, and how they'll be turning up the heat on the Kings of Sports Gaming. What I didn't tell you is that these boys aren't sweating.

Madden '96 will be debuting the same time as its competition, and you'll be happy to know that there are no let-downs here. No real noticeable enhancements, graphically or playability-wise, but some new features have proven clutch. There are Pro-Bowl Teams, past Super Bowl victors and a bunch of squads from as far back as the '50s. Also, add the ability to customize players; where your skill with the buttons will determine the guy's strengths and weaknesses; and the option to act as general manager, and you've got a great game.



Customizing players is great...

This year's player rosters!



Do you think they've got enough licenses?

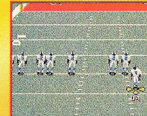


Same faces, different places.

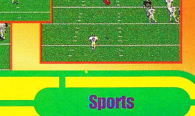
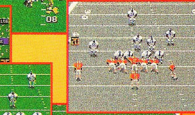
...and agility drills to tweak your player.



ATTRIBUTE	4.0	3.0	2.0	1.0	0
QB	QB	Nickel			
WR	WR	Wide			
TE	TE	TE			
OL	OL	Guard	Line	Special	
DL	DL	DE	DT	NT	NT
LB	LB	LB	LB	LB	LB
CB	CB	CB	CB	CB	CB
S	S	S	S	S	S
K	K	K	K	K	K
P	P	P	P	P	P
LS	LS	LS	LS	LS	LS
HC	HC	HC	HC	HC	HC
Line	Line	Line	Line	Line	Line
					Madden Special



...there are sprinting drills...



Sports

Publisher: EA

Developer: EA Sports

1-5 player

Available: November 10th

PLAYSTATION

SCOUTING
REPORTPOWER
SERVE
3-D TENNIS

Feast your eyes on this baby. *Power Serve* looks beautiful and plays even better. This totally 3-D tennis game offers several views to choose from during play, and eight characters that you can use.

Unfortunately, there's no official license for this game, so don't expect to see names like Seles, Sampras, or Agassi. But if you look closely at the players' faces and names, I think you'll see some similarities. Playing under pseudonyms in *Power Serve* are Chang, Sampras, Agassi, Edberg, Capriotti, Graff and Sanchez-V.

If this isn't Agassi, then Boston isn't the best sports town.

Sports Simulation

Publisher: Ocean

Developer: STS

1-2 players

Available: NOW

Play from virtually any camera angle—even ones that allow you to peek under the dresses of female players!

Hard, Lawn and Clay surfaces are available to play on. I prefer lawn, myself.

REVIEWS

Reviews by the VIDEOGAMES testing squad: Chris Gore, Geoff Higgins, Wataru Maruyama, Zach Meston, Gabe Soria and Dan Vepper.

NOVEMBER 1995

WIPEOUT

FUTURISTIC RACING SIM • 1 OR 2 PLAYERS
PUBLISHER: SCEA • DEVELOPER: PSYGNOSIS
(800) 345-SONY • www.sony.com
PRICE \$54.99 • PREVIEWED IN SEPT. '95 ISSUE

PLAYSTATION

The smoothest graphics around can be found on Psygnosis' stellar title, *Wipeout*. You play a futuristic race driver armed with missiles and a hovercraft. Zip along the track at blistering speeds, soaring over huge chasms and plunging down narrow tunnels.

With a second Playstation, you and a

friend can go head-to-head. Although this is a little annoying—requiring access to another

PlayStation, television, link cable and all—it beats dealing with a slower frame rate and a split screen. One of the best games to date

for the Playstation, *Wipeout* stands as a mark of excellence for the developers at Psygnosis. Good job, boys!



CYBER SPEEDWAY

FUTURISTIC RACING SIM • 1 OR 2 PLAYERS
PUBLISHER: SEGA • DEVELOPER: SEGA
(800)-USA-SEGA • www.sega.com
PRICE \$49.99 • PREVIEWED IN OCT. '95 ISSUE

SEGA SATURN



Choppy graphics and a lame two-player mode make *Cyber Speedway* barely worth renting.



Cyber Speedway is a futuristic Saturn racing game that has you flying something that looks like a giant potato bug with fins. An evil corporate type is up to no good (surprise, surprise) as you travel from planet to planet engaging in fierce racing competition. Before every race, converse with the natives and get some advice from your mechanic, who looks suspiciously like a cyber-Willford Brimley.

This may be the Sega answer to Sony's *Wipeout*, but Sega only



deserves partial credit. In just about every area in which the former inspires awe, *Cyber Speedway* only imitates in a mediocre way. Your

ship doesn't handle as well as it could; the graphics are a little choppy, and sometimes it's hard to distinguish the track from the background. On the upside, there does appear to be more depth to *CS* than to *Wipeout*. The story,

although a tired cliché, still holds the game together. Unfortunately, it unfolds much too fast because of the ease of gameplay.



The VIDEOGAMES review section has been a complete overhaul to give you the info you need as quickly as possible. The industry is moving very quickly toward CD-based platforms only when it comes to next-generation systems (except for Nintendo's Ultra 64.) CD games are generally finished and in stores within one week. That means that it's difficult for us to write reviews in a timely fashion. That's why we've cut the space for reviews and expanded our previews with "First Look."

To get the most out of our reviews, look for the VIDEOGAMES overall number rating. If the number is 8, 9, or 10, the game is definitely worth full price—start saving your lunch money. If the number is 4, 5, 6, or 7, the game might be worth renting, or borrowing from your sucker friends. If the number is 1, 2, or 3, forget it—every time you even so much as think of the game, silently shake your head in disgust. We'll go into detail about the concept, graphics, sound, and playability, and let you know exactly why the game deserved the rating we gave it.

If you need to know more about the game, check our little info box. It'll give you customer service phone numbers to call for tips on finding, buying and beating the game. If the company has an e-mail address or web site, we'll list that too.

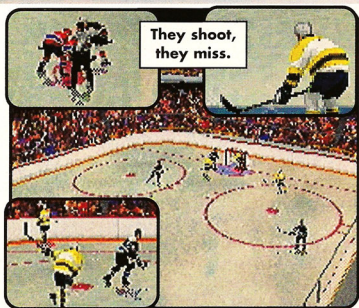
Trust us. If a game sucks, we'll say so. Money is hard to come by, and we don't want you blowing yours on a lame game experience.

