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VIDEO GAMES

THE GAMING MAGAZINE

FDC



MONKEY TROUBLE!
Nintendo's barrel of fun is back and better than ever in **DONKEY KONG COUNTRY 2!**

PLUS!
The ultimate fighting game?
ULTIMATE MK3

- VIRTUA FIGHTER 2**
- EARTHWORM JIM 2**
- TOSHINDEN 2**
- GARGOYLES**
- RESIDENT EVIL**
- MARVEL SUPER HEROES**
- WWF WRESTLEMANIA**
- TWISTED METAL**
- PLAYSTATION DOOM**
- SPAWN**
- WARHAWK**

December 1995 U.S.A. \$4.99
Canada \$5.99 U.K. £2.95
Display until



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Diddy's back and better than ever.

Fasten your seat belt.

This **monkey's** coming full throttle. Donkey




Torrential rain, bloodthirsty pirates, and now your ship is sinking...have a nice day.



Dixie twirls her ponytail to fly chopper style—talk about a buzz cut!

Kong Country 2: Diddy's Kong Quest™. Sleek, stylish and fully loaded. With

ACM graphics, 32 megs and so many **new levels**, it even outperforms last year's

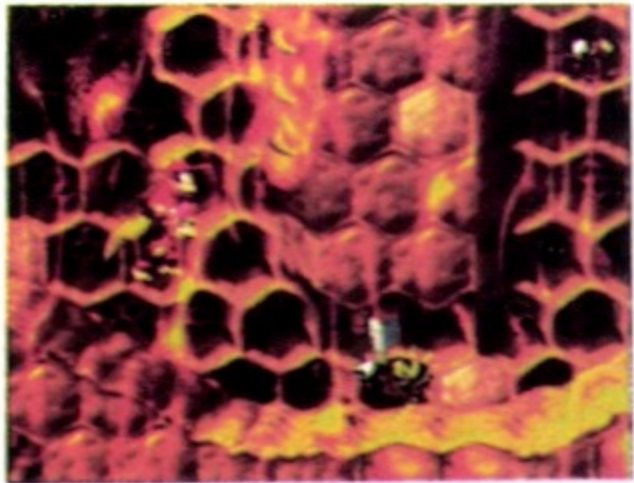
model. But don't take our  word for it. Let Diddy take you once around the park — sunken pirate ships, roller coasters, beehives. (Watch the **sticky stuff!**)



Guess who's back in town.

Or take his new pal Dixie for a spin — literally. This chimpette flies! There are other special

moves too, like the **Buddy Toss** (please kids, don't try this at home). We even threw in a bunch of multiple endings. But hey, what do you expect from the **biggest evolution** in history. Except another game that leaves everything else far behind. (Ever been behind a



Look alive! There's more hidden stuff than ever.



Now there are smarter Kremlings out to slap your monkey around. Ouch!

monkey? It **ain't pretty.**)

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 ENTERTAINMENT SYSTEM



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CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY ONLY ON 3DO P

BATTLESPORT ONLY ON 3DO STAR FIGHTER ONLY ON 3DO SNOW JOB ONLY ON 3DO

Sex. Drugs. Violence. Weapons. San Francisco. Men In Tights.



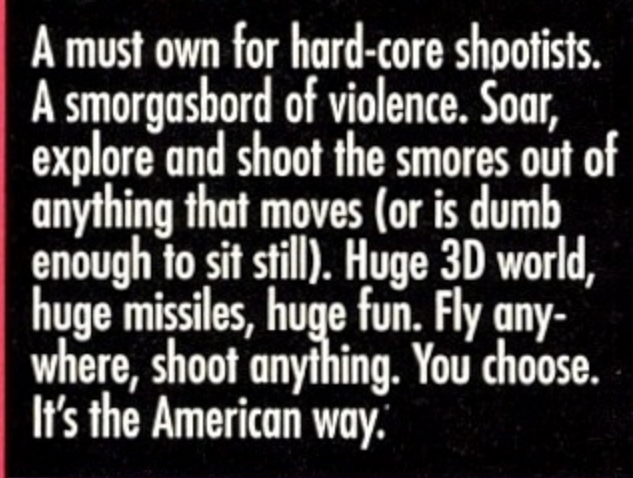
SNOW JOB™



Tracy Scoggins (*Dynasty, Lois & Clark*) is New York assistant DA Lara Calabreeze - the long arm (and legs) of the law. One of 20 suspects is out to snuff her. No wonder her fuse is shorter than her skirt. Guns, gangs, strippers. Quick. Somebody frisk me.



STAR FIGHTER



A must own for hard-core shootists. A smorgasbord of violence. Soar, explore and shoot the smores out of anything that moves (or is dumb enough to sit still). Huge 3D world, huge missiles, huge fun. Fly anywhere, shoot anything. You choose. It's the American way.

So what chaste champions of family values came up with this collection? The developers with a morally-high-fiber diet, Studio 3DO, that's who. Gaming geniuses that have generated more solid hits than the last Tyson fight.

See your favorite retailer or to order direct, call 1-800-336-3506 or look us up on the Web: www.3do.com



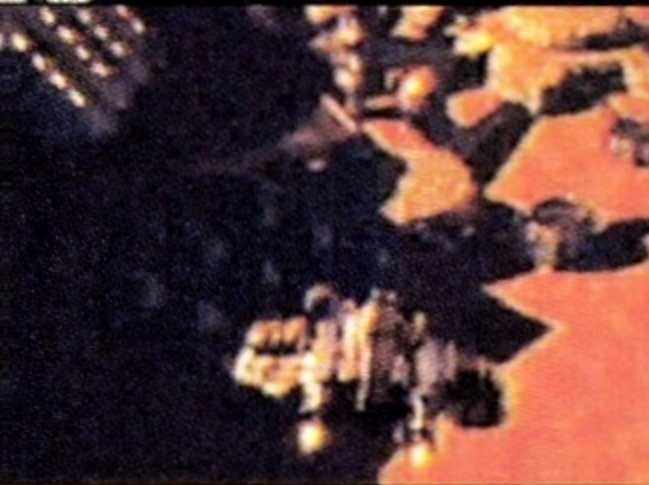
MORE WHOLESOME FUN ONLY ON 3DO

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TREASURE BY THE BAY ONLY ON 3DO

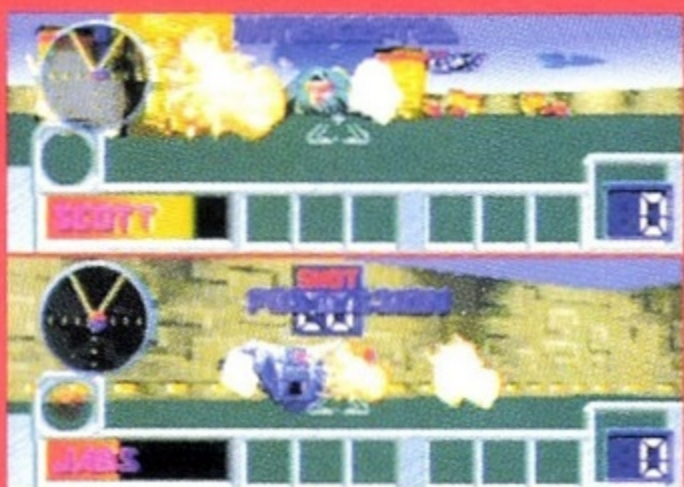
PHOENIX 3 ONLY ON 3DO BATTLESPORT ONLY ON 3DO CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY ONLY ON 3DO



PHOENIX 3™



Like great space combat and bitchin' weapons? So do we. As hero Derek Freeman, you must locate starships and brave pilots to fight some surly aliens. Of course, that entails shooting the green snot out of them. Can't we all live in peace and harmony? In a word, no.



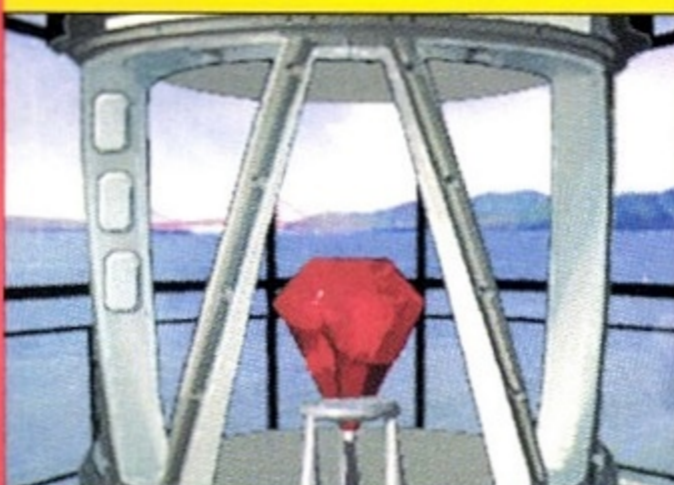
BATTLESPORT™



Arena football meets General Patton. You choose a tank. You load up on firepower. You enter the arena. You try to score goals while opponents try to blast you to hell and back. It's a sport where a cup doesn't offer much protection.



GOLDEN GATE: TREASURE BY THE BAY™



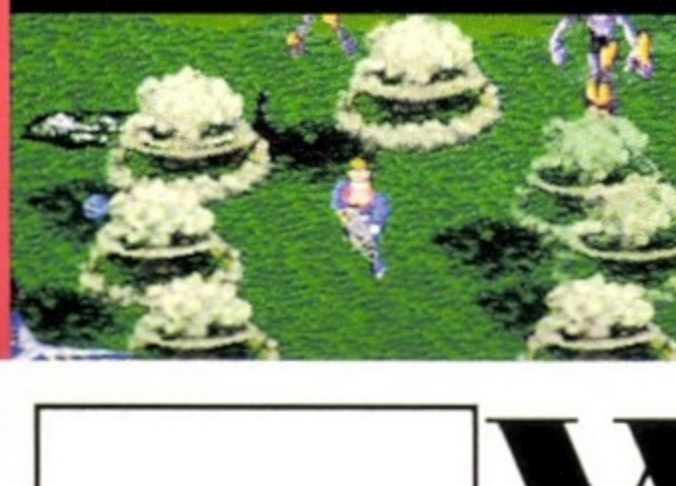
Someone left more than their heart in San Francisco. It's hidden treasure, and no Tony Bennett around to help you locate it. Decipher puzzles, scour for clues amongst the 3000 beautiful watercolor images of the City by the Bay. Like MYST? You'll love this.



CAPTAIN QUAZAR™



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JOB ONLY ON 3DO CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY ONLY ON 3DO

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ONLY ON 3DO CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE

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WE GOT IT. THEY DON'T.

C a n y o u c o n n e c t t h e d o t ?



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

JAGUAR™

64-bit • \$149*

The best graphics in the known universe. Twice the bits for half the price. And over 40 brain-scorching games to choose from. If you still don't get why the Jaguar's a better deal, take two smart pills and call us in the morning.



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



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DOON KONG

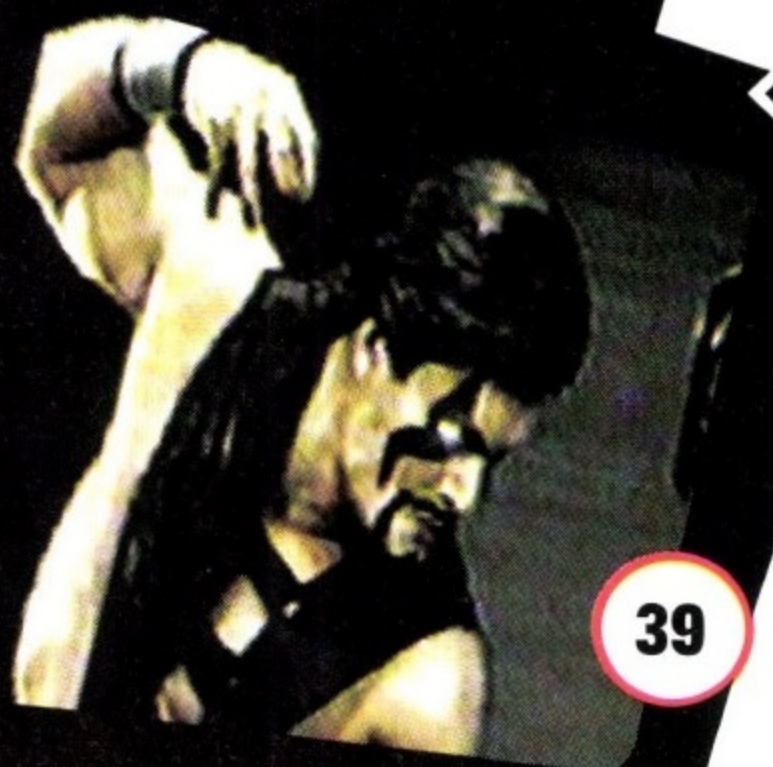
DEPARTMENTS



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Do we really need all these platforms? Chris Gore tries to sort out the confusion and stop the voices in his head!

14 **PRESS START**
16-bit gaming is alive and kicking! We'll show you what SNES and Genesis games to watch for in the coming months. After that, take a look at the insane carnival that is Dan's Dream Game Gallery, peruse the news on new hardware and marvel at the ultra-cool *Street Fighter RPG*.



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26 TIPS & TRICKS

It never hurts to have a little help from your friends at VG.

Since we love you so much, this month you'll get SIX WHOLE PAGES of *Mortal Kombat 3* tips. That's six pages, ma! It'll blow you away! There's also two pages of tips each on *Killer Instinct*, *Tekken*, *Battle Arena Toshinden*, a slew of new stuff on *Daytona USA*, and some goodies for *Panzer Dragoon* and *Pebble Beach Golf*. Cool!



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44 FEATURES

Arcade Crazy In the Crescent City!

Twice a year, arcade game manufacturers show off their new games at the AMOA convention. VG went all the way down to New Orleans to check it out and we brought back some crawfish and some great news about arcade games yet to come.



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We give it up on games yet to come!

Tons of pictures means an overdose of eye-candy for you! This section is so sweet, it'll send you into sugar-shock.

Missile Command 3-D, Ruiner Pinball, Baldies, Arena Football, Phase Zero

JAGUAR

Lost Eden

3DO

Virtua Fighter 2, Skeleton Warriors, Corpse Killer, Wing Arms

SATURN

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ARCADE

Resident Evil, Warhawk, Doom, Mystaria, Twisted Metal

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SCOUTING REPORT 80

Geoff Higgins puts on his scouting cap and checks out the new talent

This month, Geoff bites off a big hunk of bubble-gum chew and checks out WWF Wrestlemania for the PlayStation and Saturn, the new Quarterback Club games for Genesis and SNES, and High Velocity for the Saturn.

POWER REVIEWS 84

What's hot, what's not, and some stuff we're not sure should even exist.

The straight dope on Doom, Twisted Metal, Warhawk, Alone in The Dark, Separation Anxiety, Mansion of Hidden Souls, Earthworm Jim 2, Porky Pig, AD&D Deathkeep, T-Mek, Scooby Doo Adventure, Tekken, Philosoma, Wolfenstein 3-D, WWF Wrestlemania and a truckload more!

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SOUNDBOARD 96

The dark, slimy underbelly of the gaming world. Ah, we're kidding, it just sounded cool.

Freaky kids from North Carolina, consumers rage against monolithic insurance companies, proposals for new MK characters, somebody begs us to send them a free Killer Instinct cart and our sarcastic responses to one and all. What a way to close an issue! Can Sony Imagesoft's new sports games rule the PlayStation?

80



The flying is so realistic,
it'll actually create

a sonic boom.

(In your shorts.)



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SONY



not included.) Your mission, should you choose to accept it, is to battle the madman Kreeel through six different 3-D worlds before he grabs enough red mercury to destroy the universe. With Swarmer missiles, Plasma cannons and Doomsday bombs, you've got more firepower than a state militia. And you'll need it, because while tanks are shelling you from the ground, bogeys are swarming all over you in the air. Just don't throttle back too fast. Or you'll wish you'd brought along an extra pair of boxers.

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CIRCLE #104 ON READER SERVICE CARD.

INPUT

STOP THE MADNESS!

Do we really need so many platforms?

Why do we need so many game platforms? I asked myself this question the day that the PlayStation was released. While looking at a shelf full of games it was quite plain from the display that many of the titles cross over between the PlayStation and the Saturn. Acclaim has released most of its next-generation games for both of these systems—so you can get *Street Fighter: The Movie* in either a black Sony PlayStation box or the white Sega Saturn box—and the game itself is virtually identical.

“...couldn't VIRTUA FIGHTER have been made for the PlayStation?”

Obviously each has great titles exclusive to its platform but couldn't *Virtua Fighter* have been made for the PlayStation? Couldn't *Jumping Flash* have been done for the Saturn? Why isn't there just one game system that developers can make titles for? The main reason is greed. The hefty license fees that third parties pay to Sony, Sega, Nintendo, 3DO and Atari account for a good chunk of the cost of releasing a game. Games would be

cheaper if third parties did not have to pay these fees, which range from four dollars to close to twenty. *That's* why games cost so much money. Have you noticed that PC games are a lot less expensive than console games? Many game companies are seriously considering the PC as the development system of choice—there's no license fee to pay at all and if the game is a hit, it can be easily ported to any of the CD-based console systems. The playing field is now level. With Sega's recent price drop for the Saturn, all you need is 299 bucks—that's exactly what it costs to get either a Sega Saturn, a PlayStation, a 3DO or a Jaguar with a Jag CD.

But which one do you really need? Perhaps the leaders at Sega, Nintendo, Sony, 3DO and Atari get together and decide on a format. It would not only save a lot of money, it would make things a lot less confusing for gamers.

—Chris Gore
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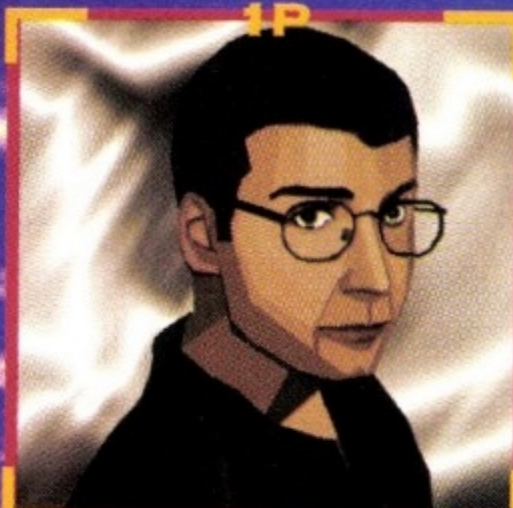
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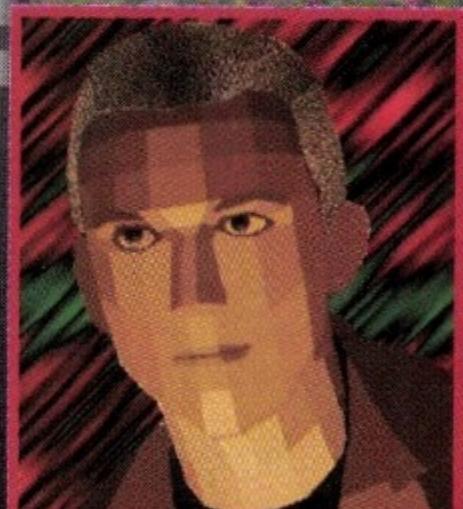
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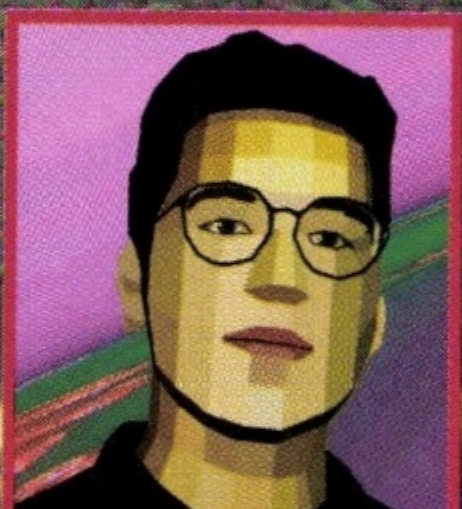
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PARTING IS SUCH SWEET SORROW.

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SUPER NES®

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PRESS START



DON'T BURY ME, I'M NOT DEAD YET!

16-BIT LIVES

From all the fuss over Sega's Saturn and Sony's PlayStation at VG, you'd think that we'd forgotten about you Genesis and Super NES owners out there. Hardly!

While there might be a few hundred thousand Saturns and PlayStation's out there, there are still millions of 16-bit systems. That's millions, man, and the odds are good that you're a proud owner of one of them. It's true that most developers are aiming their sights at

the 32-bit market, but many of them are still keeping the torch burning on the 16-bit frontier. In fact, this might be the best time ever to be an owner of a Genesis or a SNES. Games are getting cheaper by the second and you can find used games for as low as ten bucks in a lot of places. It's the perfect time to try out any titles which you might have passed over before. There are hundreds of games out there for each of the two big 16-bit systems, so you could be old and grey before you've played all the good ones.

The best news about the 16-bit systems is that there's still a ton of new games waiting to be released. No kidding! Not only are they brand spankin' new, they're also cool. Many of these games are the best ever seen on 16-bit. If you don't believe us, check out *Earthworm Jim 2*, *Donkey Kong Country 2* or *Vectorman*, to name a just few. Obviously, the 16-bit systems are far from dead, and as a service to you, our readers, here's VG's guide to what's new and awesome in the worlds of the Genesis and Super NES.

SUPER NINTENDO

DONKEY KONG COUNTRY 2 (Nintendo)



Diddy's Quest does what most gamers considered impossible: it improves on what was possibly the most beautiful 16-bit game ever.

SUPER MARIO RPG (Nintendo)



Put platform games aside and quest through Mario's world in this isometric RPG.

SUPER MARIO WORLD 2 (Nintendo)



Will this be the biggest 16-bit game ever? Fans have been waiting for this for a long time and, by golly, it's great!

BREATH OF FIRE 2

(Capcom)



RPG sequels are a safe bet, and when it's a sequel to one of the best RPGs ever, it's a sure one.

MEGA MAN X 3

(Capcom)



Mega Man X 2 was a smash and this one's more of the same solid platform action.

SPAWN (Acclaim)



Todd McFarlane's dark avenger weaves his wicked web!

SEPARATION ANXIETY (Acclaim)



Another adaptation of a Spider-Man storyline from Acclaim, but this time around it's good.

GENESIS VECTORMAN (Sega)



A totally amazing platform adventure for the Genesis that defies description.

NIGHTMARE CIRCUS (Sega)



This gothic platform/action game will send chills down your spine.

EARTHWORM JIM 2 (Playmates)



What else can we say about this game except GET IT!

MUTANT CHRONICLES (Playmates)



Do you have what it takes to become a Doomtrooper? Suit up and blast your way across the galaxy!

WATERWORLD (Ocean)



A soggy saga based on the most expensive movie ever made.

WWF WRESTLEMANIA (Acclaim)



The arcade game kicks butt and this adaptation does the same.

CUTTHROAT ISLAND (Acclaim)



Play as the Queen of Pirates and buckle your swash in this adventure on the high seas.

TOY STORY (Disney Interactive)



They're toys! That's the story! Disney Interactive adapts the eye-popping movie.

GARGOYLES (Disney Interactive)



The cartoon is totally awesome and the game faithfully adapts its dark mood.

NEW HARDWARE



PCL 300

Have you ever been sitting in the woods, feeling sad and lonely, with just a Gameboy or a Lynx to bring cheer to your heart, only to find that it's too darn dark to see the screen? Well, your gloomy days are over, thanks to the PCL 300 from ASF Associates, a portable lighting system for all hand-held computing applications. As the box boasts, it's the "productivity-boosting tool for mobile professionals." You'll feel just like a mobile professional when you use it, 'cause it looks so nifty.

The PCL 300 is a modular lighting system that attaches to all sorts of gadgets, including hand-held gaming systems. It has a four-direction head which ensures that your gaming area will be bathed evenly in its warm glow; a DC/car lighter converter and a dimmer switch for those romantic nights; a tough-as-nails, resin-based material for durability; and a sleek, futuristic design that'll make you look cool. And if you ever decide to grow-up and get really digital, you'll be able to use the PCL 300 for all your portable computing.

VFX1 HEADGEAR



Have you ever wanted to look like a cyber-bug? Does the idea of being a "cyberpunk" set your neurons in motion and your brain to fantasizing about surfing cyberspace? Do you simply want to play games like DOOM and DARK FORCES the way they were meant to be played—like an insane bat out of hell? If you answered, "Yes!" to any of the above questions, you have to check out the VFXI Headgear, the amazing immersive headset by Forte Technologies. For the moment, the VFXI is only available for PCs, but in today's booming console market, it's only a matter of time before it comes to the Saturn and the PlayStation. The VFXI is an ergonomic (that means it looks great on your head and feels good too) virtual reality headset which allows gamers to do everything but order pizza. The stereoscopic display is clearer than a forest lake, its head tracking is mercury-quick and smooth as a stick of butter, it possesses a microphone for communication with other players, and it simply

looks darn cool. Forte is also developing a 3-D gun and vest which company vice-president Brad Craig describes as looking something like, "A combination of STAR WARS and STAR TREK." The vest will apparently allow you to "feel" the hits your character would take in a game like DOOM and it will also have a device to track the movement of your spinal column, a feature which will be useful in 3-D shooters which allow you to crouch. The gun will be used for obvious purposes. Is your appetite for VR growing? Don't worry, we'll update you on upcoming Forte products as we get the news.



If Ignorance Is Truly Bliss,

CAPTAIN QUAZAR



You're Looking At The World's Happiest Guy.

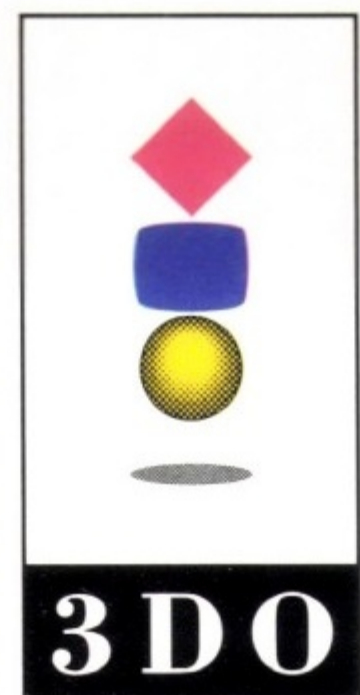
Just who are the Captain's legal guardians? The demented designers at Studio 3DO, of course. Who else would crossbreed a muscle-bound hero and a mental midget, then give him a loaded weapon? To find out what else they've got tucked in their tights, see your favorite retailer or to order direct, call 1-800-336-3506 or look us up on the Web: www.3do.com



He believes in truth, justice and that Elvis is alive and pro wrestling is real. He's Captain Quazar™, with a body of solid rock and a head to match — and he's only on 3DO®. Brandish big weapons, shoot big criminals, and get a big...bonus from the Intergalactic Police!



Outstanding, action-packed gameplay. Simultaneous two-player shooting with tons of targets to blast. Explore 10 big levels on 3 crime-infested planets. Each world challenges you with new missions and a bevy of drug runners, terrorists and felons.



WE GOT IT. THEY DON'T.

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PRESS START PRESS START

NEWS



NEWS FROM THE ZONE

STREET FIGHTER: THE RPG

So, you think you know everything about the world of *Street Fighter*? Sure, you know Blanka's approximate age, Cammy's height, and the name of Ryu's father, but how much do you really know about the dark world of street fighting? If your thirst for knowledge is all-consuming and you're a fan of role-playing games, then you have to pick up the *Street Fighter RPG* and its rapidly growing list of sourcebooks and supplements. No, it's not an RPG for your SNES, it's a paper "storytelling" game in which one person takes on the job of telling the tale and the players create characters who shape it. Published by White Wolf Game Studio, a super-cool game and book company based in Georgia, *Street Fighter: The Storytelling Game* allows you to create your own world warrior (or play with one of your old favorites) and have adventures in the world that Capcom created. It's completely open-ended, so anything you can think of can happen. The only limits on the game are those imposed by your own imagination. Here's a sampling of the latest *Street Fighter* sourcebooks published by White Wolf:

SECRETS OF SHADOLOO

Everything you ever wanted to know about the deadly land ruled by Bison. From the darkest alleys to the most notorious denizens, it's all here.



STREET FIGHTER CONTENDERS

Need some inspiration for your own *Street Fighter* character or in search for some new blood? Fifty of the baddest of the bad are contained herein.



STREET FIGHTER PLAYER'S GUIDE

Takes the art of street fighting and lays it bare. New styles for your character to learn, the secrets of cybernetics, and information on tournaments, arenas, managers, and senseis will be at your disposal.

THE PERFECT WARRIOR

This prepackaged adventure for *Street Fighter: The Storytelling Game* challenges you to defeat the ultimate evil, a force so nefarious that once it achieves its goals and learns the ultimate fighting technique, nothing will stand in its way.

Mosey on down to your local game shop or write White Wolf at the following address and give their games a look. You won't be disappointed.

White Wolf Game Studio, Suite 100
Clarkston, GA 30021

M2 Accelerator Is Coming!

M2 64 BIT It's a mega adapter that'll supercharge your Panasonic REAL™ 3DO™ System into a 64-bit monster. And check this out! You can still play your 32-bit library!

Hot New Titles!

3 Mortal Kombat 3 is coming in April! Updated with new locations, characters and carnage. And it's new for 3DO - exclusively from Panasonic.

GOOOOOOAAAALLL!!

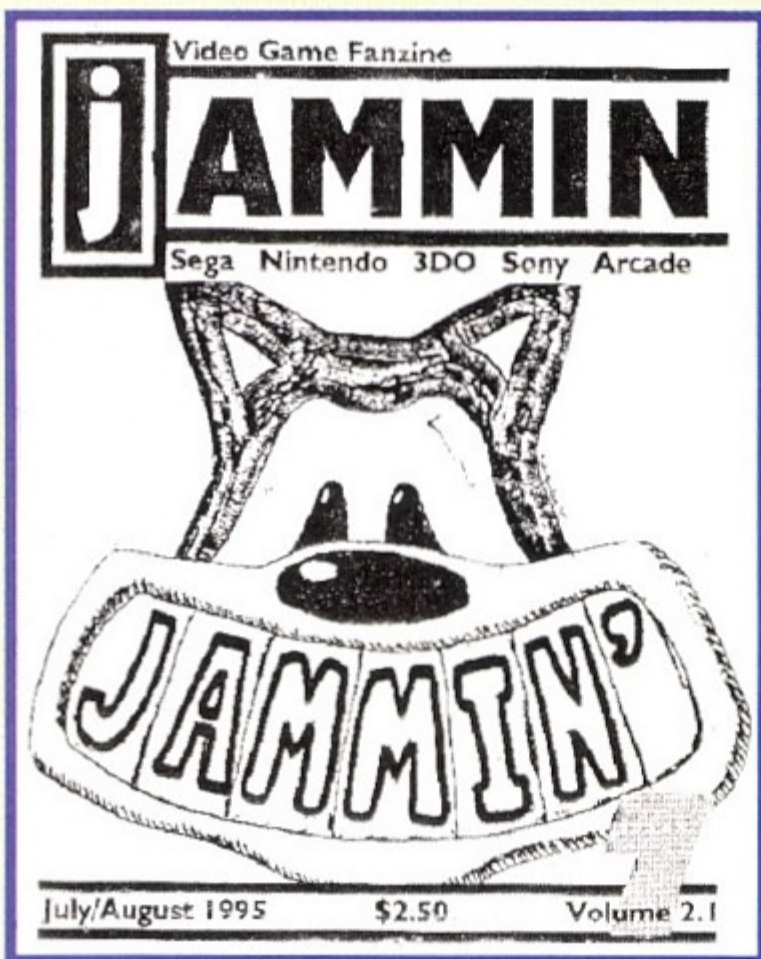
Olympic Soccer Scores Big! Pick a country and battle the best for the gold. First in a series of Olympic titles coming soon. Olympic Basketball and Olympic Games Volumes I and II are also on their way!



Panasonic
Software Company

ZINE ZONE

'ZINE OF THE MONTH



JAMMIN'
 Mike Histen, Editor
 PO Box 963
 Scarborough, ME 04070-0963
 \$2.50 (Well worth it!)

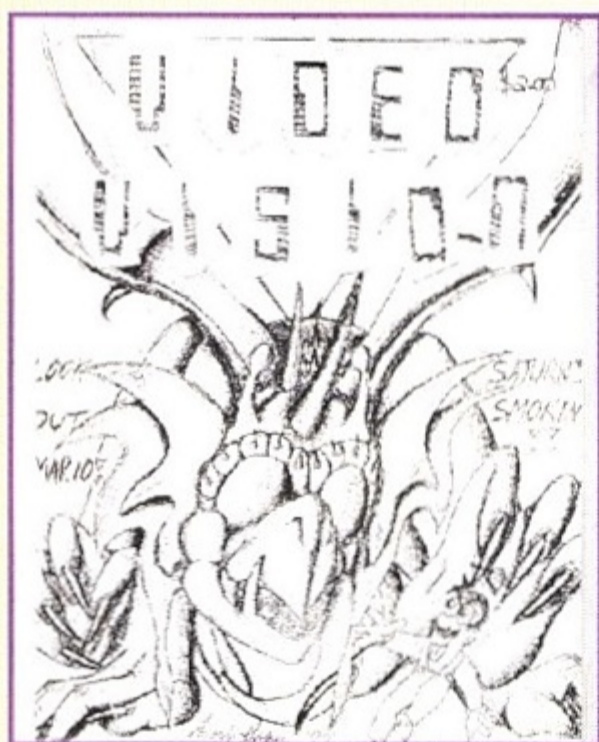
Wow. I'm thoroughly and completely blown away by the amount of effort that went into this 'zine. **Jammin'** is 31 pages thick and would probably take the average reader a month or two to fully absorb. Yes, it has that much info in it. Editor Mike

Histen believes in doing things right, if issue seven of **Jammin'** is anything to judge by. He and his team of writers have assembled an amazing amount of information on tons of games, including extensive reviews of **Virtua Fighter**, **Panzer Dragoon**, **Ogre Battle** and **Earthbound**; a ton of sports games and quite a bit more. In addition to its well-written and informative reviews, **Jammin'** contains extensive sections on 'zines, news, rumors, reader mail, and music. Mike even reviews one of my favorite albums of the year, Portishead's **Dummy**. A fanzine editor with taste? Unheard of! This is an amazing 'zine and should be an inspiration to other faneds.



SNES GAMING
 Rich Wigstone, Editor
 770 Concord Lane
 Hoffman Estates, IL
 60195-1835
 SNESGaming@aol.com
 Two Whole Bucks

As the name implies, editor Rich Wigstone's 'zine is mainly concerned with all things Super Nintendo, but he does take time out from his SNES reveries to deliver the goods on Nintendo's Virtual Boy. Where do you start with such an incredible, informative 'zine? Well, first off, **SNES Gaming** just looks fantastic. Rich is responsible for the layout of this 'zine as well as its editorial, and from the looks of it, he's been spending a lot of time getting up his chops on Quark. The layout is crisp and smooth, making the 'zine a treat to read. His game reviews are informative and in-depth, in addition to having the most complicated set of criteria I've ever seen. This issue features reviews of **Ogre Battle**, **Power Rangers: The Movie**, **Primal Rage**, and a viewpoint on the **Virtual Boy**, but the coolest thing in it is the Killer Instinct Contest! Rich is offering a free copy of the game to whoever writes the best review of a selected list of SNES games! Heck, I might even enter!



VIDEO VISION
 Jared Jones, Editor
 4602 Chiswell Dr.
 Richmond, VA 23234
 \$2.00

Hmm. It's my opinion that there's something strange in the water in Richmond and Jared Jones has been really thirsty lately. **Video Vision** is a product of Mr. Jones's labors and, as such, it should be

applauded, but I still don't know if I could recommend his 'zine. What's wrong with it? A lot. First of all: Jared, learn how to use a period, for God's sake! Every single review in **Video Vision** is broken up by a succession of badly placed commas and it eventually starts to read like one of those religious tracts you'd find at a bus stop. Another source of annoyance is one common to the 'zine world: the phenomenon of over-excitement. Okay, let's say that I'm excited about something I'm writing about. For example: "The PlayStation is cool!" One exclamation point. One. I'm excited. This is how Jared would write that sentence: "The PlayStation is cool!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!" Shiver me timbers, kid, you're crazy! Also featured in **Video Vision** are articles about how cool the Jaguar is (even though Jared admits he's never played it), and two separate reviews of the new Michael Jackson CD. Be afraid, be very afraid.



GAME MAG
 Jonathan Ratcliffe, Editor
 9004 Bayless
 Liberty, MO 64068
 \$1.50

The content of **Game Mag** is as utilitarian as its title. Nothing really fancy, just a game mag.

Jon includes all of the normal fanzine sections like reviews (**Ogre Battle**, **Judge Dredd**, **Stargate**), 'zine reviews, retro reviews, and a nifty pocket-sized **MK3** moves list. While Jon's 'zine may be a bit dry and plain, he still puts enough info into each issue to make it a worthwhile read. And although Jon might not be a very accomplished writer, he still gets his point across and has a good attitude towards fandom, and that's what it's all about, isn't it?

Still more stuff they made us say. WARP and D are trademarks of WARP Inc. © 1995 WARP Inc. All rights reserved. 3DO and The 3DO logos are trademarks of the 3DO Company. The REAL ZONE is a trademark of the Matsushita Electric Corp. of America.

"THE
LUCKY



ONES

ARE

DEAD."

