SUPER PREVIEWS — LIKE DONKEY KONG COUNTRY 2!

ISSUE 74

GAME PLAYERS

SEGA • SONY • 3DO • ATARI • ARCADES

NEW ULTRA 64 PREVIEW of Robotech Academy

WORLD EXCLUSIVE

KILLER INSTINCT

First Saturn & PlayStation REVIEWS

PANZER DRAGOON

DAYTONA USA

TOSHINDEN

Can the Super NES handle it? We've got the FIRST FULL-REVIEW of Nintendo's new 32-Meg shocker

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a new way of publishing

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AUGUST 1995 Vol. 8, No.8

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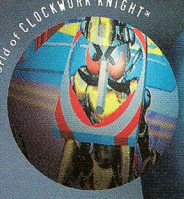


HEAD FOR SATURN

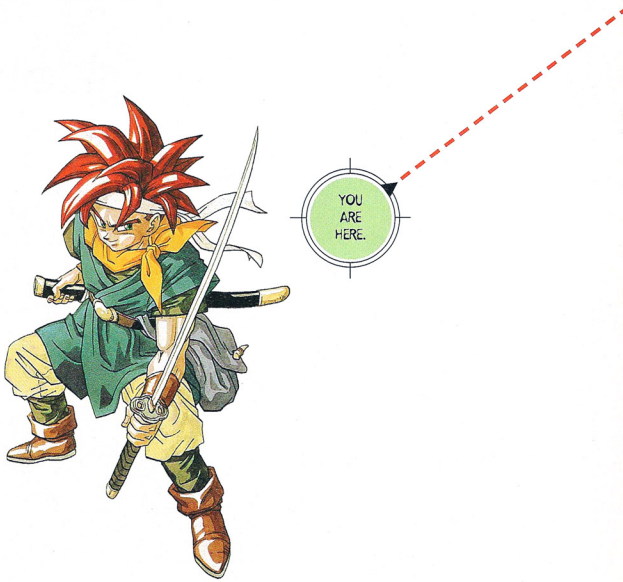
To really understand what life is like on Saturn, look inside your head. There, in the inner realm of rods and cones, of optic nerves and ear drums, is where the Sega Saturn experience breathes. Three 32-bit orchestrated processors, 16.7 million colors, lightning-quick texture mapping, connoisseur-class surround sound, and amazing first-person perspectives immerse you in worlds of entertainment you've never experienced. Sega Saturn is like nothing else on Earth.

For more information on Sega Saturn, please email segasaturn@segaoa.com or on the world-wide web at http://www.segaoa.com or on Compuserve at GO SEGA

SEGA SATURN™

IT'S OUT THERE.

YOU'VE GOT IT ON YOUR HANDS. YOU DON'T HAVE ENOUGH OF IT. YOU'VE GOT IT ON YOUR SIDE. YOU'RE PRESSED FOR IT. YOU SPEND IT. YOU WASTE IT. IT'S IN. IT'S OUT. IT'S NOW. IT'S PAST. IT'S RUNNING OUT. IT'S DRAWING NEAR. CHRONO TRIGGER™. IT'S ABOUT TIME.



Chrono Trigger. From the creators of the acclaimed Final Fantasy® series. Character designs by Akira Toriyama. 32 Megs, 10 endings, 70 plus hours of game play. Sept.'95.

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CHRONO TRIGGER
SUPER NINTENDO
ENTERTAINMENT SYSTEM
SQUARESOFT

Welcome to GAME PLAYERS

FINALLY!!! Our first Saturn and PlayStation reviews are here! You can't imagine how hard it's been for us all these months, playing the hottest games in the world without being able to review them for you. But now, with last May's release of the Saturn and next month's U.S. PlayStation debut, the cat's out of the bag!

And that's not all! We've got the top titles for your trusty ol' 16-bit machines too, not the least of which is our world-exclusive first review of *Killer Instinct* for Super NES! Whew! I get sweaty just thinkin' about it!

If you're still reading this box, you're a goober! You heard me, a crispidey, crunchedy, goober! Now get ta readin'! Goober! *Mmm... Goobers...*

Chris

COLOR KEY

Use this color key to identify systems throughout the magazine. Whenever you see **RED** in a rating box or info box, for example, you know you're looking at a SNES game; **DARK BLUE** always signifies Genesis.

- GENESIS
- SUPER NES
- SEGA CD
- 32X
- SATURN
- PLAYSTATION
- GAME BOY
- GAME GEAR
- JAGUAR
- 3DO

70

Score a goal with *World Wide Soccer* on page 70.

The amazing combat of *Battle Arena Toshinden* is revealed on page 44!

44

INFOTRAK 14
A veritable compendium of arcana! (Huh?)

InfoTrak 14
We got the right stuff. Now you can have it, too!

Hit List 23
You pick the winner — we'll just hang out...

Arcades 78
This much fun should cost more than a quarter!

World View 80
Safer than the evening news... we think...

PREVIEWS 26
Here's a whole ton of coming attractions!

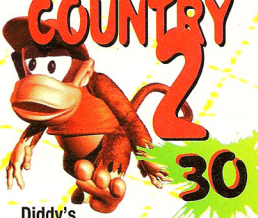
READER'S SAY 8
You talk back... and we get scared!

Reader's Network 8
We're not nuts... the dead horse should prove that!

Back Talk 113
Secret orders from Headquarters and Bill gets revenge!

SUBSCRIBE 82
Repeat after me — 'Take my money!'

BACK ISSUES 109
Get your 'blasts from the past' now!



DONKEY KONG COUNTRY 2

30

Diddy's back and he's got a girlfriend! Check out page 30 right away!

ROBOTECH ACADEMY

Fly the ultimate combat machine on page 26!

26

MEET THE TEAM

If you suddenly went completely bald, what would you have for dinner?

Chris
Gee, Bill, that's a strange question. Have you been licking the mold on the pipes again?

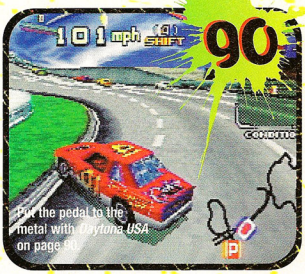
Jeff
It wouldn't matter, as long as I could have coffee and brandy afterwards. Oh, and a hat, I guess. Just like Juan Valdez wears.

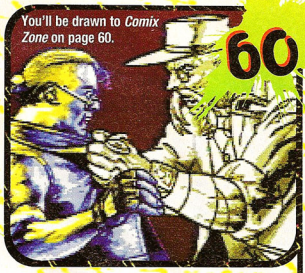
Vince
Am I going bald? Is there a bald spot back there that I can't see? Let me borrow your comb. Are those my hairs?

Mike
I'd have a five course Italian meal, complete with soup, salad, several fine wines and a Havana Perfecto cigar. Then, I'd kill myself.

Patrick
Macaroni and cheese. Yep, a big old bowl of that good old cheesy mac. Being a vegetarian, I find that macaroni and cheese is close to Godliness.

Bill
I'll never go bald! There's a secret ingredient in pipe mold that insures a full head of hair. And it tastes great, too!





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Some of these game carts said they had a real big brother... but we beat 'em up, anyway!

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We got more moves than a Lambada movie! (And we're at least 50 times more popular than that crap!)

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Sports Reviews 69

Games so real, you'll need to shower after playing!

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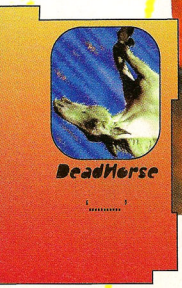
Now Playing 74

A big, long list of all the games we've covered in the last four issues... plus, could there be a surprise in there?

Unleash the mayhem with our *Killer Instinct* coverage on page 54!



Cover Story 54

READERS' NETWORK

Shhh— be very quiet! The Men in the White Coats are here, checking all of us out! If they see what you've written or what we've replied, we're all gonna be spending a lot of time together in the Rubber Room!

PLEASE, WE'RE BEGGING YOU... MAKE IT STOP...

We've been getting those 'so-and-so sucks, so-and-so rules' letters for years now, and frankly, we're flat-out tired of it. And judging by many of your recent responses, you guys are too. So cut it out, okay? Every letter that bashes Sega or Nintendo automatically gets a one-way ticket to the *trash bin. We still want ya ta be crazy, we still want* ya ta be insane, just in newer, more creative ways. And try to get something about games in there, will ya? A page full of insane ramblings can be funny, but if it doesn't contain any questions or comments pertaining to videogames, then why should we put it in our videogame magazine? (Even last issue's HABEEB THE TORTURER letter talked about *Doom*.) Sorry to sound so nit-pickey, but you guys really do *come up with some wild and imaginative stuff, and* we'd love to see more of it. So keep those letters comin' in!

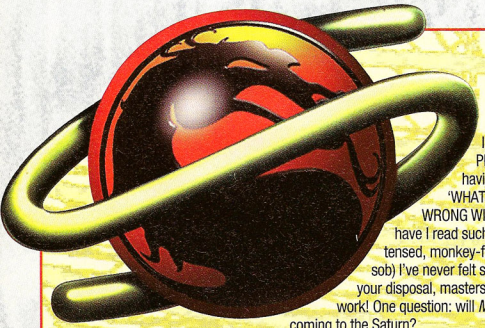
THE BILL IS DUE!

Hey! What's all this bull**** about Chris being the 'Almighty One'? I mean, get a life, Keith! My name is Bill and my friend's name is Chris. We act the same way as you two. Just like your Chris, mine has a huge ego. Anyway, I think Bill should be the almighty ruler of all! I mean, Bill, you kick ass! Let us gather up our legions and crush Chris' to dust. I shall be your first in command, wielding the almighty bastard sword, Jibby, ready to slice at the enemies' puny corpse-like soldiers. Hail the almighty ruler Bill! Hail! Hail! Hail! I would give Bill a 21-gun salute, but I don't have any cannons on hand (right now, anyway). Heh, heh, heh, heh, heh!

Bill W.
Cape Coral, FL

CHRIS: Patrick, unleash the hounds...

BILL: You are hereby promoted to Lizard Leader. Order your Mortar Shell Catchers to start heating rocks. The cannons you need for the assault are in the mail. Soon will be The Cleansing...



WE NEED A LITTLE HELP

I just got my mighty GAME PLAYERS magazine, and having read it I have to say 'WHAT IN BLOODY HELL IS WRONG WITH YOU PEOPLE?!?' Never have I read such white-knuckled, butt-tensed, monkey-fearing, lunatics! (Sob, sob, sob) I've never felt so much at home. I am at your disposal, masters. Keep up the awesome work! One question: will *Mortal Kombat 3* be coming to the Saturn?

Michael Paoletti
(parts unknown)

CHRIS: No official plans for a Saturn MK3 yet, due to the PlayStation's six month 32-bit exclusive. But hey, come next February, anything goes.

CHEAP IS AS CHEAP DOES

Recently I was chillin' at the mall. I went into KayBee Toys to see if they had a game I was looking for. I saw the Sega Menacer, which was originally $70, on sale for $20. So I said 'what the heck, it comes with six-games-in-one and is a wireless gun'. But when I got home and started playing, I felt ripped off, even if it was only $20. Just look at the pack-in game — it's so horrible it makes Atari look good. So, I have a couple of questions:

1. How many games are there for the Menacer besides *T2 Arcade?*

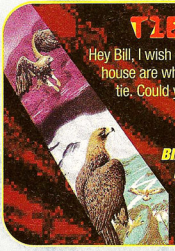
2. Are there going to be any more games?

3. Tell me it ain't so, but has Sega abandoned the cool-looking Menacer?

Eddie Rivera
Temple Hills, MD

CHRIS:
1. Umm... NOT including T2?
2. HA! No.
3. 'Fraid so. Just chuck it in the closet with your Activator.

TIE ME UP, TIE ME DOWN



Hey Bill, I wish I had cool T-shirts to give you, but all the ones that might fit you in the house are white and don't have anything on them. But I guess my dad won't miss this tie. Could you send me a T-shirt please? Thank you. Bye-bye.

Tommy Tal
San Francisco, CA

BILL: What a swell tie! Wait a minute... there's something stuck in here... it's some kinda legal documents. Hey, these are adoption papers! Tommy, did you know that your real name was Ragheeb Moongacha Love? Better ask your dad about this real soon, Tommy, I mean, uh, Ragheeb.

SIMPLY SHOCKING

I'm the famous 'Shok'. Once me and my buddies wrote an insane letter to you and signed it 'Shok'. All those mean things they said weren't all from me. I just think you'd better re-rate Final Fantasy III and give it a 110%. Has anyone ever told you that Mike Salmon is a babe? I ❤ Mike Salmon! My true identity is a secret. Tell no one of my location! I am getting sick of all the sexist comments I get all day. Like at the arcade, I lost one game of Killer Instinct and this guy picks me up and says 'Hey, baby, the arcade wasn't made for little ladies... can I have your number, anyway?'. Other times guys have shoved me over and 'took over' my game for me. Thank-you-very-much-now-give-me-my-quarter-back-dammit! I am really sick of being treated badly by male players. A few nice guys really treat me like a fellow player, but the rest treat me like I'm a slut. I am not a slut, thank you!

Shok
(address withheld by request)

BILL: That guy was pretty smooth, huh? Since a lot of you male gamers out there don't seem to be spending as much time on your social skills as you do fatalities, here's a few tips for proper gentlemanly arcade etiquette:

1. Don't call women gamers 'little lady'. Use words like 'broad' and 'doll' instead.

2. Always use complimentary language. Broads really like it when you say stuff like 'Nice rack, gorgeous!'

3. If you have to take over the game for some doll, always insist that she pay for at least half of the gaming action.

4. Wear lots of football equipment. If you took these tips seriously, you deserve to get your ass kicked badly, you jerk!

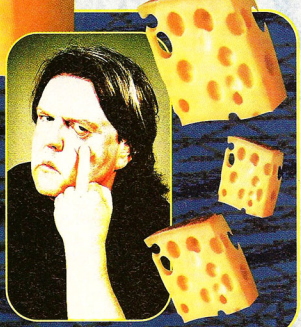
IF THE CHEESE FITS...

Are those rumors true about Bill smelling like cheese??? P.S. If he does smell like cheese, what kind?

Vincent Chiera
Hollywood, FL

CHRIS: Just a sec' (sniff, sniff)...
BILL: Hey! What the hell are you doing?!? Oh, it's the damn cheese thing again, huh? Damn it, Vince, everytime one of you guys writes in about the cheese incident, I get just a little angry and I kinda... (SNAP!!!) C'mere, Chris! It's lesson time!!!
CHRIS: Ow! Sweet Limburger! Stop... Cut it out!... That hurts! Mommy!!!

THANKS A LOT, BUT DON'T DO IT AGAIN!



Thanks to **Ron Walls**, of **Ches City, DE**, for his letter that actually contained some real cheese. We now know what happens to real cheese when you mail it. The experiment is over. If you send us any more cheese, we're just gonna send it back. It was all a joke! Now, why couldn't someone send 500 bucks in small, unmarked bills?

READER ART

Always the ecological one, Bill Donohue used the art he didn't print to heat rocks for his lizard warriors!

WINNER

Goro raised his arms in final victory, because this was the last time the Editor was gonna let his picture win, dammit! ➔

Luis Martins, Montreal, Canada

Harley Howell, Lynn, IN

➔ As he ran screaming for the door, he realized he shouldn't have forgotten their anniversay.

Erik Asorson, Yucca Valley, CA

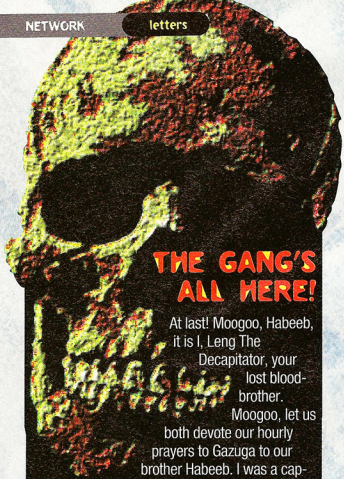
Old video game characters never die — that's the damn problem! ➔

Tasha Wassink, Merrill, WI

➔ Nature finally got its revenge after years of pollution, especially on TV!

Of course they were pissed off — they didn't have any feet! ➔

Jarod Jensen, Spanish Fork, UT



THE GANG'S ALL HERE!

At last! Moogoo, Habeeb, it is I, Leng The Decapitator, your lost blood-brother. Moogoo, let us both devote our hourly prayers to our brother Habeeb. I was a captive in an asylum, but now I am free! A pack of our brothers beat their way into my prison with their Skullbats.

The Cleansing shall commence. I, myself, shall pray for your health at the sacred shrine of Red Gazuga. I will make sacrifices in hopes that one day, we shall find each other.

Praise Gazuga! Praise Gazuga!

Leng The Decapitator,
West Haven, CT

MOOGOO: Gazuga be praised! The Three are now One! Prepare the Sand Ritual so that our Skullbats shall be made ready. Soon Habeeb will be freed and all will quake in terror, as Gazuga has prophesized!

THANKS, BUT NO THANKS

Hey GAME PLAYERS, why not include codes, reviews, etc. for PC games? Don't get me wrong, your mag is great now, but if you included PC, people like me will be sending you tons of codes for games like *Doom*, *Doom 2*, and *Rise of the Triad*. I've already got PC codes out the ears and I'll send 'em if you want them.

Cory Peiffer
Coralville, IA

CHRIS: Thanks for the offer Cory, but unlike some of our competitors, GAME PLAYERS has always been, and always will be, a console-only videogame magazine. We know there's lots of great stuff happening on PC, but there's only so much room in the magazine. We could easily toss some PC coverage in and even get more ads from PC game companies, but that just means less room for the stuff you've already come to love us for. Besides, we also publish magazines like Next Generation, CD-ROM Today, and PC Gamer, all of which cover PC better than anyone on the planet. This allows us to focus hard on stuff like Nintendo, Sega, and Sony, making GAME PLAYERS the best, most dedicated console mag on the market. When you read a PC article in one of our competitor's mags, just imagine what hot bit of Sega or Nintendo info had to be cut to fit it in. At GAME PLAYERS, we know what we do best, and we don't try to spread ourselves too thin.

ALL-DAY SUCKER

Guess what I have. I have the very, absolute, first Activator and you don't. Ha, ha, ha. I would tell you my name but I'm afraid you might hurt me.

Me (I couldn't think of anything better)
Berea, KY

JEFF: The first activator? Sounds like you're already in enough pain. Are you having fun waving your arms in the air while your friends laugh at you?

GET A LIFE, PAL

To the fake Gamer X: So, you thought I wouldn't notice. You phoney! You thought the REAL Gamer X would ignore you. Some of my many hiding places are there at GAME PLAYERS HQ. The guys (and gals) there know me as Lord Gazuga, Slippy the Frog, the second toilet in the ladie's room, and M. Bison. Let it be known that Bill is my true brother. So, fake Gamer X, you thought I would lock the new guy in a box (GP #72). You were wrong. I only like to lock Darrel in a box. FOOL! Let it be known that the all-powerful Lord Gazuga shall make you suffer in the torments of the Cleansing! P.S. LOSER! P.P.S. Hail Slippy!

The REAL Gamer X
(parts unknown), MI

The REAL Gazuga: BLASPHEMER!!! Your skull shall be the first to adorn my shrine during The Cleansing! You shall suffer the same fate as Slippy the Betrayer — after I barbecued and ate his legs, he was last seen heading out to the desert on a little cart with a tin cup full of pencils!

THE HOSERS WANNA KNOW

My friends and I up here in the 'Great White North' love you guys. We totally respect and admire your opinions concerning the upcoming next generation systems. I'm most definitely purchasing the PlayStation followed by the Ultra upon release (oh, the wait is almost unbearable!). I have a few really important questions:

1. When Sony releases its machine of pure brilliance, will hot games like *Toh Shin Den* and *Tekken* be available upon release?
2. Is the PlayStation going to be released before or after the other machines?
3. Finally, can you compare the coin-op version of *Tekken* with the PlayStation version?

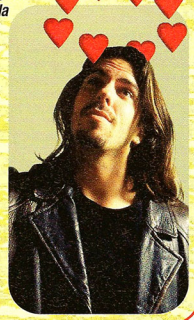
Dan Ross,
Toronto, Ontario, Canada

CHRIS: Here we go...
1. Toh Shin Den will be available at launch, but you'll have to wait until the holiday season for Tekken.
2. September 9th, after the Saturn, but before the U64.
3. The PlayStation version is BETTER. The graphics are crisper, the control is smoother, and new stuff (like rendered story sequences) have been added.

SPAWNING SEASON

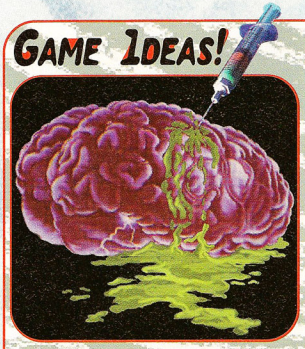
I can't take it anymore! I have to get this out before I go completely INSANE! Mike Salmon is so hot! Every time I see his drop-dead gorgeous face I melt! Sighhh. He must be a god! I'm in love!

Sarah-Elizabeth
London, Ont.
Canada



MIKE: First things first. How old are you? Does your dad own a gun? Can you do the splits? Do you have any adventurous girlfriends out there who feel the same?

GAME IDEAS!



THE LAUGH'S ON YOU!

My game is called *It Came From The Graveyard.* In this game you can be either a vampire or a zombie. The bad guys are cops, undertakers who try to rebury you and escaped mental patients who stick underwear on your head and laugh at you. The point is to prevent the evil werewolf colonies from taking over every graveyard in the whole world.

Aaron Speed,
Hartsburg, MO

Bill: Hey, wait a minute there, Aaron! All of us here at GAME PLAYERS wear underwear on our heads and we're not crazy! In fact, most of our readers wear underwear on their heads and they're sane, I think...

ON THE HOT SEAT

My game is *Devil's Pet.* It's like Beavis and Butthead, except you have two heads on one body. The goal is to collect Nine Inch Nails concert tickets for the Devil. If you don't get the tickets, he sets you on the Death Toilet that shoots out fire and burns your butt to a crisp. The trick to this game is that the Devil has put your mouth on your butt so you have to eat backwards.

Josh,
Canton, TX

Bill: I gotta tell you, Josh, your game idea really scared the hell outa me! I mean, after all, Nine Inch Nails tickets? Please stop, you're making Chris cry!

BURN DOWN THE HOUSE

The name of my fun-filled game is *Fun Time with Fire.* You must complete various activities like burning down the school. For bonus points you can light cats on fire and blow up gas stations. The final mission is to burn down the Fire Station. At the end of the game you get to roast marshmallows in hell with the Devil.

Joseph Paahana,
Lahaina, HI

Bill: You not only didn't win, Joseph, but we made a quick long distance call to your local Fire Department. After we read them your letter, they seemed real interested in meeting with you! Good luck!!!

WINNER

YOUR SPY'S A DEAD MAN!

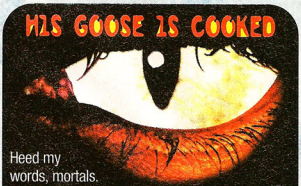
My game would be called *Slowpoke and Armpits.* You could be either Slowpoke the Wombat or Armpits, the dark creature who can say Rumplestiltskin 100 times without laughing. Dr. Rosmellik has decided to steal the Stinky Emerald so he can power up the DeathChicken so he can get a dog. If you win you get the Stinkey Emerald, but if you lose, you become a floating puss.

Dan Butler,
Batavia, IL

Bill: Let's be honest here, Dan. You won this month for only two reasons. First, your game didn't have anything to do with the Devil or playing with fire. Secondly, you said DeathChicken. How the hell did you find out about OUR new secret weapon? Tell us who your spy is!

HEY! YOU, TOO, CAN WIN A MYSTERY PRIZE!
Just send in your Game Ideas to the address printed in the box on the right. Make sure that you include what type of video game system you own. This month's Mystery Prize goes to **Dan Butler**, of **Batavia, IL**, but only because he mentioned the DeathChicken. So don't delay! Write in today!!!

HIS GOOSE IS COOKED



Heed my words, mortals. Thank your weak gods that I am a generous Overlord. I will allow a few months for you to turn control of the magazine over to me and my Darkling Lords. Your games and young secretaries will be our playthings. Your vending machines (and their contents) will be our meat and bread. Your water fountains are ours for the taking. The violence unleashed by the videogame industry is responsible for our release from the dark beyond. My demonic minions have dwelt upon your world and dined upon your flesh for many weeks. The creators of all violent videogames are under our control, as well as the creator of Barney. This will be but a small step in our conquest of your world. If you obey properly and cower before us, some among you may even become my henchmen in our armies. We made O.J. do it — he was one of the first to join us. Judge Lance Ito is next. My followers among your people will write later to confirm my rule. A similar commandment has been sent to the other big videogame magazines, they too shall fall before us like frogs in a lawnmower. We shall rule the world. Membership in our dark band of merry men is $9.95 plus tax, some restrictions may apply. My High Priest will be sent to communicate with you. We want your head-Editor's brain as a trophy (or as an organic whoopie cushion). I HAVE SPOKEN!!!

Red Raven
(parts unknown), Canada

BILL: Around these parts we have a little saying that we like to live by. It goes something like this — 'Screw with the bird and you screw with the flock!' For short, we usually just say 'Bird... Flock!' This is just our way of saying that you've screwed with our bird, so be prepared to get flocked! You and your merry band are breathing wasted air!

CHRIS: Huh? Now you both frighten me...

TOO OLD TO ROCK 'N' ROLL

To Patrick Baggatta: You're really letting that new job go to your head, aren't you, son? Being a videogame reviewer is a tough job, and from the looks of your picture, the job (and the games) are a little too much for you. To give *Knuckles Chaotix* for the 32X a 41% rating is a crime. This is a most fabulous game. In fact, the entire article pissed me off. Oh yeah, I sent a copy of your slandering to Sega of Japan. Also, who died and made you and Mike video gamers of the world? Mike, get a haircut. You look very wierd to me. You guys remember that what we are doing is still in its infancy. NO videogame should get a bad review! Get some adults to test your games.

Robert Taylor (45 years old)
Daytona Beach, FL

PATRICK: I must admit the 'no game should get a bad review' remark threw me. Sir, kind sir, I'm afraid I have to address that comment with an ultimate sense of urgency. The fact that our readers depend on us to deliver the straight scoop on games, good or bad (and yes, some of them are bad) is why we come to work in the first place. It is not fun, as you seem to be implying, for us to slam games. I mean, can you imagine what we are doing to our relationships with the gaming companies? But it is our duty, and we will continue to do our duty until every game made is beyond criticism. I hope that helps you to understand our mission here. I'd like to continue, but it's time for my bottle feeding.

BILL: Bob, it's time to get with the program. Any society or organization that allows only the 'good' point of view is either sadly deluding itself or being led by a person or persons who support that view. Like Nazi Germany...

WITH FANS LIKE THIS...

I love the Bill/Bison mask. My friend Aaron (Joe) Manton is jealous because he doesn't get subscriber letters. Joe and I made photo-copies of the mask (I refuse to cut out the original), and we love them. Also, when I resubscribed I got a long, yellow thing that says 'Total' all over it in the subscriber's gift pack. What is it and what do I do with it?

#1 Bill Donohue fan,
Col. Erik Isom
Edwardsville, IL

BILL: Glad you like the mask. I just hope you cut out the eyeholes BEFORE putting the mask on. That long yellow thing that says 'Total' on it is a joke sash we had made. Just write a suitable word like 'Crap' on it, after the word 'Total', and get someone you don't like very much to wear it. You'll have hours of fun!

PLAYING POST OFFICE

I was recently published in the Connections column of your April '95 issue. Almost immediately I received a stack of letters over a foot tall! Since it took me a long time to write everybody else, I sent some tips for people to use when writing to a pen pal out of GAME PLAYERS: 1. Send a photo. They'll usually send one back. 2. Don't talk about your love life. They don't care. 3. Don't send letters asking why they didn't write back. It's impossible to answer ALL letters. 4. Last, but definitely not least, try to remain half-way sane. Crazy people scare us.

Amber Burdeshaw
Macon, GA

CHRIS: Good advice, Amber. We've thought of a few tips as well:

1. If you must send a photo, send a Polaroid. Since you don't have to send 'em out to be developed, you can send any kind of picture (hint, hint)!

2. Don't send dung, unless it absolutely, positively has to be there overnight.

3. Send money, lots of money. This almost always works for us and pretty much guarantees we'll print your letter.

IT'S TIME ONCE AGAIN FOR...

ASK THE DEAD HORSE

'A horse is a horse, of corpse, of corpse....' (ouch!)

Can you give me an estimate when the Ultra 64 and PlayStation will come out?

Monty Keegan
Harrah, OK

DEAD HORSE: '.....'

Do you know if Nintendo is planning to come out with a new *Mario* game (and not a puzzle game like they have been)?

Bethany Stagliano
Scotia, NY

DEAD HORSE: '.....'

Should I wait for the Ultra 64? Will be games like *Super Street Fighter 2* and *NBA Jam?*

Daniel Cohen
West Newbury, MA

DEAD HORSE: '.....'

1. How do you choose which reviews get published?
2. Last year you were talking about the 3DO 2. What happened to it?

Chris Csont
Allen Park, MI

DEAD HORSE:
1. '.....'
2. '.....'

CONNECTIONS

I am a 14 year old boy and I would like a girl pen pal between 13-15 years old.
Jason Freeman
6576 Jerry Jebert Rd.
lake Charles, LA 70601

I'm a 12 year old girl. I'd prefer someone between 11 and 15.
Bailey Smith
1711 D 41st Street
Wilmington, NC 28403

I am 23 years old and own an IBM PC. I'm looking for a pen pal between the ages of 23 and 30.
Sean Henderson
2075 Virginia, #109
Gary IN 46407

I am 10 years old. Write to me, Sega fans.
Bill Barnhill
905 Royal Lane
Yukon, OK 73099

I'm 16 years old and looking for SNES owners who love alternative music.
Blake Wilson
6912 Cherry Hills Loop,N.E.
Albuquerque, NM 87111

I'm 12 years old and have a Super NES and Sega CD.
Richard Nelson
52500 Washington
New Baltimore, MI 48047

I am a 14 year old boy and I own a SNES.
Joel Stephens
7720 9th Street
Elverta, CA 95626

I am a 12 year old total SNES freak.
Adam Saulsbery
P.O. Box 59
Hartstown, PA 16131

I'm 11 years old and open to all codes on the SNES.
Evan Peltzman
1 Valley Road
San Anselmo, CA, 94960

I'm 13 and I want somebody 12-16 to write to me about anything.
Mandie Johnson
33940 Currier
Wayne, MI 48184

I'm a 13 year old boy who would like a penpal.
James Crockett
404 Flowers Drive
Hinesville, GA 31313

I'm a 12 year old boy and love RPG's.
Hunter Varable
11505 Wray Ct.
Parker, CO 80134

I'm 11, and would like a pen pal who likes MKII moves and fatalities.
Steven Evans
2558 Arabia Rd.
Raeford, NC 28376

I'm 9 and would like a pen pal between 9-11.
Joshua Hanson
1835 Gen. Pershing Street
New Orleans, LA 70115

I'm a 10 year old who would like a NES freak for a pen pal.
Tan King
420 Rugby Rd.
Birdsboro, PA 19509

I'm 12 and own a Sega and Sega CD.
Mark Bakula
11001 88th Street
Kenosha, WI, 53142

I'm a 22 year old gamer. If you enjoy all kinds of games, write me.
Robert Tudisco
14 Greenway
New Hyde Park, NY, 11040

I'm a 23 year old male who loves RPG's and other Genesis games. I would like a female pen pal.
Al Carr
420 West 6th Street
Sedalia, M, 65301

GET OFF YOUR @$$!

Write to *Game Players* at the following addresses:

For game ideas, write to:
Game Ideas;
Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010

To get into the Connections section, write to:
Connections;
Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010

For general Network letters, write to:
Readers' Network;
Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010

Or contact us online at:
jfflucky@netcom.com

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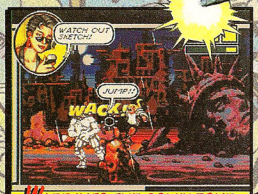

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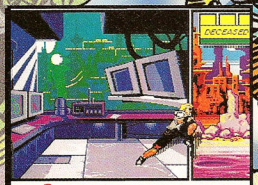

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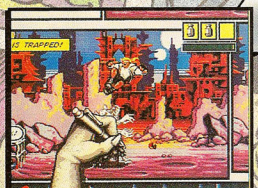

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INFO TRAK

Yow! We've got so much red-hot news this month that we're gonna have to stop the presses and pour our hard-earned beer all over 'em, just to cool 'em off! So dig in and, while you're reading, how about hoppin' down to the store for us, OK?

Virtual Boy Set For August Launch

With so much hype and mystery still surrounding many of the new systems, it's always refreshing when one of them finally manages to make it to market — especially when the company involved is 'it's coming soon' Nintendo. Virtual Boy, the self-described first 32-bit 3-D videogame system, will be released nationwide on August 14 at a manufacturer's suggested retail price of $179.95, and will come with *Mario's Dream Course*.

Nintendo's in-house lineup of software at launch will be *Teleroboxer*, a first-person, futuristic boxing title; *Galactic Pinball*, a space-age pinball game featuring five three-dimensional, arcade-style tables; *Mario Clash*, an action/adventure game inspired by the original Mario Bros. series; *Mario's Dream Tennis*, a tennis match with a unique 3-D perspective; and *Red Alarm*, a polygon-based space shooter. Other titles, like *Wario Cruise*, will follow soon after. Virtual Boy software will retail from $39.95 to $49.95. An AC adapter will be sold separately.

More than 100 developers and third-party publishers are also working on games for Virtual Boy. Titles include Hudson Soft's *Vertical Force*, a space-shooter; T&E's *Golf*; Atlus' *Devil Busters*; Kemco's *Virtual League Baseball*; and Ocean's *Waterworld*, based on this summer's big-budget Kevin Costner movie. Other Virtual Boy developers include Acclaim, Bullet-Proof Software, Rare Ltd., and Software Creations.

Starting Up
Just like the Game Boy when it launched, expect only a handful of Virtual Boy titles at the outset. A few months from now, however, we'll be swimming in them.

Nintendo hopes to silence the Virtual Boy's doomsayers by putting 2.5 million of the suckers into players' homes by year's end.

Despite a renewed interest in Virtual Boy sparked by a strong showing at last May's E^3 show, many still criticize it as an overpriced, underpowered machine. Peter Main, Nintendo's Vice President, has a different take — 'We're bringing a totally unique, 3-D gaming experience to market at an affordable price and in time to get a jump on the holiday shopping season. We expect to sell more than 1.5 million hardware units and 2.5 million pieces of software by the end of 1995.' — That would mean that in just five months, Virtual Boy would have out-sold 3DO and Jaguar. While this may sound extremely optimistic, Nintendo has pulled bigger rabbits out of its hat before.

Saturn Sells Out

As we reported last issue, Sega's early launch of Saturn caught everyone by surprise, including legions of gamers-in-waiting who didn't find out until one of their friends came home with one. But even without a massive promotional campaign at launch, the anticipation for Saturn was so high that the entire first shipment of 30,000 sold out anyway. 30,000 unwary players nationwide were browsing through their local videogame shop when they simultaneously slapped their foreheads and exclaimed 'Hey — Saturn!' And so the next generation battle begins.

If all goes as Sega has planned, then the Saturn install base will have passed 70,000 by the end of June, and hit a massive 600,000 by the end of the year. As one might expect, it's nigh-impossible to find a Sega employee who isn't all-smiles, not the least of which is Tim Dunley, Saturn's Marketing Manager, who humbly put it this way, 'We're definitely going to be the number-one next generation system by the time Sony comes out... From what I've seen on the internet, people are ready to unload their 3DOs.' Terry Tang, a Sega spokesperson, had a slightly more cautious opinion, 'We will tear the competition's guts inside-out and make them eat them for breakfast.'

With Saturn breaking so many barriers this early, it may be hard to get excited about the machine's official nationwide roll-out on 'Saturnday', September 2nd. But you can bet that won't stop hordes of Sega fans from charging the stores for their Saturn. They'll be ready this time.

What's Hot On Sega Saturn

1. Amazing! Every Saturn player has *Virtua Fighter!* Um, maybe that's because it's the pack-in game...

2. *Daytona USA* is Sega's top-seller outside the box, sparking a feeding-frenzy for the steering-wheel peripheral. Either way you play it, its the hottest racer out there.

3. *Panzer Dragoon* is a close second, wooing players with frenzied action and some of the smoothest graphics ever to grace the home screen.

4. Starved sorts fans scarfed up enough of *World Wide Soccer* to place it in third, ahead of *Clockwork Knight* and *Pebble Beach Golf Links.*

• Extra Control Pads are selling at nearly a 1:1 ration with the hardware units. Hey, how else you gonna wipe up your pals in *Virtua Fighter?*

Hot New Next-Gen Peripherals

STD Entertainment, known for their popular line of 16-bit controllers and peripherals, has expanded its product line to include the new 32-bit platforms. A new 3DO controller will kick things off, with new Saturn and PlayStation items soon to follow. We got a chance to test them out at last May's E^3 show, and if they hold up as well over time as they did when we first played them, then STD has some hot items on its hands.

The Saturn EclipseStick

- MSRP: $49.95
- Independent auto-fire control
- Programmable synchro-fire
- Slow Motion
- LED Display Panel
- Durable metal base for stability
- Extra-long cord

The Saturn EclipsePad

- MSRP: $19.95
- Independent auto-fire control
- Programmable synchro-fire
- Slow Motion
- LED Display Panel
- Extra-long cord

The 3DO ProPad

- MSRP: $29.95
- Six fire buttons
- Independent auto-fire control for semi and hands-free auto-fire
- 3 speeds of auto-fire
- Extra-long cord

The PlayStation PS ProPad

- MSRP: $29.95
- Independent auto-fire control for semi and hands-free auto-fire
- 4 speeds of auto-fire
- 3 speeds of Slow Motion
- LED Indicators
- Extra-long cord

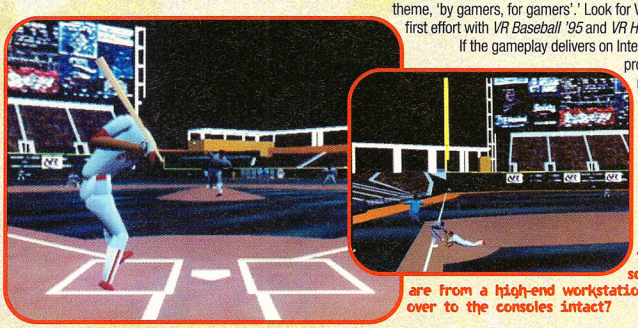
FRONT PAGE

VR Sports—Interplay's New Pitch

Shortly after announcing its new VR Sports product line, Interplay previewed its first game — *VR Baseball '95* for Saturn, PlayStation, and IBM compatibles. The game, which features real players, teams, and statistics, utilizes polygon players with motion-captured animations to achieve a fluid, slick-looking version of video hardball. The game also includes other popular features such as trades, a Home-Run Derby, All-Star games, and real Season/League play with divisional alignment.