BY THE NUMBERS
10
9
8
7
6
5
4
3
2
1
BUY
RENT
TRASH

THE RATINGS
What they really mean.

- MEGA-HIT** A flawless classic certain to influence other games for years to come. Run to buy it. A must-own.
- EXCELLENT** Close to perfect, but certain aspects could be improved. Certainly worth the price of purchase.
- GREAT** A solid, inspired game with long-lasting play value. Rent it to be sure, then buy it.
- COOL** Fun but flawed with some excellent points. Some might want to buy it if the genre is their favorite.
- GOOD** An all around average game with good play value, but little that stands out.
- OKAY** Not totally without merit, but the problems outweigh the positive points.
- WEAK** Worth playing once or twice if only for laughs. Rent some better games along with it.
- POOR** Booorrrrr. Staring at a wall is more entertaining than playing this game.
- BAD** Inexcusably inadequate. A complete waste of time.
- SUCKS** So crappy, you'll want to punch the jerk who made it.

NHL ALL-STAR HOCKEY



You've waited a long time for this game and listened to us tell you how it was going to make your jaw drop. I even thought that *NHL All-Star Hockey* might help give the Saturn a big boost against the PlayStation. Well, never have we been so totally wrong.

This game is weak, there's no two ways about it. Every time I thought Sega might have done something right on this game, something else stupid happened

which made me think otherwise.

For starters, the graphics are terrible. I haven't seen a triangular puck since the days of Intellivision.

Not only are the graphics choppy, but the many camera angles on the game are useless. Most of them offer nothing in the way of a playable view.

On the up side, *All-Star Hockey* does control pretty well, and you can role-play as any one of the players. This, however, is not enough to save this pork chop.



SEGA SATURN

SPORTS SIM • 1 TO 12 PLAYERS
PUBLISHER: SEGA • DEVELOPER: SEGA SPORTS
(800) USA-SEGA • www.sega.com
PRICE \$59.99 • PREVIEWED IN OCT. '95 ISSUE

NBA LIVE '96

It's that time of year again; time for EA to release another basketball cart. *NBA Live '96* is another excellent game in a long line of superb EA Sports titles. Complete with the '94-'95 season stats, the '96 version of this game remains the best real hoops game out there.

You already know what to expect from the graphics and playability—it's still all there. It's the new features that have enhanced this game. Apparently

EA read some of our reviews, because they took many of the great aspects of their own *Coach K* and incorporated them into

NBA Live '96. Now you can intercept passes, dive for the ball and view run-throughs of the plays. Also, you can create new players (up to 7'10" tall) trade players and customize up to four

different teams. These new features make *NBA Live '96* the perfect companion for the new basketball season.



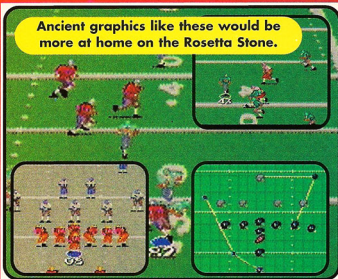
SPORTS SIM • 1 OR 2 PLAYERS
PUBLISHER: EA • DEVELOPER: EA SPORTS
(415) 572-2787 • www.ea.com
PRICE \$59.99



SNES

EMMITT SMITH FOOTBALL

SNES



Ancient graphics like these would be more at home on the Rosetta Stone.

This is not exactly a good time for Emmitt to be lending his name to a football video game, especially one so poor. *Emmitt Smith Football* for the SNES looks and plays like a cross between *Tecmo* and *Madden*, but devoid of each one's good features. Tough control and poor graphics make this game collapse in on itself. You'd think you were playing an 8-bit game when you look at the graphics.

The one saving grace is a "create-your-own-play" mode. Develop any

play you want, then go to the practice screen and try it out. There's a great deal of depth in the developing stage that allows you to create some fairly sophisticated plays.

Also, you can save hundreds of them into the game's memory. When you play, they'll show up in your playbook, with names that you make up. That's kinda cool. (EA take note.)

Unfortunately, the "create-play" option isn't enough to save this dismal game. Pass.

WEAK
4
VIDEO GAMES

SPORTS • 1 OR 2 PLAYERS

PUBLISHER: EA • DEVELOPER: EA SPORTS

(415) 572-2787 • www.ea.com

PRICE \$49.99

PGA TOUR GOLF '95

PLAYSTATION

One of the best sports series on Genesis was EA's *PGA Golf*. Ease of use, great graphics, and phenomenal gameplay made every one of these titles pure enjoyment. The jump to 32-bit has produced some mixed results, though.

We'll start with the good stuff. *PGA* for the PlayStation is nothing short of beautiful to look at and play. The graphics are stunning and the ball's movement and physics are greatly improved. Also, putting has been made easier by showing the green grade on the playing field (you no longer have to exit to another screen to check it) and some helpful advice from the commentator.

Some of the game mechanics have also been enhanced. One of those features is a Targeting Arc which shows you the flight of your ball. This will give you a better idea of where that little sucker is going.

The one major flaw shows up in the interface when you're setting up. Too many buttons are used in playing this game, whereas in prior titles there were only one or two. What this boils down to is an absurd experience while choosing course, number of players and so forth. But once you manage to get through the quagmire that is the set-up screen, *PGA Golf '95* is, to date, the best golf game out there.

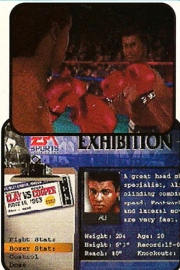
GREAT
8
VIDEO GAMES



Graphics so smooth, you won't believe your eyes

FOES OF ALI

3DO



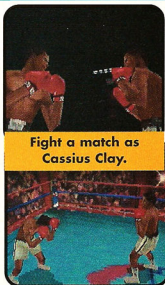
Boxing games have come and gone, some good, but most unmemorable. Electronic Arts has proved its prowess once again with the development of the undisputed world champion of boxing games. In the world of 16-bit, boxing was confined to a 2-D space, now, with the advent of 32-bit, developers can explore the possibilities of bashing opponents in a 3-D realm.

Foes of Ali is solid. You can choose to play as one of nine fight-

ers whom Ali faced off against during his stellar career, or you can put on the legend's gloves yourself.

Key features that make this a realistic fight sim are its advanced artificial intelligence, (maybe smarter than Ali himself!) textured-mapped polygons, and animation created using motion-capture. This, along with the 21 (yes, 21) camera angles, makes this the most in-depth and sophisticated of all boxing games.