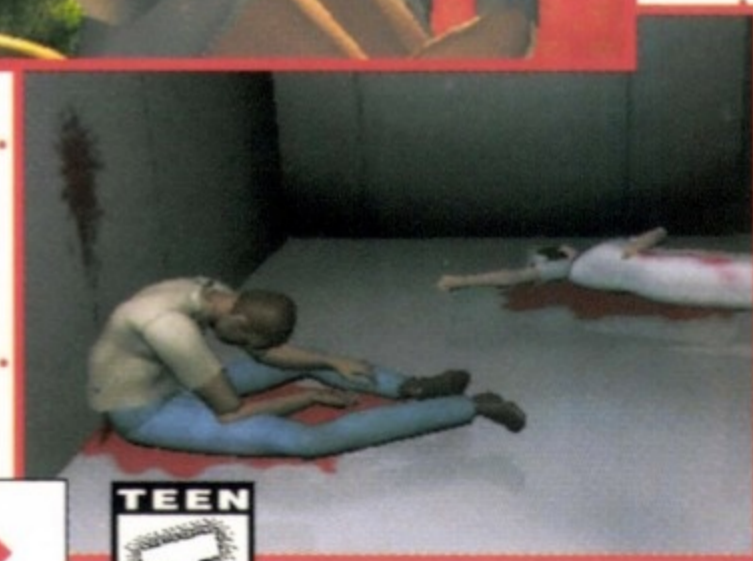
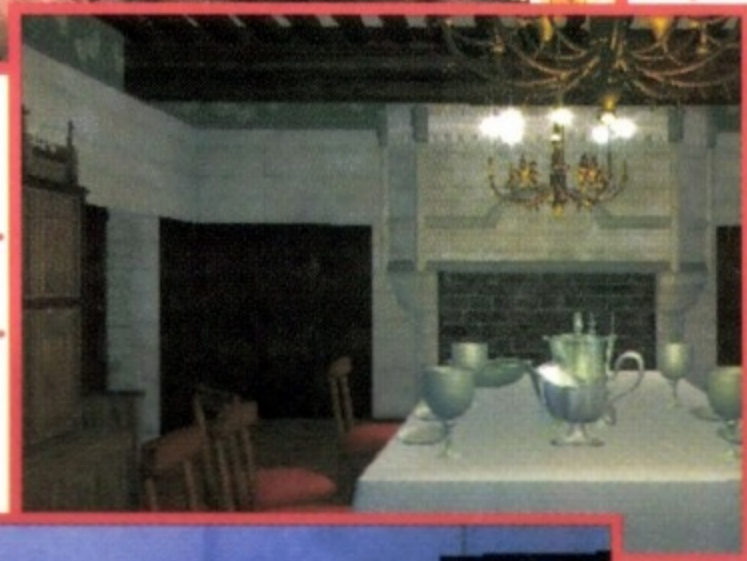
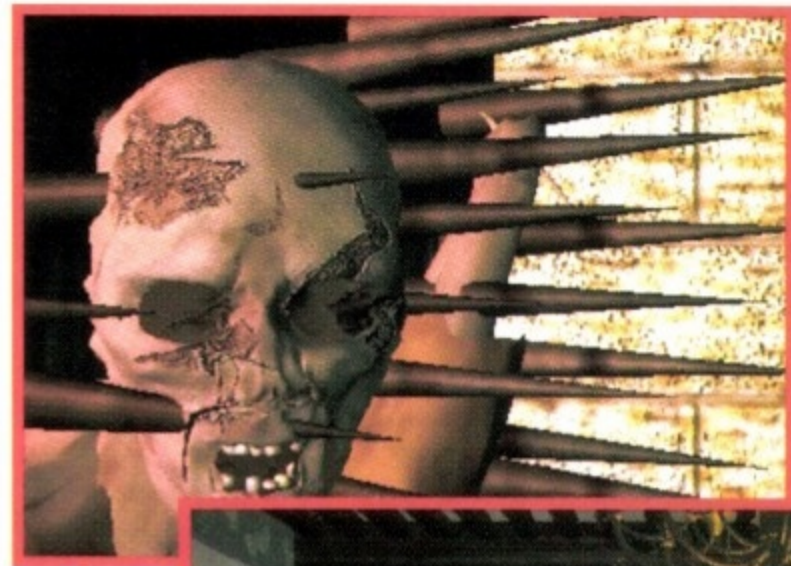
An Experience from the REAL 3DO Zone™, Dave "Bungee Boy", PA

D



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

HOOK UP WITH YOUR NEAREST 3DO DEALER OR CALL: 1-800 332-5368



Panasonic
Software Company

DAN'S DREAM GAME GALLERY

You Dream Gamers out there are a crazy lot. If the letters we've received for inclusion into our gallery are anything to go by. It's as if VIDEOGAMES turned over the soil of our readers' fertile minds and uncovered a lot of shiny, slimy, black bugs that feel good when they crawl over your fingers. We've received everything from humble black-and-white drawings depicting obscure new platform games about ants to full-color masterpieces describing new MORTAL KOMBAT characters. It's amazing what you'll do when somebody asks you to be creative. We love it! Keep those dream games coming!

This issue's star "Dream Gamer" is Jimmie "Phunky Rap" Degree from Shelby, NC. While we doubt that "Phunky Rap" is his given name, we're sure of one thing: This kid has talent to spare. Most of the ideas we get for new MK characters are, to put it simply, lame. Lame! Jimmie's character, a chap named Sintagrate, would fry your butt if you mentioned the word in his presence. Check him out:



Sintagrate is wearing a Devo energy dome!

Sintagrate is a distant cousin of Sub-Zero's, but he's as hot as his cousin is cold. His special moves are flame throw, flame cone, hat shield and slide kick. One of his fatalities is the radiation kill, which makes sunrays melt the skin and bones of his opponents. A truly nefarious (and quite modern) torture technique.

J.M. Merchant of El Paso sent us a three-page letter describing a new PRIMAL RAGE character (some sort of mutant shark or something like that). That's it. No crayon-scrawled picture, no photo of himself in a funky cos-

tume, no nothing. Just a long letter. And to top it all off, he had the nerve to waste half of a page at the end of his letter begging for us to send him a Primal Rage game for his Genesis. Forget it, pal. We don't like Dream Games without pictures and we definitely don't like whiners. Get a job!

One of the things we look forward to is receiving letters from our own surrealist, Lanre Asuni. We have no idea how old (five years? eighty years?) or what gender Lanre is (he? she? it?), but inside "its" head rests a powerfully weird mind. Check out "its" latest Dream Game, The Wide Chase:

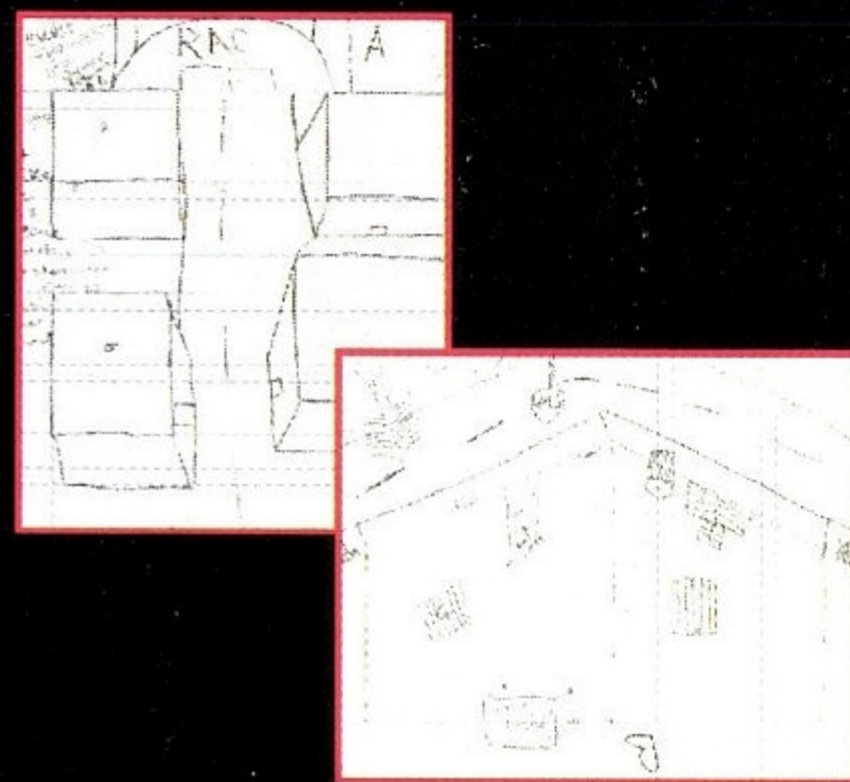


What the heck's going on here?

The text on the picture reads: "Hi! I am Sylvester and I am coyote. The Wide Chase game. If you beat all the levels the prize will be the Wide Chase 1, then 2, then 3. That is all the game for, this so remember to eat a bird and a mouse and there's bonus levels for you."

Ya gotta love this kid!

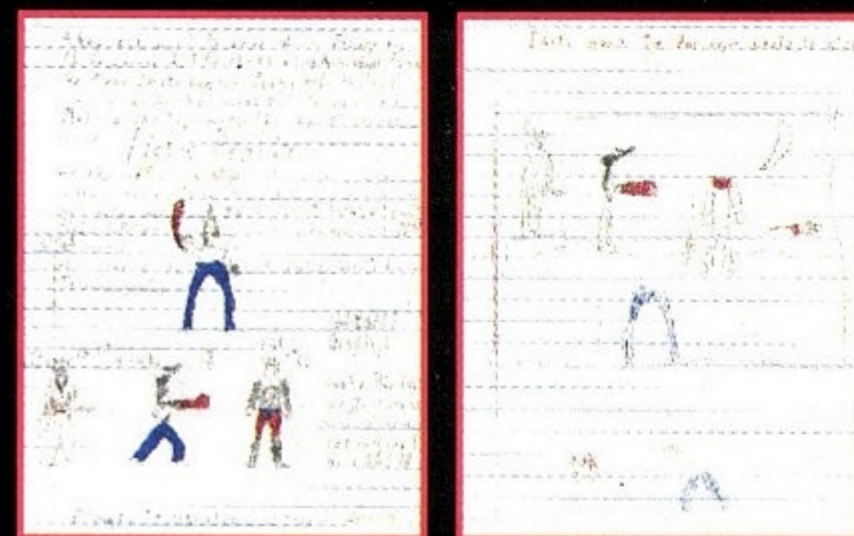
Shane Stines' game is all about urban crime and fighting with an organization called RAC Resistance against the forces of inner-city evil. Here are his incomprehensible drawings:



Huh?

Shane says that your ultimate goal in his game is to establish a "New World Order". I'm not making this stuff up!

I don't have any clue as to what this game is about:



Very interesting, I think.

In his letter about his game Fist Brothers, John Black mentioned something about his Grandma passing away in March. Sorry, kid.

And now a word from the legal dudes - Scramble Cobra is a trademark of PACK-IN-VIDEO Co., Ltd. Created and developed by GENKI, PACK-IN-VIDEO Co., Ltd. The REAL ZONE is a trademark of the Matsushita Electric Corp. of America. 3DO and the 3DO logos are trademarks of The 3DO Company.

"I'M GONNA FORCE FEED



THESE CLOWNS

A FEW TASTY

MISSILES."



3DO



An Experience from the REAL 3DO Zone™, Gerry "Peppers", NJ

SCRAMBLE COBRA



"I'm briefed, fueled up and ready for patrol, baby. Yeah, it's 0800 and I'm flyin' the not-so-friendly skies. Hey, I'm huntin' for some desert rats to waste, gonna score a few enemy fighters pronto. This ain't no Sunday afternoon stroll. We're talkin' 10 insane missions that gotta be followed to a T. Or yours truly will be pushin' up desert daisies. But hey! Not a problem. Gerry's on the stick. Over and out." ■



HOOK UP WITH YOUR NEAREST 3DO DEALER OR CALL: 1-800 332-5368

Panasonic
Software Company

the GORESCORE

Industry News You Can Trust

The news keeps on coming! There's one sure prediction I'm willing to make for 1995—more money will be spent this holiday in the interactive games industry than any previous Christmas season. The great first-weekend sales of the PlayStation was encouraging news for the industry as a whole. Electronics Boutique reported that the day the PlayStation was released was the biggest money-making day in the company's history. The good news is that gamers are ready to take a chance on a new system and are spending money. (I guess we'll all be safe in our jobs next year.) For the latest and hottest news anywhere, keep reading....

SEGA SATURN HITS THE INTERNET

According to sources within Sega, there will be an "internet solution for the Saturn." What they mean by this is that Saturn owners will have access to the net via their 32-bit systems, with a keyboard and modem basically turning the game system into a computer. Whether the Saturn will be used for communicating on-line or for net gaming, like the X-band, remains to be seen. Meanwhile, Sega's Eclipse project, a planned 64-bit accelerator for the Saturn, is merely a proposal on paper at this stage. Sega is considering whether it should remain in the hardware business or focus its efforts on software only.

THE ELECTRONIC ENTERTAINMENT EXPO GEARS UP FOR '96

The E³ show is already getting into high gear. Sega will get a prime position at the show, which will be held in Los Angeles on May 16-18, 1996. There will be an extra hall at this show—the north hall—and the show will be at the Los Angeles Convention Center. The industry is being polled about the following cities for the 1997 E³ show—Atlanta, Chicago and New Orleans. Hey, which city would you rather have the show in, and why?

SEGA COIN-OP HAS A SECRET

The AMOA show in New Orleans (basically this is the CES of arcade shows) saw the debut of lots of hot new arcade games, including Sega's *Virtua Cop 2*, *Indy 500* and more. (See our full arcade coverage on pages 44-47.) Capcom unveiled its 2-D Marvel Superheroes game to a drooling audience of arcade freaks. The game plays as well as any of Capcom's big arcade hits like *Street Fighter II* or *X-Men*. It was rumored at the show that Sega has its own Marvel Superheroes game in the works. The difference with Sega's version, however, is that the heroes are 3-D like those in *Virtua Fighter 2*. Can you imagine it? "Hulk will smash!" Sega would have a huge hit on their hands if this rumor proves to be true.

3DO AND SEGA TEAM UP IN JAPAN

Look for a strange piece of hardware—in Japan only—that will play Sega Saturn games and 3DO titles. The hardware is designed to play Sega Saturn, 32-bit 3DO titles and 64-bit M2 3DO software. This super game system is only scheduled to be released in the Japanese market so far.

GAME COMPANIES MAKE PC TITLES

While the fierce battle rages on over which system will dominate, the home computer is slowly emerging as the game system of choice. Indications that the PC is taking over can be seen by the following trends: The day that Windows 95 hit the stores, over

one million copies were sold. Not one of the next-generation systems has reached an installed base this high yet. Also, many third-party developers are putting their development behind the PC first and then considering which game systems to port over to. And in a very bizarre move, Sega, Sony, Atari and 3DO have all announced that they'll be porting games from their systems to the PC. Expect to see *Daytona USA*, *Comix Zone*, *Ridge Racer*, *Tempest 2000* and more all available for PC CD-ROM.

THE LATEST ON ULTRA 64

There's not much to say except that the November Shoshinkai Show in Japan will see the debut of Nintendo's 64-bit super system. Sources within Nintendo tell me that there will be, "one hundred Ultra 64s on the floor and ten playable titles."

INTERPLAY VR SPORTS LINE-UP DELAYED

Interplay's hot-looking line-up of VR Sports games have been delayed until next year. However, the company has successfully implemented its new "Virtual Field-Vision" technology which gives the gamers a 360-degree, 3-D environment in which to play. Expect to see a basketball, football, golf, hockey and soccer game, all with official licenses.

DIGITAL VIDEO DISC MAY BE THE NEW GAMING STANDARD

Sega quietly announced in Japan that it would be supporting digital video disc. Digital Video Disc or "DVD" as it is more commonly known is a two-sided CD that holds about five times the amount of information as a normal CD-ROM. Another difference is that the information is compressed, allowing for better-than-laserdisc quality visuals. A standard DVD disc contains almost four hours of video. DVD should become the new standard by which consumers watch movies (yeah, sometime in the year 2000). DVD movie players will be available in mid-1996 and Sega intends to use DVD as its new delivery medium for games. It's possible that the Sega Saturn may be upgradeable to become a DVD movie player, which would allow for games with an incredible amount of graphics and levels.

THE FINAL PIECE OF HOT GOSSIP

And now to reveal the hottest gossip ever in this column. Rumors have persisted for months that I would be leaving VIDEOGAMES magazine to pursue a job in the games industry and it's true. This is my last issue of VG. I guess I'd just rather make games than write about them. I'm leaving Frank O'Connor in charge as editor-in-chief. Many of you already know Frank as the debonair Scotsman who helmed ULTIMATE GAMER. He will no doubt take VG to even greater heights of journalistic excellence. You can reach me if you want to seriously discuss the industry at gorescore@aol.com. As for this issue, I'm signing off for good. It was great working with each and every one of you. This is a great industry to be a part of and I truly appreciate all of the wonderful people who've helped me along the way. To the readers; just don't believe the hype. Take care. I won't say goodbye, I'll just say I'll see you later.

Chris Gore
Editor-in-Chief



GORE'S INDUSTRY MOOD METER

The industry is at an odd crossroads now and the stakes are extremely high. Here's how the cards stack up...



32-BIT

Well, there's three machines to choose from that each cost \$299. With no compatibility between any of them, how will the public at large react? Prediction: If you sell it, they will come. Someone is likely to emerge a winner. I know I'm liable to get killed for this but here's my prediction: Sony PlayStation—number one. 3DO—number two. Sega Saturn—number three.



64-BIT

Nintendo's super-system may dominate the industry at the right price. But where is it?



128-BIT

It's already in the planning stages and there are 128-bit chips available. What they will do for gaming remains to be seen. Check back in less than two years.



AN INDUSTRY STANDARD

Industry greed and those hefty license fees mean that we may never see a standard for game consoles. An industry standard for gaming may never see the light of day.



2-D FIGHTING GAMES

This may be the last Christmas for 2-D fighting games. Once gamers get a taste of what's possible with 3-D beat-'em-ups, the 2-Ds will be left in the dust.



3-D FIGHTING GAMES

Virtua Fighter 2, *Tekken* and *Toshinden* are only the beginning—it will only get better.



VIRTUAL REALITY

Not affordable. The Virtual Boy will leave a bad taste in a lot of gamer's mouths. Maybe we should invent a new term? How about "Artificial Reality?" Or "Enhanced Reality?" "Ultimate Reality." Aaahh, forget it!



NET GAMING

This may be the real wave of the future. Imagine hundreds or thousands of people involved in a death-match mode of *Doom* on a virtual playing field the size of a city. The possibilities are endless.

WIGGLE YOUR WAY TO A FREE SEGA SATURN AND A COPY OF
EARTHWORM JIM 2 WHEN YOU ENTER THE

EARTHWORM JIM 2

SWEEPSTAKES

Earthworm Jim is muscling his way into the 32-bit universe. *Earthworm Jim 2* will be released for the Sega Saturn and *VIDEOGAMES Magazine* and *Playmates Interactive* want to give you a chance to win a copy for free! Just drop a postcard in the mail (see instructions below) and blast off into the world of *Earthworm Jim 2*. *EWJ 2* is the phenomenal sequel to *Earthworm Jim* that will have you zapping, leaping and wiggling across a galaxy of new worlds and enemies.

ENTER AND WIN!

GRAND PRIZE

A Sega Saturn with (1) copy of *Earthworm Jim 2* for Saturn

10 FIRST PRIZES

(1) copy of *Earthworm Jim 2* for Sega Saturn

50 SECOND PRIZES

(1) *Earthworm Jim* action figure



SPONSORED BY PLAYMATES
INTERACTIVE AND
VIDEOGAMES MAGAZINE

TO ENTER:

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

EARTHWORM JIM 2 Sweepstakes

c/o *VIDEOGAMES Magazine*

PO Box 17379

Beverly Hills, CA 90209-3379

Entries must be received by January 31st, 1996.

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 Playmates Interactive., 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 May '96 issue of *VIDEOGAMES*.



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, we'll print it and send you a cool new controller for your Super NES of Genesis, courtesy of STD Entertainment!

BY THE EDITORS OF TIPS & TRICKS MAGAZINE



Boss Code

Is ten characters not enough for you? Do you wish you could control *Killer Instinct's* two-headed boss character, Eyedol? Your wish is our command. First, choose Cinder as your fighter. At the "Vs." screen—the one that shows both characters' portraits just before the fight begins—hold **Right** on the D-pad and quickly press **QUICK PUNCH, QUICK KICK, FIERCE PUNCH, MEDIUM KICK, MEDIUM PUNCH** and **FIERCE KICK**. (In the default control configuration, that would be **L, R, X, B, Y, A**.) You'll hear the announcer say, "Eyedol!" When the fight starts, you'll be playing as the boss! An illustrated list of Eyedol's moves can be found below.



Choose Cinder as your character.



Hold **Right** on the D-pad and quickly press **L, R, X, B, Y, A**.



Two heads are better than one!



Charge: **← → + QUICK PUNCH**



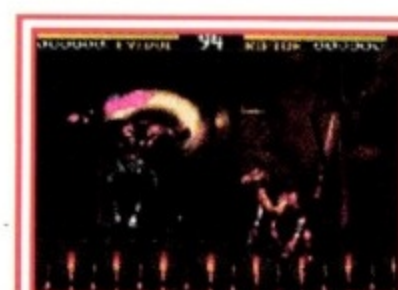
Club Swing: **← → + MEDIUM PUNCH**



Golf Swing: **← → + FIERCE PUNCH**



Jump Forward: **← → + QUICK KICK**



Jump Up: **← → + MEDIUM KICK**



Jump Back: **← → + FIERCE KICK**



Fireball: **↓ ↘ → + PUNCH (any)**



Foot Stomp: **← + MEDIUM PUNCH**



Three Fireballs: While stomping, **↓ ↘ → + PUNCH (any)**



Fast Charge: While stomping, **← → + QUICK PUNCH**

HINT HOTLINES!

Troubled by throbbing headaches due to game frustration? Don't see the tip you need in our *Tips & Tricks* section? Never fear! Here's a handy list of game company hint hotlines. Make sure you ask an authority figure for permission before you call, because even though many of these aren't 900 numbers, they're still toll calls.

Acclaim
(516) 759-7800
Hours: 9 AM-7 PM Eastern Time, Monday through Friday

Atari
(800) GO-ATARI

Capcom
(900) 680-2583

Data East
(900) 454-5435

ENIX
(206) 861-4927
10 AM-5 PM Pacific Time

KOEI
(415) 348-0500

Nintendo of America
(900) 288-0707
95 cents per minute
Hours: 6 AM-9 PM Monday through Saturday
6 AM-7 PM Sunday
Pacific Time

Sega
(800) USA-SEGA

Sony Computer Entertainment
(800) 345-SONY

Spectrum HoloByte
(900) 773-HINT

Square Soft
(206) 861-0303

Hours: 8:30 AM-5 PM Pacific
Time Warner Interactive
(408) 434-3700
Hours: 9 AM-6 PM Pacific Time

Ubi Soft
(800) UBI-SOFT
Hours: 9 AM-5 PM Pacific Time

US Gold
(900) 288-GAME
Hours: All day, every day.
85 cents per minute

Williams
(903) 874-5092
Hours: 9 AM-5 PM Central Time

Working Designs
(916) 243-3417



SPEED CODES

The Super NES version of *Killer Instinct* has four different "speed" codes that allow you to change the speed of the game. Each of them consists of several buttons that must be held down at the "Vs." screen just before the fight begins. If you've entered the code correctly, you'll hear a punching sound that's exactly like the sound the game makes when you pause it during a battle. Note that in two-player mode, both players must enter the codes in order to make them work.

Slow Speed: Hold **Left + R + A + B**

Fast Speed: Hold **Right + L + X + Y**

Faster Speed: Hold **Right + R + A + B**

Fastest Speed: Hold **Left + L + X + Y**



Hold the buttons at this screen...



...to change the speed of the game.

GAME GENIE CODES

Codes for use with Galoob's Game Genie Video Game Enhancers

KILLER INSTINCT

Super NES

3C61-D4DF—MASTER CODE; MUST BE ENTERED

CBEC-37AF + 6DE8-3D0F + 6D64-44D5—Play as Eyedol

CB64-4D61—Start a game and watch the ending (use practice mode to select different characters)

CCE8-47D2—Win after 1 victory

C8E8-47D2—Win after 2 victories

CAE8-47D2—Win after 3 victories

C2E8-47D2—Win after 4 victories

C3E8-47D2—Win after 5 victories

EEC1-34AF—Player one takes all damage

IDIB-IDA7—Players can pass through each other

C265-1467 + 60E6-47D2—Always fight Jago

C265-1467 + 6EE6-47D2—Always fight Combo

C265-1467 + 6BE6-47D2—Always fight Thunder

C265-1467 + 6FE6-47D2—Always fight Glacius

C265-1467 + 6DE6-47D2—Always fight Cinder

C265-1467 + 64E6-47D2—Always fight Orchid

C265-1467 + BOE6-47D2—Always fight Riptor

C265-1467 + CBE6-4702—Always fight Sabrewulf

C265-1467 + CBEC-4702—Always fight Spinal

C265-1467 + CBE8-4D62—Always fight Fulgore

C265-1467 + CBE8-4FA2—Always fight Eyedol

Easy Combo Breakers

Sure, you can do this at the option menu, but if you're about to go into battle with your combo-crazy little brother, you may want to turn this option on just in case you forgot. At the "Vs." screen, hold **Down** on the D-pad and press **START**; you'll hear the announcer say, "C-C-C-C-Combo breaker!" Now you can break out of combos with any strength button, not just the specific counterpart to the button your opponent started his or her combo with.



Hold **Down** and press **START**.



You'll find that Combo Breakers are easier to do.

Stage Select/ Music Select

When choosing a fighter at the character-select screen, it's possible to "force" the match to take place in a certain stage with your favorite music. While picking your character, hold the D-pad **Up** or **Down** with the specific buttons as shown below; the button you press will also choose your character, so be sure the fighter you want is highlighted when you do the code. In a two-player match, the first person to pick his or her character gets to select the stage; the second player to choose a fighter can select the music they like according to the same button combinations used for the stage select, as follows:

Up+L: Ice Temple

Up+R: Castle Roof

Up+X: Ice Sculpture

Up+Y: Skull Room

Up+A: Desert Roof

Up+B: City Roof

Down+L: Canyon Bridge

Down+R: City Street

Down+X: Lava Pit

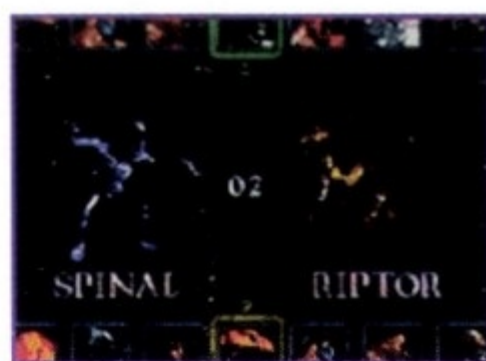
Down+Y: Bloody Arena

Down+A: Factory

Down+B: Fireplace

Down+B (on both controllers): Sky Arena

If anybody knows how to select the Boxing Ring or Stone Temple stage, please let us know!



Hold the buttons down as described.



You control the stage and the music!

I played tennis with a toad. I was set adrift in the



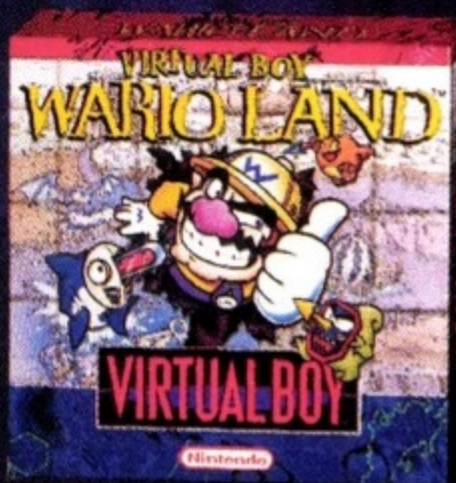
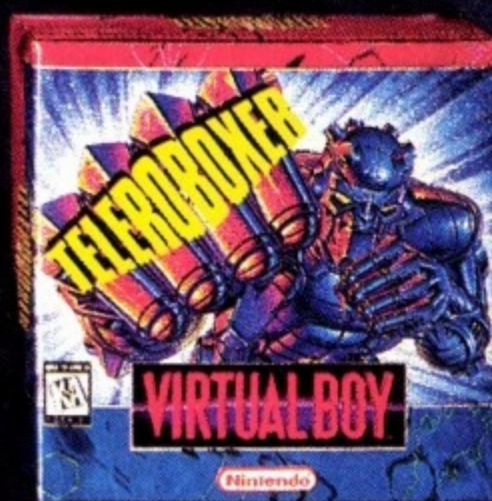
Virtual Boy
presents
more games from

the Third Dimension. Stick your
head in Virtual Boy
and you won't be
the same when you
pull it out. The



action comes at you from
places you've never dreamed of.

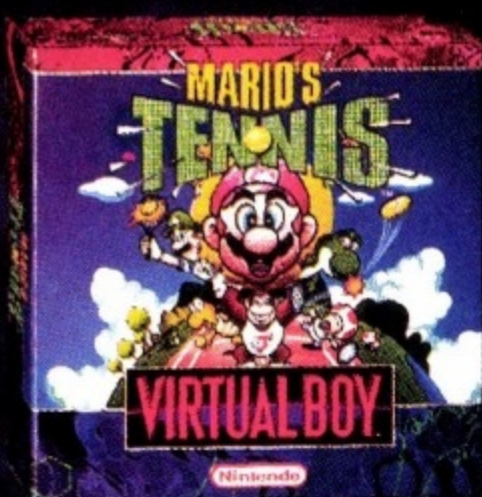
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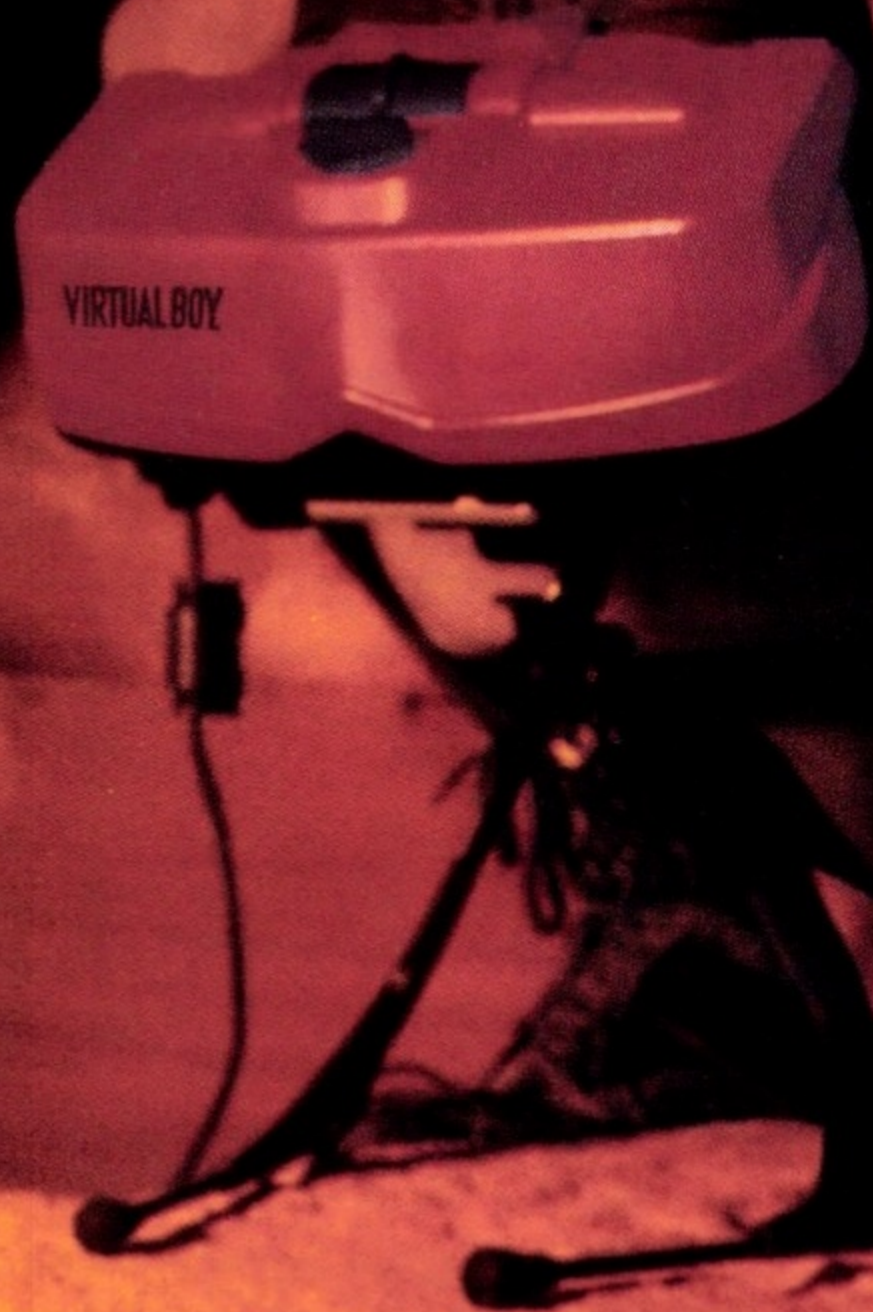


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CIRCLE #107 ON READER SERVICE CARD.

cosmos. I flew into the mouth of a beast. It
was just
another
day
in the
third dimension.



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EXTRA CARS

Try this code to earn more than the standard four vehicles in Saturn Mode without having to earn them by playing the game. At the title screen—while the words “PRESS START BUTTON” are flashing on the screen—point the D-pad diagonally in the **Down/Right** position and hold the **L, R, C and Y** buttons. With all of these buttons held, press **START**. At the next menu, release all of the buttons and choose Saturn Mode. You’ll find that you have six new cars to race with, a total of ten available vehicles.



Hold **↘+L+R+C+Y** and press **START**.



Release the buttons and choose Saturn Mode.



You’ve just gained six additional cars!

Race the Horse

In our August issue, we explained how you can play as a horse by finishing in first place on all three tracks in Saturn Mode. Here’s an easier way to earn the horse: At the title screen, point the D-pad diagonally in the **Up/Left** position and hold the **X, Z, A and B** buttons. With all of these buttons held, press **START**. At the next menu, release all of the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse!



Hold **↖+X+Z+A+B** and press **START**.



Release the buttons and choose Saturn Mode.



Now you can choose to drive a horse!



The horses are fast and handle extremely well.

Hidden Music

Buried deep within the data of the *Daytona* CD are dozens of songs from Sega games of the past. To hear them, you must earn a score that’s high enough to put your initials on the high score table. Once you’re there, enter the initials as shown to hear the different tunes!



Drive well enough to get to the high score “Name Entry” screen.



Enter any set of initials as shown in the list.



You’ll hear a brief sample of music from a classic Sega game!

- A.B**—Main theme from *After Burner*
- KAG**—“Maximum Power” from *After Burner*
- YAN**—“Filthy” from *Columns*
- IGA**—“Select” from *Columns 2*
- KOS**—“King of Speed” from *Daytona USA*
- LGA**—“Let’s Go Away” from *Daytona USA*
- SKH**—“Sky High” from *Daytona USA*
- P.P**—“Pounding Pavement” from *Daytona USA*
- GDA**—“Wilderness” from *Golden Axe*
- SHO**—“Sprinter” from *Super Hang-On*
- O.R**—“Magical Sound Shower” from *OutRun*
- S.H**—Main theme from *Space Harrier*
- SMG**—“Advertise BGM” from *Super Monaco G.P.*
- AO**—“Name Entry” from *Super Monaco G.P.*
- VMO**—Theme from *Sword of Vermilion*
- T.B**—“Burning Point” from *Thunder Blade*
- V.F**—“Akira Stage” from *Virtua Fighter*
- A.Y**—“Akira Stage” from *Virtua Fighter*
- J.B**—“Jacky Stage” from *Virtua Fighter*
- S.B**—“Sarah Stage” from *Virtua Fighter*
- PAI**—“Pai Stage” from *Virtua Fighter*
- K.M**—“Kage Stage” from *Virtua Fighter*
- W.H**—“Wolf Stage” from *Virtua Fighter*
- J.M**—“Jeffrey Stage” from *Virtua Fighter*
- LAU**—“Lau Stage” from *Virtua Fighter*

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**WE USE NBA
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THAT WAY
YOU'LL KNOW WHO
RAN
YOU OVER.**



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Double Ships

There are two ways to get twin ships in this mini-Galaga, and neither one is the same as the method for doubling your firepower in the original Galaga arcade game.

Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game.

Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold **Up, LI, Δ** and **X** on Controller 2 until the Galaga game starts. Now you can use the twin ships on the first wave.



Earn a perfect score in 18.5 seconds or less to double your firepower.



Or, if you're lazy, just boot the game and hold **Up+LI+Δ+X** on Controller 2



The cheat method allows you to use the twin ships on the first wave.

GALAGA SECRETS

Having fun playing the classic Galaga game that appears when you load up the Tekken disc? There are a bunch of secrets tied into that innocent shoot-'em-up.

First, you should be aware that you can continue to play the game as many times as you wish by pressing the **SELECT** button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the **L** and **R** buttons on top of the controller. Also be aware that holding the **Δ** button gives you rapid-fire. You may not notice it at first, since you can only have two missiles on the screen at the same time, but it comes in handy.



Use the **Δ** button for rapid-fire.



If your score is not perfect, press **SELECT**.



You'll get another chance at the current wave.

Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the Galaga game without using more than one continue and without using Method 2 (described on this page) to get the twin ships. That means you must earn the twin ships by beating the first wave in 18.5 seconds or less. (You don't need the twin ships to find the secret character, but you'll never beat all eight stages without them.) Remember: You can only press **SELECT** to continue one time!

After you've done this, start the game in Arcade mode, highlight Kazuya and press the **START** button to choose his evil alter-ego. Devil Kazuya has the same ending and the same moves as the normal Kazuya—he just looks scarier. (Note: The ability to choose Devil Kazuya can be saved to a memory card; however, if you already have a save with secret characters in it, you may lose them if you insert your memory card and save the game *after* earning Devil Kazuya. Don't say we didn't warn you.)



Score a perfect "40" on all eight Galaga waves without using more than one continue and without using the Controller 2 cheat to get the twin ships.



Now choose Arcade mode, highlight Kazuya and press **START**.



Have fun playing with Devil Kazuya—you earned him!



Watch as his opponents fall one by one to the force of his iron fist.

Play as the Boss

You've probably noticed the extra characters that you can earn in *Tekken* by beating the game in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him or her. If you beat the game with all eight characters, you'll earn an additional eight hidden characters to use in Arcade or two-player mode—all of which can be saved if you have a memory card. To earn the big boss, Heihachi, as a playable character, you must beat the game with any character in Arcade mode without continuing. You may find it easier to do this if you visit the option menu and set the round time to 20 seconds; it also helps to choose one-round battles. Heihachi can also be stored to your memory card for a total of 18 saved characters!