Curtis Broome, director of marketing for VR Sports, had this to say, 'At VR Sports, we take gaming seriously. The games are not about high-profile athletes, they are about a great gaming experience. We play because we love the game. Our team is on the cutting-edge of new technology and VR Sports has assembled the best talent in order to fit right in with our corporate theme, 'by gamers, for gamers'.' Look for VR Sports will follow up their first effort with *VR Baseball '95* and *VR Hockey* shortly after.

If the gameplay delivers on Interplay's admittedly big promises, then VR Sports might just have a shot at competing for the 32-bit sports crown. With so many companies (Data East, Konami, Crystal Dynamics, EA) jockeying for position, it definitely won't be easy.



The game looks good so far, but these pics are from a high-end workstation. Will they make it over to the consoles intact?

Jaguar Bites Back With VR Headset

Hot on the heels of the Jag's price drop to $159.99, Atari unveiled the system's long-awaited Virtual Reality headset at the E^3 show this past May. Developed by Virtuality, the England-based leader in Virtual Reality entertainment, the headset is planned to launch this holiday season at a retail price of $300.

The Jaguar VR weighs in at a very wearable one pound, boasts a technology called 'V-Trak', which uses infrared tracking to react to real-time head and hand movements with 'no perceptible lag time in the virtual world', according to Atari. An joystick built specifically for the headset will come packaged separately, but penny-pinchers need not worry — the original Jaguar controller will work just fine with all VR software.

Speaking of software, expect the majority of Jaguar VR games to continue coming from Atari with games like and updated *Missile Command*, with a little help of Virtuality, which is working on a port of its arcade title *Zone Hunter*. Atari is also talking with a number of third-party developers, but none of them have been announced at press time.

Sam Tramiel, President of Atari, likes the unit's chances. 'There is not one consumer VR product that can compete with the Jaguar in terms of price, performance and quality. The Jaguar VR has been designed with human factors in mind and sets the standard for the industry to follow. We are committed to delivering great experiences and entertainment.' If the Jaguar VR can manage to attract enough attention — with quality software to back it up — then this might be just the angle that Atari needs to steal some thunder away from its heavier 32-bit competitors.

Jaguar VR — Atari's savior, or a 64-bit version of Activator?

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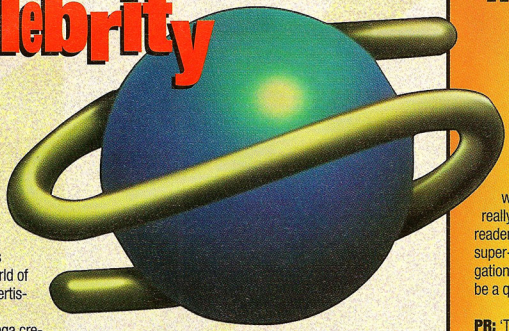
FRONT PAGE

When Saturn Became a Celebrity



With the early release of the Sega Saturn in May of this year came a new opportunity for Sega to show its power in the world of video game advertising. With many believing that Sega created the dominant stylistic mold for others such as 3DO and Atari to follow, everyone was waiting to see how the company would approach the older audiences targeted by Sega's newest addition to its ever-growing hardware family.

In a prime example of 'if it ain't broke, don't fix it', Sega went with advertising agency Goodby, Silverstein & Partners to handle their television needs for the Saturn. This is the team that many credit much of Sega's success with its 'Welcome To The Next Level' campaign. With that slogan came the push that made it cool to play video games again. The target audience Sega is looking for is easy enough to guess with commercials airing on MTV and Fox, but the question is whether Sega will still have the cooler edge with players and be able to hold onto the next-generation gamer without losing them to alternative outlets such as PCs.

The commercials themselves are in a similar style to the Genesis, 32X and Sega CD ad campaigns with a somewhat rougher approach. The 'sphincter' reference that we are all familiar with at this point is just the kind of hardcore advertising tactics we have all come to love Sega for. It will be interesting to see what body parts the other gaming companies refer to in their upcoming campaigns.

Sega has always been a cutting-edge company with a groundbreaking spirit and an attitude, but a company with this kind of gusto can only make friends or enemies. There is no in-between ground as we hear at *GAME PLAYERS* know from all the 'Sega Rules' or 'Sega Sucks' mail that we receive on a daily basis — most of which is based mainly on how Sega is perceived, not actually on how good the games are. We should all hope that the success of the Saturn is based on the actual merits of the machine, not on the advertising dollars of Sega. But then again, there's nothing wrong with a good advertising campaign either.

With Saturn's advanced technology, it's likely that the games' realism will now match the company's attitude.

The Official *GAME PLAYERS* PR Translation Chart

When attempting to confirm rumors or find out information from our friends at various public relations departments, we have to translate what they say and what they really mean. Now you, the home reader, can learn our until-now super-secret techniques of investigation! Please pay attention, there'll be a quiz later!

PR: 'That hasn't been officially announced yet.'
What they're really saying: 'We don't know — we're probably close to losing our jobs.'

PR: 'I'll check on that and get right back to you.'
What they're really saying: 'Get lost, you loser!'

PR: (loud, obnoxious laughter) 'Where did you hear that from?'
What they're really saying: 'Bingo! Print it as fact.'

PR: 'We've produced the chipset the most cost-effective way possible and will definitely be presenting this product at a price which fits into the market comfortably.'
What they're really saying: 'Mortgage the house, this system is going to cost a fortune.'

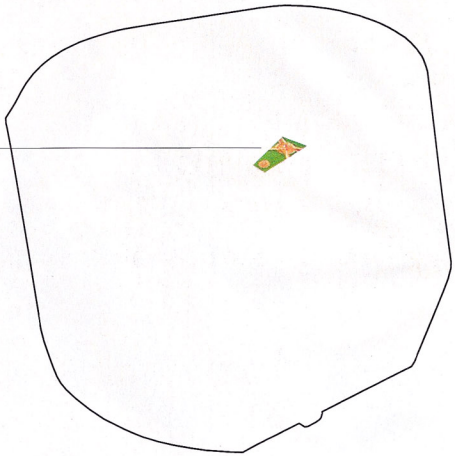
PR: 'It's gonna cost anywhere from 200 to 400 dollars.'
What they're really saying: $399.

PR: 'We've got some really big stuff coming up.'
What they're really saying: 'We have no idea what our next game is going to be.'

PR: 'We're going to stick with what has made this company successful in the past.'
What they're really saying: 'Sequels and more sequels.'

{ figure 1 }

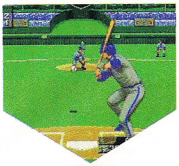
A detailed view of
World Series Baseball.®



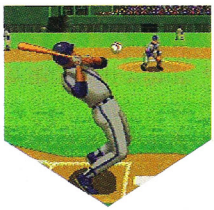
If you're going to take the field

{ figure 2 }

A detailed view of
Triple Play '96.

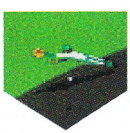


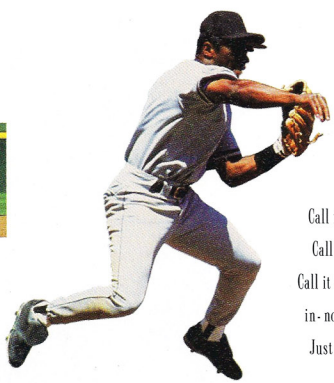
Ah, the sweet sound of chin music. Now available in stereo. Two batter/pitcher views to choose from. Brush 'em back in either one. It's your call.

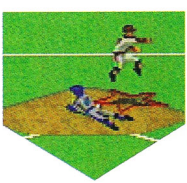


Take the

As close to the ballpark as you can get without a ticket. Lifelike animation puts you there whether you're diving down the third base line or caught in a pickle between second and third.







Call it a head-first slide.
Call it a take-out slide.
Call it a balls-out-I'm-goin'-in-no-matter-what-slide.
Just don't call it an "out."

This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ system.

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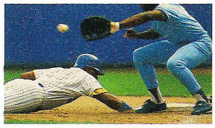
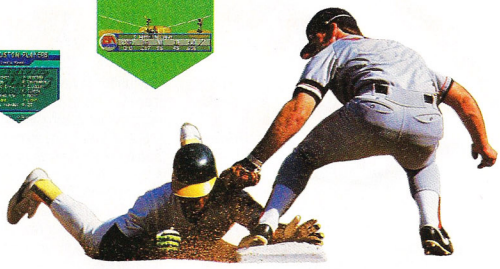


Get all the stats in TV style presentation. Updated 1995 rosters. Full season compilation mode. Use 'em to create players. Trade players. Edit teams. And become the first player/manager in recent history.

Whether you're pitchin' overhand or submarine, you've got the runner in the corner of your eye. He's on. He's off. He's out. Picked off.



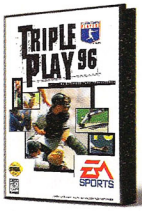
whole field

I got it. No, I got it. I got it. No, I got it. Wham. You both got it. Out cold. Watch where you're going or suffer severe player collisions.

EA SPORTS

If it's in the game, it's in the game.™

Triple Play '96 is the first baseball game ever to deliver excitement beyond an oversized pitcher/batter interface. We took all of baseball. Edited the boring parts. And delivered an action-packed game that can only be described as "playing one continuous highlight reel." Go nuts.



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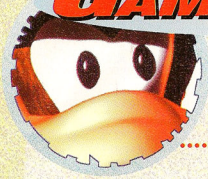
CHATTER

GAME GOSSIP



Drag up a chair and we'll fill yer ears with the latest and greatest news from the world of video gamin'! Hey, don't sit there! That's Vince's chair!

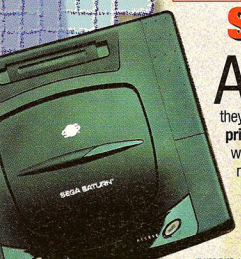
PlayStation

Rumors persist about a possible **lawsuit** from Sega or Atari due to what they deem 'Product Dumping' of the PlayStation by Sony. They claim that Sony is breaking trade laws by releasing the system here in the U.S. at a much lower price (nearly $200 lower) than in Japan. When asked if Atari would hesitate to pursue litigation against Sony, **Atari president Sam Tramiel**, in a recent interview with *NEXT Generation* magazine, simply replied, 'In a nanosecond'. • The PlayStation may be even nearer than you think... It's now rumored that Sony will launch the **PlayStation in August** through limited test markets — and may be available to the mass market as early as August 15th. The pack-in? While some sources state that ***Battle Arena: Toshinden*** is a shoe-in, others claim there won't be a game in the box at all. Speaking of pack-ins, most people agree that the PlayStation will come with an **interactive sampler disc** of several games. • In order to get the price of the PlayStation down to $299, we hear that retailers may actually lose money on the hardware. So instead of including a pack-in, Sony will be giving retailers a game for free (rumored to be ***Ridge Racer***) that they can then charge the consumer for as much as $70 to recoup the loss. • Sony Imagesoft is working on a new ***Toshinden*-esque** polygon fighting game with lots of very cool features!

Ultra 64 Dreamin'

Try to imagine that tucked neatly under your tree this Christmas is the most sought-after game machine in the world — no, not the PlayStation or the Saturn - the other one. That's right, folks — the magical **date for the Ultra 64 is December 1st**, in Japan, at least. If this rumor proves true, then it goes against Nintendo's earlier announcement that its 64-bit powerhouse would launch simultaneously worldwide. • No word yet on what the **U64 pack-in game** will be, although rumors persist about ***Pilotwings 2***, which Shigeru Miyamoto (*Mario, Zelda, Donkey Kong*, and tons more) is said to be currently developing with Paradigm. There's also talk of a ***Yoshi*** game, and, of course, the long-awaited **new *Mario*** title. Also rumored (and much more believable) is that NovaLogic is developing the pack-in. • Other developers in line for Ultra 64 include **Boss Games Studio**, a hot new development house that's working on PlayStation and Saturn as well, and several virtual reality companies who are said to have games ready for the system.

Sega: They're Out There



Although Sega's hefty 32-bit tag of $399 may have many players looking for a second job, they can look forward to a **Saturn price drop** soon. The official plan was to lower the price after nine months on the market, but sources at Sega hint that a price drop could come when the PlayStation is launched, probably to **$350**, although other rumors would pin the new number as low as **$289** (the Saturn recently experienced a similar price cut in Japan). • ***VF2*** will be an almost perfect translation of the arcade version when it hits stores this fall, and ***Virtua Cop***, which hits the street just in time for the holiday season - with a rumored **gamegun included** - should offer the same 'arcade-like' experience. • Can't wait, huh? Gotta have your Saturn now? Well, when you do decide to buy, use this nifty code to play as Dural, the final Boss of *Virtua Fighter*. At the Character Selection Screen press: **Down, Up, Right**, then **A + L** together (See, it spells out *Dural*...).

Odd Bits

Look for ***Spawn*** on Super NES this Christmas • The awesome Japanese sim ***Front Mission*** from Square will not make its way to the States after all (boo, hiss) • **Sony** is still building its in-house development team, now almost from scratch after the reported departure of key personnel. So far the team's only product is ***Razorwing***, a first-person tank-type game. • If you thought ***Donkey Kong Country*** was half the game it could have been, you may be right. An insider at the 'big N' told ***GAME PLAYERS***, '*DKC* was cut down to fit the 32 meg cart... a lot of levels were taken out and restored to *DKC 2*.' •

Looking for work? Try Konami. They're currently hiring folks for the U.S. R&D division, now under construction in Illinois. • Developer to Watch: **Synergy**. Currently the companies' *Doom*-like 3DO title, *Iron Angel of the Apocalypse*, is in release, and a PlayStation version of the PC CD-ROM title, *Gadget*, is expected soon. • **Microsoft and Dreamworks** are currently working on plans to expand the games division at Microsoft. • ***Heart of Darkness***, Virgin's beautiful PC title that made big waves at E^3, will be coming to the next-generation videogame platforms. Exact details are sketchy because specific licensing agreements haven't been nailed down yet. • Capcom is hard at work on yet another **top-secret *Street Fighter* project**. That's about all that's known at this time — the platform and release dates are undisclosed. When asked if this is finally the 'part 3' that everyone's been waiting for, a Capcom spokesperson said that no one has any idea, because Capcom of Japan is keeping it such a secret. • Finally, **LucasArts** is working on its first **Ultra 64 title** (to be published by Nintendo), which is a **new *Star Wars* game** said to be set in-between the first two movies. You reportedly take the role of an inter-galactic bounty hunter as you pilot a brand-new ship through space.

HIT LISTS

OK, in order to get you to write in with your top five games, every month we're gonna have a random drawing and one lucky winner will win a game! So start writing in to the address in the box below. Maybe you'll be the one who gets to say 'All I did was send in a list and those idiots sent me a free game!' If you win and say that, we won't like it, but we will send you the game!

OUR READER'S TOP TEN

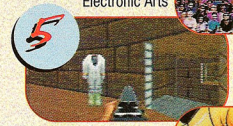
Based on our reader mail!

1. **Donkey Kong Country**
   Super NES
   Nintendo

2. **Final Fantasy III**
   Super NES
   Square Soft

3. **Killer Instinct**
   Arcade
   Midway/Nintendo

4. **NBA Jam: TE**
   Super NES/Gen
   Electronic Arts



5. **Doom**
   32X
   Sega

6. **Earthworm Jim**
   Super NES/Gen
   Sega

7. **Secret of Mana**
   Super NES
   Sega

8. **Mortal Kombat II**
   Super NES
   Sega

9. **Sonic & Knuckles**
   Genesis
   Sega

10. **Virtua Fighter**
    Arcade
    Sega

OUR OWN DELUXE TOP TEN!

Based on what we play when we should be working!

	GAME	SYSTEM	PUBLISHER
1	*Jumping Flash*	**PlayStation**	Sony
2	*Daytona USA*	**Saturn**	Sega
3	*Street Fighter Alpha*	**Arcade**	Gamestar
4	*Gunner's Heaven*	**PlayStation**	Mediavision
5	*Toh Shin Den*	**PlayStation**	Sony CE
6	*Killer Instinct*	**Super NES**	Nintendo
7	*Eternal Champions*	**Sega CD**	Sega
8	*Destruction Derby*	**PlayStation**	Psygnosis
9	*Mortal Kombat 3*	**PlayStation**	Williams
10	*Tekken*	**PlayStation**	Namco

TOP TEN FROM THE U.K.

	GAME	SYSTEM	PUBLISHER
1	*Winter Olympics*	**Genesis**	Kixx
2	*Super Star Soccer*	**Super NES**	Konami
3	*Road Rash 3*	**Genesis**	Electronic Arts
4	*FIFA Soccer '95*	**Genesis**	Electronic Arts
5	*Ballz*	**Genesis**	Accolade
6	*Toe Jam and Earl 2*	**Genesis**	Sega
7	*Unirally*	**Super NES**	Nintendo
8	*Zelda - Link's Awakening*	**Game Boy**	Nintendo
9	*Eternal Champions*	**Genesis**	Sega
10	*Kirby's Dreamland*	**Game Boy**	Nintendo

TOP TEN FROM JAPAN

	GAME	SYSTEM	PUBLISHER
1	*J-League Super Soccer '95*	**S. Famicom**	Jaleco
2	*Super Bomberman 3*	**S. Famicon**	Hudson Soft
3	*Chrono Trigger*	**S. Famicom**	Square Soft
4	*Fatal Fury 3*	**Neo Geo**	SNK
5	*Jumping Flash*	**PlayStation**	Sony CE
6	*Virtual Hydlide*	**Saturn**	Sony CE
7	*Tekken*	**PlayStation**	Namco
8	*Daytona USA*	**Saturn**	Sega
9	*Gunner's Heaven*	**Playstation**	Mediavision
10	*Tukru Super Dante*	**S. Famicon**	Ascii

WRITE IN AND WIN A GAME!

We need your help! Send us your top five games, along with the game system it's for, and the publisher, on a postcard. All that info will be on the game box. Every month, one person will win a game in a random drawing, so include the game system you own! Send your postcard to: Write Yer Own Darn List!, Game Players, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010. We'll do all the math and publish your compiled list every month! So get on it and write yer own darn list!

GOODIES

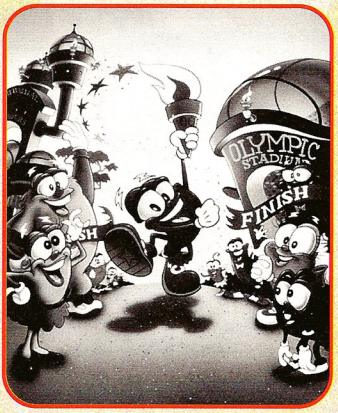
In Related News...

Welcome, welcome to Fantasy Isla...No, that's not right. Welcome to In Related News, the column that answers the question: What the hell is there besides video games? If you dare to ask that question, then hopefully you will have to look no further than this column. Now, if we only had any idea who's reading this magazine...

Olympic Effort

In preparation for the approaching 1996 Olympics in Atlanta, Turner Network Television will air a new animated series entitled and starring IZZY, a character that you might recognize from US Gold's, *IZZY's Quest for the Olympic Rings*. The game and the animated series are both meant to promote the Olympic games and, most of all, to get kids excited by teaching them some of the history of the games.

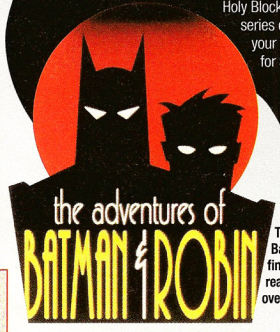
The series is being created by the Emmy Award-winning team that brought you *The Simpsons* and *Garfield and Friends* and will feature the voice of Justin Shenkarow, most recently known for his portrayal of Matthew Brock on the series *Picket Fences*. He has also done voices for *Charlie Brown* and *Little Sprout*.



In this scene from the animated special, Izzy prepares to cross the finish line and enter the Olympic Stadium. Scant seconds after this picture was taken, Izzy was hit by a flying javelin, and was never able to compete again.

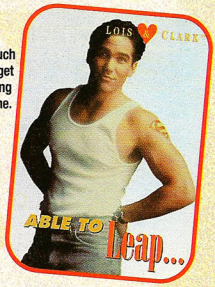
Video Pirates Beware!

Holy Blockbuster! *The Adventures of Batman & Robin*, the animated series described as 'Sensational' by USA Today, is coming to your VCR via Warner Home Video. Each video, which will sell for $9.99, contains two episodes. Let the Bat Frenzy begin.



The stylized adaptation of the Batman and Robin characters find themselves on video tape ready to be enjoyed over and over again.

We'll pretty much show anything to get some girls reading our magazine.



Super Model

Who is it that can leap tall buildings with a single bound, is faster than a speeding bullet and looks great in a tank top? That's right — it's Superman — well, the new Superman anyway. Now, from SkyBox comes a new line of collectible cards featuring the characters from the popular television series Lois & Clark. So, whether you tune in to drool over Dean Cain as Superman or Teri Hatcher as Lois Lane, you can easily get your hands on with these new cards featuring both in some rather campy poses.

Deal Me In

Collectible cards are one thing, but a collectible card game is another. From the mighty Marvel comic company comes the Overpower Card Game. It's an exciting new card game featuring characters from Marvel Comics. Pit your favorite heroes against the most dastardly of villains or villains against villains or even heroes against heroes if you like. The point is these cards take the collectible aspect to the next level.

Could Spiderman be even more powerful as a playing card? Well, I guess it depends on what card he's up against.

GAMING on the Web

This is the Age of the CyberNet and it is hard to imagine any sort of information that can not be found in the volumes and volumes of good stuff stored in Cyber Space. Well, as you might imagine, the gaming companies are doing what they can to get in on the ground floor. So when you're not getting your most valuable gaming information from *Game Players*, and hopefully this won't be often, you can check out the information coming straight from the source. This information does come with one quick warning, however, the news found on these web pages comes from the companies themselves, so it's important to remember that if you're looking for the real scoop, not the public relations fluff, you still might want to check with *Game Players* first.

Listed below are web sites (official and otherwise) from all the major hardware companies, namely Nintendo, Sega, Sony, 3DO and Atari. Remember there are plenty of software companies with web sites as well and we will be bringing you as many as we can find ourselves. Enjoy!

Nintendo

Press Release: Nintendo Ultra64 Technology Completed
http://www.nintendo.com/high/press/nu64/b00111.html

The Nintendo Ultra64 UnOfficial Homepage
http://www4.ncsu.edu/eos/users/s/sgbooth/www/u64page.html

Welcome to Nintendo
http://www.nintendo.com/

Sega

Press Releases
http://www.segaoa.com/headbone/text/press.html

Sega Channel
http://www.segaoa.com/otherciel/segachan.html

Saturn Home Page
http://www.segasa.com/

Sony

Sony Computer Entertainment Inc. Home Page
http://www1.sony.co.jp/InfoPlaza/SME/Playstation/

Sony Playstation Upcoming Release List
http://phoenix.csc.calpoly.edu/~syaguma/psxTitles.html

BIGTOP Home Page
http://www1.sony.co.jp/InfoPlaza/SME/

3DO

3DO Page
http://tss.ca/~hans/3do/3do.html

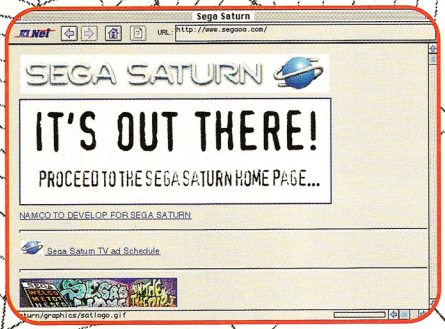
3DO Announces M2
http://www.phoenix.net/~skyjedi/m2.html

Atari

Road Computers
http://www.pharm.net/~road/specials.html

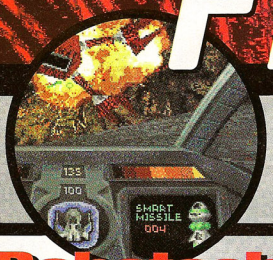
Software Archives etc.
http://pcesf.dph.aber.ac.uk/software.html

Atari Web
http://web.cnam.fr/Comp/Atari/accueil.html



Sega's web site?

PREVIEWS



When you look at something real far away, it looks very small and insignificant. Then, as it gets closer, it gets bigger and bigger, until its massive size dwarfs your imagination. Think of these games as something very far away — but you know they're coming... and they're gonna be big!

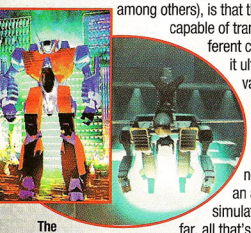
Robotech: Academy

GameTek for Ultra 64

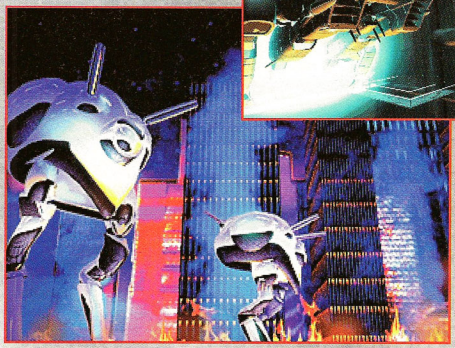
The biggest mystery here is why it's taken so long for a *Robotech* game to be released in the States in the first place. But then, this is probably worth the wait. One of the first titles to hit when the NU64 is released in April '96 (at least, we're still being told April '96), *Robotech* is a combination space flight/strategy game with a heavy emphasis on its storyline.

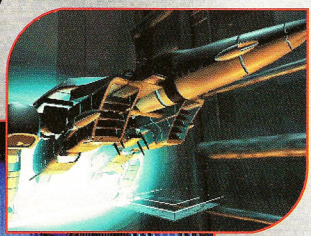
One feature *Robotech* should have over the other flight sims coming down the pipe for NU64 (Spectrum Holobyte's *Top Gun*, among others), is that the *Robotech* Veritech fighter is capable of transforming into a number of different combat configurations, making it ultimately suitable for a wide variety of missions.

GameTek has publicly announced that the Veritech is going to be so versatile that, '...players may execute moves never before attempted within an arcade space combat flight simulator,' whatever that means. So far, all that's been released are some screen shots and video of the pre-rendered intro sequence. We'll keep you posted.



The intro sequence looks impressive, but how well does it play?





All you anime fans out there who never got a chance to actually fly a Veritech fighter, you probably can't wait to get your hands on it anyway. Just wait until April...

Chrono Trigger

Square Soft for Super NES

The game begins simply enough — a village celebrates, a boy and girl meet, and a hole opens in time.

Like *Secret of Mana*, *Chrono Trigger* uses an overhead perspective and a team of three characters. However, battles are handled in traditional RPG style, using menu screens and character animation.

However, don't think for a second the game is without action. One of *Chrono*'s high points is a *Mad Max*-style cycle race against the villain.

If you though the graphics in *Final Fantasy III* were impressive, wait until your eyes get a look at *Chrono Trigger*. Ooo, I'm droolin' already.

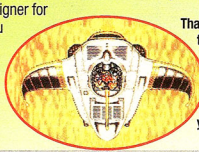
Wow! In addition to being one of the best selling RPGs ever in Japan (two million carts sold inside of two months — whew!), this is also one of the biggest games ever made, clocking in at an hefty 32 Megs! Does it sound like a good time? What the hell do you think?

At the end of the first millennium, a portal is accidentally created in time. A young boy (plus his girlfriend and a few other assorted characters) fall through the rift into the past, disrupting the future. Now they've got to travel to the far reaches of known existence to fix the paradox and somehow make it back to the home they know.

To say this is a game of epic proportions is like calling the Pacific a 'big' ocean. The storyline is wildly non-linear, with multiple branches and a reported ten different endings. It also includes a feature which lets you beat the game once, then go back and re-start using the characters you built up the first time — very, very cool.

The design team includes Akira Toriyama, the character designer for *Dragon Ball Z* and Enix' *Dragon Warrior* series, as well as Hironobu Sakaguchi, the nigh-legendary designer of the *Final Fantasy* series. Let me tell you — having taken a crack at the Japanese version, we're foaming at the mouth to get our hands on a version we don't have to keep a dictionary handy for.

This is THE game to look forward to this fall. Sell the house, sell the kids, accept no substitutes.



Thanks to all the time hopping, you wind up with all sorts of odd vehicles at your disposal.

Kingdom offers you yet another chance to watch a video and tap a joypad — oh boy.

Kingdom: the Far Reaches

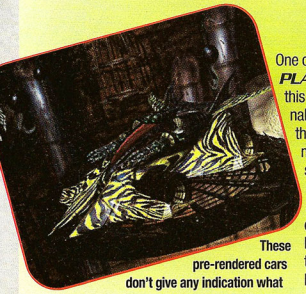
Interplay for 3DO

Here's another one for you '*Dragon's Lair*, watch-the-cartoon, push-a-button' fans out there — both of you. This one has an evil wizard named Torlock and a quest for the five shattered pieces of a talisman known as 'The Hand.' Sounds really scary, eh kids?

This one is actually brought to you by much of the same design team that worked on the original *Dragon's Lair*. Hey, at least it's colorful.

Rock 'N' Roll Racing 2

Interplay for PlayStation



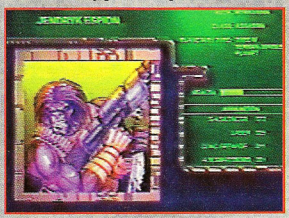
These pre-rendered cars don't give any indication what the game play is gonna be like, but hey, don't they look good anyway?

One of the favorites of the ***GAME PLAYER***'s staff is coming back, and this time better than before. The original *R'N'R Racing* was a fast-paced, thrill-a-minute game packed with monster cars and a screaming soundtrack that included dinosaur metal tracks like *Highway Star* and *Bad to the Bone*. Only a couple of sample rendered cars have been made available at press time, but the finished game should be like *Ridge Racer*, only better, with mutants and missile turrets. Sounds good to us.

Operation Overkill

Konami for PlayStation

Konami is all set to take rendered graphics and graphic bloodletting to new heights with this one, which is nominally a 3/4-view action game. Forget the story, forget the structure, and leave your morals at the door. Although only some early game footage has been seen so far, *Operation Overkill* should more than live up to its name.



OK, for starters, you've got a team of bloodthirsty commandoes ready to head to any corner of the galaxy to get a chance to legally kill someone.

This is a title for everyone who ever thought it was unrealistic to have enemies disappear after they died. Bodies rupture, gore splashes everywhere, and the corpses pile up all over the place.

This is one of a handful of titles Konami of America is developing in-house, right here in the States, and at the very least, it makes for an eye-catching debut. We're just gonna have to wait until this fall to see whether the game play stacks up.

The end result? A playing field that makes the end of Scarface look like a Sunday picnic. Ooo, nasty — I can't wait.

Cutthroat Island

Acclaim for Super NES, Genesis

The Geena Davis movie may have been pushed back to a fall release, but that's good news for the folks at Acclaim — the game is going to come out at roughly the same time. In addition to the side-scrolling movie tie-in action you've come to expect from the marketing juggernaut, the cart also includes a game within a game, a treasure hunt contest wherein players who discover all the hidden treasure icons get a chance to win a trip to the Florida Keys for a second, real-life treasure hunt. Hey, good luck.

Captain Quasar

Studio 3DO for 3DO

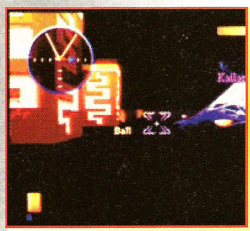
A goofy looking, cartoony space action hero — Captain Quasar, 'cosmic cop extrordinaire' — takes on an intergalactic crime syndicate in this 3/4-view perspective action game. The bad guys don't stand a chance. The good Captain even has muscles in his head. This is one of a dozen titles due out from Studio 3DO by Christmas.

Assault Rigs

Psygnosis for PlayStation

Hunt down your opponent's *Assault Rigs* in an arena, which will remind many of *Tron*. At first glance this game looks to be a *Cybersled* clone, but some sharp graphics, 50 levels of ramps, elevators, trenches, moveable blocks, and 20 weapon power-ups could make this game much better.

Tanks and neon always make for good fun, lets see if that holds true in *Assault Rigs*.



BattleSport

Studio 3DO for 3DO

Does driving a 30-ton battle tank around a 3-D gladiatorial arena sound like a good time to you? Sounds like a good time to us. *Cybersled* for PlayStation was a disappointment, so there's no telling how this similar title for 3DO is going to stack up.

G-Police

Psygnosis for PlayStation

You're the cops and you have an enormous real-time 3-D city environment to protect. With some early graphics that look absolutely mind-blowing, we're quickly becoming excited by this game. Although we haven't seen this game playing, the premise and the screens we've seen so far have us putting *G-Police* on our Christmas wish list.

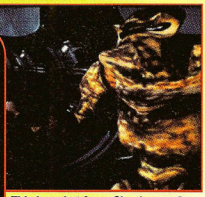
Flying through a city at night and blowing up bad guys is a cops dream come true and the premise behind this game.

Shockwave

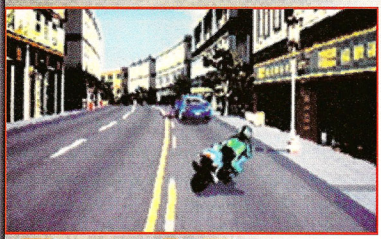
EA for PlayStation

The 3DO shooter is being ported over to the PlayStation where it should take advantage of the faster processing power to make an even faster game. Not the most exciting new PlayStation game, but a good solid shooter with some nice graphics isn't all bad.

Early screens look much nicer than the 3DO version, but will the gameplay improve?



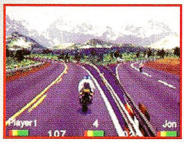
This is a shot from *Shockwave 2*, which is also on the way for the 3DO and surely for the PlayStation as well.



Road Rash

EA for PlayStation

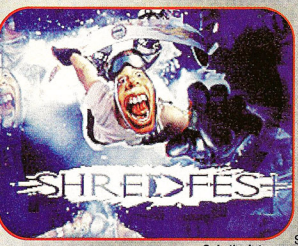
The chain-over-the-head, racing action of *Road Rash* is being ported over to the PlayStation and Saturn. The PlayStation version is the closest to completion and should certainly match and surpass the impressive 3DO outing.



Looks the same as the 3DO version, but it's still being tweaked so maybe it'll get better.

Shredfest

EA for PlayStation, Saturn, 3DO



Road Rash on snowboards is EA's latest game in development. The same producer who's done EA hits like *Road Rash* and *Need For Speed* is taking to the slopes to make the ultimate snowboarding game. We went up to Squaw Valley to look at some of the early filming, and the video sequences could be even better than those in *Road Rash*.

Pro snowboarders are helping to ensure that the gameplay is accurate and a load of fun. *Shredfest* will be coming on all platforms and is going to include a hot soundtrack of known artists, which have not been chosen yet. We look forward to keeping up with this one.

Only the intro screens are ready, but fans of the 3DO *Road Rash* should recognize this style.

Syndicate Wars

EA for PlayStation

This game is the sequel to *Syndicate* and the PlayStation's power is sure to make this a far better version than the first. The dark world of espionage is captured beautifully with the light sourced 3-D world of *Syndicate Wars*. The fact that BullFrog is behind this game almost ensures great gameplay.

A world so deep and dark, we're scared to play this game.

Descent

Interplay for 3DO, Playstation, Saturn

Set inside the mazelike shafts of the Post Terrain Mining Corp., *Descent* scores a perfect ten on the vertigo inducement scale — this is a game where no way is up.

One of the most intense 3-D experiences available for PC CD-ROM is coming soon to all the next-gen home systems. *Descent* is a first person flight sim, set INSIDE a series of moons and asteroids — think of what *Doom* would be like if you could fly and there was no 'up' and you get the idea.

The first ten levels of the PC version were released as shareware earlier this year, and instantly became the #1 internet game. No wonder either — if you had the horsepower, it was the smoothest 3-D you'd ever seen. The screens we've looked at so far for 3DO and Saturn haven't been quite that smooth, but the title is still in development, with release expected this September or maybe by early November.

If there was ever a game made to showcase what next-gen hardware was all about, this is it. Hey guys, we're waiting...

Word is still out on how smooth this title is going to play on the various home systems. One thing's for certain — the machine that can handle it best is gonna be the hardware to buy.

Crossfire

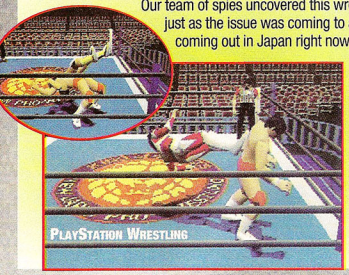
EA for PlayStation

French developer Delphine is putting this PC 3-D shooter out for the next gen systems. Its true 3-D experience and smooth animation are a welcome addition to the console market. We'll see how the translation works.

These PC screens give you an idea of what to expect from this game.

'PS Wrestling'

Our team of spies uncovered this wrestling game just as the issue was coming to a close. It's coming out in Japan right now and, by the looks of it, a U.S. release is on its way.

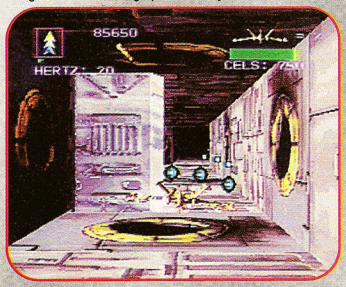


The first Polygon wrestling game looks smooth and gives new hope to wrestling fans.

