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GAME PLAYERS

ISSUE 75

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SEPTEMBER 1995 Vol. 8, No.9

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I CONSIDER IT A ROLE-PLAYING GAME. TODAY YOU'LL BE PLAYING THE PART OF THE PIÑATA.

TM

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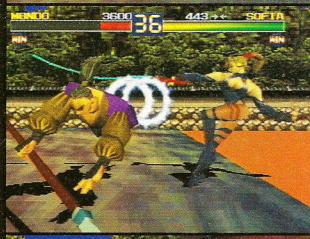

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ACM technology is what makes the fighters look so life-like...

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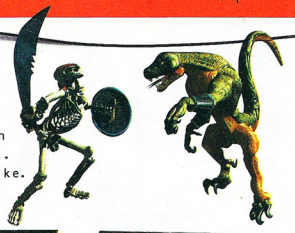
For Hidden Game Tip, Fold So "X" Meets "Y"



...uh we mean unlife-like... er...reptile-like.

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DOOM™

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Welcome to GAME PLAYERS

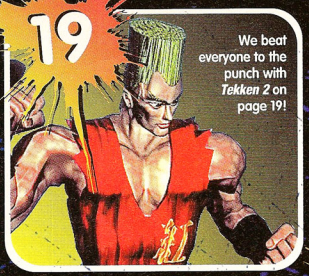
I can't believe it! We're actually giving away a *Mortal Kombat 3* arcade machine this month and they won't let me enter the contest! Sometimes this job has its drawbacks. And speaking of *MK3*, check out our cover story on page 28. Yep, it's true! *MK3* is making its way to a whole bunch of home systems! Now you can spend hours of fun dismembering all of your friends! But wait, there's more! You also have a chance to win the shield that wipes out the forces of evil in the *Mortal Kombat* movie! Imagine the hours of fun you can have with that baby! These contests are on pages 77 and 79, respectively! So what are you waiting for? Get started reading this butt-kickin issue! Oh, yeah, The Cleansing starts next month, so start dancin!

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
- VIRTUAL BOY



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We beat everyone to the punch with *Tekken 2* on page 19!

38

We go for the jugular with *Dracula X* on page 38!

INFOTRAK 18
Facts? We got yer facts... right here!

InfoTrak 18
A bunch of news and a geek school story... Just kiddin'!

Hit List 24
The monkey's outa here... Gazuga won't like it!

Arcades 80
This much fun should cost more than a quarter!

World View 84
Better than yer geography class... and more fun, too!

PREVIEWS 28
Heads up! They're comin' in fast!

READER'S SAY 12
Last one in gets the electroshock therapy!

Reader's Network 12
OK, now you've done it... We're calling the police!

Back Talk 113
More secret orders, while Chris and Bill blow stuff up!

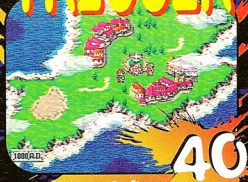
SUBSCRIBE 82
You'd have to be sane not to...

BACK ISSUES 111
See where it all started... and pray!

MK3 CONTEST

Win an *MK3* machine and overcharge your friends. You'll be rich in just a few days!

77



CHRONO TRIGGER

40

Square Soft scores another hit with its big, beautiful, new RPG! So what are you waiting for? Start exploring!

MEET THE TEAM

Give us your impressions of the Imagine Publishing weekend in Monterey.

Chris
You can't trust anybody! I was Super Soaked at 3 a.m.! I think Bill ordered the hit. (Sob!) I got wet!

Jeff
I remember this big, soft, comfortable pillow on this big, soft, comfortable bed... and that damn noisy party next door!

Trent
I kinda remember being out in the ocean... there was a real big white fish out there and... YOW, where's my leg?!?

Mike
Thish ish a shwell party here, Bill! Thanksh for the whishKey! I'm really having... (BAAARF! RAAALLLPH!...) Hey, where am I?

Patrick
I really liked the part where we hit our publisher in the face with a cream pie! I hope he keeps eating the vegetarian way from now on!

Bill
Jeez! You throw one tiny, quiet, little party in your room and Hotel Security follows you around like a criminal for days!

Game Reviews 39

You'll be pleased to know that after these game carts talked, we lined them up and had them shot!

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It's been said that cheaters never prosper, but who cares? The guy who said that never played games!

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Read this while running to get the full effect!

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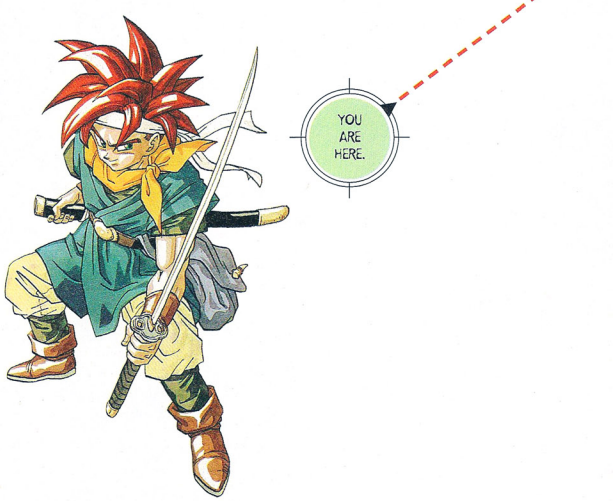
Now Playing 72

The question is, would you read this if we didn't put Mystery Prizes in here? Of course, the answer is... uh, uh, we're not sure!

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

READERS' NETWORK

Let's see... they've got the big nets, the asylums and the electroshock tables. We've got our twisted, sick staff and our twisted, sick readers. Now, just who the hell do YOU think would win in a fight — us or them?

THEY'RE ON LIFE SUPPORT

What is going to happen to systems like the Genesis and Super NES a few years from now when the big new machines come out? Or even a year after systems like the Ultra 64 and PlayStation come out? These new systems may be better, but many gamers (like me) just don't have the money for them. Will they stop making games for Genesis and Super NES, or slow down the pace of new titles? I think that these new, more powerful systems should still come out, but they should also continue to make games for the older systems, too.

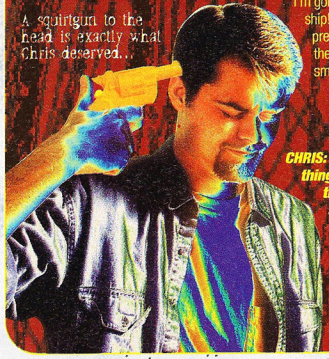
Joseph Liccardo
New Hyde Park, NY

Patrick: There are a few things you must consider about the new machines. First, this is an industry based on innovative thinking. You are to be commended for your welcoming of the new systems. Whether or not the industry will continue to support the older systems, consider this: Remember the NES, Sega Master System, or the Atari 5200? Of course you don't. The bottom line is that the industry can be expected to support the older systems until people stop buying the games for them. I doubt that this will take that long in the overall scheme of things, but there are quite a few more Super NES' and Genesis' out there than there ever were Master Systems. The final thing to remember is that prices on hardware always come down — save your pennies.

HE NEEDS A SWIFT KICK...

Gamer X, I AM THE SUPREME BEING OF THE UNIVERSE! I am omnipotent! I am omniscient! Society cannot contain me! I shall come forth to deliver you to the Dark Overlord! You don't scare me, Slate! When I'm through with 'X-Lax', I'm goin' to shave every hair on your body and feed it to 'Gazuga'! Then I'm taking your job! I'll take away your *Super Bomberman* and replace it with *Wario Blast!* Then your PlayStations will turn into Sega Master Systems! I wipe my ass with the Cleansing! Is my underwear on fire? AIEEEEE! THAT HURTS!! That was the act of a coward Gamer Putz! Efilnikufesin! Sangus sequetur sanguinem! P.S. I'm gonna burn down your ship! I will twist you into a pretzel and salt you like the dog you are! Do I smell... bananas?

Swifty the Avenger,
Ruler of All
New Castle, PA



CHRIS: I was going to say something mean back, but I can't even muster up the strength. You really, really hurt me, Swifty. Oh now look at me, I'm crying like a baby. Don't look at me. I don't want you to see me like this (sob...) ...FLOOOSH!

BILL: I'm sorry, Swifty. We had to put Chris out of his misery. He won't be able to play with you anymore. By the way, you're next...

LET'S WOK THE CAT!

First off, I'd like to thank you guys for being nice enough to finally shove a pen-pal ad in for me. Second, I've discovered something interesting. Sometime last year we got an all-white cat who would attack everyone and everything, so we called him Psycho Kitty, and lo-and-behold, I found that somebody's been spying on our house!!! For in June, I saw that they named a character in *Brutal: Paws of Fury* after our loveable but deranged feline!!! What a rip! Our cat's famous and we're not even getting a cut of the profit!

Amanda Hooker
Nunda, NY

BILL: OK, here's what you do. First, sue the crap outa the game company. They have really good lawyers, so you'll lose and become very poor, with no food to eat. Next make a big fire. Then, tie Psycho Kitty to a long stick and hold him over the... Ooops! Sorry about that, Amanda. Sometimes I just get a little 'crazy'. Ha, ha. I really do appreciate all your great letters. See ya!

THE SAME OLD STORY

When I opened my June issue of **GAME PLAYERS** and saw that *Knuckles Chaotix* only got a 41%, I was amazed! It's about time somebody woke up and realized that all of the *Sonic* games are exactly the same. Every game is the same old crap as the one before it. True, *Mario* games don't come out as often, but each one brings out new ideas and concepts. Even the *MK* series changed drastically each game so we gamers wouldn't get bored or upset. *Sonic* was cool the first time or two, but now it's just pathetic. It seems as if the people at Sega aren't even putting in an effort anymore. The same goes for the *Street Fighter II* series. It's the same game with the same characters and the same moves every time. Capcom should either move on to *SFIII* or just forget about the whole damn thing.

Craig Patik
Toledo, OH

CHRIS: Hey, we just call it like we see it. There is a plague in the videogame community — a pestilence called UNO-RIGINALITY. Thankfully, new PlayStation and Saturn games seem to be reaching beyond the stale 16-bit titles of late. But will we be damning yet another 3-D polygon environment game' a year from now? Hopefully game developers can use the new technology to keep the videogame scene fresh and exciting. Hey, I'm optimistic.

THE LIZARD WRITES BACK

Help! The Ratmen are attacking us with boards with nails in them! They are destroying our Lizardmen of the Undead and Possibly Brain-Damaged. They even ate our sacrificial cheese! Rumor has it the Basement-Dweller can help. I also have some questions:

1. Who the hell is Shadow?
2. Why aren't there any more Secret Messages?
3. Where's my share of the 500 unmarked bills 'Team Doctor'?
4. Why are we at war with worshippers of Gazuga, Lord of the Monkeymen?
5. I've got the pig and the keys, so where's my job?
6. Does the 'Team Doctor' really only have nine fingers? What's up?

P.S. Tell Tom "I'm in your power" Mills that his stones were frigid!

Liz' Centurian
Blathe, KS

Bill: If you led your troops better, you wouldn't be in this situation now! You are demoted to Mortar Shell Catcher. Leng, I give you this sorry skull to be the first hung on your shrine. Use a dull blade.
Chris: Since Bill is in an ugly mood right now, I'll answer your questions.
1. You mean Gamer X? Why he's — UGH! — dart... poisoned...
2. Aren't there...?
3. (Bill: YOUR SHARE? Leng, use a butter knife on this heathen!)
4. (Bill: Leng, forget the butter knife. Use a spoon on this blasphemer!!!)
5. You're not wearing the pig right, you idiot!.
6. 23, if you count the ones on his head!

HE'S HOLDING IT!

Who in the hell do you think you're fooling with that stupid Gamer X bit? Everybody knows it's just a silhouette of Jeff Lundrigan. THERE!!! I let go of the secret!!! I hold the world's fate in my hand!!! You @$$****s are really stupid!

Maurice Dunlap,
Palmyra, NJ

BILL: You know, Maurice, we usually toss all the crazy letters like this right in the old garbage can, but I think we found some unusual clues concerning your strange behavior in your letter. You see, we think you've been holding something else in your hand for a little too long and after all, your letter does come from PALMyra. We gotta know — have you got any hair growing on your palm? Has your eyesight been getting dimmer lately? But it is reassuring to know that you're keeping matters well in hand.

THIS IS THE END

Say guys, is it just me, or do all game endings SUCK?!? I am sick of beating games with crappy endings. I've got 52 NES games, 40 for Genesis, and 51 for Super NES — and each game ending SUCKS! The thing that I hate most is spending more than a week on a game, skipping school, playing it for 24 hours every day (like *Ecco the Dolphin*), and when I finally beat it, the ending (say it together, now) SUCKS! The only game I beat with a decent ending was *Sonic CD*. The cartoon intro and ending is way, way, cool, buddy!

Will 'The Thrill' Metcalf
New Orleans, LA

CHRIS: I totally agree. Sure, the gameplay is the important thing, but when a player invests a lot of time in beating a game, that player deserves something special as a reward. I don't want to get into a 'good ol' days' rut, but I remember when there was something mysterious and cool about game endings — everyone wanted to be the first to see them and reveal the game's secrets to their friends. Lately we're lucky if we get a still graphic along with the credits. C'mon game companies! Make it worth our while to finish your games!

READER ART

Was it a really funny drawing or was Bill Donohue just having another horrible gas attack?

WINNER

Josh Hagler, Litchfield, IL

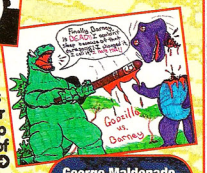
He was right... pulling a gun on the Editor was one way to get a Mystery Prize.

Joshua Barrax, Parkersburg, WV

It was the MK3 strip club that brought them all to their knees!

Juan Juarez, Los Angeles, CA

It's always sad when a video game character gets a big, red zit...



This is just another one of Bill's ideas for livening up the sport of baseball.

George Maldonado, Parts Unknown

This is supposedly a picture of Jeff Lundrigan before his morning coffee break...

James Faber, Escondido, CA

SO LONESOME, HE COULD CRY

You should make a section on 'Fighting Females' Wardrobe'. I sympathize with Chris on his vision of Chun Li. I, on the other hand, would prefer both Chun Li AND Cammy, because I wouldn't be able to choose between the two. I could also see Mileena, Kitana, and Sonya Blade on my waiting list. I wouldn't mind having Terra or Celes, either. I could also see myself on a date with Black Orchid. About that 'Fighting Females' Wardrobe' again — I think an inch-wide strip of silk would be better.

Joseph Embry
Munfordville, KY

CHRIS: Uhhh... dude, when you're imagining a prom date with a game character, it's time to get out and mingle with us 'Sun Dwellers'.

HE FAILED MATH CLASS

How come the Jaguar hasn't made any real cool games yet? *Alien Vs. Predator* and *Doom* were both great, but where the heck is the next good game? It's hard to test Jaguar games out since nobody rents them. I just got *Bubsy* because I thought it would be cool like the Genesis version. It was frustrating. Are there any really cool games coming out on Jag? Any that will compare with the Saturn? I'm getting tired of waiting!

Andrew Sexton
Woodstock, GA

Mike: Now, now let's be nice to the kitty-kat. Cannon Fodder is quite cool, and Super Burn Out is decent. As for Bubsy, what the hell were you thinking? A 'Bobcat with an attitude?' Hello! As far as the mighty Jag matching up with the Saturn, the Jaguar has been out for 2 years and has totaled 3 or 4 good games. The Saturn has been out for a couple of months and has already doubled the amount of good games! — Do The Math!

LOOK... THE DEAD WHO WRITE!

I control you, Bill! I control you!!! Your Army of Undead Lizard Soldiers is no match for my Elite Force of Super-Human Robot Ninja Werewolves! I am the ultimate Dark Stalker Ninja. I will hunt you down and tear you limb from limb, then I will feed you to my blood-thirsty Werewolf Ninjas. After I destroy you, your Army of Undead Lizards will run in fear from me. My Ninja Werewolves will hunt down every last one of them and terminate them. Your Skullbats will have no effect over me. Not even the Cleansing dance or Gazuga will save you now from my wrath and destruction!! Beware, beware!!! P.S. The evil snake mage cannot harm me!! There will be more letters. P.P.S. I have already sent Werewolf Assassins to take care of you. It will be quick, silent, and very painful! Ha! Ha! Ha! Haaa!

The Dark Stalker
Wilburton, OK

BILL: Excuse me? You must be one of those sorry heathens who will spend eternity shoveling Gazuga's flaming dung in the Pits of Lamentation. Listen for a sign of your doom on September 1st! Habeeb, I assign this heathen's demise to you. Make it slow and painful, as only you can!!!

The Burning Question: June

With new brawlers like *Mortal Kombat 3* and the *Street Fighter* movie game currently hitting the arcades, does the fighting game genre seem as exciting as ever, or is it beginning to lose a little steam? Will digitized and animated titles still rule? Will 3-D fighters like *Toshinden* and *Tekken* take over? Or will fighting games just fade away altogether? Bonus Question: The technology to cross the genetic patterns of a bass and a monkey DOES exist, but does Man have a right to exploit it? Is it scientific advancement or playing God?

I feel that digitization has reached its peek and it's time to put the *Mortal Kombat* series to bed. The same goes for all of the Capcom fighters. Since *Killer Instinct*, *Virtua Fighter 2*, and *Toshinden*, I have been extremely excited about this new type of graphic imagery! I feel that this will become the mainstream of graphics and that it will improve fighting games as well as other genres!

Herman McClain
Van Nuys, CA

Fighting games have been around for awhile, and I have a lot of friends who are, if they haven't already, losing interest. Now they're into action games and RPGs. A few of my friends, though, have kept with the fighting games purely for the pleasure of kicking the crap out of their opponent. As for your Bonus Question about the bass and the monkey... I heard that they HAVE crossed them. They crossed Donkey Kong's long-lost brother and the three-eyed fish from The Simpsons and that's how they created Gazuga!