Beat the game in Arcade mode without using any continues.



Now you can choose Heihachi as a playable character.

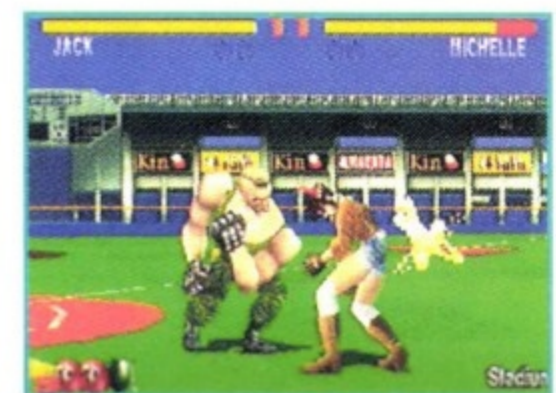


With a memory card, you can have instant access to 17 different fighters. (Devil Kazuya is only available in Arcade mode.)



Mystery Fruits

Here's something you're never going to see unless you go looking for it: At the Test Modes menu, set the "2P Game Wins Shown By" option to "Fruit". Now start a game in Arcade Mode, but join in with Controller 2 whenever a one-player fight starts. Let one player win over and over again to see the fruit counter in the corner of the screen change to different wacky symbols. Here's the interesting part: At the 25th battle, a "Special Flag" symbol appears. This icon has some sort of significance, since it appears in several classic Namco arcade games...but we don't know what it's doing in *Tekken*. Can you unlock the mystery of Battle 25 and its Special Flag?



Can you guess the significance of the "Special Flag" icon?



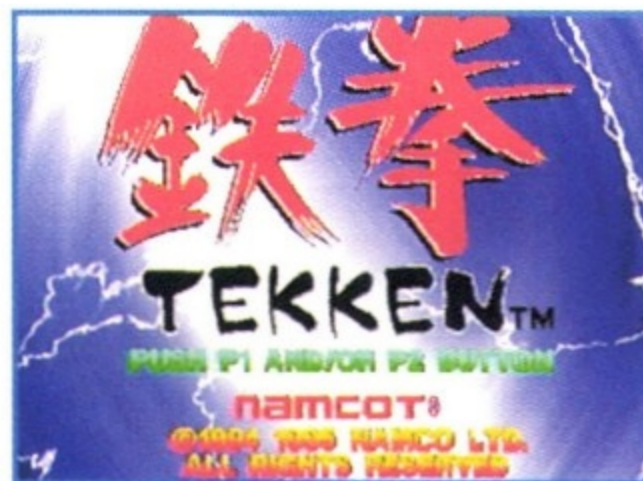
The final icons in the fruit series are blue *Pac-Man* ghosts and the dot-eater himself!

Hidden Character Demos

Let's say you suck at playing *Tekken* but you still want to see what the secret characters look like. Not a problem: With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this, hold down the buttons as shown while the game is in demo mode:

- Kazuya: Hold **↑** on the D-pad
- Paul: Hold **↗** on the D-pad
- Law: Hold **→** on the D-pad
- Jack: Hold **↘** on the D-pad
- Nina: Hold **↓** on the D-pad
- King: Hold **↙** on the D-pad
- Yoshimitsu: Hold **←** on the D-pad
- Michelle: Hold **↖** on the D-pad
- Heihachi: Hold **L1+L2+R1+R2**
- Lee: Hold **L1+L2+R1+R2+↑** on the D-pad
- Kuma: Hold **L1+L2+R1+R2+↗** on the D-pad
- Wang: Hold **L1+L2+R1+R2+→** on the D-pad
- P. Jack: Hold **L1+L2+R1+R2+↘** on the D-pad
- Anna: Hold **L1+L2+R1+R2+↓** on the D-pad
- Armor King: Hold **L1+L2+R1+R2+↙** on the D-pad
- Ganryu: Hold **L1+L2+R1+R2+←** on the D-pad
- Kunimitsu: Hold **L1+L2+R1+R2+↖** on the D-pad

This also works on Controller 2. For example, if both players hold all four **L** and **R** buttons on top of both controllers, the demo will show Heihachi fighting Heihachi.



Hold the controller buttons as shown to choose which fighters will appear in the demo mode.



You can see any of 17 different characters, including Heihachi!

TIPS & TRICKS

Dragon-Only Mode



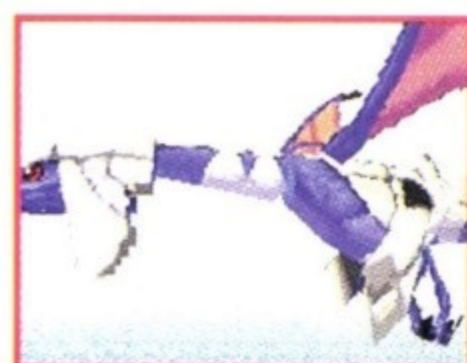
Our September issue told you how to play *Panzer Dragoon* without the Dragon; now we've discovered a code that allows you to play as the dragon without the rider! Press **START** at the first title screen and enter the following code after the words "NORMAL GAME" and "OPTIONS" appear: **Up, X, Right, Y, Down, Z, Left, Y, Up, X**. You'll hear a sound to confirm the code. Next, at the same screen, press **Left, Left, Right, Right, Down, Up, Down, Up, L** button, **R** button; you'll hear the confirmation sound again. Start the game to find that the dragon's rider has vanished!



Press **Up, X, Right, Y, Down, Z, Left, Y, Up, X**; you'll hear a sound to confirm the code.



Now press **Left, Left, Right, Right, Down, Up, Down, Up, L** button, **R** button; you'll hear the sound again.



Now you're playing in Dragon-Only mode.



The dragon has no standard missiles; only the lock-on weapon will work.

Sega Logo Man

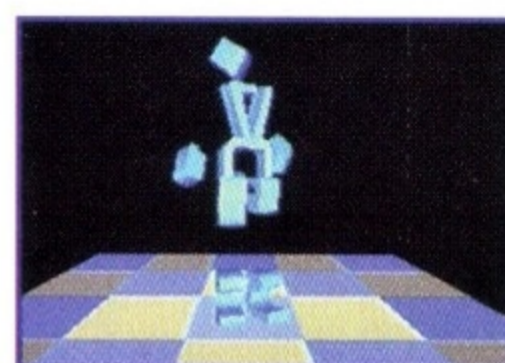
Have you ever noticed the man who changes into a Sega logo during *Panzer Dragoon's* demo mode? (The easiest way to find him is to start a game in Hard Mode, then immediately hold **L+R+A+B+C** to end the game quickly.) To get a closer look at the polygons that make up Mr. Sega Logo, grab Controller 2 as soon as he appears, hold the **X, Y** and **Z** buttons and press **START**. Now you can manipulate the image with Controller 2 as follows:

- Right**—Rotate screen clockwise
- Left**—Rotate screen counter-clockwise
- A+Right**—Rotate image clockwise
- A+Left**—Rotate image counter-clockwise
- Down**—Zoom in
- Up**—Zoom out
- A+Down**—Tilt backward
- A+Up**—Tilt forward
- X or Y**—Hold either of these buttons to change the character's shading
- A+B+C**—Reset to the initial position and shading

When you've finished playing with the polygons, press **START** on Controller 1 to return to the game. (For some reason, this trick may not work if you didn't have Controller 2 plugged in when you turned the Saturn on.)



Hold **X+Y+Z** on Controller 2 and press **START**.



Now the Sega Logo guy is at your mercy.



Use Controller 2 to rotate, tilt and zoom in on him.



Did we mention that if you do the first part of the "Dragon-Only" code (above) the Sega Logo guy will change into a woman?

Secret Video Menu

Start a game of *Pebble Beach*, then hold **Right** on the D-pad, also hold the **X** and **Z** buttons and press **RESET** on the Saturn console. After the Saturn logo appears, you'll be sent to a hidden video debug menu that will allow you to watch any of the game's full-motion video sequences at your leisure.



Hold **Right+X+Z** and press **RESET**.



You'll get this full video scene menu.



Press **A** or **C** to start any scene; **B** brings you back to the menu.



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EASY SPECIAL ATTACKS AT ANY DIFFICULTY SETTING

Once you've entered all three title-screen codes as explained above, wait for the demo to start and return to the title screen as before. While the words are zooming into the screen, press $\rightarrow\leftarrow\rightarrow\leftarrow+\square$ on Controller 2; you'll hear "Fantastic!" again and the text will change to yellow. With this code in place, you will be able to choose the "Special" Control Types—A3, A4, etc.—at any difficulty setting, not just "Very Easy" and "Easy".



With the Gaia, Sho and Easy Super Moves codes in place, return to the title screen and press $\rightarrow\leftarrow\rightarrow\leftarrow+\square$ on Controller 2 before the words are centered; you'll hear "Fantastic!"

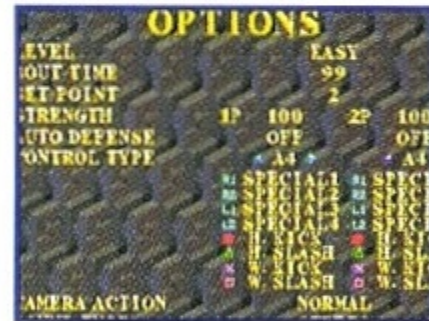


Now you can trigger special moves with the L and R buttons at any difficulty setting!

Easy Desperation Moves

Each character in *Toshinden* has a "desperation" attack that can only be performed while your own energy bar is flashing red. If you beat the one-player game, the screen will display instructions that show how to do your character's desperation move. Instead of memorizing all of the different moves for each fighter, here's a method that allows you to pull them off easily with the same button-presses for all characters.

First, visit the option menu and configure your controller so that the L and R buttons are set up to trigger "Special 1", "Special 2", "Special 3" and "Special 4"—setting A4 is a good example. (Don't worry about losing the ability to rotate with the L and R buttons; did you know that if you quickly press **Down** twice, you'll rotate out of harm's way? You can't choose which direction you'll go in, but the cool thing about this method is that you'll always rotate toward the center of the arena.) Anyway, once your controller is set up as described, you can trigger any character's desperation attack simply by pressing all four L and R buttons at exactly the same time whenever your energy bar is flashing red. Note that you can only choose the "special" control settings when the game's difficulty is set at "Easy" or "Very Easy"... unless you use the secret code listed on this page to remove this restriction. Keep reading!



Choose a Control Type that assigns "Specials" to all four L and R buttons.



When your energy meter is flashing red...



...press **L1+L2+R1+R2** at exactly the same time to trigger any character's desperation move!

Easy Super Moves

In addition to the desperation moves, each fighter in *Toshinden* also has up to three "Super" moves which are very difficult to execute, but can be used at any time during a match. Here's a list of the "Super" attacks, all shown as if your character is facing the right:

- Eiji: $\uparrow\downarrow\uparrow\downarrow\rightarrow\leftarrow\rightarrow\leftarrow+s+\uparrow$
- Kayin: $\rightarrow\downarrow\downarrow\leftarrow\leftarrow\leftarrow\leftarrow+\uparrow+5$
- Sofia (1): $\rightarrow\downarrow\downarrow\downarrow\rightarrow\leftarrow\downarrow+s+5$
- Sofia (2): $\downarrow\downarrow\downarrow\downarrow\downarrow\leftarrow\rightarrow\downarrow+s+\uparrow$
- Rungo: $\nearrow\uparrow\searrow\leftarrow\leftarrow\rightarrow\leftarrow\downarrow+s+\uparrow$
- Fo (1): $\rightarrow\nearrow\uparrow\searrow\leftarrow+\square+\uparrow$
- Fo (2): $\rightarrow\downarrow\downarrow\downarrow\rightarrow\leftarrow\downarrow+s+5$
- Fo (3): $5\square+s+\uparrow\leftarrow\leftarrow\leftarrow+s+\uparrow$
- Mondo: $\rightarrow\nearrow\uparrow\searrow\leftarrow\leftarrow\downarrow+s+\uparrow$
- Duke: $\downarrow\downarrow\downarrow\downarrow\downarrow\leftarrow\rightarrow+\square+\uparrow$
- Ellis (1): $\rightarrow\nearrow\uparrow\searrow\leftarrow+\square+\uparrow$
- Ellis (2): $\downarrow\downarrow\downarrow\downarrow\downarrow\leftarrow\rightarrow\downarrow+s+\uparrow$
- Gaia: $\downarrow\downarrow\downarrow\downarrow\downarrow\leftarrow\rightarrow\downarrow+s+\uparrow$
- Sho: $\downarrow\rightarrow\nearrow\uparrow\searrow\leftarrow\downarrow+s+5$

Cool as they may be, the "Super" moves can be more trouble than they're worth, since they're so difficult to pull off. Wouldn't it be cool if there was an easy way to do them? Try this:

First, enter both "boss" codes to access Gaia and Sho. If you haven't heard about these, here's a quick recap: To activate Gaia, press $\downarrow\leftarrow\leftarrow+\square$ at the title screen while the words "1P GAME", "VS HUMAN" etc. are flying in from the sides of the screen. You'll hear the word "Fight!" and the text will be pink. Wait for the demo to begin, then return to the title screen and press $\rightarrow\leftarrow\rightarrow\leftarrow+\square$ on Controller 2 while the words are zooming into the center. You'll hear "Fight!" again and the text will change to green. (To choose Gaia, highlight Eiji, hold **Up** on the D-pad and press any button; to choose Sho, highlight Kayin, hold **Down** on the D-pad and press a button.)

With those codes in place, wait for the demo to begin, then return to the title screen once more and press $\leftarrow+5$ on Controller 1 while the words are zooming in. You'll hear the word "Fantastic!" and the text will change to white! With this code in place, set the Control Type for all four "Specials" as described in the "Easy Desperation Moves" code above. Now, at any time during the game, you can trigger one of your character's "Super" attacks simply by holding the **SELECT** button and pressing all four L and R buttons at exactly the same time!



Press $\downarrow\leftarrow\leftarrow+\square$ before the words are centered; you'll hear "Fight!"—then wait for the game demo to start and press **START** to return to the title screen.



This time, press $\rightarrow\leftarrow\rightarrow\leftarrow+\square$ on Controller 2 before the words are centered; you'll hear "Fight!" again, then wait for the game demo to start and press **START** to return to the title screen.



Now press $\leftarrow+5$ on Controller 1 before the words are centered; you'll hear the announcer say "Fantastic!"



Start the game, and at any time during the battle, hold **SELECT** and press **L1+L2+R1+R2**...



...to see Fo's Super Fart or any other character's Super attack!



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GUIDE TO SURVIVAL

KEY

SWEEPING DISTANCE

Approximately one life bar away from opponent.

IN CLOSE

In close enough to throw the person.

FORWARD AWAY

More than a full life bar away.

HIGH PUNCH: HP
BLOCK: BL
HIGH KICK: HK
DOWN: D

LOW PUNCH: LP
RUN: RN
LOW KICK: LK
BACK: B

BABALITIES AND FATALITIES

Do not use the Block button in the round in which you plan on doing your babalities and fatalities.

STAGE FATALITY

To perform a stage fatality you must be up close to your opponent. Stage fatalities can only be performed in Pit 3, The Bell Tower and The Subway levels.

MERCY

Mercies can only be performed in the third round of *Kombat*. They give your opponent an extra burst of energy and are the prerequisite for an Animality (see Animality). All characters have the same Mercy: Hold the Run button, press Down, Down, Down, Down, and release the Run button. You also must be far away from the opponent to perform a Mercy.

ANIMALITY

Each fight has a different animality. It must be performed in the third round and done after you've shown Mercy (see Mercy).

YOU HAVE BEEN CHOSEN TO REPRESENT EARTH IN MORTAL KOMBAT. BUT BE WARNED: ALTHOUGH YOUR SOULS ARE PROTECTED AGAINST SHAO KAHN'S EVIL, YOUR LIVES ARE NOT. I CANNOT INTERFERE ANY LONGER BECAUSE YOUR EARTH IS NOW RULED BY THE OUTWORLD GODS. THESE ARE THE WORDS OF RAIDEN.

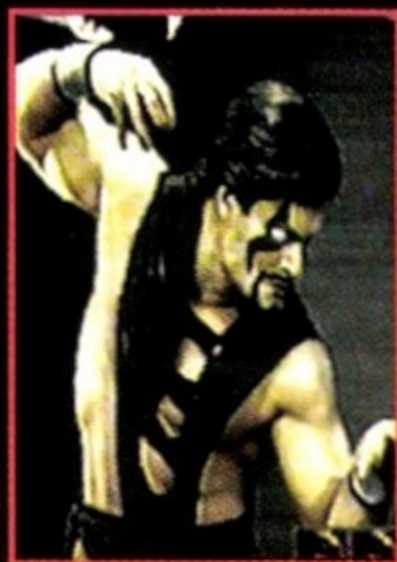
ARE YOU READY TO KICK SOME MORTAL BUTT?!

THIS CHEAT SHEET WILL REVEAL THE SECRETS YOU'VE BEEN WAITING FOR. WHAT MORE COULD YOU POSSIBLY WANT? MK3 IS A PAIN TO LEARN SO ENJOY THESE PAIN-KILLERS. FLAWLESS VICTORY!!!



SHANG TSUNG

Tsung is Shao Kahn's lead sorcerer. He once fell out of favor with his emperor after failing to win the Earth Realm through tournament battle. But the ever-scheming Shang Tsung is instrumental in Kahn's conquest of Earth.



Tsung's best quality is his ability to morph into any of the other fighters. If you're having trouble beating a specific opponent, it's easy to morph into a fighter with whom you can win. His jump kick is also a great asset. His combo is short and sweet—much easier to do than most.

SPECIAL ATTACKS

FLAMING SKULL: Back, Back+High Punch

TWO FLAMING SKULLS: Back, Back, Forward+High Punch

THREE FLAMING SKULLS: Back, Back, Forward, Forward+High Punch

GROUND ERUPTIONS: Forward, Back, Back+Low Kick

MORPH INTO SINDEL: Back, Down, Back+Low Kick

MORPH INTO JAX: Forward, Forward, Down, down+Low Punch

MORPH INTO KANO: Forward, Back, Forward+Block

MORPH INTO LIU KANG: Rotate controller 360 degrees clockwise.

MORPH INTO SONYA: Hold Down, Press Run, Low Punch, and Block simultaneously.

MORPH INTO STRYKER: Forward, Forward, Forward+High Kick

MORPH INTO SUB-ZERO: Forward, Down, Forward+High Punch.

MORPH INTO CYRAX: Block, Block, Block.

MORPH INTO SEKTOR: Down, Forward, Back+Run

MORPH INTO NIGHTWOLF: Up, Up, Up

MORPH INTO SHEEVA: Forward, Down, Forward+Low Kick

MORPH INTO KABAL: Low Punch, Block, High Kick

COMBOS

1) Low Kick, Back+High Kick

2) High Punch, High Punch, Low Punch, High Kick

3) Low Kick, High Punch, High Punch, Low Punch, Back+High Kick

FATALITY 1 (SOUL)

IN CLOSE, hold Low Punch, press Run, Block, Block, Block, and release Low Punch

FATALITY 2 (SPIKES)

IN CLOSE, hold Low Punch, press Down, Forward, Forward, Down, and release Low Punch

STAGE FATALITY

Hold Block, press Up, Up, Back, Low Punch

FRIENDSHIP

FORWARD AWAY, Low Kick, Low Kick, Run, Run, Down

BABALITY

Run, Run, Run, Low Kick

ANIMALITY

AT SWEEPING DISTANCE, hold High Punch, press Run, Run, Run, and release High Punch

SINDEL

She once ruled the out-world at Shao Kahn's side as his queen. Now, 10,000 years after her death, she is reborn on Earth. Her evil intent is more than a match for Shao Kahn's tyranny. She is the key to his occupation of Earth.



Shao Kahn's queen has some great combos and some good range. Her six-hit combo can be set up with her Paralysis Shriek. Her flying abilities also drive opposing players nuts.

SPECIAL ATTACKS

ENERGY BALL: Forward, Forward+Low Punch

PARALYSIS SHRIEK

Forward, Forward, Forward+High Punch (Will back-fire if done on a dizzy opponent)

FLIGHT

Back, Back, Forward+High Kick (Press Block to land)

COMBOS

1) Low Kick, High Kick, Back+High Kick

2) High Punch, High Punch, Down+High Punch

3) High Kick, High Punch, High Punch, Low Punch, High Kick

4) Low Kick, High Punch, High Punch, Down+High Punch, Jump Kick, Air Energy Ball

FATALITY 1 (SCREAM)

IN CLOSE, Run, Run, Block, Block, then Run+Block simultaneously

FATALITY 2 (HAIR)

AT A SWEEPING DISTANCE, Run, Run, Block, Run, Block

STAGE FATALITY

Down, Down, Down, Low Punch

FRIENDSHIP

Up+Run, Up+Run, Up+Run

BABALITY

Run, Run, Run, Run, Up

ANIMALITY

Forward, Forward, Up, High Punch

JAX

After failing to convince his superiors of the coming outworld menace, Jax begins to prepare covertly for future battle with Kahn's minions. He outfits both arms with indestructible bionic implants. This is a war Jax is prepared to win. As in *MKII*, Jax is truly a formidable fighter. His attacks do copious amounts of damage and he's got some new moves to help him in the fray.



SPECIAL ATTACKS

EARTHQUAKE: Hold Low Kick for three seconds and release

GOTCHA GRAB

Forward, Forward+Low Punch

MULTI-SLAM

Press High Punch repeatedly while throwing opponent

BACK BREAKER

Press Block while close to opponent in mid-air

ARM CANNON

Back, Forward+High Punch

DOUBLE ARM CANNON

Forward, Forward, Back, Back+High Punch

FIST DASH

Forward, Forward+High Kick

COMBOS

- 1) Low Kick, High Kick, Back+High Kick
- 2) High Punch, High Punch, Back, Low Punch, Back+High Punch

3) Jump Kick, Gotcha Grab

FATALITY 1 (GIANT)

Forward, Away, Run, Block, Run, Run, Low Kick

FATALITY 2 (SLASH)

IN CLOSE, hold Block, press Up, Down, Forward, Up, release the Block button then tap it again

STAGE FATALITY

Down, Forward, Down, Low Punch

FRIENDSHIP

Forward Away, Low Kick, Low Kick Run, Run, Low Kick

BABALITY

Down, Down, Down, Low Kick

ANIMALITY

IN CLOSE, hold Low Punch, press Forward,

Forward, Down, Forward, release Low Punch

KANO

Thought to have been killed in the first tournament, Kano was found in the Outworld where he once again escapes capture by Lt. Sonya Blade. Before the actual outworld invasion, Kano convinced Kahn to spare his soul. Kahn needs to someone to teach his warriors how to use Earth's weaponry and Kano is the man to do it. This mercenary is among the elite in *MK3*. His attacks are vicious and he has combos aplenty. His Knife Uppercut is an anti-aerial attack.



SPECIAL ATTACKS

CANNONBALL ROLL: Hold Low Kick for three seconds and release

HIS KNIFE UPPERCUT

Down, Forward+High Punch

KNIFE TOSS

Down, Back+High Punch

AIR THROW

Press Block while close to opponent in mid-air

RATTLE AND ROLL

Down, Forward+Low punch

HEADBUTT

(Only during a combo) Down+Low Punch

COMBOS

- 1) Low Kick, High Kick, Low Kick, Back+High Kick
- 2) High Punch, High Punch, Down+Low Punch, Down+High Punch
- 3) High Punch, High Punch, High Kick, Low Kick, Back+High Kick
- 4) High Punch, High Punch, Down+Low Punch, Down+High Punch, Cannonball Roll
- 5) High Punch, High Punch, Low Punch, Knife Toss
- 6) High Punch, High Punch, Down+Low Punch, Down+High Punch, Jump Kick, Air Throw
- 7) Jump Kick, Knife Uppercut

8) High Punch, High Punch, Down+Low Punch, Down+High Punch, Jump Kick, Knife Uppercut

FATALITY 1 (SKELETON)

IN CLOSE, hold Low Punch, press Forward, Down, Down, Forward, release Low Punch

FATALITY 2 (EYE BEAM)

AT SWEEPING DISTANCE, Low Punch, Block, Block, High Kick

STAGE FATALITY

Up, Up, Back, Low Kick

FRIENDSHIP

Forward away, Low Kick, Low Kick, Run, Run, High Kick

BABALITY

Forward, Forward, Down, Low Kick

ANIMALITY

IN CLOSE, hold High Punch, Block, Block, Block, Block, release High Punch

LIU KANG

After the Outworld invasion, Liu Kang finds himself the prime target of Kahn's extermination squads. He is the Shaolin champion and has thwarted Kahn's schemes in the past. Of all the humans, Kang poses the greatest threat to Shao Kahn's rule. Kang has been toned down somewhat from *MKII*. While his attacks are cool and all, they're dependent on an open (non-blocking) opponent. His seven hit combo is wild, but difficult to set up.



SPECIAL ATTACKS

FIREBALL

Forward, Forward+High Punch

LOW FIREBALL

Forward, Forward+Low Punch

AIR FIREBALL

Forward, Forward+High Punch(while airborne)

BICYCLE KICK

Hold Low Kick for three seconds and release

COMBOS

- 1) Low Kick, Low Kick, High Kick, Low Kick
- 2) High Punch, High Punch, Back, Low Kick, Low Kick, High Kick, Low Kick
- 3) High Kick, Low Kick, High Kick, Low Kick

FATALITY 1 (FIRE)

Forward, Forward, Down, Down, Low Kick

FATALITY 2 (CRUSH)

Up, Down, Up, Up, then Run+Block simultaneously

STAGE FATALITY

Run, Block, Block, Low Kick

FRIENDSHIP

Forward Away, Down+Run, Down+Run, Down+Run,

BABALITY

Down, Down, Down, High Kick

ANIMALITY

From sweeping distance, Down, Down, Up

LT. SONYA BLADE

Sonya disappeared after the first tournament but was later rescued from the Outworld by Jax. After returning to Earth, she and Jax tried to warn the U.S.

Government of the looming outworld menace.

Lacking proof, they watched as Shao Kahn began his invasion. The lovely Ms. Blade returns from MK with a better-looking outfit and a bigger arsenal to help her stop Shao Kahn and capture Kano.



SPECIAL ATTACKS

WAVE RINGS

Down, Forward+Low Punch

LEG GRAB

Down+Block+Low Punch

SQUARE WAVE FLIGHT

Forward, Back+High Punch

BICYCLE UPPERCUT KICK

Back, Back, Down+High Kick

COMBOS

- 1) Low Kick, High Kick, Back+High Kick
- 2) High Kick, High Kick, High Punch, High Punch, Low Punch, Back+High Punch
- 3) Jump Kick, Leg Grab

FATALITY 1 (KISS)

Back, Forward, Down, Down, Run

FATALITY 2 (PINK)

Forward Away, hold Block+Run, press, Up, Up, Back, Down, release Run and Block

STAGE FATALITY

Forward, Forward, Down, High Punch

FRIENDSHIP

Back, Back, Back, Down, Run

BABALITY

Down, Down, Down, Forward, Low Kick

ANIMALITY

Hold Low Punch, press Back, Forward, Down, Forward, release Low Punch

STRYKER

When the Outworld portal opened over a large city in North America, panic and chaos reigned. Kurtis Stryker was the leader of a riot-control brigade when Shao Kahn began taking souls and in a cruel twist of fate he found himself the lone survivor of a city once populated by millions.

Plan on using Stryker if you like keeping your opponent away from you. Kurtis' dashing attacks leave him susceptible to huge combos or counterattacks so use them only in combos.



SPECIAL ATTACKS

SLIDING CLUB THROW

Forward, Forward+High Kick

BATON SWIPE

Forward, Back+Low Punch

HIGH GRENADE

Down, Back+High Punch

LOW GRENADE

Down, Back+Low Punch

COMBOS

- 1) Jump Kick Baton Swipe (or a Sliding Club throw)
- 2) Low Kick, High Kick, Back+High Kick
- 3) High Kick, High Punch, High Punch, Low Punch, Sliding Club Throw

4) High Punch, High Punch, Low Punch, High Grenade

FATALITY 1 (BOMB)

IN CLOSE, Down, Forward, Down, Forward, Block

FATALITY 2 (TASER)

Forward Away, Forward, Forward, Forward, Low Kick

STAGE FATALITY

Forward, Up, Up, High Kick

FRIENDSHIP

Forward Away, Low Punch, Low Punch, Run, Run, Low Punch

BABALITY

Down, Forward, Forward, Back, High Punch

ANIMALITY

IN CLOSE, Run, Run, Run, Run, Block

SUB-ZERO

The ninja returns unmasked. He was betrayed by his own clan, the Lin Kuei. He broke the code of honor by leaving the clan and is marked for death. But unlike the ninjas of old, his pursuers now come as machines.

He must not only defend against the Outworld menace, but must also elude his soulless assassins. Sub-Zero's best assets are his multiple freezing techniques. After an opponent has been frozen, a six-hit combo can be performed before they thaw.



SPECIAL ATTACKS

FREEZE RAY

Down, Forward+Low Punch

AIR FREEZE RAY

Down, Forward+High Punch

ICE CLONE

Forward, Down, Back+High Punch

GROUND SLIDE

Back+Low Punch+Block+Low Kick

COMBOS

- 1) Jump Kick, Freeze Ray, Jump Kick, Standing Low Kick
- 2) Low Kick, High Kick, Back+High Kick

3) High Punch, High Punch, Low Punch, Low Kick, High Kick, High Kick, Back+High Kick

FATALITY 1 (SHATTER)

IN CLOSE, Block, Block, Run, Block, Run

FATALITY 2 (BREATH)

AT SWEEPING DISTANCE, Back, Back, Down, back, Run

STAGE FATALITY

Back, Down, Forward, Forward, High Kick

FRIENDSHIP

Forward Away, Low Kick, Low Kick Run, Run, Up

BABALITY

Down, Down, Down, Back, Back, High Kick

ANIMALITY

IN CLOSE, hold Block, press Forward, Up, Up

CYRAX

Cyrax is a unit LOW KICK-4D4, the second of three cybernetic ninjas built by the Lin Kuei. Like his counterparts, his last programmed command is to find and exterminate the rogue ninja, Sub-Zero. Without a soul, Cyrax goes undetected by Shao Kahn and remains a possible threat against the occupation of Earth. This cyber-ninja is without a doubt the cheapest fighter next to Smoke. If you master Cyrax, have no fear; nothing can stop you. His grenades can be tossed at various distances to keep opponents off balance. His net can also set up beautiful combos



SPECIAL ATTACKS

GREEN NET
Back, Back+Low Kick

BOMB DROP
Hold Low Kick, press Forward, Forward+High Kick

CLOSE BOMB DROP
Hold Low Kick, press Back, Back+High Kick

TELEPORT
Down, Forward+Block

COMBOS

- 1) High Punch, High Punch, Low Punch
- 2) Low Kick, High Kick, Back+High Kick
- 3) High Punch, High Punch, High Kick, High Punch, High Kick, Back+High Kick

4) Four consecutive bomb drops, Uppercut, Uppercut, Uppercut

FATALITY 1 (SUICIDE)

IN CLOSE, Down, Down, Forward, Up+Run

FATALITY 2 (CHOPPER)

Down, Down, Down, Up, Down, High Punch

STAGE FATALITY

Run, Block Run

FRIENDSHIP

FORWARD AWAY, Run, Run, Run, Run, Up

BABALITY

Forward, Forward, Back, High Kick

ANIMALITY

IN CLOSE, hold Block, press Up, Up, Down, Down

SEKTOR

Sektor is actually the code name for LK-9T9. He was the first of the three cybernetic ninjas built by the Lin Kuei. Sektor was once a human assassin trained by the Lin Kuei. He volunteered to become an automation because of his loyalty to the clan. Sektor survived the Outworld invasion—so he has no soul to take. Sektor has it all. His heat-seeking missile is great. If you use the Missile-Uppercut pattern, never perform the uppercut after the missile.



SPECIAL ATTACKS

MISSILE
Forward, Forward+Low Punch

HEAT SEEKING MISSILE
Forward, Down, Back+High Kick

TELEPORT UPPERCUT

Forward, Forward+Low Kick

COMBOS

- 1) High Punch, High Punch, Down+Low Punch, Jump Kick, Low Sweep
- 2) High Punch, High Punch, High Kick, High Kick, Back+High Kick
- 3) Low Kick, High Kick, Back+High Kick
- 4) Jump Kick, Teleport Uppercut, High Punch, Jump Kick

FATALITY 1 (FLAME)

FORWARD AWAY, Forward, Forward, Forward, Back, Block

FATALITY 2 (CHOPPER)

AT SWEEPING DISTANCE, Low Punch, Run, Run, Block

STAGE FATALITY

Down, Down, Down, Run

FRIENDSHIP

Forward Away, Run, Run, Run, Down

BABALITY

Back, Down, Down, Down, High Kick

ANIMALITY

Forward, Forward, Down, Up

NIGHT WOLF

Nightwolf works as a historian and preserver of his people's culture. When Kahn's portal opens over North America, Nightwolf used the magic of his Shaman to protect his tribe's sacred land. This area becomes a vital threat to Kahn's occupation of Earth. Night Wolf's axe is a great air-counter and his arrow is quick enough to stop opponents who have the nasty habit of dashing.



SPECIAL ATTACKS

BOW AND ARROW: Down, Back+Low Punch

TOMAHAWK
Down, Forward+High Punch

GREEN DASH
Forward, Forward+Low Kick

COMBOS

- 1) Low Kick, High Punch, High Punch, Low Punch, High Kick
- 2) High Kick, High Punch, High Punch, Low Punch, Tomahawk, Jump Kick, Green Dash
- 3) High Kick, High Kick, Back+High Kick
- 4) Jump Kick, Green Dash

FATALITY 1 (LIGHT)

IN CLOSE, hold Block, press Up, Up, Back, Forward, release Block then tap Block

FATALITY 2 (AXE)

FORWARD AWAY, Back, Back, Back, Down, High Kick

STAGE FATALITY

Run, Run, Run, Block

FRIENDSHIP

Forward Away, Down+Run, Down+Run, Down+Run

BABALITY

Forward, Forward, Forward, Down, Down,

ANIMALITY

Forward, Forward, Down, Down

SHEEVA

She was hand-picked by Shao Kahn to serve as Sindel's personal protector. Sheeva became suspicious of Shao Kahn's loyalty towards her Shokan race when he placed Motaro as the leader of his extermination squads. On the Outworld, Motaro's race of Centurions are the natural enemy of Shokan. Sheeva isn't too resourceful, but what she lacks in skill she more than makes up in brute force. Her seven-hit combo knocks off 42% of her opponents energy! Ouch!



SPECIAL ATTACKS

TELEPORT STOMP
Fireball, Down, Forward+High Punch

GROUND STOMP

Back, Down, Back+High Kick

COMBOS

- 1) High Kick, High Kick, Low Kick, Back+High Kick
- 2) High Punch, High Punch, Low Punch, High Kick, High Kick, Low Kick, Back+High Kick
- 3) High Punch, High Punch, Low Punch, Forward+High Punch, Fireball

FATALITY 1 (POUND)

IN CLOSE, Forward, Down, Down, Forward, Low Punch

FATALITY 2 (PEEL)

IN CLOSE, Run, Block, Block, Block, Block

STAGE FATALITY

Down, Forward, Down, Forward, Low Punch

FRIENDSHIP

Forward, Forward, Down, Forward, High Punch

BABALTY

Down, Down, Down, Back, High Kick

ANIMALITY

IN CLOSE, Run, Block, Block, Block, Block

KUNG LAO

Kung Lao's plan to reform the White Lotus Society comes to a halt when Shao Kahn's invasion takes the Earth by storm. As a chosen warrior, Lao must use his greatest fighting skills to bring down Shao Kahn's reign of terror.



AIR KICK

While airborne Down+High Kick

HAT THROW

Back, Forward+Low Punch

WHIRLWIND SPIN

Forward, Down, Forward+Run

COMBOS

- 1) Low Kick, Low Kick, Back+High Kick
- 2) Jump Kick, Air Kick
- 3) High Punch, Low Punch, High Kick, High Punch, Low Punch, Low Kick, Low Kick, Back+High Kick

FATALITY 1 (SPIN)

Block+Run, Block+Run, Down

FATALITY 2 (HAT)

AT SWEEPING DISTANCE, Forward, Forward, Back, Down, High Punch

STAGE FATALITY

Down, Down, Forward, Forward, Low Kick

FRIENDSHIP

Run, Low Punch, Run, Low Kick

BABALTY

Down, Forward, Forward, High Punch

ANIMALITY

IN CLOSE, Run, Run, Run, Run, Block

SPECIAL ATTACKS

TELEPORT
Down, Up

KABEL

As a chosen warrior, his identity is a mystery to all. It's believed that he is the survivor of an attack by Shao Kahn's extermination squads. As a result, he is viciously scarred and kept alive only by artificial respirators and a rage for ending Shao Kahn's conquest. Kabal is one mean mother. He's got it all. Watch out for his nine-hit combo. A perfect fighter for the beginner.



PURPLE FIREBALL

(works in the air) Back, Back+High Punch

BLADES FROM BEHIND

Back, Back, Back+Run

COMBOS

- 1) High Punch, High Punch, Down+Low Punch, Down+High Punch
- 2) High Punch, High Punch, Down+High Punch
- 3) Low Kick, Low Kick, High Kick, Back+High Kick
- 4) Jump Kick, Air Fireball,
- 5) Jump Kick, Tornado Spin, Low Kick, Low Kick, High Punch, High Punch, Down+High Punch, Jump Kick, Air Fireball

FATALITY 1 (INFLATE)

AT SWEEPING DISTANCE, Down, Down, Back, Forward, Block

FATALITY 2 (SHRIEK)

Run, Block, Block, Block, High Kick

STAGE FATALITY

Block, Block, Block, High Kick

FRIENDSHIP

Run, Low Kick, Run, Run, Up

BABALTY

Run, Run, Low Kick

ANIMALITY

IN CLOSE, hold High Punch, press Forward, Forward, Down, Forward, release High Punch

SPECIAL ATTACKS

TORNADO DASH
Back, Forward+Low Kick

GAME CRAZY

VG GOES TO THE AMOA SHOW

In late September, dozens of manufacturers of amusement machines gathered on the banks of the Mississippi River in the city of New Orleans to show off their new wares at the AMOA (Arcade and Music Operators Association) show. *VIDEOGAMES* went there to get you the scoop on what's going to be exploding in the arcades in the coming months.