Total Eclipse

Crystal Dynamics for Playstation, Saturn

Crystal Dynamics has scored before with this one on the 3DO and hopes to carry over its success to the PlayStation and Saturn. The game itself is pretty straight forward and the question of whether or not the PlayStation and Saturn will have any problem handling the conversions has pretty much already been answered with some of the great titles showing up on each system.



The 3-D shooter is sure to be a big part of the next generation movement just as the 2-D shooter was for the 16-bit systems.

Bug!

Sega for Sega Saturn

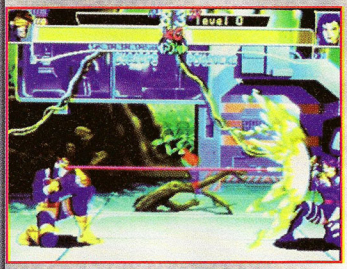
In *Bug!* the course is in front of you, rather than beside you.

As we leap into the next generation of gaming bliss we are sure to see some new twists on familiar gaming formulas. Welcome to the next level. *Bug!* is a platform game with one major and somewhat impressive twist. No longer is your movement limited to walking from left to right. With *Bug!* the action goes left, right, up, down and what do ya know, in and out. That's right — the age of the 3-D platformer has arrived and *Bug!* is a great start. The perspective is tough to follow for a few minutes but soon enough when you've come to understand the perspective this game becomes a lively little wonder. Look for a complete review in the near future.

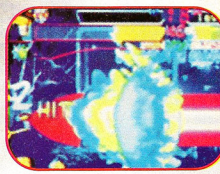
X-Men: Children of the Atom

Capcom for PlayStation, Saturn

Following the success of the arcade version of this title, Capcom hopes to score big on the new 32-bit systems. From what we've seen so far, there is little reason to doubt a near-perfect translation to both systems. If you liked the arcade version, you're probably going to like this one just as well. If you're not familiar with the arcade version, then the following shots should probably be enough to clue you into the type of game we're talking about here.



The look is clean and colorful. As long as the game play holds up this one should be pretty good.

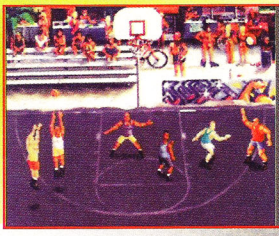


Converse Hardcore Hoops

Virgin Interactive for PlayStation, Saturn

Apparently hoping to cash in on the success of games like *NBA Jam*, Virgin will be releasing a 'three-on-three' basketball game aimed at the street-ball fan. The court is an urban, blacktop dream, with spectators and all. This one looks to have plenty of attitude, hopefully the game play will be able to back up all the trash talking.

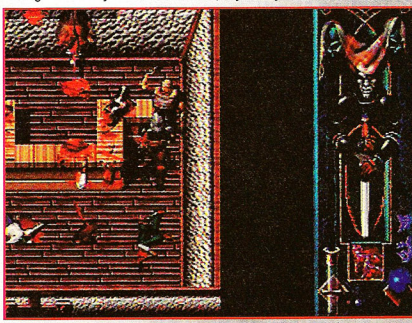
There are a number of different players to choose from. Hopefully each will possess a different set of skills.



Blood Omen: Legacy of Kain

Crystal Dynamics for PlayStation, Saturn

With a strong new lineup coming for the PlayStation and Saturn, Crystal Dynamics is right on track for a successful year. *Legacy of Kain*, an overhead adventure game with a healthy dose of blood and gore is sure to set the tone for the next generation of realism. From what we've seen there will probably be an adjustment period required to get the hang of the view, but the overall feel here is a macabre pleasure. With vast areas to cover and enemies to slay, this one will be sure to end up a hot title in the months to come.

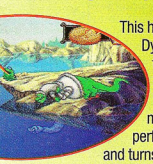


This one is not for the squeamish. After Kain defeats an enemy, he drinks their blood to enhance his own health.

The cartoon-like look of the game will surely add to the overall light-hearted feel.

Blazing Dragons

Crystal Dynamics for PlayStation, Saturn



This humor-driven adventure game from Crystal Dynamics looks to be a very strong title for the fan of this genre. Narrated and co-written by Terry Jones of *Monty Python* fame, this is not the humor of a couple of computer programmers, but rather the humor of a legendary performer in the field of comedy. The plot twists and turns as you make your way through a magical land filled with rich and enjoyable characters. The look of the game on both the Saturn and the PlayStation is sharp, bright and colorful. The final question for *Blazing Dragons* will be in the depth of the storyline.

Hyper 3-D Pinball

Virgin Interactive for PlayStation, Saturn

Having only seen screen shots of this one there is not much to report on the all-important gameplay of this pinball simulation, but as far as looks go, *Hyper 3-D Pinball* is truly amazing.

If the game play is half as good as this game looks we're in store for a great pinball sim.

Spot Goes To Hollywood

Virgin Interactive for PlayStation, Saturn, Super NES, Genesis, 32X

With the success of the original *Spot* game on the 16-bit systems already under its belt, Virgin has moved ahead with the soft-drink mascot into the next generation. *Spot Goes To Hollywood* will be a multi-platform game showing up on the Saturn, PlayStation, 32X, Genesis and Super NES. In what Virgin promises to be a cinematic wonder, *Spot* will make his way through several different levels of exotic locations. From what we've seen of this one, the 32-bit consoles are sure to have a great time showing off their graphical powers. We'll have to see how the sixteen-bit consoles fare.

The three quarter view is a new approach from the original side-scrolling adventure.

Off World Interceptor

Crystal Dynamics for PlayStation, Saturn

Off World Interceptor is a futuristic racing game with a rugged feel. This title debuted on the 3DO and is sure to make a fine conversion to PlayStation and Saturn. The question is whether their will be any improvements from the original 3DO version. Hopefully the game will get even better before its release date.

The rugged terrain makes for an adventurous race through a futuristic world.

Donkey Kong Country 2: Diddy's Quest

Nintendo for Super NES

In what promises to be one of the biggest games of this year, Diddy, co-star of the original *Donkey Kong Country* game from Rare and Nintendo, is once again thrown into a perilous world of beautifully rendered, exotic locales. The backgrounds are once again impeccable and the action seems to be as strong as ever. The important thing to consider is whether or not Nintendo can make any sort of improvements over the original or if this is just going to be an extension of the first game. Either way, if it looks this great there is a good chance that the rest of the all-important factors will fall into place.

The look is sharp, colorful and varied. It seems as though the relationship between Rare and Nintendo is one that means success.

24 HOURS IS THE BEST WE CAN DO.

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We probably seem kinda like the Spanish Inquisition to all those game carts — our chief weapons are fear, secrecy, and an infallible belief in our reviewing staff. Those game carts usually scream for mercy when we get a hold of 'em!

THE GAME PLAYERS ULTIMATE AWARD

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

INFO — What you got here are all the basics of the game — and that's not even the best part of our reviews!

REVIEWER — Yeah, he looks sleazy, and maybe he is hiding a dark secret, but he can sure play games!

OPINION — Our opinions may be spicy, outrageous, or insane, but they're right, dammit!

The Rocket Science:

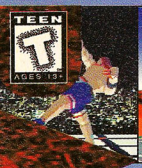
Each category of our scoring boxes is given a "weight" — the higher the weight, the more important the category. We multiply each category's score by the weight, total them up and divide the answer by 18, which is the total of all the weights combined. The resulting number is multiplied by ten to compute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

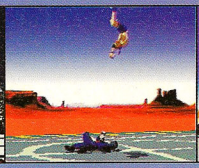
Graphics:	Weighted by a factor of two.
Music & Sound FX:	Weighted by a factor of one.
Innovation:	Weighted by a factor of one.
Gameplay:	Weighted by a factor of eight.
Replay Value:	Weighted by a factor of six.

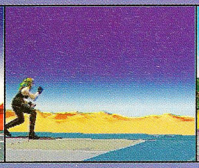
SCORE — We don't care who we insult — we're gonna tell you the truth!

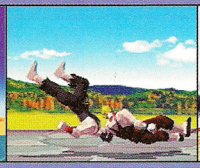
100%	Flawless	90%	Excellent
75%	Very Good	60%	Good
50%	So-So	30%	Total Crap!!!

SATURN









GENRE / fighting
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Sega
DEVELOPER / Sega of Japan
AVAILABLE / now
PRICE / $399 (plus Saturn 6 controller)

When Mike Salmon showed us that there were over 30 sexual positions in Virtua Fighter, we were forced to take his joystick away.

VIRTUA FIGHTER

When it made its debut in the arcades, *Virtua Fighter* got a bad rap. Many complained that the characters were too slow and clumsy compared to traditional side-on brawlers, and the lack of any blood or flashy super-powered attacks didn't win over players trained on *Street Fighter* and *Mortal Kombat*. But those that invested some time into *VF* found that it was a superior fighting game that had far better gameplay than any of the flat side-on brawlers.

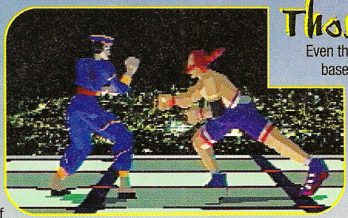
Now, two years since its release, *VF* is still kicking around at a number of arcades nationwide, and has used the time to earn more respect from tentative players. It's a natural fit for the Saturn's next-generation technology, and it's a good bet that even players who passed up the coin-op are still gonna plunk down the cash for a game that their Genesis couldn't handle in its wildest dreams. But on the down-side, this game is two years old. It's once unique look is outdated when compared to newer polygon fighters such as *Toh Shin Den*, *Tekken*, and its own arcade-sequel, *Virtua Fighter 2* (also coming soon for Saturn).

Still, a good-playing game is always a good-playing game. Almost every detail has been successfully ported over from the arcade, including the game's long list of special moves and realistic character movements. Longtime *VF* cultists should notice a slightly smaller polygon count, resulting in the loss of some character detail (the previously fingered hands now look like mittens). Also, the Saturn seems to be pushing itself a little too far (is *VF2* possible?), often falling prey to polygon flicker during the Replay mode. Still, minor details aside, you won't notice any major differences while in the heat of battle.

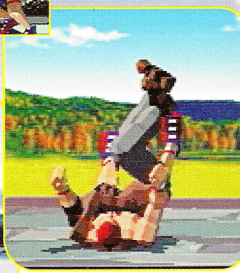
VF may not be as pretty or polished as some of its direct competition, but on its own merits *VF* is a great game. Easily the best Saturn fighting game out (OK, so it's the only one), and one which every Saturn owner should have (if not, you've been shafted, since it's the pack-in game). **GP**

Those Silky-Smooth Moves

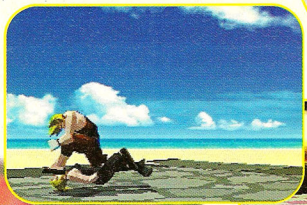
Even the simplest of attacks is more fluid than any traditional sprite-based game you've ever played. A real bonus to using polygons...

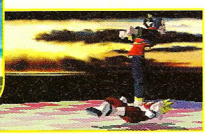


Wolf's shoulder charge is a perfect example of a smooth move, and you can feel the power.



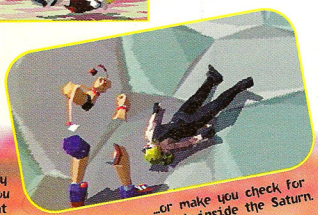
The variety of throw moves make this as much of a wrestling game as a punch-and-kick game.



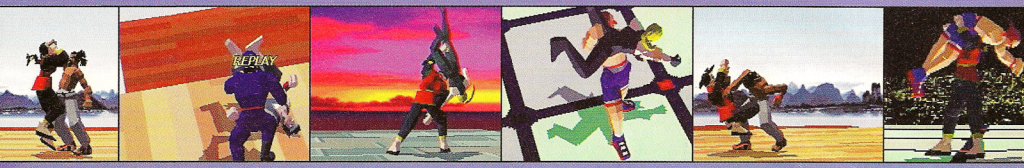


You're never safe in *Virtua Fighter*, they'll even jump you when you're down and out.

The replay let's you relish that winning hit...



...or make you check for relish inside the Saturn.



Ooh, That's Gotta Hurt!

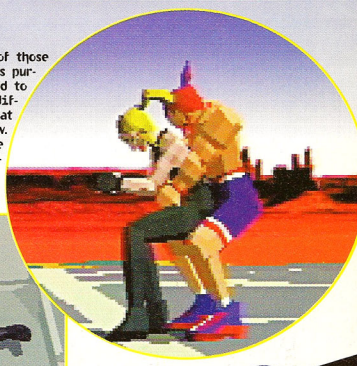
Back-breaking, ball-busting, groin-kicking action that'll make your teeth hurt! All delivered in 3-D, with heart-stopping sound that lets you feel every crushing kick and blow.

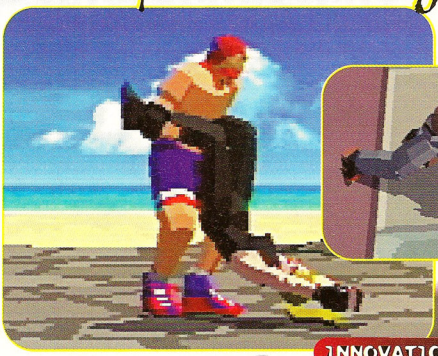
A SECOND OPINION

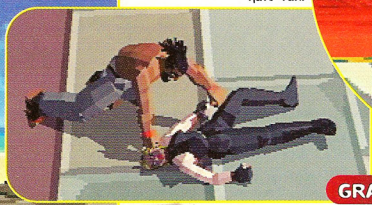
I would have to say that Mike more or less nailed this one. The game may not be as polished as some of the other games it's inevitably gonna be compared with, but let's face it, this game is still a great deal of fun to play. There is some truth to the fact that game has a slightly reduced polygon count from the arcade version and does possess a slightly rushed feeling, but all in all, I see *Virtua Fighter* as an encouraging sign of things to come for the Sega Saturn. — ***Patrick***

The Joy Of Virtua Fighter

Some more of those sweet moves purposely paused to give you a different look at the *VF* crew. I know we're crude, childish perverts, but damn, we have fun!







GRAPHICS 7

- The characters move smoother than anything you've seen.
- The non-textured fighters look weak.

MUSIC & SOUND FX 10

- The pumpin' music really gets you ready to play this game.
- The sound FX hit you right in the gut!

INNOVATION 8

- At the arcades *VF* innovated this entire genre...
- ...two years later it's starting to look like a classic.

GAMEPLAY 9

- Ooh the moves! They're likely to make you quiver, honest.
- Too many ring outs flaw the gameplay.

REPLAY VALUE 8

- This game has enough special moves to keep you playing.
- The game only has two basic play modes.

85%

OVERALL GP RATING

SATURN

GENRE / Action
PLAYERS / one
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Sega
DEVELOPER / Sega
AVAILABLE / now
PRICE / $49.99

Mistaking this game for the Stanley Kubrick movie was ***Mike Salmon's*** *first mistake. His last was running around the office in white tights, a jockstrap, and false eyelashes.*

CLOCKWORK Knight

As the first traditional platformer announced for the Saturn, it's no surprise that Sega's *Clockwork Knight* has attracted a lot of attention from videogamers worldwide. After all, these are the guys that introduced action fans to a certain blue hedgehog a few short years back. And with players still high on the 'rendered-fever' sparked by *Donkey Kong Country*, early screens of *CK* had everyone drooling.

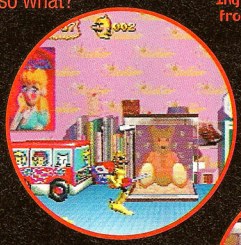
However (and you just knew there had to be a 'however' coming), in reality *CK* has proved to be nothing more than the most stereotypical side-scroller in years. You walk from the left to the right, pick up floating bonus items and duel with end-of-level bosses. There's nothing new or extra here at all, just basic, run-of-the-mill gameplay that made its fortune back with 8-bit. Instead of using the Saturn technology to add any new twists to the genre, the superior hardware is thrown away on 3-D background effects that, while very cool to look at, add nothing to the gameplay.

Still, this isn't a bad game. The action, while uninspired, is solid throughout. Each level offers a good supply of challenges, and some of the bosses are pretty cool. This is the perfect game for younger players, or gamers who enjoy simple back-to-basics gaming. But ultimately, most will find *Clockwork Knight* a mediocre time-waster at best. **GP**

Window-Dressing

The 3-D background effects are cool, but... so what?

As you walk past background objects they slide by in spectacular 3-D fashion, first showing you the front side...

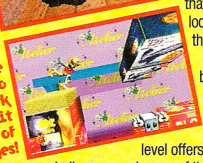


...then the middle...

...then the far side as objects scroll off-screen. Too bad the foreground — where the action actually takes place — is totally flat.

The very frustrating train level shows the miserable control that haunts this game.

This boss looks great, but isn't much fun, much like the rest of this game.



Yeah, books are tough, but I'd like to see the clockwork knight make it through my pile of dirty clothes!

7 GRAPHICS

- The 3-D backgrounds look great, adding some nice visual depth.
- Donkey and Diddy Kong looked better.

6 MUSIC & SOUND FX

- The sound effects are crisp and clear.
- The hokey Muzak jingles takes me back to the old NES days.

6 INNOVATION

- The 3-D window-dressing helps to spice up the monotony.
- As 'side-scroller' as a game can get.

5 GAMEPLAY

- There's a certain charm to its simple gameplay.
- The control is wonky as can be.

5 REPLAY VALUE

- The harder levels are pretty tough.
- Once you win it, it's not worth playing it again.

56%

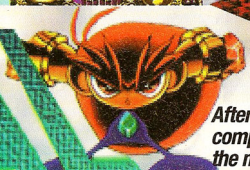
OVERALL GP RATING

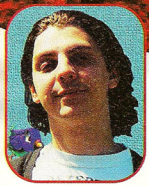
KIDS TO ADULTS AGES 6+

SATURN

action / GENRE
1 / PLAYERS
1 CD / SIZE
backup RAM / SAVE FEATURE
Sega / PUBLISHER
Invision / DEVELOPER
now / AVAILABLE
$59.99 / PRICE

ASTAL





After bragging about his complete knowledge of the mystical world, ***Patrick Baggatta*** *took one look at this game and said, 'Hello, Cleveland!'*

With the advanced technology of the next generation consoles, it's easy to get excited about new game ideas, but does that mean the old ideas are now useless? Well, if the makers of *Astal* have their way, technology is gonna slow down just long enough to make room for at least one more side-scrolling platform game. The real question here is whether or not the power of the Saturn can be applied well enough to one of the oldest game genres in existence to make anyone care.

The aim in *Astal* seemed to be to create something visually stunning enough to dazzle people into buying the game, and it just might work because this game *is* beautiful. The vast array of colors are enough to impress the average gamer, and the feeling of depth in some of the backgrounds is almost enough to make you forget exactly how 2-D this game is. Another success is the imaginative and well-executed boss characters.

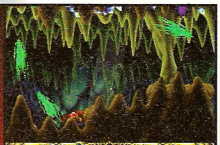
The most significant problem with *Astal* is in its rigid play control. The action doesn't seem to meet the goal of quick and playful gaming which all of the great side-scrollers in the past have possessed. Instead there is a rather sluggish control that leads to a great deal of frustration when it comes to making accurate jumps or fighting the faster enemies. *Astal* looks great and does most everything a side-scroller should, but the play control (and a little challenge) keeps it from being a really great game. **GP**

ASTAL'S ARSENAL

Don't let his size fool you! Astal can pull off some pretty amazing things.

The bird is one of Astal's best weapons, and an all-around friend.

You wouldn't think someone this size would possess the strength to toss a tree, but...

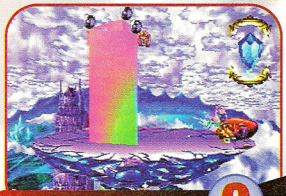


Letting the bird loose on an enemy can be a highly productive form of warfare.

Sometimes the best plan of all is to just stay low.

BIG THINGS THAT GO BUMP

The Bosses in this game come in all shapes and sizes, but only one temperament.



Each boss has a unique weak spot. To be successful you have to exploit it.

Don't count on this boss being easy.

Sometimes the biggest creatures are the easiest to get by.

GRAPHICS 9

- The colors are rich and varied.
- There are some innovative backgrounds.

MUSIC & SOUND FX 7

- The music is really pleasant.
- There is nothing that makes you really sit up and take notice.

INNOVATION 4

- The screen scales in and out to match the action.
- This is a side-scrolling platform game.

GAMEPLAY 6

- The bosses are fun and there are some good special moves.
- The play control seems heavy and slow.

REPLAY VALUE 7

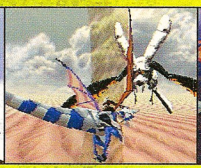
- The great graphics alone are gonna keep you coming back.
- Endless continues make it easy to get through this one.

66%
OVERALL GP RATING

SATURN

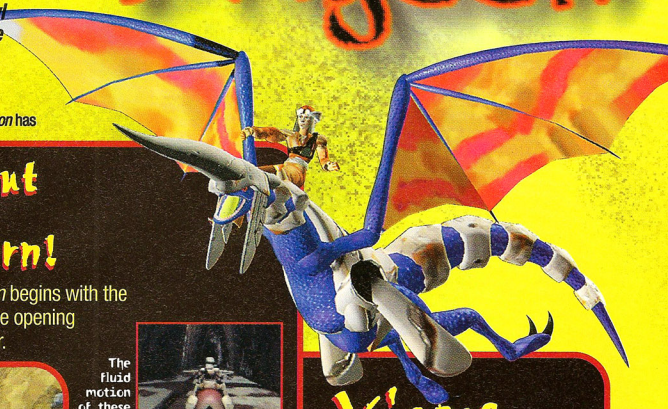
KIDS TO ADULTS K-A AGES 6+

GENRE / shooter
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Sega
DEVELOPER / Sega of Japan
AVAILABLE / now
PRICE / $59.99



*It's been **Patrick Baggatta**'s dream to soar through the sky on the back of a Dragon, or maybe it was to crawl under the oven on the back of a cockroach.*

Panzer Dragoon



Along with other heavyweight release titles for the Saturn, *Panzer Dragoon* has been widely anticipated by players worldwide since it first appeared in the Japanese press nearly a year ago. As one of the few original titles in Saturn's arcade-heavy lineup, everyone is looking at *Panzer* as an estimate of what we can expect out of the machine.

Panzer Dragoon's jaw-dropping, 3-D graphics are sure to leave a extremely pleasant taste in your mouth. The silky-smooth, textured polygons are a treat to behold, while swooping camera angles and mile-high scenery are likely to leave you breathless. What's left to consider after you decide that the graphics are simply gorgeous is whether or not the gameplay can maintain the same standards.

Skeptics may argue that *Panzer* is just a simple shooter. True, but it happens to be a *very good* shooter. Each level offers new and exciting challenges that put new twists on the tired formula. From the adrenaline-charged sandworm chase in the desert to the amazing dragon vs. dragon dogfights, *Panzer Dragoon* constantly proves that there's still life left in the shooter genre. Add the innovative 360^0 viewpoints, and you're totally immersed in a world unlike anything you've ever experienced.

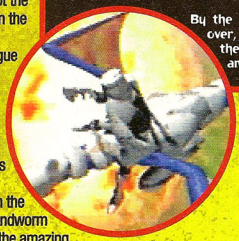
If this is any indication of what Saturn players have to look forward to, then Sega is definitely on the right track. **GP**

Get Out Your Popcorn!

Panzer Dragoon begins with the most impressive opening sequences ever.

The entire game is set up in the cinematic opening.

The fluid motion of these rendered scenes really get you in the mood to play the game.



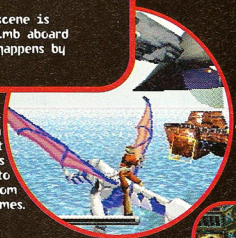
By the time the opening scene is over, you're ready to climb aboard the first dragon that happens by and start blasting.

Views

The many available views really add to the gameplay and the feeling of control.

There is no first-person view, but this view from directly behind is pretty close.

The medium view is probably the easiest to play in since you can see much more of what's going on.



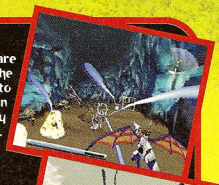
Facing backwards is an essential part of the game as enemies like to attack from behind at times.

Aside from being able to pull in and out on the main character, you also have the ability to turn the view around 360 degrees.

The distant view is great for keeping track of the enemies, but it makes it a little bit difficult to aim.

Weapons

In what is perhaps the weakest category of game play, *Panzer Dragoon* is only capable of two kinds of attacks.



The missiles are definitely the easiest way to take out an enemy quickly and accurately.

The cannon is always at the ready and certainly a reliable weapon.

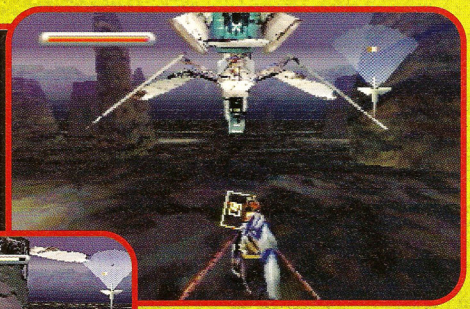
While you are flying on a pre-established flight plan there is some mobility within the established track, and when the pathway narrows you have to steer your way through.

A SECOND OPINION

'Beauty is only skin deep', 'looks aren't everything', and 'you can never judge a book by the cover' are all fine statements. But when a game [or a girl] looks this damn good, you start forgetting all about depth, personality, and all that junk. *Panzer Dragoon* may only be a shooter, but it is smooth and beautiful like no other. This could've been a 90% or higher if you'd had freedom of movement and some strategy. But as it is *Panzer Dragoon* is gorgeous, and that's always fun — *Mike*

Bosses

Panzer has some fantastically inventive bosses, the best part of which is their tendency to change forms in mid-battle.



Sometimes all you can tell about a boss at first is that it's way bigger than you are.

When you get close you can see all the details involved in the construction of such a beast.

When the enemy changes form you have to find his new weak spot[s]. Using your missiles to lock on is the easiest way to find them.

GRAPHICS 9

- This game's really got it all in the "wow" department.
- Them polygons sure do move smooth.

MUSIC & SOUND FX 7

- The tranquil soundtrack adds to the beautiful views...
- ...but it's way too weak for the action.

INNOVATION 8

- Umm... isn't this just a shooter?
- Yep, a good one! Add the 360° views and you're *in* the action!

GAMEPLAY 9

- The controls are smooth and intuitive, even while looking back.
- The lack of extra weapons is a sore spot.

REPLAY VALUE 8

- Each level sparks new life into the basic button-mashing formula.
- There aren't any secrets to uncover.

85%

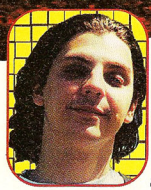
OVERALL GP RATING

SATURN

GENRE / racing
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Sega
DEVELOPER / AM2
AVAILABLE / now
PRICE / $57.99

KIDS TO ADULTS AGES 6+

GAME PLAYERS ULTIMATE



*After months of strapping himself to the hood of his car, **Patrick Baggatta** finally decided it might be best to just sit down with a nice, safe video game.*

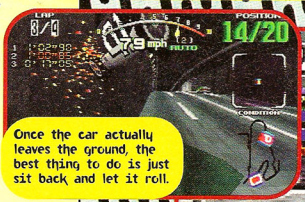
DAYTONA USA

Fender-Bending Fun!

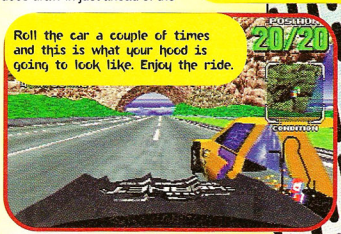
Some of the most fun to be had in this game comes from the glorious crashes.

Outside of maybe *Virtua Fighter*, *Daytona U.S.A.* is probably the most significant release for the Saturn and, if all is right with the world, it's gonna be a giant success story for Sega. It would be just plain wrong to say that *Daytona* is a perfect translation of the practically perfect arcade smash hit, but what it lacks in technical prowess it more than makes up for in sheer 'give-me-that-damn-controller' fun.

Okay, sometimes the background, and even the track, does draw in just ahead of the



Once the car actually leaves the ground, the best thing to do is just sit back and let it roll.



Roll the car a couple of times and this is what your hood is going to look like. Enjoy the ride.

There are a few places on the expert track that seem to draw you into a crashing situation. Enjoy!

The Eyes Have it!

Daytona offers four different racing views, from an inside-the-car simulation to an overhead view.

The Distant View gives the best idea of what's going on in the race and around your car.

The Inside-The-Car view gives the most realistic feeling of blistering speed.

The view from behind the car is a nice compromise between the Overhead View and the Inside-The-Car view.

Unofficially referred to as the 'Hood-Ornament-View,' this may be the toughest to master.

Here is the rest of the missing curve.

For the most part, the track is pretty well in place, but the backgrounds are another story. Check out this half-a-boat action.

Now You See it...

The most notable flaw with *Daytona* is definitely the popping in and out of the background graphics.

There are certain spots that represent serious late draw-in problems. This is one of the worst.

Well, maybe now this thing will float.

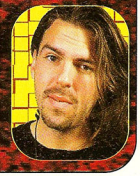
car's position, but it's really only noticeable when you're watching someone else race and once it's finally in place the graphics are really nice. And OK, maybe there is no racing circuit to make the fun last beyond each individual race, and maybe there is no two-player mode. But when you get past these problems, *Daytona U.S.A.* is probably the finest home racing game ever made, even better than *Ridge Racer*.

What makes *Daytona* so much fun, you ask? Well, there are a variety of reasons for its overall success. Probably most important is the realistic (okay, semi-realistic) control of the cars. There isn't much that challenges the fun of power-sliding through a hairpin turn at 160 mph. Another vital aspect of *Daytona*'s fun factor is its stomach-tightening feeling of speed. At 200-plus mph the idea of an approaching curve becomes a nerve racking, but rewarding, proposition. The final key strength of *Daytona* is the competition from the other cars on the track. These are not merely obstacles between you and the winner's circle, but rather truly intelligent and opportunistic competitors who are completely bent on crunching your car.

As with all great games, the only way to really understand how much fun *Daytona U.S.A.* can be is to play it. It's truly difficult to be disappointed by this one. **GP**

A SECOND OPINION

Give me the green car and get the hell out of my way, you blue-car driving, non-crashing fool! Patrick may lack the intestinal fortitude necessary to tackle the *Daytona* courses with a real racing car, but he is right on the money with this review. *Daytona* has such solid gameplay that you forget all about the wonky draw-in and the total lack of a circuit mode. As for the music, it's just plain annoying. Still, it's a great game and a must-have if you own a Sega Saturn — *Mike*



Driving School

This is definitely a game that gets better with each new driving tactic you master.

Building up speed in the straight-away is one of the most vital rules of all racing games.

Probably the best driving feature is the power slide. Learn it fast and it's gonna be your friend.

Off Road Racing!

If you keep your eyes open to alternate routes as you race, you just might something interesting.

If you find yourself in this tunnel, you probably do deserve to lose your sponsor.

Well, we didn't promise that everything was a secret passage to somewhere real interesting.

We're not suggesting that you cheat, but it sure is nice to know that the hill beside the track is accessible to you, should happen to lose your way.

GRAPHICS 8

- The backgrounds are rich with depth and realism. Beautiful!
- There is a problem with late draw-in of the background.

MUSIC & SOUND FX 8

- The soundtrack sticks with you after playing the game.
- If the music gets under your skin, you're truly screwed.

INNOVATION 6

- There are some great bonus cars for performing well.
- After all, it's just a racing game.

GAMEPLAY 9

- The feel of this game is by far its strongest attribute.
- There is no two-player mode.

REPLAY VALUE 10

- There is so much to master here that you will play it over again.
- Beat the easy track and move up to the tougher ones.

90%

OVERALL GP RATING

IT'S WHAT TV WAS INVENTED FOR...BUST A MOVE!

Bust-A-Move is the new puzzle solving game that will have you busting for hours. Line up three of the same color balloons and bust them before they come towering down.

You can play alone or split the screen to bust a friend. There's even a handicapping option so the whole family can play. Find out what TV was invented for and Bust-A-Move!

TAITO™

Taito America Corporation

TEEN T AGES 13+

PLAYSTATION

shooter / GENRE
1 / PLAYERS
1 CD / SIZE
memory card / SAVE FEATURE
Sony CE / PUBLISHER
Sony CE / DEVELOPER
now / AVAILABLE
$59.99 / PRICE

KILEAK: The DNA Imperative

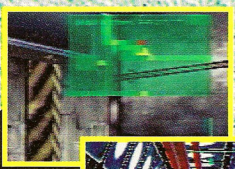
After this review, Patrick Baggatta decided his time would be better spent just wandering the halls, looking for something to shoot.

There's no surprise that amidst the first crop of games for the new 32-bit machines there should be at least one *DOOM*-style shooter. *Kileak: The DNA Imperative* is the first one of its kind to show up on the PlayStation, and for those that have somehow escaped overexposure to this particular genre, this one is sure to be impressive. For those who have already played a number of these games however, *Kileak* is not going to be much more than a nice-looking version of what's been done better before.

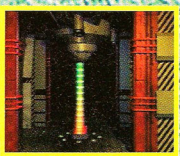
The true strengths of *Kileak* are in the richly-detailed graphics and fluid feeling of motion as you pass through the texture-mapped corridors. Also, strangely enough, the minimalist soundtrack sets the mood of the game well.

Kileak falls short, however, in the action department — relying on repetitious battles that eventually come down to simply killing the enemy faster than he can kill you.

Overall, if you've been dying to get your hands on something that resembles *DOOM* since the first time you saw your PC-owning friends chopping someone in half with a chainsaw, then *Kileak* is not a bad place to start. But, it's certainly arguable that there's gonna be better games in this exact style in the near future. **GP**



The map in the corner of the screen allows you to track your progress.

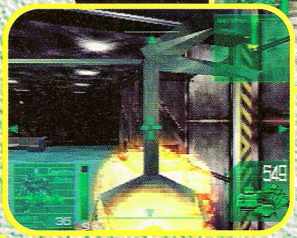


The most visually stunning aspects of the game are the imaginative rendered sequences cued at certain key points in the game.

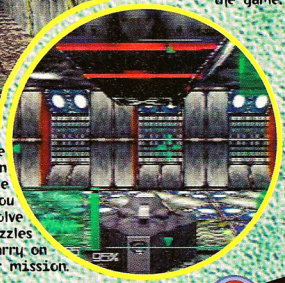
The Gang's All Here

Kileak closely follows the standard formula for first-person shooters.

Enemies generally appear at the end of a corridor, where they make for easy prey.



Another common trick in this type of game is to have an enemy hiding directly behind a closed door. Surprise!



There are spots in the game where you have to solve simple puzzles to carry on with your mission.

While the graphic are nicely done, there is a great deal of useless filler, such as this table and chair set.

GRAPHICS 9
- The backgrounds are nicely detailed.
- The rendered sequences are gorgeous.

MUSIC & SOUND FX 7
- The sparse soundtrack is appropriate.
- Some spots are simply too silent.

INNOVATION 3
- There are some fairly unique enemies.
- This is an extremely tired game genre.

GAMEPLAY 7
- The movement is smooth and very easy to master.
- The movement is a little bit too slow.

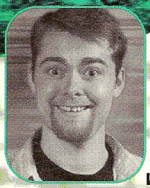
REPLAY VALUE 6
- There is a lot of territory to cover.
- Each level is pretty much the same.

67%
OVERALL GP RATING

PLAYSTATION

TEEN T AGES 13+

GENRE / fighting
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Sony CE
DEVELOPER / Tamsoft
AVAILABLE / September
PRICE / $50-60



Battle Arena TOSHINDEN

With tears streaming down his cheeks and a mile-wide smile threatening to crack open his face, Chris Slate looked skyward and simply whispered, 'Thank you!'

Man... it just doesn't get much better than this! Everyone who sees *Battle Arena Toshinden* (formerly known only as *Toh Shin Den* in Japan) is instantly hooked — and for good reason. First of all, the graphics are unbelievable. Between the superbly-shaded polygon characters and the bright 3-D backgrounds, you just can't take your eyes off it. And the game plays just as good as it looks. Unlike *Virtua Fighter*, *Toshinden*'s polygon-predecessor, this game is set in a true 3-D environment. That is, you aren't limited to simple back-and-forth movement — you can roll into and out of the background as well, giving you full freedom of movement within each battleground. Glitzy attacks like fireballs and flash kicks have also been added, making *Toshinden* more like a 3-D version of *Street Fighter* than the realistic martial arts styles in *Virtua Fighter*.

And those aren't *Toshinden*'s only improvements over the competition. The fighting, while not quite as fluid in motion as in *VF*, is considerably faster, once again adding a more traditional fighting-game feel to the action. Another great touch is the ability to perform certain special moves with the simple push of a button. This is possible because of the two extra top buttons on the PlayStation controller, which allows the player to concentrate more on strategy than trying to get a move to work. But fighting-game purists need not worry — there's plenty of arcade button-mashing thanks to Desperation Moves and Secret Special Moves. These do massive amounts of damage, and can't be set to any one button.

The combo system is perhaps the best ever in a fighting game. Quick, weaker attacks are used to stun the opponent long enough to set up the stronger moves. You don't have to start a combo with a jump attack. The whole process adds a ton of deep strategy to the game, and quickly becomes natural to perform.

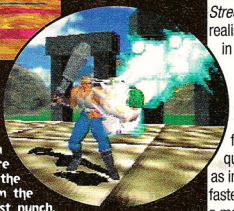
If you buy only one title for your PlayStation, make sure it's this one. It's the kind of game that not only 'wows' your friends, but it'll also hold up over time. **GP**

Moves To Die From

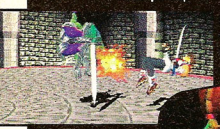
Now that fighting games are a dime a dozen, it's the moves that make one game stand out above the rest.

Sofia's slap has to be one of the most humiliating moves in the history of fighting games.

Fo is definitely the character to call upon when you're in need of a giant blue sphere of death.



Ellis is the queen of the fast and furious attack. She hits you ten times before you feel the sting from the first punch.