Darius Romero
Orangeburg, NY

Face it, fighting games have died. I admit that the first 8 billion that were the same was understandable. *MK3* — come on. Give me a game that takes a little more brains than 'down-to-left, A'. What's wrong with an RPG? At least you have to use your head. Fighting games are cool but if I had $75 I would buy an RPG. P.S. It's playing the role of God, but he's doing it, so why can't we? And besides, who said he could?

Rusty Barnett
Beardstown, IL

Fighting games are nearing their end. This mind-candy is fine for the masses who only use their brains to memorize Fatalities, but there are only 1,626 ways to kill people (at least that I've tried). The younger generation will tire of these games quickly as new systems allow for greater capabilities. RPGs will soon take over the home videogame market. It seems that Japan is a step ahead on everything! Exception: 3-D fighters will survive and even thrive if properly put together. BONUS QUESTION: I've tried that one. I'm having trouble crossing the bass with a hyena, a tracer snake, and a Chevy Nova. If I figure it out, I'll send you a picture.

Swifty the Avenger
Greenville, PA

2-D fighting games are not dead yet. *Tekken* and *VF2* are quite innovative, but many game players still play a lot of Neo-Geo fighting games, which are 2-D but still very satisfying. Next-generation platforms will have the technology to support numerous 3-D fighting games, but with hits like *X-Men*, *Killer Instinct*, and *Samurai Shodown II*, don't count out 2-D brawlers just yet!

Uchenna Paul Nwachukwu
East Orange, NJ

DO YOUR PENANCE

Major Riley reporting in. The troops have been defeated in the North. The Mongoose army must be in alliance with the government. We were ambushed. Only I, with a few other warriors, were able to escape. Send messengers to the West to recruit the crafty Snake Man to help us out in this war. We are getting closer!

Major Riley
Greensboro, NC

Bill: Messengers have been sent, but help will arrive too late for you! For allowing the Mongoose army to defeat you, I demote you to Mortar Shell Catcher. If you heat many rocks, Gazuga may forgive you...

WATTA WHINER

Hey Super Nintendo, don't get me wrong, but PICK UP THE DAMN PIECES!!! I love the whole *Final Fantasy* collection, but Sega is kicking our butt! They don't have very many RPG games, but the ones that they do have push them ahead. I mean, why the hell not make the biggest *FF* game ever? When I bought *FFIII* I wasn't let down, but they could have made it longer. Don't spend so many bits and bytes on video, spend it on length and story.

Daniel Simonson
Surrey, BC

Jeff: What dump truck did you fall off of? Systems don't spontaneously generate games. Somebody has to design them. Sure, Genesis brought us* Landstalker, *and I'm always eager to get my hands on anything from Working Designs for Sega CD* (Lunar: Eternal Blue *is a hoot), but give me a break. What are you stacking up against the* Final Fantasy *series,* Phantasy Star? *Not even in the same league, and if you want to complain about a game being short, well, don't even get me started about Sega's* Beyond Oasis. *The bottom line is that there's no point in blaming a system if you're coming up short in your favorite genre. If you want a game with 47,000 different endings and two years of game play, try chess.

Bill: If you don't have time to learn chess, you could try this game I know. You pretend your hand is either a rock, or some paper, or a pair of scissors. I've found that this game has many different endings and is challenging for hours!

WANT US TO BREATHE FOR YA?

I have a tough decision to make and I was wondering if you could help me. I have money at my disposal and want to know what new system I should get. Is Ultra 64 worth the long wait, or should I just get a Sega Saturn? I like what I've seen so far of the Ultra, but the Saturn is already out. Please help!

Chris Starr
Colorado Springs, CO

CHRIS: We get a lot of these letters these days. It seems that with so many great choices comes an even greater amount of confusion. We're not trying to cop out here, but it really is too soon to tell which system will turn out to be the best. I will say this, however — if you can hold out and wait for the big picture to come into focus, you'll be much better equipped to make the best decision. If you can't buy all the new systems, take your time and check it out.

THE DEAD WHO... RHYME?

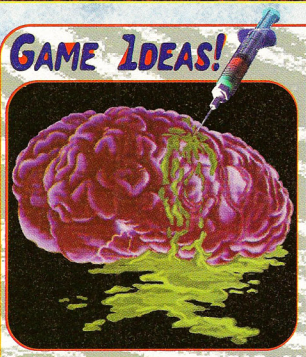
It's two in the morning and I can't fall asleep, so I wrote this poem. Keep up the good work!

Bill, ol' Bill, I love that Bill.
He makes you others look real ill!
Lil' Bill's Moogoo Dance
Makes you feel like you've **** your pants!
With your Skullbat, you'll have good fun,
Just don't get caught, 'cuz you'll look dumb!
Bill, ol' Bill, I love your mask.
It makes my friends come over and ask
Who the hell is Bill, Nick Will?
Read Game Players, you'll get your fill!
So Bill, ol' Bill, you crazy ass,
I think you smoked way too much grass!

Nick Will,
Minneapolis, MN

Bill: That was slick, Nick! And your opinion may be right... I gotta go, you gotta light?

GAME IDEAS!



STUPID IS AS STUPID DOES

My awesome game is called 'Kid's World'. Kids try to make their parents go to a volcano so they can push them in. You also have a bat to push all their friends in, too. If you don't get them there in time, they escape and use their belts to rip you apart and they win, but if you win you rule the world. P.S. I'm not a mad person like that Josh kid who made up *Rocket Dogs*.

Ben Bell,
Raleigh, NC

Bill: That's the stupidest idea I ever heard, Ben! We only printed your letter because you mentioned that most sacred of games — Rocket Dogs! As a booby prize, I'm sending your parents a brand new cowhide western-style belt. Enjoy!!!

EAT YOUR WEETZLES!

I've got a game that will blow your mind! It's called '*Weet Fighter*' 'cuz that's the noise my guinea pig makes when it's mad. The fighters would be guinea pigs. The fatalities would be very bloody. THEY WOULD BE SWIMMING IN BLOOD! Sorry, I got carried away there.
P.S. Woah, gotta go now. One of my dead corpses seems to be moving!

Jamie Smith,
Mapleton, ME

Bill: Jamie, Jamie, Jamie... How many times do I have to tell you not to stick your tongue in the wall sockets? Frankly, I'm a bit concerned. Everyone knows that you use duct tape to hold those pesky corpses down.

CHANGE IS A GOOD THING, RIGHT?

My game is called '*Bob's Paint Quest*'. It's kinda like a fighting game. You would be Bob, the human guardian of the universe. The last boss would be the king of the blue butted baboons, Chris. The object is to paint Chris' butt brown, like all the rest of us.

Adam Alexander,
Frankfort, IN

Bill: Yes, Adam, I did change your game idea a bit, but only because Chris is the leader of the baboons. As anyone knows, I am the leader of the elite, undead lizard warriors. That's why you lost... Ha, ha, ha, ha! What a moron... Ha, ha, ha!!!

WINNER

ICE CREAM, YOU SCREAM

My idea for a game is '*No... no! Put the gun down! No... Aaaaaaah!*' You play as an escaped mental patient who was wrongly put in an asylum. You would progress through the game, destroying the evil people who can read your mind. Their leader is your arch-enemy, the ice cream truck driver! If you smear the ice cream man, you get to go back to the nice padded room. The best part of this game is that you don't need a game system to play it! I didn't!

David 'I need a sedative' Greenbank,
Ashland, OH

Bill: You're right, Dave! I think the best part is after you go back to the nice white room and they put you on the table and shock you. The enemy can still read your mind, but you just don't care! Gotta go... I hear the ice cream truck coming...

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

Just send in your Game Ideas to the address printed on the last Network page. Make sure that you include what type of video game system you own. This month's Mystery Prize goes to **Dave Greenbank**, of **Ashland, OH**, but only because he needed a sedative, and I don't have one. So don't delay! Write in today!!!

WATTA CRYBABY

Mortal Kombat 3 is out. It's a great game, but some of the people who play it are jerks. They're belligerent trash-talkers and cutthroat game players. When I go to the arcade to play *MK3*, I go to have fun. But some people who go to these amusement centers go just to unamuse others. That makes me mad! When I ask how to perform a special move I just witnessed, a lot of times the person will either suddenly get amnesia, become mute, or simply say 'I ain't gonna tell ya'. What is all that?!? Has anybody heard of fair play? Has anybody ever heard of cheap play? I also think that another reason some people keep special and finishing moves from others is because the game has a magical way of turning some people into little infantile jerks with (ooh!) big secrets. Get a life! So now when I go to the tension-filled arcades, I prepare not to expect any friendly info from unreceptive people. I also put on my invisible earplugs to defend myself against the big-mouthed trash-talkers with equally huge attitude problems. I also have to restrain my rage caused by the cheap play of others, because I will end up transforming into one of those jerks. I mean, I go to play *MK3* to have fun, right?

Carey
Royal Oak, MI

CHRIS: Tsk, tsk, tsk — today's blood-thirsty other-worldly Kombatants simply have no manners. Seriously, have you expressed your feelings (in a nicer, non-hostile manner) to the 'jerks' in question? If you're wanting to make peace with these guys, maybe you should make the first move. Giving them a little of your info first might jog loose their memory. But if you still aren't having fun at the arcade, then maybe you just shouldn't go. It kind of defeats the purpose, y'know?

WAY AHEAD OF YOU, PAL!

I've been reading your magazine for awhile now, and I think it's great! I have a suggestion: at the end of each year you should have a special issue that contains only the top-rated games of the year, so players can get an idea of the hottest games to buy. It should also have a round-up of the best codes. You could call it 'GAME PLAYERS Special' or 'The Best of GAME PLAYERS'. I think it would work, but hey, it's your magazine.

(no name given)
Thunder Bay, Ontario, Canada

CHRIS: Wrong, buddy — this is YOUR magazine! And because you demanded it, there WILL be a special 13th issue of GAME PLAYERS this year! 'So let it be written, so let it be done!' Maybe we'll call it 'Super GAME PLAYERS Turbo Edition'... or 'GAME PLAYERS '95: The Final Chapter'. Anyways, never let it be said that your friendly pals here at GAME PLAYERS aren't sensitive to your gaming needs (especially after the Guys In Suits kick us around a dark and secluded parking lot for a few hours)!

EVERYBODY'S A CRITIC!

Dear GAME PLAYERS,

To Chris: Why did you grow that sick beard?

To Jeff: (Now, remember our plan! Break into Chris' house, kill him and then you'll be the Editor!)

To Doug: Review more games!

To Mike: Hey, aren't you that Steve Urkel guy?

To Patrick: You're not really Italian are you?

To Bill: (I have what you're looking for. Meet me in the alley by the 7-11 store. Remember the gerbil tubing.)

Kirk Stamatelaky,
New York, NY

BILL: OK, I've asked the guys for their answers, so here we go. Chris needs to know if you mean the real beard or the goatee he has now. Uh, Jeff is currently Chris' roommate, but he's looking for his own place. We think Doug may finally have found that doorway to another dimension. Mike says who the hell is Steve Urkel and what's your problem, buddy? Patrick says that he is Italian and he's connected. He also said something about you finding a horse's head in your bed, whatever that means. And finally, Kirk, I find it really hard to believe that you're the Great Wolf. I'd demote you to Mortar Shell Catcher, but I think you're too messed up even for my Army of the Undead and Possibly Brain-Damaged! Besides, you forgot the 500 bucks!!!

CONNECTIONS

I'm a 21 year old who wishes to write to anyone who has a SNES. Drop me a line!
Nathan Helgren
7353 W. Madison Dr.
Magna UT 84044

I'm 16 years old and would love to write to anybody about video games. Try to include a photo.
Mindi Bear
PO Box 26131
Prescott Valley, AZ 86312

I'd like to get in touch with any 10 to 12 year old Nintendo and Gameboy players. I'm 11 years old.
Philip Nowak
5310 N. Linder
Chicago, IL 60630

I'm 10 years old and want to write to anybody 9 and up. I have a SNES.
Jessica Pico
5147 Syracuse Rd.
Cheyenne, WY 82009

I'm 13 and looking for a penpal who is good at *SFII* and other SNES games.
Vivienne Santrago
PO Box 866
San Sebastian, PR 00685

I am 12 years old. I'm looking for a penpal 10 and up, boy or girl.
Brian Cash
568 W.T.L.O. Rd
Somerset, KY 42501

I own a Sega Genesis and Game Boy. I'm 10 years old and would like to swap tips with boys or girls.
Crystal Jewett
442 Heather Ct.
Benicia, CA 94510

I'm 12 and would like to share tips for Sega and SNES. I would prefer a girl.
Ryan Johnson
816 S. Ellison
El Reno, OK 73056

I am 15 years old and I am looking to write anyone who knows programming, video game production or how to create sound.
Keon Baxter
501 Burnt Mills Ave.
Silver Spring, MD 20901

I am a gregarious 14 year old girl who would like a guy penpal of the same age, give or take a year.
Samantha Thompson
10561 Shadybrook Dr.
Boise, ID 83704

I'd like a penpal 8 - 12 who has a NES or Sega. I want a boy, but a girl is fine.
Cody Bearden
163 Circle Drive
Crossett, AR 71635

I'm 14 years old. I own a NES with a ton of games. I'd like to trade tips or talk.
Amanda Bard
4193 Ranchero
Dore, MI 49323

I'm 13 and would like a penpal to talk about anything. I'd prefer a girl between 12 - 14.
Christopher Vann
319 Ellinger Highway
La Grange, TX 78945

I'm in need of a penpal. I'm turning 10. I have a Genesis and a Game Boy.
Liz Hunger
291 Gramercy Heights
Clifton Heights, PA 19018

I'm 11 and looking for a penpal. I want a penpal between 12 - 14.
Chris Reichman
301 Alexander
Mt. Pleasant, TX 75455

I'm 13 and I would like to exchange codes for SNES, NES and Game Gear.
Patrick Baker
831 E. Grandlake Bl.
West Chicago, IL 60185

MIKE & LONI, SITTING IN A TREE...

Attention GAME PLAYERS! I have some terrible news! Just the other day I was walking to my favorite arcade to play *Tekken*. Upon entering the arcade, I heard a terrible scream! Then I heard it again! It was Mike Salmon! He was screaming 'Take this, Burt!' while playing *Lethal Enforcers*. I tried to calm him down, but he just kept shouting 'Die Burt, die!'. The next events were quite shocking. Mike produced a gun from his hair and ran outside screaming 'Die! Die!'. He started shooting wildly and drooling (some witnesses swear his eyes turned cherry-crimson). All of a sudden, Burt Reynolds crawled out from behind a dumpster. Mike walked up and shot him! Burt will deny it if you ask him, but I saw it!

Jason 'Buttocks Man' Dix
Kingsburg, CA

Mike: The girdle-wearing bastard had it coming! He was dissing Loni and reciting lines from* Cannonball Run. *I mean, if I didn't do it, someone was going to. (By the way, I would never play* Lethal Enforcers *— give me some credit)

GET OFF YOUR @SS!

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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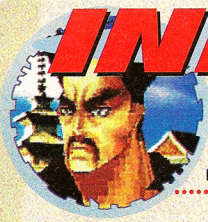


INFO TRAK

Back in the '50's, Mom and Dad would sit around the old TV set and get all concerned that the world was going to hell in a hand basket, as seen on the Evening News. Today, they just read our News section and realize that they were right, way back then!

Sega Vs. Sony — In Softball?!?

So as not to get too serious about this whole '32-bit war' thing, the videogame giants recently traded in their joysticks for softball bats. Both teams put in a lot of batting practice, resulting in a sky-high score of 24-20, with Sega winning out on a Grand Slam. Afterwards Sega President Tom Kalinske set all differences aside and treated both Sega and Sony players to drinks. Then a giant iron cage fell down over all the Sony guys and Tom cackled his evil laugh, proclaiming 'Ha, ha! The 32-bit war is over!' ...Um, maybe not. Next up for Sony's sluggers is a game against yours truly, the staff here at *GAME PLAYERS*, along with our pals over at Next Generation. We'll fill you in on all the tom-foolery next month.

Mike Ribero powers in a Grand Slam to clinch the win for Sega, 24-20. 'I've got a bat waiting for every one of you Sony S.O.Bs', he warned.

When Sega Prez Tom Kalinske says 'Gimme an 'S', you give him an 'S'.

Nintendo Skips Winter CES

Nintendo, the last major company to sign up for last May's E^3 show, is now the first to drop out of the annual January '96 Winter Consumer Electronics Show in Las Vegas, Nevada. This was to be the place where the Ultra 64 would make its U.S. debut after its initial launch this November at Japan's Shoshinki show.

At the same time, Nintendo announced its support for a single yearly trade show to be staged by the Interactive Digital Software Association in Los Angeles in May of 1996. Jack Heistand, chairman of the ISDA, was understandably glib, 'Obviously, we are both excited and gratified by the support shown to the ISDA by Nintendo. Their move acts to validate what the majority of the people in our industry prefer — a single show every year which caters specifically to the needs of the interactive entertainment software industry.' Howard Lincoln, chairman of Nintendo of America, simply had this to say, 'Although we have enjoyed years of successful participation in CES shows, this clearly is the right decision not only for Nintendo but for our third-party publishers, retailers and other business partners.'

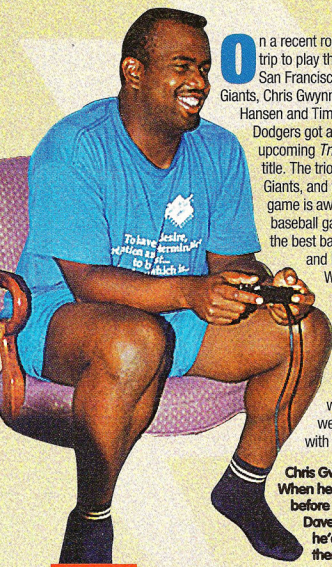
All of that sounds nice on paper, but we here at *GAME PLAYERS* have the REAL scoop on why Nintendo pulled out. After years of mining, Nintendo has finally dried up the diamond deposits under Las Vegas. They now have enough materials to power a cannon bigger than any other in the world! Heaven help us. Heaven help us all.