If you've never had the chance to check out one of these things, you're missing out. From the moment we entered the gigantic hall, we were overwhelmed by the sound of electronic mayhem. We literally couldn't escape the sounds of beeping and pinging. It was great! Every sort of arcade and coin-op amusement was represented at the show. If you wanted to play ten variations of *Beat the Weasel*, you'd be in heaven. By far the best thing was the fact that for three days, we could play as many arcade games as we wanted to for free! Yes! It was hard work, but here's the lowdown on what's new in the arcade gaming world.

CAPCOM



Marvel Super Heroes

This new fighting game totally blew us away! In it, you can play many of your favorite Marvel heroes, including Spider-Man, Iron Man, Wolverine, Magneto, the Hulk and Captain America. It's kind of like *SFII*, *Darkstalkers*, and *X-Men* all rolled into one. One of the hottest games of the show.



MIDWAY



NHL Open Ice

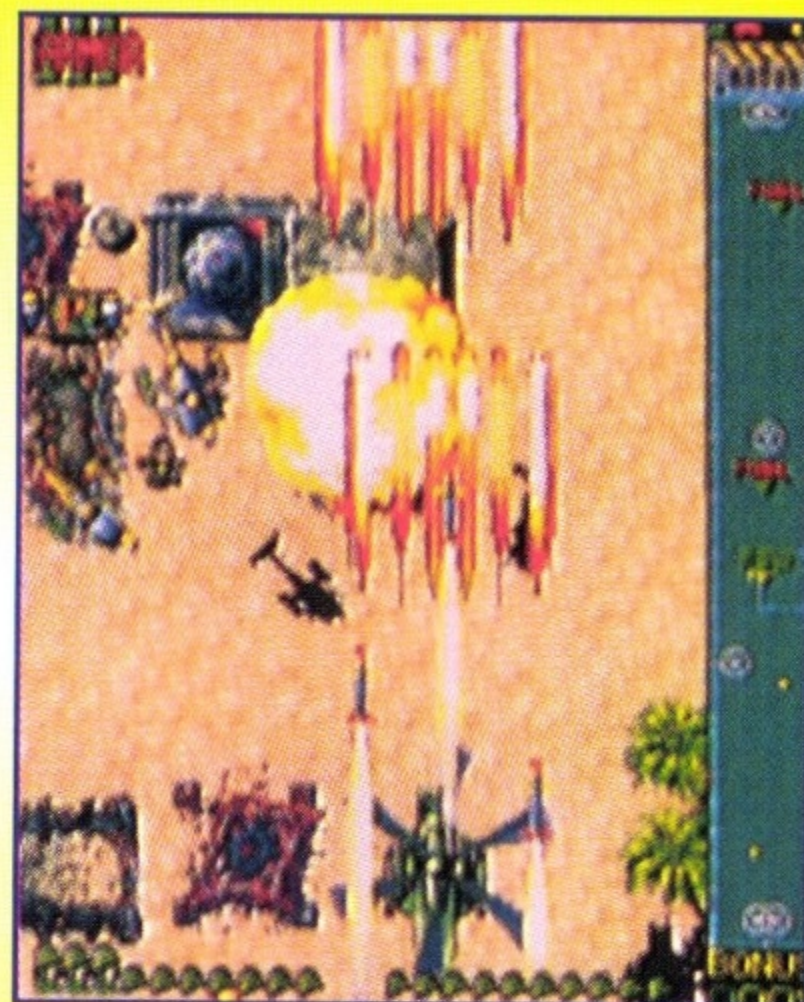
I took to calling this one *NHL Jam* because it reminded me so much of Midway's classic basketball game. This hockey game will even get non-fans into its groove due to its non-stop action.



Ultimate MK3

This *MK3* expansion will steal all of your quarters. For a more extensive peek at Midway's new fighter, check out our First Look section.

JALECO



Desert War

If you're a fan of shooters like *Aero Fighters*, you'll love *Desert War*. In addition to blowing away millions of enemy attack-craft, you must occasionally land your helicopter to pick up P.O.W.s.

SEGA

Sega had a ton of new games on display, more than any other company at the show. Here's a taste of their smorgasbord.



Virtua Cop 2

If you thought the first *Virtua Cop* was intense, you ain't seen nothin' yet. *Virtua Cop 2* is the ultimate gun game. It has more villains, more weapons, incredible stages (check out the subway to see what I mean) and hefty guns. What else do you need?

Indy 500

Sega's made a name for itself in racing games and *Indy 500* does nothing to tarnish that reputation. In this simulator you can race on three tracks, the "Indianapolis Motor Speedway," the "Brickyard", and the treacherous "Highland Raceway". This game is so real, you might even break some bones when you crash your car!



Fighting Vipers

This new fighting game from Japan looked and sounded beautiful. The graphics are ten steps up from *Tekken 2* and *Virtua Fighter Remix* and the sound is bone-crunching!



Sport Fishing II

In a word: Weird.



Rail Chaser 2

This sequel follows along the lines of the original *Rail Chaser*, but it has better graphics and a lot more noise. I dug it.



Virtua Striker

Sega's new soccer game is hot! If you need an antidote to basketball games, check this one out. *Virtua Striker* is a sweaty sports sim that'll have you chanting English soccer songs in no time.



Cool Riders

Sega didn't have this one at the show, but here are a couple of pictures that look cool. Wow! Now you know as much about it as we do!

TAITO

Bust-A-Move Again



You might think that this is kids stuff, but we're big fans of Bubble and Bobble and we're glad to see that they're getting more work in games nowadays. The title of this game says it all.

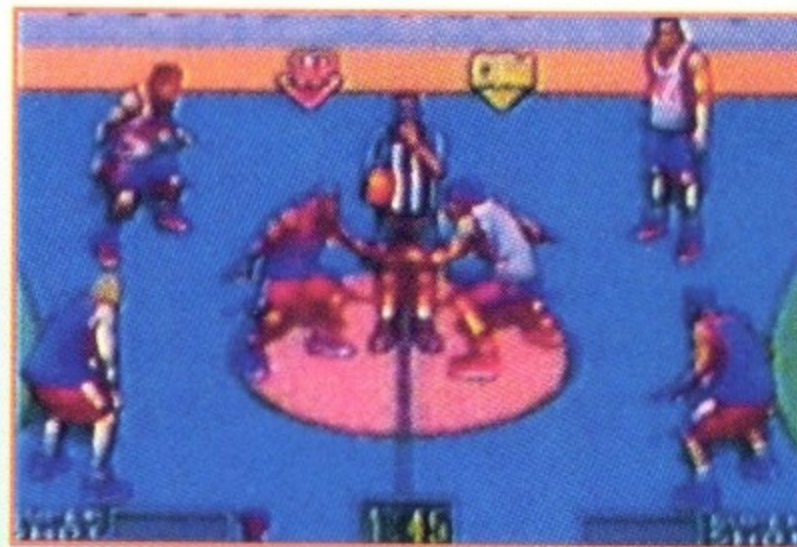


Dangerous Curves

In this unique racing game, you can race a motorcycle against a sports car and see who comes out of the confrontation alive. The graphics are okay, but the concept is pretty cool.

DATAEAST

Hoops



This one- to four-player street basketball game does away with the rules and concentrates on the question; who's bad? Pick from 12 teams and find out if you're "street" enough to play roundball.

NAMCO



Tekken 2

Namco's fighter gets amped-up graphics and some new characters in an attempt to create a franchise. Does it work? I played it extensively, and it's safe to say that it *rocks*.

Cybercycles

One of the most beautiful games at the show and also one of the most fun. This futuristic motorcycle racing simulation challenges you to take on the streets of New Yokohama on one of three awesome bikes. Completely addictive.

Alpine Racers

When you live in hot climes like we do, you rarely get the chance to ski, so this is the closest I've ever come. A heck of a lot of fun to play, but a little hard on the ankles.

Rave Racer

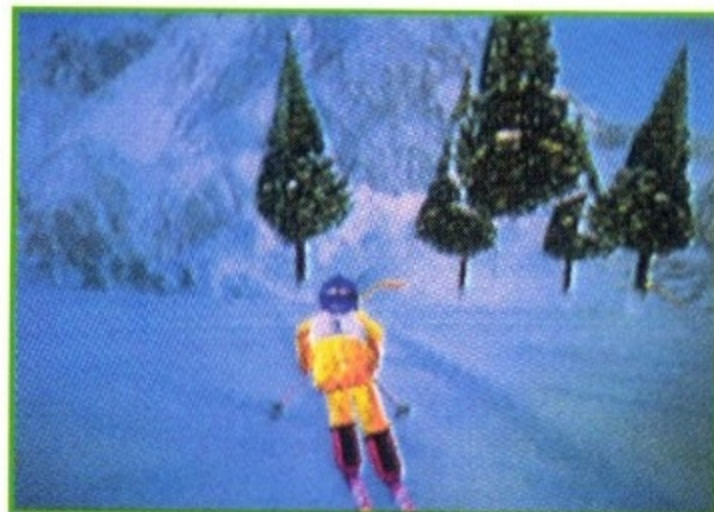
This anxiously awaited follow-up to *Ridge Racer* won't disappoint fans of the first game. The sensation of speed one gets when playing this game almost made us hurl.

TIME WARNER



Area 51

The *X-Files* has really jump-started the alien industry, if this gun game from T/WI is any indication. Infiltrate a secret army base with a crack team of commandos and destroy the alien menace within.



KONAMI

Crypt Killer

Crypt Killer is awesome! This gun game allows three players to join in the horrific action, but that's not the best part; the guns themselves are! They're mini pump-action shotguns! You'll feel just like Ash in the film *Army of Darkness* as you pump away and blow monsters to kingdom come!



AMERICAN SAMMY

Zombie Raid

Yet another horror-themed gun game. *Zombie Attack's* shotguns are bolted down, but they're still pump-action, and as an added bonus, they vibrate when you shoot! Particularly satisfying when you gun down werewolves.



AMERICAN LASER GAMES

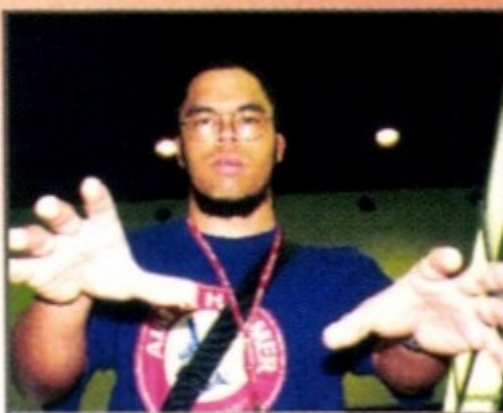
Orbatak

A bit of a departure for ALG. It's a track-ball-controlled game in which two combatants each try to force the other off the playing field or destroy their protective shield. *Orbatak* is almost retro in its simplicity. Pretty cool.



CAPCOM'S MARVEL SUPER HEROES

GAME OF THE SHOW



This is what you look like after three straight days of staring at arcade screens. Scary, eh?



Meet Gabe Jetson!

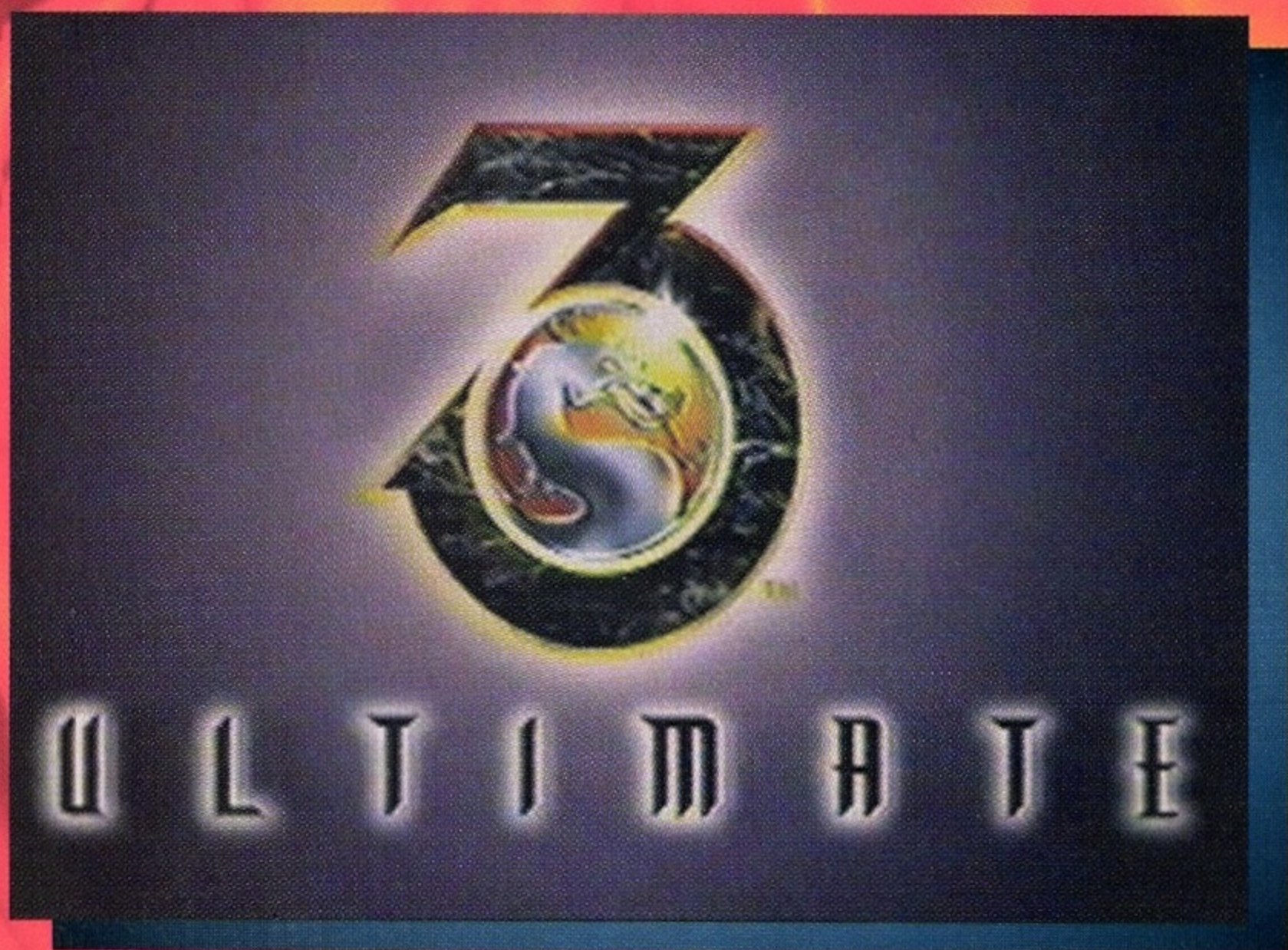


I try the two-gun method of playing *Virtua Cop 2* while ultra-cool Sega guy David Wilhoite looks on in amazement.



A healthy alternative to war.

The *Marvel* fighting game was by far the best game of the show. If you thought there was nothing new under the 2-D sun, you haven't checked this game out yet. From its huge, colorful characters to its play innovations, *Marvel Super Heroes* is the best thing going nowadays. Look for an extensive strategy guide in the next issue of *VIDEOGAMES*.



Just when the console versions of MK3 hit the home, *Ultimate MK3* will be crashing into arcades everywhere. Everywhere, that is, where there was originally a MK3 arcade machine, because *Ultimate MK3* is the upgrade board that attaches to the coin-op machine.

New in this version are fan favorites from MK2 including Kitana, Jade, Scorpion, and Reptile! They will come complete with new fatalities, friendships, and babalities. There is now a total of 16 characters with more hidden characters. There are four new backgrounds which include the Desert, Cavern, Waterfront, and Hell! All the players are set to be endowed with new moves in addition to their old ones, with the possibility of new fatalities. The graphics are very cool and the new backgrounds look like they're based on the blockbuster movie.

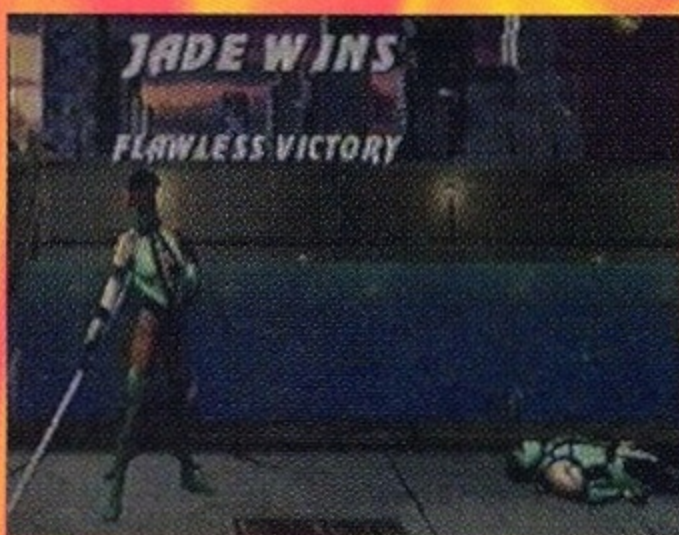
Look for this incredible upgrade at your arcade now!



Kitana is back and ready to destroy!



What are the new finishing moves? We ain't saying.



Bloody Beat-'Em-Up

Publisher: Williams

Developer: Williams

1 or 2 players

Available Now

FIRSTLOOK

ARCADE



Ultimate MK3 lives up to its name.

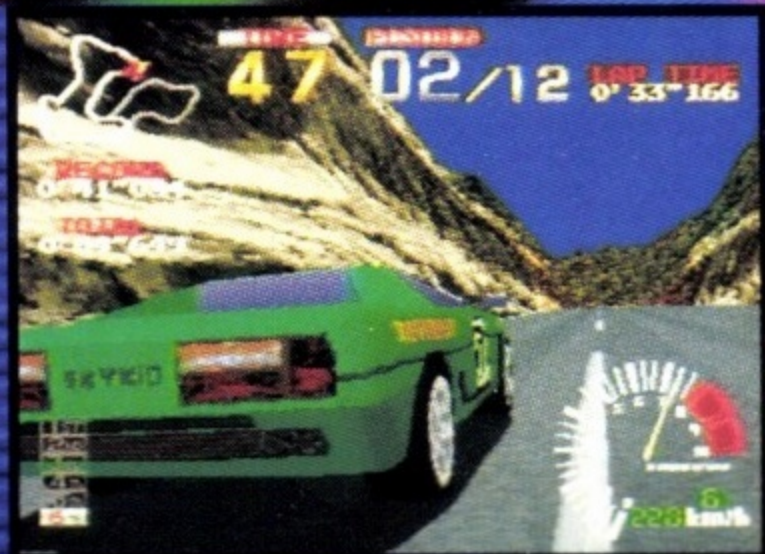


A RUSH FELT BY A HANDFUL OF WORLD-CLASS
DRIVERS AND THE OCCASION



ASS

AL PARKING VALET. |



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

PlayStation™



SONY

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ENOS LIVES



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CIRCLE #110 ON READER SERVICE CARD.

PLAYSTATION

ARCADE

FIRSTLOOK

BATTLE ARENA / TOSHINDEN 2

Action/Platform

Publisher: Sony

Developer: Takara

1 or 2 players

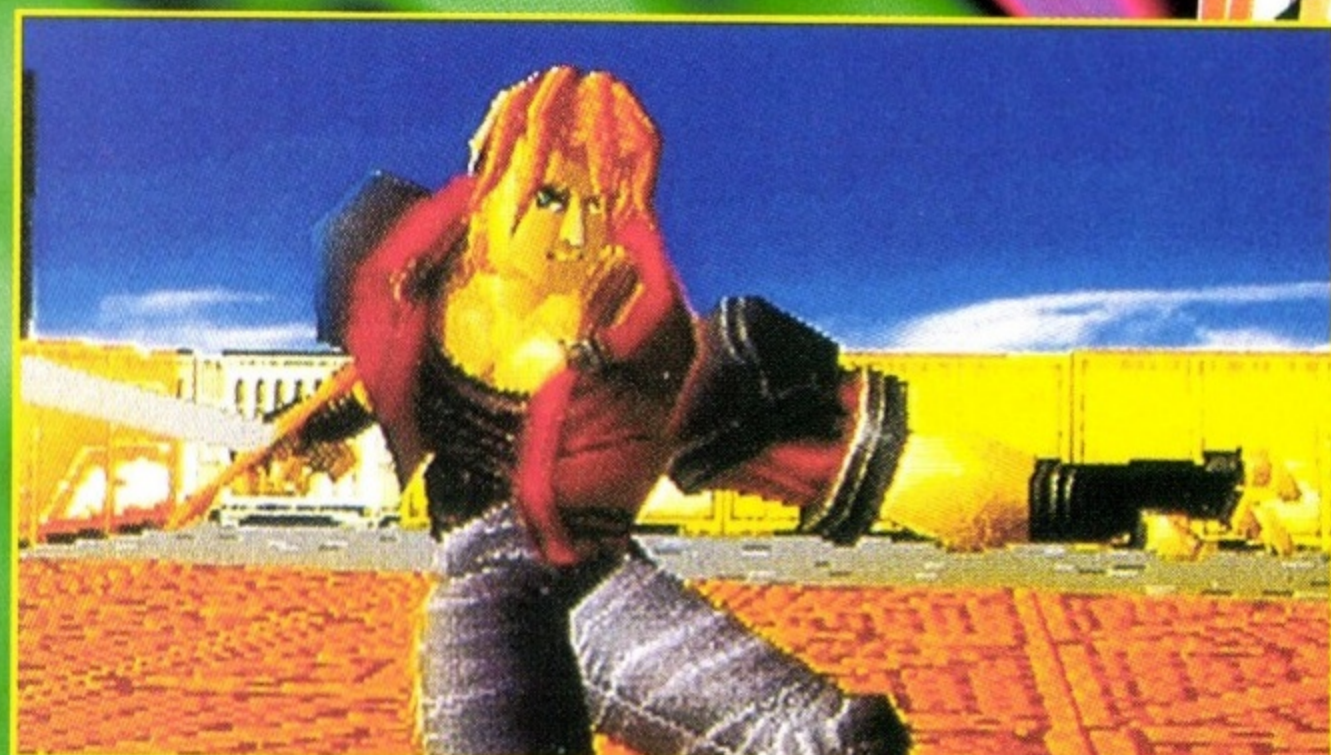
Available: 1996



One of the games that put the Playstation on the map is receiving a much-deserved sequel. **Battle Arena Toshinden** wowed gamers with its smooth 3-D graphics and dynamic camera angles, and the sequel promises to break new ground on the Playstation. The detail level is much higher, with an increased polygon count allowing for more realistic movement of the characters, as well as their clothes!

Another thing that will be improved is the light-source shading. The first game pre-shaded the fighters to simulate light-source shading, but the sequel will have light from a specific source that will be reflected on the characters. The fighters will be more balanced, in order to rectify mismatches and to give each fighter a, well...fighting chance.

All the eight original characters are back and the boss character Gaia has a new look. There could be new hidden characters, including the return of Sho and a new female character. **Toshinden 2** will debut in the arcade first and land on the Playstation soon after. Until then, check out these amazing screen shots direct from Japan!



GOLDEN AXE THE DUEL

Remember the classic *Golden Axe* arcade games? They were among the first arcade-to-Genesis translations available and they were a landmark in side-scrolling adventure games. If you've forgotten them, the developers at Sega of Japan certainly haven't; they've developed a new 2-D fighting game based on the *Golden Axe* series, aptly titled *Golden Axe: The Duel*.

You'll be able to choose from ten enormous, deadly fighters. The original characters from *Golden Axe* (the barbarian, dwarf, and female warrior) are represented, as are some other generic fantasy stalwarts. There's an acrobatic elf who wields two blades, a hulking green monstrosity, and a behemoth that looks like something out of a Conan curry-nightmare, amongst many others. The gameplay is highly reminiscent of Neo•Geo fighting games, particularly *Samurai Shodown*. *Golden Axe: The Duel* incorporates many of the elements that have worked so well for *Shodown*, including excellent use of scaling, beautiful, colorful animation, and a "bonus" system of potions and elixirs dropped by journeymen gnomes which your fighter can pick up in the midst of combat to gain strength and power. Weed out the weak and infirm as you quest for glory in *Golden Axe: The Duel*.

Figure four leg lock.



"Why I oughta..."



The buzzards are circling. Looks like the main course is served.



If you look real close, you can see Jeffrey Dahmer roasting in the furnace.



Cool special moves jazz up the overall gameplay.



Peek-a-boo!



Turn the competition into a frog. Watch out, though, those legs can still kick.



Where's the heat miser when you need him?



Beat-'Em-Up

Publisher: Sega

Developer: Sega

1 or 2 players

Available: Christmas '95

CORPSE KILLER

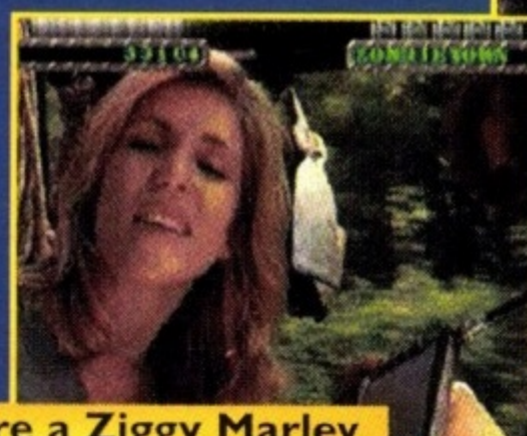
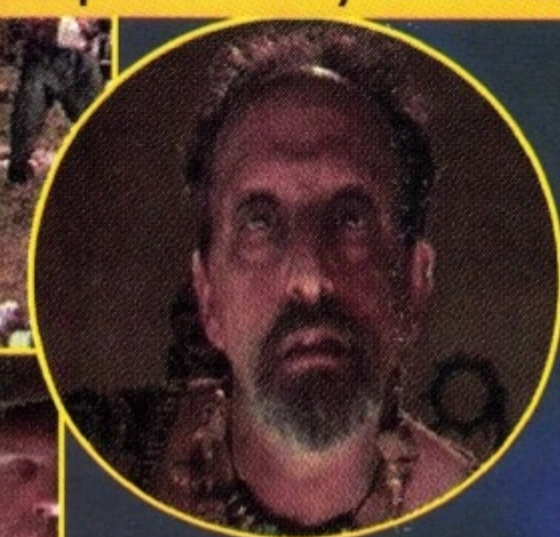
If you enjoyed blasting the undead in the Sega CD version, here's another go-around. **Corpse Killer: Graveyard Edition** for the Sega Saturn is a souped-up and bloody version of the Sega CD shooter.

This version contains more weapons, a greater variety of zombies and a lot of inane dialogue from your co-stars. **Corpse Killer** details the story of a soldier (you) trying to rescue fellow soldiers from the evil clutches of Dr. Vargas. This would be easy (Vargas is far from formidable) except that the island is crawling with extras from a George Romero film.

Wasting zombies is always fun and the extra blood in this version should satisfy maniac shooter fans everywhere.



Watch the blood fly as you zap those nasty cadavers.



Your two comrades are a Ziggy Marley wanna-be and a spunky chick.



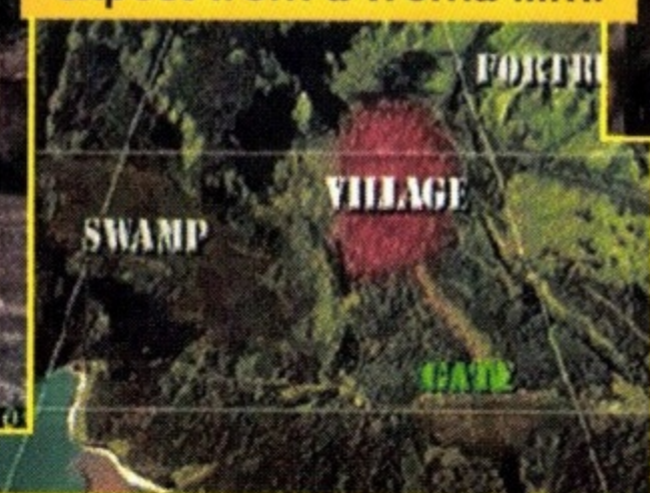
Human skulls. Pretty eerie stuff.



The kind of craziness you'd expect from a Troma film.



I'll release the prisoners if you just give me Spicoli!



Shooter

Publisher: Digital Pictures

Developer: Digital Pictures

1 player

Available Now

FIRSTLOOK

SEGA SATURN

WING ARMS

Flight Sim/Shooter

Publisher: Sega

Developer: Sega

1 or 2 players

Available: Now

Wing Arms is what

every flying game should be. You take real plane models and incorporate them into an arcade game. Here, you get to do the thing that's the most fun in a war plane, but which, ironically, is paid the least attention to in other flight games: dogfight.

In *Wing Arms*, you can control one of several WWII fighter planes used by the U.S., Britain, Japan and Germany. Launch from your carrier and engage the enemy at point blank range, diving and banking to avoid a fighter on your tail. Several different missions are also at your disposal. Battle fighters on level one, and then move on to levels in which you're bombing enemy facilities, assaulting destroyers or crippling naval bases. This is a game for anyone who's ever wished he was a leatherneck in the Pacific theatre of operations.

Epic scenarios worthy of Herman Wouk.

It's Zero Hour and the enemy is all around you!

Hit that installation and cripple the enemy defenses.

Excellent plane control allows for some harrowing mid-air encounters.

For the dogfights, I recommend the British Spitfire or the U.S. Mustang—the two greatest fighters used in WWII.



CAP-N-HANDS

"Prepare for complete testosterone pumping mayhem."
— Diehard Game Fan

When I find F.U.B.
I'm gonna plunder
his liver and
pump his
scurvy
belly full o' gunshot...

Create Huge Explosions!

just after I
make him
swap the deck
with his tongue.

15 Enormous
Levels To Explore

What Good Is A Sony® Playstation™ If It Isn't

LOADED



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Interplay
BY GAMERS, FOR GAMERS™



WEAPON OF CHOICE: Flintlocks
SUPER WEAPON: Buckshot

KILLER TIP: Fire up double shotguns and keep enemies at bay with long range attack.

WARHAWK

The air is quiet as you hover your Peregrine assault craft mere inches above the ocean's surface. Slowly you bank to the left, to the right, searching for enemies on the horizon. The coast looks clear, but suddenly a homing missile shoots out of the sky—aimed directly at your ship! Reacting instantly, you punch the throttle and climb 90 degrees, avoiding the missile and placing your ship in direct line of an oncoming enemy warship. You quickly charge them, load a batch of swarm missiles, bob and weave past tracer fire, and let hot death fly once your sensors get a lock-on. The enemy ship plummets towards the ocean and hits the surface, sending streams of water hundreds of feet into the sky. The mission isn't quite over yet....

Sounds like a pulse-pounding, futuristic sci-fi epic? It could be, but it's an accurate description of Sony's mind-numbingly good flight/battle-sim **Warhawk**.



In **Warhawk**, you take on the persona of a rookie pilot in the Unified International Forces, a global peace-keeping agency of the near future. In FMV sequences, you and your weapons officer are charged with engaging the forces of the madman Kreel, who's poised to use the mysterious substance Red Mercury to take over the world. Over the course of six different missions, you must engage Kreel's forces in a variety of locations and intercept all his canisters of Red Mercury, or the world will be utterly at his mercy.

Warhawk has it all: some of the best graphics seen to date on the PlayStation, constantly engaging and evolving gameplay, controls that are intuitive and varied (you won't believe the maneuvers your ship is capable of), movie-quality music, and extensive replay value. Seeing is believing in this case; once gamers get a look at **Warhawk**, a new standard will be set, a standard that will be tough to beat.

LEVEL 1



LEVEL 2



LEVEL 3



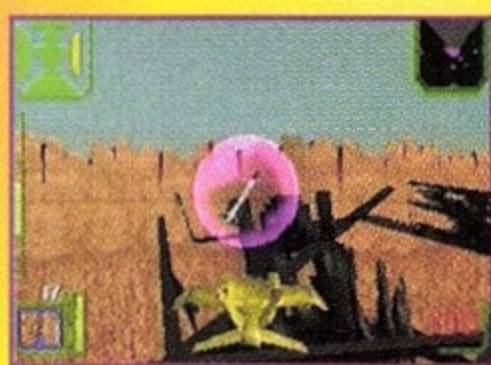
LEVEL 4



LEVEL 5



WEAPONS



Flight Sim/Shooter

Publisher: Sony

Developer: SCEA

1 player

Available: December '95

FIRSTLOOK

3DO

If you're looking for a game to immerse yourself in, this is the one. Take on the lead role of a young prince and his dino, Dina, and embark on a quest to save the world from the evil advances of a tyrant.

Centuries ago, dinosaurs and humans lived together in peace and harmony. They built huge citadels as monuments to what they could accomplish when they worked together. Time passed and the alliance collapsed. The citadels, once great reminders of peace and prosperity, now stood as the last lines of defense against a mad warrior and his fiendish soldiers. Now, on the brink of extinction, both species need once again to unite under the leadership of...YOU.

Beautiful sound and stunning visuals accent this enthralling fantasy.

LOST EDEN



Your dad, the wise old king, turns out to be a wimp.



This is the guy that is trying to end your life. What kind of cross-breeding went on back then?



Easy interface makes you forget you're controlling things.



Adventure

Publisher: Virgin

Developer: Cryo

1 player

Available Now

BUTCH

"Yee-haw! I'm a
killin' maniac,
AND I LIKE IT!!"
— Game Players

When I find F.U.B.
I'm gonna dress
him up in
a hideous day-glow
mini-skirt,



Zoom In & Out Of Action

paint his toes

violet, and
call him "Dolly."

Then I'll
waste him.



Features Music of
Pop Will Eat Itself

What Good Is A Sony® Playstation™ If It Isn't

LOADED™



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Interplay
BY GAMERS. FOR GAMERS.™



WEAPON OF CHOICE: Flame Thrower
SUPER WEAPON: Explosive Ring

KILLER TIP: Fights best against the ropes.
Back into a corner and mow 'em down.

SPAWN



Comics fans will recognize Spawn, a creature of the streets who was once a man, but is now something much more sinister. Based on the the hit comics by Todd McFarlane, *Spawn* is the story of Al Simmons, a man who died but came back to Earth as a Hellspawn, a dark creature of the depths. This Hellspawn has a conscience however, and that's what guides you in this multi-leveled action/fighting quest from Acclaim.

While it may look like another *Double Dragon* clone, *Spawn* actually distances itself from the rest of the pack by incorporating a lot of fighting game-type moves for players to master, including an awesome chain-whip that springs from the depths of Spawn's cape and a nifty (but hard to master) move which regenerates Spawn. In addition to its cool combination of action and fighting game elements, *Spawn* incorporates many of the characters from the comic, including the Violator and the Malebolgia, creating a totally immersive comic-book experience.



Spawn uses his demonic powers for the forces of good. What a swell guy.



One of the many special moves in Spawns' repertoire.



Spawn lashes out at a criminal lowlife!



Action

Publisher: Acclaim

Developer: Sony Publishing

1 player

Available: November '95



If you saw someone who looked like Spawn, would you cross to the other side of the street?



FIRSTLOOK

SNES

GENESIS

GARGOYLES



Gargoyles, one of the most stylish animated adventure series on television, is the basis for this soon-to-be-released platform/adventure game from the interactive division of Disney.

The series follows the exploits of a group of mythical gargoyle warriors in twentieth-century New York. Trapped by an ancient enchantment, they are cursed to turn to stone by day, but at night they are free to fly around the city and assume their ancient duty: protection. In *Gargoyles*, the game, you take on the role of the mightiest of the group, the honorable Goliath. Over extensive levels that span the centuries, you pursue the evil Eye of Odin, a magical artifact partly responsible for your curse.

As with most games based on Disney characters, *Gargoyles* is gorgeous. The animators have packed so many frames of animation you almost won't believe you're playing a Genesis. The sound design is incredible (the screams of Vikings are particularly unnerving), and the backgrounds are simply beautiful. They're full of color and detail, a feature which makes the game that much more fun to play.



Gargoyles' levels are labyrinthine and complex.



Goliath takes a mighty swing and vanquishes another foe.



The city is a dangerous place, especially for eight-foot tall winged creatures.



The character design in *Gargoyles* is excellent.



Platform/Adventure

Publisher: Disney Interactive

Developer: Buena Vista interactive

1 player

Available: December '95

SUPER NES

FIRSTLOOK

DONKEY KONG COUNTRY 2™ DIDDY'S KONG QUEST™



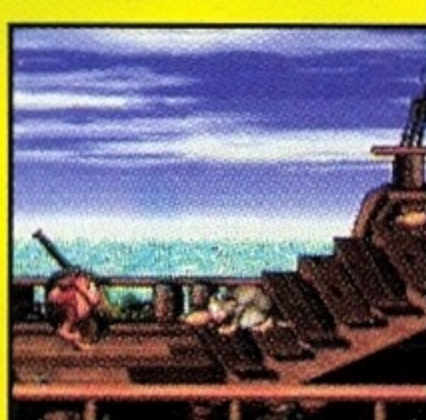
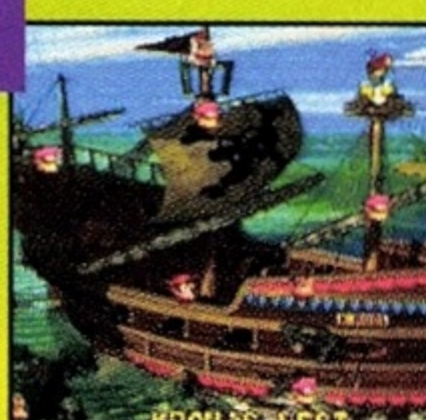
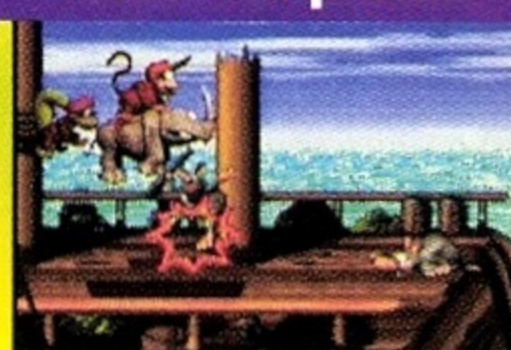
It's almost here! The stupendous sequel to last year's biggest game is on the horizon, gamers, so you'd better prepare yourselves and start saving your pennies! *Donkey Kong Country 2: Diddy's Quest* is colossal; not only does it improve on the original graphically, it has a ton of other features that will leave you drooling and gibbering come Christmas. The original *Donkey Kong Country* was no slouch in the game-play and size departments, but *DKC 2* is a monster!