Duke brings his own idea of fair play to the arena.

Of course, what game would be complete without the ability to run someone through with a spear?

Show Me 3-D

Though there are a few games available now with swooping camera angles that give the illusion of 3-D, *Toshinden* is the only game that allows full 3-D movement.

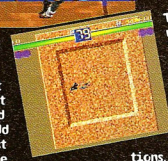
Each character has the ability to move further in or out of the playing field. A great first step for an offensive move.

Most characters simply roll to get out of the way, but some characters such as Fo have unique spinning moves that may lead to faster combos.

A Different Outlook

Toshinden offers several different camera angles to use during play.

The sky view is all but useless in a real fight, but sort of cool anyway.

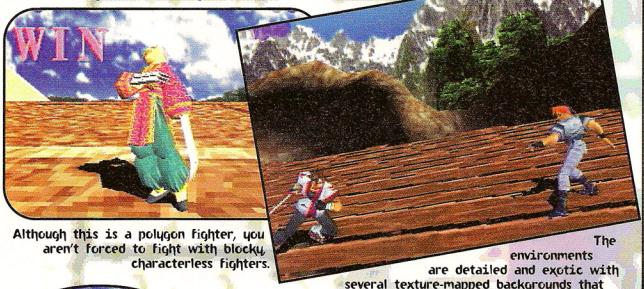


The overhead view is not as easy to get used to, but if mastered it could add a new twist to the game.

The standard view is probably the one for serious competitions, but the others are fun too.

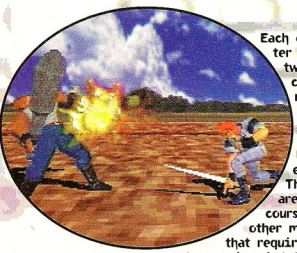
Extra, Extra!

Toshinden is a great game because of its attention to detail and little extra features that most games are missing.



Although this is a polygon fighter, you aren't forced to fight with blocky, characterless fighters.

The environments are detailed and exotic with several texture-mapped backgrounds that add to the sense of realism.



Each character has two special moves triggered by one button each. There are, of course, other moves that require button combos, but these instant moves are a real treat.

The overall fluid feel of the action is the finest detail of all. The animation isn't as smooth as *Virtua Fighter*, but it's so much faster, you rarely notice.

The desperation move, available only when a fighter is about to be finished off, acts as a great equalizer in a one-sided battle.

A SECOND OPINION

Chris' review for this one is pretty much right on the money. There is really very little, if anything, to complain about here and quite a bit to be excited about. It is more or less safe to say that this game is a must-have for all PlayStation owners.

Perhaps the most exciting thing about *Toshinden* is the power that it demonstrates from the PlayStation and the possibility of *Toshinden 2*. What a treat! — ***Patrick***

GRAPHICS 10

- The texture-mapped polygons go way beyond *Virtua Fighter*.
- All the backgrounds incorporate beautiful 3-D scenery.

MUSIC & SOUND FX 8

- The soundtrack has everything — rock, classical, and even Broadway.
- The FX are pale compared to *VF*'s slams.

INNOVATION 8

- This game obviously owes a lot to *Virtua Fighter*, but...
- ...*Toshinden* adds much more, including *real* 3-D!

GAMEPLAY 10

- It's an excellent brawler to just pick up and play.
- As you play, you realize there's tons of strategy in it.

REPLAY VALUE 10

- Hidden characters and secret codes add even more depth.
- You won't be able to put it down!

98%

OVERALL GP RATING

PLAYSTATION

KIDS TO ADULTS AGES 6+

GENRE / racing
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Namco
DEVELOPER / Namcot of Japan
AVAILABLE / September
PRICE / $59.99

The way he drives, Jeff Lundrigan is damn lucky he doesn't lose his video game driving license.

Ridge Racer

Why does it seem like all the next-gen systems have to come out with the same two kinds of games? First, they've gotta have some kind of 3-D fighting game. PlayStation has *Toshinden*, Saturn has *Virtua Fighter*, and Nintendo's Ultra 64 is going to have some version of *Killer Instinct* (which isn't exactly 3-D, but you get the idea). Second, it looks like there has to be a racing game. U64 has *Cruis'n USA*, Saturn has *Daytona*, and here we've got *Ridge Racer* for PlayStation. Now, don't get me wrong, it's not like *Ridge Racer* is bad, but I think this round has to go to Saturn's *Daytona*.

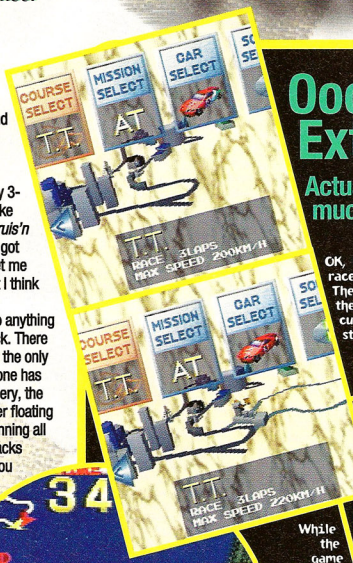
To start with, without comparing it to anything else — you're basically racing on one track. There are only a couple of difficulty settings, and the only difference between the two tracks is that one has an extra section — it's still the same scenery, the same background, and the same helicopter floating by. Secondly, the only thing you get for winning all the races is the ability to race the same tracks backwards (you can win better cars, but you can only get them by beating *Galaxians* before the race starts).

There's no circuit or season racing, which severely limits your replay value. Finally, the cars just don't control that well. It's way too easy to oversteer the car, and they slide all over the place. It's practically impossible to slow down for a curve, then accelerate coming out of it without fish-tailing severely. This is disappointing, because control on the arcade version was super-smooth.

Again, don't get me wrong, it's still a very good game, but it ain't as good as it could be. Even without any direct competition, I'd still be kind of lukewarm about it. Considering you've got at least one other excellent racing game to choose from, there's just no other way to call it. **GP**

Ooo, The Extras

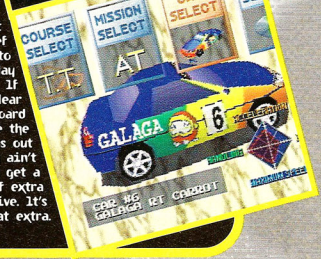
Actually, there ain't much extra

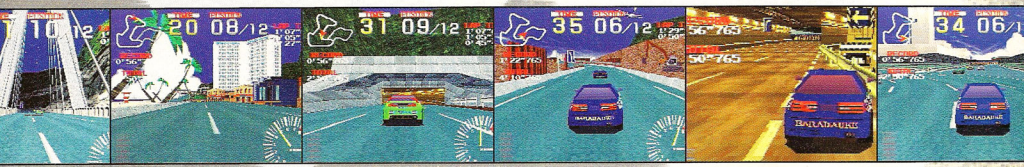


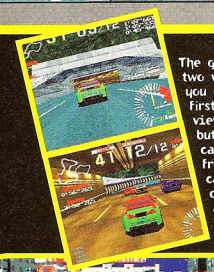
OK, here are the tracks you can race on — well, make that *track*. The only difference between them is that the higher difficulty levels have an extra stretch of road.

That extra stretch is pretty much the same as the rest of the course, it's just got a few more curves.

While the game is loading after you first turn the machine on, you get a brief chance to play *Galaxians*. If you can clear the board before the time runs out (which ain't easy), you get a crop of extra cars to drive. It's a neat extra.



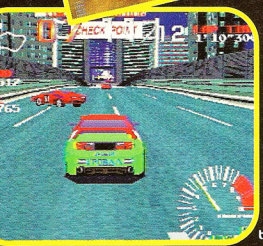




The game offers two views while you drive. The first-person view is fine, but since you can't see the front of your car, you sort of feel like a hood ornament.

Race On!

However, the true test of any game is how well it plays. Oh, well...



There's not a lot of flash, either. Hitting the wall or other cars doesn't result in any sort of spectacular crash, instead you just sort of bump and bounce — boring.

So you're sitting behind the wheel, all tingling with anticipation for the start of the race...

...and immediately spin out. Control in this game isn't that hot. It's easy to oversteer, and once you go into a slide, it's a real pain to try and get out.

A SECOND OPINION

First off, *Ridge Racer* is a very solid racing game that looks incredible. But as Jeff points out, there isn't enough here to keep you coming back for more. The worst part of this game is the control. When your car scrapes a wall, it comes to a dead stop, which keeps you from building up any speed. In *Daytona* you can come out of a crash at 130 mph — not realistic, just damn fun. Still, *Ridge Racer* is one of the best racing games out there. It's just not the best. — *Mike*

Scenery Chewing

There's some good stuff here, just not enough of it

It's possible to catch some air every once in a while, if you can get up enough speed.

The ever-present chopper hovers over all. I'm told it's possible to hit the chopper if you can get up enough speed to catch some serious air before hitting the last tunnel. I've never managed it, though...

Hey Yo — it's *Galaxians* again. Once is never enough.

GAME OVER

But here's the rub — grab a first place win and what do you get? Gee, a Game Over screen, how exciting. Who cares?

GRAPHICS 9

- Excellent polygon-based, texture mapped 3-D.
- Somebody's gotta do something about that 'draw-in' problem.

MUSIC & SOUND FX 9

- The sound FX put you right at trackside!
- Put in any CD and race to your own music!

INNOVATION 8

- *Galaxians* to play during load times, and you can pop in any CD you want.
- It's still just a racing game.

GAMEPLAY 8

- You get a real feeling of speed.
- Control isn't what it could be, and no two-player mode?

REPLAY VALUE 6

- You always figure you could take it just a hair faster.
- One track... one track... one track...

82%

OVERALL GP RATING

PLAYSTATION

KIDS TO ADULTS AGES 6+

GENRE / action
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Namco
DEVELOPER / Namcot of Japan
AVAILABLE / now
PRICE / $59.99

*'Ladies and gentlemen, take my advice', said **Jeff Lundrigan**. 'Pull down your pants and sled on the ice!' He thought he was being soooo cool.*

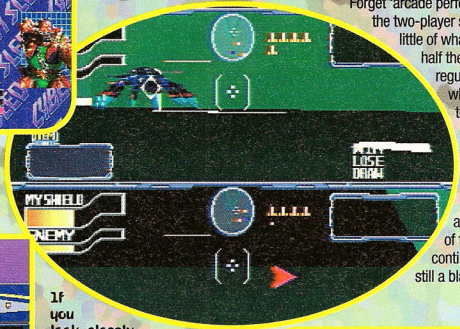
CYBER SLED

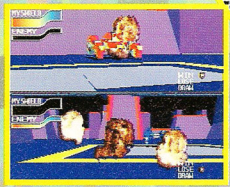
The game includes every single sled from the arcade, and all those bizarre opponents, too.

You know, I'm one of the world's biggest fans of the arcade version of *Cybersled* — just can't get enough of sitting down, grabbing those control handles, and blasting the hell out of some poor sucker who thinks he's hot. Which is why the home version is such a let down

Forget 'arcade perfect.' While the one-player mode is pretty close, the two-player split screen is the absolute pits. You can see so little of what's going on, it's impossible to tell where you are half the time. Worse, polygons drop out with appalling regularity, which means that even when you know where you are, your sled or a missile is just as likely to slam into a recently-turned-invisible wall as hit the target.

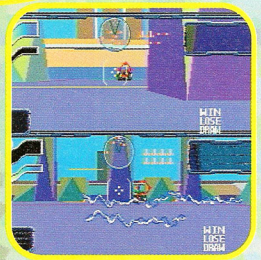
If there was ever a reason to engineer some kind of link-up between two PlayStations, this is it. It's really a shame, because otherwise, the game is all there, down to every last armored sled and power-up. The one-player mode is really a lot of fun — you've only got one life, there's no way to continue, and the last boss is nearly invincible, but it's still a blast. Too bad the two-player mode just sucks. **GP**



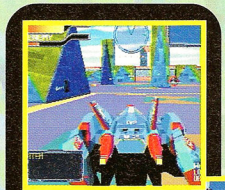


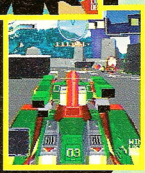
Check out these wimpy explosions. Ho hum.

If you look closely, you notice on the top half of the screen that the player is up against a wall, but you don't actually see the wall in the player's view on the bottom.



But just try to play a friend — ick. The two-player split-screen is awful.





The one-player mode looks fine. As an arcade translation, it stacks up pretty well.

GRAPHICS 7

+ The game looks pretty good, but...
− ...that polygon drop-out is just inexcusable.

MUSIC & SOUND FX 8

+ Thundering engines, cool explosions, digitized announcers.
− Silly music.

INNOVATION 7

+ Cool designs and lots of options.
− 3-D tank combat has been done before, and done better.

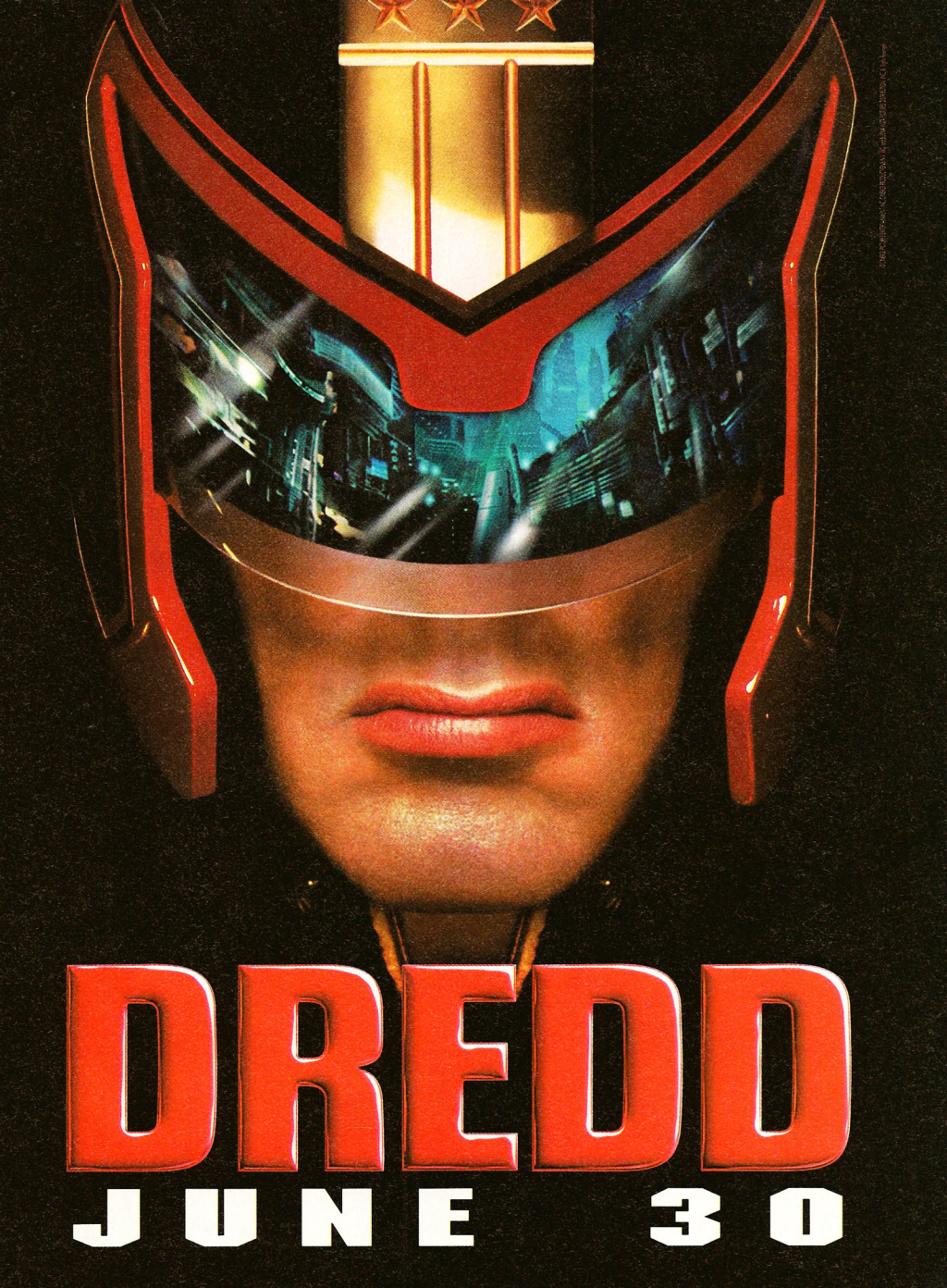
GAMEPLAY 7

+ The one-player mode is OK.
− The two-player mode, the very heart of the game, stinks.

REPLAY VALUE 7

+ Six different sleds, three difficulty levels.
− Why would anyone WANT to play this game again?

71% OVERALL GP RATING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PLAYSTATION

KIDS TO ADULTS AGES 6+

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Sony
DEVELOPER / Sony
AVAILABLE / now
PRICE / $59.99

GAME PLAYERS ULTIMATE

*We fooled **Patrick Baggatta** when he came to work in his mechanical bunny — we were wearing our frog suits and our missiles were locked on!*

JUMPING FLASH!

What an unfortunate condition it is that original game ideas are so few and far between in the video game industry. When a game as fresh and exciting as *Jumping Flash* does surface, it seems to make the wait all worthwhile. At the core, this game does borrow elements from other established game genres, but it manages to twist the formula in such a dramatic way that all the familiar aspects become grand new challenges with unexpected payoffs. The idea is simple — as a mechanical rabbit with super jumping powers you must find all the jetpods (don't ask me what a jetpod is — I told you the game was original) in each level while avoiding the deadly hopping frogs, missile-firing giraffes, and bomb-dropping ducks. The difference here is the playing field, which is completely 3-D.

As with all great stage-oriented games, there are some fabulous bosses to contend with here.

There is the occasional indoor stage which leads you through a maze of corridors in search of those precious jetpods.

The most exciting aspect of the game is the ability to leap high into a limitless sky and then try to land on hot-air balloons, monstrous towers and mysteriously-floating bridges. The feeling of plummeting towards the ground from a double super-jump is unrivaled in realism and gut-wrenching bliss, while the joy of making a jump from one platform to another that seemed on the other side of world is flat-out amazing.

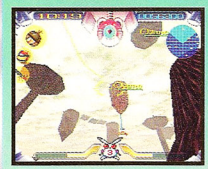
The frogs may look like happy little potential friends, but don't be fooled! They're out to get you!

The first-person view provides a true feeling of being there.

On top of everything else that's right on the money, all the other game elements are near-flawless. This game is gonna make people take notice, even those who hate bunny rabbits. **GP**

Look Out Below, Above, And Wherever

There is just enough control while falling towards the ground to position yourself for those tight landings.



From the ground, it's a simple task to scan the sky for enemies, suitable landing sites, and the ever-important jetpod.

10 GRAPHICS

- The characters are well-defined and convincing as 3-D figures.
- The environments are unique and dramatic.

8 MUSIC & SOUND FX

- The background music and sound effects are rich and enjoyable.
- Extra touches abound in this game!

9 INNOVATION

- There is no other game like this.
- There are elements borrowed from established gaming genres.

9 GAMEPLAY

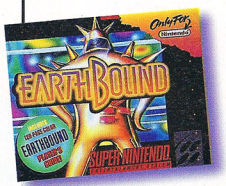
- It takes time to get used to, but once you do, it is a joy.
- You catch on really, really quick!

10 REPLAY VALUE

- I wish I were playing it right now.
- There is plenty of challenge here to keep you coming back.

94% OVERALL GP RATING

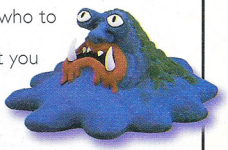
Comes With More Rude Smells Than The Ol' Pull My Finger Joke.



You've never seen or smelled a Role-Playing Game like this! • Shortly after the government tries to cover up a sudden outbreak of criminal behavior all over the world, a "horrific meteor shower" and hordes of reeking, belching monsters turn up. • You'll travel to different towns, across new worlds, and through time to face Giygas, the evil, time-traveling alien who is to blame for all the mess. Each EarthBound Game Pak comes with a free 128-page Player's Guide loaded with info about where the best grub is, who to hang with, and what you need to avoid. Keep it nearby though, because the lowdown on all those heinous monsters will come in quite handy. If they get too close, open a window fast, because some of 'em are more than ripe. • But the adventure doesn't start until you do. Grab some air freshener and start sniffing around for an EarthBound Game Pak. It's the first Role-Playing Game that stinks.

The monsters aren't the only ones who can reek. Maybe one of your friends boiled off some bad air.

Sell out your allowance for a burger or slice of pepperoni pizza when you need a boost of energy.

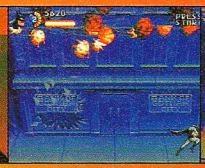


Nintendo®

GENESIS

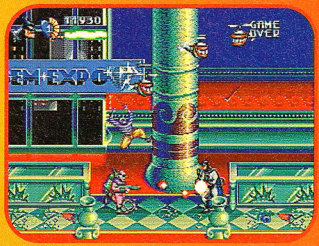
KIDS TO ADULTS AGES 6+

GENRE / action
PLAYERS / 1 or 2
SIZE / 8 Megs
SAVE FEATURE / none
PUBLISHER / Sega
DEVELOPER / Clockwork Tortoise, Inc.
AVAILABLE / now
PRICE / $59.99



The Dark Knight is man enough for Gotham City, but it takes a man like ***Patrick Baggatta*** *to guard its sister city — Candy Cane Towne.*

THE ADVENTURES OF BATMAN & ROBIN



The legions of gun-toting clowns are sure to get on your nerves before too long.

With the return of Batman to the big screen came the return of that old familiar 'Bat Hype.' The difference here is that *The Adventures of Batman & Robin* is actually based on the stylistic cartoon series. I guess it was just coincidental timing.

The one aspect of this game that shines above all others is the sharp and colorful graphics. In this new age of 32-bit machines it's easy to forget that it is possible to squeeze a good look out of the Genesis, but Sega has done a fantastic job in this case. There are other solid aspects in this game which revolve around the originality of some of the enemies and bosses. Enemies range from balloons floating by with spiked balls hanging at the end of a string to tiny, unmanned helicopter-like death machines that buzz by without a care in the world. There is also a great two player feature that gets Batman and Robin out there together, the way they should be.

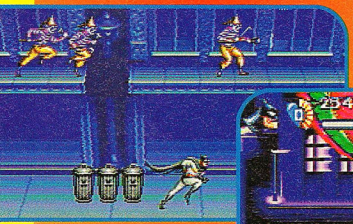
The downside here is in the game control and the flood of identical enemy after identical enemy. If the battles involved more than just stiff jump-kicks and the throwing of bat paraphernalia, then it might be more fun to fight so many enemies, but in the end, many of the levels just become an annoying interruption between bosses. At least it looks good. **GP**

Get used to the guys with the flashlights and the silly hats. You see plenty of them.

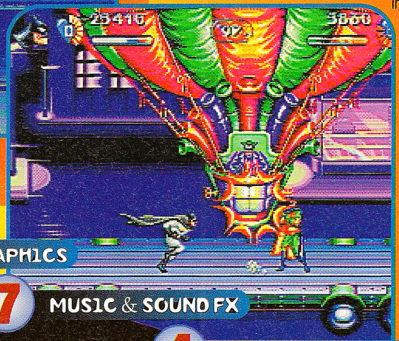
LOOKING GOOD

With all the 32-bit machines out there making you drool over their graphics, Sega manages something a bit special with the Genesis.

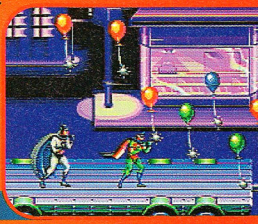
The opening sequences manage to capture the stylistic look of the cartoon series.



The streets of Gotham city are dark and moody, just as they should be.



It sure would get boring if all the graphics were dark and spooky. The colorful bosses are a nice change.



These aren't exactly the kind of balloons they sell at the zoo, but at least they're colorful.

9 GRAPHICS

- The look is crisp, colorful and stylistic.
- The characters could be just a little bit bigger.

7 MUSIC & SOUND FX

- The soundtrack gives a pulsating backdrop for the action.
- It eventually starts to wear on your nerves.

4 INNOVATION

- There are some pretty interesting enemies along the way.
- Walk left to right punching and kicking.

6 GAMEPLAY

- There is plenty of action in each level.
- The controls have an overall stiff and lifeless feel to them.

7 REPLAY VALUE

- The challenges make it tempting to go back for more.
- Repetitious fighting gets somewhat tiresome.

66%
OVERALL GP RATING

ANY MORE REALISTIC, YOU'D BE DOING TIME . . .

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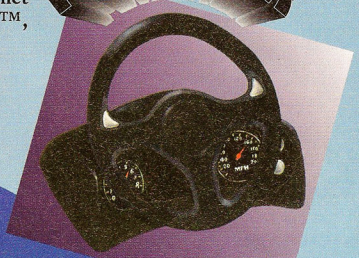
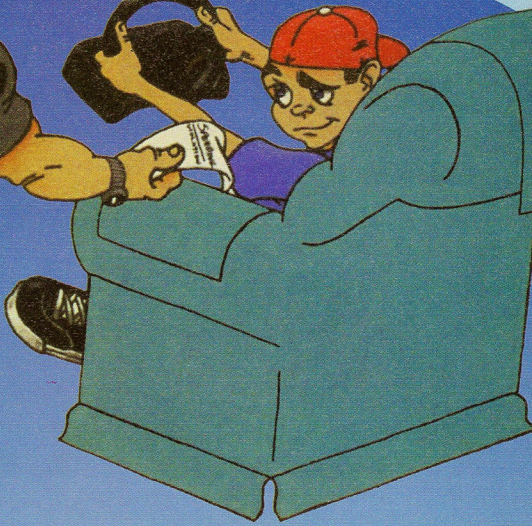


GET YOUR TICKET TO RIDE . . .



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SUPER NES

GENRE / fighting
PLAYERS / 1 or 2
SIZE / 32 Megs
SAVE FEATURE / none
PUBLISHER / Nintendo
DEVELOPER / Rare Ltd
AVAILABLE / now
PRICE / $59.99

Since he's been a very good boy lately, we decided to let Chris Slate write a review. If he's still good next week, we'll let him go to the bathroom!

KILLER INSTINCT

On March 30, 1994, Nintendo announced its first Ultra 64 game, *Killer Instinct*. Players drooled in anticipation. Its unveiling at last year's Summer CES was met with mixed reactions — it looked great, but most were expecting a 3-D game like Sega's *Virtua Fighter*. Still, that didn't stop the coin-op version of *KI* from smoking up the arcades, captivating players with hot rendered graphics, wicked combos, and flying blood. The anticipation for the rumored 'better-than-arcade' U64 version reached a fever-pitch. Then, with last May's announcement that the Ultra had been pushed back to next April, Nintendo stunned us yet again with a Super NES version of *Killer Instinct*. It wasn't 64-bit, but at least we wouldn't have to wait until April for a home version.

The BLOOD! *KI* is the first — and still the only — Nintendo-made game to feature gore.

The result is a game that plays, looks, and feels like a cheaper version of the original. Don't get me wrong — it's amazing that Nintendo and Rare were able to fit the game on 16-bit at all, much less have it look as good as it does. But you've gotta remember that this game was originally made to take players to a new level of videogaming. This was to be the title that justified the need to upgrade to a more powerful machine like the Ultra 64. And the Super NES version, while still amazing in its own right, falls way short of its arcade counterpart. Some fairly major details were left out entirely, especially concerning backgrounds, special effects, and camera tricks.

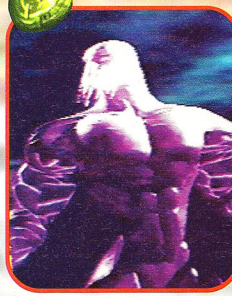
Almost all of the moves in *KI* have been seen in one form or another in earlier fighting games, but they work just as good now as they did before.

Still, the game plays the same. Every move and combo has been faithfully ported over, and *KI* fans will find that all their hard-learned skills from the arcade will work just as good on the Super NES. The only real drawback the game ever had was that, other than the expansive combo system, it offered little over the standard fighting-game genre. But if quick fireballs, Dragon-Punch combos, and a little blood are all that you need to satisfy your *'Killer Instinct'*, then this game wins on all counts. **GP**

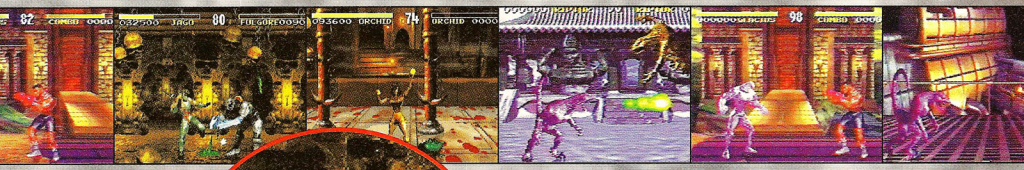
WICKED COMBOS

KI's trademark combo system — you either love it or hate it. I guess it all depends on who's on the receiving end of 30+ hits in a row.

Black Orchid is the only female in the game, and embodies every negative stereotype imaginable, from hopping up and down like a cheerleader when she wins to flashing the opponent in one of her finishing moves.



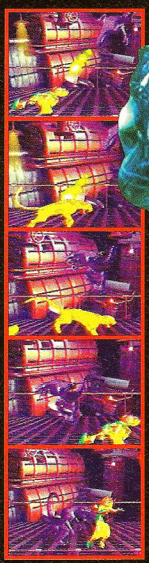
The victory animations of the coin-op version have been reduced to a single still screen on the Super NES.

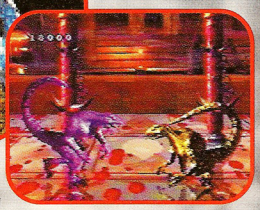


Screens like this really show that *K1* is an exact combination of *Street Fighter* and *Mortal Kombat*.

SWEET MOVES

The graphics may have been scaled down to fit the Super NES color palette, but the character animation is still just as smooth as ever.





The beasts! The blood! Is this really a Nintendo game?

Glacius has some of the coolest moves, but even his 'morphing' uppercut is reminiscent of *Mortal Kombat*.

A SECOND OPINION

We may not have the same reasons, but I have to agree with Chris's overall rating. Frankly, I was never totally impressed with *K1* in the first place. Sure, the character designs are great, the combo system is new, and I enjoy it OK, but even if the sprites are rendered, they're still just sprites, and in the end *K1* is still just another 2-D brawler. That the translation to 16-bit is so close speaks less of the power of the Super NES than just how slightly-above-average the game is. — *Jeff*

DIE!!! DIE!!! DIE!!!

There are numerous ways to finish off your opponent in *Killer Instinct*. Here Glacius puts the deep freeze on poor ol' T.J. Combo.

GRAPHICS 8

- Really pushes the Super NES to its limits...
- ...but it was designed with Ultra 64 in mind. Several things just didn't make it.

MUSIC & SOUND FX 8

- Strictly techno — acid-heads, rejoice!
- Most tracks don't exactly say 'Rip 'em apart!' to me.

INNOVATION 7

- *K1* boasts a new combo structure and cool graphics...
- ...but the rest of it is pure *Street Fighter* and *Mortal Kombat*.

GAMEPLAY 8

- They've taken what you liked in other brawlers and done it just as good.
- New combo system is kinda wonky.

REPLAY VALUE 9

- The game is very challenging — you can always improve.
- As long as there's a decent two-player mode, do fighting games ever die?

83% OVERALL GP RATING

3DO

MATURE M AGES 17+

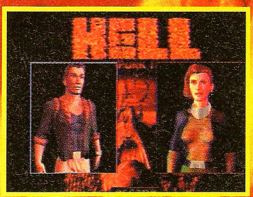
GENRE / adventure
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / save any time
PUBLISHER / GameTek
DEVELOPER / Take 2 Interactive
AVAILABLE / now
PRICE / $59.99

HELL: A CYBERPUNK THRILLER

We sent Jeff Lundrigan to The Bad Place for this review. He came back relaxed and refreshed, with a deep, rich tan.

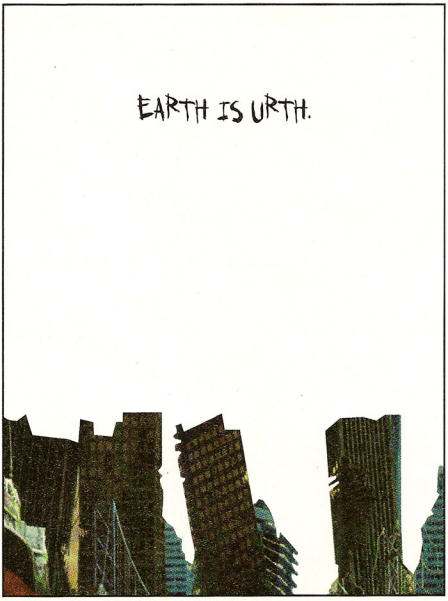
The year is 2094, a group of religious zealots known as the Hand of God run the country, and have outlawed most technology. The gates of Hell have been open under Washington, DC for thirty years, and demons walk the Earth. What's really ruined your day though, is that the government, whom you've been working for as an agent, suddenly wants you dead.

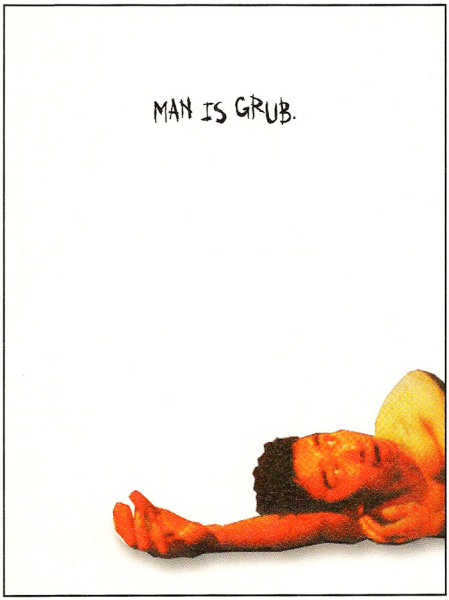
Hell is a portover to 3DO from the PC CD-ROM version, and it's a pretty close translation. It's got a lot going for it — the premise is incredible, and the approach is refreshingly adult. The structure is completely non-linear, and the rendered art and animation look cool. It boasts some name stars in the cast — Grace Jones, Geoffrey Holder, Stephanie Seymour, and Dennis Hopper. I wanted



Gideon and Rachel work for ARC — a sort of FBI for the Hell generation. You can choose to play as either, although they work together for the entire game.

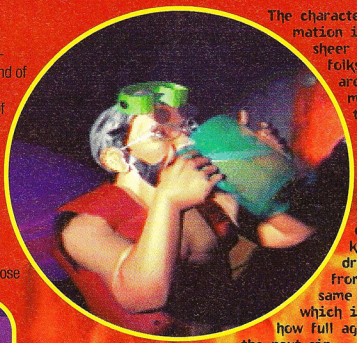
The game's cast includes Dennis Hopper as a demon underworld boss called Mr. Beautiful — who swears a lot — and 'supermodel' Stephanie Seymour, the only character in the game who's represented by digitized video, rather than rendered art [apparently, there's no other way to model curves like that].





The year is 2094, a group of religious zealots known as the Hand of God run the country, and have outlawed most technology. The gates of Hell have been open under Washington, DC for thirty years, and demons walk the Earth. What's really ruined your day though, is that the government, whom you've been working for as an agent, suddenly wants you dead.

Hell is a portover to 3DO from the PC CD-ROM version, and it's a pretty close



The character animation is a sheer hoot — folks stand around, moving the same way over and over. This guy keeps drinking from the same mug, which is somehow full again for the next sip.

It isn't all bad. The mystery is very puzzling, and the approach is straightforward and even pretty grim at times, but in the end there's just too much waiting around.

Much of the game's design is very cool in a post-*Blade Runner* kind of way, but the game can't keep up.

GRAPHICS 5

- The game design and rendered art are nicely done.
- The animation is repetitive and silly.

MUSIC & SOUND FX 9

- Digitized voices and creepy sound FX.
- The music is actually pretty annoying.

INNOVATION 8

- The upscale, adult approach is great.
- Without the bells and whistles, it's just a talky graphic adventure.

GAMEPLAY 2

- Lots of challenge, and the atmosphere is pretty cool.
- Slow, slow, slow. Are you getting the idea?

REPLAYVALUE 3

- Non-linear structure means you'll never play the same way twice.
- So dull, you might not want to play again.

34%

OVERALL GP RATING

THE GODS ARE ANGRY.

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PRIMAL RAGE

(PRIMAL RAGE. COMING TO YOUR HOUSE AUGUST 25, 1995.)

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Sega™ Game Gear™
Super NES™
Nintendo© GameBoy©
PC-CD ROM

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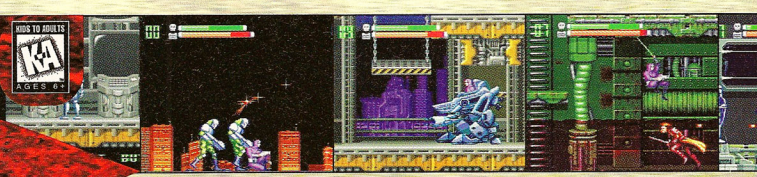
SUPER NES

KIDS TO ADULTS AGES 8+

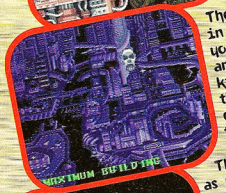
GENRE / action
PLAYERS / 1
SIZE / 16 Megs
SAVE FEATURE / password
PUBLISHER / Viacom New Media
DEVELOPER / Viacom New Media
AVAILABLE / now
PRICE / $69.99



*He runs around in purple tights trying to stick to walls, so it seemed like **Jeff Lundrigan** was the guy to review this one.*

PHANTOM 2040

You might notice that the Phantom doesn't look quite like any other game. This could be a plus or a minus, depending on your taste — I didn't like it.



There are points in the game where you can go almost anywhere, which is kind of cool, but the rest of the game just isn't up to it.

The Phantom has as many gadgets as Batman, and he finds more, but most of them are either pretty useless, like the 'explosive pellets,' which don't work much differently than the items you start the game with.