Nintendo 'Plays It Loud'

Nintendo of America and its advertising agency, Leo Burnett USA, together created the 'Play It Loud' campaign which garnered the EFFIE award, sponsored by the American Marketing Association of New York. For 27 years, the EFFIE has honored campaigns that yielded a significant increase in sales and won dominant market share for a company within a specific industry through the campaign's teamwork and brand building. 'Play It Loud' helped propel Nintendo's market share leadership in the 16-bit category and contributed to maintaining Nintendo's number-one position overall in videogame sales. Many will remember 'Play It Loud' as the campaign that brought Nintendo back from the world of 'uncool', a place that Sega had worked hard to carve out for their top competitor. Now, with marketing becoming an all-too important factor in a videogame machine's success or failure, all eyes are on what Nintendo will do with Ultra 64, a machine that will be geared towards a slightly older player.

The Pros Rate Triple Play '96

On a recent road trip to play the San Francisco Giants, Chris Gwynn, Dave Hansen and Tim Wallach of the LA Dodgers got a sneak peek at EA's upcoming *Triple Play '96* baseball title. The trio had just come off a 15-inning, one-run loss to the Giants, and were in dire need of a little cheering up. 'Dudes... this game is awesome!' Hansen was impressed. 'I've played several baseball games before, and they're all pretty good, but this is easily the best baseball game I've ever played'. Gwynn added 'This is great. But it's not out yet, and I have to wait until June? I want to have this on the road with me right now.' Wallach, still nursing a sore back that had him on a 15-day disabled list, simply had this to say, 'This is a pretty cool game. I do play many baseball videogames, but this one looks like it's going to do well. This is the only way I can get my cuts in right now, and its not half-bad'. Now we'll just have to wait and see how well the Dodgers finish out the season with *Triple Play* in the bullpen.



Chris Gwynn can't wait for his own copy. When he heard that he couldn't get one before June, he went mad and killed Dave and Tim. '*Triple Play* or death!' he'd say, just before pummeling them with his Genesis control pad.

Chris, Dave, and Tim, living the hotel life with a new friend — EA's *Triple Play '96*. The winner gets the bed.

Tekken 2 Set to Hit U.S. Arcades

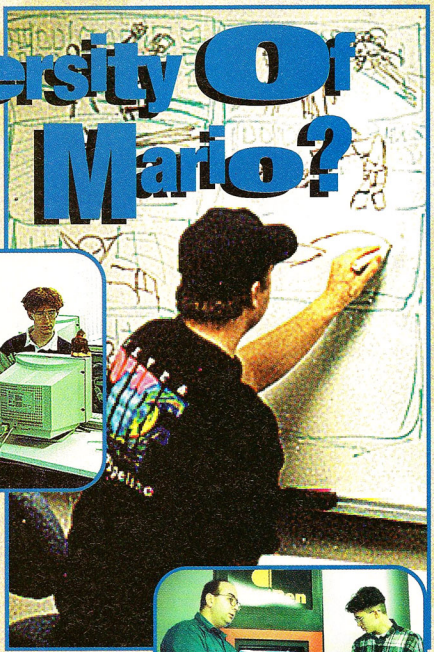
Sure, sure, I know what you're wondering — 'why isn't this in the previews section'? Hey, it came in at the last minute, okay? It was either going into Infotrak or nowhere at all. So get off my back! Anyway, as you can see, Namco's new sequel is looking pretty hot, even if the overall graphics don't show any real improvements over the original (so far, at least). If anything, it looks as if Namco went for more of a *'VF2*-ish' kind of look, mimicking the Sega game's blockier character designs. Two new characters have been added — a guy named Lei and a girl named Jun. The rest of the crew gets new moves, costumes, and backgrounds to play with. Also, Heihachi, the boss from the first *Tekken*, seems to have taken Kazuya's place. Look for the coin-op version sometime before the end of the year, with the PlayStation version of the original *Tekken* this holiday season. The PS version of *Tekken 2* will hit japan before the end of the year, but isn't planned to reach our shores until the end of '96.

University Of Mario?

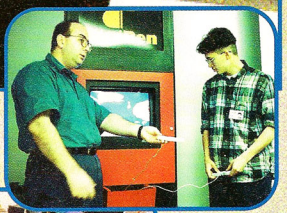
Some of the first applications to show up on the personal computer were what many people in the *serious* business world still call executive diversions. Of course they are referring to games and no longer are they the kid's stuff of yesteryear. Today computer and video games make up one of the largest forms of entertainment in the world and the demand for skilled programmers in the gaming industry is ever-expanding.

Considering the popularity of electronic games and the general appeal of working in an entertainment-based industry, it's not hard to believe that there are thousands of young people eager to get into game designing. The problem has always been a matter of experience. Programming a video game is not an easy task and it does take technical training, which in the past has generally come from somehow getting on board at the very bottom of a development team and picking up bits and pieces of necessary knowledge whenever possible. The unfortunate side of this kind of approach is that it takes a great deal of time and luck to get anywhere and even then there is no guarantee.

Students receive their own computer on which to work, though they are encouraged to work together whenever possible.



Games such as *Dungeons of Passage* are created from the ground up.



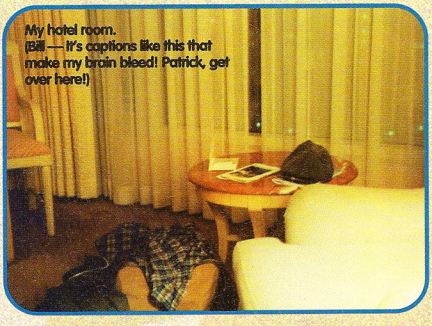
Comair encourages an onlooker to sample a student game.

Much of the school's success is based on a cooperative effort between students.

Recognizing this dilemma, Nintendo of America has taken a big step in remedying the problem. The solution is called DigiPen, a two year video game programming school located in Vancouver, B.C. Canada. Getting its start nine years ago as a special effects house, DigiPen quickly realized there was a severe shortage in manpower and set out to become a training center for individuals with the motivation to get involved in Computer Arts. Digipen operated as a computer animation school for years before Nintendo ever became involved, but with their help DigiPen launched a new program in Video Game Programming just over ten months ago.

Now, students can come to DigiPen and learn from start to finish how to create a video game. The original 30 students of this two year program are about to begin their second year in which they will actually begin to program for the Super NES, Virtual Boy and yes, even the Ultra 64 when the time comes.

President Claude Comair states enthusiastically that Nintendo has been a tremendous help in getting the program off the ground by donating equipment and lending continuing manpower and guidance to the school. In turn Nintendo will receive the benefit of the students' work on their gaming machines, but the students are in no way obligated to work for Nintendo.



My hotel room. (Bill — It's captions like this that make my brain bleed! Patrick, get over here!)

DigiPen has accepted 60 students for the next session beginning at the end of the summer and they insist that the number of students will remain low to maintain quality standards. The only requirements for acceptance are a high school diploma and a great interest in the field. With only 60 students being accepted each year the competition is fierce. Claude Comair said that the most important aspect considered for acceptance is a strong mathematical background with some experience in computer science.

Jim Merryk, Nintendo's highest ranking member of the Advisory board to DigiPen says that the possibility of more schools like Digipen is a consideration, but the conditions would have to be right and the school would have create a truly valuable curriculum in video game programming. Meanwhile, DigiPen is receiving all their attention and the results seem promising, with some students having already been lost to related job opportunities.

PATIENCE IS A
VIRTUA

CHATTER

GAME GOSSIP

This month we search the globe for juicy gossip and gaming goodies, uncovering news of another Ultra 64 delay and Sony's ultimate gaming machine - and it's not the PlayStation...

PlayStation prepares attack on Saturn

With the PlayStation slated for a national September 9th release date, rumors continue to persist that Sony's dream machine will sneak out earlier. While the company stands by the September launch, several other dates, including a July 4th release, are still the talk of the video game community. The conflicting reports are based loosely on rumors that, despite their statements to the contrary, Sony execs are worried about Saturn's head start. Still, it's very unlikely that Sony will 'pull a Sega', because of the bad feelings many smaller distributors and retailers have towards Sega for being left out of their surprise May launch. Sony will reportedly sell the PlayStation to retailers for $329 and give them *Ridge Racer* to help offset the hardware losses - retailers are encouraged to sell the PlayStation for $299 - Toys R' Us included... There will be NO PACK-IN for the PlayStation. The machine will instead come packaged with a demo disk (much like Sega's *Choice Cuts* disc) that features playable samples from a handful of titles. • Word is that Sony is currently working on its 'ultimate game machine' that will incorporate DVD technology (a new standard compression technology that allows you to put movies onto a CD). • Other news to come out of the Sony camp includes the Seattle-based Virtual I/O company who may produce exclusive 'virtual-esque' peripherals for the PlayStation. We'll let you know as soon as we get any more hot information.

What's New at Nintendo?

Sources close to the project report that Ultra 64 will be delayed again! While Nintendo claims the hardware is ready for manufacturing, Nintendo will delay the product another three months - pushing its release into the late summer of '96! It's also rumored that the scheduled unveiling of Ultra 64 at the November Sho-Shin-Ki show will be cancelled as well. The decision to delay Ultra was supposedly made to give third parties more time to refine Ultra 64 products. • However, inside sources indicate that Square Soft, Enix and Nintendo still have 16-bit stuff in works! *Kid Kirby* - starring that bubble-guy, Kirby and finally a title that revives an old fave, *Super Kid Icarus*. • Other Super NES 16-bit news includes the rumor that Commanche, the first Super NES game to utilize a special connector cable - ***Game Players*** told you about a few issues back - will be cancelled.

Bits and Bytes

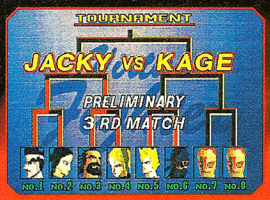
Treasure, the guys responsible for *Dynamite Heady* and *Gunstar Heroes* are working on a side-scroller called *Guardian Warrior* • The second installment in the *Beyond Oasis* line is *Story of Thor 2* • *Clockwork Knight 2* will hit Japan in July, this go-round you can play as the horse • Konami's *Bloodletting* will come to Saturn and PSX, the title is supposedly the 'next generation' *CastleVania* game, also expect *Overkill* to be well received • If you can't get enough of those shooters, a gaggle of 'em are expected by this Christmas, they include: *PoleStar* for PlayStation, *Darius* from Taito for Saturn, *Ray Force* for Saturn and *Philasoma*, an incredible eight-view rendered extravaganza for PlayStation. • Finally, two rumors we felt worth a mention... Sega is rumored to be considering buying into 3DO's M2 technology, 3DO's angle is that anyone interested in licensing the hardware can do so - for a price.

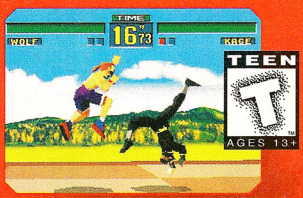
Sega Declares War in September

Not to be outdone, Sega will directly combat the PlayStation launch with a rumored re-packaging of the Saturn in late September. The plan includes replacing *Virtua Fighter* with *Virtua Fighter Remix* - a game already available in Japan - the game places *VF2* characters into the *Virtua Fighter*'s arena. Hot stuff. (*Remix* has already replaced *VF* as the pack-in overseas in Japan.) Sega will also offer an alternate re-packaging deal that will replace *Virtua Fighter* with a *Clockwork Knight* and *Panzer Dragoon* combo.

Don't expect *Shinobi* anytime soon, the game will undergo major changes before it ships in '96 under a third-party, not Sega.

BUT WHY WAIT... GET YOUR SPECIAL 32X™ VIRTUA FIGHTER™ TRAINING PACK RIGHT NOW!





GAME CARTRIDGE NOT INCLUDED.

Virtua Fighter is coming to Genesis 32X this Fall, but you can start your training today! Get the limited edition Special 32X Virtua Fighter Training Pack and you get all this: ❶ A coupon good for a $20 rebate for either a Virtua Fighter 32X game cartridge or a 32X hardware system. ❷ An exclusive Virtua Fighter video with key game tips and upcoming highlights. ❸ An entry form into the VF32X Sweepstakes, where you can win a Virtua Fighter arcade unit.* ❹ A one-of-a-kind Virtua Fighter T-shirt.

Your choice. You can wait until Virtua Fighter for 32X is out in the stores like the rest of your friends, or you can get the Special 32X Virtua Fighter Training Pack, get a leg up on the competition and get the game for less! After that, it's every fighter for him or herself!

GENESIS 32X™

SO WHAT ARE YOU WAITING FOR?

SEGA®

*No Purchase Necessary: To enter, see Virtua Fighter Special Training Pack (SKU #84704) or hand print your name, complete address, birth date and telephone number on a 3 x 5 card and mail to: Virtua Fighter Promotion, P.O. Box 4714 Hayward, CA 94540-4714 by Dec. 1, 1995. To receive official rules, send a self-addressed stamped envelope to Virtua Fighter, c/o Little & King Co. Inc., 140 Broadway, Amityville, NY 11701, by Nov. 15, 1995. Void where prohibited. Estimated retail value of prize structure $12,000. Sweepstakes ends 12/1/95.

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CHARTS

HIT LISTS

Alright, we've finally got this whole operation computerized! And on top of that, our loyal readers have, with their votes, established a new order! *DKC* is no longer number one! We've also got the first winner of the 'Write Your Own Darn List' contest! The winner is ***Christopher Meyers***, of ***Old Bridge, N.J.*** Keep those cards coming, folks! Get your favorite game on the list!

OUR READER'S TOP TEN

Based on our reader mail!

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

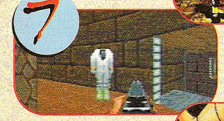
2. ***Killer Instinct***
Arcade
Midway

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

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

5. ***Secret of Mana***
Super NES
Nintendo

6. ***Mortal Kombat II***
Super NES
Nintendo



7. ***Doom***
32X
Sega

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

9. ***Virtua Fighter***
Arcade
Sega

10. ***Sonic & Knuckles***
Genesis
Sega

OUR OWN DELUXE TOP TEN!

Based on what we play when we should be working!

	GAME	SYSTEM	PUBLISHER
1	***Greatest Nine***	**Saturn**	Sega
2	***Warhawk***	**PlayStation**	Sony Imagesoft
3	***Toh Shin Den***	**PlayStation**	Sony CE
4	***Mortal Kombat 3***	**PlayStation**	Williams
5	***Jumping Flash***	**PlayStation**	Sony
6	***Killer Instinct***	**Super NES**	Nintendo
7	***Yoshi's Island***	**Super NES**	Nintendo
8	***Destruction Derby***	**PlayStation**	Psygnosis
9	***Super Bomberman 2***	**Super NES**	Hudson Soft
10	***Mario Clash***	**Virtual Boy**	Nintendo

TOP TEN FROM THE U.K.

	GAME	SYSTEM	PUBLISHER
1	***Theme Park***	**Genesis**	Electronic Arts
2	***Brian Lara Cricket***	**Genesis**	Code Master
3	***Super Bomberman 2***	**Super NES**	Virgin
4	***Rugby World Cup '95***	**Genesis**	Electronic Arts
5	***FIFA Soccer '95***	**Genesis**	Electronic Arts
6	***Super Int'l Cricket***	**Super NES**	Nintendo
7	***Super Street Fighter 2***	**Genesis**	Sega
8	***Super Star Soccer***	**Super NES**	Konami
9	***Super Return of the Jedi***	**Super NES**	Virgin
10	***World Cup USA '94***	**Genesis**	US Gold

TOP TEN FROM JAPAN

	GAME	SYSTEM	PUBLISHER
1	***Ultimate Parodius***	**PlayStation**	Konami
2	***Chrono Trigger***	**S. Famicom**	Square Soft
3	***Super Bomberman 3***	**S. Famicon**	Hudson Soft
4	***Tekken***	**PlayStation**	Namco
5	***J-League Super Soccer '95***	**S. Famicom**	Jaleco
6	***Daytona USA***	**Saturn**	Sega
7	***Jumping Flash***	**PlayStation**	Sony CE
8	***Snoopy***	**S. Famicon**	Nintendo
9	***Donkey Kong Country***	**S. Famicon**	Nintendo
10	***(Women's Wrestling)***	**PC Engine**	NEC

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!

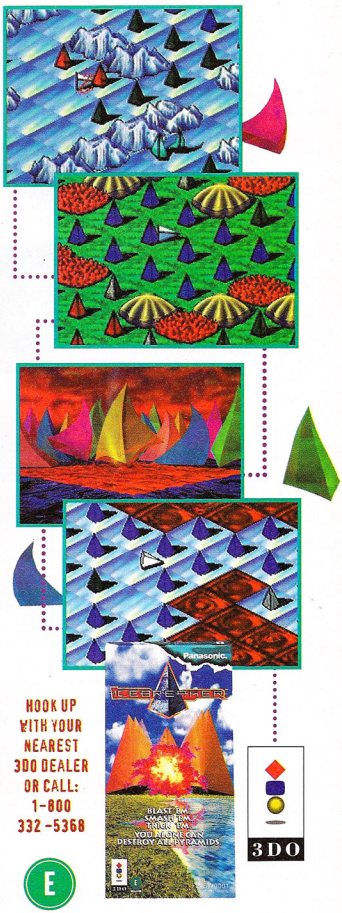
"JUST MOWIN' DUDES DOWN

'TIL THAT ORANGE MEANY WAXED ME."