While it's titled "Diddy's Quest", you can choose between playing Diddy and his girlfriend Dixie, a female chimp with a lot of moxie and a few moves up her sleeve that even Diddy can't do.

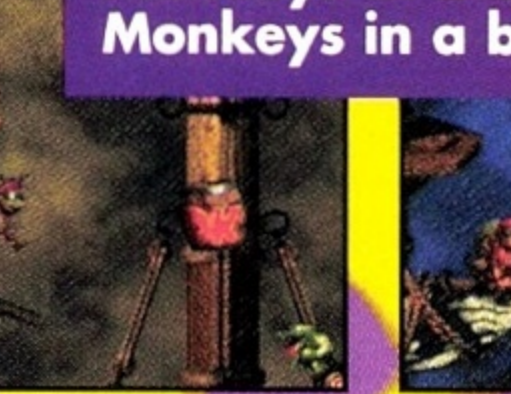
You'll have your hands full as you travel from a decrepit galleon in the bay of Crocodile Isle to the steamy depths of Crocodile Cauldron, down to the terrors of Crocodile Quay, around the demented amusement park, Krazy Kremland, through the bowels of Gloomy Gulch, into the mysterious Lost World and finally, if you're good enough, reach the castle of the most dastardly croc of them all, K. Rool. (Whew! I'm outta breath!) Along the way, you'll find stages that challenge your climbing ability (reminiscent of the original *Donkey Kong, Jr.* arcade game), old friends and a host of new allies such as a gentle giant spider, and a wicked crew of brand new Kremlings that will stop at nothing to keep the monkeys down. By the way, Nintendo wanted us to tell you that these pictures are from an 80% complete copy of the game, so changes may be made along the way that should make it even better!



Make the Kremlings walk the plank!



Monkeys in a barrel, Monkeys in a barrel!



Diddy's prehensile tail is an all purpose tool.



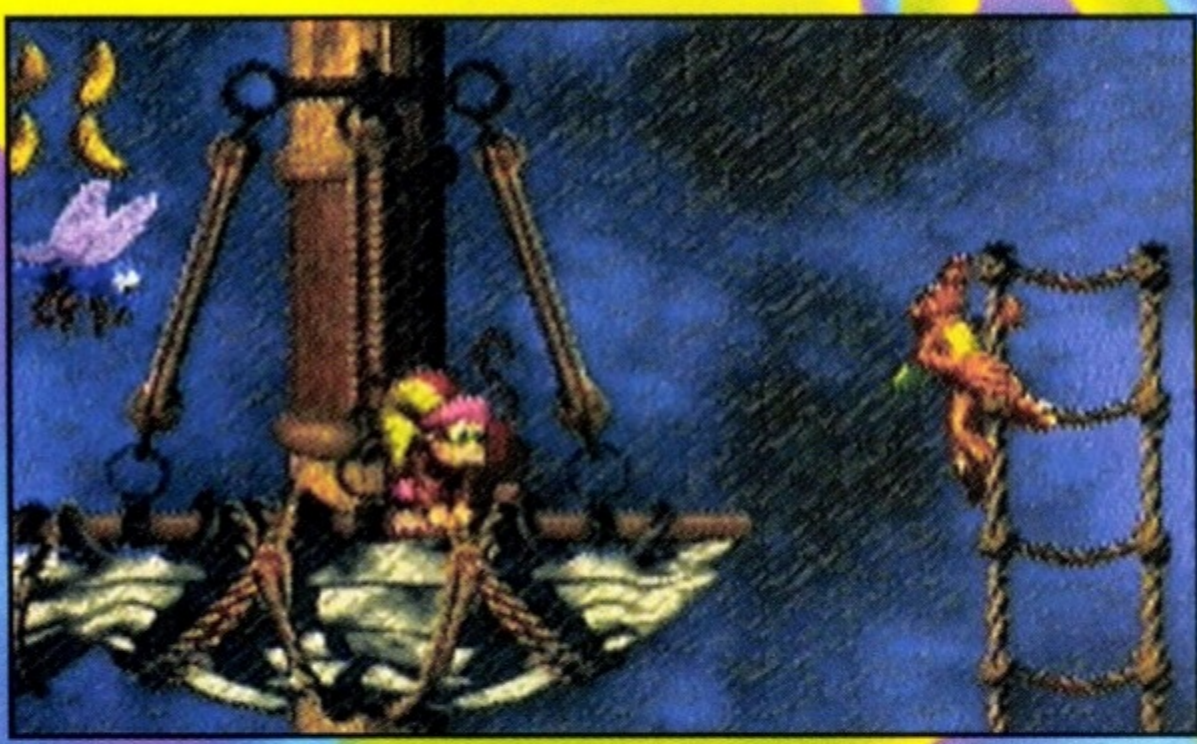
Action

Publisher: Nintendo

Developer: Rare

1 or 2 players

Available: December '95



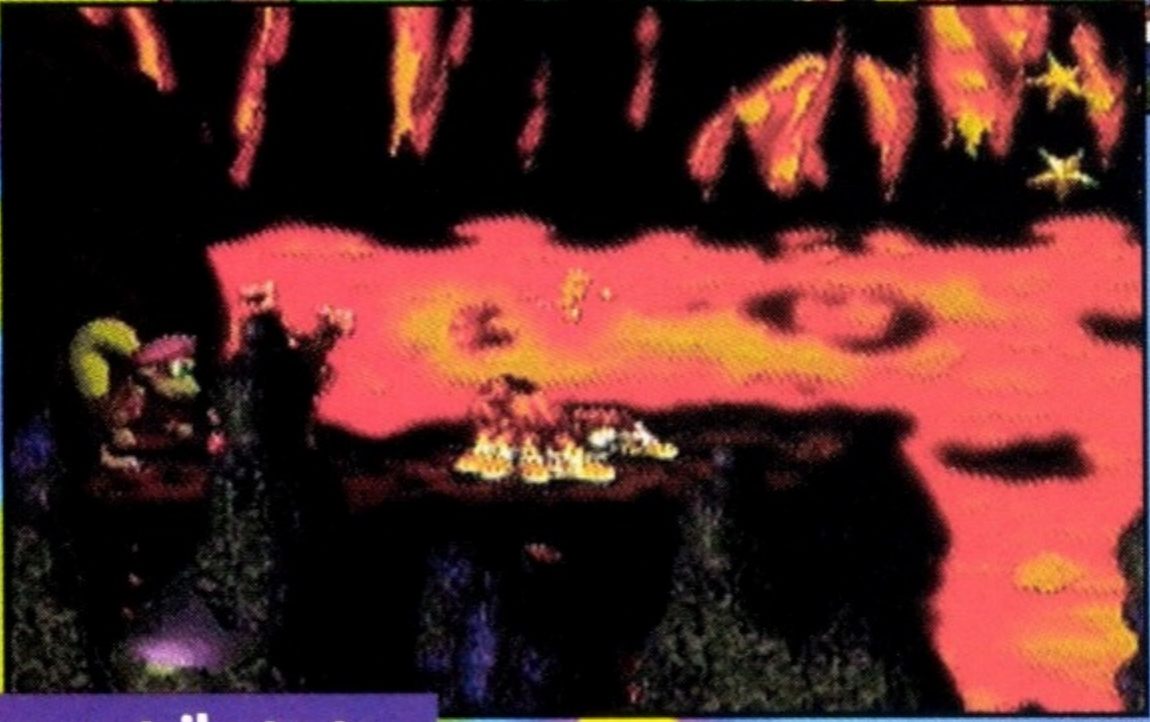
Dixie's rad! She's a riot grrrila.



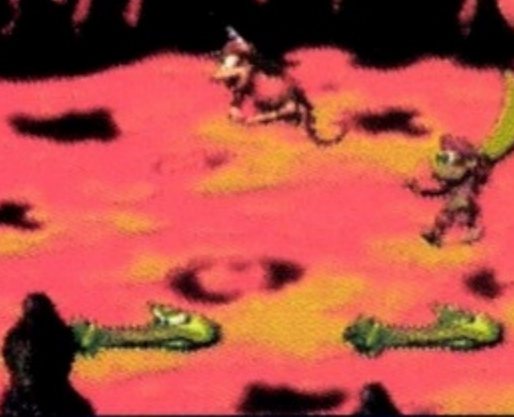
cluding the end of area bos
a song levels were there an
e first area of the island?



Spiders are an ape's best friend.



Donkey Kong pays tribute to Pitfall. Cool!



DKC2'S worlds are gargantuan. Don't get lost.

Get ready to go bananas! Diddy is back in the sequel to the hottest game in the jungle!

WIN! WIN! WIN!
ENTER AND WIN FABULOUS PRIZES IN THE

DONKEY KONG
COUNTRY 2TM
DIDDY'S KONG QUESTTM

GRAND PRIZE
Super NES
control Set® with (1)
copy of Donkey Kong
Country 2

15 FIRST PRIZES
(1) copy of Donkey
Kong Country 2



SWEEPSTAKES

You don't need us to tell you that Donkey Kong Country 2 is at least twice as good as the greatest game in the world, Donkey Kong Country. That means you must have it! Your Super NES needs this game! So what are you waiting for? Rather than pay cash for this absolutely fantastic cart starring the coolest monkey around, Diddy Kong, why not get it for FREE! You heard me right... I said FREE! Just drop us a line on a postcard and you'll have a chance to get the hottest game in the animal kingdom for absolutely nuthin'. One lucky winner will also get a Super NES Control Set® (also at a cost of nothing. Strange to think that some of you out there do not own Super Nintendos, but weirder things have happened.) Hey! Why are you still reading all this text hyping the game and the contest. Go get a postcard right now and mail it to the address listed in that little type below marked, "TO ENTER." Stop reading and enter this contest!

TO ENTER:

Send a postcard (no envelopes, please) with your name, address and age to:
Donkey Kong Country 2 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.

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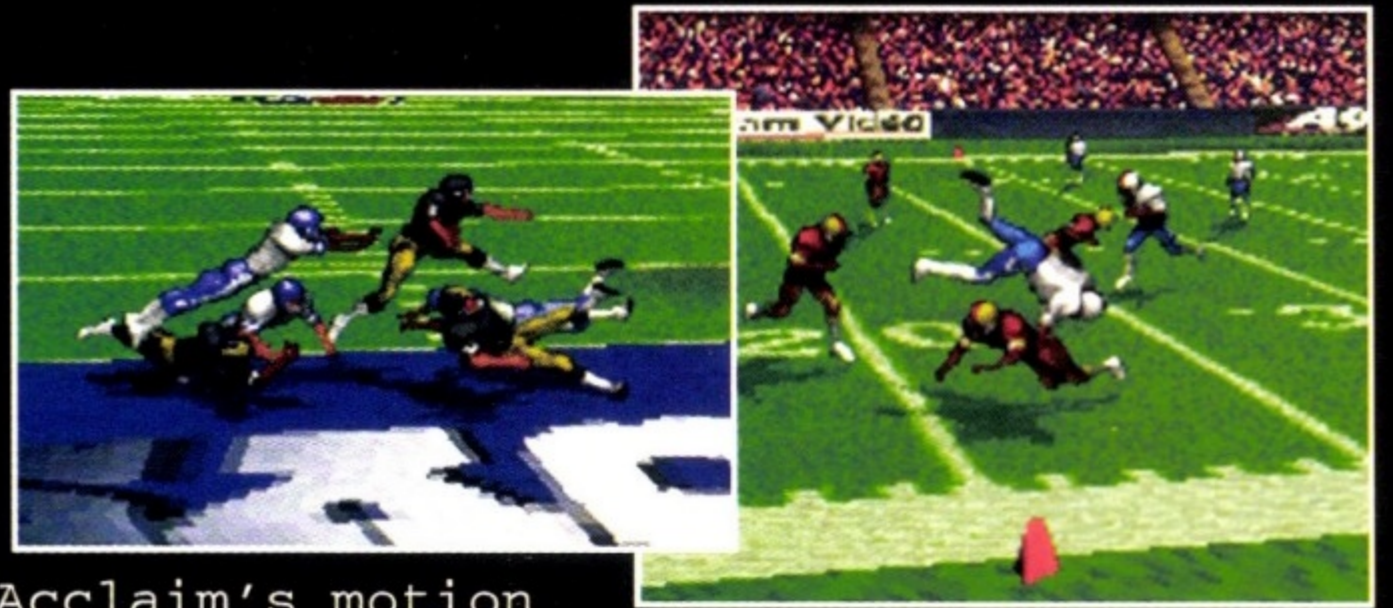
VIDEOGAMES
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to those who say they've got the stuff,
we say...

Put up or Shut up.



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all the top NFL™
quarterbacks!

NFL™ QUARTERBACK CLUB™ 96

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teams!

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that
count!



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including authentic
QB signature plays!

control any NFL™
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or defense!

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you Have it, Or you
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>player, game and full season stats! >substitutions! >replays from any angle!* >perfect your gridiron skills in the exclusive practice mode!† >custom player feature—build your own dream team!† >simulation mode—change history in 50 game-breaking situations! >hyper audibles—choose from 54 plays at the line of scrimmage! and more!<

Super NES® Genesis™ Game Boy® Game Gear™ Saturn™ PlayStation™ PC-CD ROM

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†Exclusive to Super NES® and Genesis™

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CIRCLE #112 ON READER SERVICE CARD.

SEGA SATURN

PLAYSTATION

FIRSTLOOK

SKELLETON WARRIORS

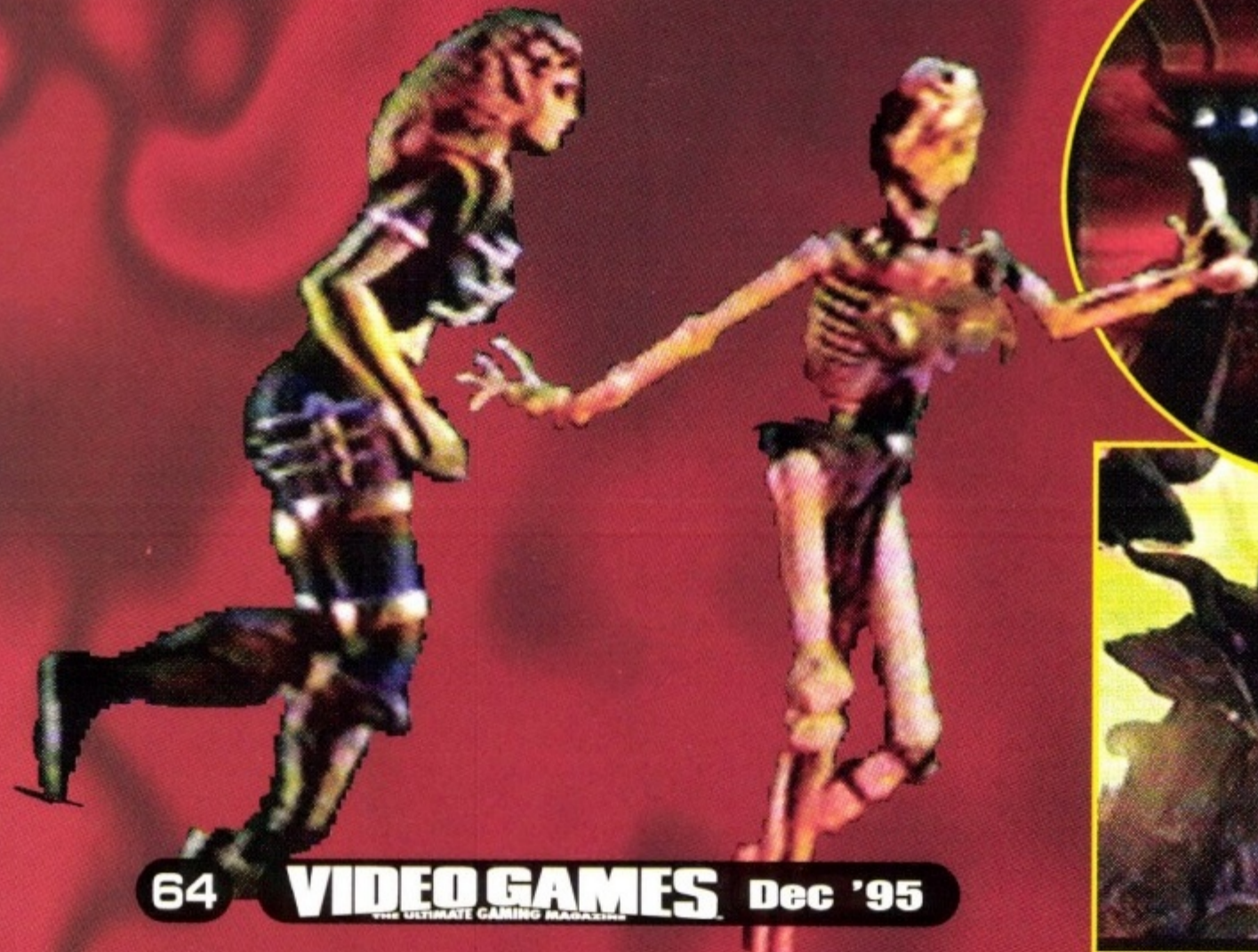
Have you ever passed the toy department at the local mall and seen a bunch of bad-ass skeletal action figures? Some are built like men, others like animals; some even look like giant spiders. Well, those are *Skeleton Warriors*, and they not only have a line of cool action figures and their own cartoon series, but

also their own video game.

Skeleton Warriors is your basic good-vs.-evil motif. A bad dude steals a crystal that turns him into a skeleton. It also

gives him the power to turn others into skeletons for his army of darkness. The evil-doers must be stopped. (Highly original!)

Skeleton Warriors contains five missions, with a total of 25 levels. In the course of the game, you'll encounter more than 100 different types of monsters, all of which are fully-rendered, 3-D characters. Players can control up to four characters at once, each with different abilities and powers. The graphics of the game are awesome, with a certain flair for the gloomy. The music sounds like something out of *Spinal Tap's* archive with lots of rough guitar twangs.



FIRSTLOOK

SEGA SATURN

PLAYSTATION



Action
Publisher: Playmates
Developer: Neversoft Entertainment
1 player
Available Now

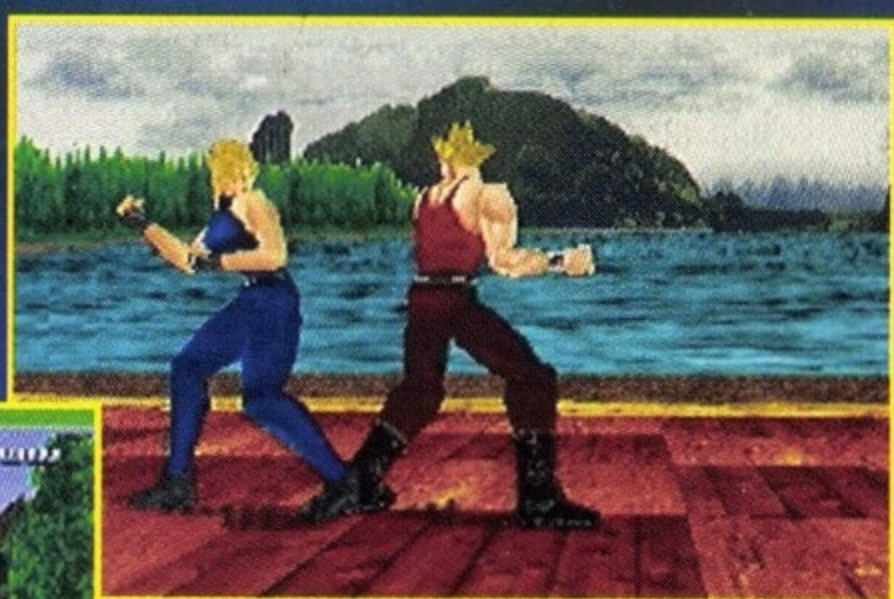
The long-awaited conversion of the incredible *Virtua Fighter 2* is upon us. VF2 is still considered by many to be the 3-D fighting game of choice, with its crisp graphics, realistic moves, and super-smooth character movements. What separates the VF series from other fighting games is its lack of supernatural moves such as fireballs or over-exaggerated animation.

The learning curve is indeed steeper than your average fighter, but you'll really appreciate what the geniuses at AM2 have put in. Most characters can counter moves with the mind-boggling array of strategic options at their disposal.

All the characters are here in this preliminary version, except for the boss character Dural, who'll be put in later. The Sega Saturn version moves just as well as the arcade and graphic quality has been pumped up to a level far surpassing *VF Remix!* The only question that remains is how closely the backgrounds will resemble the arcade, since the version previewed has place holder graphics for some stages. Based on what we've seen, VF2 is arcade-perfect and reason enough to get a Saturn!



VIRTUA FIGHTER 2



FIRSTLOOK

SEGA SATURN

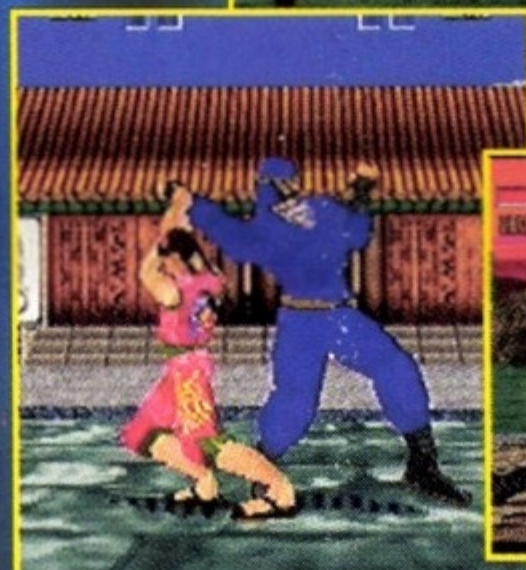
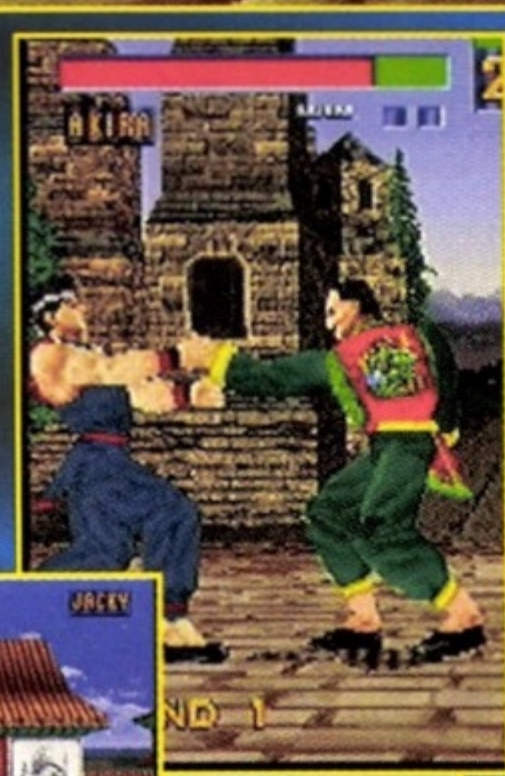
Fighting

Publisher: Sega

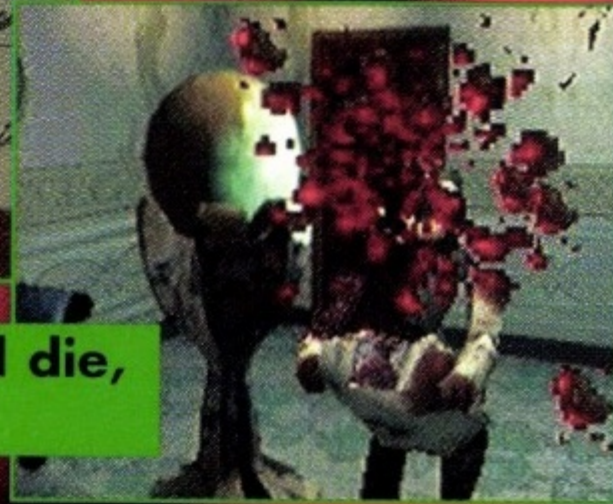
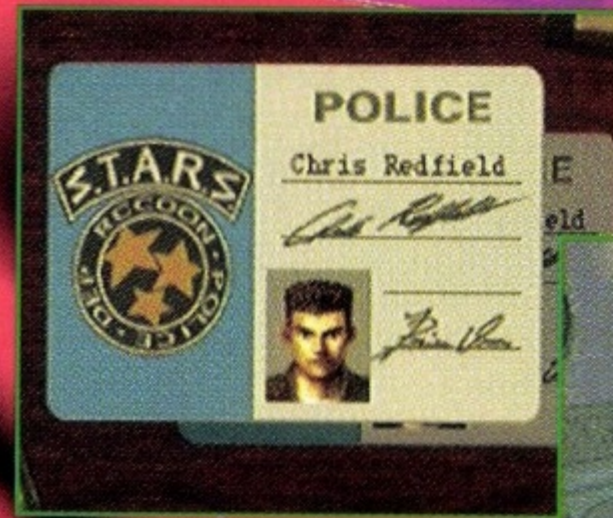
Developer: AM2

1 or 2 players

Available: December '95



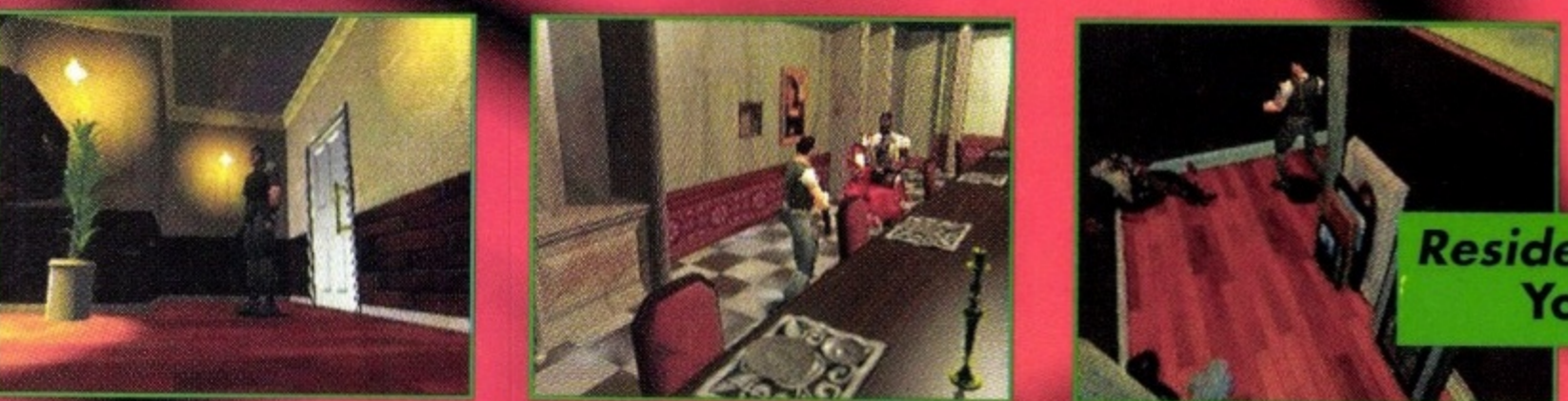
RESIDENT EVIL



Eat buckshot and die, zombie!



The shifting angles create a horrific atmosphere.



Frightening is not a word we here at VG use lightly when describing a game. After all, a video game's a video game, right? Games aren't scary; they're fun. No one goes home looking over their shoulder for the bogeyman, but Capcom's *Resident Evil* just might have you taking that extra glance behind you. It's can only be described as an "interactive movie", but don't let that scare you. This is equal parts *Dawn of The Dead* and *Evil Dead 2* mixed with *Doom* and *Alone In The Dark*. It's indescribably horrific and spooky, fascinating and fun to play.

The game takes place in and around a huge mansion in the countryside which doubles as a government research lab. Contact has been lost with the lab, and you've been sent to investigate the mysterious silence, only to find that it has been taken over by zombies, giant spiders, frog-like mutations, and worse...much worse. If you can survive the onslaught of the undead, you must find out what went wrong and get out with your sanity (and health) intact.

You have complete control of your character in the 3-D environment, and to create an atmosphere of terror, you see your character through a series of cinematic angles. It really makes you feel like you're the star of a horror film! As you progress through the game, you'll also find new weapons like shotguns, chainsaws, cans of gasoline, hammers and axes to aid you in your mission. You'll need them, too, because the game is huge! You must completely explore a gigantic mansion, a lab, another house, a tower, and a graveyard to fully solve the mystery. Groovy!



Resident Evil's controls are fluid and intuitive. You'll be playing like a pro instantly.



What's around the corner? You'll soon find out!



FIRSTLOOK

PLAYSTATION

Shooter

Publisher: Capcom

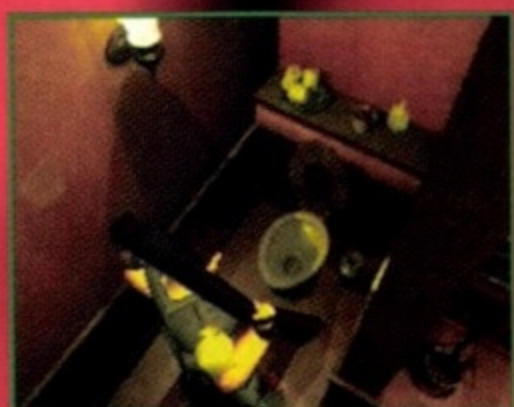
Developer: Capcom

1 player

Available: December '95



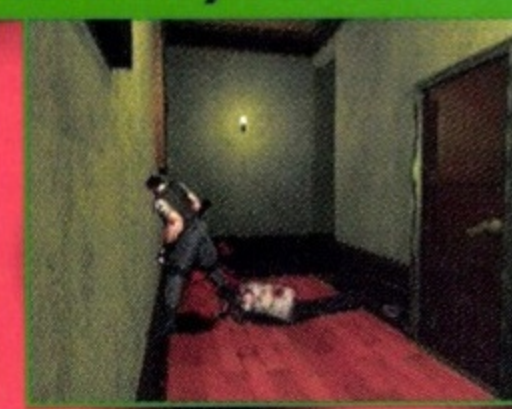
Spiders! I hate spiders...



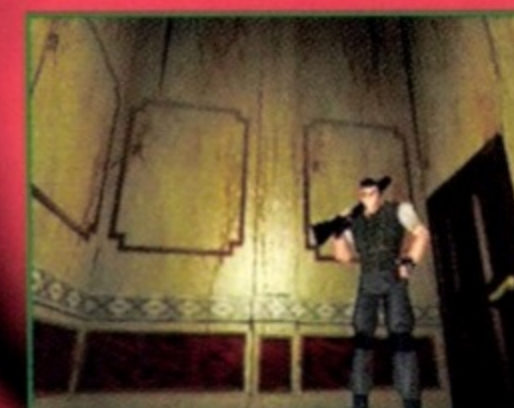
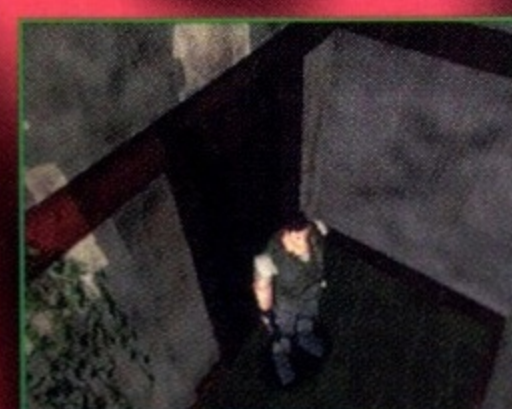
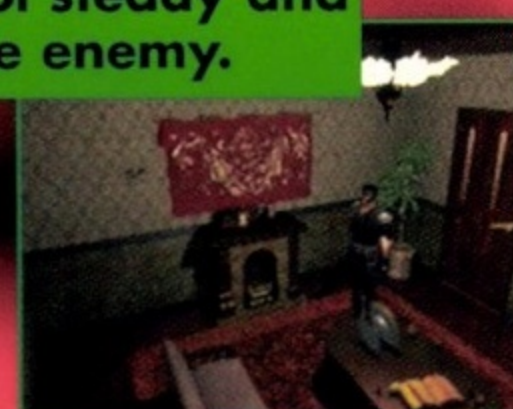
Dawn of The Dead revisited!



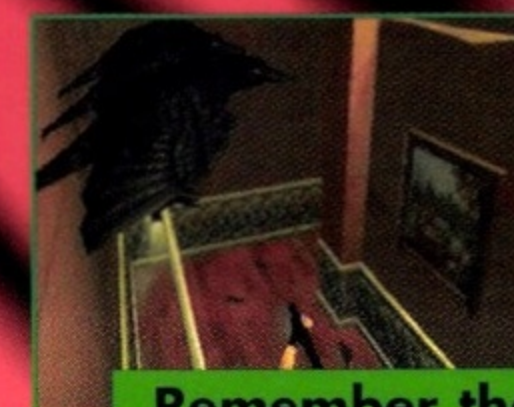
Crush the undead's brain underneath your boot!



Keep your pistol steady and wait for the enemy.



Remember that Hitchcock movie, *The Birds*? This situation is worse.



PLAYSTATION

FIRSTLOOK

DOOM



Action/Shooter

Publisher: Williams

Developer: Id Software

1 or 2 players

Available Now



Adding another SCUD missile to the ever-growing arsenal of software available for the PlayStation, this version of *Doom* will likely kick-start another frenzy. Including all three previous PC versions of *Doom* (*Doom I*, *Doom II*, *Ultimate Doom*) plus a ton of new levels, *Doom* on the PlayStation will be the quintessential companion for lovers of the game, with close to 100 levels on this disk.

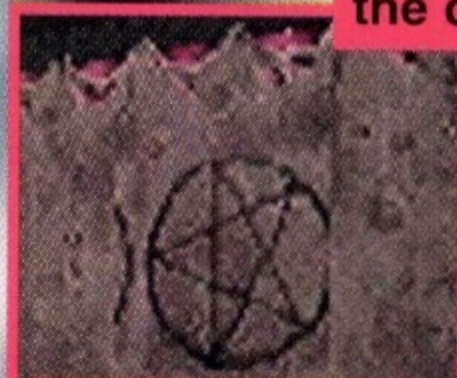
Control is now the easiest it's been, thanks to the introduction of the PlayStation pad. Also, the link capability of the machine will allow you to play death-match with a friend, something that can only be described as one of the most unique experiences in gaming. (A friend with a PlayStation and a copy of the game—but it's cheaper than linking two computers.) It's available now, so put down this magazine and buy it!



A social life will seem much less important after you start playing this game.



Bloody limbs hanging from the ceiling are a bad omen.



The pentagram is a pretty good sign that you're in Hell.



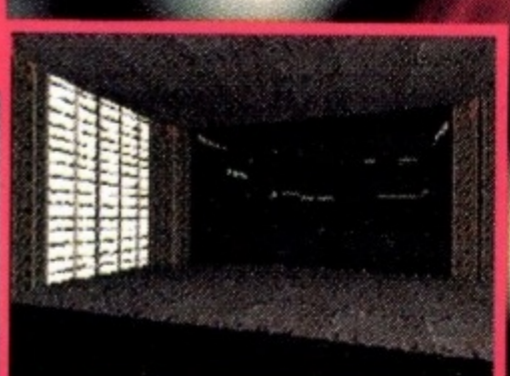
All your favorite weapons (plus three new ones) are at your disposal.



Lock and load, baby!



The sound is quite eerie. Sorry we can't show it to you.



FIRSTLOOK

An unconfusing 3-D battle-field is a definite plus.

SEGA SATURN

MYSTARIA

REALMS OF LORE



A smart-looking RPG, *Mystaria*, will be hitting the store just in time for Christmas. Looking a lot like a 3-D version of *Shining Force*, *Mystaria* promises to be an engrossing adventure that'll have you begging for sequels. (Hmmm...)

Entitled *Riglord Saga* in Japan, *Mystaria* has you controlling a band of freedom-fighters trying to retake their kingdom from a band of really bad individuals. The highlights of the game are the great graphics and its depth. Over 50 different enemies are roaming the land, as well as a plethora of magical items and spells. You can build parties of up to 12 characters and each has his or her own special moves. Also, as your characters gain levels, they will exhibit the ability to do more, formerly unavailable, special moves. 32-bit RPG games are looking good!



Why did they change the name to MYSTARIA?
RIGLORD SAGA sounded much cooler.



Lots of creepy critters and menacing monsters have a craving for heroes (and I don't mean hoagies).

You start the game with a prince, a ninja, and a lion-dude. Bulk up your party, because things are gonna get tough.



Role-Playing Game

Publisher: Sega

Developer: Sega

1 player

Available Now





TWISTED METAL



2 PLAYER MODE

The year is 1999. A decadent warlord named Calypso rules the ruined streets of L.A., and whatever he says goes. He's got the power, the money, and a bent for the sadistic. He's taken Prince's suggestion to "Party like it's 1999" to heart and to that end he's organized the Twisted Metal competition, a chaotic free-for-all, to be fought by 12 demented drivers throughout the streets of Smog City. Whoever wins gets their heart's desire, and whoever loses gets a really nice gravestone.

This is the world of **Twisted Metal**, the newest game from Sony Computer Entertainment. It's kind of like an update of the old role-playing war game *Car Wars*, only this time around there are no dice and no paper. This time it's for real. While it may look similar to the PC and 3DO game *Quarantine*, it's actually a billion times better. Players can take control of one of 12 different combatants, each with their own special car and weapons. Feeling a bit on the whimsical side? Then try your luck behind the wheel of Sweet Tooth, the most heavily-armed ice cream truck this side of Beirut. Want to play Death's Messenger? Well, he rides a mean chopper and he's a hell of a shot. These are only two of the vehicles you can choose and the greatest thing about each vehicle is that they have their own strengths and weaknesses, all of which have a noticeable effect on gameplay.