There's a constant rush in our culture to invent something new, but instead we always seem to wind up recycling what's old. *Phantom 2040* is based on a syndicated cartoon series, which is based on a '90's version of one of the oldest superheroes ever to grace a comic panel.

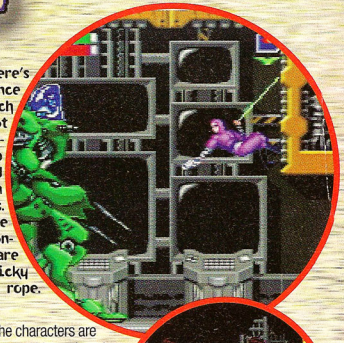
To start with, the graphics don't look quite like anything else I've ever seen, although that doesn't mean it looks that good — the characters are kind of thin and spidery, and most of the game has an odd gray/purple monotone look to it.

It controls kind of funny too. I'm all for fluid motion, but this is almost *too* fluid — it's kind of hard to figure out when you're stopping and starting. At the same time though, the animation is kind of jerky and weird. This is a pain, because most of the levels are huge mazes, and sometime's it's pure hell trying to get around, even when you can actually figure out where you need to go.

On the plus side, the game is pretty big and very open ended. The storyline is relatively non-linear — there are times you can go pretty much anywhere, and you get a choice every now and then to affect which way the game goes.

But when all is said and done, *Phantom 2040* comes up in the middle of the 'mostly harmless' category. **GP**

And then there's the 'inductance rope,' which works a lot like Spider-Man's web shooters and lets him climb walls. However, the game's controls are almost as sticky as the rope.



Oh, and there's a storyline. It's kinda predictable, but some of the designs and storyboard art are pretty cool — doesn't really add much to the game though.

Check the password scheme! Gee, I guess I'd better write that down and check it twice, huh?

GRAPHICS — 7

- The game has interesting, different designs...
- ...that look pretty murky and not very good at all.

MUSIC & SOUND FX — 8

- Actually, the music is a highlight.
- The sound FX are standard, run-of-the-mill pops and crashes.

INNOVATION — 4

- The game's non-linearity is a plus.
- Aw, face it, you seen all this before, and better.

GAMEPLAY — 6

- Large levels and plenty of items to find.
- Troublesome controls and no clear sense of where you should go.

REPLAY VALUE — 6

- You can change the story, and try a different way next time.
- Why would you want a next time?

61%

OVERALL GP RATING

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Wild Guns
(By Natsume)

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4.0	3.5	4.5	4.0	ADJ. Adjustable

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Side scrolling

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"KA-BOOM!"
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GENESIS

KIDS TO ADULTS AGES 6+

GENRE / action
PLAYERS / 1
SIZE / 16 Megs
SAVE FEATURE / none
PUBLISHER / Sega
DEVELOPER / Sega Technical Institute
AVAILABLE / now
PRICE / $59.99

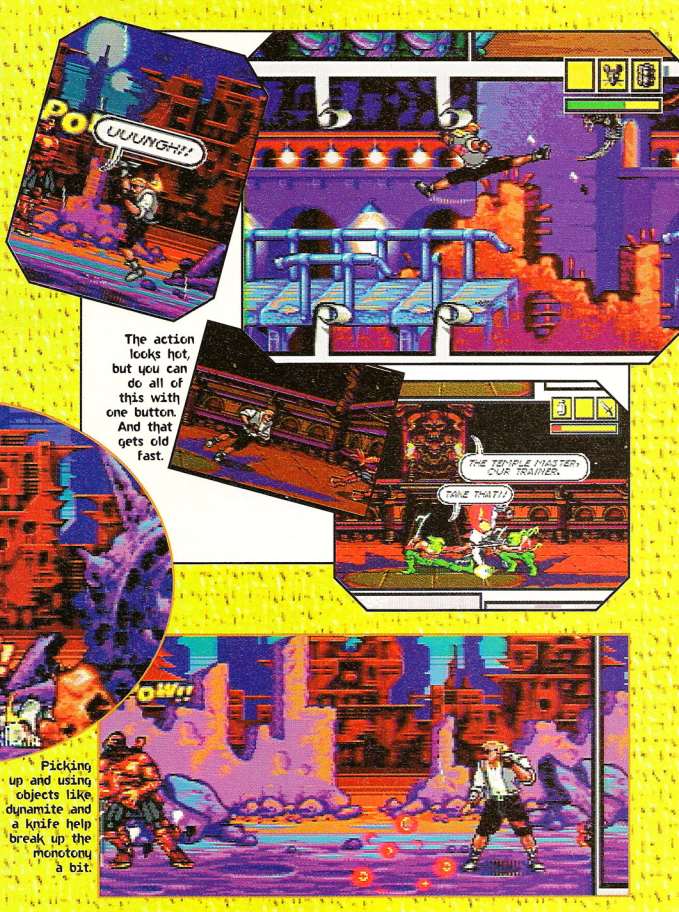
COMIX ZONE

The only thing that will keep Mike Salmon in the bathroom for quite a while, besides a National Geographic, is a good old comic book.

Comics and video games are as natural a combo as deafness and rock 'n' roll, they're just made to go together. And while we have seen nearly a gazillion (a rough estimate) comic book heroes in video games, there has never been anything quite like *Comix Zone*. There's no recognizable hero like Spider-man — instead the hero is a unknown fictional comic artist who is stuck in the pages of his own book. And instead of simply running from left to right, you move frame-to-frame through a comic book with the bad guys being drawn in along the way.

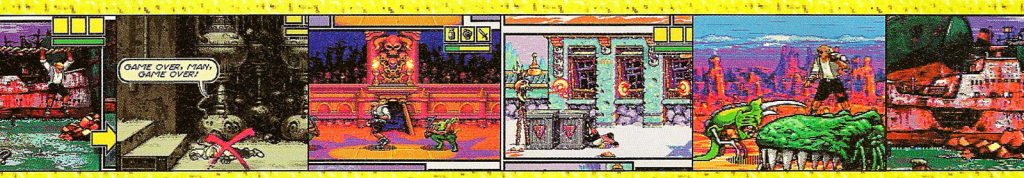
Some awesome visuals, a solid soundtrack, and the extremely unique idea make *Comix Zone* an interesting game. But beyond all the glitz is the gameplay, which is the nearly the same as *Final Fight* and any one of its many clones. The basic action of the game is continually pressing the attack button until your character pulls off a combo of moves and finishes off the opponent. Then you do it again, and again... and again... However, you can pick up objects, throw switches, and choose your path to add a hint of variety to the action. Still, *Comix Zone* doesn't possess quite enough of anything to turn many heads.

Comix Zone is a very cool idea for a game that wasn't executed properly, but it's still slicker than most and one of the few decent 16-bit games coming out. **GP**



The action looks hot, but you can do all of this with one button. And that gets old fast.

Picking up and using objects like dynamite and a knife help break up the monotony a bit.

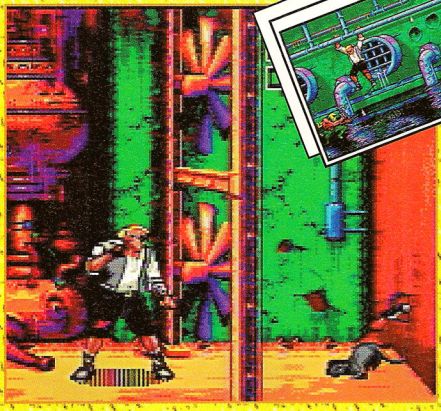


Put these screens together and it actually looks like a comic book, not a very good one, but a comic book nonetheless. Unfortunately, there isn't much more involved in controlling the action then there is in simply reading a real comic...

A SECOND OPINION

Every once in a while, Mike gets it right, even if he doesn't seem to know why. While *Comix Zone* was a really cool idea — and I just loved the way the 'artist' would break into the game every now and then to help out Sketch, the hero — the wonky controls sort of doom it. Also, while there's plenty of room to poke fun at comics, most of the time this game's attempts were pretty lame. It's a different approach, and Sega should be commended, but it just doesn't work. — *Jeff*

THE ACTION



Using your buddy Roadkill the rat is a great way to flip switches. And he tastes great, too! Just don't ask him to find some cheese!

Do ya think the guys who made this game might have seen *Aliens*?

GRAPHICS 8
- Looks just like a comic book, complete with word balloons.
- The word balloons cover up the enemy so you can't see them.

MUSIC & SOUND FX 7
- Decent music and some weird sounds.
- Not quite enough variety of either one.

INNOVATION 8
- Going through the pages of a comic book is done well.
- The gameplay wasn't as innovative.

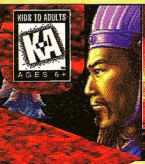
GAMEPLAY 7
- Some interesting items and switch-flipping give it some variety.
- Still, it's another *Final Fight* clone, albeit a good one.

REPLAY VALUE 7
- Having only one life makes this game tough to get through.
- Only the most curious are going to play it again.

72%
OVERALL GP RATING

SUPER NES

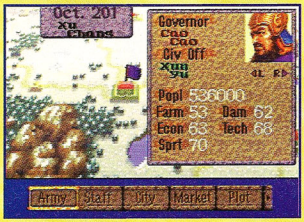
GENRE / strategy
PLAYERS / 1 to 8
SIZE / 24 Megs
SAVE FEATURE / save anytime
PUBLISHER / Koei
DEVELOPER / Koei
AVAILABLE / now
PRICE / $69.99



ROMANCE OF THE THREE KINGDOMS

WALL OF FIRE

He could pick out China on the map and knew it had been there 'a long time', which made Jeff Lundrigan the only qualified guy in the office to look this one over.

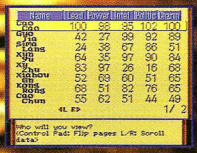


Ah, third century China, home of the finest strategy games ever made.

You know, I've been playing Koei's historical simulations ever since the original *Nobunaga's Ambition* came out for my 8088 PC, and every time I get a cart or disk with 'A Kou Shibusawa Production' on it, I can't wait to plug it in — yup, I'm one of THOSE. This latest offering in the *Romance* series is more complicated than ever, which ought to make every Koei addict tingle in anticipation.

This time around, in addition to attacking your friends and neighbors by yourself, you can negotiate with 'foreign tribes' — the barbarian hordes who live just outside of more civilized China — to ride in and attack them for you. Also, each of the 450 subordinate officers you can try to recruit have any mix of 24 new special skills, most of which are things like Spy, Arson, and Bribe, but which include a few ridiculous powers like the ability to cause wind and throw lightning (oh yeah, real historical).

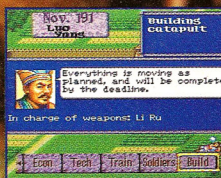
While all these new options give you a lot more to think about, they also point out the one problem I'm beginning to have with Koei's games — they aren't necessarily getting better, they're just getting more complex. The game is pretty much the same as the first in the series. Sure, it looks great, and for those of us who like this kind of thing, it plays extremely well, but Kou Shibusawa must be able to crank these things out in his sleep, and it's really starting to get kind of old. **GP**



Romance 1V is the most complex entry in the series yet. You've got so many options and officers to choose from that, if you're not ready for it, your brain is gonna bleed.

What is war good for? Why, expanding your territory and taking over the kingdom, of course. What else are you gonna do with your time?

Every officer now comes with his own set of skills. Some guys are better than others, and of course, everyone knows the ancient Chinese knew the secret of calling down lighting from the sky.



Keeping up with the Joneses has a whole new meaning in *Romance 1V* — you have to spend time and money on research to build bigger, better weapons, like the coveted Catapult.

8 GRAPHICS

- It's the best looking *Romance* yet.
- It's still mostly a bunch of static screens.

7 MUSIC & SOUND FX

- It has music, and it's pretty soothing.
- It also doesn't make much of an impression.

5 INNOVATION

- There's a lot more stuff to keep track of.
- It's almost the same game we've been seeing from Koei for years.

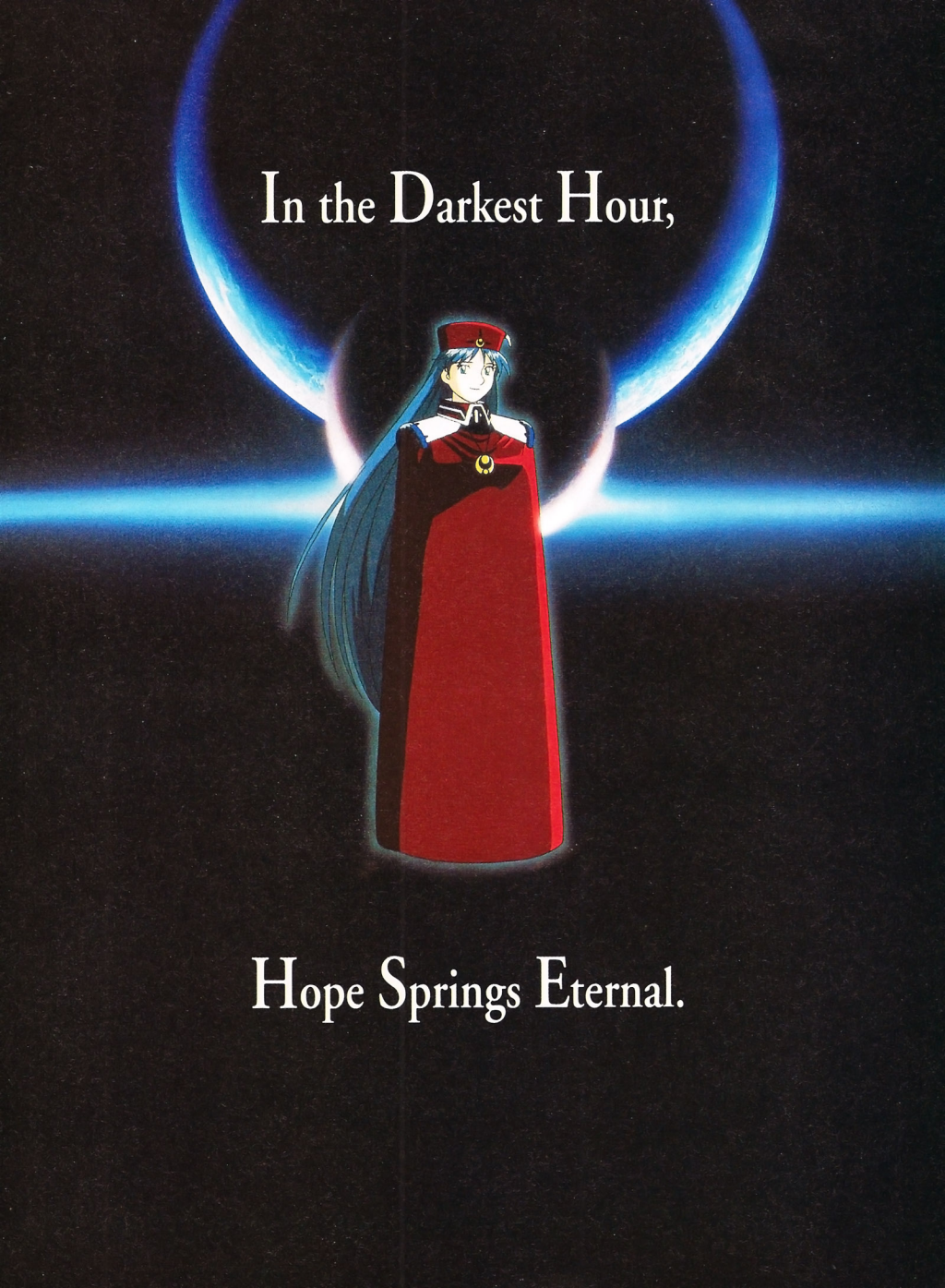
8 GAMEPLAY

- If you've got 80 hours to kill, there's nothing better.
- The menu system could be more logical.

9 REPLAY VALUE

- So many scenarios and options, you never play the same game twice.
- You tend to play most games much the same.

81% OVERALL GP RATING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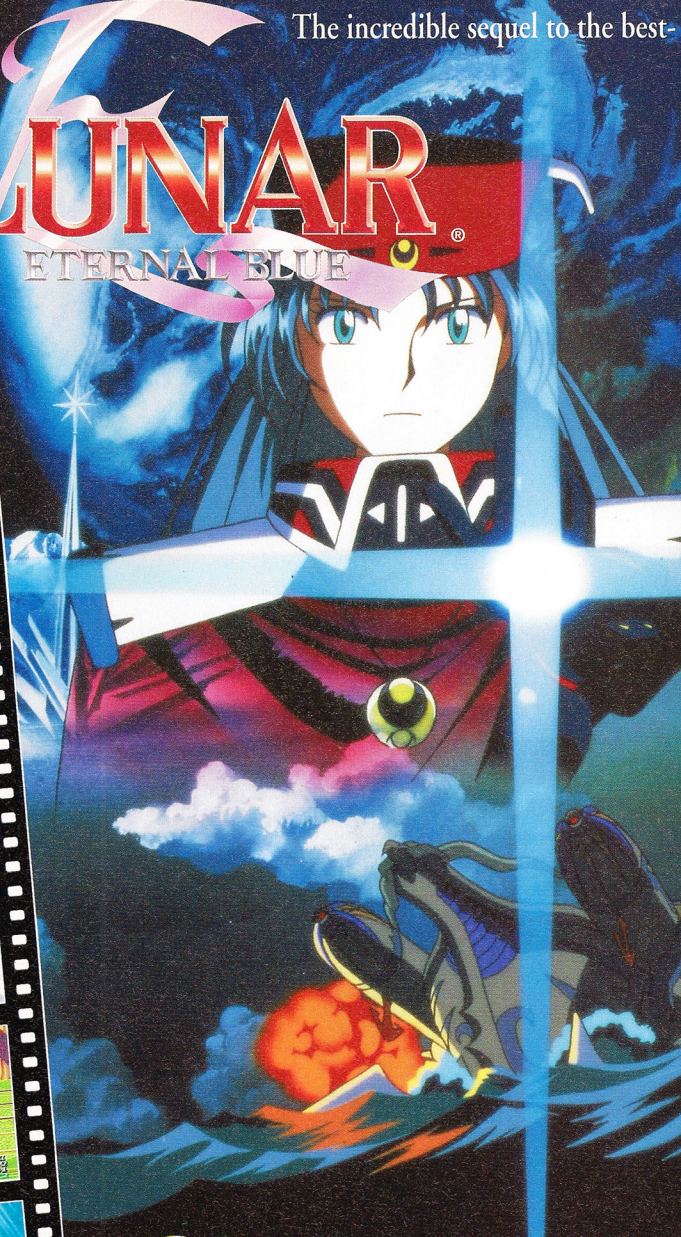

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SMALL SCREENS

Break out the binoculars and microscopes, gang! It's time once again to get that old tunnel vision feeling while we check out the latest in hand-held action!

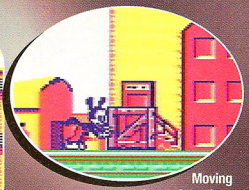
ANIMANIACS

* Super Game Boy screens shown

System: Game Boy • *Publisher:* Konami
Developer: Konami • now available • $34.99

Sometimes a little sugar is better than a big giant mallet.

Each character has his or her own weapon. You have to experiment with each of them to find the right ones.



Moving boxes into place to get over obstacles is a tedious but necessary chore, so start pushing.

Even the jokes seem funnier in the cartoon.

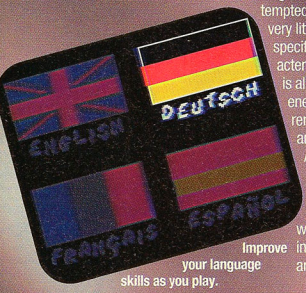
Those lovable but wacky Animaniacs are always getting into something, and now they have infiltrated your Game Boy. Unfortunately, I believe they must have stopped off at the school of 'No Fun Allowed' and then gone for a quick session on 'Slow and Sluggish' movement. Some things just work better on television.

The game is based on the ever-popular concept of moving from left to right, fighting enemies and navigating obstacles as you go. With the cartoon itself, and the characters involved being such a rich palette to work from, this tired format is a big disappointment. As you travel through this almost generic landscape you will have to pick the right character, which really just means having the right weapon, to defeat the enemies. The other aspect of game play is a bit of simple puzzle solving which in most cases is more tedious than fun. All of the gameplay faults could be greatly improved if the speed was increased at least a little bit. Instead, what's left are very slow and grueling action sequences which only add to the frustration of everything else that's already sub-standard in this one. With a shot of adrenaline directly to the heart this might just make a good game, otherwise, don't expect too much from this version.

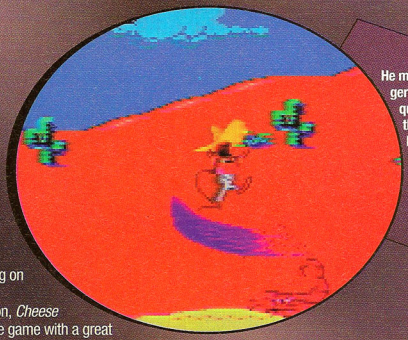
6	GRAPHICS
5	MUSIC & SOUND
4	INNOVATION
5	GAMEPLAY
4	REPLAY VALUE
OVERALL	47%

CHEESE CAT-ASTROPHE STARRING SPEEDY GONZALES

System: Game Gear *Publisher:* Sega
Developer: Sega • now available • $39.99



Improve your language skills as you play.



He may look dangerous, but a quick jump to the head and he's no threat at all.

Everyone's favorite mouse (except maybe for Mighty Mouse, Itchy the Mouse, the Three Blind Mice, and I guess even Jerry) has come to the Game Gear in a new side scrolling action game. As you might be tempted to expect, however, there is very little here that makes this game specific to the Speedy Gonzales character. The game is fast, but the action is all hat-throwing and jumping on enemy's heads. I don't think I ever remember Speedy Gonzales jumping on anyone's head.

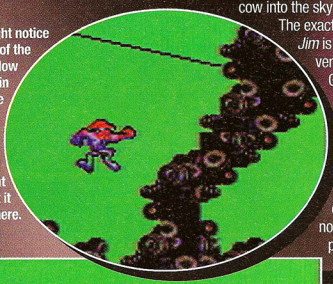
Aside from the cookie-cutter action, *Cheese Cat-Astrophe* is a challenging little game with a great tempo. The speed really is somewhat impressive and the controls are extremely lively. The graphics are also pretty sharp, making the gameplay that much better. There is also a great little feature that allows the player to choose which language they would like to play the game in. I don't know how much use this will be to anyone, but it's an interesting idea, anyway. The most serious drawback is the fact that this game has been done before more times that any of us can count. This is for the die-hard side scrolling fan, that is, if you think you can keep up.

EARTHWORM JIM

System: **Game Gear**
Publisher: **Playmates** • *Developer:* **EuroCom**
now available • $39.99

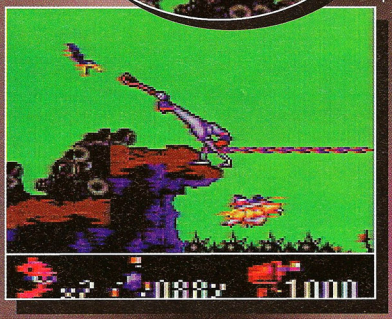
If you get tired of hearing that nasty old dog yelping, go ahead, unload on him.

Undoubtedly the most famous earthworm in the world, Earthworm Jim has come to the Game Gear and he's as limber as ever. All the great action from the original has made it to the small screen version including most importantly the blazing automatic weapon capable of taking out a junkyard dog with one quick spray. Hell, you can even launch a cow into the sky.

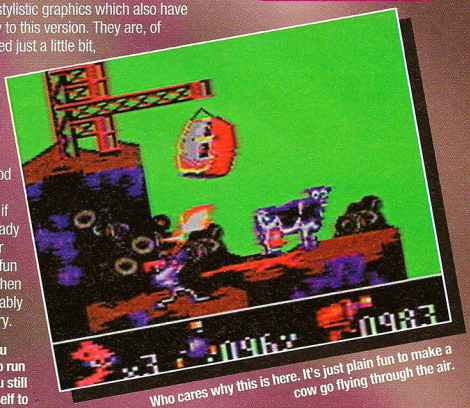


You might notice some of the action slow down in the tire bouncing part section. It's still not that bad, but it is there.

The exact reasons for the success of the original *Earthworm Jim* is still a mystery to many people, but certainly it was at very least due to the great feeling of control and the Game Gear version, aside from a little bit of general slow down has maintained that feeling very well. Another reason for the success of the original was the sharp and stylistic graphics which also have found their way to this version. They are, of course, simplified just a little bit, but not nearly enough to really notice when they're played on the Game Gear screen. All in all this is a very good translation of a good game. So, if you haven't already worn out all your *Earthworm Jim* fun on the original, then you should probably give this one a try.

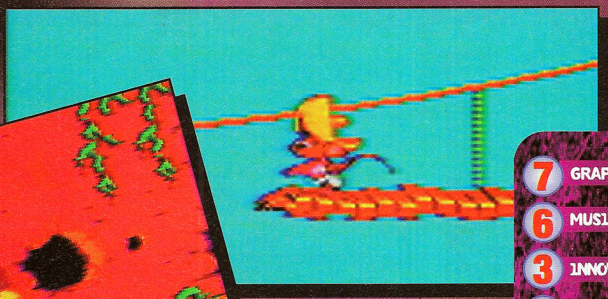


Don't forget if you should happen to run out of ammo, you still have, well, yourself to do damage with.

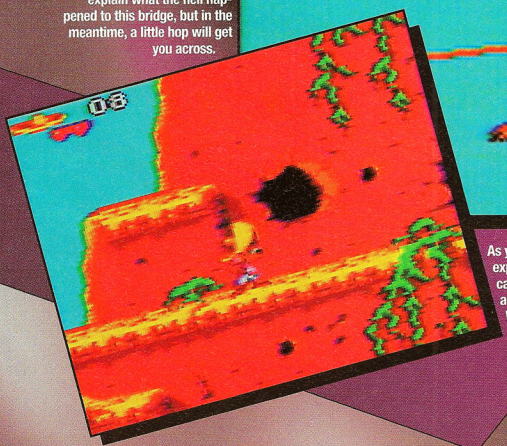


Who cares why this is here. It's just plain fun to make a cow go flying through the air.

8	GRAPHICS
8	MUSIC & SOUND
7	INNOVATION
8	GAMEPLAY
7	REPLAY VALUE
OVERALL	76%



I'd like to have someone explain what the hell happened to this bridge, but in the meantime, a little hop will get you across.



As you might expect, these caves are not always empty. Watch out!

7	GRAPHICS
6	MUSIC & SOUND
3	INNOVATION
7	GAMEPLAY
6	REPLAY VALUE
OVERALL	63%

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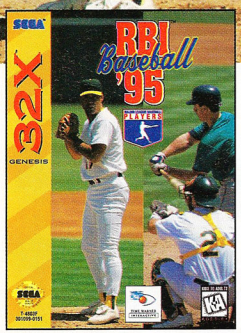

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(25)	SECOND PRIZES:	RBI Baseball '95 hat and watch.
(100)	THIRD PRIZES:	RBI Baseball '95 hat.

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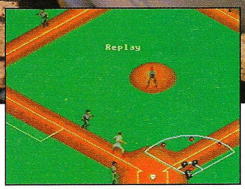
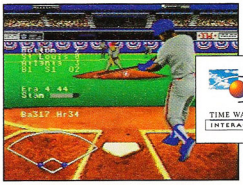
* Uniform includes team jacket, jersey and hat. ** Values based on MLBPA median autograph prices plus equipment cost





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GP SPORTS

Mike Salmon, Editor

THE NEXT STEP

The Sega Saturn has arrived and brought a handful of sports titles with it, but maybe you shouldn't buy that Saturn just yet. The Sony PlayStation is looking to be a serious contender in the next generation of sports games. EA Sports is making its sports products for both the Saturn and PlayStation, but most big titles are gonna hit the PlayStation first.

So what system is gonna be THE sports machine for the 32-bit consoles? It's really too early to tell, but both the Saturn and the PlayStation are looking for a strong library of sports titles that should take sports gaming to a new level of realism. And all that competition means better games, and I'm all for that.

ON DECK

NBA ACTION

Sega • Saturn

The Genesis versions of this game never quite got it, but with the new power of the Saturn, perhaps Sega Sports can get this elusive sport right.

SGI-rendered shot looks nice, but don't expect the Saturn version to look quite this good. Still, we're hopeful.

THE PLAYERS

THE COMPANIES MAKING BIG SPORTS GAMES

- DATA EAST
- INTERPLAY
- SONY IMAGESOFT
- ELECTRONIC ARTS
- CRYSTAL DYNAMICS
- TIME WARNER
- ACCLAIM
- KONAMI

NHL ALL-STAR HOCKEY

Sega • Saturn

The 'View-Change-on-the-fly' scenario seems to be the way Sega wants to deliver its action. While the players don't seem to move well just yet, this could be a different (and hopefully better) way to play hockey.

Everything from a puck view to a behind-the-glass crowd view — now if Sega can just get the gameplay down.

DATA EAST PLAYING BALL

Game companies are finally realizing that sports games make up for nearly 50% of the software sold. And now they are all jumping on the sports bandwagon. The latest to join the field is Data East, which announced an agreement with BlueSky software to make sports titles in '96 for the 32-bit machines.

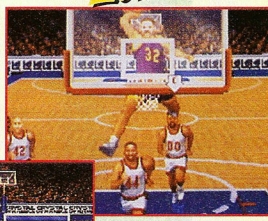
BlueSky are the developers responsible for such Sega Sports hits as *World Series Baseball, College Football's National Championship, Sports Talk Football '94*, and *World Series '95*. BlueSky is also making the action game *Vector Man* for the Genesis, which looks to be one of the best Genesis titles on the horizon. This alliance with a quality developer like BlueSky could give Data East the edge over other newcomers like Interplay and Crystal Dynamics. However, only time will tell which, if any, company can take a slice of the sports pie away from the mighty EA.

SLAM 'N' JAM

Crystal Dynamics PlayStation

The 3DO game is awesome and the inclusion of an NBA players license in the PlayStation version remedies the game's only flaw. This could be the hoops effort to aim for.

(3DO screens shown)

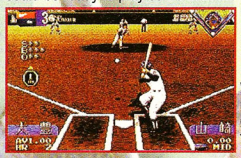


Big dunks, three-pointers, and a players' license. Give me the rock, baby!

SEGA BASEBALL (tentative title)

Sega • Saturn

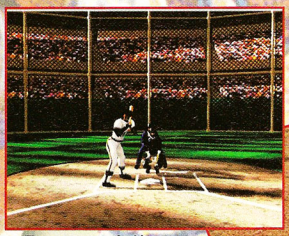
Known as *Greatest Nine* in Japan, this game looks really good. Now if Sega can 'Americanize' it enough, it could be ready to play some ball.

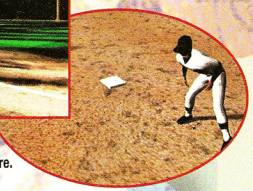


Varying camera angles and some nice looking graphics give this game hope, but an American translation may be tough.

3D BASEBALL • Crystal Dynamics Saturn and PlayStation

An all-new motion capture technique used by Crystal Dynamics is going to be first used in this baseball game. All we've seen are early SGI shots, but this game could reshape the way baseball games are made. As soon as more info is available, we're gonna give you a complete update.

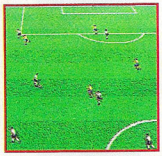




These awesome-looking screens just don't seem possible, but we'll soon know if they really are.

WORLDWIDE SOCCER

Publisher: Sega
Developer: Sega of Japan
now available • $59.95



Work the ball down the pitch, by spotting open players in the far view.

Then, as you get closer to the goal, zoom in and pick a spot.

Sliding tackles and shoulder charges are the only hopes the defence has of getting the ball. (Hint: sliding tackles often result in penalties.)

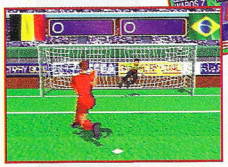
The fact that a soccer game is the first U.S. team sport title to hit the Saturn shows what a rush Sega put on to get the Saturn on the shelves. In Europe and Japan, soccer is the obvious choice, but here in the states its popularity just doesn't rank with the Big Four (basketball, football, baseball, and hockey). However, it was the only title ready for the surprisingly early release date.

That's not to say that *Worldwide Soccer* isn't a credible game, because, in actuality, it is a very good game. It's the kind of game you can pick up, play, and immediately start having fun. The graphics are nice, but not quite on par with EA's gorgeous *FIFA* for 3DO. The sound consists of poor glam rock muzak in the background that'll drive even the biggest Bon Jovi fan to dive for the mute button.

However, what drives this game is the gameplay. Moving the ball down the pitch (real soccer term!) is done with great control, and the on-the-fly view change can be used to see players down the field. You can zoom in and kick one for the corner. However, if you're playing against a friend, you're bound to have a changing-view battle that will surely lead to fisticuffs (at least it did around here). Changing defenders is a frustrating task that leaves you one step behind a fast-moving offense and ultimately leads to many high-scoring affairs.

The usual features are all here: Exhibition Game, League Play, Cup Tournament, varying weather, and a Shoot-out Mode. There are several different formations and strategies you can employ. A disappointing 12 world teams are included. But whatever *Worldwide Soccer* lacks in simulation, it makes up for in a fast, fun game. It's a game for soccer fans, not necessarily for soccer fanatics.

Real players' names and a bit of strategy may have you thinking this is a sim, but it isn't.



The penalty shot is the final tie-breaker, and the goalie's only hope of making a save is a wild guess (or pure luck).

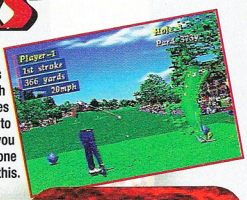
8 GRAPHICS
6 MUSIC & SOUND
7 INNOVATION
9 GAMEPLAY
8 REPLAY VALUE
OVERALL 83%

PEBBLE BEACH GOLF LINKS

Publisher: Sega
Developer: Sega of Japan
now available • $59.95

Join Craig Stadler in the most comprehensive console golf game yet. The graphics are sharper than you've ever seen (except for the PC). *Pebble Beach* is captured beautifully, and all the usual golf options are in place. As with most golf games, the learning curve is very high. You're bound to spend your first few outings behind a lot of trees, but the patient player (and if you're a golfer, you have to be) is gonna pick up the nuances in time.

Pebble Beach is a definite improvement on 16-bit golf titles, but not necessarily a better game. EA's *PGA* series still has the best set-up in the business, and its Saturn version should be eagerly awaited by all golf fans. There isn't anything missing in *Pebble Beach*, and everything that's in the game is done very well. It just doesn't do anything new for the golf genre, other than improved graphics. Still, patient golf fans should definitely get their calloused hands on this one.



The digitized golfer's smooth swings makes it hard to believe you can duff one like this.

The rolling greens are well displayed, but hell to putt on.

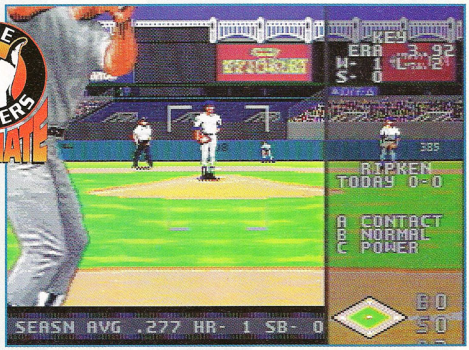
After some time and a lot of practice, you can loft a five iron onto the green and make it dance.

It's a golf game and, after much practice, you just may be able to score good enough to actually be competitive in a tournament.

8 GRAPHICS
8 MUSIC & SOUND
8 INNOVATION
7 GAMEPLAY
7 REPLAY VALUE
OVERALL 72%

WORLD SERIES BASEBALL '95

Publisher: Sega **Developer:** Blue Sky
now available • $59.99

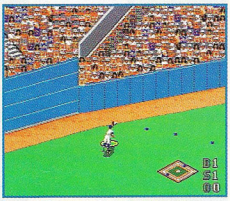


The familiar *World Series* pitcher/batter view puts you right at the plate.

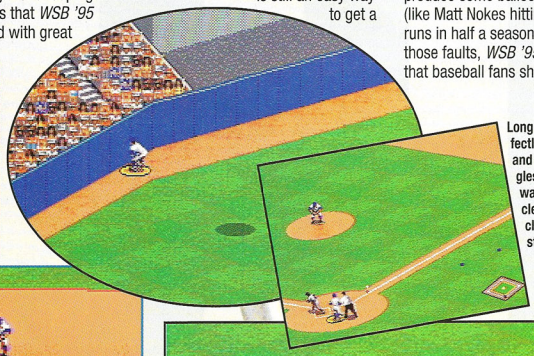
With all this 32-bit madness going around, let's not forget that the only systems you can play the big sports on right now are the 16-bit systems. And now that the 16-bit market is starting its decline, baseball is finally being captured the way it should be.

With *World Series Baseball*, Sega made the most playable baseball game to date — that is, until it topped its own effort with *World Series Baseball '95*. Everything that was missing from the first game has been included in this update to make this the best baseball around. Blue Sky has outdone itself with the crisp graphics, beautiful animations, easy control, instant playability, and in-depth realism that is a Frank Thomas homerun ahead of earlier efforts. This has the players, all the stats, all the stadiums (full of fans, at that), and all the action that has been missing from previous baseball games (and from baseball, until recently). Choosing your slide, nipping a corner with a wicked curve, and going up high for a looping liner are all things that *WSB '95* has included with great attention to detail.

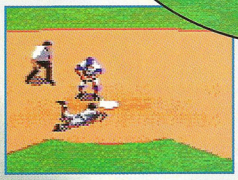
So what's wrong with *WSB '95?* Not much, but no game is perfect (at least, not yet). The bunt is still an easy way to get a hit, the pitchers don't perform enough like their real life counterparts, and the highly offensive-styled game is sure to produce some ballooned stats (like Matt Nokes hitting 49 homeruns in half a season). Even with those faults, *WSB '95* is a game that baseball fans should have.