GREAT
8
VIDEO GAMES



Fight a match as Cassius Clay.

VECTORMAN

PLATFORM/SHOOTER • 1 PLAYER
PUBLISHER: SEGA • DEVELOPER: BLUE SKY
(415) 591-PLAY • www.segaaa.com
PRICE \$59.99 • PREVIEWED THIS ISSUE

About to get rid of that Genesis in favor of a next-generation system? Don't act too rashly, kid, or you just might miss one of the coolest 16-bit games to be released this year—a thoroughly fun cart by the name of *Vectorman*.

If you've been put off by the host of bland platform games that seem to be some programmer's idea of a joke, then *Vectorman* will come as a surprise. You are Vectorman, the "orbital" savior of Earth, and you

must attempt to destroy Warhead, the evil robot dictator of the planet.

Vectorman features some of the hottest graphics seen to date on the Genesis with a ton of neat tricks to keep you involved in playing the game.

The variety and ingenuity displayed in this game is nothing short of breathtaking. If developers keep on pumping stuff like this out, then it'll be a cold day in hell before 16-bit gaming is dead and buried. (See also our "First Look" pages 60-61.)

EXCELLENT
9
VIDEO GAMES



Vectorman is as cool as a robot gets.



GENESIS

FRANK THOMAS "BIG HURT" BASEBALL

SPORTS • 1 OR 2 PLAYERS
PUBLISHER: ACCLAIM • DEVELOPER: ACCLAIM
(516) 656-5000 • (web site under construction)
PRICE 69.99



Great motion-capture moves but not much else.

OUT!

Acclaim hopes to cut a chunk out of the baseball market with its money man, Frank Thomas. *Big Hurt Baseball* has it all: 700-plus MLB players; three game choices; five game modes; projected '95 stats (courtesy of Bill James); weather conditions; individualized stadiums; and much more.

Using Acclaim's motion-capture facility to its maximum potential, *Big Hurt Baseball* features smooth,

realistic player movement. Unfortunately, the graphics at the plate view are lacking, and control of the fielders could be better. Also, the colors of the uniforms are bland and uninspired, which detracts from the look of the game.

Some people might enjoy this game, but I'd have to say that, in the twilight of the 16-bit platform's life, a better quality of product must be made in order to stand out.

GOOD
6
VIDEO GAMES

SNES • GENESIS

ART OF FIGHTING 2

FIGHTING • 1 OR 2 PLAYERS
PUBLISHER: SNK • DEVELOPER: SNK
(310) 371-7100 • (web site under construction)
\$49.99

This is one of my favorite Neo CD games. The NeoGeo is still the only system that has generated character sprites this big while still maintaining excellent control. The camera zooms can get a little disorienting, but it doesn't detract from the gameplay.

The arranged CD music track is an improvement over the cart music, with my favorite being

Yuri's stage. One of the more original features of the game is the spirit meter which can be depleted and refilled. If you have a full spirit bar, you can unleash special attacks that require most or all of the spirit energy.

Unique individual endings and a hilarious special ending on the higher difficulty level make *AOF 2* extremely playable and a recommended purchase for NeoGeo CD owners.

GREAT
8
VIDEO GAMES

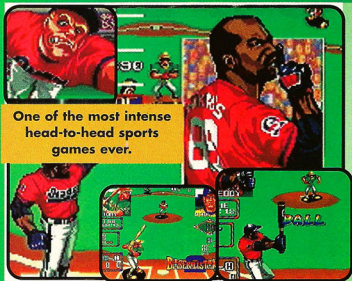


Yuri gives Robert the heave-ho!

NEO • GEO CD

BASEBALL STARS 2

SPORTS • 1 OR 2 PLAYERS
 PUBLISHER: SNK • DEVELOPER: SNK
 (310) 371-7100 • (web site under construction)
 PRICE \$49.99



One of the most intense head-to-head sports games ever.

One of the best arcade baseball games of all time can now be enjoyed for a fraction of what it cost on cartridge.

When *Baseball Stars 2* was first released at the arcade, I remember my friends and I all had to get a couple of games in every day.

Everything from the fielding, pitching, and batting feels completely natural and satisfying. The fast-paced action keeps you on

your toes and requires quick thinking and reflexes, not to mention good timing. The graphics, while no longer on the cutting edge, as they were a few years ago, are still vibrant and colorful.

Unfortunately, the game contains no real players or teams and the next generation of baseball games threatens *BB2*'s long-term appeal. Still, it's a classic that deserves to be in any Neo CD owner's collection.

GREAT
8
 VIDEO GAMES

RAYMAN

PLATFORM • 1 PLAYER
 PUBLISHER: UBI-SOFT • DEVELOPER: UBI-SOFT
 (415) 332-8749 • www.ubisoft.com
 PRICE \$54.99

Sega seems to be cornering the market on cute platform game mascots for the Saturn. First there was *Clockwork Knight*, then there was *Bug!* and now there's Ubi-Soft's *Rayman*, and I'd be lying if I didn't say he was the cutest of the bunch.

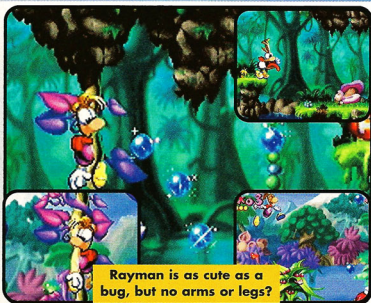
Rayman is not very original (are any platform games original?). It's a fairly straight-forward action game whose main

claim to fame and fun is its phenomenally beautiful graphics (first seen on the Jaguar) and

its irresistibly good-natured vibe. This has to be the most pleausurably mellow platform experience ever. Guide Rayman through a host of a gorgeous levels and beat

the bosses, just like you have in a dozen other games. *Rayman* isn't much different in the end, but it's still entertaining and a ton of fun to boot.

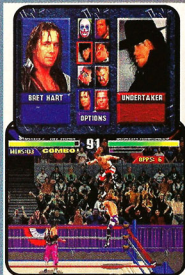
COOL
7
 VIDEO GAMES



Rayman is as cute as a bug, but no arms or legs?