An Experience from the REAL 3DO Zone™, Louie "The Worm", OH

ICEBREAKER

"Orange Meany? I don't think so. These bad boys are downright nasty! The dude took two to the chest, split in half and kept on rockin'. What'z a guy to do? I mean we're talkin' thumbs on fire. My heart's pounding and I'm drippin' sweat. But I'm addicted. I'm clearin' this board. 150 levels, monster tunes and screamin' pyramids. I'm goin' full-tilt, baby! See ya on the grid."



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

E EVERYONE

3DO

Panasonic Software Company

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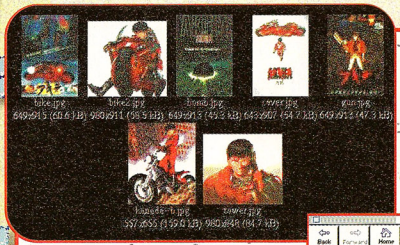
GOODIES

In Related News...

So you're back again? I suppose you'll be wanting more information on what's worth checking out beyond the world of video gaming. Well, I guess we've brought this on ourselves. I mean, we did promise to deliver a valuable resource to help you in maintaining the illusion that you've been keeping up with the real world. So, here it is.

Anime Surfing



Are you tired of using the Internet for looking at photographs of half-naked women without a care in the world? (Bill — yeah, right. The minute that happens I'll probably be real tired of breathing, too!) Well, how about using it to look at half-naked women carrying impressively-effective weapons and bent on saving the world? If this sounds good, you're in luck, Binky, because anime has hit the Internet in a big way. From checking out video stills to browsing volumes of available merchandise, the following sites on the web are sure to deliver the information you've been searching for.

First, from industry giant Manga comes the 'Manga Video' web page. This is primarily a means to list and promote their own line of videos, but who better to keep up with?
http://www.polygram.com/polygram/Manga.html

'Miracle Girls' is a web site devoted to the Japanese animated series about two teenage girls with ESP.
http://www.tcp.com/doi/miracle/miracle.html

The 'Anime Picture Archive' page is just what it promises to be. If you've heard of it, they've probably got a picture of it.
http://www.lysator.liu.se/~neotron/anime/akira/

The 'Anime' web page is a thorough list of Japanese animation. If it's not here, well, then keep looking, but you probably won't have to.
http://www.ipl.t.u-tokyo.ac.jp/~kusano/anime.html

No longer do you have to wait for an entire month for new Anime to make it to your door. Now, you can just dial it up on the Web.

Don't Sit So Close!

Virtually cool, these glasses bring style back to the world of video games.

For all of us who have had to endure the warning about sitting too close to the television screen, your problems are solved. Now you can not only strap the television screen right to your face, but you can stick a pair of speakers right in your ears so you'll never be able to hear anyone tell you anything again.

From Virtual i-O comes a pair of somewhat affordable virtual reality glasses so small and comfortable that they are hardly more trouble than a pair of sunglasses. Upgradable to a fully tracking pair of virtual glasses, i-Glasses have been designed with the gamer in mind, though they are actually adaptable to any video source. Without the tracking feature the glasses are not much more than having a TV strapped to your face, but the immersing effect is pretty cool anyway.

Saturday Becomes Seven Day Event

With mega hits like *X-Men, Spider-man* and *The Tick* it would be difficult to argue against Fox having the strongest Saturday morning line-up of all the networks. Combine this type of notoriety with a company like Fleer and you're almost sure to create something good. This is what both Fleer and Fox Broadcasting hope will come of their combined effort to bring Saturday cartoons to the world of trading cards. This 150-card set includes cards from The Tick, Spider Man, X-Men, Eek the Cat, and Bobby's World. Also, as a special bonus, there will be one Power Pop-Up card in each pack of cards. This is a free standing, 3-D pop-up card. There are a total of 24 pop-up cards.

How about those choppers? The Tick has it all — charm, sophistication and his own trading card.

Cyber Cool

Well, if you've been keeping up with current trends you already know there's really only one lifestyle question worth asking yourself these days. Should I become a Cyberpunk is perhaps one of the most important things a young person of today has to decide. Now, of course we wouldn't dare try to make that decision for you, but the least we can do is offer some information on how to be a Cyberpunk if you decide to give it a whirl.

Just another book to tell you how to act?

The book, from Random House, Inc. is called *Cyberpunk Handbook* and it sells for $9.95. It promises to give a detailed picture of what it takes to be a cyberpunk from fashion to attitude. If you're still not a cyberpunk after reading this book, then you were never meant to be one in the first place.

How Do You Pronounce That Name?

That ex-Sugarcubes front woman, Bjork, has just released her second solo album entitled *'Post'* on Elektra Records. While there is still a taste of her patented growling and impassioned bellowing to be found here, *'Post'* is more of a smoothed-out version of what many have come to expect from this undersized wonder. The music, which inevitably ends up being almost background material for her haunting vocal tracks, is still a heavily dance-conscious mix of electronic instrumentation.

A supporting US tour has already begun, so keep your evenings open until you've secured the exact date that she will be in your town. Then, rush right out, get your tickets, get the album and bask in the joy that is Bjork.

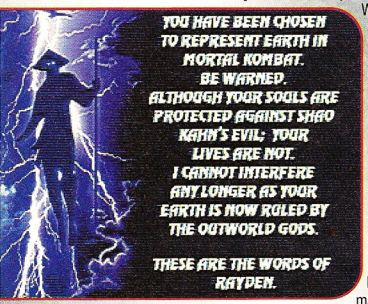
Ex-Sugarcube finds a new life and then some as a solo artist.

PREVIEWS

Paul Revere cried out about the British. Nostradamus predicted Hitler (minus the 'r' anyway) and we here at *GAME PLAYERS* give you the early word on upcoming games. That's right — once again it's time to know more than your mom about the future of the gaming industry. You're welcome...

Mortal Kombat 3

Acclaim for PlayStation, Super NES, Genesis



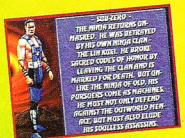
With *Mortal Kombat 3* hitting the arcades just a few short months ago there was little doubt that the console versions would be quick to follow. Now, that they are on the verge of release, it's time to take a close look at what they've got for us to play at home. Undoubtedly, the fact that this version will be showing up on the new 32-bit systems has escaped the attention of very few people. It is also likely that many will be examining the difference in these versions to help in deciding whether to make the jump to 32-bit or not.

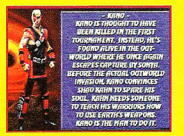
The facts are that the PlayStation version is very, very close to arcade perfect, and with Sony securing a six month, 32-bit exclusive on *MK 3* it will be a little while before we know what Saturn can do with their version (if they choose to do one at all). There is, however, no reason to expect anything less than near-arcade perfection from them. The 16-bit versions are shaping up nicely as well, and will probably be in line with what we've seen in the past with *MK*, and *MK I*. That's the story for right now, look for full reviews next month.

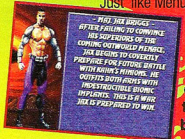
New Karakters

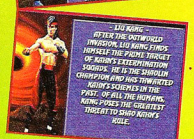
Just like Menudo, only the faces change!

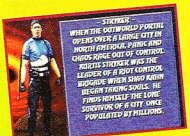
Some of the old favorites are back with a new look, and a whole bunch of new characters have joined the tourney. Check out the backgrounds on each.

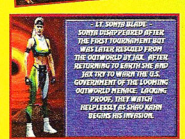


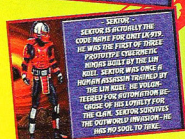


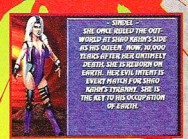


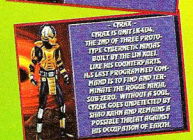


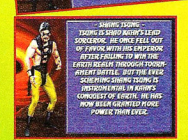


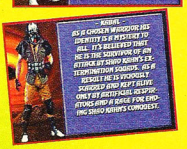


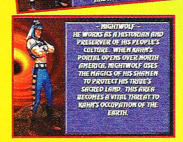


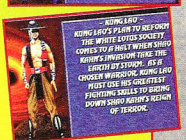












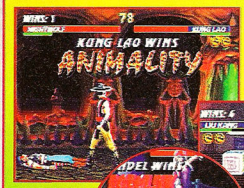
The Storied Past

Once upon a time...

One of the best features of the *MK* series is the story and *MK 3* continues to add to that, although it is getting a bit cheesy now.

The -alities

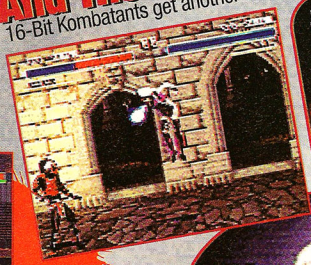
If the suffix fits...



Animalities, Babalities, Fatalities, and Friend-alities (close enough), they're all here.

And Then There Were Three...

16-Bit Kombatants get another dose

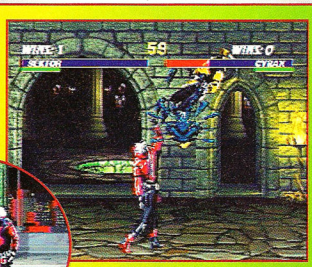


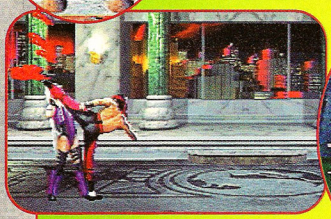
Probably the last 16-bit *MK* is sure to keep some players happy, but the upgrade is inevitable.

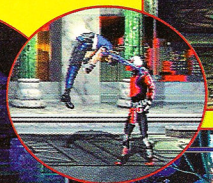
Blood

And gallons of it.

Hey, you've been warned. The stuff parents just love, and what *MK* is known for.







PARENTAL ADVISORY

LIFE-LIKE VIOLENCE - STRONG CONTAINS SELECTED, GRAPHIC SCENES INVOLVING HUMAN-LIKE CHARACTERS ENGAGED IN INTENSE COMBATIVE ACTIVITY.

WARHAWK

Sony Imagesoft for PlayStation

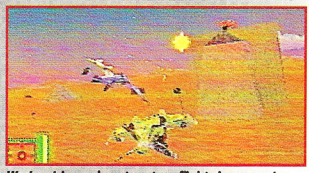
One of the most hotly anticipated (at least around the GP office) titles available for PlayStation by November is this kick-ass flight sim. Set in the far future, it's basically your job to go in and blow up as much enemy stuff as possible. Sound like fun?

Boasting a full 360-degree range of movement, *Warhawk* lets you fly anywhere you want to go. Five missions, multiple weapon choices, and a plethora of bad guys to shoot at make this one something to watch for.

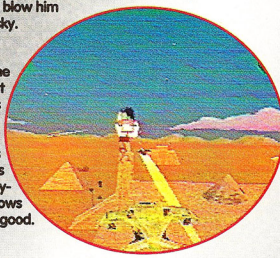
These early sketches of the Peregrine dropship show how close the original concept was to the final design.

The Pyramid

Your first mission should be relatively easy, right?



Warhawk is as close to a true flight sim as we've seen on a home system, right down to barrel rolls and loops — no tracks to follow here, just get on his tail and blow him out of the sky.



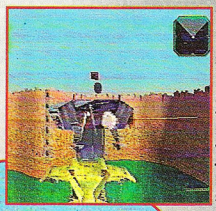
One of the great things we've noticed about this game is that everything blows up real good.

The Canyon

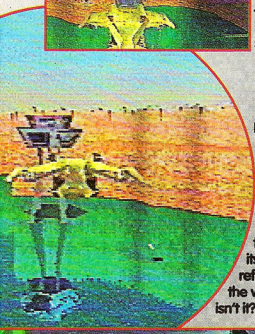
Oooh, claustrophobes need not apply.

Oh my, gun turrets on the walls!

Gunboats in the water! What's a pilot to do? Why blast 'em, stupid! Why do you think you're here?



There are other, more intimidating things that are going to shoot at you too, but don't let them frighten you — they all have their soft spots.



Note that everything, from the canyon walls to the enemy tower, even the Hawk itself, cast reflections in the water. Neat isn't it?

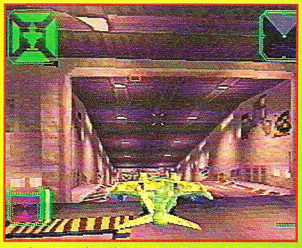
The Airship

OK, it looks good so far, but how about something really BIG to take a shot at?

This enemy airship is armed with a ridiculous amount of firepower, plus it can throw out enemy aircraft of its own — makes it almost even, you know?

Oops — spoke too soon. Well, at least I made a pretty splash.

But look out now, I'm takin' it to 'em — closer, closer...

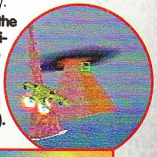


Yee haw! I'm heading inside! That's right, INSIDE the big mother airship. Is this thing cool or what?

The Volcano

Lava, lava everywhere and not a drop to drink — save me boys, I'm gettin' punchy.

A conceptual sketch of the Volcano shows how complicated it is. There are two levels, one sunlit, the other fog-shrouded, with a layer of clouds in between (is that a chamber inside the mountain?).



You tell me how close they came to pulling it off. Ah, I love the smell of hot magma in the morning...

Check out the way the sun peeks through the clouds up top. I'd stop and meditate on its beauty, but if you'll excuse me, I've got heat-seeking missiles crawling up my backside.

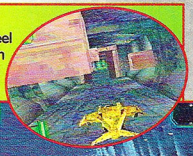
The Gauntlet

Oh great, after four nerve wracking levels, I get to be trapped in a bad Clint Eastwood movie — no? Oh well...

The final battle takes place entirely inside the bad guy's fortress, and it looks like he was expecting company. He's got automatic doors...

...exploding spikes...

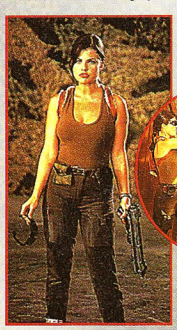
...and these weird steel beams that keep getting in my way. Look man, there's easier ways to keep Amway salesmen out of your house.

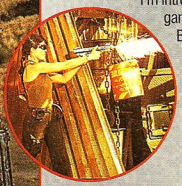


Ha! You lose, numbnuts! I reached your inner sanctum anyway. Trouble is, we're going to have to wait a month or so before we can see what there is to fight once we get there. Oh well...

On the Set: Maximum Surge

Babes, bombs and bug-eyed monsters — is this the perfect game, or what?





Hey, is she good with a blaster or what?

Maximum Surge stars Baywatch's Yasmine Bleeth. Apparently Sylvester Stallone couldn't throw his hips around this way.

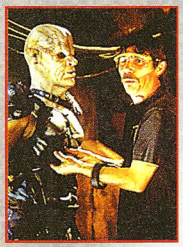
So here I am on the set of *Maximum Surge*, a new FMV game from Digital Pictures. As we walk into the soundstage I'm introduced to the game's star, Yasmine Bleeth. I've never seen *Baywatch*, not even once, so I have no idea who she is, but I have to admit she's got an impressive tan. In fact, she continues smoothing some kind of oil on her face and arms while we talk, even though we're inside — go figure. 'I play Jo, a sort of mercenary and computer expert,' she says after we shake hands, 'I'm supposed to help whoever plays the game to hunt down Drexel, the bad guy.'

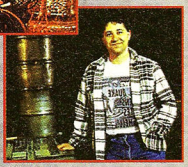
The evil Drexel is being played by Walter Koenig. Drexel controls all the world's power stations, which are linked by a grid of energy beams, and he's bent on populating the Earth with his army of mutant androids.

Later I'll see one of those mutants rigged for a hit while falling from an overhead catwalk. Everyone gathers around the video monitors, wearing eye protection and watch as the guy jumps, chest exploding. The slo-mo playback shows arms flailing and sparks going everywhere — looks great.

Although Yasmine holds her own special appeal, sci-fi cachet is being provided by Star Trek's Walter Koenig (here thinking about his next job) as the main evil-doer, Drexel.

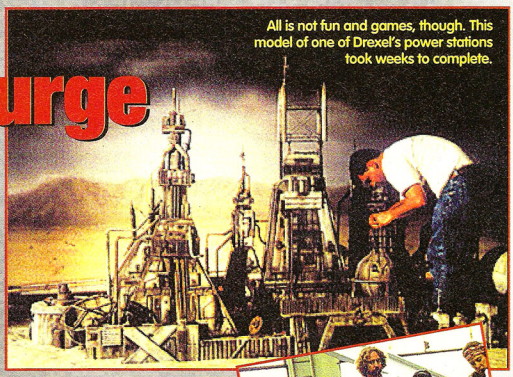
The director is William Mesa, a veteran Hollywood effects technician probably best known for his second unit work on the train wreck sequence in *The Fugitive*. Unfortunately, he's too busy to talk to anyone, so I grab a chair next to Amanda Lathroum, the game's producer, who also helped design and shoot *Supreme Warrior*.



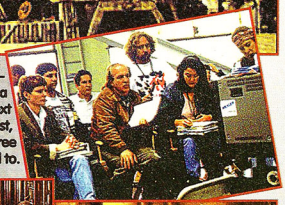


Yup, that's me, standing around while everyone else is still at breakfast. Hmm, just how much trouble can I get into while nobody's looking...

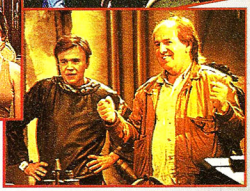
She explains the game's idea is that you travel on the energy beams that link the power stations, blasting enemy craft as you go. Once you reach a station, with Jo's help you're supposed to kill all the mutants and shut the place down. It's also possible to re-route the grid, so you can decide in what order to assault the stations as you work your way to Drexel's HQ. The scenes I've watched should soon be merged with arcade graphics and packed on CD-ROM for Saturn. Look for more as fall wears on.