You have your choice between fighting another player in a one-on-one duel or duking it out with a steadily increasing number of enemies in the story mode. As you change locations from an arena to city streets to freeway interchanges and beyond, the carnage increases until you're involved in a non-stop orgy of bloodshed and speed. You can even get to the point where you'll be skidding around a roof top and one of your primary concerns is to keep from plummeting to the pavement 40 stories below.

As with any good driving game, you're able to change perspectives, but you also have the ability to perform bootlegger turns, shoot off ramps and travel in reverse at speeds in excess of 100 mph! Insanity! **Twisted Metal** will have you pining for the future, when a driver's license will be a license to kill.

HAMMERHEAD



MR GRIMM



PIT VIPER



FIRSTLOOK

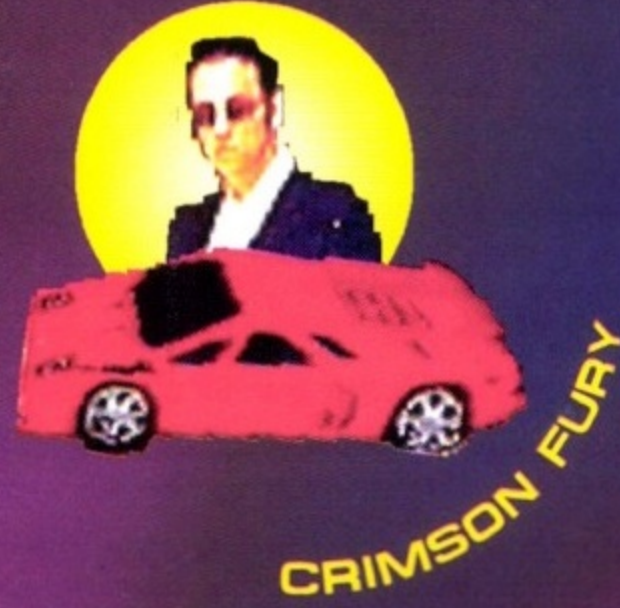
PLAYSTATION



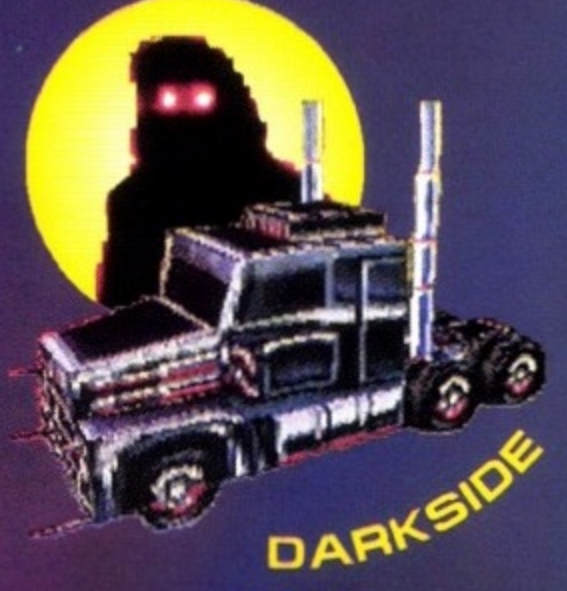
MR GRIMM



PIT VIPER



CRIMSON FURY



DARKSIDE



ROAD KILL



SPECTRE



SWEET TOOTH



FINAL BOSS



OUTLAW



THUMPER



WARTHOG



SPECTRE



SWEET TOOTH



Action/Shooter

Publisher: Sony

Developer: Sony Imagesoft

1 or 2 players

Available: December '95

32X

FIRSTLOOK

KOLIBRI

From the wonderful folks who brought you Ecco the Dolphin comes Kolibri. You control a hummingbird with an unusually lethal arsenal of weapons, including lasers and scatter bombs. It seems strange, at first, blasting insects and plant life, but as the game progresses, it gets even weirder!

The first few levels are fairly basic shooter fare with light strategy elements which evolve into a more Ecco-style puzzle adventure in the later levels. That's not to say that the shooting elements take a back seat because they most definitely don't. The shooting action gets fast and furious, requiring you to think fast to solve the puzzles and shoot fast to stay alive.

The mixture of these two playing styles, along with the hummingbird protagonist, is definitely interesting, and worth a good look. The graphics are simply amazing, complimented by an atmospheric soundtrack. The weakest part of the game is the control of Kolibri which takes a while to get used to, but then again, so did Ecco. Ecco, on the other hand, introduced new play mechanics while Kolibri does not, so I guess there's no excuses.

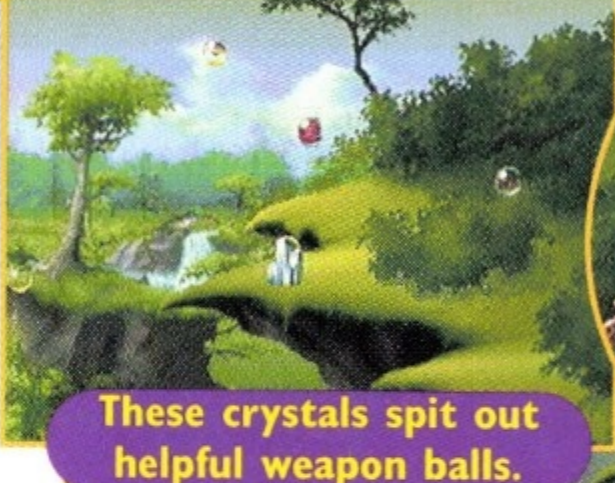
Ring barriers are a hummingbird's best friend.



What kind of insect is that?!



These crystals spit out helpful weapon balls.



This crystal gives you extra weapons.



Don't get too close to the frogs or they'll eat you. Really.



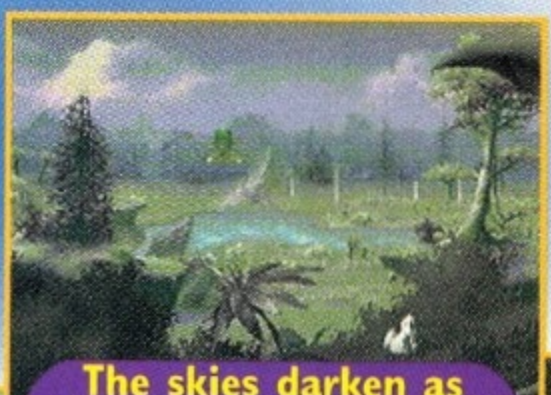
All types of insects are out to stop little Kolibri.



Unfortunately, you can't kill the frogs.



The skies darken as you start your quest.



Shooter

Publisher: Sega

Developer: Novatrade

1 player

Available Now

FIRST LOOK

MISSILE COMMAND 3-D

JAGUAR

Shooter

Publisher: Atari

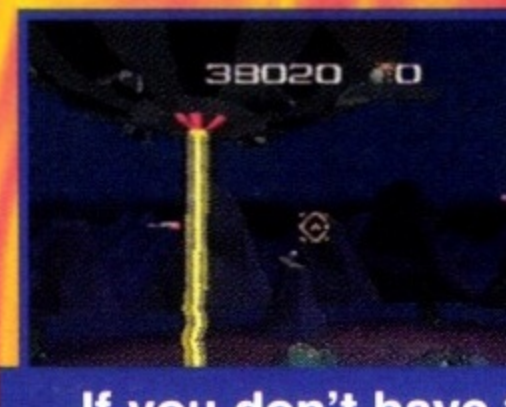
Developer: Atari

1 player

Available Now



Big, scary eels crawl out of the abyss.



If you don't have the Jaguar VR helmet, don't fret, because MC 3-D is still fun to play.



Defend your cloud cities with your ICBMs and lasers.



Falling back on simply great gameplay, Atari might have a winner.

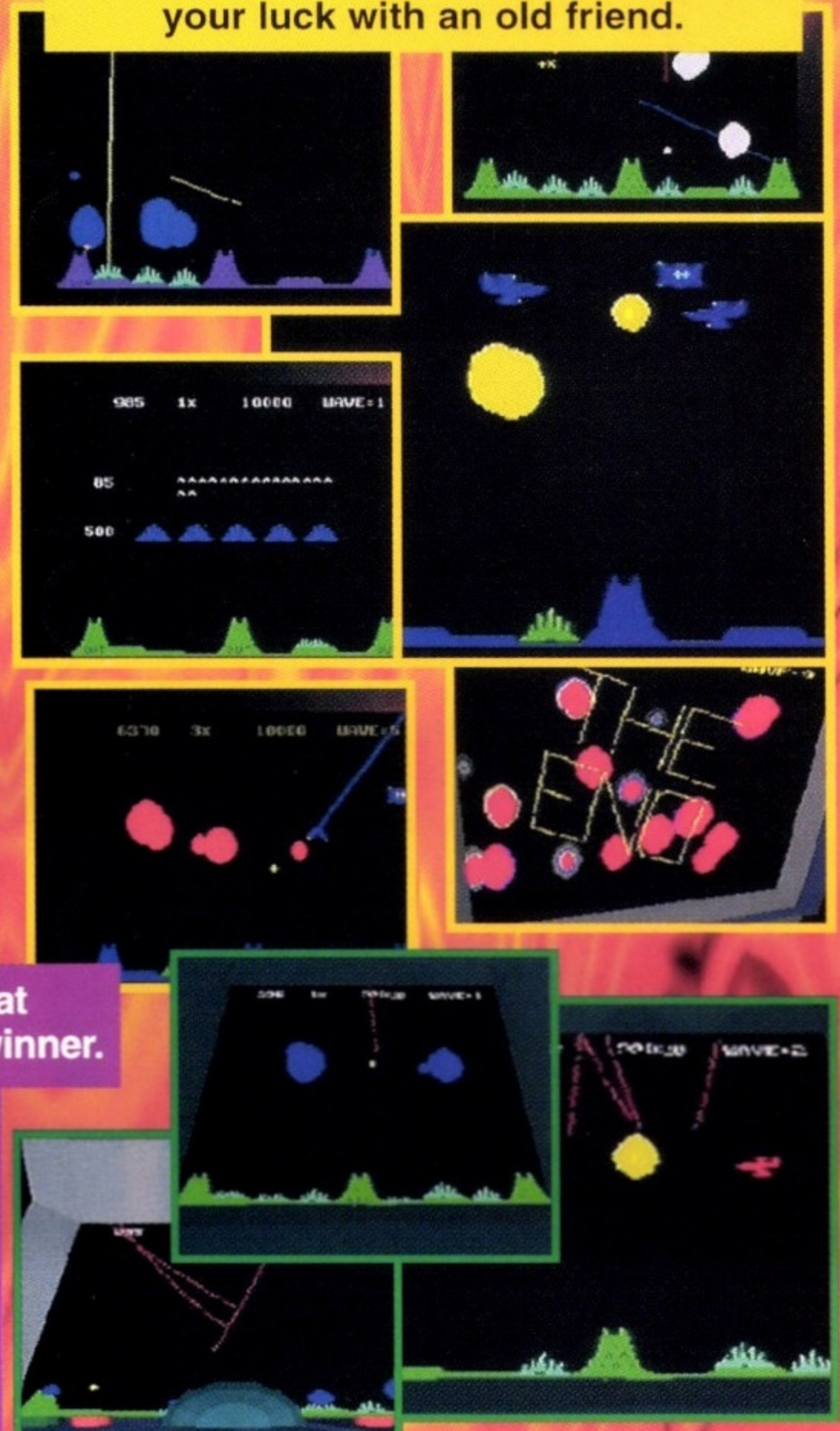


If there's one thing that Atari has over its competitors, it's the rights to classics. Another old-timer that's getting a 64-bit facelift is *Missile Command*. Now it's *Missile Command 3-D* and it's designed for use with the virtual reality helmet that Atari has in development. With three different games—original *Missile Command*, *Missile Command Plus* and *3-D Missile Command*—you'll find plenty of variations of this classic to keep you occupied.

The coolest, by far, is the 3-D version of *Missile Command* that has you blasting projectiles out of the sky all around you. Also added in this version are bosses, who arrive on the scene at the end of every insane bombardment.

Missile Command Plus is nothing more than a spruced-up version of the original, and offers nothing new in gameplay, and really isn't as fun either.

When you're bored of all that "hi-tech" new stuff, it's nice to kick back and try your luck with an old friend.



JAGUAR

FIRSTLOOK

RUINER PINBALL

Atari adds a twist to the traditional game of ball jockeying. In this competitive pinball adventure, you must strive to defend your home country from attack against up to three other players on three different tables. The Ruiner level allows you to change the DEFCON setting from one to five to make the situation super-intense. This is mass global confusion! Tower Pinball will burn your synapses with its horrific triple-length table as you fight against the Sorceress. The game features texture-mapped enemies, a pumping soundtrack, and full-screen scaling and rotation. Zowieeee!



Pinball

Publisher: Atari

Developer: High Voltage

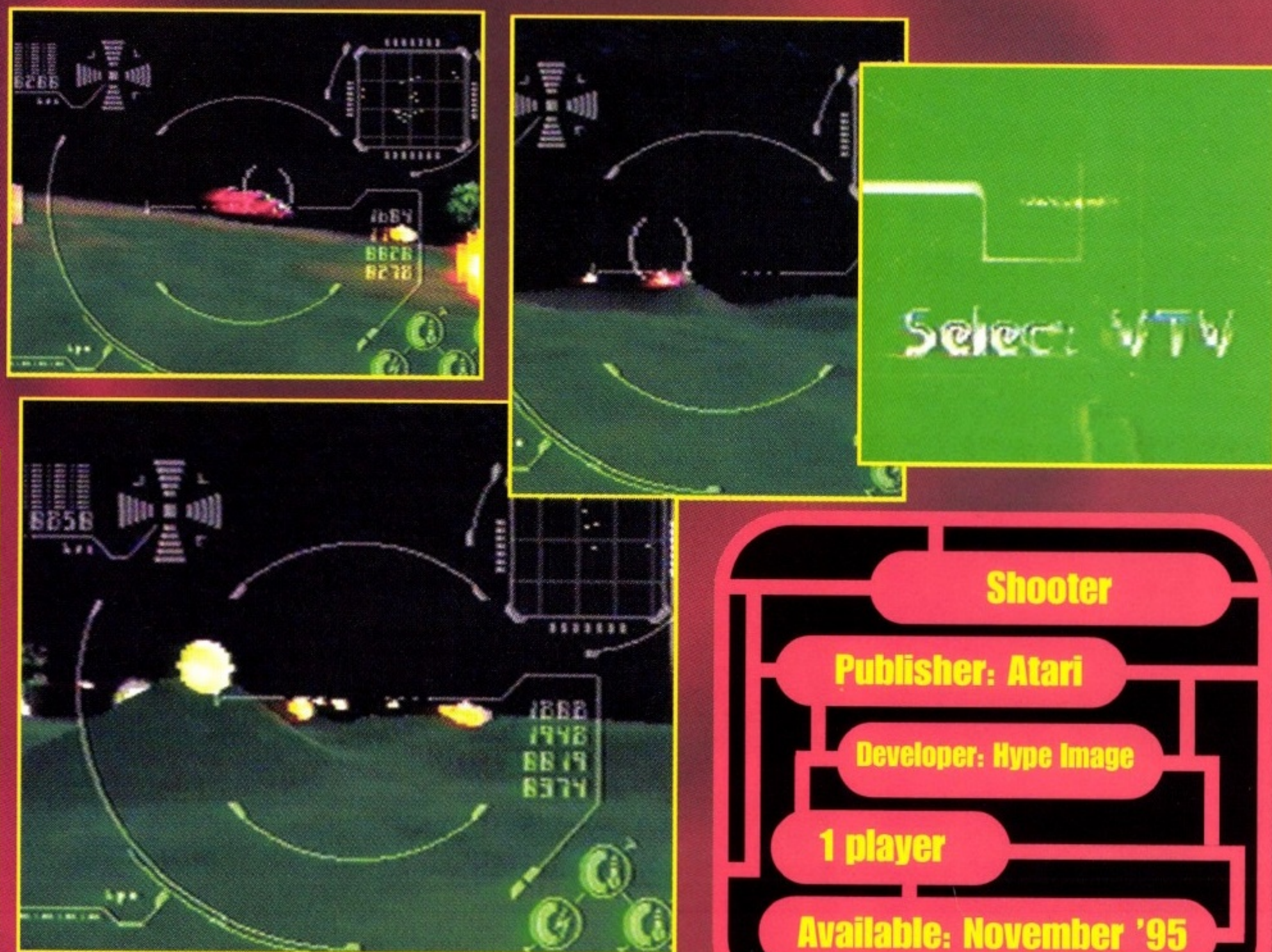
1 or 2 players

Available: Now

JAGUAR CD

PHASE ZERO

Previously known to Jaguar gamers as **Hover Hunter**, **Phase Zero** is a futuristic battle simulator in which you pilot a heavily armed hovercraft and try to vaporize all who stand in your way. If you defeat your enemies, the world will be your plaything. If you lose, you'll either be dead or sentenced to a lifetime of working at Whataburger. **Phase Zero** is the first Jaguar game to support true surroundsound, and it also takes advantage of the JagLink and the Catbox. Cool!



Shooter

Publisher: Atari

Developer: Hype Image

1 player

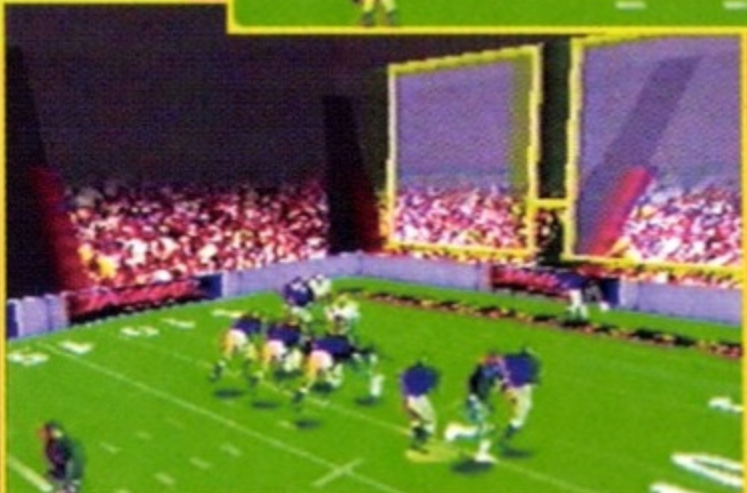
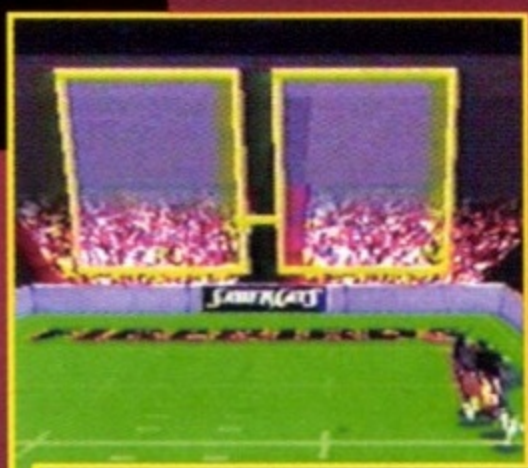
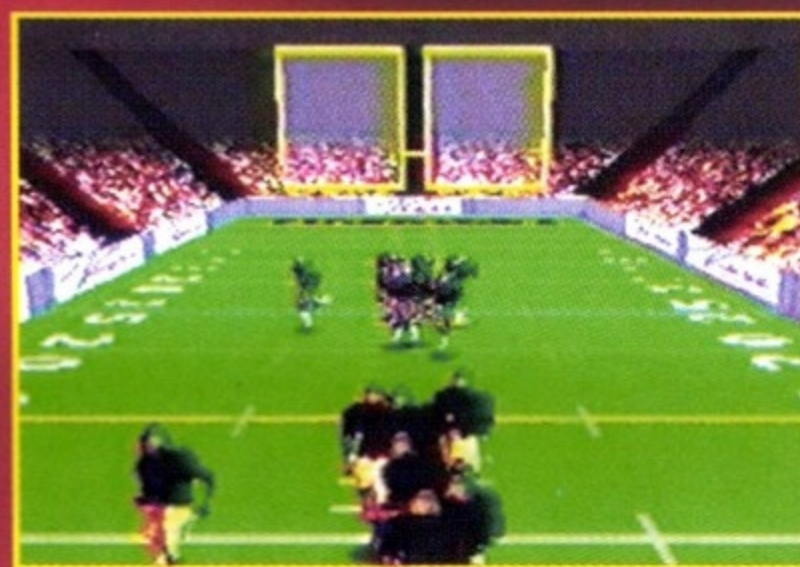
Available: November '95

FIRSTLOOK

JAGUAR

ARENA FOOTBALL

Yes!!! The favorite sport of millions of couch jockeys across our great nation is finally hitting a home system. I'm talking about arena football, the type of pigskin which challenges mere mortal men to hustle down 50 yards of smooth astro-turf. The players are fully digitized, the creators have an AFL license, and there's a good-ol' Midwestern rock music on the soundtrack! You don't need much else, but there's more. The players are actual AFL players, the playbook was developed by an AFL coach, and you can play an entire season and get to the Arena Bowl! Go, Predators!



Sports

Publisher: Atari

Developer: Atari

1 or 2 players

Available: December '95



BALDIES

This new Jag CD title, ported from the PC game, begs the question: Are you ready to rule a nation of cartoonish bald mutants? If you are prepared, then check out this humorous (yet strangely cruel) action/strategy game. You must build a society of "Baldies" who live, work, play and go to war at your beck and call. It's like a cross between **Lemmings** and **Populous**, but with more chaos. Drop a skunk into a rival's house and force him outside into a conveniently placed minefield. Ouch! That gotta hurt! There are over 100 levels, tons of hidden features, and cute claymation movies between levels. Be a Baldie and get rid of those with full heads of hair!



JAGUAR CD

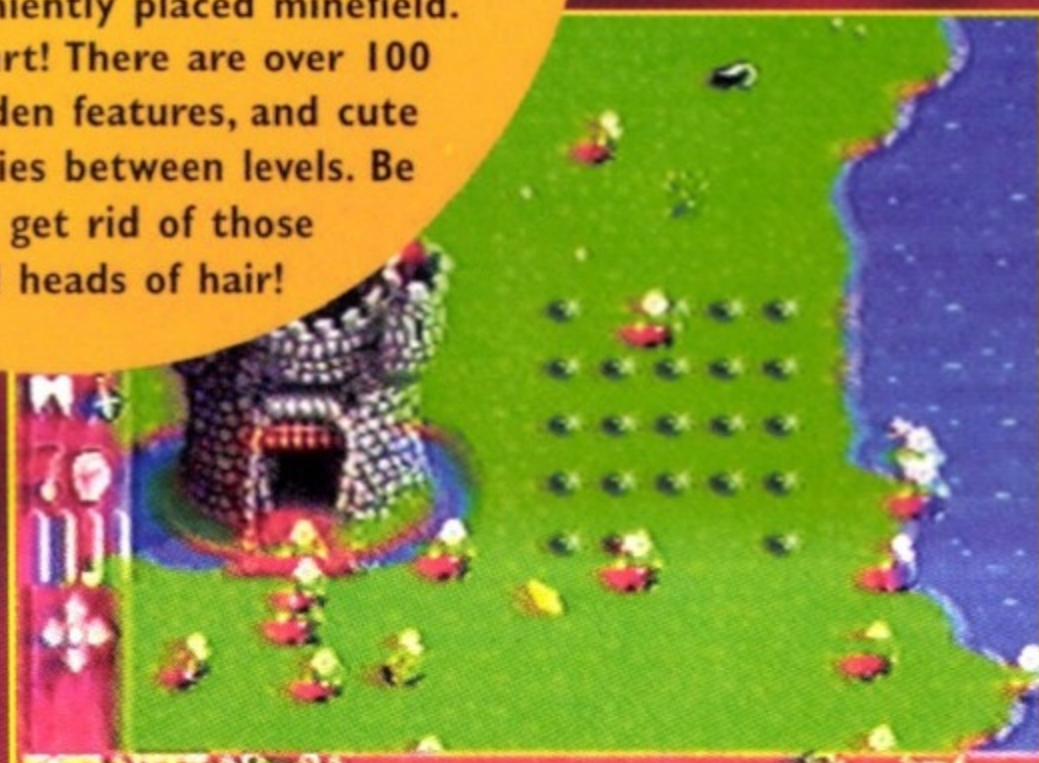
Strategy

Publisher: Atari

Developer: Creature Edge

1 player

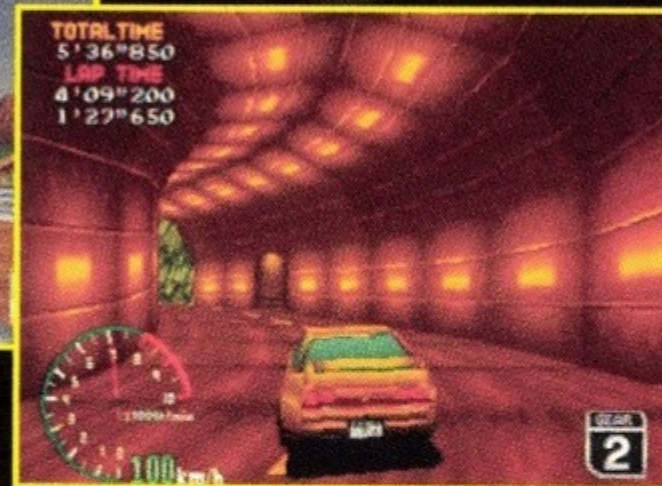
Available: November '95



EITHER WAY... YOU'

Features

- ▶ *Tune-up your car for maximum performance by adding a turbo charger, racing suspension, VR rated tires and much more!*
- ▶ *Blast across three grueling mountain courses in whichever direction you prefer!*
- ▶ *Unique split-screen feature merges when racing action gets up close and personal!*
- ▶ *Customize the color, body type and engine components of your car!*
- ▶ *Get the best time and become the King Of The Mountain!*



Mountain racing has a whole new perspective! In High Velocity you'll power through three gripping courses that are based on actual alpine-styled roads. You're going for the title in these unsanctioned events, where speed and timing are the ultimate test of your driving skills!

Buckle up and scream down the tracks in some of the hottest cars this side of Detroit. Race the clock in a never-ending battle of nerves vs. time as you pit yourself against roads built at the top of the world. The better you do, the more power you'll crave! Finely tuned, your vehicle can blow the doors off of anything on the road — but can you really handle THAT much power?

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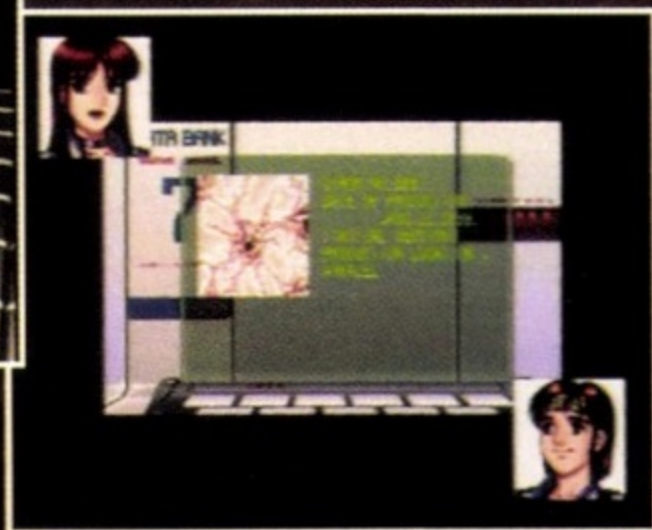
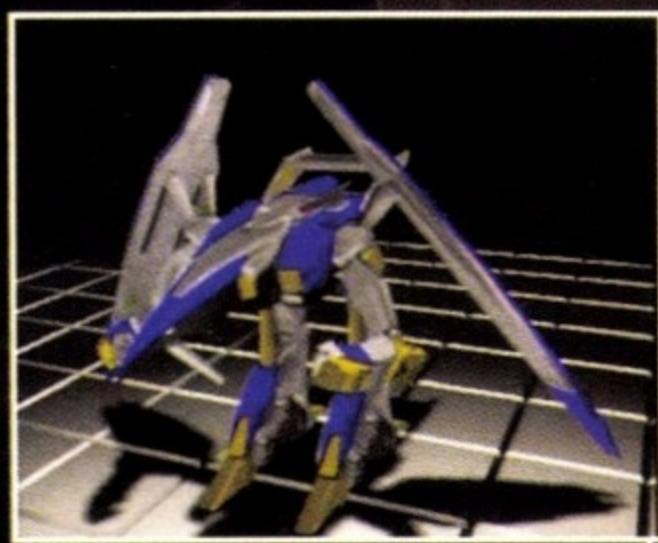
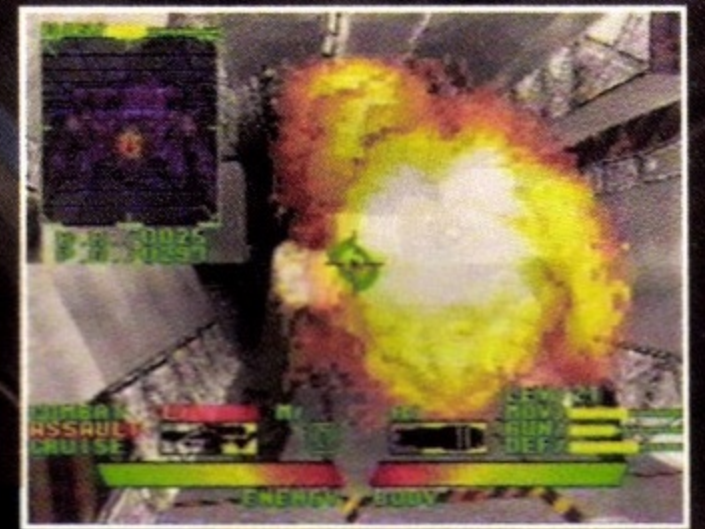
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- + Obtain vital clues for the key to surviving your next assault!
- + Scan enemy aliens to learn their deadly potential before you engage in combat!
- + Multiple weapons arrays allow you to customize the fight to your style!

Published by
ATLUS

Developed by
PANTHER SOFTWARE INC.



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PLAYSTATION

SEGA SATURN

SCOUTING REPORT

Is it Doink the Evil Clown or is it an illusion?



WWF

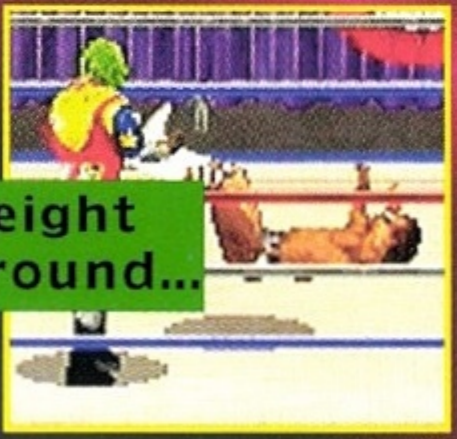
Wrestlemania

What? A home version already for the hit arcade game? Yup. Sculptured Software and Acclaim have been burning the midnight oil to bring *WWF Wrestlemania* to your PlayStations and Saturns. Lucky you, because *WWF Wrestlemania* is about the closest you'll ever come to the ring of a WWF match without being inside it.

All of the biggest stars in the WWF universe are represented: Bret Hart, the Undertaker, Lex Luger, Doink?, Yokozuna, Bam-Bam Bigelow, Razor Ramon, Sean Michaels and a top-secret hidden character are all ready to gouge out each other's eyes at your command. Fans were blown away in the arcades by the wrestlers' special moves and combos, and they'll be blown away by the fact that they're all in the home versions. Everything! Can you dig it? I knew you could! The WWF is back and it's coming for you!



Yokozuna throws his weight around and around and around...



Fight in an awesome mega-brawl against a "Who's Who" of the WWF.



Bam-Bam Bigelow could kick Guile's butt!



I'll hit you so hard your ancestors will feel it!

The wrestlers have a ton of special moves that would be impossible to do in real life. Or maybe not.



Beat 'Em Up

Publisher: Acclaim

Developer: Sculptured Software

1 or 2 players

Available Now

SCOUTING REPORT



Not to be outdone by the competition come football season,

Acclaim is releasing the '96 version of *NFL Quarterback Club*.

With all of the proper licenses and some bonus signings from the league's premier QBs, Acclaim hopes that its game will be able to stay afloat in this new sporting war.

Not gonna happen. While the 32-bit versions of this game look promising, the 16-bit falls flat. The graphics look sub-par and, while the gameplay is competent, it really should be better. This is a great license and I hope Acclaim pours some major effort into it; it could be really great sometime down the road. Now, though, it doesn't look very promising.

QUARTERBACK CLUB



GENESIS



SPORTS

Publisher: Acclaim

Developer: Iguana

1-5 players

Available: Fall '95



This game screams 16-bit.



These guys look as though they used to play in the Tecmo League.

I never really understood why, if they've already got the NFL Players Association license, they needed to go the extra mile and license some QBs.

SEGA SATURN

The scouts checked this game out early in the development stage. So I can't give you the lowdown on what's going on. You're just going to have to take a look at the screenshots and judge for yourself.

One thing's apparent, and that's that the graphics appear to be quite good. But then again, all of the football games for the 32-bit systems look great (wait until you see *Madden '96*. The graphics are fantastic!). But it's playability that'll separate the men from the boys, and nothing I've seen on *QB Attack* would indicate either way. I'll have a proper review for you next issue.



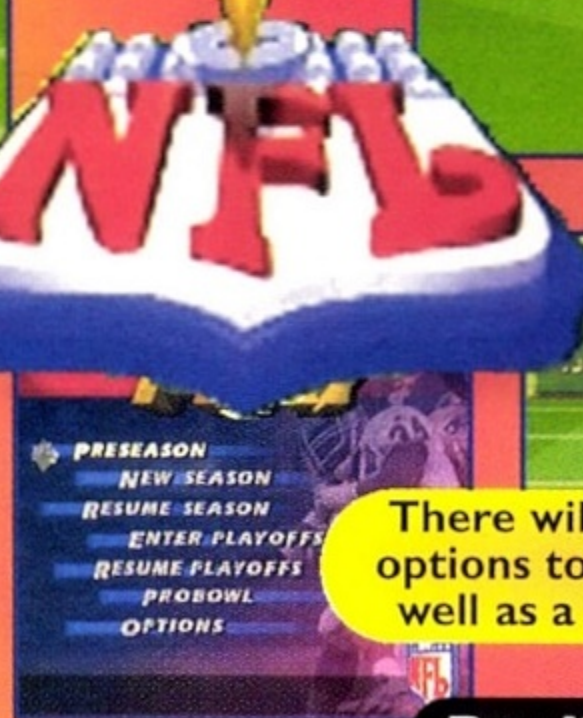
Rest assured that the options screen will look great.



TOUCHDOWN! PASS TO #00 J. MCDUFFIE FOR A 25 YARD



The stadium looks pretty.