WWF WRESTLEMANIA

BEAT 'EM UP • 1 TO 4 PLAYERS
 PUBLISHER: ACCLAIM • DEVELOPER: SCULPTURED SOFTWARE
 (516) 656-5000 • (web site under construction)
 PRICE \$59.99



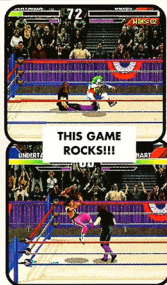
Who would have thought that the WWF license would still be producing great games in '95? Some would say that the WWF's glory days have long since come and gone, but if this disc is anything to judge by, it still has a lot of life left in it.

Based on the kick-butt arcade game, Acclaim has managed to deliver a near-perfect arcade translation here. Everything that was in the arcade is on the

PlayStation. Heck, the only difference is that you don't have to keep pumping quarters in at home! While faithful to the real life WWF, the

game is wrestling amped-up beyond belief. How else could Bam-Bam Bigelow do a flaming head-butt, or Doink the Evil Clown execute a vicious clown-shoe kick? Rather than working against the game, these *Street Fighter*-style special moves enhance it and blow away the competition. A must-own.

EXCELLENT
9
 VIDEO GAMES



THIS GAME ROCKS!!!

DESTRUCTION DERBY

SPORTS/RACING SIM • 1 OR 2 PLAYERS
 PUBLISHER: SONY/PSYGNOSIS • DEVELOPER: REFLECTION
 (800) 345-SONY • www.sony.com
 PRICE \$59.99 • PREVIEWED IN OCT. '95 ISSUE

The boys at Psygnosis should be riding high right about now.

Being responsible for two of the best games we've ever seen on a home system is definitely reason enough. Rivalled only by its sister opus, *Wipeout*, *Destruction Derby* is sure to work gamers into a frenzy.

Tired of just racing around a track? For those of you out there who watch car races just

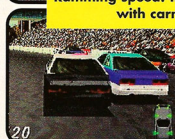
for the crashes, bon appetit. In *DD*, you get to hop behind the wheel of a stock car.

Choose from several tracks, including the ever-popular Figure 8, and watch the shrapnel fly! In addition to different tracks, games such as Tag are included, in which you and a friend can play chicken with your cars. Link-up capabilities allow for two-player play, as in *Wipeout*.

EXCELLENT
9
 VIDEO GAMES

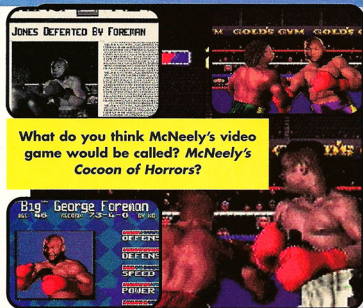


Ramming speed! It's Ridge Racer with carnage.



FOREMAN FOR REAL

BOXING • 1 OR 2 PLAYERS
 PUBLISHER: ACCLAIM • DEVELOPER: SOFTWARE CREATIONS
 (516) 656-5000 • (web site under construction)
 PRICE \$59.99



What do you think McNeely's video game would be called? *McNeely's Cocoon of Horrors?*

Big George Foreman



Boxing fans take note: Foreman, the king of the video-game ring, is at it again. Choose from one of 20 boxers, including the man himself, to fight in one of three modes: exhibition, tournament and career.

The graphics for both the Super NES and Genesis versions are good, some of the best ever for a boxing game. Unfortunately, the playability is weak. There really aren't many

things you can do besides punch. True, boxing isn't known for its variety, but at least show some

different styles of punches. Also, the game isn't fast enough, and the pace that you're allowed to fight in is almost nonexistent—you feel crowded the whole time.

Don't waste your time with this game when you could just as easily pick up Electronic Arts' *Foes of Ali*.

OKAY
5
 VIDEO GAMES

WILDC.A.T.S.

ACTION /FIGHTING • 1 OR 2 PLAYERS
 PUBLISHER: PLAYMATES • DEVELOPER: BEAM SOFTWARE
 (714) 562-1743
 PRICE \$69.99

Based on the phenomenally popular comic and animated series, *WILDC.A.T.S.* is a fairly average action game along the lines of *Fatal Fury* and *Double Dragon*, with little to set it apart from the pack.

Your enemy, the insane, demonic alien Helspont, is once again trying to take over the world, and the team of *WILDC.A.T.S.* is at your control to put a halt to his plans. As in side-scrolling beat 'em ups like *Fatal Fury*, you must

travel from left to right through dangerous levels and fight a lot of villains who look the same, until you get to the boss and spend a

lot of time trying to defeat him. It's fun, but not particularly original, dig? While it does have the advantage of being based on a cool comic and having large, colorful characters, *WILDC.A.T.S.* probably won't drive anybody wild with desire (unless you're a diehard fan of the show.)

OKAY
5
 VIDEO GAMES



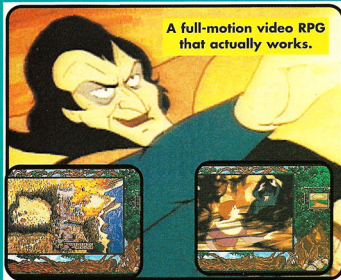
Smash the enemy with your awesome super-powers.

AS LEADER OF THE WILDC.A.T.S. I WILL TAKE THIS MISSION.

KINGDOM: THE FAR REACHES

ADVENTURE • 1 PLAYER
 PUBLISHER: INTERPLAY • DEVELOPER: VIRTUAL IMAGE
 (714) 553-6678 • www.interplay.com
 \$59.99 • PREVIEWED IN JULY '95 ISSUE

3DO



A full-motion video RPG that actually works.

In 1984, RDI Video Systems (headed by one Rick Dyer) introduced the Halcyon, a \$2,000 video game system using laserdiscs instead of cartridges. Only two games were released for the Halcyon before it croaked; one was *Thayer's Quest*, best described as a more complex version of *Dragon's Lair*. (Dyer worked on both games, hence the similarities.) Eleven years later, Dyer has a new company and a "new" game that's actually a revamped *Thayer's Quest*. You play the part of Bilbo Baggins—er, Lathan Kandor, and your quest is to explore Middle Earth—er, the Five Kingdoms, gathering items and clues

while searching for the three Relics of Mobus which give you the power to kill the evil mage Drakesblood and rescue a princess with the unlikely name of Grace Delight. Alas, the cheesy Tolkien wanna-be story is not helped by the gameplay: Click on a location, watch a full-motion video clip, (maybe) use an item, (maybe) take an item, click on another location. Still, there are a few dozen hours of puzzles to solve, and very entertaining voice acting—shame about the so-so animation. The verdict: *Kingdom* is one of the most playable FMV games for the 3DO, which isn't saying much, but hey.