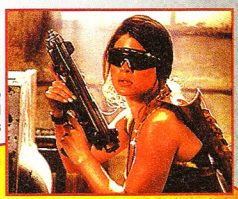
All is not fun and games, though. This model of one of Drexel's power stations took weeks to complete.



Watching it come together — left to right, Producer Amanda Lathroum, a passing bum, Next Generation editor Neil West, Director William Mesa, and three people I wasn't introduced to.

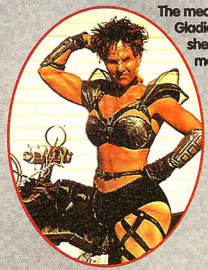


Yasmine and Walter take pointers on shooting and dying from director William Mesa, Hollywood veteran and train crash expert.



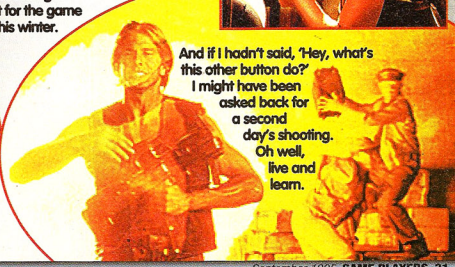
Between takes, the crew enjoys a round of Mutant Nipple Twisting, a popular dare on the West Coast.

On my way out, I try to bid Miss Bleeth a fond farewell, but she seems unusually tense. C'est la vie, sweet lifeguard — I'll wait for the game this winter.



The meanest mutant of all — American Gladiators' Spice provides the muscle. Here she relaxes before heading into a two-hour makeup session to get her into character.

There it goes in a fiery blast, gone in less than a second — on days like this you pray you get it in one take.



And if I hadn't said, 'Hey, what's this other button do?' I might have been asked back for a second day's shooting. Oh well, live and learn.

Just staying on the track is hard enough, but add the fact that other racers are firing missiles at you and...

Gran Chaser

Sega for Saturn

Following the initial success of *Daytona USA* for the Saturn, Sega seems eager to score again quickly in the racing genre with *Gran Chaser* (to be called *Cyber Speedway* in the US). *Gran Chaser* picks up where other racing games have left off by adding a combative element including missile launching and some pretty serious bumping and muscling your way through the ranks. The battling, mixed with the futuristic setting of the many available tracks, work together to create a game not quite like any other before.

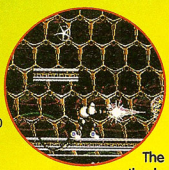
The graphics in this one are sure to impress fans and skeptics alike and the fast-paced action is both challenging and rewarding. There is also a pretty significant jump in the reduction of the background draw-in that plagued the Saturn version of *Daytona*. All in all, this one looks to be another important title in the quickly expanding Sega Saturn library, and at very least an absolute must have for die-hard racing fans.

The different tracks, views, and competition all come together for an exciting racing experience.

Vectorman

Sega for Genesis

In what is expected to be Sega's biggest title for the Genesis this Christmas, *Vectorman*, a disjointed but crafty hero overcomes great obstacles to eventually save the day. From what we've seen, there are sure to be some jaws dropping from the smooth animation and the rich, creative graphics involved. It seems likely with Sega's reputation for great game play, we can expect at least one strong title for the Genesis this Christmas.



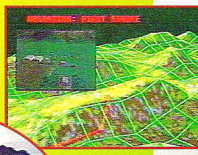
The action in *Vectorman* promises to be hot and heavy.

With a mission of saving the Earth, Vectorman better be a real hero.

Blackfire

Sega for Saturn

The idea of a first-person helicopter game, with a free-roaming ability built into the game is exciting in concept alone. Chock full of texture-mapping and rendered enemies, *Blackfire* is on track for realizing just such a plan, but it's just to early to say for sure.



What is here looks nice, but hopefully there will be a little more color variety in the later stages.

The Tracks

Where you go cruisin'...

Six marvelously different tracks and a circuit mode are things other racing games seem to have forgotten.

Wipeout

Psygnosis For PlayStation

We got a chance to sit down and play this hot looking title, and it is coming along very nicely. One of the tracks is almost complete, and it looks awesome. There is still some draw-in, but not enough to bother you when you're racing. Each of the six tracks have more climbs, drops, and sharp turns than a rollercoaster. There are eight different hovercrafts to choose from, each with their own strengths and weaknesses.

Those of you into the techno scene might recognize the name *Orbital*. They are doing one original song for the soundtrack, which is sounding great. *Wipeout* is one of the prettiest racing games we've seen, and if it gets polished up by its release you are in for a treat.

The Games

...to hand out the bruisin'!

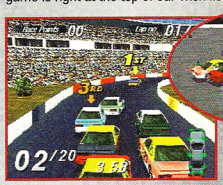
Flying through the air, blasting the other cars, and high speed racing set to a techno soundtrack, that is the *Wipeout* experience.

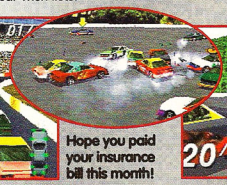
Destruction Derby

Psygnosis For PlayStation

Destruction Derby features the most realistic crashes we've ever seen. We got a chance to strap into this game, and start crashing. Along with a selection of tracks, you can have an all out crash fest in an arena, where knocking cars for 360s and out of the race earn you points. The Figure Eight track has some great full-speed side swipes to make this anything but your normal racing game.

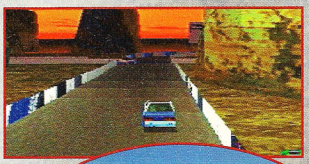
Smoking engines, broken windshields, and dented hoods all make *Destruction Derby* a game without competition. The final version of this game is right at the top of our wish lists.

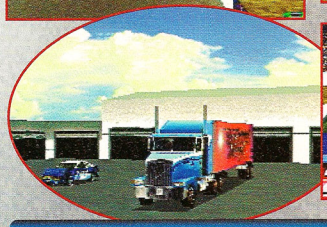




Hope you paid your insurance bill this month!

From the Arena to the Figure Eight, there's variety and plenty of junked up cars to wreck.





Doesn't matter what angle you see them at or what car your driving, the crashes in this game are phenomenal. See for yourself!

Krazy Ivan

Psygnosis For PlayStation

This game isn't getting finished up as fast as we (or Psygnosis) had hoped, but we did see a couple new enemies. Next month we hope to have at least one playable level to report on.

Only thing new from last time is a look at these enemies. Hope they start finishing this one soon.

A mysterious wizard and a quest for mystic gems — unlike most games of its type, Strahl lets you choose which order you play the sequences in.

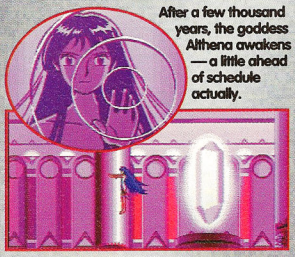
Strahl

Panasonic for 3DO

Here's a title for you '*Dragon's Lair*, watch-the-video-push-a-button' fans. This one has a hero named Alex and a quest for seven mystic gems. It has a heavy anime style, and displays the buttons you need to press. Depending on your path through the game's eight levels, there are 48 different endings. Hey, at least it's colorful.

Look Ma, no guesswork — Strahl lets you know which direction you need to go or button to push, regardless of difficulty level.

Whoa Nellie! Hey, if you ever wake up and see a giant golem gunning for you, just go back to bed — it's gonna be a rotten day.

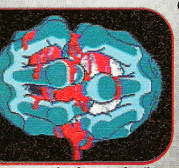


After a few thousand years, the goddess Althena awakens — a little ahead of schedule actually.

Lunar: Eternal Blue

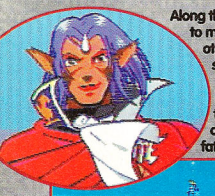
Working Designs for Sega CD

Taking place several thousand years after the events of the original *Lunar, Eternal Blue* chronicles the time of the awakening of the Goddess Althena (whom Lunar fans should remember from the original). Now, generally the goddess comes back to lead the world into sweetness and harmony — this time, no such luck. In fact, things are looking pretty bad, as an unknown destroyer has come to disrupt the delicate balance of the cosmos. Who's gonna save the universe? Well, how about a boy named Hiro and his pet flying cat? This sequel promises more of Working Designs' signature goofiness and sense of high adventure. Are we excited? Hmm, could be...



The forces of evil are at it again. The game's intro sequence is extremely impressive, even somber.

But, it doesn't stay that way for long. Meet Hiro, the game's, uh, hero. He's got a knack for raiding ancient ruins, and cracking bad jokes.



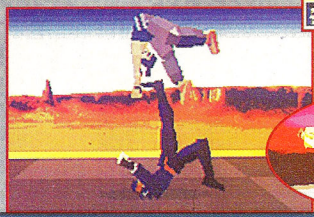
Along the way, he's going to meet a number of other characters. This study white knight (fangs aside) wants nothing more than for little Hiro to stay out of the way — fat chance.

Sure enough, there's trouble a-brewin'. The destroyer has come to Earth through the Blue Spire. Gee, maybe someone oughta check that out.

Virtua Fighter 32X

Sega For 32X

Why do you need a Saturn when you've got a 32X? Because, even though this *Virtua Fighter* for 32X is looking pretty good, the 32X can never fit *VF2*. Still, if they can get the movement down on this one it might make us forget *Cosmic Carnage*.



It's got all the characters, and the popular replay feature.

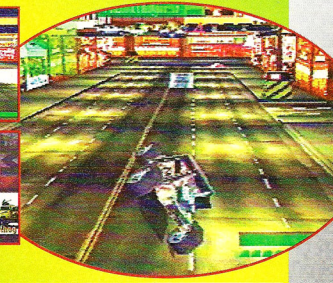
And surprisingly, the game looks real close to the Saturn version. But how will it play?

Twisted Metal

Sony Imagesoft for PlayStation

Twisted Metal is one title that must be played to truly be appreciated. This is not to say that it's not worth getting excited over just by looking at the screen shots that are floating around, or by the description of a complete, 3-D city to explore, but the real fun is in getting behind the wheel and setting out on a search and destroy mission.

Sony Imagesoft is looking good as one of the developers sure to be included in any discussion of A-list developers for the PlayStation with titles such as *Twisted Metal, Extreme* and *Warhawk*. From what we've seen, it would not be difficult to argue that they are near the top of that list.



The look of Twisted Metal is down and dirty, just like the gameplay.

Dracula X

Konami for Super NES

This is a port over to Super NES of the TurboGraFX PC Engine CD game of the same title. Now, keep this kind of quiet, but this is another entry in the *Castlevania* series. That's right — ghouls, whips and all, it's in there. Only three or four levels have been made available at press time (after that it just sort of stops), but it's *Castlevania* through and through — whether that's good enough, well, we're just going to have to wait and see.

Oh no! Help me, help me! I'm bein' chased by a great big monster! Get outta my way!

Bats... why'd it have to be bats... After six installments, you'd think the Belmonts would just give up and go home, but no...

As with all *Castlevania* titles, the hero has his trusty whip to deal with unruly enemies.

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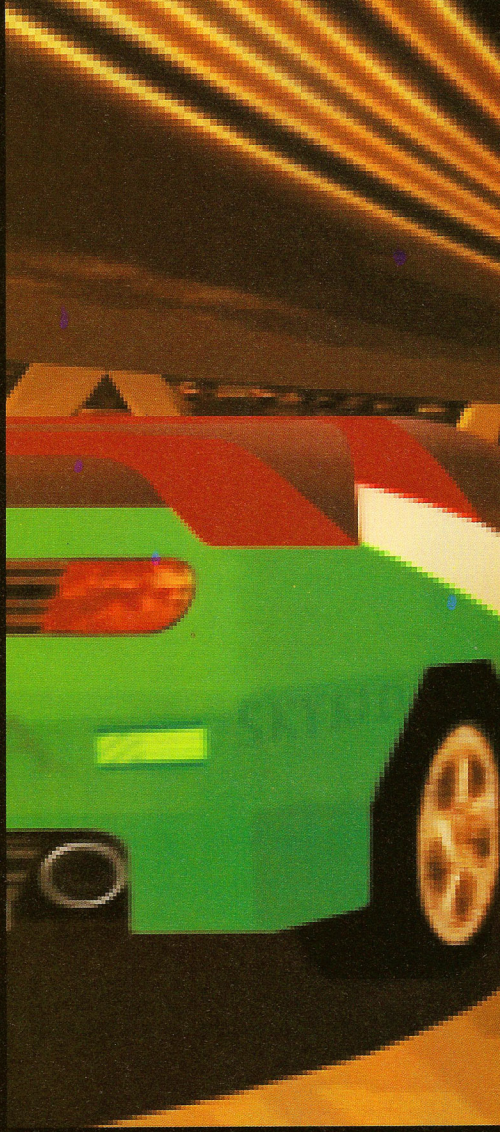

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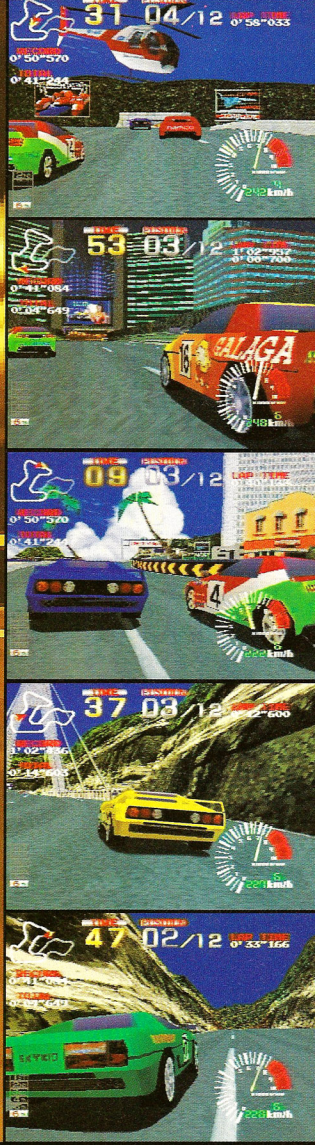

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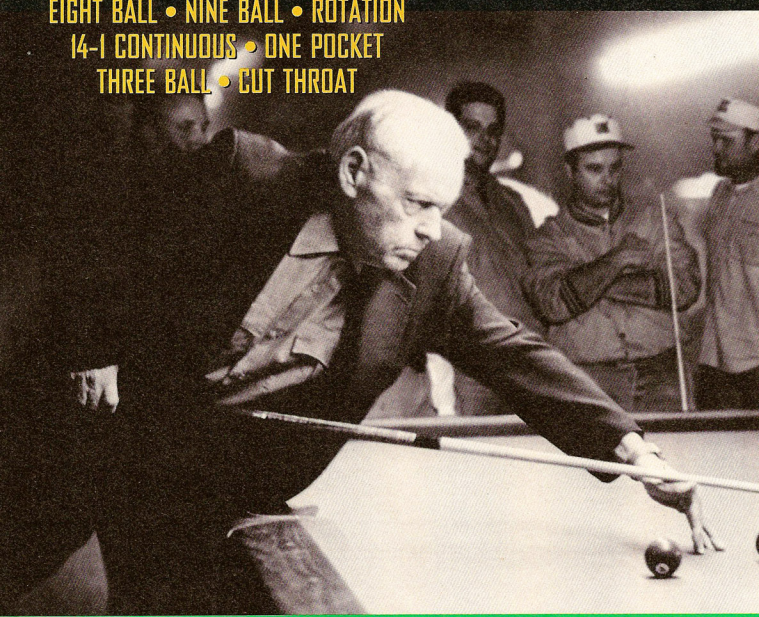

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It's not that we're cruel, really. Sometimes we just like to toss a game cart on the rack and give it a little stretch. And every once in a while we get out our razors and have a little videogame cutting session. And we learn all the secrets...

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 Who, what, when, where, and why... Now, what else do you need to know?

REVIEWER OK, so occasionally the police have to pick him up and hose him off. He can still kick video game butt!!!

OPINION We're right. Everyone else is wrong. That just about says it all, don't you think?

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 Some do and some don't. We know who's who, and we tell you!

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

SUPER NES

KIDS TO ADULTS KA AGES 6+

GENRE / RPG
PLAYERS / 1
SIZE / 32 Mbits
SAVE FEATURE / save anytime
PUBLISHER / Square Soft
DEVELOPER / Square Soft
AVAILABLE / now
PRICE / $79.99

GAME PLAYERS ULTIMATE

Ever the RPG nut, ***Jeff Lundrigan*** wasn't afraid to play for 72 straight hours to make this deadline — we'll put him in the caffeine detox program next week.

CHRONO TRIGGER

Sigh. Next to falling nose-deep into a pile of cheerleaders, there's nothing I like better than a sprawling, complicated, gorgeous, funny, well-made RPG. And gosh darn it if those folks at Square didn't go ahead and send me one two or three times a year — ya gotta love 'em.

This was designed by many of the same people who put together both the *Final Fantasy* and *Dragon Warrior* series, and it shows. They're constantly playing little games with RPG play mechanics and other conventions of the genre. I don't want to give anything away, but if you do everything the way you're used to, the game is going to come up and surprise you every now and then.

And it's all simply beautiful. I mean, geez, if you thought *FFIII* was a treat for the eyes, wait until you look at *Chrono Trigger*. It's jaw-dropping. Square's signature soundtracks are still going strong too, and if you like 'em big, the story is relatively non-linear, with at least fifteen different endings.

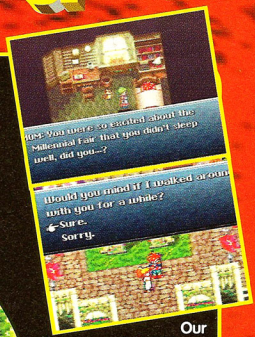
You'll also find a few mild innovations. Rather than switching to a separate combat screen, creatures attack you in the middle of the regular background, while the combat menus pop up around the action. You can see the monsters coming, and avoid them if you're good (or lucky), and characters can combine their skills for combination attacks. Plus, once you've beaten the game, you can play through again using the built up characters from the first game.