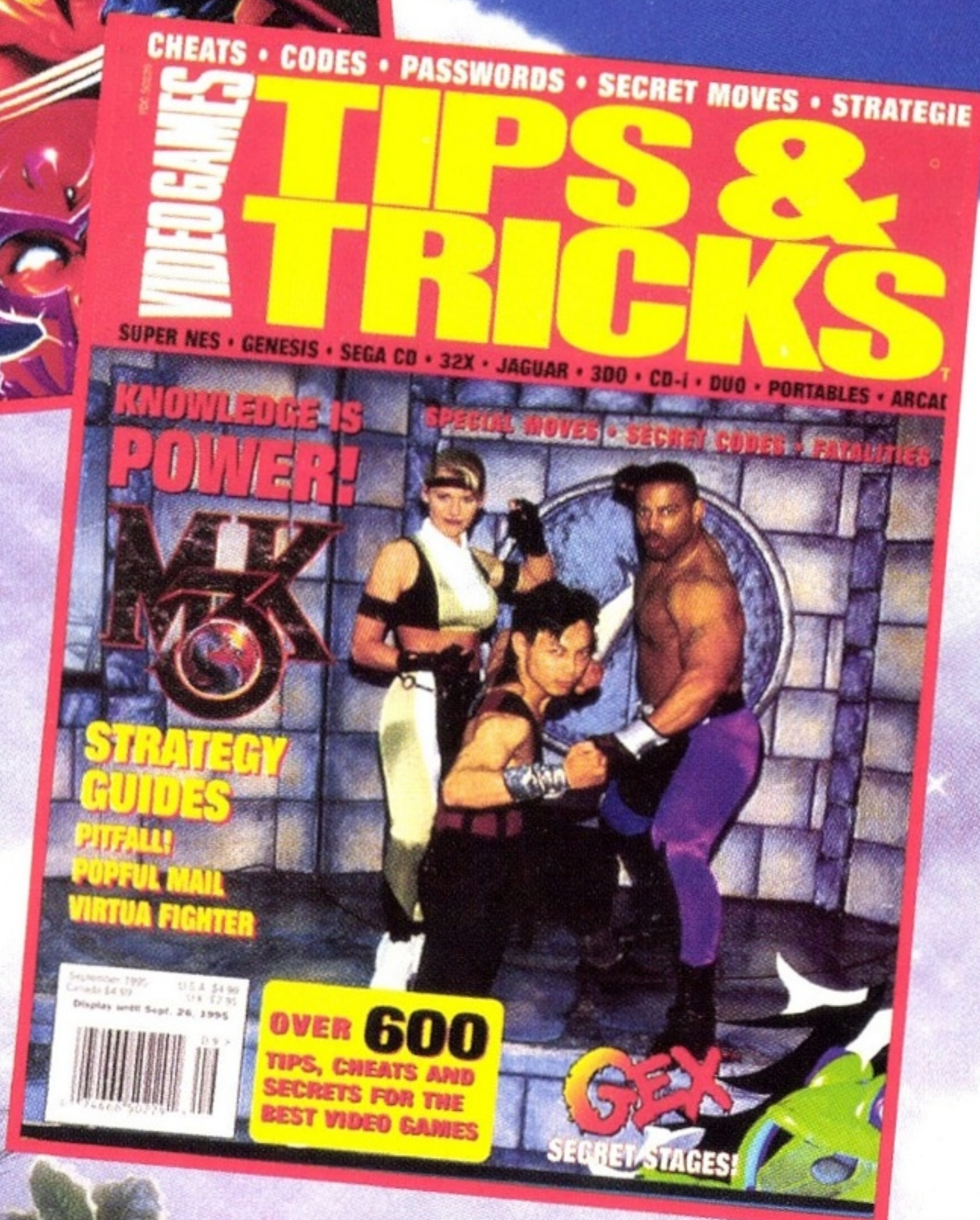
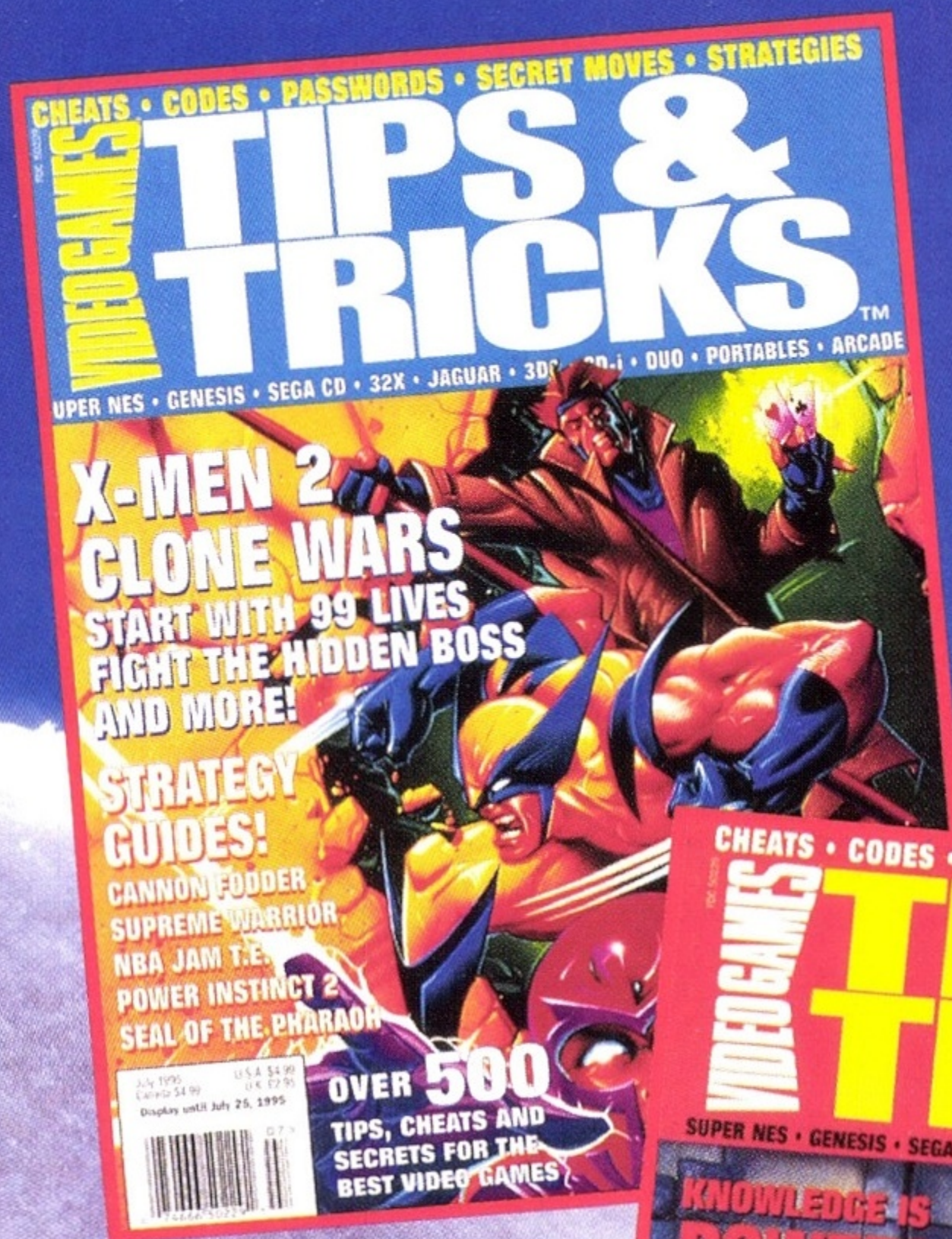
There will be some great options to choose from, as well as a bundle of stats.



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FIRSTLOOK

SEGA SATURN

Atlus hopes to edge out **Daytona USA** as the racing game to own for the Saturn. Boasting nice graphics and pretty scenery, **High Velocity** sure looks good, but how does it play? It's safe to say that HV moves fast, lean and mean!

Also featured in this game is the ability to customize your car. Choose a body to soup up with exhaust, steering, engine, brakes, etc. One thing's for sure; it's still no **Ridge Racer**, but a good grade of gas.



Too bad you can't customize your own lowrider. Then all the chicks would be diggin' you.



Car handling is the key to a successful racing game. Let's hope that HV's got what it takes.



Wouldn't it be great if there was a racing game in which, when you win all of the tracks, you'd get to race Danny Zucco in his Greased Lightning?

Driving Sim
Publisher: Atlus
Developer: Atlus
1 to 4 players
Available Now



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REVIEWS

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

DECEMBER 1995

DOOM

ACTION/SHOOTER • 1 OR 2 PLAYERS
PUBLISHER/DEVELOPER: Williams/Id Software
(903) 874- 2683 • www.williams.com
PREVIEWED THIS ISSUE

PLAYSTATION

If you don't already know everything about this game, you're a complete idiot. With the overwhelming success of the PC and Mac versions, *Doom* saturation has already hit its high point. Ironically though, it's only now, in the wake of the *Doom* craze, that the superior version is released.

Utilizing all of the PlayStation's capabilities, this version of *Doom* is by far the best. Incredible graphics (slightly improved), truly eerie

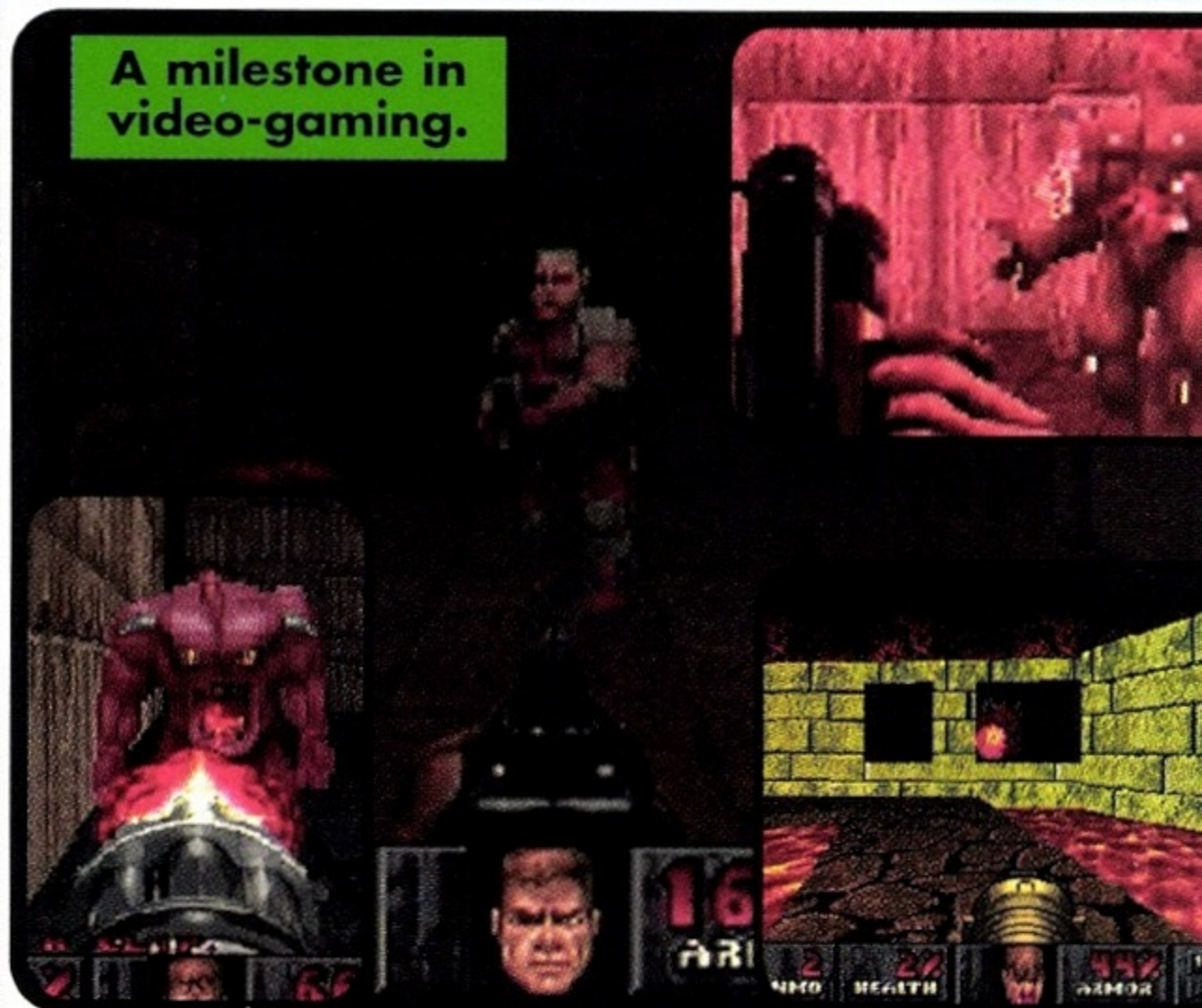
music and the smoothest scrolling I've seen make this a solid reason to invest in a PlayStation. In addition, the fact that it contains all three

Doom games plus new levels means that this game really gives you the most bang for your buck.

There are also three new weapons to choose from (but

you'll have to search for them.) The link cable allows two PlayStation owners to connect in the ultimate game of death match. Perfect all-around.

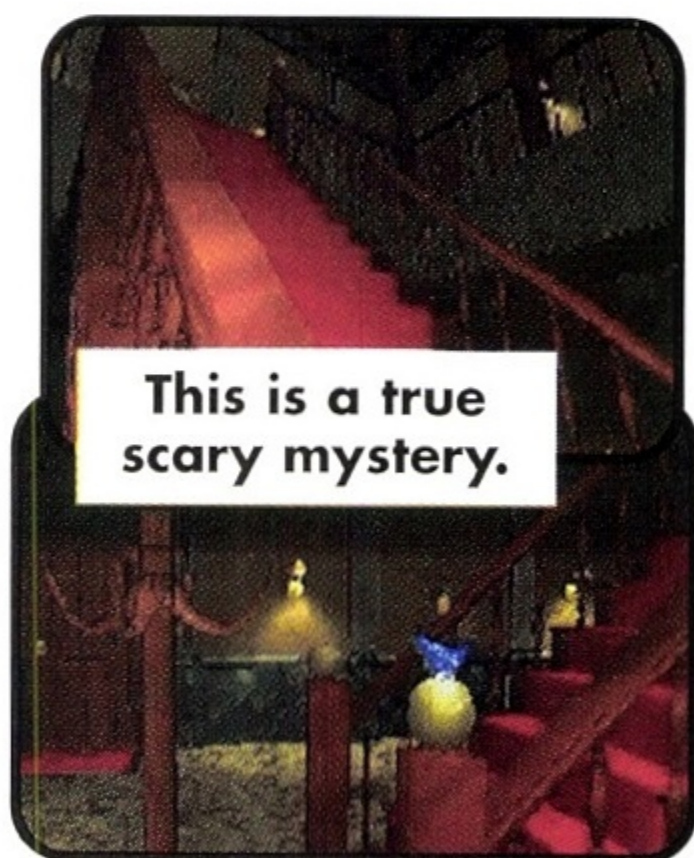
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PUBLISHER/DEVELOPER: Sega
(800) USA-SEGA • www.segaoa.com

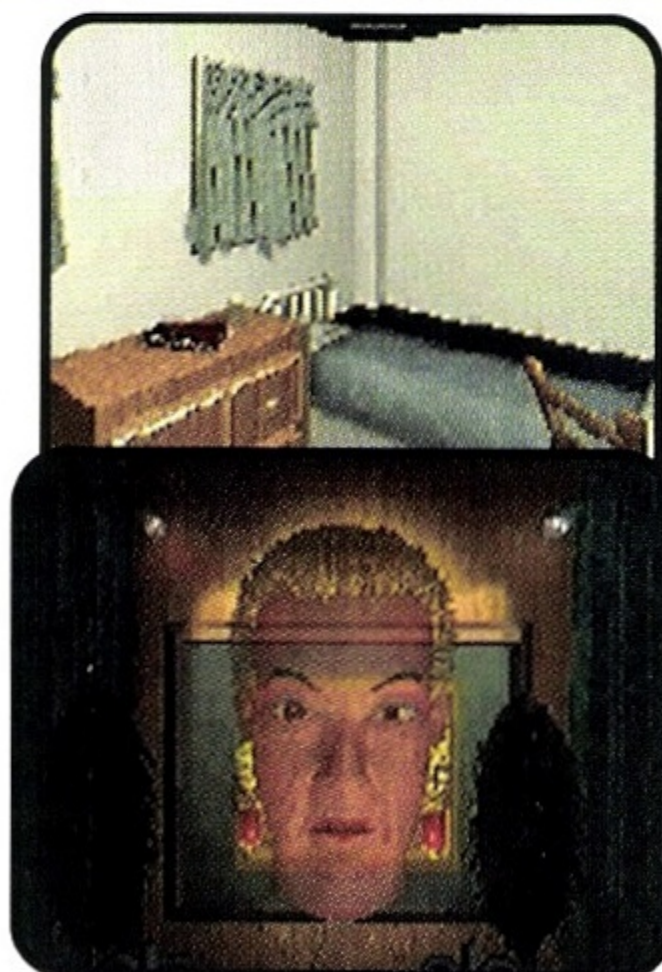
SEGA SATURN



An interesting romp in eeriness, *Mansion of the Hidden Souls* has you searching a haunted house, à la *Seventh Guest*. While you won't encounter any puzzles with the depth of those in *Seventh Guest*, you will see plenty of creepy poltergeists and other-worldly shenanigans. The graphics and sound

GOOD
6
VIDEOGAMES

in this version greatly out-class those of its Sega CD counterpart. Also, just in case you played that version, the developers have changed the floorplan of the mansion here and messed with the story a bit. The result is a refreshingly spooky tale that will keep you interested for hours (if you're into this sort of thing, that is).



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 detail 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	
BUY	7	
	6	
	5	
	4	
RENT	3	
	2	
	1	
	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** Booorrrring. 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.

SEPARATION ANXIETY

ACTION • 1 OR 2 PLAYERS

PUBLISHER/DEVELOPER: Acclaim/Software Creations
(516) 656-5000 • (web site under construction)



The sequel to *Maximum Carnage* is here, along with Spider-Man and Venom, who's now selectable from the beginning. The set-up of the game is almost identical to *MC* with its blend of *Final Fight*-style action mixed with, well, uh...Spider-Man.

The graphics have been improved a bit, with more animation and more color. The areas you fight through are more diverse and interesting than *MC*, but it still feels extremely repetitive. You basically have the same attacks, with the addition of some new stuff that adds a bit of excitement, but no real long-term play value.

I'm not a huge Spidey fan and this style of game has gotten really old, 16-bit owners deserve more than this game has to offer.

The Genesis version is very close to the SNES version, which is both good and bad. The good part is that the graphics are almost indistinguishable and the music is almost, but not quite as good. The gameplay is the same as the SNES, which brings us to the bad side. *Separation Anxiety* is an extremely repetitive game that offers nothing new to the genre, except that it has Spider-Man (which isn't new either, because he was in the prequel to this game last year!).



World Heroes 2 Jet

FIGHTING • 1 OR 2 PLAYERS

PUBLISHER/DEVELOPER: SNK/ADK
(310) 371-7100 • (web site under construction)

The original *World Heroes* was one of the games that gave the Neo Geo Arcade system respect. The fighting system was a different from *Street Fighter* and featured unusual but interesting characters. Part one started with eight characters, part two added four more, and *Jet* includes a total of 16!

The main problem that has plagued the *World Heroes* series is the two-button control system. You have a weak and strong punch and

kick, but they're executed by pressing lightly or harder for the strong attacks. The simplicity of this method was nice in the original, but it really brings you down in *Jet*.

This game was really impressive back when it was released in the arcade, but times change quickly in the fighting-game arena and I wouldn't put this in the category of "classic" so it's hard to recommend a purchase. Pass on this one and get *World Heroes Perfect* when it's released for the home.



SNES/GENESIS

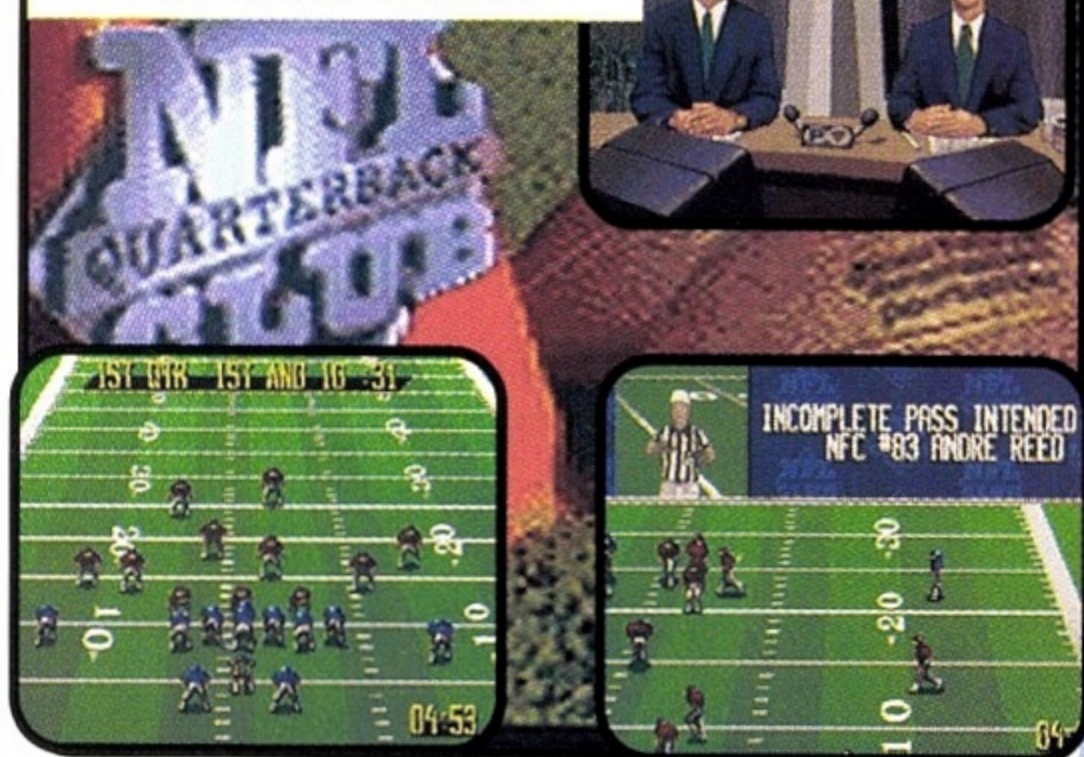
NEO-GEO CD

NFL QUARTERBACK CLUB '96

GENESIS

FOOTBALL • 1 TO 5 PLAYERS
 PUBLISHER/DEVELOPER: Acclaim/Iguana Entertainment (*NBA Jam*)
 (516) 759-7800 • (web site under construction)

At long last, a worthy alternative to the Madden series.



My opinion of *NFL Quarterback Club*, Acclaim's first entry into the Football Game Wars, was about the same as the rest of the gaming public's: "Ehhh." For the sequel, Acclaim hired the brainiacs at Iguana Entertainment to overhaul the gameplay, and those lovely lizards have come through with the best football game I've played in '95. This cart is stuffed fuller than Rush Limbaugh's Thanksgiving turkey with these features: 800 plays, three views of the field, pump fakes, arcade-style tackle-breaking, a robust practice mode, regular season and



playoff modes, up to ten customized players (all the way down to skin color and left/right-handedness), manual and automatic player substitution, and fifty historic scenarios that give you secret game-tweaking codes when you beat them. Naturally, all these options don't mean a thing if the game's not fun to play, but the action is smooth and intuitive. It's a little late for Acclaim to compete with EA in the 16-bit realm, but I'm anxious to see what they've got planned for the 32-bit systems. (Let's pray they have the wisdom to involve Iguana again.)

T-MEK

SHOOTER • 1 OR 2 PLAYERS
 PUBLISHER/DEVELOPER: Time Warner Interactive/Bits Corporation
 (408) 433-3999 • (web site under construction)

32X

So I go to the local bijou, buy my ticket for *Showgirls*, and walk to the arcade across the street with my friends ('cause you don't go to an NC-17 movie by yourself unless you're Pee-Wee Herman, if you know what I mean). Lucky us, they have a *T-Mek* coin-op right in front. We sit down, play a few games, and walk away unimpressed. The concept is sound—you zip around in one of six different hovercraft, each with unique strengths and weaknesses, and shoot your fellow T-Mekkers as much as possible within a strict time limit—but

the execution is stale. No awesome weaponry, no blinding explosions; just driving and shooting.

The 32X version of *T-Mek* is a solid conversion, and takes advantage of the "32-bit" hardware with very pretty intro screens and better-than-average graphic scaling. The programmers have also thrown in some 32X-specific options, since coin-ops rarely have such niceties as sound tests. But

the gameplay still causes me to shrug my shoulders. The verdict: A strictly average driving/shooting game, but a good addition to the always-hurting 32X library.



Now you can experience the so-so gameplay of the Atari coin-op *T-Mek* in the privacy of your home.



SIMCITY 2000

STRATEGY • 1 PLAYER
 PUBLISHER/DEVELOPER: Maxis (*SimCity*, *SimEarth*, *SimAnt*)
 (510) 254-9700

SEGA SATURN



All these Maxis micromanagement games crossed the fun/work line a few years ago, if you ask me—half-expect to see *SimTaco Bell Night Manager* one of these days—but *SimCity 2000* at least balances out the complexity of the gameplay with nice visual rewards. This conversion of the hit PC game hasn't lost much in the conversion to the Saturn; it's even gained a few new features, the most obvious being the 3-D rendered graphics that change with the game's time frame. Buildings in the 1900s look suitably ancient,

while buildings in the 21st century look straight outta *Blade Runner*. If you don't feel like building a burg from scratch, the CD is loaded with preconstructed cities and scenarios for you to mess with. There's even a "disaster mode" that rewards players for restoring a city after it's been hit with catastrophe. All well and good, but *SimCity 2000* has one big drawback: it plays like crap with the Saturn controller. (The PC version used a mouse, of course.) If you can tolerate the imprecise joystick, you'll have a decent amount of anal-retentive fun.



The Saturn version of *SimCity 2000* is prettier than its PC counterpart.

WORLD SERIES BASEBALL

SPORTS • 1 OR 2 PLAYERS
 PUBLISHER/DEVELOPER: Sega Sports
 (800) USA-SEGA • www.segaa.com

If you read the Scouting Report this issue on this game, you know I'm nuts over this game. *WSB* is so amazing to look at and listen to that playing is pure enjoyment. Unfortunately, it's clear that the programmers aren't as close to the real sport as they are to the development of their game. I say this because, while *WSB* is a monumental achievement in baseball video games, it's the little mistakes the programmers make that keep this game from obtaining divine status.



For one, no one checked the phonetics of the players' names. Already I've heard two mispronunciations of player names; that's just careless. Also, the AI of baserunners must be fixed. It should not be your responsibility to send your runner back on a pop fly. But, these are things that the overall gameplay dwarfs in the grand scheme. Nothing should detract from what the developers have accomplished with this game. If you have a Saturn, buy this game immediately.



THE quintessential baseball game.

AD&D DEATHKEEP

ACTION/ADVENTURE • 1 PLAYER
 PUBLISHER/DEVELOPER: SSI/Lion Entertainment
 (*AD&D Slayer*)
 (408) 737-6800



We can rebuild *AD&D Slayer*. Faster. Stronger.

One of the first games for the 3DO was *AD&D Slayer*, a *Doom*-ish adventure game that had you wandering through randomly generated multi-level dungeons and hacking monsters into bloody strips of beef jerky. But many players found the random designs less interesting than "real" dungeons, and the game's speed was rather lacking. *AD&D DeathKeep*, developed by the same folks as *Slayer*, fixes both of these problems. The random dungeons have been replaced by 25 devious human-crafted levels, and the game now moves blazingly fast, even though the graphics are *more* detailed than *Slayer*.



There's even a "kill the evil wizard" storyline to create an excuse for the mayhem. There are more creatures to fight than the first game—over two dozen in all, each with different ways of causing you grievous bodily harm. The interface is almost identical to *Slayer*. Picking up and using items is easy, and the inventory only appears when you call it up, giving you a lovely full-screen view of the current dungeon. The verdict: *AD&D DeathKeep* is a vast improvement over *Slayer*, and one of the best 3-D games for the 3DO, comparable even to Studio 3DO's long-awaited *Killing Time*.

TWISTED METAL

SHOOTER • 1 OR 2 PLAYERS
 PUBLISHER/DEVELOPER: Sony/Single Trac
 (800) 345-SONY • www.sony.com

Let's just start right off by saying that this game, if it'd had link capabilities, would have been a solid "10." While two-player mode is still fun, it would have been a lot cooler if you and a friend could both partake in the same eight-car seek-and-destroy, battle royale. Oh well, now Single Trac has something to shoot for in part two. *Twisted Metal* is just that: twisted. The story goes that you've



entered a contest called *Twisted Metal* where the winner gets to name his price from the sponsor, Calypso (who looks like Leatherface). Pick from one of twelve *Road Warrior*-style misfits to do battle through five mind-blowing levels. Start in an enclosed arena and work your way to the rooftops where you'll get the chance to de-throne last year's *Twisted Metal* winner. Undoubtedly one of this year's top ten games.



Death Race 2000 is alive and well in the '90s.

SCOOBY-DOO ADVENTURE

ADVENTURE • 1 PLAYER
 PUBLISHER/DEVELOPER: Acclaim Entertainment/Illusions Gaming Company
 (516) 759-7800 • (web site under construction)

GENESIS



Did you know that radio personality Casey Kasem is the voice of Shaggy?

It is so nice to play a licensed game that truly captures the spirit of the license on which it's based—in this case, the classic *Scooby-Doo* cartoons from Hanna-Barbera. The developers could've taken the lazy route and thrown together a crappy, side-scrolling platform game (gee, Acclaim's never done that before!). Instead, they designed an adventure game that looks and plays very much like a typical episode of the series, all the way down to the bad guy who, as he's being carted away by the cops, screams "And I would've gotten away with it, too, if not for you meddling

kids!" If you've ever played a PC adventure game, you'll be right at home with *Scooby-Doo Adventure's* interface. You control Shaggy as he walks from location to location, interacting with his surroundings and solving puzzles with the help of the nifty word list at the bottom of the screen (OPEN, EXAMINE, USE, and so on). The puzzles aren't challenging, but the game makes up for that by giving you *two* complete adventures. My only wish is that they'd used a battery backup instead of the fifty-character passwords. No big whoop.



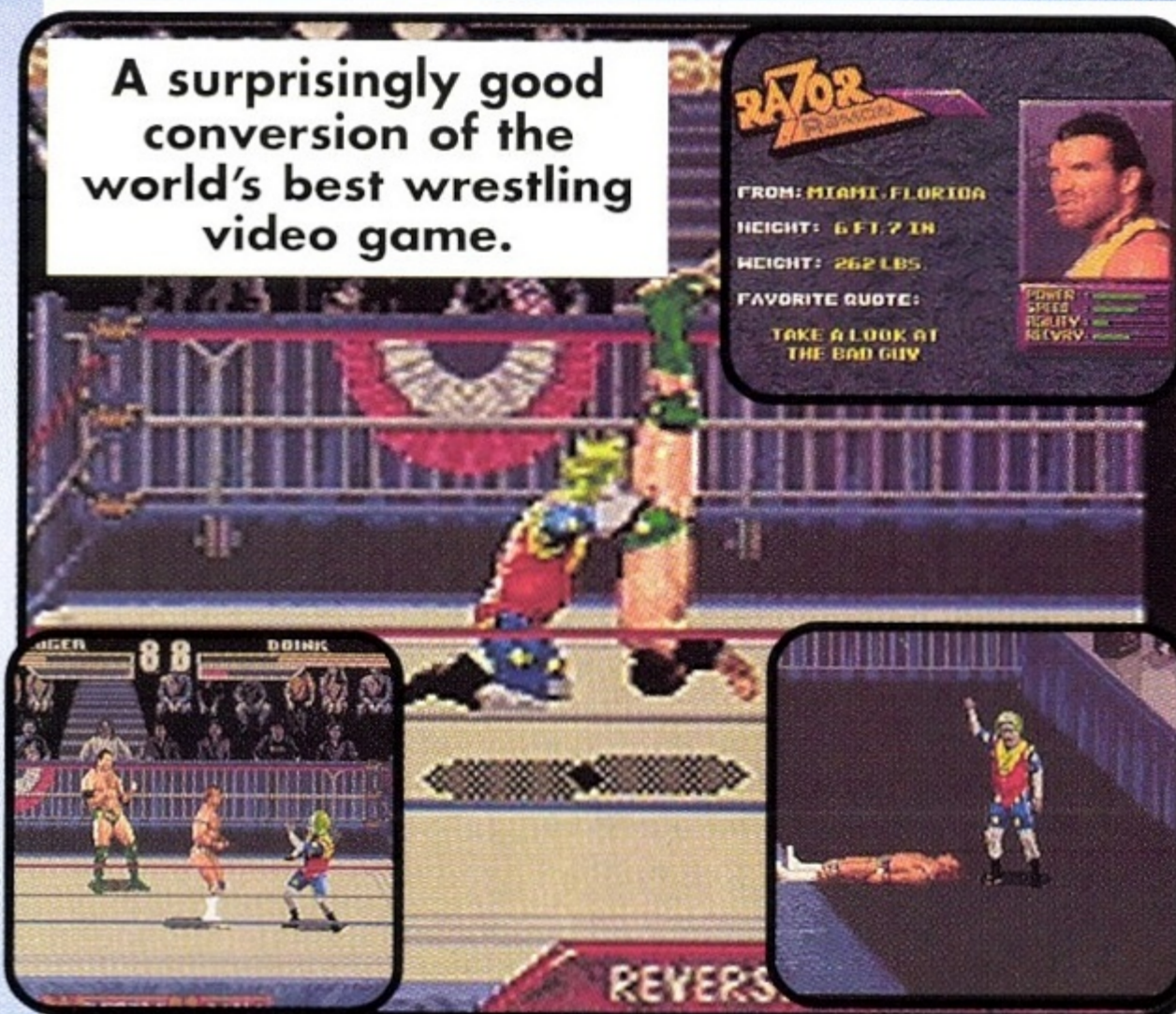
WWF WRESTLEMANIA

WRESTLING • 1 OR 2 PLAYERS
 PUBLISHER/DEVELOPER: Acclaim/Sculptured Software (*Mortal Kombat II*)
 (516) 759-7800 • (web site under construction)

GENESIS/SNES

Take the brilliant programmers of *NBA Jam* (led by Mark Turmell), give them a crack at the unusual genre of wrestling video games, and what you get is the best wrasslin' sim ever made (even topping my sentimental fave, *Pro Wrestling* on the 8-bit NES). Turmell and Co. applied the same formula to *WWF WrestleMania* that they used for *NBA Jam*, combining intuitive gameplay and digitized characters (in this case, eight honest-to-gosh WWF wrestlers) with over-the-top action. Of course, since pro wrestling is *already* over the top,

WrestleMania has a seemingly endless number of outlandish special moves. The Genesis version of *WrestleMania*, which was developed almost simultaneously with the coin-op original, is about as good a conversion as we could expect, thanks to the programming aces at Sculptured Software. The super-smooth animation, the goofy moves, and the addictive gameplay have been nicely preserved. The graphics have lost a lot of color being squeezed into the Genny, but look fine otherwise. An excellent port of a great coin-op.



A surprisingly good conversion of the world's best wrestling video game.

PORKY PIG

PLATFORM • 1 PLAYER
 PUBLISHER/DEVELOPER: Acclaim Entertainment/Phoenix Interactive
 (516) 759-7800 • (web site under construction)

SUPER NES



Sunsoft usually pumps out good games based on cartoons (such as *Scooby-Doo Adventure*, reviewed elsewhere on this very page), but *Porky Pig* ain't one of 'em. It's a completely unoriginal side-scrolling platform game—think of *Porky* as a husky version of *Sonic the Hedgehog*—with graphics, sound effects, and music that seem more suited to a three-year-old Genesis game. These half-assed platform games are exactly the kind of unin-

spired dreck that are all too common on 16-bit systems, but won't cut it in the era of 32-bit systems, because gamers expect more from their \$300 hardware. Sorry about the rant, but there's nothing worth saying about *Porky Pig*, other than you'd have be a stark raving lunatic to buy or rent it with so many superior platform games available or coming soon for the SNES.



This game su- this game su- er, this game isn't very good. (My feeble *Porky Pig* impression.)



WOLFENSTEIN 3-D

3-D SHOOTER • 1 PLAYER
 PUBLISHER/DEVELOPER: Interplay
 Productions/id Software
 (714) 553-6678 • www.interplay.com

While 3DO owners wait impatiently for Art Data's long-promised (and quite possibly vaporous) conversion of *Doom*, Interplay decided to bring over id Software's earlier PC hit, *Wolfenstein 3-D*. It's the best version yet of *Wolf 3-D*, with riotously fast graphics, every one of the PC levels, and CD-quality music. But one question remains about this conversion: Why?! *Wolf 3-D* is, and always will be, great fun to play, but games age in dog years, and *Wolf 3-D* is look-

ing worse than Bill Shatner's toupee. It doesn't even compare favorably to *Escape From Monster Manor*, one of the very first 3DO games on the market. I could understand Interplay bringing this out if the 3DO was short on 3-D shooters, but there are several good ones available now and several great ones (*BladeForce*, *Killing Time*, *PO'ed*) on the way. The verdict: If you can tolerate the obsolete-as-all-hell graphics, you'll find loads of playability in *Wolfenstein 3-D*.



3DO

NOVASTORM

SHOOTER • 1 PLAYER
 PUBLISHER/DEVELOPER: Sony Computer
 Entertainment/Psgynosis
 (800) 345-SONY • www.sony.com



What's this? A full-motion video shooter worth playing?!

Novastorm may look like a lame full-motion video, point-'n-click shooter, but it's not. The FMV merely acts as a beautiful (and occasionally dangerous) backdrop to the foreground action, where you nimbly maneuver your spacecraft and shoot down waves of baddies before they shoot you. (If you ever played *Slipheed* on the Sega CD, *Novastorm* has the same gameplay/FMV combo.) Other than the FMV, *Novastorm* has standard-issue shooter gameplay: you earn power-ups by blasting entire waves of enemies, and you encounter a really big boss (with,

conveniently enough, a flashing weak spot that indicates exactly where to shoot it) at the end of each level. So what makes the PlayStation version of *Novastorm* better than the other versions? The quality of the graphics, for one thing; the PlayStation video plays smoother and looks sharper than the 3DO or PC. The quality of the control, for another; the movement in the 3DO version was too loose, but the PlayStation version has the perfect amount of momentum, inertia, and other big words. Best of all, *Novastorm* is tough enough so you won't beat it in a day, making the graphics all the more rewarding.



PLAYSTATION

PHILOSOMA

SHOOTER • 1 PLAYER
 PUBLISHER/DEVELOPER: Sony Computer
 Entertainment
 (800) 345-SONY • www.sony.com

Visions of the classic Super NES shooter *Axelay* danced through my head as I played through *Philosoma*. While most shooters pick one point of view and use it throughout the game, *Axelay* switched between vertically and horizontally scrolling levels, giving it a unique gameplay twist. *Philosoma* even does *Axelay* one better by featuring vertical, horizontal, and 3-D sequences, both from behind the ship and in front of the ship (looking backward). Full-motion video clips

are used to provide seamless transitions between the different views, and these clips are better-looking than the often plain in-game graphics. (Some of the horizontal levels have a resemblance to the extremely sad Jaguar shooter *Trevor McFur*.) But there's an even bigger problem than the graphics: most players will beat *Philosoma* in a day, placing it squarely in the "rent" or "borrow from a buddy" categories. Let's hope for a sequel with more meat on its bones.



It's a horizontal, vertical, and 3-D shooter all in one.

PLAYSTATION

SPAWN

PLATFORM/FIGHTING • 1 PLAYER
 PUBLISHER/DEVELOPER: Acclaim/Sony
 Electronic Publishing
 (516) 624-8888 • (web site under construction)

SUPER NES



Spawn? More like yawn.

You've played this game before. It might have been called *Maximum Carnage*. Perhaps it was *Super Double Dragon*. Or was it *Final Fight*? Yes, that's right, *Spawn* is yet another completely average SNES side-scrolling beat-'em-up where you walk to the right and fight your way through wave after wave of strikingly similar gang members. (They must go to the same plastic surgeon.) I don't mind these games if they're done with visual flair, or an interesting gameplay mechanic, but *Spawn* doesn't have either. The lack of graphic pizzazz is



particularly unforgivable when you realize that this game is based on the moderately popular comic book produced by Todd McFarlane, widely recognized as one of the finest artists in the biz. (And pardon the digression, but since when did comic books get so friggin' expensive?)

Spawn is another in the long line of Acclaim's quickly-produced lukewarm-property tie-in games with big marketing money behind it. Me, I'd suggest you purchase *Super Mario World 2* instead—a bit less hype, eight million times more gameplay.