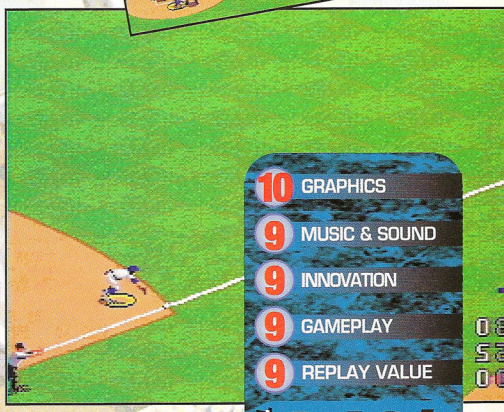


Diving stabs, jumping grabs, and head-first dives are all controlled by the player, making it possible to produce an ESPN-type highlight reel.



Long homers, perfectly laid bunts, and line drive singles make you want to take your cleats out of the closet and start playing.





LEAGUE LEADERS

		BATTING AVERAGE	STOLEN BASES	SLUGGING PERCENT	ON BASE PERCENT	AT BATS
NOKES	BAL	.520	0	1.600	.520	25
BAINES	BAL	.487	0	.951	.500	41
CARTER	TOR	.471	4	.792	.508	53
GOMEZ	BAL	.466	0	1.088	.466	45
DISARCINA	CAL	.465	1	.558	.540	43
DAVIS	CAL	.464	1	.892	.482	56
MACK	MIN	.446	1	.803	.456	56
GRIFFEY	SEA	.425	3	.957	.526	47
GREER	TEX	.422	0	.466	.469	45
FRANCO	CWS	.403	1	.684	.451	57
PALMEIRO	BAL	.400	1	.760	.444	50
HOILES	BAL	.400	0	.920	.400	25
GREENWELL	BOS	.396	1	.528	.475	53
ANDERSON	BAL	.382	7	.509	.382	51
GATES	OAK	.388	1	.500	.431	54

League leaders let you track the stats of the real players — a must for any baseball game.

10	GRAPHICS
9	MUSIC & SOUND
9	INNOVATION
9	GAMEPLAY
9	REPLAY VALUE
OVERALL	91%

TRIPLE PLAY BASEBALL

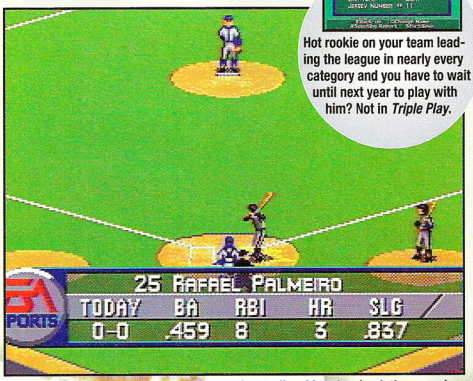
Publisher: Electronic Arts
Developer: Extended Play
now available • $59.99

The one major sport EA has yet to conquer is baseball. With *Triple Play* they hope to change all that.

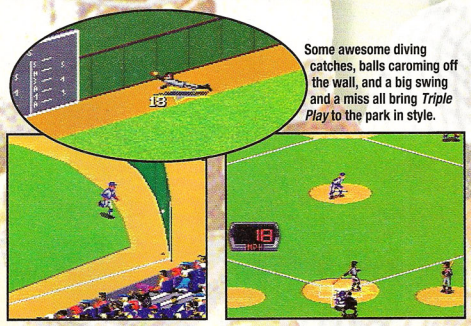
Triple Play features small but detailed players and super-smooth animation, along with the EA usuals of a Player License and a good feel for the game. An unprecedented choice of views, either the enlarged strike zone view (found in *WSB*), or the normal view give you a choice of how you want to play. *Triple Play* is presented just like a game on TV with updated stats of each player flashing on the screen before each at bat, and between innings a listing of who's due up next. All the little things like a player dusting off his uniform, throwing a bat, or arguing a called strike are captured perfectly.

Trading players, Season Mode, creating players, and stats galore make this a great simulation cart. You can choose to control none, all, or just one player on defense, so you can finally get your chance to roam the centerfield in Yankee Stadium.

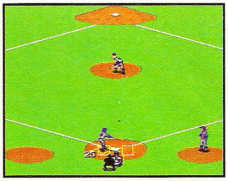
Hot rookie on your team leading the league in nearly every category and you have to wait until next year to play with him? Not in *Triple Play*.



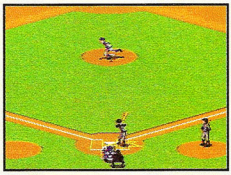
Updated stats for every player and every at bat really add to the simulation experience.

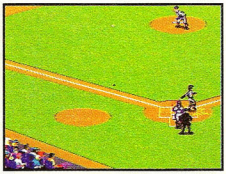


Some awesome diving catches, balls caroming off the wall, and a big swing and a miss all bring *Triple Play* to the park in style.



Choose either the stike zone view or the normal view and you can play the way you want.





Altering your stance lets you direct which way you'd like to hit the ball, and pressing up or down gives you a ground ball or fly ball swing.

Everything in this game is done incredibly well, except the pitching and baserunning. The pitching gives you very little control, but does seem to make the game move at a faster pace. Baserunning is controlled by putting your star on the runner, and when you're controlling the runner, the computer controls the batter. So you could have second base stolen and the computer hits a line drive to first and you're doubled up. Another minor flaw is the fact that a rocket off the wall never amounts to more than a single.

Even with its minor flaws, *Triple Play* is packed with incredible realism and is right up there with *World Series '95* as one of the best baseball titles yet.

8	GRAPHICS
10	MUSIC & SOUND
9	INNOVATION
8	GAMEPLAY
10	REPLAY VALUE
OVERALL	88%

HEAD-TO-HEAD

Two of the best baseball titles ever are both coming out for the Genesis at the same time, so which one is better? Each has their strengths and weaknesses and, depending on the kind of game you like, either one is a great choice.

Attribute	World Series Baseball '95	Triple Play '96
Graphics	X	
Sound		X
Realism		X
Baserunning	X	
Pitching	X	
Arcade Play	X	
Stats		X
Simulation		X

Overall, *WSB '95* is a better-rounded game, with simpler control and better graphics, but *Triple Play*'s realism and extensive stats make it the best choice for sim fanatics.

SPECIAL ANNOUNCEMENT TO TECMO® SUPER BOWL FANS

This fall, Tecmo will be releasing ***TECMO SUPER BOWL III: FINAL EDITION*** for both Super Nintendo and Sega Genesis systems.

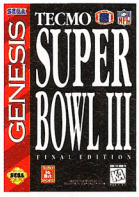
Because of the unusually high demand for Tecmo Super Bowl II last January, Tecmo would like to assist you in obtaining a copy of ***TECMO SUPER BOWL III: FINAL EDITION*** from your favorite retailer.

In order to avoid the shortage problems which occurred with Tecmo Super Bowl II, Tecmo is making a special priority shipment program available to retailers and distributors, who choose to participate, from ***JUNE 15, 1995 TO AUGUST 1, 1995***.

Tecmo encourages you to go to your favorite participating retailer and reserve a copy of ***TECMO SUPER BOWL III: FINAL EDITION*** by placing a non-refundable deposit between ***JUNE 15, 1995 AND AUGUST 1, 1995***.

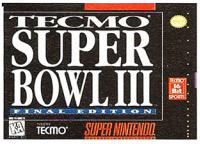
In order to assist you, Tecmo suggests that you fill out the reservation/deposit form below and drop it off at any participating retailer.

TECMO SUPER BOWL III: FINAL EDITION



CHECK OUT SOME OF THE NEW FEATURES:

- New, updated player rosters
- New character edit mode
- New NFL expansion teams
- New Free Agency mode
- Better graphics and sound



TSB III: FINAL EDITION - THE PERFECTION WILL BLOW YOU AWAY!

cut here

TECMO SUPER BOWL III: FINAL EDITION

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Dear Retailer:

The customer whose name and address is listed below wishes to place a non-refundable deposit on Tecmo Super Bowl III. Please contact your local game distributor and/or your central buying office for specific instructions.

Name _____ Amount of Deposit $ _____

Address _____ Store Stamp or Receipt

City _____ State _____ Zip _____

Phone Number _____

GPAUG

Reserve me____copy(s) of Super Nintendo ❑ or Sega Genesis ❑

TECMO SUPER BOWL III: FINAL EDITION should be available in October of 1995. Watch this magazine for late breaking updates regarding game features and when Tecmo Super Bowl III: Final Edition will be in stores near you.

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NOW PLAYING

Fooled ya! We didn't put a joke review in here last month and we didn't put one of those goofy things in here this month... or did we? Hm, just how deep are you willing to dig for one of our cheap prizes? Is that a clue?

•SLAM 'N' JAM '95

CRYSTAL DYNAMICS FOR 3DO
Review, 8#7

A unique perspective, really sharp graphics, and fantastic gameplay put this game at the top of the roundball action game league! You need this!!!

OVERALL 91%

RETURN FIRE

PROLIFIC PUBLISHING FOR 3DO
Review, 8#4

Grab a tank and crush the screaming enemy hordes under your treads, while classical music blasts your ears off! This game is major cool! Destroy!!!

OVERALL 90%

FIFA SOCCER '95

ELECTRONIC ARTS FOR GENESIS
Review, 8#2

Pretty much the same game as in the last version, but with a few small improvements that will keep this game repeating as the world champion.

OVERALL 95%

Do you agree with our reviews? If not, we want to hear from you. Write to: You Got it Wrong; *Game Players;* 1350 Old Bayshore Highway, Suite 210; Burlingame, CA, 94010 and tell us what you think was wrong with the review, the score the game should have received, and why. GP

• denotes games reviewed last month

THE ADVENTURES OF BUTMAN & RUBBIN

Sogy for Gender; review, 8#13

Bet you thought you'd found the joke that wins the prize, didn't you? Well, sorry to say, you're WRONG! Nope, this ain't it! So don't even bother about writing in for this game, 'cuz we'll just laugh at you. But keep lookin'... there might be one in here, or not!

OVERALL 23%

• AIR CARS

Midnite Entertainment for Jaguar; review, 8#7

Wow! This is really cool! You get to drive around in a real blocky, polygon landscape, where the trees look like upside-down ice cream cones, and shoot at enemy shoeboxes, while sliding around in a hard-to-control hovercraft thing! Get a life, OK?

OVERALL 48%

• AIR CAVALRY

GameTek for Super NES; review, 8#7

This game is just like real helicopter warfare — if real helicopter warfare involved flying over the same terrain on the same mission over and over again. There is a two player option, though, so both you and a friend can be bored.

OVERALL 52%

BARKLEY SHUT UP AND JAM 2

Accolade for Genesis; sports, 8#6

A kind of a tuned-up version of the original, and unfortunately, that's not saying much. You'd probably be better off just getting that other street-ball sim and then swearing at whoever's playing with you. Y'know, talk some trash! This game sure is... uh, does!

OVERALL 59%

BASS MASTER CLASSIC

Malibu for Super NES; review, 8#6

Great graphics, stimulating gameplay and just a bunch of overall fun make this a must-have for any game library. Grab a six-pack of your favorite brew (we recommend beer, but then we always recommend beer) and set out to bag the Big One!

OVERALL 82%

BEYOND OASIS

Sega for Genesis; review, 8#4

A huge RPG from the folks at Sega. While the control is a little bit wonky, and there aren't any shops or towns, and your family never seems to get off the throne, this game did keep our reviewer playing for hours. It was fun. Give it a shot!

OVERALL 75%

BRUTAL UNLEASHED

GameTek for 32X; review, 8#5

This game is a kick — literally. It's possible to win any fight by using the same kick move over and over. Other than that, there are two new characters and the gameplay has been speeded up! So pick your favorite furry creature and start kicking butt!

OVERALL 79%

BUST-A-MOVE

Taito for Super NES; review, 8#6

Shoot colored bubbles at other colored bubbles and knock them off the wall! Sounds kinda like bath time at my house, but I've never seen any colored bubbles there. Anyway, this is a fun game for lovers of the *Tetris* genre.

OVERALL 77%

WHAT YOU THINK

In your May issue, you said Beyond Oasis should get a 75%. I think it should have got at least a 92%. What did you guys shove up your noses to make you think it wasn't a great game?

— R. Venkataramani, Westchester, OH

CANNON FODDER

Atari for Jaguar; review, 8#6

This is great — draft a whole buch of little guys, put 'em in uniform and put 'em out in a landscape that rains steel and is watered with blood! Kill all who oppose your philosophy! Hey, war has never been so much fun! This is the best Jag game ever!

OVERALL 89%

CHAVEZ II

American Softworks for Super NES; sports, 8#4

Oh boy... another boxing sim... yawn. The big difference here is that the text is primarily in Espanol. That means Spanish, for those of you who have trouble with English as a first language. If you like pushing buttons, get this game.

OVERALL 66%

COACH K COLLEGE BASKETBALL

Electronic Arts for Genesis; sports, 8#4

Let's put it this way — the only thing lacking from this game is a steal button. This game has got it all. No, wait, I take that back. This game doesn't have Coach K's infamous bad back, either. But it's got everything else!

OVERALL 94%

CRUSADE OF CENTY

Atlus for Genesis; review, 8#4

This RPG is *The Legend of Zelda* for the Genesis. Your hero wears a purple hat and hacks down shrubs for money. Sonic makes a brief appearance and the game is filled with with lots of action, puzzles and RPG goodness. Go for it!

OVERALL 80%

DEEP SPACE NINE

Playmates for Genesis; review, 8#6

Here's one of those rare games that actually mimic the TV show that it's based on! You, too, can be Sisko on yet another boring episode of DS9. Will he save the station? Will he rescue the injured crewman? Will he arrest Quark? Will this be fun? I doubt it.

OVERALL 50%

DESERT DEMOLITION

Sega for Genesis; review, 8#4

You can be either the Roadrunner or Wiley Coyote in this action-packed game. While it might play too easily for some, the experience is tons of fun! So get out your rocket powered skates and slap that bird on the barbeque!

OVERALL 79%

DUNGEON EXPLORER

Hudson Soft for Sega CD; review, 8#5

Does everybody out there remember *Gauntlet?* Well, guess what? This is almost exactly like that hack 'n' slasher, right down to those damn monster generators. This time there is an ending to the game and a place to upgrade your character's armor.

OVERALL 76%

• DONKEY KONG LAND

Nintendo for Game Boy; review, 8#7

All of the beautiful graphics, incredible sound effects, and the stunningly lifelike interaction between Donkey and Diddy Kong just aren't here in this version, but the gameplay is really what makes this small screen version of *DKC* stand out.

OVERALL 81%

• EARTHBOUND

Nintendo for Super NES; review, 8#7

This game is a lot like an afternoon in Bill's life — your enemies are blue colored, cows come along and tell you jokes, and there's this jazz band that chases away ghosts! This should be a lot of fun for the younger set, but older RPG fans may get bored.

OVERALL 69%

EXOSQUAD

Playmates for Genesis; review, 8#6

It almost seemed a shame to write over the *Power Rangers'* game review with this piece of crap, but what the hell... Lousy sound, bad graphics and really boring gameplay pretty much condemn this one to the rental bins, at least! You don't need this one!

OVERALL 34%

FATAL FURY SPECIAL

Takara for Super NES; review, 8#6

Here's the second... no, third installment of the *Fatal Fury* saga and guess what? It's just like the first two! While this may be major fun for some people, most are gonna find this to be yesterday's news. You can flip a coin on this one, but we'd pass on it.

OVERALL 74%

FRIGHT FOR WIFE

Atoenail for Jagged; review, 8#13

Well, what do you know? You've looked all over this page and suddenly you've come upon this review. It doesn't sound like any other game you've ever heard of before and that's good, 'cuz this game doesn't exist! But we won't give you a prize for this one, either!

OVERALL 10%

• GEX

Crystal Dynamics for 3DO; review, 8#7

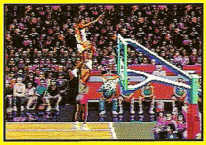
Take one television-addicted lizard with a penchant for snappy one-liners, add a bunch of interesting-looking levels, and (here's the really cool part, gang), mix in some truly weird bosses, like the Flatulator, and you've got some solid gaming goodness!

OVERALL 81%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

NBA Jam Tournament Edition

ACCLAIM FOR GENESIS AND SUPER NES
Review, 8#3

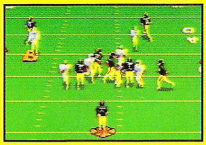


While this might upset die-hard b-ball purists, this game has all the high-flying action folks have come to expect from this action title!

SUPER NES 92% · GEN 88%

Madden NFL '95

ELECTRONIC ARTS FOR GENESIS
Review, 8#2



This is the Genesis version of a great football game. The only advantage this version has is that the stats screen has the player's names, not just numbers.

OVERALL 92%

Ogre Battle

ENIX FOR SUPER NES
Review, 8#3

This is a huge RPG, with an intricate storyline, complex characters and lots and lots of territory to explore. There's even a bookkeeping feature to chart your costs!

OVERALL 93%

NHL '95

ELECTRONIC ARTS FOR SUPER NES
Review, 8#2

The version of the classic carries on the tradition of kicking butt. The action moves too fast for most players, almost to the point of insanity.

OVERALL 90%

• Magane

Hudson Soft for Super NES; review, 8#7

Great backgrounds, easy and accurate controls, and plenty of fast and furious gameplay should guarantee a place in any gamer's library for this intense Ninja action game. The only bad parts are the repetitive levels. Oh well, give it a shot.

OVERALL 78%

Hover Strike

Atari for Jaguar; review, 8#6

While the idea of driving a hovercraft into a combat situation might sound like a lot of fun to some folks, this isn't the game that really demonstrates how fun this can be. Real blocky graphics and poor control kinda make this game suck. Shoulda called it *Hoover Strike*.

OVERALL 65%

1MG International Tour Tennis

EA Sports for Genesis; sports, 8#5

Realistic animations and a whole slew of big-time tennis pros aren't enough to compensate for the real poor control that this game offers. It should be noted that you can play this game with a four-way adapter.

OVERALL 73%

• Iron Angel Of The Apocalypse

Synergy, Inc. for 3DO; review, 8#7

If you're looking for a game with really cool intro and cut scenes, horrible controls, really blocky graphics, and movement that emulates the heftiest epileptic seizure ever experienced, then this is the game for you! Otherwise, you should forget this *Doom* clone.

OVERALL 63%

IZZY'S QUEST

US Gold for Genesis; review, 8#5

The only fun part of this game is trying to figure out just what the hell this Izzy character is! The game is slow and boring, with absolutely no replay value whatsoever. Remember, this is the game that ended Vinny DiMiceli's career!

OVERALL 34%

Kelo Flying Squadron

JVC for Sega CD; review, 8#5

OK, here are the facts. There are no airplanes in this game and what flying there is really bites. There is one good thing about this strange action game: you get to shoot puppies and kitties! Oh yeah, the hero is an armed-to-the-teeth Playboy bunny type. Yawn.

OVERALL 28%

• Judge Dredd

Acclaim for Super NES; review, 8#7

Here's how you win this one: declare everyone and everything guilty and blast the hell out of it! The different missions that need to be accomplished save this game from the file-and-forget file, but it's still just another side-scrolling shooter.

OVERALL 70%

• Justice League Task Force

Acclaim/Sunsoft for Super NES; review, 8#7

Let's look at this game from a real-life viewpoint, OK? A powerful bunch of bad guys is out to kick your ass! You need help now! So you call up all your friends, and commence to kicking their collective butts until they agree to help you! HUH? I think NOT!

OVERALL 65%

What You Think

I have a real problem with Vinny DiMicelli's review of Flying Squadron. A 28% is totally unreasonable. So Vinny, give your macho ego a rest and give games a fair score. [Bill — Vinny don't live here anymore. Try New York, OK?]

— Doug Flood, Libertyville, IL

• Kirby's Dreamland

Nintendo for Game Boy; review, 8#7

OK, usually I don't quote from the original review in these little synopses, but I can't think of any better way to say this. Ready? Here we go: This game is just like Mario, but instead of jumping on heads, you suck and blow. That about covers it, I think.

OVERALL 70%

Knuckles' Chaotix

Sega for 32X; review, 8#6

Here's another cheap-ass attempt by a major corporation to leech a few more dollars out of the public's wallets. Just making your corporate mascot zoom out to the screen is no reason to blow your gaming dollars on this piece of crap.

OVERALL 41%

• Kyle Petty's No Fear Racing

Williams Entertainment for Super NES; sports, 8#7

This game is just like a car (Wow, really? What ever made me think of that analogy?) that has a real stylish body, nice shiny wheels, real fat tires, and a squirrel in one of those little circle-running things under the hood. There's no fear if you don't go near it!

OVERALL 52%

Lords Of Thunder

Sega for Sega CD; review, 8#5

Here's a shooter that thinks it's an RPG. Or is it an RPG that thinks it's a shooter. Who knows? Who cares? You go around killing stuff and collecting gems to buy bigger guns and better armor, so you can go around killing more stuff. The metal sound track is cool.

OVERALL 64%

Mortal Kombat II

Acclaim for 32X; review, 8#4

While this version of the spine-ripping, eye-gouging classic shows just how neat a 32X game can be, everyone we know is waiting for *Mortal Kombat III*. So, it's real nice, but it got here just a little bit late. If you snooze, you lose!

OVERALL 76%

Myst

Sunsoft for 3DO; review, 8#6

Yes, we know it is really beautiful. Yes, we know it was one of the most popular games ever written for the PC. And yes, we still think it kinda sucks! It takes a lot more than pretty pictures and a so-called 'mystical' story line to make a good game.

OVERALL 57%

NCAA Final Four Basketball

Mindscape for Super NES; sports, 8#5

Incredibly realistic characters, animations and renderings can't save this game. The poor control system and lack of entertaining game play pretty much keep this game sitting on the bench. Shop around before buying this one.

OVERALL 47%

• NBA Jam Tournament Edition

Acclaim for 32X; review, 8#7

While Acclaim is still trying to leach every single dime it can out of this title, and the players still look like they've got elephantisis of the head, this game is easily one of the best 32X games on the market today! Take it to the hole!

OVERALL 88%

Pac In Time

Namco for Super NES; review, 8#5

Pac-Man is back and in this, his latest adventure, an evil witch has sent him back in time. It's up to you to get the little yellow guy through over 50 levels and back to his own time. If you like side-scrolling action, this game is for you!

OVERALL 82%

The Pool Master

Data East for Genesis; review, 8#6

This is a really good billiards simulation, which also happens to be coupled with a story line, which you don't absolutely have to follow. While the lack of shot angles can complicate some simple shots, the overall result is a good game that's lots of fun.

OVERALL 74%

• Prehistorik Man

Titus for Super NES; review, 8#7

Now you, too, can be a caveman and fight off incredibly cute, little animals! Jump from one inexplicably suspended platform to another! Drag your knuckles from left to right, picking up objects! This game is too much fun — if you're six or seven years old.

OVERALL 62%

RDF: Global Conflict

Absolute for Sega CD; review, 8#5

There aren't too many really good military simulations out there and, while this game isn't the king of the hill, there's still a lot of great gameplay and strategy to keep this one from getting boring. The video footage ain't too slick, but the action rocks!

OVERALL 71%

Ristar

Sega of America for Game Gear ; review, 8#5

Ristar's special skills are plenty of reason to get your Game Gear out of the closet and back in your hot little hands. Even though the sound does have a lot of that annoying beeping quality, the game play makes this a great choice for the small screen.

OVERALL 81%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

KIRBY'S AVALANCHE

NINTENDO OF AMERICA FOR SUPER NES
Review, 8#5

If you wanna help Pac-Man get back to his own time by fighting your way through 50-plus levels of challenging fun, then this game is for you!

OVERALL 93%

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QUARANTINE

GameTek for 3DO; review, 8#6

OK, let's see how this game plays... Hmmm, you drive around and shoot at people. That's cool. Then you drive around some more and shoot a whole bunch of people. That's cool, too. And then you drive and shoot some more. No doubt about it — this is cool!

OVERALL 80%

ROAD RASH CD

Electronic Arts for Sega CD; review, 8#6

This bike-ridin', skull-crushing game has always been great fun in the past, so what the hell happened to this version? The low-grade graphics and backgrounds combine with some unknown rock band's music (Hammerbox?) to take a great title to new lows.

OVERALL 62%

RUGBY WORLD CUP '95

EA Sports for Genesis; sports, 8#4

While most Americans aren't as familiar with this game as the English are, its rough and tumble action, great animations, and roaring crowds are sure to make this a big hit. So get into the ruck (or is that the scrum?) and give this game a try!

OVERALL 90%

• R.B.I. BASEBALL '95

Time Warner for 32X; sports, 8#7

I think by now that all of you faithful readers out there know how I feel about baseball! OK, so I'm not gonna rag to you about what an outdated, boring, over-rated game baseball is. This is a good arcade-style baseball game. Give it a try.

OVERALL 77%

• SHADOW SQUADRON

Sega for 32X; review, 8#7

While the sound effects and backgrounds sound and look like they were kinda added on at the last minute, this free-flying space shoot-'em-up has got lots of blast-the bad-guys action, plus your ship isn't stuck on a track; you actually fly the thing.

OVERALL 71%

SHINING FORCE CD

Sega for Sega CD; review, 8#5

The children of the original Shining Force are back to do battle in this completely new game that's chock full of new monsters, puzzles, wonders and excitement. There are also 20 new spells to use on the way. This one should definitely be checked out!

OVERALL 83%

• SUPER R.B.I. BASEBALL

Time Warner for Super NES; sports, 8#7

Oh lord, when will they finally stop making baseball games? For that matter, when will they finally stop baseball? Anyway, this version just doesn't cut it when placed next to its 32X relative. The graphics are notoriously poor. Three strikes, it's outa here.

OVERALL 57%

SPIDER-MAN

LJN for Super NES; review, 8#5

Spider-Man is back, trying to round up all of the evil arch-villains who have escaped from the asylum for the criminally insane. Does this sound kind of familiar? Well, there's a good reason for that. All this was done before (and better, too) in another game.

OVERALL 50%

STARGATE

Acclaim for Genesis; review, 8#5

If you loved the movie, then you're probably gonna enjoy the game as well. The action follows the plot of the film pretty closely, and the animations are kinda neat also. If you didn't like the movie, then you should probably skip this one.

OVERALL 52%

WHAT YOU THINK

Hey, you guys did something right for a change! The first person to write to 'the smart guy', at the usual address and say 'Hey, I'm really smart, now gimme my prize.', will get one!

— Roland Away, Stopmeifu, Can.

STERLING SHARPE: END 2 END

Jaleco for Super NES; sports, 8#6

Here's another one of those football simulations that everyone seems to be coming out with these days. This one isn't in the same league as the *Madden* series; in fact, if this game were a human being on a football team, he'd be guarding the water bucket.

OVERALL 64%

SUPER BASES LOADED 3

Jaleco for Super NES; sports, 8#6

When will the people of America wake up and smell the rotting corpse that big time baseball has become? Ooops, sorry! That was just my opinion. I don't think the sport is relevant anymore. This baseball sim is kinda OK, I guess. Yeah, right...

OVERALL 67%

SUPER-STAR SOCCER

Konami for Super NES; sports, 8#6

Yet another in a never-ending series of soccer games that seem intent on taking over all of the TV sets in America! Is this an Anglican plot? We asked Neil and he said 'Huh?' This game is OK. If you want another soccer game, go for it.

OVERALL 79%

• SURGICAL STRIKE

Sega for Sega CD; review, 8#7

Here's another one of those watch-the-movie, push-the-fire-button-now kinda games, but this one's not too bad. You have a limited ability to drive anywhere in the war zone and there's lots of plot involvement. Saddle up and move out!

OVERALL 71%

• THE SPORTING NEWS POWER BASEBALL

Hudson Soft for Super NES; sports, 8#7

Aaaarrrrggghh! I can't stand it any more! Please, no more baseball!!! This is an OK baseball sim. It plays well. It's a solid, entertaining title. Give it a try. Is that enough? Now will you leave me alone?

OVERALL 73%

TEMPO

Sega for 32X; review, 8#5

Everybody knows that grasshoppers love music and travel all over the world collecting musical notes and CDs. They also like to dance at the drop of a hat. Huh? You mean, in real life grasshoppers aren't like that? In that case, this game hurts the 32X platform.

OVERALL 47%

TOUGHMAN CONTEST

Electronic Arts for Genesis; review, 8#5

If you've ever wanted to step into the ring and get your brains beat out by a 300-pound giant, then this is the game for you. If, on the other hand, you like fighting games with good graphics, long fights and real combination moves, then this game isn't for you.

OVERALL 68%

TRUE LIES

Acclaim for Super NES; review, 8#4

You are Arnold. You and your muscles and a whole bunch of weapons charge through this overpriced ($74.95) game version of the hit movie. One problem — Arnold's aim isn't all that hot, but still, for blood and guts action, this is the one!

OVERALL 74%

WARLOCK

Acclaim for Super NES; review, 8#4

The movie stunk and I don't mean of evil! Now you can have the same stink in your very own home with this loser. Find the Runestones and use them to stop the Devil's kid,.It would be more advisable to plug your nose with 'em, though! Barf!

OVERALL 43%

WILDSNAKE

Spectrum Holobyte for Game Boy; review, 8#5

Just possibly the best hand-held game of all time (alright, *Tetris* fans don't soil your pants), the action is fierce and furious as you try to clear one of ten different grids from the curse of the falling snakes. Kinda like the plagues of Egypt, huh?

OVERALL 80%

• WWF RAW

Acclaim for 32X; review, 8#7

This game proves that if you've got a Super NES or a Genesis, you really don't need a 32X. Either version of this mat-masher is better than this weak sister. If this title were a wrestler, it would be just like the guy that the Undertaker beats up every week.

OVERALL 70%

X-MEN 2: CLONE WARS

Sega for Genesis; review, 8#4

Can everyone's favorite mutants put an end to the deadly Phalanx virus, before it takes over the world? Even though some of the jump moves are a bit jerky, this game boasts impressive graphics and some unique hidden levels. Flame on!!!

OVERALL 76%

• ZAXXON'S MOTHERBASE 2000

Sega for 32X; review, 8#7

Think of this game like a cup of coffee — when it's made right, it can be a tasteful, invigorating start to the day. If watered down, however, it can become an insipid, bitter brew not worth pouring down the sink. Man, they watered this one down — way down!

OVERALL 36%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

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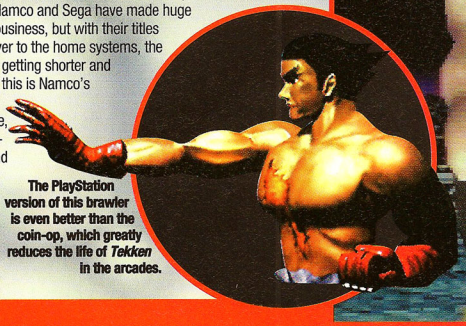
Newer, bigger, faster and better looking home systems are becoming available with each passing day. If this fad continues, maybe one day you'll go downtown and you'll be the only person in the...

ARCADES

Arcade Troubles

With all the high-end home machines now making their way to homes in the U.S., what is going to happen to the arcades? Previously, the arcades were the only place to play high-end video games like *Daytona USA*, *Virtua Fighter*, *Mortal Kombat*, and *Tekken*. But near-perfect translations of these games to home systems leaves the arcades in an odd position.

Companies like Namco and Sega have made huge money in the coin-op business, but with their titles being quickly ported over to the home systems, the life of arcade games is getting shorter and shorter. An example of this is Namco's *Tekken*. Just months after the arcade release, an improved home version was completed and on sale in Japan. Now, why would someone go blow quarters on a game that isn't as good as the one they have at home?



The PlayStation version of this brawler is even better than the coin-op, which greatly reduces the life of *Tekken* in the arcades.

The Solutions

Williams is promising add-ons that is going to deliver more fighters — something *MK3* fans are sure to enjoy.

Expensive cabinets and linkups like *Cruis'n USA* are extremely popular in the arcades, but the high cost keeps these types of machines out of some of the smaller arcades.

One way to keep the arcades going is to put the game in an ultra-high tech cabinet that no home system can offer. Games like *Air Combat 22*, *Daytona*, and *Ridge Racer* are doing just that. The problem with this is that the cabinets are so expensive that many arcade operators can't afford to carry them. But the ones that do this seem to be getting the most play.

Another solution is to constantly update the arcade boards so the game keeps changing. Time Warner Interactive did this with *Primal Rage*, adding new animation, special moves, and those kinds of things. Williams is planning on doing the same thing with *MK3*, where the add-ons give you additional players. This appears to be the best way to extend the life of an arcade game. Either way, be sure that arcades will never die — they just need to find a way to compliment the home consoles, rather than battling them.

What's Worth Your Quarters?

10 X-Men: Children Of The Atom

Capcom — Fighter

An awesome sprite-based brawler starring some of the most popular X-Men and villains.

9 Killer Instinct

Rare — Fighter

The rendered fighters and all their combos are starting to get a little old, but it's still a solid game.

8 MK3

Williams — Fighter

The third time around has included many new characters and moves, but 'Mortal Mania' finally seems to be dying off.

7 Ridge Racer 2

Namco — Racer

This game has much more speed than the first and can be very addicting.

6 Cruisin' USA

Williams — Racing

High octane racing in unusual vehicles like a cop car and a bus. Fast, furious, and fun.

5 Sega Rally

Sega — Racing

Off-road *Daytona* with the same sweet graphics, along with some bumpy courses that'll make your hands shake.

4 Tekken

Namco — Fighter

A polygon brawler with some odd characters, crisp graphics, and great special moves. Too bad the PlayStation version is better.

3 Air Combat 22

Namco — Flight Sim

Fast, beautiful, and reasonably accurate. *AC 22* is the premier arcade flight game available. Give it a play.

2 Daytona USA

Sega — Racing

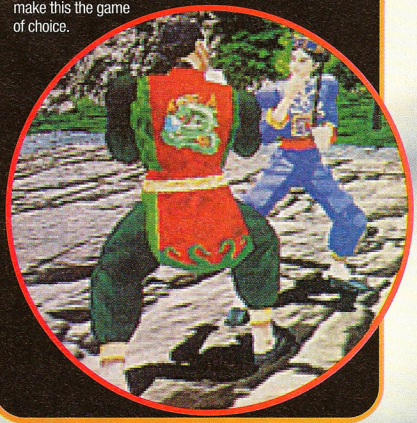
Three friends and a four machine link-up equals hours of fun. Still the best racing game out there.

Fighting games still dominate our list of favorite arcade games, as shown by *X-men* and *Virtua Fighter 2!*

1 Virtua Fighter 2

Sega — Fighting

All the playability and moves of the first plus the most beautiful graphics on any arcade machine make this the game of choice.



On The Way

Virtua Striker	Soccer	Sega
Cyber Cycles	Racing	Namco
Field Soccer	Soccer	Konami
Open Golf Championship	Golf	Konami
Cool Riders	Racing	Sega
Golden Axe: The Dual	Fighting	Sega
Savage Reign	Fighting	Neo-Geo

World View

Here we go again — giving out the warning just like Paul Revere did over 200 years ago — They're coming by sea... They're coming by sea!

PLAYSTATION

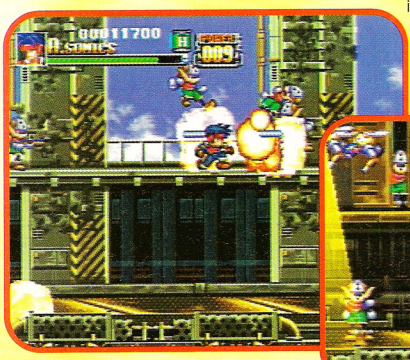
Sony's hot new console continues to cash in with somewhat notable titles, but once again this month there's not exactly anything that's going to make your hair stand on end. At least there are still titles like *Battle Arena Toshinden, Tekken* and, perhaps most exciting of all, *Jumping Flash* (see the reviews section this month) to rely upon. Don't fret though, there are rumors of bigger and better things to come for the PlayStation, and from the few outstanding titles we've seen already, there's no reason to doubt that there won't be more.

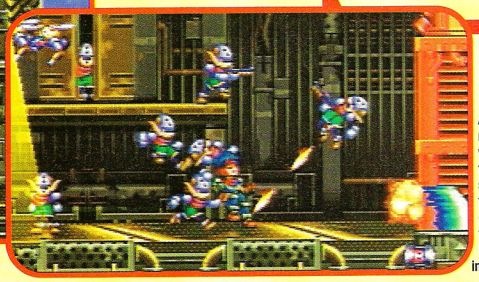
The backgrounds are a little bit on the thin side, but at least they're colorful.

Gunner's Heaven

Don't worry about loading your weapons in this one. *Gunner's Heaven* takes care of all your ammunition needs. In other words — hold the fire button until the blisters come. This one is very much like a super-charged version of *Gun Star Heroes* on the Genesis. So, if you love that 'shoot-everything-that-moves' mentality, have a seat, because you're in for one of the most action-oriented games of all the action-oriented categories that ever existed in the action-oriented genre. That's right, it's action-packed (I bet you thought I was going to say 'oriented' again).

If you're into, well, action games, this is more or less a must-have. There isn't really anything new here by way of innovative game design, but it does everything it sets out to do quite convincingly. You get to shoot a bunch of stuff, and I do mean a bunch of stuff. Duck!





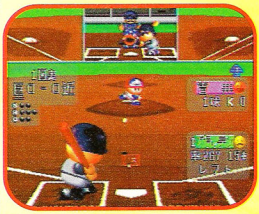
Action is definitely the key word here. Just try to find a safe spot on any of these screens. I dare you! It's tougher than a holiday in Cambodia!

Hyper National Soccer

If the players move as good as they look, then this game should be a real winner.

From what we've seen of this one, PlayStation could have its first big sports title on the way. With teams representing different nations, different camera angles and several modes of play including a world cup mode, this game is sure to have all the bases covered. The question is, of course, how does it play? We shall see.

Power Baseball '95

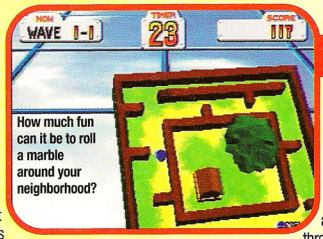


Check out the big heads and the cartoony backgrounds.

The game is baseball, at least it *was* baseball. Now, it's some sort of mutated game of the big-headed little people. This is a very Japanese title and there is precious little chance of this one coming to the US. Don't worry though, this isn't exactly the kind of baseball game Americans tend to latch on to. Overall, it's way too cute to make much of a name for itself here in the States.