The only downside is that the story is a little light. It's sketchy on character development, at least for a lot of its running time, and since very little of what goes on seems to matter much to the characters, I found myself ollowing along without being as involved as I was in, say, *FFIII*. Of course, a thin story for a Square title would be plenty of story for nearly anyone else, so maybe I'm being just a little picky here.

The bottom line is that this is a must-have for RPG fanatics and dabblers alike. Stop reading, go out, and buy it. **GP**

In the Beginning

Every story has to start somewhere, so does this one.



Our faithful hero, Chrono, meets a girl at the Millennium Fair and has a dandy time.

Then his friend Lucca decides to show off her latest invention, a dimensional gateway. You know, if I were in an RPG, I wouldn't fool with somethin' like that — it's bound to be nothin' but trouble!

Time Tripping

Back and forth, back and forth...

The problem is that, since you've got a bunch of young kids running through time, they keep creating paradoxes, which means returning to historical periods (on their planet — don't expect to meet Abe Lincoln or anything) and fixing them.

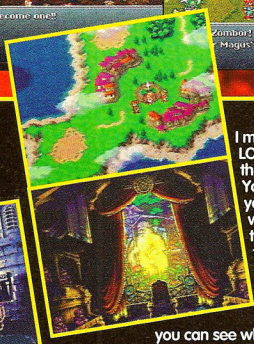
Eventually, they even come to 'The End of Time,' which I figure is about as far as you can go.

The game takes place over various different time periods, from 65 million years in the past to thousands of years in the future.

Lovely, Lovely

In this game, even the ugly stuff looks good.

One of the best features of any Square game are the drop-dead gorgeous graphics — folks, in 16-bit, 256-color graphics, it just doesn't get any better than this.



I mean, LOOK at this stuff! You find yourself wanting to get to the next stage of the game, just so you can see what they're going to show you next.

A SECOND OPINION

Can Square Soft do anything wrong? I mean, look at the track record: *Secret of Mana, Breath of Fire, Final Fantasy II* and *III*... it's an RPGer's wet dream! Naturally, it's no big surprise that *Chrono Trigger* instantly shot to the top of the Japanese charts earlier this year. I do agree with Jeff that the developers could've put a bit more emphasis on the storyline, but it's hard to criticize near-perfection. The graphics are beautiful, the interface is slick and the gameplay is just plain fun. It's RPGs like *this* that will eventually win over the mainstream. **— *Chris***

To Arms!

Tired of boring old combat screens? Let *Chrono Trigger* cure your ills.

Rather than switch to a separate combat screen, the combat menus simply pop up around the regular map.

And it doesn't matter where the battle occurs, the terrain determines what the battle looks like — cool, huh?

One of *Chrono's* best features are the battle scenes. Here a monster jumps your unsuspecting little band.

Best of all, you can see the monsters ahead of time, AND AVOID THEM! Budding game designers take note, because getting randomly attacked in an RPG is starting to get old, y'know?

GRAPHICS 10

- Words can't describe this. Go look at the pictures.
- As good as a 16-bit game can get.

MUSIC & SOUND FX 9

- Mmmm... love the sound, love the tunes.
- Some of it isn't terribly original, and some themes sound alike.

INNOVATION 8

- There is a new combat system.
- It's the same old RPG walkin' around.

GAMEPLAY 10

- You are going to have a good time, period.
- Trust me, it doesn't get much better than this.

REPLAY VALUE 9

- Fifteen endings? Damn, there goes my vacation.
- Characters are sort of light, so you might not care to try.

95% OVERALL GP RATING

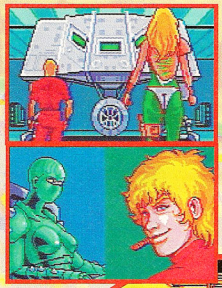
SEGA CD

GENRE / adventure
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / save any time
PUBLISHER / Hudson Soft
DEVELOPER / Buichi Terasawa
AVAILABLE / now
PRICE / $59.99

MATURE M AGES 17+

The Space Adventure

The perfect woman for ***Jeff Lundrigan*** has to be pretty, without a thought in her head, and have a big tattoo on her butt. Kinda like this game...



This is generic anime at its worst. Cobra is supposed to be a mega-tough super pirate, but would any space hero worth his blaster be caught dead in a ship like 'The Turtle?'

Dickhead.

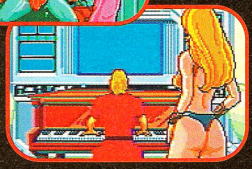
On the whole, Space Adventure Cobra is about as 'Mature' as your average frat party, and about as predictable and exciting too.

Aw geez. After the release and relative success of *Snatcher*, I figured we'd be in for a new wave of increasingly graphic titles for Sega CD, especially since the system seems doomed now that vastly superior next-gen hardware is floating around. Sex and violence is likely to be the last gasp for both hardware sales and software developers trying to make a fast buck — give the folks something they can't get anywhere else. Lo and behold, here's *The Space Adventure*, wearing its 'M' rating on its sleeve.

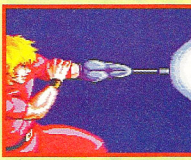
As graphic adventures go, this is standard stuff. You're a nigh-invincible Space Pirate, hot on the trail of intergalactic treasure, the map to which has been tattooed on the backs of three predictably gorgeous triplets. The designs are all generic anime, and the whole game doesn't have a single original thought in its head. Sure, there's a lot of (pretty tame) profanity and nudity sprinkled here and there, but it doesn't lend any atmosphere, doesn't make one bit of difference to the way the game played, or even do much to hold the interest of anyone over 15.

For most of its running time, *The pace Adventure* plays like a lame episode of *Star Blazers* with the odd butt cheek on display. There's no animation to speak of, it sounds like at most two actors were hired to do all the voices, and the 'action' has practically no challenge or structure at all. Avoid this like the clap. **GP**

The big underage draw is gonna be the game's liberal dose of babes. I don't know what universe this is, but every woman in the game seems to be required by law to wear a G-string...



The action is repetitive as hell, too. I don't know how many times you see Cobra pulling out his Psychogun, but it's a hundred times too many.



7 GRAPHICS

- The graphics are colorful and clear.
- You've seen everything in this game before, and done better, too.

5 MUSIC & SOUND FX

- Digitized voices and one cool tune.
- Most of it is pretty lame, and the two actors are a hoot.

3 INNOVATION

- There's a few nipples and butt cheeks you haven't seen before.
- Nothing else new or interesting at all.

6 GAMEPLAY

- It's a pretty good-sized adventure game.
- Bad menu system, confusing game play.

5 REPLAY VALUE

- There are a few surprises here and there.
- For the most part, once you've played it, you've seen it all.

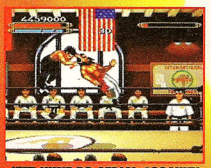
55%

OVERALL GP RATING

AUTHENTIC. FIERCE. BRUTAL.

DRAGON

THE BRUCE LEE STORY™



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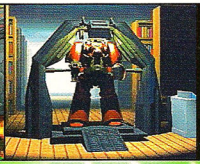
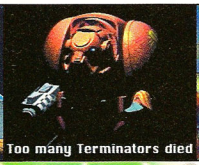
3DO

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / after each mission
PUBLISHER / Electronic Arts
DEVELOPER / Key Game
AVAILABLE / now
PRICE / $59.99

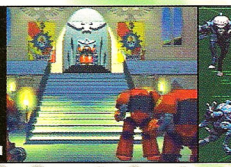
Since ***Jeff Lundrigan*** belongs to a bizarre religious cult that believes in guns, blood, and mutants, we thought we'd let him review this.

SPACE HULK





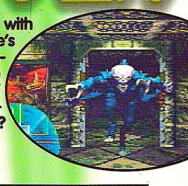
Too many Terminators died



OK, I know this is the umpteenth *Doom* clone we've seen this year, but if all of them were as good as *Space Hulk*, I don't think I'd mind so much. Be warned though, if you thought *Doom* was a ridiculous challenge and bloody as hell, this game is twice as bad — or good, depending on your point of view.

The game is a port over of the PC version, which in turn was based on the *Space Hulk* board game, part of the *Warhammer* series from Games Workshop. Instead of just one guy walking through a maze and blasting creatures, you're in charge of a whole squad, and you'd better learn to use 'em. There are so many enemies, that there's no way one soldier can handle it all. So you've got to be every bit as good at command and strategy as you are at shooting critters.

As far as the gore score goes, well, lets just say that when you shoot something, it even splatters the walls (huh, huh, that's really cool). Like any game of this type, the action can get a little repetitive, and I wish there were a few more different kinds of enemies. However, there's a whole lot of different kinds of missions, and the (mostly rendered) graphics look really great. All in all, this is nicely done. **GP**



The one problem I had with this game is that there's not a lot of different enemies. Most of 'em are mutant 'Genestealers' that look like this — nasty, huh?

A nice touch is that if you have to duke it out hand-to-hand with a mutant, the game switches to a high-res animation, and it switches so fast that you almost never notice any transition.

You've got to use your head as well as your guns. You have to learn how to keep the squad together, and how to watch each other's backs if you want to stay alive.

But of course, best of all, whether you blast 'em or burn 'em, Genestealers bleed all over everything like any good critter.

9 GRAPHICS
- Nasty critters, excellent texture maps.
- Blocky bitmaps are a definite no-no.

7 MUSIC & SOUND FX
- Great digitized voices and creepy themes.
- Why do they just keep saying the same thing?

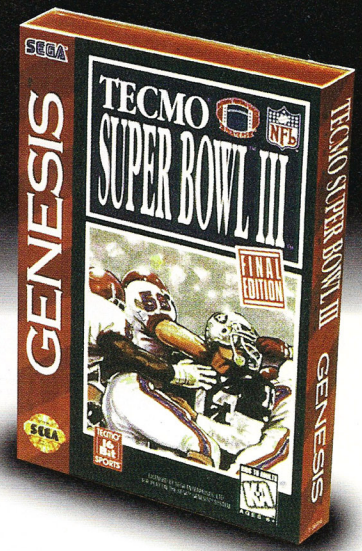
7 INNOVATION
- Interesting mix of strategy and action.
- Well, at heart it's still a Doom clone.

8 GAMEPLAY
- A smashing good time — literally.
- There's a very steep learning curve.

7 REPLAY VALUE
- I keep going back.
- If you're easily discouraged you're gonna give up after two missions.

81% OVERALL GP RATING

DON'T MISS THE CUT



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KIDS TO ADULTS AGES 6+

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GENESIS

GENRE / fighting
PLAYERS / 1 or 2
SIZE / 24 Megs
SAVE FEATURE / none
PUBLISHER / Time Warner Interactive
DEVELOPER / Probe Interactive
AVAILABLE / now
PRICE / $59.99

He used to be a mild-mannered vegetarian, but after playing this game, ***Patrick Baggatta*** prefers his steak raw... and breathing!

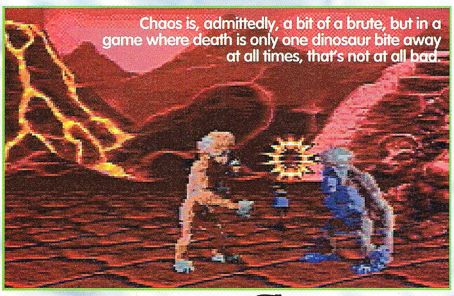
PRIMAL RAGE

There is a certain amount of attention guaranteed to popular arcade games when they make their way to home consoles, and *Primal Rage* should enjoy a taste of this notoriety. Beyond the initial excitement, however, a game must be able to stand on its own as a quality title, ready to endure the inevitable comparisons to the original.

The first inclination of most gamers is to compare the graphics to the original which, unfortunately, immediately puts this game in the negative column. The downgrade in graphic clarity is, of course, to be expected from arcade to home console, but in a game like *Primal Rage*, which depends so dearly on the detailed look of its prehistoric characters, it's essential to get everything possible out of the host system. Instead, what's here is a rather bland and fuzzy version of the original characters, all possessing that distracting 'pasted on the screen' look. The home version also falls short in the sound category, which should help set the mood of the game, but somehow manages to be strangely flavorless in this version.

On the other hand, there is an impressive list of attacks here, including the bloody, tasteless, and disturbing moves that made the original so much fun to learn. Also included are combo and finishing moves. Most moves beyond punch, kick and jump are not exactly easy to pull off, but they're not impossible either, and at least they're all there. Oh yeah, and you can eat people too.

In the end, without the extra touches contained in the arcade version, this game ends up dangerously close to just another 2-D fighter. This one is for diehard fans of the original, and fighting game fanatics. **GP**



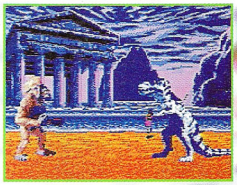
Chaos is, admittedly, a bit of a brute, but in a game where death is only one dinosaur bite away at all times, that's not at all bad.

Armadon has the advantage of having a trail of spikes down his back. If this doesn't sound like much, you try fighting him.

Diablo, mortal enemy of Woodsy the Owl, is the flame master.

THE FIGHTERS

All your favorite characters from the original have found their way to the Genesis version.



The coldest character of the bunch is definitely Blizzard.

Many of the characters have tails which do damage, but trust me, you don't want any of Sauron's brand of punishment.

Talon is light-footed and can be extremely opportunistic in the right hands.

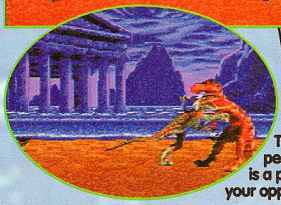
Vertigo is quick and deadly with that whiplike neck of his. You better keep your distance.

SPECIAL MOVES

Beyond the special moves there's very little to get excited about...

Chaos' Fart of Fury is not the most practical move, but...

Diablo's hot foot is far more vicious than anything the Three Stooges ever served up.



This air throw move performed by Sauron is a perfect way to catch your opponent off guard.

Instant ice box, you say? Better pick Blizzard if you're in the mood for something frozen.

The finishing moves more or less speak for themselves.

A SECOND OPINION

Until recently, arcade translations to home consoles have been somewhat of a disappointment. With the new systems giving near-perfect arcade translations, we are starting to expect a lot more. Which is exactly why *Primal Rage* is so thoroughly disappointing. The graphics aren't just a downgrade from the arcade, they are a lot worse than most Genesis games. The gameplay is still kinda similar to the arcade, but the game never really played that great; it just looked good and now, unfortunately, that's gone too. — ***Mike***

COMBOS

Each character is able to put together a list of devastating combo moves.

Sauron's three-hit combo is a great way to infilict quick and deadly damage on your opponent.

Combos can be as simple as two moves, such as Chaos' Grab-'n'-throw combo.

GRAPHICS 5

- The blood and guts are fun.
- The digitized characters are totally unconvincing. Boo!

MUSIC & SOUND FX 5

- There are some nice fighting sound effects.
- There is very little here by way of music.

INNOVATION 5

- There are some interesting, and disturbing, moves.
- Look, it's just another 2-D fighter!

GAMEPLAY 7

- The action is quick and intuitive.
- The special moves are tough to pull off.

REPLAY VALUE 6

- The two-player mode is fun.
- The computer isn't much of an opponent, even on the more difficult modes.

62% OVERALL GP RATING

SUPER NES

KIDS TO ADULTS AGES 6+

GENRE / action
PLAYERS / 1
SIZE / 16 Mbits + FX^2 chip
SAVE FEATURE / battery backup
PUBLISHER / Nintendo
DEVELOPER / Nintendo
AVAILABLE / October
PRICE / $69.95

It's sad. Every night, ***Chris Slate*** sits atop his pipe, solemnly waiting for Mario to return. If it wasn't for Yoshi, he'd have eaten the poison mushroom by now.

YOSHI'S ISLAND

Running from left to right, jumping on enemies' heads, going down pipes — Mario would be proud!

Mario, Mario — where fore art thou, Mario? With the Ultra 64 only a few months away, the era of the Super NES is almost over and we've still only seen one 16-bit Mario game. I tell ya, it really makes my blood boil. That's why it's so cool to see *Yoshi's Island: Super Mario World 2* make it out before the Super NES fades away. The game may not actually have Mario in it, but you can feel his touch in every aspect of the gameplay.

The graphics are very reminiscent of *Super Mario World* — resembling it perhaps *too* closely. *SMW* was the first game ever for the Super NES, and 16-bit graphics (especially Nintendo's) have come a long way since then. Fortunately, the gameplay is solid throughout. As Yoshi, Mario's dino-buddy from *SMW*, it's your job to return a lost baby to its home. The quirky, cutesy puzzle-laden action that earned Mario the big bucks is present in every inch of every stage, with new enemies and play mechanics thrown in to spice up the mix.

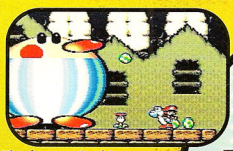
Still, *Yoshi's Island* could've been done better. It doesn't really need rendered graphics, just more time put into a project that Nintendo clearly didn't have faith in (they almost didn't bring it to our shores). Hopefully Nintendo is gonna concentrate on these types of games more in the future. They may not appeal to the 'blood 'n' gore' audience that the company has worked so hard to win over, but there's always a place in gamers' hearts for a fun, well-made game. And Nintendo — please don't skimp on the Ultra 64 Mario. We've been patient for way too long. GP

All-New Tricks

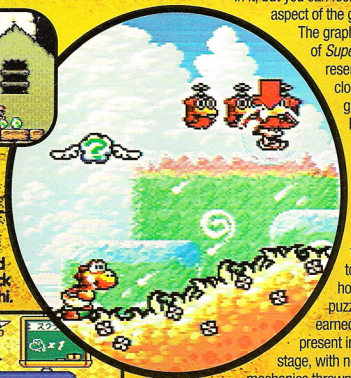
Mario's pet pal has learned a few things since his first adventure

Heli-Yoshi adds a bit of a shooter touch to the 'Mario-ish' mix.