GOOD
6
VIDEOGAMES

BIG SKY TROOPER

ACTION/ADVENTURE • 1 PLAYER
 PUBLISHER: JVC • DEVELOPER: LUCASARTS
 (213) 878-0101 • (web site under construction)
 \$69.99

SNES

Hmmm is the first word that came to mind as I played *Big Sky Trooper*, not because my thesaurus was missing, but because the game is such a bizarre mismatch of kid-oriented audiovisuals and complicated gameplay. You control a young boy (or girl) enlisted into the Big Sky Troopers to liberate the galaxy from a horde of slugs led by the evil Slug Lord. You're given the helm of the battle cruiser Dire Wolf and the assistance of a computer named FIDO that interacts with you in the guise of a cute little doggy. There are over 100 planets to explore, most of them populated by Slugs that you frazz in an over-

head-view shooter sequence that calls to mind an earlier LucasArts game, *Zombies Ate My Neighbors*. This game isn't just mindless shooting, though—FIDO assigns you various missions that often have you zooming from one end of the universe to the other, looking for particular items or people to interact with.

So why did LucasArts take such a unique gameplay design and put it in diapers? Kids won't understand the game well enough to beat it, and adults will be turned off by the "so-cute-you'll-puke" graphics. With a grown-up plot, this game would score a 7 or 8; as it stands, it's a very strange attempt at a "family" adventure game.

OKAY
5
VIDEOGAMES

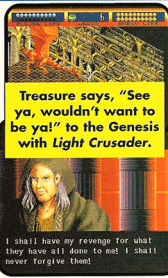
Big Sky Trooper proves that deep gameplay and adorable graphics don't mix.



LIGHT CRUSADER

RPG • 1 PLAYER
 PUBLISHER: SEGA • DEVELOPER: TREASURE
 (800) USA-SEGA • www.segaa.com
 \$59.99

GENESIS



Treasure says, "See ya, wouldn't want to be ya!" to the Genesis with *Light Crusader*.

I shall have my revenge for what they have all done to me! I shall never forgive them!

After two Genesis games—the Contra-ish shooter *Gunstar Heroes* and the gooty-ass side-scroller *Dynamite Headdy*—which were applauded by critics and ignored by the DKC-lovin' masses, the Japanese developers at Treasure bid adieu to Sega's 16-bit workhorse with *Light Crusader*, an RPG that looks and plays much like the earlier Genny role-player *Landstalker* and the little-seen SNES adventure *Equinox*. The plot is the typical "slay the evil wizard" crap, but the gameplay's the thing here, as you guide the eponymous David through a series of dungeons viewed from an angled overhead perspective. Some rooms have critters to

slay, and the sword-swinging David snuffs them in visually appealing ways, as heads fly and guts spill. Other rooms have logic puzzles to solve, usually involving items that need to be manipulated (i.e., pushed) into various places. Lastly, there are a few bosses in each dungeon (as they say in Cajun country) to keep you from getting too cocky. Combine the hours of dungeon exploration with dozens of gossipy villagers, oodles of stuff to buy, four types of magic spells, and a lovely auto-mapping feature, and you have an action-packed RPG which the American public will likely ignore. Sigh. Better luck on 32-bit, Treasure.

GREAT
8
VIDEOGAMES



MECHWARRIOR 3050

SHOOTER/SIMULATION • 1 OR 2 PLAYERS
 PUBLISHER: ACTIVISION • DEVELOPER: TIBURON ENT.
 (800) 477-3650 • www.activision.com
 \$59.99

MIQ might not be much higher than, say, your average *Game Fan* reviewer (or reader), but even I was able to figure out pretty quick that *Mechwarrior 3050* is naught more than a Super NES version of *Battletech*, a Genesis game released by Extreme Entertainment last year. Why the name change? No idea. I do know, however, that *Mechwarrior 3050* is a shameless rip-off of the EA chopper sim *Desert Strike*. Same angled overhead view, same three-weapon configuration, same mission maps, same *everything*, except you're in a 'Mech instead of an

Apache. Ain't nothing wrong with ripping off a great game, of course, although *3050* has its share of problems: There are only five levels, the missions in each level are heavy on shooting and light on strategy, and the ending sequence—which few players will witness, because *3050* is devastatingly tough on the later levels—is horrendous. But even though you'll never see the end without cheating, you'll still enjoy *3050*'s gorgeous, fast-moving graphics, and the sheer thrill of blowing stuff up with a big robot. The verdict: An excellent conversion of a very good Genny cart.

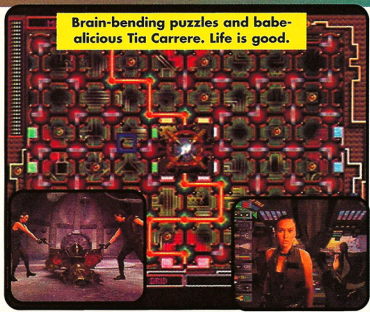


Mechwarrior 3050, a.k.a. Desert Strike in a robot.

SNES

THE DAEDALUS ENCOUNTER

ACTION/ADVENTURE • 1 PLAYER
 PUBLISHER: PANASONIC • DEVELOPER: MECHADEUS
 (408) 653-1898 • www.3do.com
 \$59.99



Brain-bending puzzles and babe-alicious Tia Carrere. Life is good.

Having played through the slow, buggy, and annoying-as-hell PC version of *The Daedalus Encounter* a few months ago, I wasn't exactly expecting the 3DO version to butter my muffin, if you know what I mean. But I'm pleased to report that Panasonic has done one hell of a conversion job on this sci-fi extravaganza starring Polynesian sex kitten Tia (*Wayne's World*) Carrere and all-American stud boy Christian (Who?) Bocher. If you never saw the PC version, think of *The Daedalus Encounter* as *The 7th Guest* in space, with plenty of point-and-click puzzles and a couple of arcade-style shooting sequences to

get your adrenaline pumping. So what makes the 3DO version so much better than the PC version? The video, for starters. On the PC, the interface took up most of the screen, with jerky full-motion video in a quarter-screen-sized window. On the 3DO, the entire screen is filled with crisp, clean, smooth FMV—sounds like I'm talking about beer—and the interface only appears when you call it up. The 3DO version also has a better save-game system and additional scenes that were removed from the PC. (This version spans four CDs, the PC version "only" three.) The verdict: An excellent puzzle game with FMV that's fun to watch.