SATURN

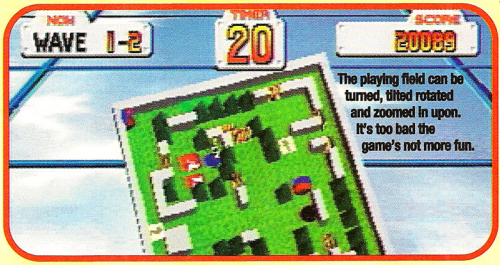
Now that the Saturn is, shall we say, 'out and about' in the US market, there are some pretty big questions as to what may be on its way for use with this the latest installment of Sega hardware. Things are looking good with such titles as *Bug*, and *Astal* on the way, but there are still some stragglers to contend with, as we see with our monthly Saturn software round-up from the world beyond our own coastlines (OK, Japan).



How much fun can it be to roll a marble around your neighborhood?

Tama

This game is based on a popular kids game. Need I say more? OK, I will. Everything in this game — where a ball is rolled through a maze by tilting the table until the ball reaches a final goal — is done to near perfection, and yet there still is very little fun actually involved. The varied movement of the table is very smooth, demonstrating some of the power of the Saturn, and the graphics are far from being offensive in any way, but all in all this game is more or less a total, crashing bore-fest.



The playing field can be turned, tilted rotated and zoomed in upon. It's too bad the game's not more fun.

Dark Stalkers

The graphics in this one may just be enough to make this 2-D fighter worthwhile.

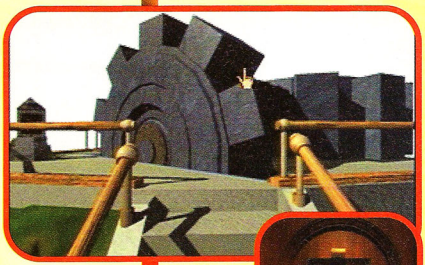
The name is *Vampire, The Night Warriors* in Japan, but when it comes to America it will be called *Dark Stalkers*, an adaptation of the arcade hit. The graphics are more cartoony then most of the recent games of this type, but the style is, true to its somewhat evil name, dark.

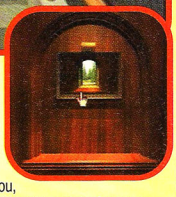
Virtua Fighter 2

One of the characters here is from *VF2* and it seems to us to be holding its own. Let's hope it holds up when the *VF2* backgrounds are in place.

Super developers AM2 are hard at work on *Virtua Fighter 2* for the Saturn. From what we've seen so far this could be a giant leap forward for the Saturn, but when we consider all the glitches in *Virtua Fighter* for the Saturn, it's hard to believe that a game as involved as *VF2* will make much of a translation. Hopefully they will shock us all and bring this stellar arcade hit to Saturn. Release in Japan has been promised by Christmas. Let's all keep our fingers crossed.

MYST

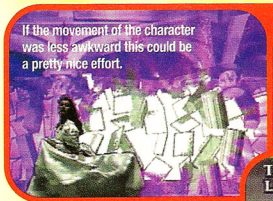




The rich colors and sharp graphics are definitely the highlight of this game.

I won't insult you, the reader, by trying to explain the game *MYST* to any of you. The game made its debut on Macintosh CD ROM first and is slowly making its way to, well, all other platforms. The bottom line here is that this is a great translation of the original game and, when it finally makes it way to the US, it will still be a great translation of the game that turned the world of multi-media upside down with its gorgeously detailed graphics and twisted storyline. If you like the game or think you might like it or if someone said you might like it then at least you can count on getting just about the best version of the game with your Saturn.

Virtual Hydlide



If the movement of the character was less awkward this could be a pretty nice effort.

and awkward in appearance. Whether the story will be deep enough to support the somewhat painful perspective will have to wait until this one makes it to the States, but if the previous *Hydlide* games are any indication as to the hope of this one, at least it's got a chance.

The opening sequences are pretty fantastic. Hopefully the game will fulfill their promise.

In this sequel to *Hydlide* and *Super Hydlide*, you are once again asked to wander the landscape in search of necessary items while building your own personal strength. In other words, this is an RPG. The most striking thing about this game at first glance is the behind-the-back perspective and the texture-mapped landscapes which you must explore. Unfortunately, the movement of your character is painfully slow

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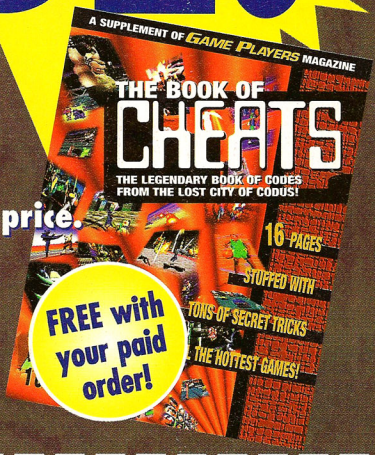

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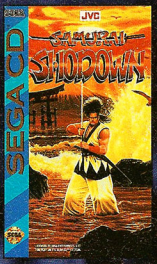

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Virtua Fighter

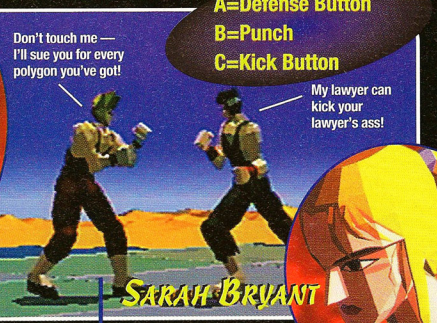
Saturn's sphincter-shrinking special moves

Moves While Getting Up

Rising Heel Kick C
Rear Kick ..... C (facing opponent)
Rising Sweep ..... ↓+C
Roll And Rise With Heel Kick ..... A,C
Roll And Rise With Sweep ..... A↓+C
Roll Away ..... ←
Roll Away With Mule Kick ..... ←+C
Roll Away With Sweep ..... ←←+C
Roll Away with Rising Heel Kick ..... ←←+C
Handspring ..... ↑

Moves For The Masses

Low Attack On Fallen Opponent ..... →+B
High-flying Attack On Fallen Opponent ..... Hold →+B
Pulling Back A Punch Or Kick ..... A



A=Defense Button
B=Punch
C=Kick Button

Pai Chan

Rising Heel Kick ..... Hold ↑ release +C
Crescent Kick ..... A+C
Backward Kickflip ..... ↓+C
Backflip ..... ↓
Jumping Scissors Kick ..... ↗+C
Punch Fallen Opponent ..... ↘+B
SWEEP KICK ..... ↓+A+C

Counter Attacks

Grab And Throw (high attacks) ..... →+B
Grab And Throw (Mid level attacks) ..... ↘+B

Throws And Close Range Moves

Wrist Twist ..... B+A
Falling DDT ..... ←←+B
Reaping Throw and Punch ..... ←←+B+C
Pushover ..... ←←+B

Combos

Punch and Kick ..... B,C
Triple Punch & Sweep ..... B,B,B,↓+C
Triple Punch &Spinning Crescent ..... B,B,B,C
Triple Punch & Kickflip ..... B,B,B,↓+C
Double Punch & Straight Kick ..... B,B,C

Jacky Bryant

Spinning Backfist ..... →+B
Spinning Backfist/Crescent Kick ..... →+B,C
Spinning Backfist and sweep ..... →+B,↓+C
Spinning Backfist ..... →+B
Low Spinning Backfist ..... ↘+B
Elbow Strike ..... →+B
Rising Knee ..... →+C
Kickflip ..... ↓+C
Backflip ..... ↓

Throws And Close Range Moves

Brain Buster ..... B+A
Faceplant (from behind) ..... B+A
Jumping Clotheline ..... ←←+B

Combos

Punch and Kick ..... B,C(close or far)
Punch and Sweep ..... B,↓+C
2 Punch, Backfist, Sweep ..... B,B,→+B,C
Running Punches ..... B,B,B
Running Punches and kick ..... B,B,B,C
Elbow & Heel Kick ..... →+B,C

Sarah Bryant

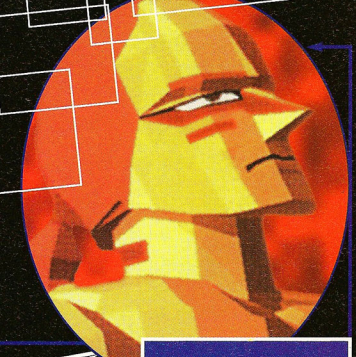
Elbow Strike ..... →+B
Rising Knee ..... →+C
Lunging Knee ..... →→+C
High Snap Kick ..... ↓+C
Shadow Kicks ..... Hold ↓+C,C,C
Couching Side Kick ..... ↓+C+A
Kickflip ..... ↓+C
Backflip ..... ↓
Kick Fallen Opponent ..... ↘+C

Throws And Close Range Moves

Belly Suplex ..... B+A
Torso Takedown (from behind) ..... B+A
Jumping Clotheline ..... →→+B

Combos

Kick and Punch ..... C,B
Punch and Kick ..... B,C
Punch and Sidekick ..... B,↓+C
Double Punch and Kick ..... B,B,C
Double Punch and Roundhouse ..... B,B,↓+C
Triple Punch and Knee ..... B,B,B+C
Triple Punch & Kickflip ..... B,B,B,↓+C
Triple Punch & Hop Kick ..... B,B,B,↑+C
Elbow & Knee ..... →+B,C
Knee & Rising Knee ..... →+C,↘+C



Wolf Hawkfield

Knee ..... ↓+C
Uppercut ..... ↘+B
Uppercut From Low Position ..... Hold ↘+B
Running Clothesline ..... ↓↓+B
Dashing Shoulder Ram ..... ↓↓+B

Throws And Close Range Moves

Backfall Suplex ..... B+A
German Suplex (behind opponent) B+A
Body Slam ..... ↓+B
Twirl and Hurl ..... ↓↓↓↓+B
Ghostbuster (slam head in crotch) ↘↘+B+C
Double Arm Suplex ..... ↘+B+C+A

Combos

Punch and Kick ..... B,C
Running Punches ..... B,B,B
Knee & Uppercut .....
↓+C,↘+B

Lau Chan

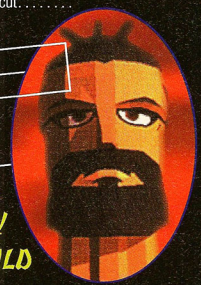
Rising Heel Kick .....
Hold ↓, release +C
Crescent Kick ..... A+C
Sweep ..... Hold ↓+C+A
Dashing Knife Hand ..... ↘+B
Backward Kickflip ..... ↓+C
Backflip ..... ←
Elbow Strike ..... ↓+B
Kick Fallen Opponent ..... ↘+C

Throws And Close Range Moves

Waterwheel Drop ..... B+A
Piggyback Drop ..... ↓+B
Head Slam ..... ↓↓+B

Combos

Punch & Kick ..... B,C
Double Punch & Kick ..... B,B,C
Triple Punch & Spinning Crescent B,B,B,C
Knife Punch & Straight Kick ..... ↘+B,B,C
Punch and Kick Bonanza ..... B,C,B,B,B,C



Jeffry McWild

Uppercut ..... ↘+B
Uppercut From Low Position ..... Hold ↘+B
Toe Kick& HAMMER ..... ↓+C+B
Elbow-Hammer Combo ..... ↓↓+B
Dashing Low Elbow ..... ↓↓+B
Knee ..... ↓+C
Foot Stomp (opponent on ground) ↘+C

Throws And Close Range Moves

Fireman's Carry ..... B+A
Backbreaker (from behind) ..... B+A
Power Slam ..... ↓+B
Body Press ..... ↓+B
Crucifix Piledriver ..... ↘↘+B+C
Iron Claw (crouching opponent) ..↓+B
Triple Knee Bash ..... Hold ↓,↓+C

Combos

Toe Kick O'Doom ..... ↓+C,↓↘↘+A+B+C
Punch and Kick ..... B,C
Running Punches ..... B,B,B
Knee and Uppercuts ..... ↓+C,↓↓+B,B

Akira Yuki

Jumping Kick ..... ↓↓+C
Dashing Elbow Strike .. ↓↓+B
Dashing Palm Strike .. ↓↓+B
Elbow Strike ..... ↓+B
Dashing Body Check .. ↓↓↓+B+C
Ground Punch ..... ↘+B

Throws And Close Range Moves

Trip And 2 Punches ... ↓+A
Pull In-Push Out ..... ↓↓+B

Combos

2 Punches & Straight Kick ..... ↓↓+B+C,B,C
3 Punches & Spin Kick ..... ↓↓+B+C,B,B,C
Punch And Body Blow ..... B,B
Punch Kick Combo ..... B,C

Kage-maru

Elbow Strike ..... ↓+B
Heel Kick ..... ↓+C+A
Rising Knee ..... Hold ↓,↓+C
Backward Kickflip ..... ←+C
Kickflip ..... ←+C
Backflip ..... ←
Back Heel Sweep ..... ↓↓+C
Roll Forwards And Sweep ..... ↓↙←↘↘+C
Turning High Back Thrust ..... ↓↓+C
Heel Smash On Fallen Opponent ..↘+C

Throws And Close Range Moves

Hip Throw ..... B+A
Torso Takedown (behind opponent) .B+A
Ten Foot Toss ..... ↓+B
Reaping Throw ..... ↓↓+B
Toka Throw ..... B+C+A

Combos

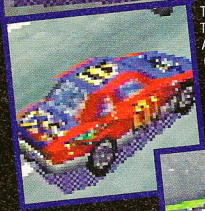
Ten Foot Toss & Jump ...C,↓+B,↗+C
10 ft Toss & Sweep ..... ↓+B,↓↓+C
10 ft Toss & Heel Kick ..... ↓+B,↓A+C
10 ft Toss & Flying Kick ... ↓+B,BA,↓↓,A+B+C
Roundhouse & Sweep ..... C,↓↓+C
Heel Kick & Sweep ..... ↓A+C,↓↓+C
Triple Punch & Spin Kick .. B,B,B,C
Triple Punch & Kick Flip ... B,B,B,←+C

DAYTONA USA

GALLOP TO VICTORY!

The Cars

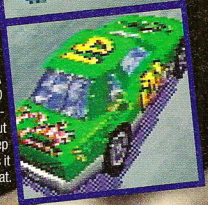
Transmission . . . . . Automatic
Top Speed . . . . . 189 mph
Acceleration . . . . . A
Grip . . . . . A
Lowdown: The all-around best car for any track. The easiest to handle and best accelerator, perfect this car first.



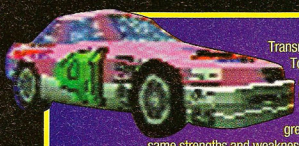
Transmission . . . . . Automatic
Top Speed . . . . . 194 mph
Acceleration C
Grip . . . . . B
Lowdown: Fast, decent handling, but slow acceleration makes this car pretty useless. OK for rolling starts.

Transmission . . . . . Manual
Top Speed . . . . . 196 mph
Acceleration . . . . . A
Grip . . . . . A
Lowdown: The best all-around manual car. Once you perfect the shifting, this car can win on any track.

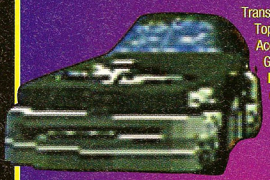
Transmission . . . . . Manual
Top Speed . . . . . 196 mph
Acceleration . . . . . A
Grip . . . . . A
Lowdown: Manual car with good top speed, but poor acceleration and average handling. Skip it unless you like the colors.



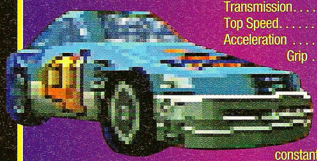
Transmission . . . . . Automatic
Top Speed . . . . . 204 mph
Acceleration . . . . . A
Grip . . . . . D
Lowdown: The green machine is an all-out flyer. It gets up fast and it tops out fast. If you can figure out a way to keep this car on the track and off the grass it would be awesome. Good luck doing that.



Transmission . . . . . Manual
Top Speed . . . . . 207 mph
Acceleration . . . . . A
Grip . . . . . D
Lowdown: Even faster than green, this pink speedster has the same strengths and weaknesses that make the green car so tempting and frustrating, then throw in the fact that pinkie is manual and you see this is a car for pros only.



Transmission . . . . . Automatic
Top Speed . . . . . 201 mph
Acceleration . . . . . B
Grip . . . . . B
Lowdown: Great top speed and decent handling make this car a fine choice, but average acceleration is the only thing that keeps this car from perfection.



Transmission . . . . . Automatic
Top Speed . . . . . 201 mph
Acceleration C
Grip . . . . . B
Lowdown: Driving this car is so different from the other cars that it's hard to compare. The grip is good, but the constant fishtailing takes a great deal of time to perfect and the acceleration leaves a lot to be desired.

Transmission . . . . . Manual
Top Speed . . . . . 204 mph
Acceleration . . . . . B
Grip . . . . . B
Lowdown: Bright orange, and a fine choice for a manual car. However, the average acceleration holds this car down, just like the black one.

Transmission . . . . . Manual
Top Speed . . . . . 204 mph
Acceleration C
Grip . . . . . B
Lowdown: Handles just like baby blue, and the highest top speed in the game is sure to tempt some, but only the brave will stick with this car for long.

The Horses

To get the glorious horses you need to win first place on every track on normal difficulty. Once you accomplish this tough task, you get to race a horse against the other cars and, while the horse may not be the best vehicle to race with, it is the most fun. They also do very well on grass.

Transmission . . . . . Automatic
Top Speed . . . . . 187 mph
Acceleration . . . . . A
Grip . . . . . B
Lowdown: A horse is a horse, of course, of course (sorry, it had to be done). Not the best racehorse in the field, but watching this baby do sliding turns is good fun for at least a week (hint: does great in grass).

Transmission . . . . . Manual (Where's the shift stick?)
Top Speed . . . . . 196 mph
Acceleration . . . . . A
Grip . . . . . B
Lowdown: Shifting horses can be dangerous, but this grey horse gives you just as much fun as the brown. Still, it's not the best way to win a race.

The Steering Wheel

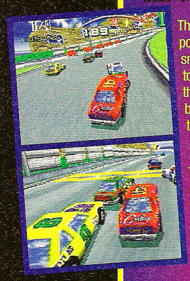
Bring the car into your home with one of the coolest peripherals ever made.

Driving game fanatics should consider this peripheral a must. Nothing's better than a steering wheel for a driving game. However, once you're used to using the controller, the steering wheel is almost tougher to use. Still, it would be a great addition to your *Daytona* game. Now if you could only link this game up for multiplayer action.

The Power Slide

The number one key to mastering *Daytona* is the power slide. Once you've perfected the many types of power slides, you can whizz your car around any race course.

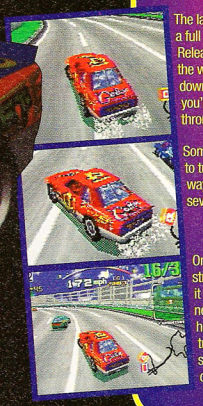
The Skid



The skid is a short power slide for small turns — at top speed release the gas, tap the brake, and turn at the same time.

Then, once the nose of the car is facing the right way, hit the gas and continue on.

The Slide



The larger turns require a full power slide. Release the gas, turn the wheel, and hold down the brake until you're completely through the turn.

Sometimes you have to turn back the other way to correct too severe a slide.

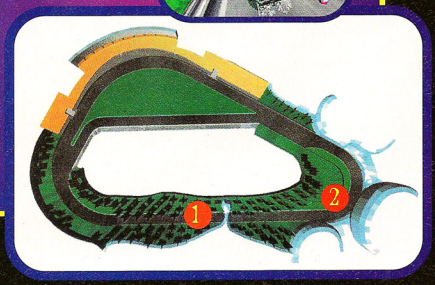
Once you straighten out, floor it and go on to the next turn. Each car handles these turns differently, so practice your car to death.

Short Oval 777

1. The lottery can be played and won. When going by this turn, press the X button to make the wheels start turning. Then each time you go by, press the X again to stop a wheel, if you get three 7's you get ten seconds off your time and if you get bars you get five seconds off.

This is the only hard turn on the first track. Come in high, then hit the brakes and power slide through it. Watch out for other cars.

2



Sea Galaxy Side Street

1. After the long straightaway and winding curves, be careful not to take this corner too wide or it's a certain wipe-out.

2. After racing through the tunnel, you have the first real turn of this track. This is a good place for a short skid.

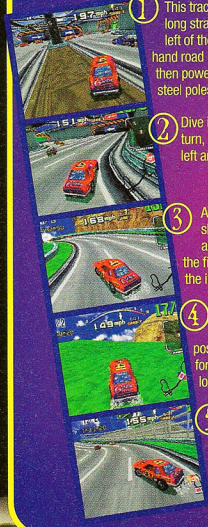
3. Then at the next corner, use a full power slide to wind around the turn.

4. After a short straightaway, it's time for the same thing the other way.

5. Then comes the hardest and most fun power slide on this track! Start from the outside and break into the turn. Cars with poor grip have to start extra soon on this one.

6. Searching for shortcuts and secrets on this track lead you nowhere, except to where this sign informs you that you've lost all of your sponsors.

Dinosaur Canyon



1. This track also starts off with a long straightaway. Get to the left of the poles. Follow the left-hand road until you get to here, then power slide through these steel poles.

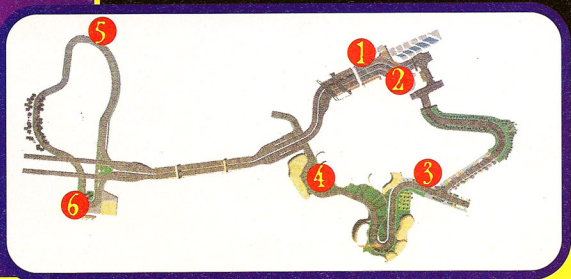
2. Dive in and through this turn, then back to the left and floor it.

3. After a couple of power slide turns, you come to an S turn. Cut through the first right, then slide on the inside of this left.

4. After clearing the hairpin and building up as much speed as possible, take your car to the grass for a little shortcut (light blue and yellow cars need not try this).

5. On this big turn keep inside until you see the gate drawing in. As soon as you see this, hit a power slide and keep your car on the track.

6. On the boat turn, decrease your speed, slam on the brakes and turn the wheel sharp. You might even make this turn.



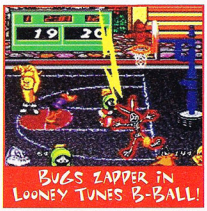
TUNE IN TO THE LOONEY TUNES!

LOONEY TUNES B-Ball

Speedy Gonzales Los Gatos Bandidos

Porky Pig's Haunted Holiday

Go crazy! Choose from regulation slam-dunkin' action or turn up the Wacky Meter for pie-in-your-face jammin' in *Looney Tunes B-Ball! Haunted Holiday* pits the world's most popular pig against ghosts, monsters and meanies in six shuddery worlds! Race around the globe with Speedy Gonzales, the fastest mouse in all of Mexico, in *Los Gatos Bandidos!* The Looney Tunes characters come alive!



BUGS ZAPPER IN LOONEY TUNES B-BALL!

MEXICAN JUMPING...MOUSE IN LOS GATOS BANDIDOS!

PORKY GETS SPOOKED IN PORKY PIG'S HAUNTED HOLIDAY!

SUPER NINTENDO® ENTERTAINMENT SYSTEM

KID TO ADULT K-A AGES 6+

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ETERNAL CHAMPIONS

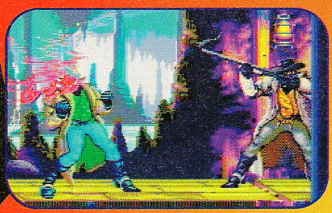
CHALLENGE FROM THE DARKSIDE

More Gore!!

YOU WANT BLOOD? YOU GOT BLOOD — BUCKETS OF BLOOD, GALLONS OF BLOOD, RIVERS OF BLOOD, A NIGH-UNSURPASSED FLESH FEAST FOR THE EYES AND EARS. OH, AND DID WE MENTION THE SPURTING BRAINS, THE DANGLING INTESTINES, THE EXPLODING EYEBALLS? ANYWAY, HAVE FUN FOLKS, AND MAY YOUR DAYS BE FULL OF SWEETNESS AND LIGHT.

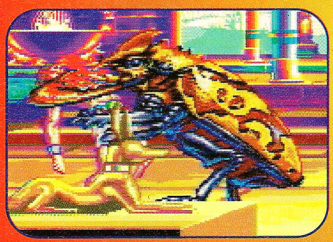
Vendetta

If you're having trouble convincing your opponent to line themselves up just right so you can kill them, try a Vendetta. For these to work, the enemy must be down to a third of his or her life bar, and be stunned. Move in close and enter the following:



DAWSON (stand a few steps back) ↓↓↓Z

LARCEN (stand close) ↓↓↓Z



RAMSES III (stand close) ↓↓↓B

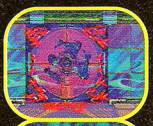
RAX (stand close) ↓↓↓B

TRIDENT (stand close) ↓↓↓A

SHADOW (stand close) ↓↓↓C

Overkills

These can be performed during the final round of any battle. Just maneuver your opponent into the appropriate spot and finish 'em off there. The *Darkside* overkills are a little easier to pull off than the original *EC* versions — and they're messier, too.



BLADE — Stand the opponent at either edge of the fan and hit them towards it.

DAWSON — Work the opponent all the way to the right side of the screen and finish them off there. Ooo, splinters!

JETTA — Have the opponent stand in front of the right hand curtain next to the right hand tent entrance and hit them to the right (projectiles seem to work best). Honk honk!

LARCEN — Opponent must be standing next to the theatre doors on the outside, in front of the brick section. Hit them towards the ticket booth. Hey, that's drive-IN, not drive-BY.

MIDKNIGHT — Opponent must be standing under the danger sign. Hit them towards the pod in the center of the lab. Well, that's OK, I didn't need that skin anyway.

RAMSES III — Opponent must be directly in from of one of the small pillars flanking the altar in the background. Hit them away from the altar. Casper, no!

RAVEN — Opponent must be standing between the mouth of the skull and the right-hand torch. Hit them towards the pot. Man, I'm stewed.

RAX — opponent must be standing in front of the brazier. Hit them from the left. Uh-oh, freezer burn.

RIPTIDE — Opponent must be standing directly under the ship's mast. Hit them from the right (again, projectiles seem to work best). I've been hooked on a game before, but this is ridiculous.

SHADOW — Opponent must be standing under the left-most kanji. Hit them to the right. Someday your name will be up in lights.

SLASH — Knock the victim all the way to the left side of the screen. Down Dino! Down boy!

TRIDENT — Opponent must be standing in front of either mermaid statue. Hit them towards the center of the field. Blub blub blub...

XAVIER — Opponent must be standing just to the left or right of the stake. Hit them into the fire. Grrr, that burns me up!

SHADOW — Opponent must be standing between the last two kanji on the right. Hit them to the left. Oh no, there goes Tokyo...

RAX — Opponent must be standing in the center of the right-hand spotlight. Hit the to the right. Oops, stuck again...

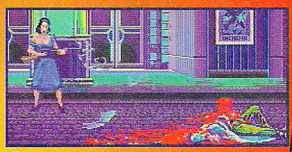
SLASH — This one's a toughie. Throw or hit the opponent so they land directly under the left hand volcano in the background. Excuse me Sir, there's some lava here to see you...

Sudden Death

Sudden Death kills work a lot like the overkills, but they're a little pickier about position. You can do them during the final round of combat, when your opponent is down to 20% of their health bar. Hit them with a move that does at least 10% damage, and you'll finish 'em off without further ado.

BLADE — See those metal bands around the pipe on the ceiling? Throw or hit your opponent from the right so they land under the second one out left from the fan. Uh, he slimed me...

JETTA — Hit the opponent off the far left edge of the screen. Nice kitty... nice kitty...



LARCEN — Opponent must be standing between the right side of the building and the first car parked next to it. Hit them to the left. Wait Ma'am, I know I've got my ticket stub somewhere... Doh!

RAMSES III — Opponent must be standing to the right of the left-hand torch. Hit them to the right. Oh, what a sweet little puppy...

TRIDENT — Opponent must be standing to the right of the small rock on the left side of the field. Hit them to the left. I've heard of spearing fish, but this takes the cake...

RAVEN — Opponent must be standing in front of the totem pole on the far left of the field. Hit the to the right. Mmm, soup is good food.

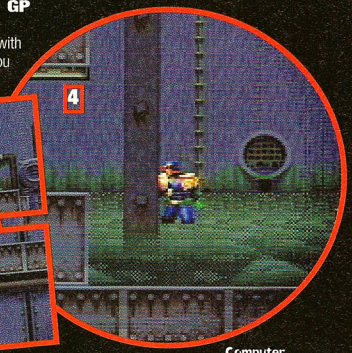
RIPTIDE — Hit the opponent off the left side of the ship. Oh the shark has/ pretty teeth, dear/ and he shows them/ pearly white...

Judge Dredd

...You Are The Law!

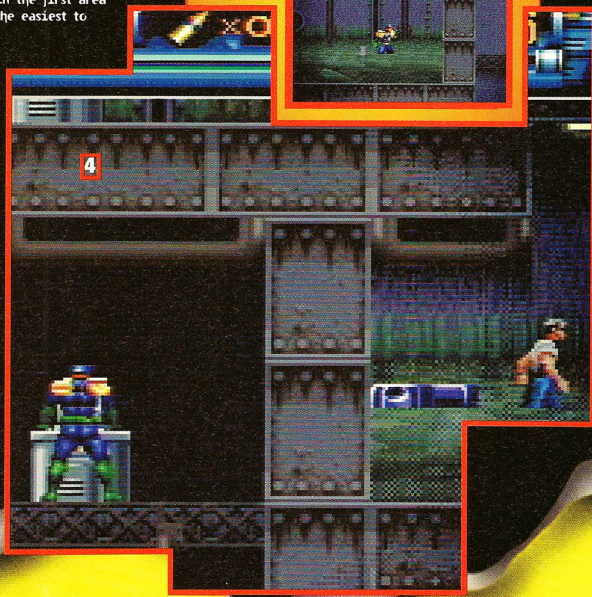
Well, you've seen the movie all the way through. Now, how come you can't play the game all the way through? If you're anything like me, it's because you're having trouble with just a few of the levels. So, what I've done is picked the two levels that I found to be the most difficult and tried to give you a little guidance. Maybe now that you can get through these levels, the others that you're having problems with might be a little less troublesome. Let's hope so, because no matter how much you wish it were like the movie, just paying the admission fee is not going to get you to the end. **GP**

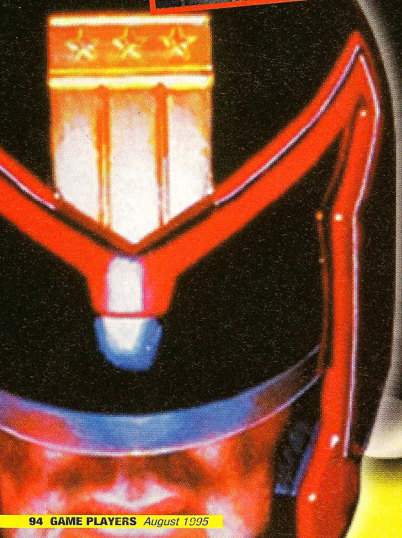
The first stage I had any real trouble with was the second jailbreak stage. As you know, the primary objective is to find all the computer terminals and lock down the security gates. If you follow the pictures below, you should be able to find each of the computer terminals without too much trouble.



Computer terminal one is in the first area and is probably the easiest to find.

The second computer terminal is also in the first area, but it's a little trickier to find. The key is exhausting every open inch of maze before heading to the underground passage.

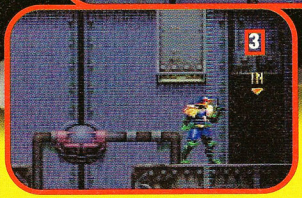




The third terminal is in the second section of the maze, accessible only by the underground passage.

Beyond the mysterious floating platform bridge lies terminal number five.

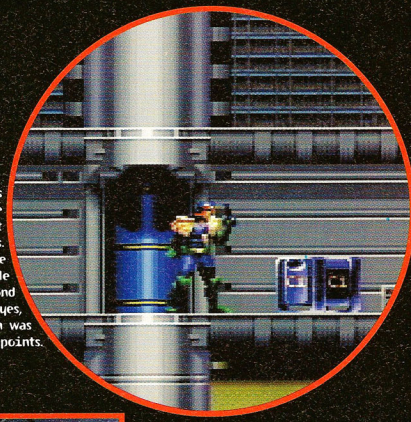
By the time you find the sixth computer-terminal you're probably ready to get the hell out of the prison. Well, sorry to disappoint you, but there's still one more to go after this one.



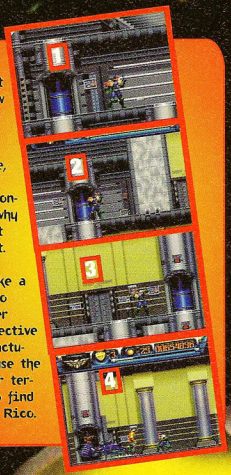
The fourth terminal is not far from the third, but it requires a trip to the underground passage.

The next level I had a good bit of trouble with was the second 'Locate Rico' level. Those damn elevator chutes had me on the verge of losing it. So, anyway, I hope this helps. If you follow along closely you should be able to navigate the maze of elevators without too much trouble and find the computer terminal that at least puts you on a hot trail in your pursuit of Rico.

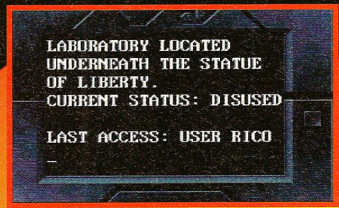
Try to make logical choices, and remember where you've been. If one way doesn't work out, backtrack to the last time you had a choice in the matter and try the other way.

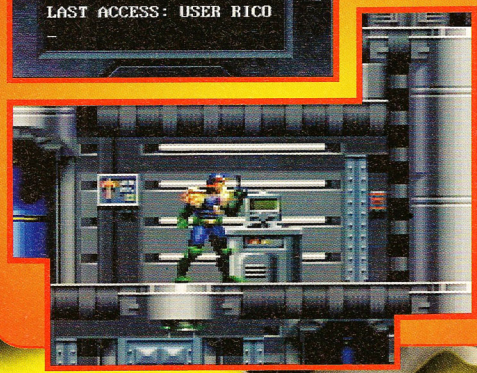


Keep your eyes open for these ever important card keys. Without these you won't be able to progress beyond certain key (yes, the pun was intended) points.

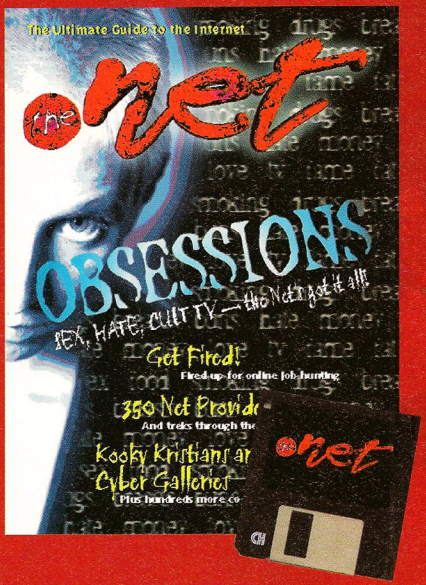


Now that you know how to get through the maze, perhaps you're wondering why you can't leave yet. Well, if you'll take a second to remember your objective it was actually to use the computer terminal to find the evil Rico.





Don't worry! The computer terminal isn't far. From the exit, a quick trip back up the long chute to the right and then drop down the chute just to the left of the long chute and you just about land on it. After you've read the computer message you're free to leave the area.



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GAME SLAYERS

The muscular game cart shoved Jeff Lundrigan against the locker. 'I don't like you', it hissed, 'you're dangerous.' 'That's right', said Jeff, snapping the game cart with his towel, 'I am dangerous.'

Hello hello. Wish there were something new, exciting or different to say this month, but as far as game counseling goes, there's not much new under the sun. So, I'm going to clear the last of the *Link's Awakening* letters off my desk and hope that folks start getting stuck in *Panzer Dragoon* or something cool. Or at the very least something that hasn't crossed my desk lately.

By the way, since the volume of e-mail I get still includes a lot of folks asking for help, I'm gonna go ahead and make it legal. I can't help you on-line — let me repeat that, I CAN'T HELP YOU ON-LINE — but if you leave a message, I'll treat it like any other mail and respond via this column in the usual manner we've all become accustomed to. Keep in touch —

jfflucky@netcom.com

Jeff

FELLOW SLAYERS

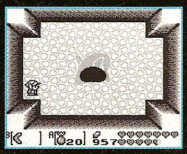
LEGEND OF ZELDA: LINK'S AWAKENING

Nintendo of America for Game Boy

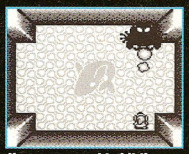
It took me about a million years to finally figure it all out, but I made it — I BEAT *ZELDA* FOR GAME BOY!! I am a god! I am so cool! Anyway, I have noticed other people giving out tips, so here are some of mine:

1 In Martha's Bay, look near the south for an island connected to the mainland by a bridge. It has one of those bird things on it. To the right of the bridge are some rocks. Dive near those rocks, and you'll find the fisherman dude. Give him the Fish hook you got from old grandma, and he will fish out the necklace. Give the necklace to the mermaid. Take her scale and put it in the mermaid's statue. Take the magnifying glass and go to the library. Now you can read the directions you need to take through the egg.

Using the magnifying glass, you can read the book in the library that gives you directions through the Egg.



Sprinkle magic powder on the Blob.



Use your sword to hit the Wizard's shots back at him.

Blast the Snake with the magic rod.

Use the sword to hit Moldorm's tail (as always).

You Dash-attack Gannon.

2 Go to the beach and look around the coastline until you find a cave, which you can open with bombs. Inside is a guy who will trade you one of your items for a boomerang. You can always get your item back by talking to him again. I traded the shovel. The boomerang is an excellent tool as well as a weapon. You can even kill those flashing snowflake guys who comb the walls with this Australian wonder weapon.