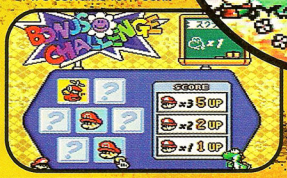
Mole-Yoshi is great for digging your way to new areas. Just be sure to keep an eye on the baby while you work!



The bosses in this game come in one category only — big and dumb.



The game's key rule is PROTECT THE BABY. If you lose him, you'd better get him back quick or it's curtains for Yoshi.



Bonus Games are thrown in as refreshing pit-stops to the action, and are often just as addicting as the regular game.

5 GRAPHICS

- This game looks like a first-generation Super NES title.
- Luckily, the cartoon premise doesn't depend on hit-tech visuals.

6 MUSIC & SOUND FX

- Goofy, cartoony sound effects match the goofy action well.
- Most of the sounds are lifted straight from Super Mario World.

8 INNOVATION

- For the most part it looks and plays just like previous Mario games...
- ...but, true to the series, many new twists and puzzles have been added.

8 GAMEPLAY

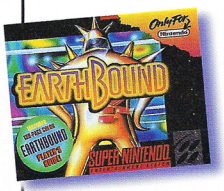
- Each level is simple, fun, back-to-basics 'Nintendo-brand' gaming.
- Yoshi's new additions add a lot to Nintendo's classic formula.

8 REPLAY VALUE

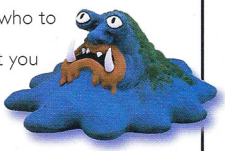
- Most levels aren't too tough — you'll come back just for the fun of it.
- This could be just the thing to hold over starved Mario addicts.

76% OVERALL GP RATING

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

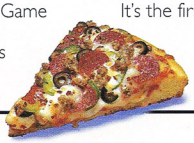


You've never seen or smelled a Role-Playing Game like this! • Shortly after the government tries to cover up a sudden outbreak of criminal behavior all over the world, a "horrific meteor shower" and hordes of reeking, belching monsters turn up. • You'll travel to different towns, across new worlds, and 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.

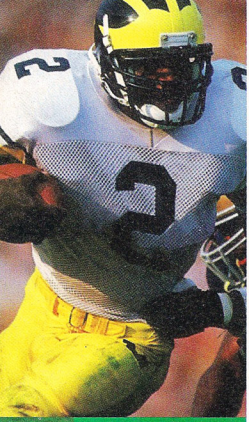


The monsters aren't the only ones who can reek. Maybe one of your friends boiled off some bad air.

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

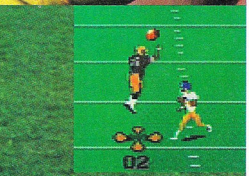


Nintendo®

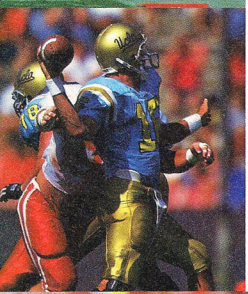


ALL 108 DIVISION
AND 107 TO CLEAN

AIR FORCE FALCONS AKRON ZIPS ALABAMA CRIMSON TIDE ARIZONA
ARKANSAS STATE INDIANS ARMY BLACK KNIGHTS AUBURN TIGERS BALL
GREEN FALCONS BYU COUGARS CALIFORNIA GOLDEN BEARS CENTRAL
BUFFALOES COLORADO STATE RAMS DUKE BLUE DEVILS EAST CAROLINA
SEMINOLES FRESNO STATE BULLDOGS GEORGIA BULLDOGS GEORGIA
FIGHTING ILLINI INDIANA HOOSIERS IOWA HAWKEYES IOWA STATE
FLASHES KENTUCKY WILDCATS LSU TIGERS LOUISIANA TECH
MIAMI HURRICANES MIAMI REDSKINS MICHIGAN WOLVERINES MICHIGAN
BULLDOGS MISSOURI TIGERS NAVY MIDSHIPMEN NEBRASKA CORNHUSKERS
AGGIES NLU INDIANS NORTH CAROLINA TAR HEELS NC STATE WOLFPACK
WILDCATS NOTRE DAME FIGHTING IRISH OHIO BOBCATS OHIO STATE
REBELS OREGON DUCKS OREGON STATE BEAVERS PENN STATE NITTANY
SCARLET KNIGHTS SAN DIEGO STATE AZTECS SAN JOSE STATE SPARTANS
EAGLES STANFORD CARDINAL SYRACUSE ORANGEMEN TCU HORNED
TEXAS LONGHORNS TEXAS A&M AGGIES TEXAS TECH RED RAIDERS
GOLDEN HURRICANE UCLA BRUINS UNIVERSITY OF THE PACIFIC TIGERS
CAJUNS UNLV RUNNIN' REBELS USC TROJANS UTAH UTES UTAH STATE AGGIES
VIRGINIA CAVALIERS VIRGINIA TECH HOKIES WAKE FOREST DEMON DEACONS
COUGARS WEST VIRGINIA MOUNTAINEERS WESTERN MICHIGAN BRONCOS

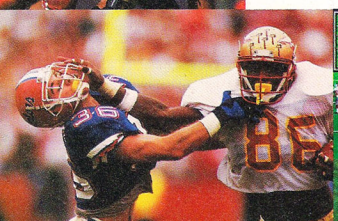


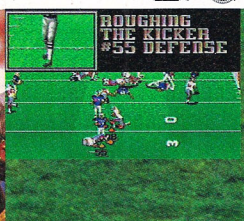
Good news. Eight seniors are starting. Bad news. They're having a bad day. So substitute. Any position. Any formation. If a player is choking, yank him.



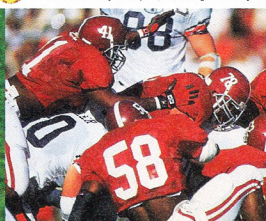
College Football USA™ 96. It's the successor to Bill Walsh College Football game. Stuffed with all the moves, all the plays and everything else you

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



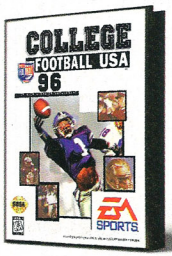


No time left. A 45 yard field goal attempt to win. You're going for the block. But if you're too aggressive, you could get called for roughing the kicker and hand them a chip shot.



I-A TEAMS. YOURS. YOUR CLEATS WITH.

WILDCATS ARIZONA STATE SUN DEVILS ARKANSAS RAZORBACKS STATE CARDINALS BAYLOR BEARS BOSTON COLLEGE EAGLES BOWLING MICHIGAN CHIPPEWAS CINCINNATI BEARCATS CLEMSON TIGERS COLORADO PIRATES EASTERN MICHIGAN EAGLES FLORIDA GATORS FLORIDA STATE TECH YELLOW JACKETS HAWAII RAINBOWS HOUSTON COUGARS ILLINOIS CYCLONES KANSAS JAYHAWKS KANSAS STATE WILDCATS KENT GOLDEN LOUISVILLE CARDINALS MARYLAND TERRAPINS MEMPHIS TIGERS STATE SPARTANS MINNESOTA GOLDEN GOPHERS MISSISSIPPI STATE NEVADA WOLFPACK NEW MEXICO LOBOS NEW MEXICO STATE NORTH TEXAS EAGLES NORTHERN ILLINOIS HUSKIES NORTHWESTERN BUCKEYES OKLAHOMA SOONERS OKLAHOMA STATE COWBOYS OLE MISS LIONS PITT PANTHERS PURDUE BOILERMAKERS RICE OWLS RUTGERS SOUTH CAROLINA GAMECOCKS SMU MUSTANGS SOUTHERN MISS GOLDEN FROGS TEMPLE OWLS TENNESSEE VOLUNTEERS TOLEDO ROCKETS TULANE GREEN WAVE TULSA UNIVERSITY OF SOUTHWESTERN LOUISIANA RAGIN' UTEP MINERS VANDERBILT COMMODORES WASHINGTON HUSKIES WASHINGTON STATE WISCONSIN BADGERS WYOMING COWBOYS



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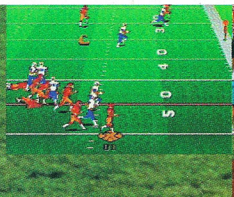
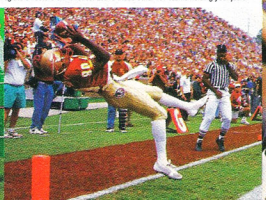
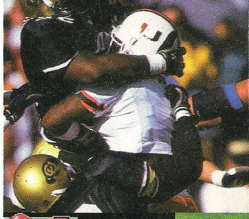
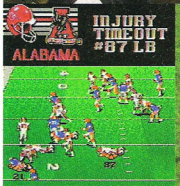
Primary receiver. Covered. Secondary receiver. Covered. No problem. You've got five potential receivers. So they better throw nickels and dimes at you, otherwise it'll be raining touchdowns.

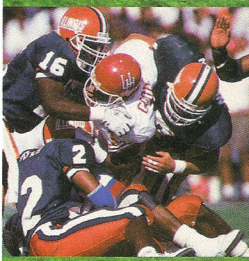








You've got a star running back cutting up the opposition. But beware of injuries. Play him too hard and you'll have the waterboy starting in your backfield.



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JAGUAR

KIDS TO ADULTS K-A AGES 6+

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / after each mission
PUBLISHER / Atari
DEVELOPER / Epyx
AVAILABLE / now
PRICE / $59.99

BLUE LIGHTNIN

He loves strapping himself in and dropping bombs, but we got *Jeff Lundrigan* out of the bathroom long enough to write this review. Bombs away!

Well, here it is, the first Jaguar CD game ever to grace these pages. It's historic, in a way. Is it worth it? Well, depends on what you're looking for.

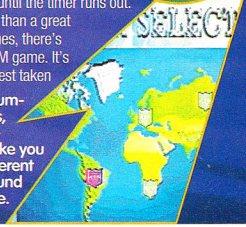
For the most part, *Blue Lightning* is just like the arcade classic *Afterburner*, except you have a half dozen or so planes to choose from instead of always getting stuck with an F-14 Tomcat. The planes actually have different flight characteristics and weapon loads, but after a few flights you always wind up choosing the A-10 Thunderbolt for ground assaults, and the F-14 for air missions, then hoping you don't lose one or the other and have to fall back on an inferior craft.

I have to admit the game looks great, and there's a good variety of terrain to fly over during ground assaults (all the air assaults look the same, of course), but after playing for, oh, maybe an hour or so you begin to feel like you're just playing the same stage over and over again. The trouble is that not only is this not a flight simulation, it's not even a 'stuck-on-a-track' game like *Star Fox* or *Panzer Dragoon*.

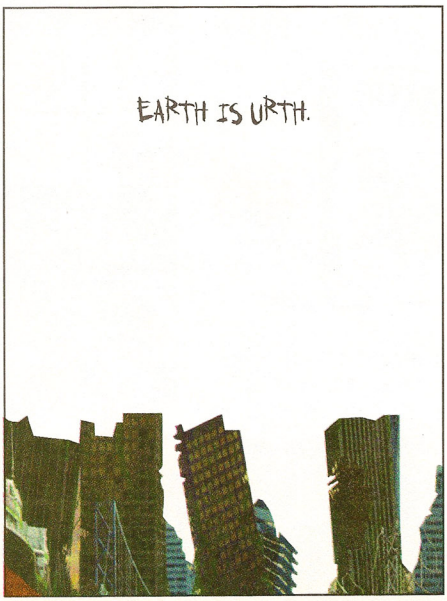
Instead you just zip around, avoiding getting hit or running into anything, and blow up what you can until the stage timer runs out. There's never a factory to destroy or bomber to knock out of the sky. In fact, there's no real objective to any of the stages besides survival, although you can fail to get a compliment if you don't destroy enough stuff. The only exceptions are 'escort' missions, which just require you to keep another plane from being hit too often until the timer runs out.

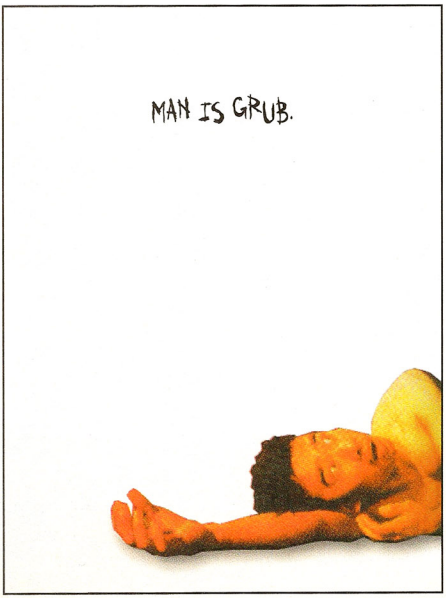
That's a pretty thin hook. Worse, other than a great soundtrack and some pre-rendered cut scenes, there's really nothing to distinguish this as a CD-ROM game. It's not all that bad, but this is the sort of thing best taken in small doses for a quarter — given all the gear you have to buy to play it, I really gotta wonder if it's worth it. **GP**

Unlike *Afterburner*, its obvious inspiration, *Blue Lightning* offers a number of different aircraft, although only a couple are that useful.



There's also a large number of mission areas, and the terrain is varied enough to make you think you're in different places — during ground missions, of course.

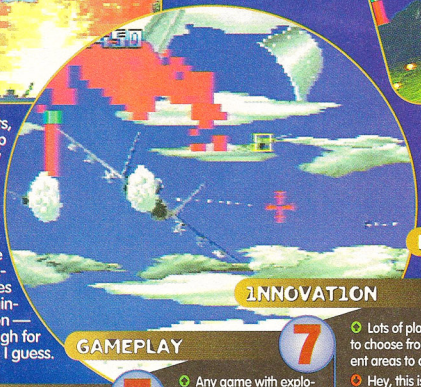




However, you've generally got two kinds of missions. In ground missions, you blow stuff up on the ground and avoid enemy fire until the timer runs out.

Escort missions do exist, and in these you follow the friendly plane and clear its path. Gee, that's uh, really exciting.

Of course, any game that lets you drop napalm gets an extra point in my book — but just one.



For air assaults, you blow up stuff in the sky and avoid enemy fire until the timer runs out. Get the picture? Zero concrete mission objectives just leaves you with brain-dead action — good enough for some though, I guess.

GRAPHICS 9

- There's varied terrain, and everything is sharp and colorful.
- Once again, there's blocky bitmaps when you get close.

MUSIC & SOUND FX 8

- Kickin' *Top Gun*-inspired soundtrack...
- ...which, after all, really isn't that inspired. It's repetitive, too.

INNOVATION 5

- Lots of planes to choose from, and different areas to assault.
- Hey, this is just *Afterburner* with a couple of extras.

GAMEPLAY 7

- Any game with explosions this cool can't be all that bad...
- ...but it gets really old really fast.

REPLAY VALUE 7

- If all you crave is action, you keep coming back.
- If you have a brain in your head, it's going to bore you to tears.

72%

OVERALL GP RATING

THE GODS ARE ANGRY.

RAGE IS HOME.

PRIMAL RAGE

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

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Sega™ Game Gear™
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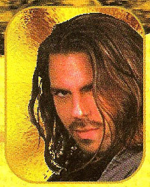
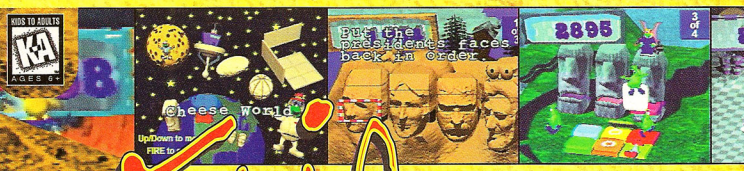
JAGUAR

GENRE / puzzle
PLAYERS / 1
SIZE / 16 Mbits
SAVE FEATURE / password
PUBLISHER / Atari
DEVELOPER / Gorilla
AVAILABLE / now
PRICE / $49.99



For ***Mike Salmon***, just waking up and trying to figure out where he is, how he got there, and who the hell is using his razor is a puzzle.



Flip Out!

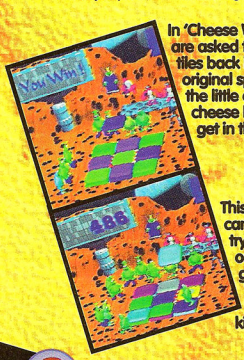
When the new '64-bit' Jaguar first arrived, I wasn't thinking, 'Man, where the hell are the puzzle games?'. However, after an onslaught of decidedly sluggish software, any game that can deliver some entertainment is very welcome. *Flip Out!* does just that.

Ever since the *Tetris* plague, there have been many *Tetris* clones hoping to cash in on a fad, but no game has really tried to do anything different. *Flip Out!*'s gameplay may not match up to that of *Tetris*, but the variety of puzzles is a refreshing change. The basic premise of *Flip Out!* is to arrange the objects (tiles, face pieces, aliens) in their original order. Sounds easy enough, but there are these little aliens who block up your fountains, move your tiles, and just cause all kinds of havoc. Levels like Cheese World, Mount Rushmore, and Yosemite are all different enough to keep you playing the game.

The graphics are good for a puzzle game, and the sound is handled adequately. The problem with *Flip Out!* is that the actual puzzles aren't hard at all. What's hard is the annoying interference that you can't control. What this means is that you can do everything perfect and still lose because of a freak alien maneuver. Also, a two-player or versus mode would have greatly enhanced the replay value of this game.