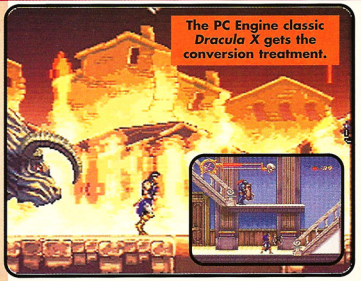
3DO

CASTLEVANIA: DRACULA X

PLATFORM • 1 PLAYER
 PUBLISHER/DEVELOPER: Konami
 (708) 215-5100 • (web site under construction)
 \$59.99 • PREVIEWED IN AUG. '95 ISSUE

Ive said this in a review before, and I'm stubborn (and original) enough to say it again: the *Castlevania* series hit its peak with *Castlevania III*, an 8-bit NES cart released back in 1991. It had 10 levels, four characters, and most importantly, amazing gameplay. It took *Castlevania*'s run-jump-whip formula and tweaked it to near perfection. *Castlevania: Dracula X*, I'm sorry to say, is nowhere near perfection. It is, however, a good conversion of the Japanese PC Engine (a.k.a. NEC TurboGrafx-16) title revered as one of the best Engine games ever. Maybe

too good a conversion: The graphics, which pushed the Engine to the point of implosion, are rather bland on the SNES, and the music, which rocked on the Engine, seems lame on Nintendo's unit. The three-year-old *Super Castlevania IV* looks and sounds better. At least the gameplay is here—in particular, the semi-intelligent enemies that don't blunder into your whip. But when *Castlevania* makes the move to 32-bit systems (and you know it will), Konami will need to reinvent the formula like they did in '91. How about a *Castlevania* where you're the vampire? Now that would be cool.



The Dracula X classic PC Engine gets the conversion treatment.

SNES

MADDEN '96

GENESIS

Let's keep this short and sweet. *Madden '96*, to all intents and purposes, looks and plays as good as all of its predecessors. It's the new features that make this a newly-created classic. For starters, there are **LATERALS!**

All the bitching and moaning you and your buds used to do about how you couldn't toss the ball to another player is over. Also, there is a new bluff mode where you

can fake your opponent out while choosing plays.

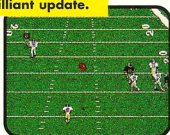
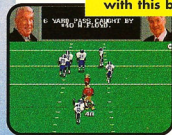
As if that wasn't enough, you can now customize players. In *Madden '96* it's how good you are at rapidly hitting the buttons and dodging obstacles that decides how good the player you create is. Also, you can now act as general manager; try your luck dealing with a salary cap. A great update of the classic because the all-important gameplay remains intact. Isn't that what it's all about?

EXCELLENT
9
VIDEO GAMES

SPORTS SIM • 1 TO 4 PLAYERS
PUBLISHER: EA • DEVELOPER: EA SPORTS
(415) 572-2787 • www.ea.com
PRICE \$59.99 • FIRST LOOK IN THIS ISSUE



EA stiff-arms the competition with this brilliant update.



ZOOP

SNES



The first caption they teach you in cliché school: *Zoop* is easy to learn, but hard to master!

Hey, here's a rarity: an addictive, easy-to-learn puzzle game that isn't a blatant knock-off of *Tetris* (*Dr. Mario*, *Columns*, et cetera). In the combination shooter/color-matching game *Zoop*, you move a triangle thingie (pardon the technical term) around the Center Square in the (duh) center of the screen. You fire the triangle at the colored shapes that appear along the edges of the screen before they shuffle into the Center Square. If the triangle strikes a shape of the same color, that shape is destroyed. If it hits a shape of a different color, the triangle assumes the new color and the shape stays on the

grid. The idea is to "zoop" enough shapes to reach higher levels and bigger scores. There are also a few power-ups to increase the fun—mostly bombs that destroy large groups of shapes. And, uh, that's it. Except I forgot to mention that the back-guards have been designed to mess with your eyes during play. Rather evil, if you ask me. The verdict: *Zoop* is

an above-average puzzle game that doesn't use fancy graphics to hide weak gameplay. It doesn't have the addictive qualities of, say, *Blueberry Pop-Tarts*, but few games do.

COOL
7
VIDEO GAMES

PUZZLE • 1 PLAYER

PUBLISHER/DEVELOPER: Viacom New Media/Hookstone Ltd.
(800) 469-2539 • (web site under construction)
PRICE: \$54.99

TOTAL ECLIPSE TURBO

PLAYSTATION

One of the first 3DO games released was *Total Eclipse*, a 3-D shooter from Crystal Dynamics that, while looking gorgeous, had the dual problems of sluggish gameplay and insane difficulty in the last five of the game's 20 levels. *Total Eclipse Turbo*, which is Crystal Dynamics' PlayStation debut, fixes both flaws of the original *TE*. The gameplay has been speeded up and the control has been tightened up, making for a more enjoyable play experience; the game gives you a password after every

group of five levels, so you don't need to play through 15 levels over and over only to lose all your lives on the 16th; and Crystal Dynamics has improved the graphics here and

there, particularly the sharp FMV. My only beef is that I suspect these improvements could easily have been done on the 3DO, since the original *Total Eclipse* was a first-generation title rushed to market. Of course, that won't stop Usenet dweebs from using the two games as "proof" of the PlayStation's superiority. The verdict: A fast-paced shoot-'em-up that doesn't take quite enough advantage of the PlayStation

SHOOTER • 1 PLAYER
PUBLISHER/DEVELOPER: Crystal Dynamics
(415) 473-3400 • (web site under construction)
\$54.99 • PREVIEWED IN OCT. '95 ISSUE

The 3DO shooter *Total Eclipse* gets a jolt of PlayStation power.



COOL
7
VIDEO GAMES

SOUNDBOARD

We like getting letters. So mail 'em to us! Send them to our new, luxurious art-filled offices: Soundboard, c/o VIDEOGAMES Magazine 8484 Wilshire Blvd, Ste 900 Beverly Hills, CA 90211

This month's envelope comes from Caleb Comstock of Magnolia, Texas. That's our old address in the lower left—we can't believe the letter actually got to us! Caleb writes, "Did you know your address is Beverly Hills 90210? I hate that damn show!" Them's fightin' words, Caleb. Besides, we've moved.