BLADEFORCE

3-D SHOOTER • 1 PLAYER
 PUBLISHER/DEVELOPER: Studio 3DO
 (800) 336-3506 • www.3do.com
 PREVIEWED IN AUG. '95 ISSUE

3DO

The 3DO folks ain't dumb; they know that the only way for them to compete with Sega and Sony's advertising megabucks is with superior software. Hence, the creation of Studio 3DO, and of games such as *BladeForce*, a first-person shooter with graphics that compare favorably to games on those other 32-bit systems. With a game engine created by Bill Budge—the designer of the classic computer game *Pinball Construction Set* and the not-so-classic Genesis cart *Virtual Pinball*—*BladeForce* is crammed with seven levels and 28 missions of shoot-'em-up action. (There's



also at least one secret level.) Almost everything in the game can be destroyed, from buildings to billboards, as evidenced by the "destruction percentage" rating at the end of each level. Unfortunately, the Crisco-smooth graphics are let down by the boring weapons and enemies, and we all know that awesome weapons are the best part of a shooter. Still, between the heaps of gameplay and the secret goodies, there's a good 20 hours of fun here, which is better than the current wave of "beat-it-in-a-day" PlayStation titles.



BladeForce combines shoot-'em-up action with a demented sense of humor.

CAPTAIN QUAZAR

SHOOTER • 1 OR 2 PLAYERS
 PUBLISHER/DEVELOPER: Studio 3DO/
 Cyclone Studios
 (800) 336-3506 • www.3do.com

3DO



In several ways, *Captain Quazar* strikes me as being *Desert Strike* with a lantern-jawed soldier instead of a chopper. Like *Strike*, *Quazar* uses an angled overview view; like *Strike*, *Quazar* has three weapons with varying degrees of lethality; and, like *Strike*, *Quazar* has several mission goals in each of its eight massive levels. But *Captain Quazar* is an outstanding game on its own merits. The cartoony graphics and animation are hilarious; I always crack a grin when an enemy soldier collapses into an ash heap. (I'm sick that way.) The



music by Burke Treischmann (who composed the outstanding tunes in *The Horde*) suits each scenario perfectly. Most importantly, the gameplay has been tweaked to perfection.

Quazar—and, in the two-player mode, his bro Lieutenant Pulsar—are incredibly easy to control. So, only one question remains: is Captain Quazar, the character, destined to be the 3DO mascot? Not likely, although the possibilities of the noble Captain mixing it up with Sony's whip-cracking Sofia are intriguing, to say the least. For now, let's just appreciate *Quazar* for the brilliant shooter that it is.



Captain Quazar ain't mascot material, but who cares when his game rocks?



TEKKEN

FIGHTING • 1 OR 2 PLAYERS
 PUBLISHER/DEVELOPER: Namco
 (408) 922-0712 • www.namco.com
 PREVIEWED IN JULY '95 ISSUE

PLAYSTATION

Whether you love fighting games or hate them with an unbridled passion, you'll be mightily impressed with *Tekken*. This is the first home video game that truly brings the audiovisual splendor of the arcade experience into your humble home. The smoothness of the texture-mapped 3-D characters as they punch, kick, run, and jump is astonishing. It doesn't just look real, it looks *too* real. You can feel yourself recoiling as your on-screen alter ego dishes out and absorbs mas-

sive punishment. And here's something really scary: *Tekken* is considerably *enhanced* over its coin-operated daddy. The game is faster, the computer-generated music has been replaced with a real CD-quality score, and there are nearly a dozen gorgeous computer-rendered animation sequences. Yes, there's some cheap stuff—particularly being able to repeatedly whack your fallen foe when he's still on the ground—but the gameplay stands up to the best 2-D fighters. Buy *Tekken* and be happy.



Only the hardest of hardcore fight fans would find fault with *Tekken*.

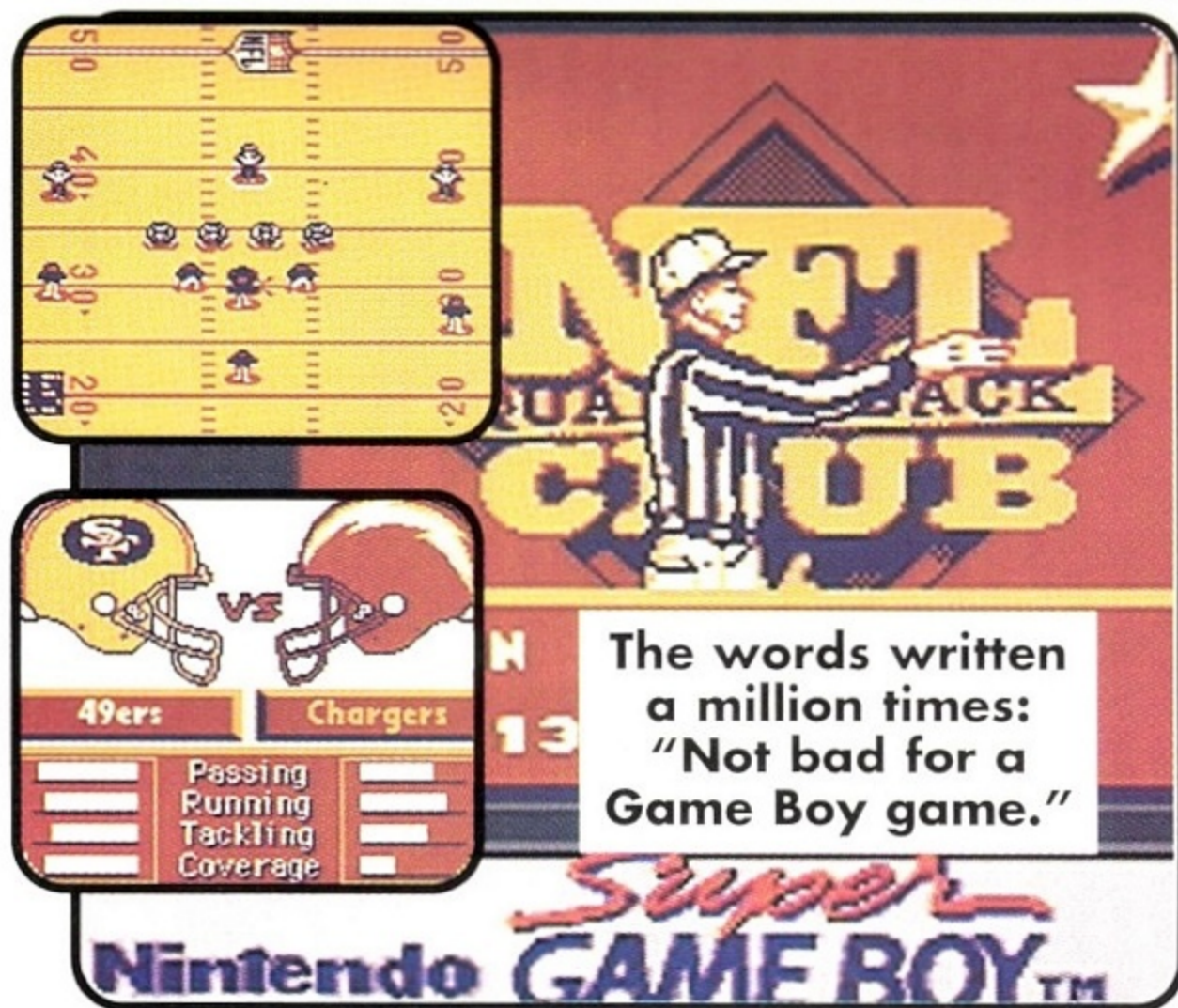
NFL Q.B. CLUB '96

FOOTBALL • 1 OR 2 PLAYERS
 PUBLISHER/DEVELOPER: Acclaim Entertainment/Condor, Inc.
 (516) 624-8888 • (web site under construction)

GAME BOY

Now, obviously, a game is going to lose something in the translation from a 24-megabit (or was it 32? Ah, screw it) cartridge to a Game Boy Game Pak. And, indeed, if the 16-bit versions of this game are Anna Nicole Smith, then the Game Boy version is Kate Moss. Most noticeably, the play-book has gone from 800+ to, uh, 48. The number of players on the field has been "downwardly adjusted" to seven on each side. And the practice

options are gone, gone, gone. But what's surprising is how much is still present. All 30 NFL teams? Yep. The regular season mode? You betcha. And the gameplay is good enough to (almost) make you forget that the players are ant-sized and the background crowd noise sounds like a burst of static. Game Boy football games have never exactly been standouts, so *NFL Quarterback Club '96* easily takes a position near the top of the ladder.



The words written a million times: "Not bad for a Game Boy game."

WARHAWK

SHOOTER/FLIGHT SIM • 1 PLAYER
 PUBLISHER/DEVELOPER: Sony/SingleTrac
 (800) 345-SONY • www.sony.com
 PREVIEWED IN SEPT. '95 ISSUE

PLAYSTATION



Warhawk will keep you enthralled for the day it takes you to beat it.

WarHawk is a 3-D shooter in which you take the helm of—well, let's plagiarize from the *WarHawk* preview in the September issue, shall we? "Remember the high-tech plane the Colonial Marines combat-dropped from their mothership in the movie *Aliens*? It's likely the aircraft in *WarHawk* was based on that very ship." This rather nice-looking vehicle is armed with a variety of visually impressive weapons, including a volley of missiles that leave smoke contrails behind them as they zip to their target. (I found myself launching these at completely unnecessary moments just to

enjoy the effect, which is always the sign of a good shooter.) Each of the missions give you complete freedom of movement; no flying on rails here. You also have the requisite multiple viewpoints of the action (inside the cockpit, behind the plane, from the enemy's POV). It's insanely entertaining, but there's a catch, the same catch that's plaguing a lot of PlayStation games in this first wave of software: It's too short. Yeah, I know, almost *any* game can be beaten in a day, but it's always a letdown to zip through one in an evening. Fun while it lasts, though.



EARTHWORM JIM 2

PLATFORM • 1 PLAYER
 PUBLISHER/DEVELOPER: Playmates/Shiny Entertainment (*Earthworm Jim*)
 (714) 739-1929 • www.playmatesplaymates

GENESIS



A large helping of side-scrolling action with a side order of goofiness.

Platform games don't get any better than *Earthworm Jim*, last year's massively hyped debut title from Shiny Entertainment, the company formed by programming superstar David Perry. The gameplay was essentially a souped-up version of *Aladdin*, the game that made Perry famous, but it's the graphics that made the *EWJ* so memorable. Every level had a non-stop barrage of bizarre sight gags, from catapulting cows to giant hamsters to a boss aptly named Professor Monkey-for-a-Head.

EXCELLENT
9
 VIDEO GAMES

Earthworm Jim 2 isn't a full-blown sequel as much as it is an extension of the first game. The sight gags are different—such as the level where you use a giant marshmallow to catch a gaggle of puppies being tossed out a third-story window—but the play mechanics are mostly the same. Jim has a few new weapons, and can stretch his body in a few new ways (ahem), but otherwise, it's more of the goofy gameplay you know and love. Between *Jim 2* and Sega's own *Vectorman*, Genesis platform games are going out with one heck of a bang.

PRIMAL RAGE

FIGHTING • 1 OR 2 PLAYERS
 PUBLISHER/DEVELOPER: Time Warner Interactive/Probe Entertainment Ltd.
 (408) 433-3999 • (web site under construction)

32X

For a couple months in the year that was 1994, the most popular coin-operated video game in America was *Primal Rage*, a beat-'em-up developed by Atari Games that had a brilliant visual twist: instead of the usual digitized characters in tacky costumes, the combatants were gigantic stop-motion-animated dinosaurs. The gameplay wasn't particularly great, but the graphics were amazing, and there were plenty of finishing moves the kids just can't do without these days. With source code yanked directly from version 2.3

COOL
7
 VIDEO GAMES

of the coin-op, the 32X version of *Primal Rage*—one of eleven home versions released by Time Warner—looks and plays almost exactly like the real deal. The programmers have also added options that weren't present in the coin-op, such as the Tug-of-War mode, where the combatants share a single life bar and have to pull the bar completely over to their side of the screen. Again, it's not the gameplay that made *Primal Rage* so big—it's the novelty of controlling dinosaurs with big teeth and sharp claws. Definitely the best 2-D beat-'em-up on the 32X.

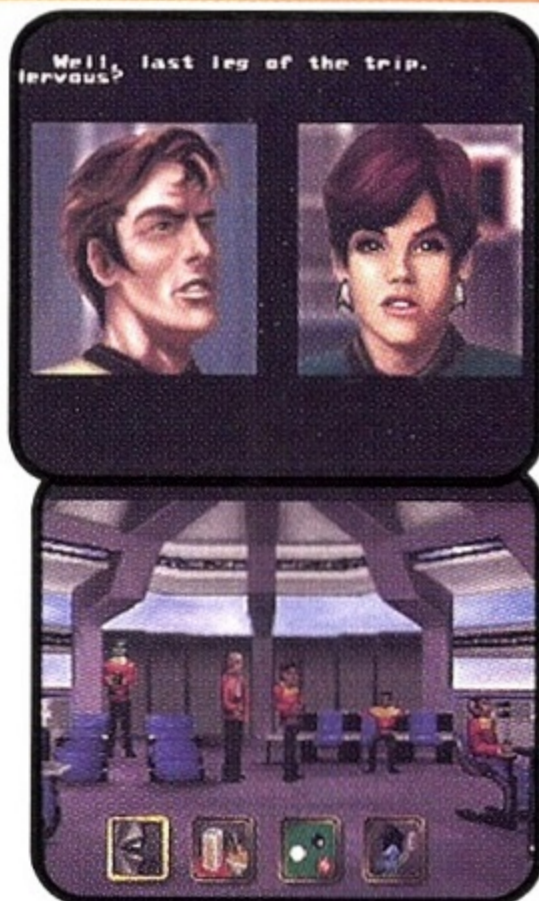


The 32X *Primal Rage* has SNES-quality graphics and Genesis-level (i.e., crapola) sound.

STAR TREK: STARFLEET ACADEMY

ACTION/STRATEGY • 1 PLAYER
 PUBLISHER/DEVELOPER: Interplay/High Voltage Software
 (714) 553-6678 • www.interplay.com

32X



Fans of *Star Trek* frighten and confuse me with their cult-like devotion to a bunch of freaking TV shows. I'm sorry, but if there was a list of things that make you a big loser, "Speaking Klingon" would be at the top. Hence, I'm also frightened and confused by *Star Trek: Starfleet Academy*, which gives 32X-owning Trekkies (who presumably haven't spent all their dough on *Star Trek* commemorative dinner plates) the chance to pretend that they're Starfleet cadets, learning all about what it takes to command a Federation starship.

COOL
7
 VIDEO GAMES

Fortunately, it doesn't take all that much; you can skip past all the class-attendance BS and get right into the heart of the game, which lets you pit various Federation, Klingon, and Romulan polygon-rendered ships against each other in battle. Alas, even though the programmers sneakily confined the action to a "viewscreen" that's less than half the size of the TV screen, the gameplay still slows down too much for my liking. Sloppy programming or the wimpy "32-bit" hardware? Ya gotta wonder. The verdict: A shooter for *Star Trek* weenies only.



If you own a T-shirt that says "I Grok Spock," you just may be a *Star Trek* geek.

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Mystery Word Grid

	H				M Y S T E R Y W O R D	
		E				
P	I	N	C	H		W
	R					
S						

WORD LIST and LETTER CODE chart

PINCHW PRESS.....K BLASTA WRECK.....D
 BREAK.....Z PUNCH.....S SPRAYC TURBO.....V
 STOMP.....T STAND.....R PRESS.....E DREAM....O
 CRUSH.....I SCORE.....H SLANT.....L CHASE.....P

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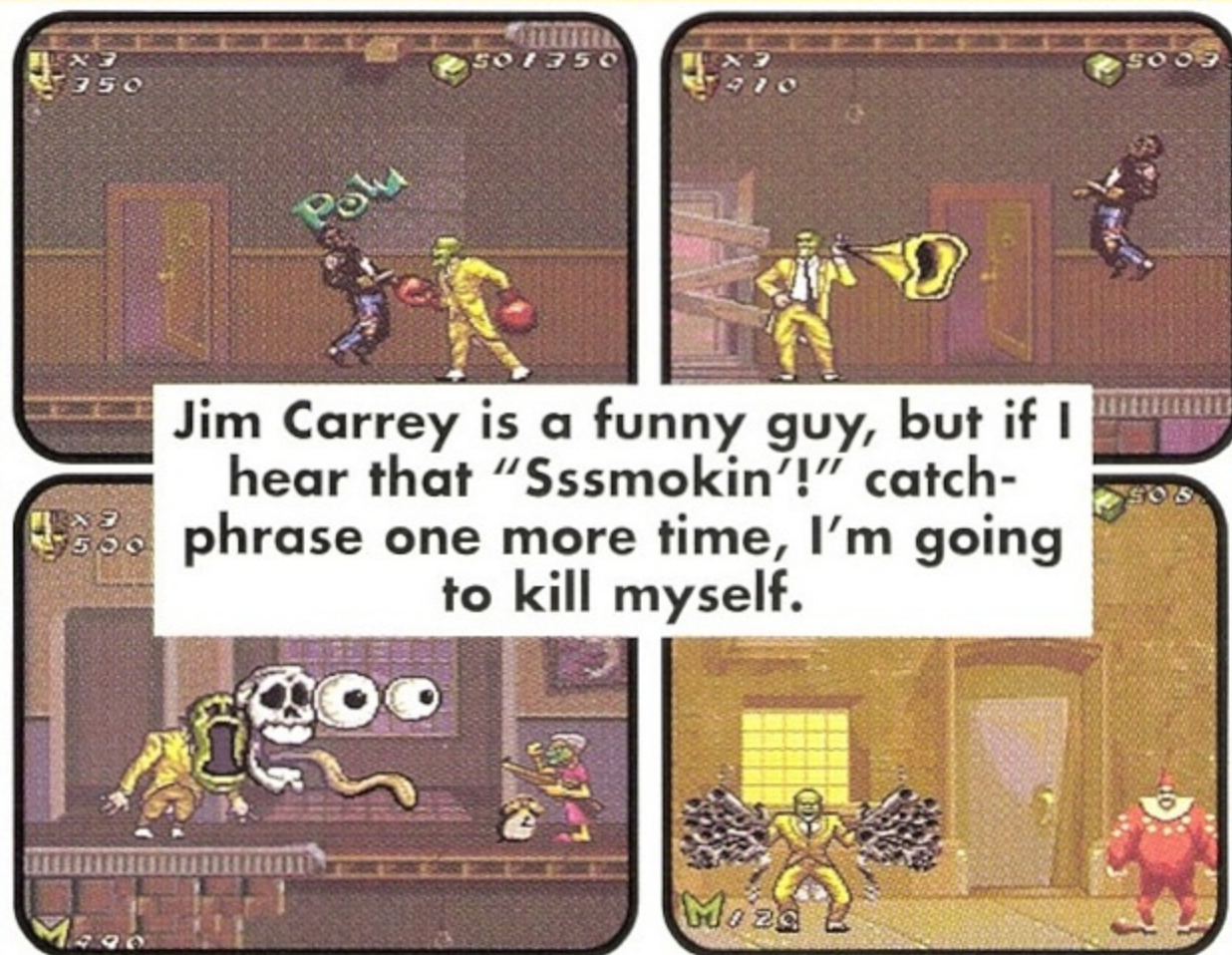
CLIP AND MAIL

THE MASK

PLATFORM • 1 PLAYER
 PUBLISHER/DEVELOPER: T•HQ/Black Pearl Software
 (206) 882-4941 • (web site under construction)

I'll spare you the digression on why I loathe these cookie-cutter side-scrolling games—besides, I think I've done that in three other reviews this issue. Instead, we'll discuss why *The Mask* is just a smidge more interesting than most big-license tie-in games. First, the programmers at Black Pearl have adequately recreated the goofy special effects of the movie, allowing the player to execute almost every effect—spinning like a top, smashing stuff with a

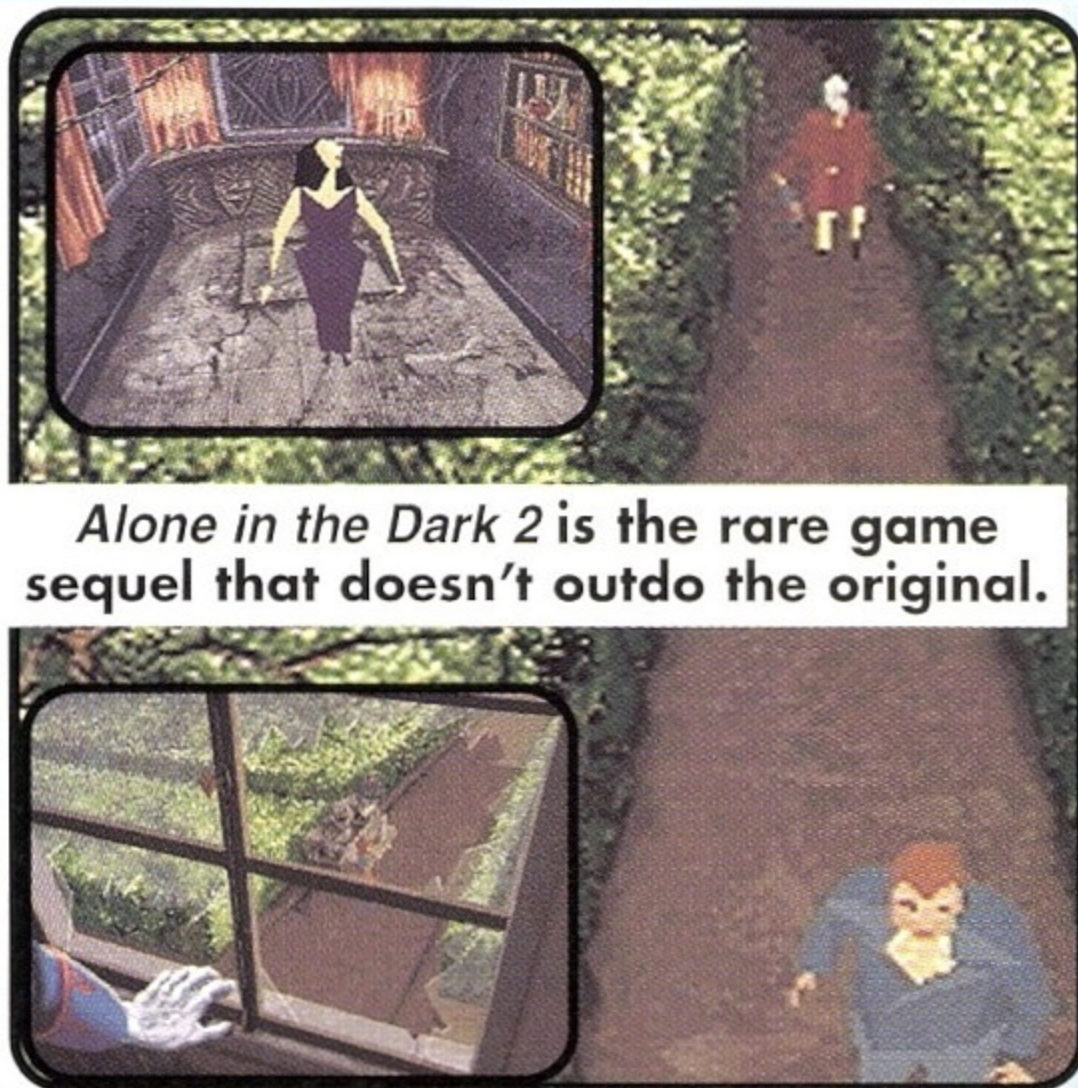
giant hammer, brandishing two huge Tommy guns—if he has adequate energy points (which are liberally scattered throughout the game's seven levels). Second, the designers have put some thought and care into the levels—they're challenging, non-linear, and even have a few hidden goodies to find. The verdict: *Yoshi's Island* this certainly ain't, but *The Mask* is a better-than-average platform game, and a better-than-average rental.



Jim Carrey is a funny guy, but if I hear that "Sssmokin'!" catchphrase one more time, I'm going to kill myself.

ALONE IN THE DARK 2

ACTION/ADVENTURE • 1 PLAYER
 PUBLISHER/DEVELOPER: Interplay/I•Motion
 (*Alone in the Dark*)
 (714) 553-6678 • www.interplay.com



Alone in the Dark 2 is the rare game sequel that doesn't outdo the original.

Video-game sequels almost always improve on the game(s) that came before, fixing what's wrong with the gameplay and improving what's right. Then again, *Alone in the Dark* didn't have much to fix besides the 16-color (!) graphics. This conversion of a hit PC game had a wonderful combination of arcade-style fighting, tricky puzzles, and polygon-animated bad guys. (It even inspired an above-average Japanese 3DO game, *Doctor Hauzer*, that wasn't brought over to the States, while crap like *Seal of the Pharaoh* and *Iron Angel of the Apocalypse* was. Go figure.) *Alone in*

the Dark 2's graphics are certainly more colorful and detailed (and a bit slower) than the first game, but the action/adventure gameplay has been thrown out of whack. How so? The programmers have foolishly overloaded *AITD 2* with dozens of difficult arcade fighting sequences. (I originally played through the PC version, and I assure you the 3DO version had me screaming just as loudly.) There's still some fun to be had here, but at least as much frustration. Let's hope that Interplay brings over *Alone in the Dark 3*, with the best gameplay and graphics of the trilogy.



DISCWORLD

ADVENTURE • 1 PLAYER
 PUBLISHER/DEVELOPER: Sony/Perfect 10 Productions
 (800) 345-SONY • www.sony.com

The ascendancy of the compact disc as the storage media of choice has given video games two completely new ways in which to suck: cheesy full-motion video and cheesy voice acting. *Discworld*, an almost direct conversion of a year-old PC adventure game, manages to avoid both: it has no FMV whatsoever and brilliant voice actors, led by Eric Idle, a former member of *Monty Python's Flying Circus*. It's amazing to me how much Idle's line readings add to

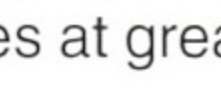
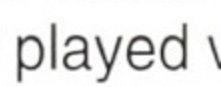
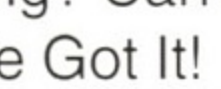
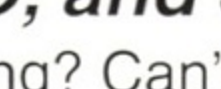
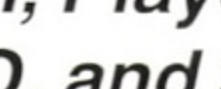
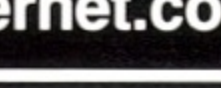
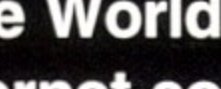
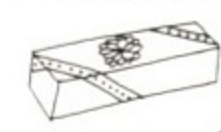
the game; he manages to inject humor into the plainest lines simply by varying the pitch or speed of his voice. (Or maybe I'm just amused in general by British accents.) The game's funniness shows itself in other ways; for example, your character can't store items until he wakes up his magic chest, which follows him around like an obedient dog. The audiovisuals don't push the PlayStation—they didn't even push the PC—but this game's best asset is its wry humor, not its eye candy.



A graphic adventure that reeks of wry British humor.

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Blow Up 23 5	Blow Up 14 5	Star Wars 13	Paperboy 3 15	Carry Case/Sm 1
Blow Up 24 5	Blow Up 15 5	Stealth 5	Paperboy 4 15	Comp Pro 9
Blow Up 25 5	Blow Up 16 5	Street Fighter 5	Paperboy 5 15	Double Player 4
Blow Up 26 5	Blow Up 17 5	Strider 5	Paperboy 6 15	Extension Cord 3

SOUNDBOARD

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

Dear VIDEOGAMES,

I've always wanted to just sit down and write you guys a letter in hopes that it would make it into the mag. But the thing that really made me sit down and write this was an ad I just saw on TV for a company called AEtna. It showed a blank screen with the distinct sounds of two kids playing video games. All of a sudden, the words, "Where do kids learn to fight?" appeared on the screen. WHAT?!? That got me so pissed off!!

The next words on the screen were something like, "Can't we teach them not to fight?" Number one: There are plenty of non-fighting video games too. Take *Lemmings* or any of the hundreds of sports games on the market! Number two: Most kids are smart enough to determine the difference between real and unreal. Show me one fighting game using full-motion video and no special effects!

Since I don't have any way to contact AEtna, I'm writing to you. Write them a letter of some sort, like the Attorney General thing. Please take action about this!

—Bob Flahive
Westfield, Massachusetts

Dear Bob,

We haven't seen the offending commercial, but seeing that AEtna is a monolithic insurance company, they should be in your local phone book. We suggest that you give them a call and demand to speak with the president. If that doesn't work, tell the receptionist all about your problems.

Dear VIDEOGAMES,

I have a Sega Genesis and have really been made a fool. For one thing, I saved up for so long last year to buy *Mortal Kombat II* the day it came out. Of

course, I was stupid and bought it the day it came out. A few days later, I went over to a friend's house and played the SNES version. After that experience I practically threw away my version. I've thought for a good while about purchasing a SNES. My parents and I have had such a controversy over a SNES, they'd probably ship me off to boarding school over it. So I'm turning to you for your opinion. Is a Super Nintendo a step-up from the Genesis?

If you sell, I buy!

—Jordan Fleming
Aynor, NC

Dear Jordan,

You're not a fool for buying a Genesis. Yeah, it's true that the SNES versions of MK II and MK3 are better, but there's still a lot of games on the Genny that make it a worthwhile purchase. If anybody tells you differently, tell 'em to suck your snot.

Dear VIDEOGAMES,

Recently I went to see *Mortal Kombat* with my friend Ray and let me say it kicked ass! But the biggest downfall of the movie was that whenever Shang Tsung appeared there would be at least one kid that said, "Hey, it's Shang Too-Sung!" Aaaargh! This question is directed towards Betty because she's awesome. What do you think of the PlayStation? I might buy it. Do you think I should? From all the games I've seen in magazines for the PS, *Twisted Metal* definitely is the best. Kangaroos are my one of my favorite animals. What's yours? My birthday's coming up. I'm going to be 13! Can I have a birthday present? Your magazine is the greatest and I need to get a subscription. When I get older I'm going to Africa with an orangutan named Joe. I don't have any friends. They all think I'm weird. That's why I love your mag: You're weird too! I can relate! Love to all,

—Justin Boldaji
Kill Devil Hills, NC

Yo Justin,

Happy birthday, you nut. Betty says that you should definitely consider buying a PlayStation if you can spare the dough, and she also sends hugs and kisses, you little scamp. By the way, we're not weird, we're just addicted to caffeine and donuts.

Dear VIDEOGAMES,

My first issue of VG was the September issue, which saved me from boredom on a six-hour long car trip. VG is better than *Nintendo Power*. Well, I'll get to the point. I want to make my own games and go to DigiPen someday. I want to know if there are any IBM programs besides Micro World's Project Builder? And how much do they cost? Could you please send me more information on DigiPen and some secrets for Sega's MK II?

—Matthew Rydell
Eden Prairie, MN



Dear Matt,

Thanks for letting us know that VG is your car-trip magazine of choice! Hope reading the mag didn't give you motion sickness and make you hurl. For more info on DigiPen, write them a nice letter at the following address and they just might send you some info:

DigiPen Applied Computer Graphics School
Office of the Registrar
5th Floor, 530 Hornby Street
Vancouver, B.C.
Canada V6C 2E7

Dear Mr. Gore,

I recently read your issue with MK3 moves and thought it was great. I'm a big MK3 fan. Then my little brother got

another magazine. When we compared them, there were a few moves that weren't the same, like Sheeva's skin rip. Who's right? I look forward to hearing from you.

—Jesse and Colin Gibbings

Dear Jesse and Colin,
Actually guys, we apologize. They're right, we're wrong and we're sorry. NOT! Duh! Every tip in VIDEOGAMES is tested and tested again before we unleash it on the public, so you can bet that with us you'll get the correct moves every time. Jeez, the questions you guys ask....

Dear VIDEOGAMES,
Do you mind if I ask you to let me have a *Killer Instinct* game cartridge because I want it really badly and because I don't have enough money to buy it. Plus, by the time I make that kind of money the game will be old. Oh, I almost forgot to tell you, if you let me have the game I'll try to join the club and buy as many of your magazines as possible.

—Cesar Segouia
Long Beach, CA

Little Cesar,
Your plight has moved our hearts, and after much thought on the subject, the editors here at VG have a suggestion for you: Get a paper route or get a rich relative.

Dear VIDEOGAMES,
Pick me! You guys inspire me to do strange things to dogs and small children.

—David Roseman
High Point, NC



If you see this kid in a dark alley, run.

David sent us this nice picture of him at 12 years of age during his soccer-playing years. It's a fake sports card and describes him as being "5 ft. tall", "100 lbs." and a "Half Back Front Line". None of this, however, explains his strange letter. What is it about you guys from the Carolinas, anyway?

To Whom It May Concern:
I would like to buy some Nintendo tapes off of you. You had one tape in there named *Maniac Mansion* for \$10.00 and I was wondering if it was the same price. If so, I would like to buy it off of you and please send some of your other tapes off of you as well.

—Danny Ellis
Galion, OH

Danny Boy,
You must be mistaken, my friend. VG isn't in the business of selling used games, so you must be mixing us up with one of our advertisers. But if you want to send us ten bucks out of the kindness of your own heart, we'd greatly appreciate it.

Dear VIDEOGAMES,
My name is Matthew Mangiapane. I entered your "Ultimate Gaming Rig" contest in your August magazine. I read

the expiration date was August 12th. I sent the entry form in the mail August 8th and it's now August 16th. Why haven't I gotten a letter in the mail telling me the results yet? Please tell me why I haven't gotten

a letter yet. Please don't ignore this letter like other magazines. I trust you'll respond.

—Matthew Mangiapane
Hauppauge, NY

Matt,
Let me get this straight: You want to know the results of a contest only four days after the entry deadline and you want the results mailed directly to your house? Geez, do you think we work 24 hours a day, 7 days a week? The only people who get notified of the results of contests are the winners, and that's usually a couple months after the deadline. If you haven't received a letter in the next month or so, you lost, dig?

Dear VIDEOGAMES,
In one of your replies to a letter in your August '95 magazine you said, "It would be pretty darn cool if an MK3 character was based on the legendary Sandman." So I made my own version of what I think the "Sandman" would be. He is supposed to be a spirit from an alien whose soul wasn't taken from one of Shao Khan's exterminators. Now, like Raiden in MK, he has to take human form and avenge his and his planet's death.

—Adam L. Kueber
DeSoto, KS



Thanks for the kool kombat kharacter, Adam. For all of you out there that are interested, Adam writes that, "Sandman's fatality move is where he summons up a ball of deadly energy from the power that his gods granted him and he kills his enemy by shooting with his energy which makes him fall asleep and then rots hits skin and turns him to ashes." Yikes. I guess it's nice of the Sandman to knock you out before he rots your skin.

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—Jim Kohls, President

next month in

VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE

Marvel Super Heroes

Capcom's latest arcade game is their best ever. We take an in-depth look at the game that topped Street Fighter from the top of the fighting game genre. We also reveal Capcom's plans for home versions of this stunning fighter.

Ultra Action

Nintendo are all set to unleash their 64-bit monster on an unsuspecting world. The Ultra 64 is complete and looks like the surefire winner in the platform wars. Problem is, the machine is a year late—how will it fare?

Nomad Wanders Home

Sega's portable Genesis system, the Nomad, could be the greatest Christmas gift a gamer could hope for. We take a closer look at the technology and explain why some games just won't cut it on the cellular Sega.

Time For Toy Story

The most impressive movie for Christmas is also the most impressive game. Disney Interactive are all set to unveil perhaps the most technically impressive game ever on the Genesis. Find out why the Genesis version looks like Clockwork Knight, and why the movie rocks!

Next Generation Sports

If Ditka and a PlayStation got into a fight, who would win? Obviously Ditka, but what if Ditka was on the PlayStation? It all gets a little gray. We expose the hottest 32-bit (and 64-bit) sports games around.

PLUS!

A whole new look for First Look, hot new features, incredible game reviews and a brand-new editor! VideoGames is all set to leap forward into 1996 with even more of the stuff you like. Honest opinions, amazing game exposés and some of the biggest exclusives the industry has ever seen. Be there.

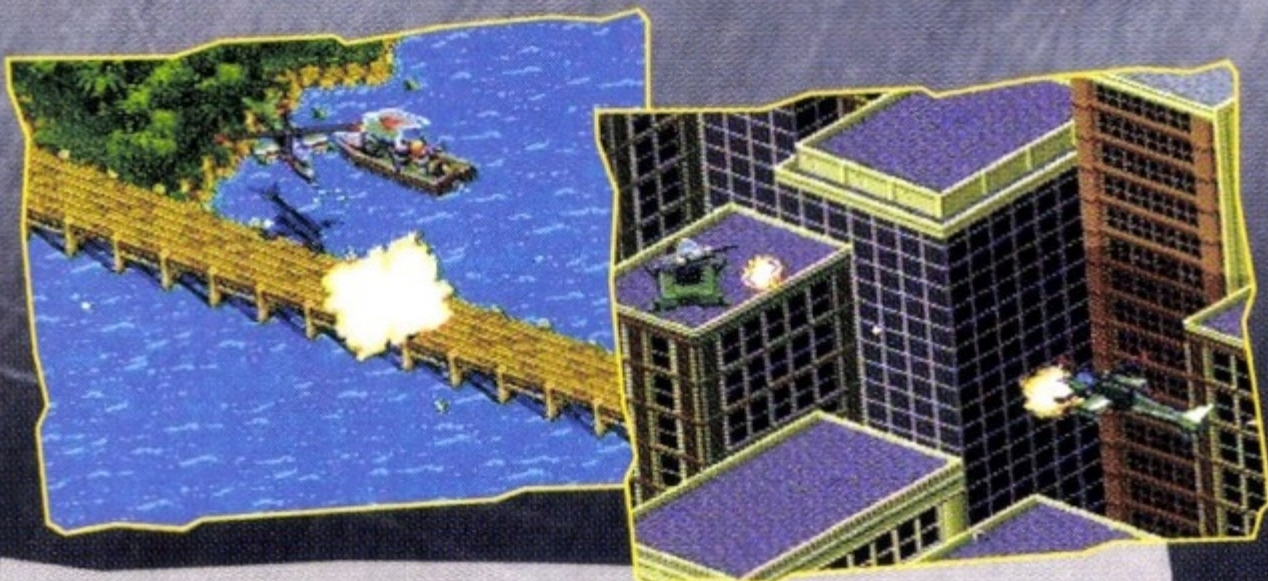
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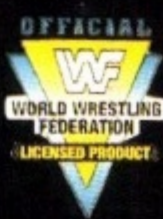
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