3 The last boss has six forms:

a) Blob — Sprinkle magic powder on it a couple of times.

b) Wizard — Use your sword and bat his fireballs back at him.

c) Moldorm look-alike — Smack him on the tail with the sword.

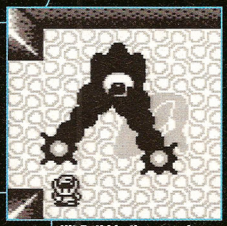
d) Gannon look-alike — Use boots and Dash Attack him with your sword.

e) Chasing Snake — Use the Magic Rod.

f) Dethl — Hit his eye with arrows or the boomerang when it's open.

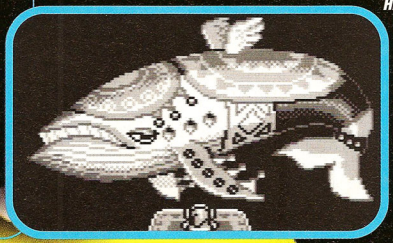
I think the ending is pretty good and well worth the effort.

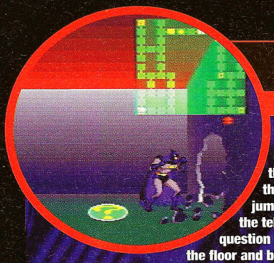
Sanjay Hegde
Seminole, FL



Hit Dethl in the eye when it's open (use the feather to jump over his arms).

All right, so I swore I wasn't going to print any more Game Boy Zelda letters, but you folks keep writing 'em, and I can't ignore 'em any longer. Sanjay's letter actually gives me a chance to clear up a couple of things that still seem to be bugging people. The first is the trading game that ends with the magnifying glass: Start by winning a Yoshi doll at the Trendy Game in Mabe Village. Give the doll to the Quadruplets Mother in exchange for the Ribbon. Give the Ribbon to Madame Meowmeow's pet for a can of Dog Food. Take the Dog Food to Sale's House of Bananas at the beach and get some Bananas. Take the Bananas to the monkeys outside Kanalet Castle, they build you a bridge and leave a Stick. Take the Stick to Tarin at the honey tree, southwest of Kanalet, and get a Honeycomb. Take the Honeycomb to Chief Bear in Animal Village and get some Pineapple. Find Papahl up in the Tal Tal Heights and exchange the Pineapple for Hibiscus. Take the Hibiscus to Christine the Goat in Animal Village and get a letter. Deliver the letter to Mr. Write at his house west of Goponga Swamp and receive a Broom. Take the Broom to Grandma Ulrira in Mabe Village and exchange it for a Fish Hook. From this point, follow Sanjay's directions (whew!).





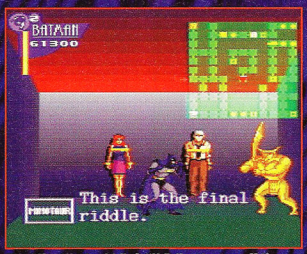
Bonus tip: To get through the maze, jump over the teleporting question marks on the floor and blow up the wall on the other side with plastic explosive.

THE ADVENTURES OF BATMAN AND ROBIN

Konami for Super NES

I need help. What is the answer to the last riddle that the Minotaur asks when you go into the maze to free Commissioner Gordon and his daughter?

Darrell Foster
Albuquerque, NM



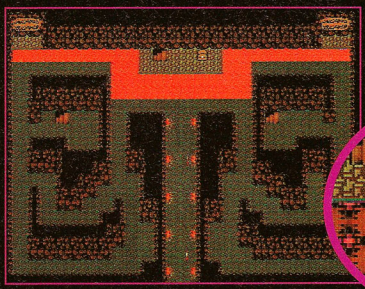
The Minotaur's riddle? "H.B." gets you off the hook — then he attacks you. Watta bonus.

Ooo, I love riddles. This one is actually pretty simple to guess at, but since you have to give the answer as initials, rather than spelling it out or picking from multiple choice, it's a little tougher. For those who haven't played or gotten that far, the riddle goes like this:

"I have billions of eyes, yet I live in darkness.
I have millions of ears, yet I only have four lobes.
Although I have no muscles, I rule two hemispheres'
What am I?"

Straight out, the answer is "H.B." Two guesses what that stands for.

The only way to reach the important area at the top is by taking the stairs from the ice field. Wanna take a guess what the gargoyles do when you try to pass them?



Go down to the second floor to find and learn the Kshalsa spell, then come back and use the spell to freeze the lava.

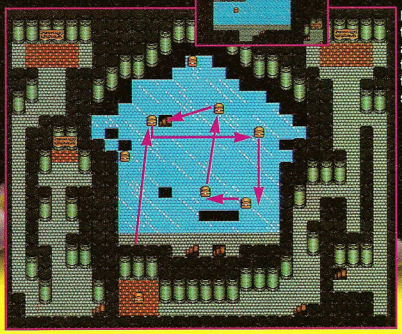
DEFENDERS OF OASIS

Sega of America for Game Gear

I am 30 years old and in need of help. I've played all kinds of games but never RPGs, then about six months ago I picked this one up. For about two months I've been stuck in the same place. It is the dungeon with those two areas of ice, where you find the spell 'Ashawan.' Also, how and where do you use the spell 'Kshalsa?' I've been reading your magazine for only one and a half to two years, but I've searched through all of them and can't find anything on this game. Please help!

Teressa Ayers
Greensboro, NC

The icy area is just someplace to fall to from the floor above. The stairs to the right don't lead to anything important on the bottom floor either.



Follow the arrows to reach the stairs.

I think it was the Betty Boop stationery this was written on that got my attention. Contrary to popular belief, I don't get many letters covered with little red hearts — well, there was that one string of fan mail I got from Canada a while back, but he just wasn't my type.

Anyway, having covered one handheld RPG this month, I guess I can take a minute to cover the slow trickle of Oasis letters that have been quietly piling up. The dungeon in question is just outside of Ulk. You go there after defeating Ali Baba and his gang of thieves. The spell Kshalsa freezes the lava on the first floor, which lets you reach two new genie spells, Skanda, and Halwtart, and the stairs down to the ice. The rest is just skating.

ALONE IN THE DARK

interplay for 3DO

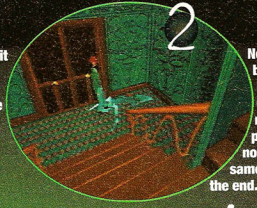
Can you please help me? I cannot find the key that opens the pair of doors where the knight is standing. I have searched everywhere.

Justin Silva
Belen, NM

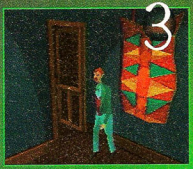
Wow, two letters from New Mexico in one month. Weird.

Anyway, this is kind of involved so pay attention. The doors next to the knight lead into the library and can only be opened from the inside — sort of. Go down the hall behind the stairs opposite the knight, past the bathroom with that indestructible purple thing in the bathtub. The next door down leads to an unlit bedroom.

1 Inside the unlit bedroom is a Very Heavy Statuette. Use the lamp so you can see.



2 Now go destroy the knight by throwing the Very Heavy Statuette at him. Grab his sword. You'll need it later to kill a pirate downstairs. For now, go back down the same hallway to the door at the end.



3 The last door opens to a gallery with paintings. Use the Old Indian Cover from the first room to cover the painting at the end of the hall, then move forward about halfway down.

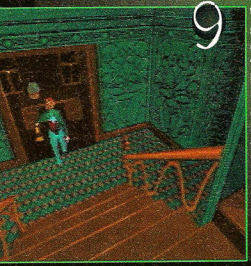
4 From a safe distance, use the bow to shoot the Indian painting at the far end (the arrows are downstairs. Search the statue in the center of the patio before the spiders get to you).

5 At the end of the hall is a bedroom. Get the book off the table, and move the clock to find a key and a parchment. Go back into the gallery and open the double doors which also lead to the library.

6 Get out the lamp, walk in, and put it on the floor so you can see.

7 You'll be attacked by a thing you can't kill. Run back into the last aisle of shelves and use the book from the bedroom on the shelves to the right of the center section. This opens a secret door.

8 Inside, get the talisman and the odd curvy-bladed knife (don't worry about the other knives). The knife kills the spectre in the library.



9 With the spectre gone, pick the lamp back up. Now you can open the doors from the inside. Well, let's see, after all that trouble we're, um, back at the stairs.

DONKEY KONG COUNTRY

Nintendo of America for Super NES

A while back you printed a code and a secret area that let you build up extra lives, but now I can't get out! Help!

Marvin Gardens
Atlantic City, NJ

Yeah well, you know those guys at Codebreakers. Thanks to special connection at Nintendo (cough, cough — sorry, irony got stuck in my throat), I know how to get you out. Take my hand and I'll lead you through it.

1 First, start any saved game and go to any area you've completed, then deliberately lose all your lives.

2 At the Game Over screen, hit Start.

3 As soon as Cranky Kong appears, enter the DYDDY code — Down, Y, Down, Down, Y.

4 Ride willy-nilly through the bonus area until you've got as many lives as you can stand, then hit Start to pause, then hit Select to exit.

5 Aha! Back in the game — free at last! The great thing about this code is that when you're down to one life, you can go back to an area you've beaten, lose your last life, and enter the code for a bunch more.

KEEP IN TOUCH

Send your game questions or any top secret tips to Jeff at the usual address

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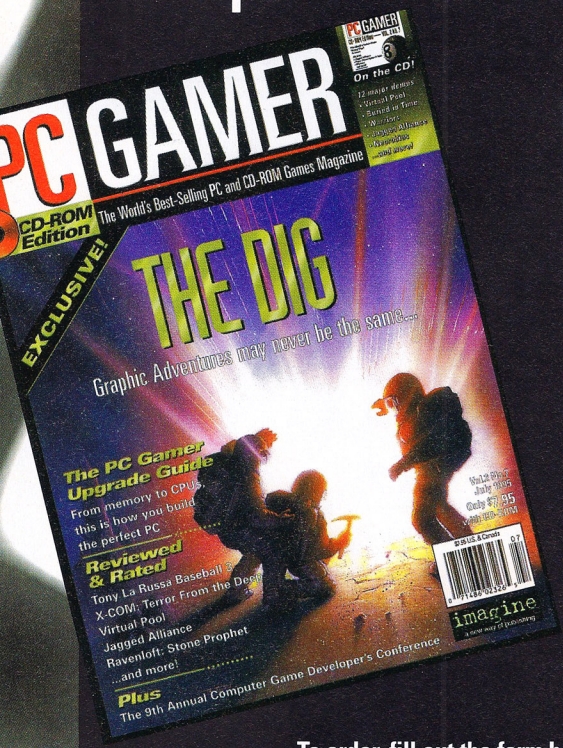

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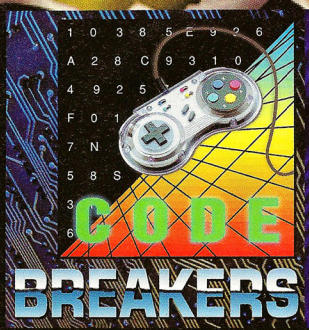


He may not look like much, but Patrick Baggatta is just the kind of guy to knock you down from behind and then hit on your girlfriend while you're crying in pain. Well, that's what he says, anyway.

This month we have a little something special for you. That's right, the very first round of Sega Saturn codes are here for your enjoyment. What's that, you say? You don't have a Saturn yet? Well, don't worry, we didn't forget about you either. There are plenty of 16-bit codes here for all of those who have yet to make the jump to the next generation systems, and we will continue to bring you this kind of information as long as you demand it of us. (Bill — It's kinda funny, but all I demand of Patrick is that he write enough stuff to fillll in this box. That's not too much to ask, is it? I can't gripe though; this means that Patrick owes me another 75 bucks! God, I love the smell of money in the morning — it smells like victory!) In the meantime we will also continue to mix in codes for the Sega Saturn, Sony Playstation and maybe even someday the Ultra 64 for those of you who are among the first to make the jump.

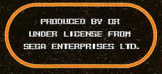
Patrick

COSMIC CARNAGE

Sega for 32X

MORE BRAWLING, LESS CARNAGE

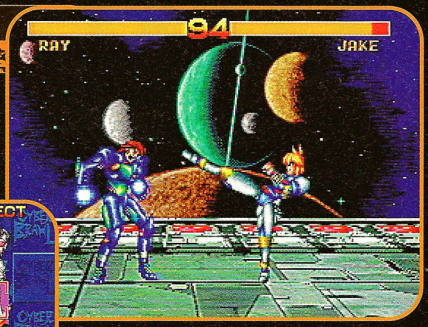
Everyone loves an all-out carnage fest, but sometimes a brawl is all you really need to make you feel right about the world again. What if you could have your brawl in a futuristic cyberworld? Of course that would be better, just as long as you don't get cyber-annihilated.



At the licensed by Sega screen, hold **X**, **B** and **Z**, then press **Start**.

This will take you into the Cyber Brawl arena.

Choose your Cyber Brawler and prepare for a new kind of battle.



Check out a new kind of futuristic action, and smile — you just got two games for the price of one.

BALLZ

Accolade for Genesis

BELTZ

Did you ever wonder how Elvis got to be a black belt so quickly? Perhaps it was through a code like one of the following two. We can't make you a blackbelt, but at the very least we can get you to red and green belt status without too much trouble.

At the Ballz title screen, enter the codes for either the red or the green belt.

THE MISADVENTURES OF FLINK

Psygnosis for Sega CD

THE ANCIENT CHEAT MENU

Oh Flink, did you have to go and use the cheat code? Sure you did. Why wouldn't you? Go ahead — use it all if you have to — just don't tell your friends you had to cheat.

At any point in the game try this code for a great cheat menu. Hold **Down** and press **Start**, release **Down** but continue to hold **Start**, press **Right** 3 times, **Left** 3 times, **Right** 2 times, **Left** 2 times, **Right**, **Left**.

Check the bottom of the main menu screen and you find a special surprise.

RINGS OF POWER

Electronic Arts for Genesis

PORNO RING?

Whatever you do, please don't tell your mom about this one. We just don't need that kind of grief here at ***GAME PLAYERS***. But, if you can promise to keep it to yourselves, then I guess we can share this one with you. Then again, don't get too excited — it's nothing you haven't already seen on cable TV.

With the Genesis switched **Off**, hold down **A, B, C, Start** and **Down/Right** on the D-Pad, then turn the machine on. This is definitely an improvement!

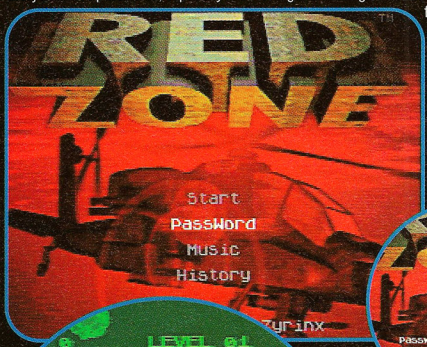
This is what you normally get. Not much, huh?

RED ZONE

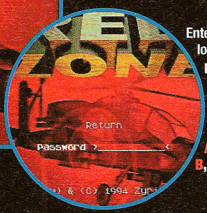
Time Warner for Genesis

PASSWORD ZONE

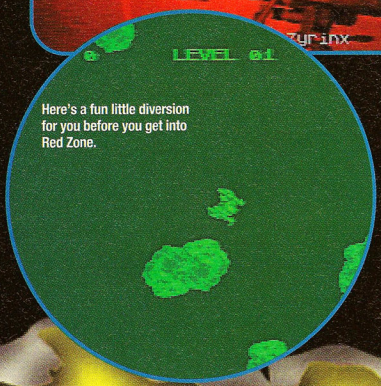
Everyone loves passwords, especially if it's for a game as tough as this one. Oh yeah, and if you're looking for a little *Asteroids*-like action check out the first code. Otherwise get ready to finally see some of those late stages you were never quite able to get to.



Select the password option on the menu.



Enter the following password for something special. **A, B, C, A, C, A, C, B, C, A, C**



Here's a fun little diversion for you before you get into Red Zone.

More Password Goodness!

Mission 2 . . . **A, B, B, B, A, B, A, C, B, B, C**

Mission 3 . . . **B, A, A, B, A, A, C, B, C, B, A**

Mission 4 . . . **A, B, B, B, A, B, A, C, B, A, C**

Mission 5 . . . **B, A, A, C, A, A, B, A, A, C, A**

Mission 6 . . . **A, B, B, C, A, A, C, A, C, C, C**

Mission 7 . . . **B, A, A, C, A, A, B, A, A, B, A**

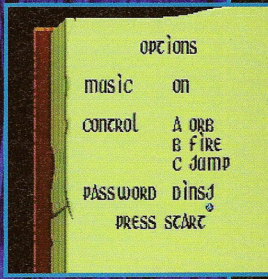
Mission 8 . . . **A, B, B, C, A, A, C, A, C, B, C**

WARLOCK

Acclaim for Genesis

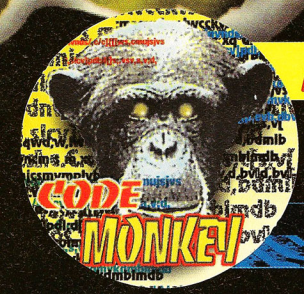
SIX STONES ARE BETTER THAN ONE

So you want to pick any quest right from the beginning of the game, huh? This is for all those players that like to skip all the preliminaries and get to the heart of the matter without all the trouble. Hell, if you want to skip right to the very final sub-level, see if we care.



At the Passwords screen enter the following codes: **SRVDR, SNBDN, BGSTR, PLEUP, PGBRL, BLDVN, DINSJ, NRVNA, NLYNG, BTBYS, SPKNS, PRDIG, SCFSH**

Finally see those stages you've only dreamed about until now.



CODE MONKEY OF THE MONTH

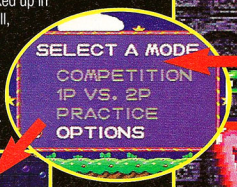
EXTRA, EXTRA This month the Code Monkey honors go to **Stephen Swan** of **Oceanside, NY**. I must admit I was tempted to give the honors to the kid who sent us the nudie code, but in a rare attack of self control, I decided to do what I knew was the right thing. His code was chosen for its enjoyment-adding potential to this game. Congratulations, Stephen, and please, enjoy your Fighter Stick.

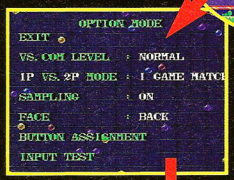
KIRBY'S AVALANCHE

Nintendo for Super NES

You know, sometimes there just aren't enough options in a game. Then again, sometimes you just know they've got some more great options locked up in some secret hiding place. Well, here's the key!

When the game resets, release the buttons and go to the options screen.





Check under the custom options.

Check under Special Custom and you now notice a few new options including 'Earthquake', which is bound to shake up your game.

At the title screen hold down **A**, **B**, **X**, **Y** and then press reset while still holding the other buttons.

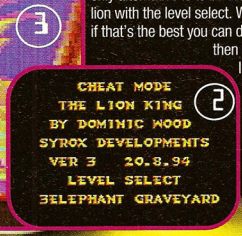
THE LION KING

Virgin Interactive for Game Gear

Before the game actually begins, you have your choice of which level you would like to play.

LIONS DOMAIN

How are you going to stop lion with a level select? You're not. So I guess your only alternative is to be the lion with the level select. Well, if that's the best you can do then I guess I'll just have to give you the code.



At the screen with the Sega logo, begin rotating the **D-Pad** in a clockwise motion. Do so until you hear a tone indicating that the code has worked.

Press **Start** as if it were a normal game.

PANZER DRAGOON

Sega for Saturn

ACCURACY PAYS

This code takes a little more skill than anything else, but it should give you something to shoot for. Just maintain an accuracy score of no lower than 80% and receive extra credits. I know generally you like it more when we just give you stuff for nothing, but we're trying to teach you something about responsibility and getting things on your own. Sorry, but we had to justify this lame code somehow.

One credit is nice, but...

five is better.

SPINNING DRAGON

This game is pretty cool and all, but there's no reason to let it turn your world upside down. Dear Lord, what the hell am I saying? I've only been doing this column for two months and I'm already making really lousy jokes. Oh well, this is a pretty good little hint for you anyway. Just don't hold that joke thing against me, I mean, you try to fill this column full of the mindless chatter they require of me each month and let's see what what you can do.

Try this move when your life meter gets into the red. Double tap the **D-Pad** in any one of the diagonal positions and you will do a barrel roll that you just might find handy in avoiding enemy fire.

DAYTONA USA

Sega for Saturn

DANCING JEFFRY

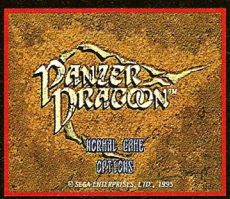
Here's just a little bit of silly fun for you. Keep in mind you'll have to pretty much throw the race to enjoy this particular code, but you own the game, so who cares? Just bite the bullet and let the pack pass by. At least you'll know they'll all miss the dancing.

Okay, it's just this simple — when you see the statue named Jeffry, press the **X** button and he will dance for you, no questions asked.

Did I say the last one was simple? Well, here's the definition of simplicity. Press **Start** during the victory lap of a first-place run and you will get a full list of developer credits.

SPEEDING DRAGON

Okay hot-shot, Panzer just isn't fast enough for you anymore. Try entering the following code for some high-speed action that's sure to give you a whole new challenge. Here's a funny joke you can try. Send your pal for the bag of Dorito crumbs that have been sitting in the pantry for three weeks and while he's gone, enter this code and when he gets back tell him you were saving the game for him.



At the title screen press **L, R, L, R, Up, Down, Up, Down, Left, Right.**

If you've done it right, it will say 'Wizard Mode' and you will be in for some mighty fast action.

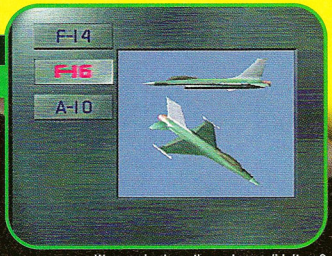
VR STALKER

American Laser Games for 3DO

STALK THIS

Thanks to our readers, we are once again able to provide you with the passwords that make all the difference. Check out these passwords for VR Stalker and let them take you every place you ever wanted to go. Oh yeah, and why don't you let them give you a choice of all three planes right from the start, too.

Enter the following passwords, each beginning with **LQG-77K**. Utah - **M79**, Arizona - **5KK**, Texas - **MS7**, Gulf of Mexico - **1AD**, Colorado - **150**, Nevada - **5U1**, Tennessee - **1QQ**, Arkansas - **CCT**, Virginia - **CC7**, Indiana - **EW3**, California - **ESO**, Pacific Ocean - **EAT**, Washington DC - **SAK**, Florida Keys - **CUD**.



We promised you three planes, didn't we?

GAME GENIE

UNIRACERS

Nintendo for Super NES

CA66-C708 - Jump a very small height
C2CC-1DAC - Orbital jump-switch off to land

DEMON'S CREST

Capcom for Super NES

EE3A-10AF - More Flash Time
C92A-44A7 - Invincible

SONIC & KNUCKLES

Sega for Genesis

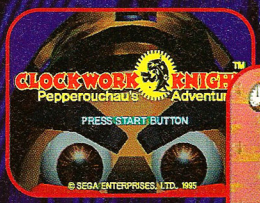
FFB02-800FF - Breathe Underwater
FFFE2-10063 - Super Sonic
FFF76-20001 - Top Speed

CLOCKWORK KNIGHT

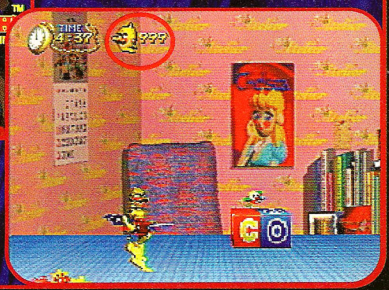
Sega for Saturn

CLOCKWORK FOREVER

Sure, I hear you crying that three to six knights just aren't enough to properly get the job done. Well, how about 999? Do you think that will do you? I mean, if that's not enough, perhaps you should let your mom try. And when she kicks your ass you can hang your head in shame and head for the kitchen to bake a pound cake for dessert.



At start screen press **Up** one time, **Right** nine times, **Down** six times, **Left** seven times, **Z**, **X**, **Y**, **Y**, **Y**, **Z**, **Start**.



When the game begins, you should notice a substantial increase in the number of knights in your stockpile.

CODE DONKEY OF THE MONTH

This month we're going to make a special exception to the 'one Code Donkey award recipient per month' rule. This month's Code Donkey goes to each and every one of you that sent in *NBA JAM TE*, *Mortal Kombat II* and *Donkey Kong Country* codes. Please, enough already. We appreciate the effort, but we have those codes already so stop sending them. I know there has not been a whole lot out there by way of new and exciting games, but I'm sure you can find something new and exciting for us. I'm sorry for the lashing, but you had it coming. That is all.

YOUR GOLDEN OPPORTUNITY

We wanted to reward you guys for your killer codes so we spoke to the guys at ASCiiWARE to persuade them to give away one of their cool controllers to our Code Monkey of the Month. This month's main monkey is **Stephen Swan**, from **Oceanside, NY**, who scores a controller for his *Kirby's Avalanche* codes.

If you wanna be a contender for Code Monkey of the Month, remember to include the system you own and the controller you want to win (from those shown alongside) along with your codes. Sorry, bananas not included!

Now there's no reason for you not to send in your codes! The ASCiiPad is the ultimate in controller action!

With a cool controller like the Fighter Stick, there's no way you'll be getting Groaps Blood games!

WIN! The Ultimate Gaming Rig!!

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You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast Compudyne with Pentium 90 processor, 8 meg. ram, 845 meg. hard drive, CD-ROM, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Super NES; Sega Genesis with CD-ROM and 32X, Panasonic 3DO; and Atari Jaguar. Get all four or trade the ones you don't want for CASH! Bonus options include: Sony Play Station, 33 inch monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

	H					
		E				MYSTERY WORD
P	O	W	E	R	N	
	R					
S						

WORD LIST and LETTER CODE chart

POWER ....N	PRESS.....K	BLAST .....A	WRECK .....P
BREAK .....Z	PUNCH .....S	SPRAY.....E	TURBO.....V
STOMP .....T	STAND .....H	PRESS.....C	DREAM I
CRUSH.....O	SCORE.....R	SLANT L	CHASE.....P

MYSTERY WORD CLUE:
TO GRAB SOMEONE'S SKIN BETWEEN TWO FINGERS AND PRESS.

Yes! **ENTER ME TODAY, HERE'S MY ENTRY FEE:**

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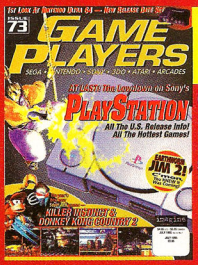

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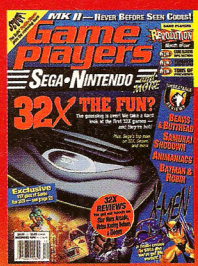

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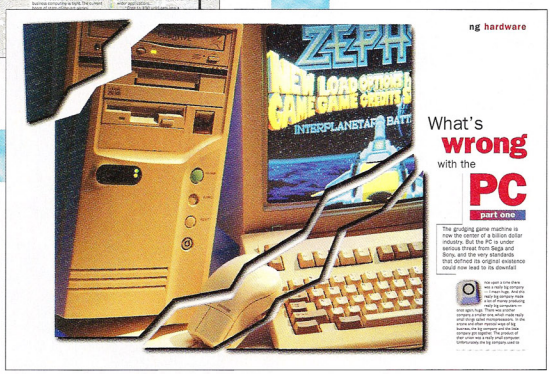

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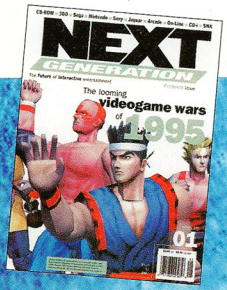

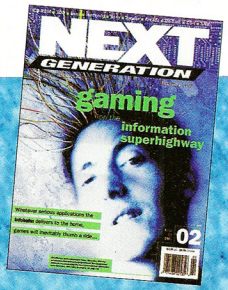

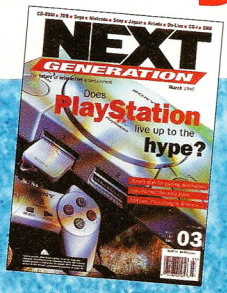

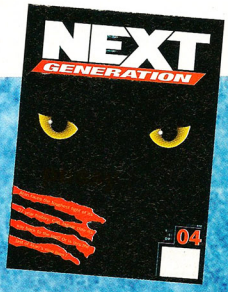

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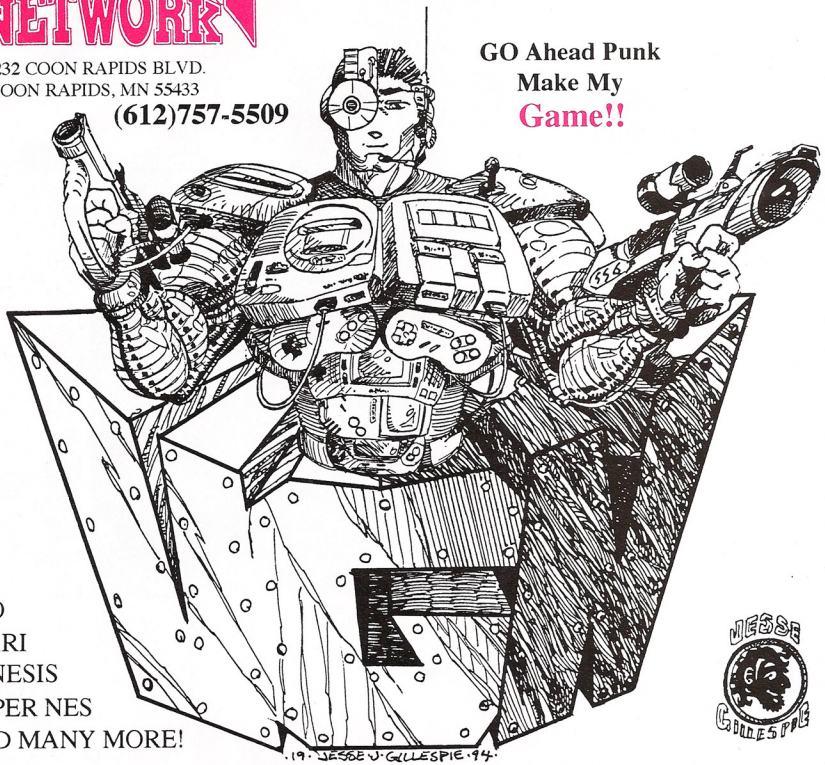

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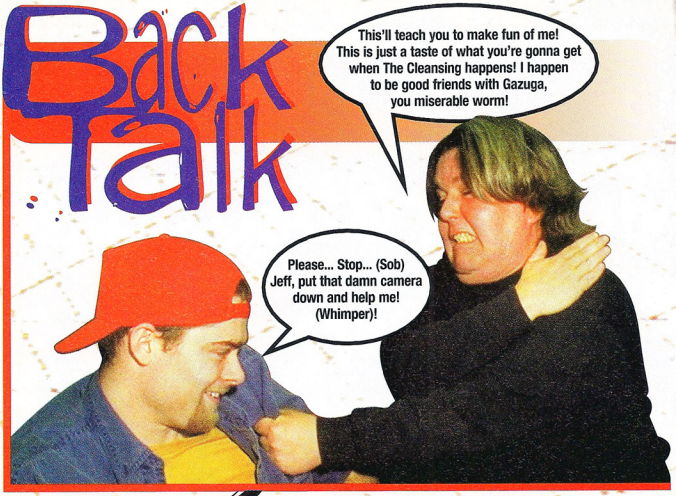


Coming in next month's *GAME PLAYERS* — All of the latest games for the Saturn and the PlayStation, along with our first-ever PlayStation strategy piece for Battle Arena Toshinden (moves, combos, tricks, and more!). Plus all of the latest 16-bit games, all the latest news and gossip, and more of all the great stuff that you love us for (not to mention a couple of very cool surprises). So stay tuned to the *GAME PLAYERS* channel... With any other gaming mag, you'd just be cheating yourself!

TAKE THE *GAME PLAYERS* CHALLENGE!

So you think you're a real hot gamer, huh? Your friends won't play with you anymore 'cuz they're tired of losing all the time and the local arcade owner cries every time he sees you coming! Big deal! *We're not impressed.* If you can prove, with a photo, that you've beaten one of our super-tough challenges, we'll send you one of our cherished Mystery Prizes! Here are our challenges:

1. *Daytona USA* — Get a lap time of 1.35.00 or better on the expert track.
2. *Donkey Kong Country* — Beat the game in less than an hour.

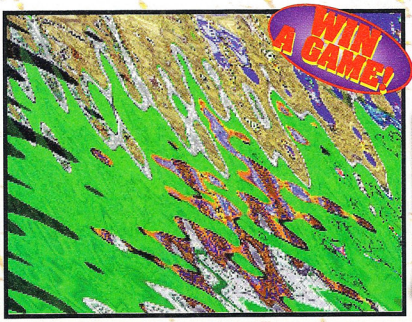
Take a photo of the game screen that proves you've beaten either of our challenges and send it to *GAME PLAYERS* Challenge; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA, 94010. The persons who best beat either of our challenges by the day we lay out this page wins the prize.

So what are you waiting for? See if you've got what it takes to beat the *GAME PLAYERS* Challenge!

No, this isn't what's left over if you drop a frog off a high building! We know this 'cuz... well, we just know it! Here's the August Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to:

August's Scrambled Mess, *GAME PLAYERS*; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010.

The first entry we pick out of the box on the day we lay out this page, wins the Mystery Prize. Remember to include the system you own. All the usual rules apply. The winner of our April's Scrambled Mess Contest was **Erik Aponte**, of **Lauderhill, FL.** He correctly identified the scrambled picture as a screen shot from *Wario's Woods*. Your Mystery Prize is on the way, Erik, but we sent it over the river and through the woods, so ask your Grandma if she's got it!



AUGUST 1995

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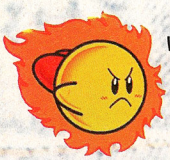
Next one to call them "cute" gets a fireball in the butt.



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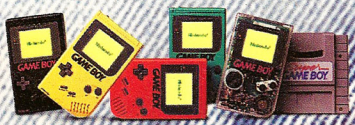

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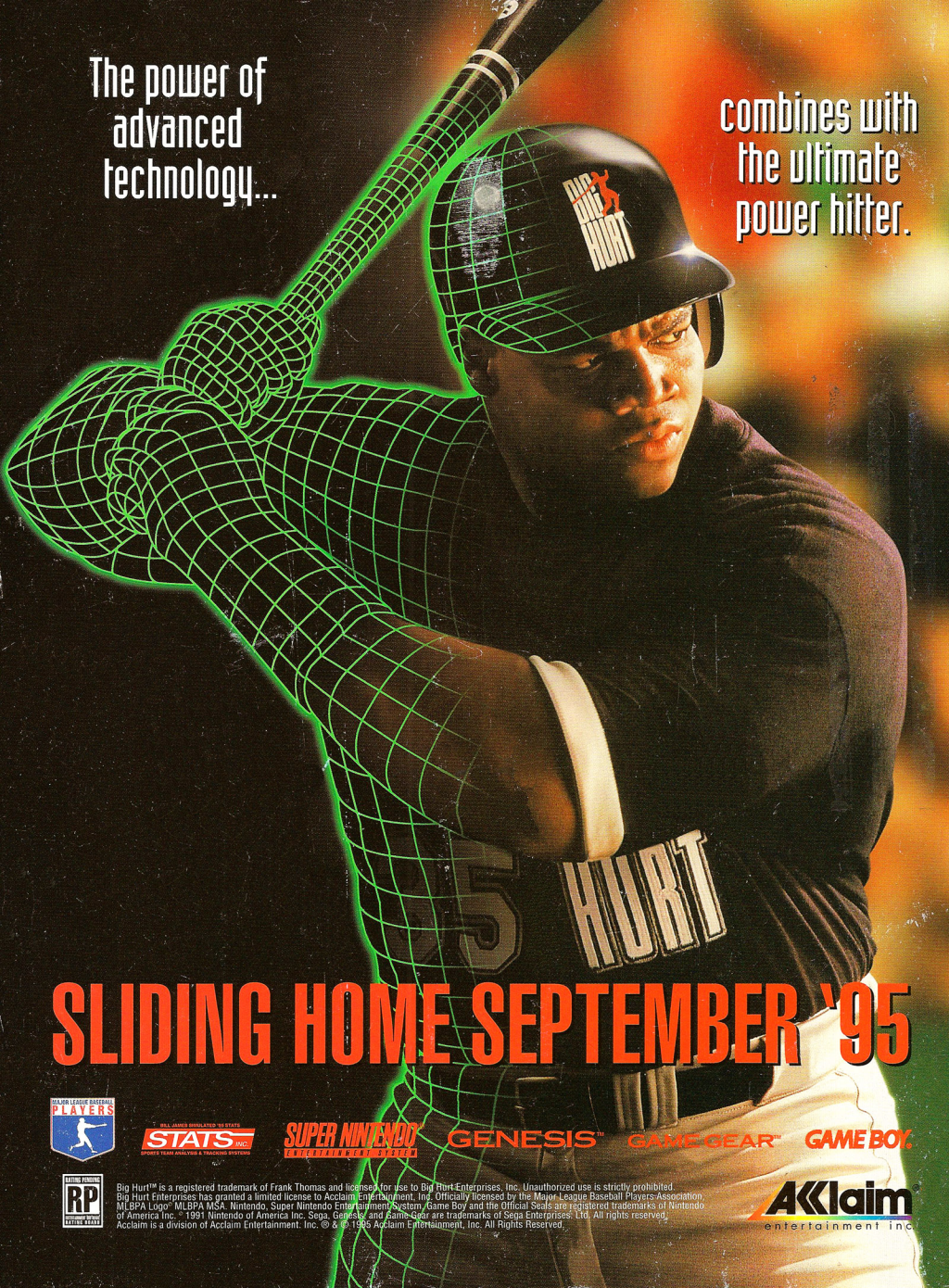
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