BROTHERLY LOVE

Dear VG,

I have included a picture of my sister that she looks so ridiculous that it needs to be published across the country so please print this it is the only picture I have like this and I would hate to see it wasted.

—Zack Fortney
Scottsdale, AZ

Instead of making your sister look ridiculous by printing her picture, we thought we'd make you look ridiculous by printing your letter as we received it, spelling and grammatical errors all intact. Funny how these things backfire, isn't it Zack?

UNSOLVED MYSTERIES

Dear VIDEOGAMES,

I lost my stereo A/V cable for my Super NES. Do you know how I can get a new one?

—J.W. Koebel
Wellington, FL



Swami Gabe knows all. Well, some. Actually, almost nothing.

Upon hearing of your plight, Swami Gabe went into a deep psychic trance in an attempt to locate your lost cable. According to him, it is under your bed, concealed under a pile of unwashed undies and discarded SeaQuest action figures. Of

course, Gabe has been known to be wrong. For more solid information on how to obtain Nintendo replacement parts, try calling the company's customer information line at 1-800-255-3700.

UNSOLICITED PRAISE

Dear crew of VIDEOGAMES Magazine, Last April I went to a nearby grocery store and found *TIPS & TRICKS* magazine. I didn't put it down for three weeks! It was the best magazine I had ever read! Two months later I went back, but this time I bought VIDEOGAMES and *TIPS & TRICKS*. I still haven't put them down! I'm convinced you're the best. People always say to give credit where credit is due, but you guys deserve so much credit you won't be able to get it all.

—Robert Pollack
Saugus, MA

Thanks, Robert. If only our friends at MasterCard and Visa felt the same way.

OH, BOY! ANOTHER MK3 LETTER!

Dear VG,

I read your August issue cover-to-cover and I noticed something wrong in the MK3 section. On Kano's profile it says, "Kano is thought to have been killed in the first tournament...." This couldn't be true, because in MK2, in Shao Khan's stage, you found Kano and Sonya chained down next to Shao Khan, and in Sonya's profile it says, "Sonya disappeared after the first tournament...." Something's up. Who should I blame, you or Ed Boon?

—Naked in New Jersey
Pennsville, NJ

As with everything else, just blame it on violence in the media. (Hey, it always works for Bob Dole.)

SEGA VENUS?

Dear Chris Gore,

I think your magazine has everything and is the best. I heard about the Sega Venus that is coming out after the Sega Saturn hits big. Do you have any idea when it's coming out, and what its features will be?

—Austin Rutkowski
Salem, OR

The Sega Venus will plug into your Sega Saturn, allowing you to play incredible new 128-bit games. Sega plans on releasing one or two of these games to coincide with the unit's launch, and then abandoning the Venus altogether so they can concentrate on their new 2,560-bit Uranus system. Okay, we're making all this up. But if it actually happens, you read it here first!

BAYOU BRUCE

Dear VIDEOGAMES,

I was wondering what the age limit is to work as an editor on your magazine. Do you guys

ever complain and have headaches from playing too long? Me too! I'd fit right in. And why don't you guys move your office to here in Louisiana? Hey, it's the only state with parishes instead of counties, and has a lot of parades and French food! Gotcha tempted?

—Bruce Ortego
St. Landry, LA

As with most jobs, potential employees of VIDEOGAMES must be at least 18. But none of us is setting foot in Louisiana, Bruce. We're just too scared of crawfish.

CAVEAT EMPTOR

Dear VIDEOGAMES,

Here's an ad for a product I'm dying to buy. It's a virtual reality viewer for my SNES or Genesis and it's only \$70. How can such a great product that everyone wants be so... cheap? I thought I'd ask for your opinion before buying it because you look out for your readers' interests.

—Kent D. Edmonds
Shelbyville, IL

"Virtual reality?" "Three-dimensional realism?" Yeah, right. Our guess would be that the product is so cheap because, well, it's so cheap. You get what you pay for. More importantly, do you really want to sit around looking like that dork in the ad?

Virtual Reality

3D Surrounding system

your get into a world which

allows characters to move with

realistic three-dimensional realism and

graphics activity you will have the

ultimate game. Wasn't that a 1/2

price you wanted. The outstanding

feature is your TV. Just plug one of

your Super Nintendo or Sega Saturn's

games into it and you're ready for

action! It's hot! The best part is that

you can change your game just

by holding simply by moving your

head. For example, characters that walk

off the side can suddenly be standing

right in front of you behind your

head. A pair of built-in speakers compares the

experience with great surround-sound. For both

adults and children, includes headset for 3D-adapted and game controller cables. Super

Nintendo and Sega Saturn compatible.

Includes 3D glasses.

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The VictorMaxx StuntMaster headset. Even DEVO would have thought this was lame.

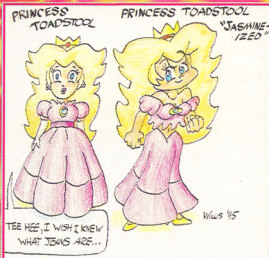
PUMP UP MARIO!

Dear VIDEOGAMES,

The kids who played Super Mario Bros. in 1985 are ten years older now, and would rather be fighting Sonya Blade than rescuing Princess Toadstool. I asked Nintendo to update Mario so that he could evolve with the demographics. Make it so when Mario changes into Super Mario, he doesn't just multiply his height by two, but explodes into a real Super Mario, buffed with muscles, humongous fists and a killer sneer. And don't forget Princess Toadstool. Why would a teenage boy want to rampage through eight worlds to rescue a princess who dresses like Pollyanna? Sheesh!

—David Willis

Why would a teenage boy fantasize about videogame characters instead of real-life girls? Sheesh!



David wishes Princess Toadstool were a bit more stacked.

POWER TO THE PEOPLE

Dear VG,

I was ecstatic to get the Nintendo I had been begging for, until I found out it would take an entire year's allowance to buy a single game! I know most kids were in my place when they got their Nintendos. They would bow their heads down in shame because they only had the mundane pack-in cartridge. How can the game tycoons ask me to blow 80 bucks on a game? Maybe we should organize a boycott. The higher-ups in the game companies don't seem to realize that some of us game players would like to go to college someday.

—Dustin Chase
Apple Valley, MN

High prices should seem all the more unacceptable as CD-based games become the industry standard. Old-style cartridges cost anywhere from \$5 to \$7 to produce, but CDs only cost around 60 cents. By the way, what's this "college" thing you refer to?

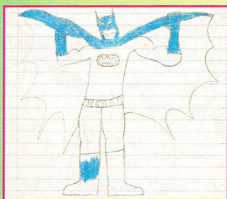
BATMAN FOREVER

Dear VIDEOGAMES,

On page 56 of your March 1995 issue, it said, "Who's the toughest superhero?" I think Batman is the toughest of all. Who do you think is the toughest?

—Artie McCormack
Guadalupe, CA

We think you're the toughest, Artie. Thanks for the picture, but couldn't you have at least finished coloring it in?



Batman—In Color! (well, partially)

32X OWNER GOES POSTAL

Dear VG,

What do a vacuum cleaner, a black hole and a 32X have in common? Give up? They all SUCK! After buying a 32X for my Sega Genesis and CD player, I thought I was getting a 32-bit machine. But what I got was shafted! Where are the games? 32-bit graphics? WHERE? I've played a total of three games in the past six months, and they were okay at best. I am NOT a happy camper, and I feel like I've been ripped off! Mr. Kalinske can stick his 32X up his...! Maybe the X in 32X stands for X-aggerated!

—Richard Real
Denver, CO

A lot of people share your frustrations, Richard, and we've forwarded your letter directly to our Sega rep. Happily, there's at least one bright spot on the 32X horizon: Virtua Fighter 32X. If you haven't already smashed your 32X with a rock, you'll probably want to check out this faithful arcade adaptation of the popular fighting game.

BEGGIN' FOR TICKETS

Dear VIDEOGAMES,

I was playing SNES the other day and thought how cool it would be to test out new videogames like you guys. I was just wondering if I could get two free plane tickets to come down and see how you do it. Thanks.

—Chris Perkins
Dearborn, MI

We've got a better idea, Chris. Seeing as how you live in a wonderful world where the streets are paved with plane tickets, how about you hop on a friendly flying dragon and come on down? We liked the picture of you kneeling before Gore—as you can see, it's strangely similar to what our offices look like on payday.



DEAR BETTY ASK ME ANYTHING!

Dear Betty,

You invite your reader to ask anything, so here goes: I'd like to know more about the woman that is Betty Hallock. Your peeves. Your fetishes. Your taste in food. What kind of underwear you wear (if any). Do you sleep in the nude? You know, just the basic stuff.



—Mark Coleson
Anchorage, AL

P.S. I wanna start a Betty Fan Club. What do you think?

Dear Mark,

Here it is. My peeves are: bad haircuts, overcooked pasta, being mistakenly called "Betsy," smudges on my glasses, lint on my black velour pants, mushy apples, clumpy nail polish, bad fighting games, people who won't get off the Virtua Cop machine... My fetishes include shoes, bagels, ear lobes, and plucking my eyebrows (I think it feels good). I like 100% cotton or silk underwear, preferably in black, pink or beige, but occasionally settle for nylon with cotton lining. Japanese food is my favorite, but I also really like Italian. I do not sleep in the nude. I love my flannel pajamas; I have a pair with blue stripes and a white pair with pink flowers.

P.S. A Betty Fan Club would stare me. In fact, you stare me.

Dear Betty,

My girlfriend and I have been going out for almost a year and a half. We're both almost 17. We're well behaved and get sort of good grades, but our parents still won't trust us alone together. How do we change their minds without sacrificing our dignity? Please help me out.

—Justin Leeper
Waukeasha, WI

Dear Justin,

Can't you tell your parents that you're going to the library or something? I hate to give you advice that might get you into trouble, but I don't see that you have much of a choice. Especially if this has been going on for a year and a half. If they don't meet your demands for a right to privacy, your only option is to get sneaky.

Dear Betty,

I'm very interested in buying the Sony PlayStation. I think that the line-up of software that Sony has scheduled for release will be tough to beat. Not only will the PlayStation blow away the competition in the hardware department but in the software department as well (except for the Ultra-64, but April 1 of 96... DAMNIT!!!). I'm especially excited about those Namco titles that are being made for the PlayStation such as Tekken, Ridge Racer and Air Combat. (YES!!!) I recently heard in a magazine that the PlayStation's 2-D capabilities are very limited. Why would a powerful system such as the PlayStation have limited 2-D capabilities? Can you please explain?

—James K.
Los Angeles, CA

Dear James,

I can't imagine why anyone would call the PlayStation's 2-D capabilities "limited." The Sega Saturn may have slightly better sprite handling and scrolling, but the PlayStation is already so powerful that it doesn't matter. Besides, 3-D is where it's at, baby. Or at least it would seem that way.

next month in

VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE



Virtua Fighter 2 Strategy Guide

Sega Saturn owners will be stampeding like herds of Virtua buffalo to get their hands on the smash arcade-to-console conversion of *Virtua Fighter 2*. Don't get trampled—pick up our next issue for a one-of-a-kind strategy guide that will help you K.O. even the surliest opponents!

Battle of the Systems

Sony! Sega! Nintendo! 3DO! Atari! Getting a headache? Take two *VIDEO GAMES* and call us in the morning—we'll compare the next-gen systems side by side, diode by diode, and tell you point-blank where you'll want to spend your hard-earned dough.

Sega's Secret Eclipse Project

We've got the low-down on Sega's expansion module for the Saturn and next month, so will you! We'll divulge everything about Sega's Eclipse, a planned piece of hardware so secret, the guy who leaked it to us was bound, gagged, and pelted to death with surplus 32X parts.

16-bit Ain't Dead Yet!

...And we're out to remind people of that fact! 16-bit technology is being utilized in groundbreaking ways to produce some of the coolest games we've ever seen. We'll show you the cream of the 16-bit crop in a series of features, First Looks, and reviews. Break into the cemetery and dig up your Genesis and SNES!

The Return of RPG Attack

Interplay enters the RPG realm with a vengeance, and Geoff Higgins, our 14th-level jockey master, will be there to tell the tale! (Assuming we can ever pry him away from *Civilization*.) Build up your hit points and prepare to join the bloody fray.

plus!

The mag continues to grow bigger and better, with more screen shots than human eyeballs were meant to handle, another huge Tips & Tricks section, and the latest news, opinions and general oddities. We're mutating into something bigger and better, and have no intention of stopping until we've taken over the world!



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