Still, *Flip Out!* is a good game, which is something you don't see everyday for the Jaguar. It's a welcome addition to any Jaguar library. **GP**

In Yosemite level, you have to line up the aliens on the proper geyser.



In 'Cheese World' you are asked to put the tiles back in their original spot while the little cheddar cheese balls try to get in the way.

This puzzle can be very trying, but once you get the hang of it, it gets kinda easy.

Mount Rushmore has you putting the faces back on the mountain. After you start to recognize what goes where, this becomes real easy.

However, the little fat orange guys clog up the geysers and make you work to finish this one.

The last puzzle is a doozy, and won't be easily defeated.

GRAPHICS — 8

- An extremely-sharp looking puzzle game.
- Still, the graphics aren't pushing any limits.

MUSIC & SOUND FX — 8

- All the sounds that are needed are done well.
- Not much here though. Not much at all.

INNOVATION — 9

- A totally different kind of puzzle game.
- And it changes from level to level.

GAMEPLAY — 7

- Addictive puzzling that gets increasingly difficult.
- This isn't exactly the reason why you buy a '64-bit' system.

REPLAY VALUE — 7

- A good variety in levels makes you wonder what's coming next.
- No versus mode is a big negative in replay.

73% OVERALL GP RATING

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Hope Springs Eternal.

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Hours of Incredible Music!
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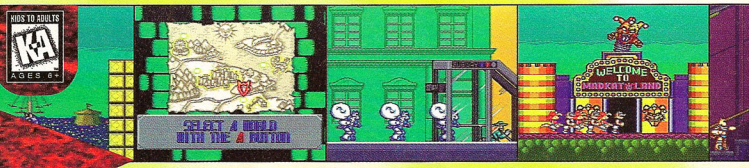
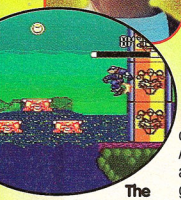
SUPER NES

GENRE / action
PLAYERS / 1
SIZE / 16 Mbits
SAVE FEATURE / passwords
PUBLISHER / Hudson Soft
DEVELOPER / Hudson Soft
AVAILABLE / now
PRICE / $69.99



SWATKATS: THE RADICAL SQUADRON

After playing this game for an hour, *Patrick Baggatta* started thinking about his childhood fantasy girl — Catwoman. Then he gave himself a tongue bath.



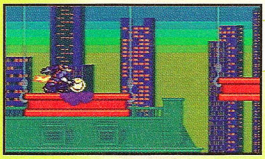
The graphics are OK here, but it's not enough to make the difference.

Based on a Hanna Barbara animated series, *Swat Kats: The Radical Squadron* follows two courageous kats into an outrageous battle with all that is evil. A peculiar mix of side-scrolling action and fighter-jet battles, the game play is nicely varied if not altogether successful in either genre.

Overall, *Swat Kats* has an empty feeling that never quite goes away. The enemies are for the most part larger than those in a standard platform game, meaning there are far less of them to go around. Unfortunately, these enemies fight like standard platform pawns. *Swat Kats* also depends, too dearly, on video game standards, including floating platforms, swooping birds, and collecting power-ups. While each of these elements are done with a professional touch, there is nothing here that you haven't done before.

Also worth mentioning are the jet-fighter battles, which defy all the traditional rules of video game perspective. It's gonna take several turns to fully comprehend where your plane, the enemy, the sky and the ground are all supposed to be. Once everything is in place, this is perhaps the best part of the game. This is not to say that these stages are that good, or that the other stages are that bad, but the flying stages have a unique feel to them, even if it is by accident.

In the end, *Swat Kats* becomes just another in a long list of forgettable side-scrolling platform games with too much riding on the popularity of its stars. **GP**



A platform is a platform is a platform.

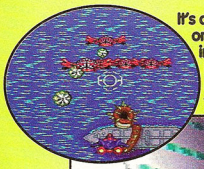
THANK YOU SIR, MAY I HAVE ANOTHER?

The gang's all here. Will the side-scrolling formula ever leave us alone?

Didn't I already kill you in the last 50 games I played?

I'M FLYING, RIGHT?

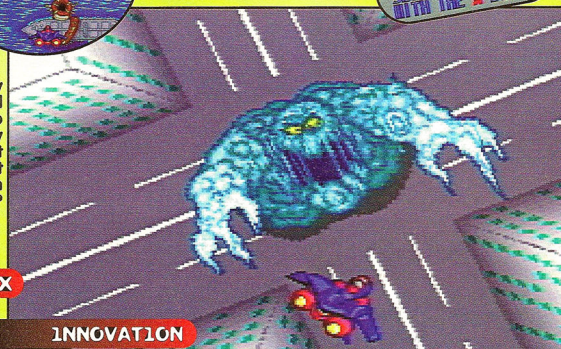
The flight sequences are unique in perspective, but a bit on the awkward side.



It's almost as if one of the 'D's' in 2-D has been removed for this round.

There is a pretty nice choice of characters, which does make a difference in game play.

Is it really a good idea to fly straight down at high speeds?



7 GRAPHICS

- The graphics are bright and sharp.
- The backgrounds aren't very inventive.

5 MUSIC & SOUND FX

- The soundtrack is appropriately mindless and fun.
- The sound effects aren't quite right.

4 INNOVATION

- The water slide level is almost unique.
- Platforms + run + jump = the opposite of innovation.

7 GAMEPLAY

- The game controls sure are responsive.
- The action is a little slow.

5 REPLAY VALUE

- Some of the flying levels are challenging.
- You've already played this game before.

60% OVERALL GP RATING

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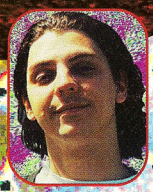
SATURN

KIDS TO ADULTS AGES 6+

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Sega
DEVELOPER / Sega
AVAILABLE / now
PRICE / $39.99



After playing this game, ***Patrick Baggatta*** hopped around the room, singing 'I'm a happy little bug!' It was starting to bug us, so we sprayed him with Raid!

Bug!

The question as to whether there's gonna be considerable innovations made with next generation consoles such as the Sega Saturn has been answered right out of the gate with titles such as *Daytona USA*, and *Virtua Fighter*. *Bug!* represents an equal jump in the platform action genre. While it's not difficult to see where this title got its inspiration, there are some obvious features that simply could not have existed before this latest jump (excuse the pun) in technology.

Where *Bug!* breaks free from the crowd is in the obvious addition of the third dimension to the traditional 2-D model. Unfortunately, this is pretty much where the genius of *Bug!* ends. Other than the fact that the player can now move in and out of the screen (which is a great stretch) rather than just right and left, *Bug!* is pretty much an action platform title. This is not to say that the game doesn't look great and doesn't contain some well-designed elements, but there's just not much new here. Jumping on the heads of your enemies, hopping from platform to platform and collecting, well, collectibles are all elements that seem extremely familiar the first time through.

Bug! is in important game in many ways, but mostly by way of indicating what we might expect from the Sega Saturn. There is little doubt that for diehard platforming fans this is a must-have title, but for others this one is more flash than substance. **GP**

I'm Going In!

You can teach an old dog new tricks!

As in a traditional platform game, you must stick to the predetermined paths.

Jumping forward over hazards takes a little bit of practice.

There is also a good bit of the traditional left-to-right platforming action to be had.

The bosses also manage to take advantage of the 3-D technology.

Enemies, Pitfalls and Sticking Points

The challenge level in Bug! is due to a nicely varied supply of hazards.

There are, of course, those enemy characters which are merely designed to keep you hop

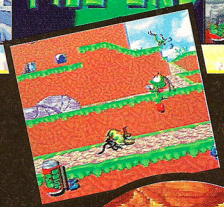
The crickets show-up early and prove to be one of the tougher enemies you encounter.

Often the perspective is your biggest obstacle in progressing to the next level.

The boss characters are, for the most part, imaginative and tough to conquer.

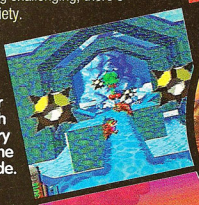
Around The Worlds In A Page

Beyond the fact that the later stages do become increasing challenging, there's not much real variety.



Insectia is a friendly little world where you're able to get your bearings.

Quaria represents the apparent need for a water world in each and every action game ever made.



By the time you've reached Reptilia, you most certainly understand the gaming action that is BUG!

The later stages, such as Arachnia, are notably more difficult than earlier levels, but what fun would it be if it wasn't?

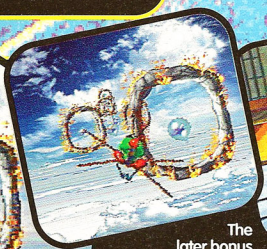
A SECOND OPINION

Can't really add much here. Patrick hit it right on the head. It's nice to see that even though *Bug!*'s designers decided to do another platform game, at least they went the extra step and did something with the Saturn hardware they couldn't have done on a 16-bit system. Just compare this to *Gex* for 3DO and you'll see what I mean — it's a decent game, but what's the point of making a platform game for an advanced system if it plays the same as other games you've ever seen. Trouble is, even with the added innovation, *Bug!* is good, but not great. — **Jeff**

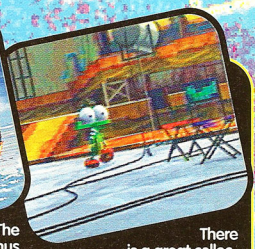
Bonus Stage

Between each world you're given the opportunity to complete a bonus round.

The first couple of rounds are pretty easy.



The later bonus level may look much the same, but they're much tougher.



There is a great collection of animated shorts that connect each of the levels.

GRAPHICS 8

- The characters are cute and creative and the overall look is very sharp.
- There is just a touch of late draw-in.

MUSIC & SOUND FX 5

- The music is actually pretty good.
- The wise-cracking comments of Bug! grow kinda tiresome.

INNOVATION 7

- The addition of the third dimension is great.
- The game follows a strict and tired formula.

GAMEPLAY 8

- The unusual aspects of game play only take a few minutes to master.
- Every once in a while the perspective gets in the way of game play.

REPLAY VALUE 7

- The levels are pretty tough, including those nasty boss characters.
- Let's face it, each level is pretty similar.

74%

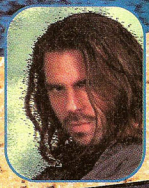
OVERALL GRADING

GENESIS

KIDS TO ADULTS AGES 6+

GENRE / action
PLAYERS / 1
SIZE / 16 Mbits
SAVE FEATURE / none
PUBLISHER / Acclaim
DEVELOPER / Alexandria
AVAILABLE / now
PRICE / $59.99

Demolition Man



He's no Demolition Man, but when the drinks are pouring Mike Salmon becomes Exhibitionist Man, showing what no man had shown before (at least not at Denny's).

Putting out plot-weak action movies is a great way to get your own video game, I guess. Just look how many games have featured the likenesses of Sylvester Stallone and Arnold Schwarzenegger (*Cliffhanger, True Lies, Terminator, Judge Dredd, Last Action Hero,* etc.). Unfortunately, most of these games are just as tiresome and stupid as the movies they're based on.

Virgin had thoughts of releasing this game over a year ago, but weren't able to get it out. Now Acclaim has bought the license and made sure that every movie ever made is gonna be a game. It's not that *Demolition Man* is such a bad game, I mean, it plays just as good as most of the other action games. There are the usual side-to-side jumping and shooting levels, then there's the overhead levels where you wander through buildings with no roofs and shoot. The animation is smooth, the backgrounds look good, and the sound is pretty intense. The action is hectic, with masses of enemies coming from all sides, and some of the boss levels are cleverly pieced together.

The problem is that playing *Demolition Man* is just like playing any one of 15 other games. While there may be some who can't get enough of that platform shooter, it seems like time for some innovation.

If this game had been released a year ago, like it was planned, it probably would have scored better. But *Demolition Man* stayed in cart purgatory and 12 other games were released that were just like it. You've all played this type of game before. If you like it, buy it, but don't come crying to me. **GP**

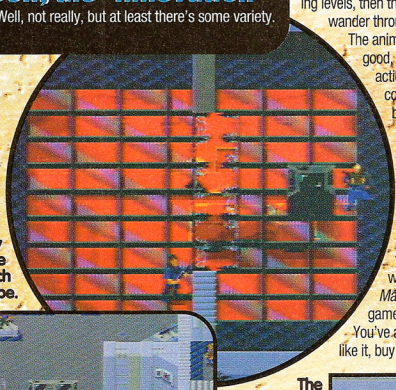
The side-scrolling levels may look familiar (Stargate, Judge Dredd, etc.), but...

Ooh, the 'Innovation'

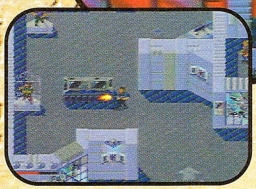
Well, not really, but at least there's some variety.

...so do the overhead levels (True Lies). Still, having both in one game makes for some variety.

Bungee jumping with a machine gun may not be the safest, but it does pack some mild fun.



At the end of each level you get to almost catch Simon (Wesley Snipes in the movie), then watch him escape.



Shooting up a museum can be also be fun. Just don't try this at home.

The weapon power-ups are the staple of any action game, and once again Demolition Man does the same.

7 GRAPHICS

- Graphics are right on par with most side-scrolling games...
- ...but certainly not any better. Yawn.

8 MUSIC & SOUND FX

- Some good FX and music add to the game.
- Samples of Sly's voice are awfully annoying.

5 INNOVATION

- Combining the side-scroller with the overhead action style is kinda new.
- Wait, a movie game from Acclaim innovative? Not even.

7 GAMEPLAY

- As side-scrollers go, Demolition Man is packed with action.
- I AM TIRED OF THIS TYPE OF GAME!!!

7 REPLAY VALUE

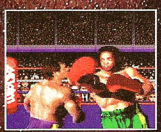
- The game is tough and should take some time to complete.
- But the only reason to complete this game is so you can stop playing it...

69% OVERALL GP RATING

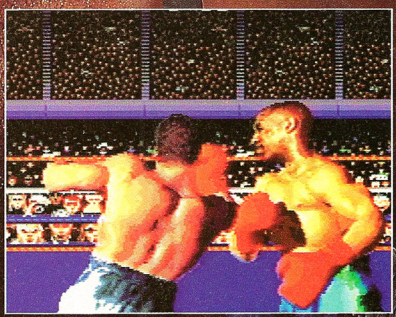
GET TOUGH. GET REAL.

FOREMAN.FOR REAL.

REALISTIC ATTRIBUTE LEVELS FOR ALL 20 BOXERS!



EXPLOSIVE 2-PLAYER ACTION!



ACCLAIM'S MOTION CAPTURE TECHNOLOGY... TRUE BOXING REALISM!

SOUTHPAW? BULL? TECHNICIAN? FIGURE OUT YOUR OPPONENT'S STYLE —OR PAY THE PRICE!

"I'M GONNA EAT YOU FOR LUNCH!"

KIDS TO ADULTS AGES 13+

SUPER NES® GENESIS™ GAME BOY® GAME GEAR™

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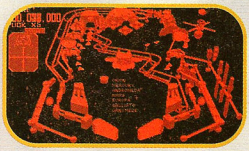
THE

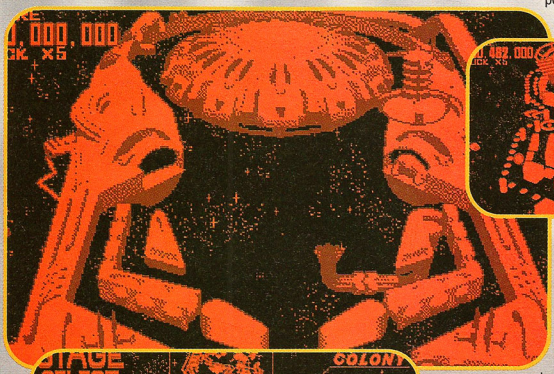
When we told Trent Ward that he could be back in the magazine, tears of joy coursed down his face. 'Thank you, oh, thank you!' he cried, as he spit-shined all of our shoes!

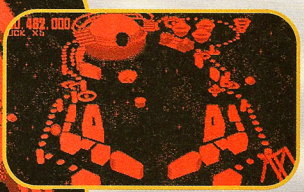
SPACE PINBALL



Virtual Boy's 3-D looks nice, but doesn't affect gameplay much.

While not the strongest title available for the Virtual Boy, *Pinball* does have a certain simple-minded charm that makes it a worthwhile title, at least for the first few plays. The game contains eight different pinball tables, all with their own space-oriented themes. Graphics are well handled, but fast motion can be difficult to follow with the Virtual Boy's somewhat 'hazy-red-on-black-bitmap' images. Even more disappointing, none of the tables offer a great number of targets, ensuring that players find ways of mastering them in pretty short order. In the end, *Pinball* is little more than a pack-in teaser cart to entice owners into purchasing one of the better titles.





In this version, players try to putt the puck into the igloo while floating in space.

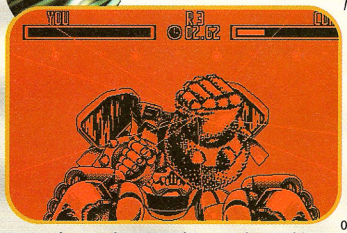
Choose your game and fire away! The red-on-black graphics give a feeling of playing in outer space!

RATING
OVERALL 55%

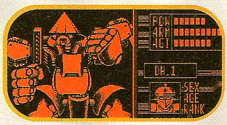
FIRST FIVE

TELEROBOXER

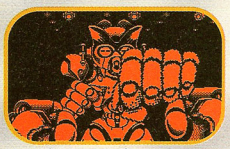
Basically Punch Out! with an added 3-D effect, *TeleRoboxer* proves to be a solid title for the Virtual Boy without ever really showing enough originality to truly impress. Players take on the controls of a giant battling robot in an all-out bout against a line of other menacing metalmen. Controls are a little tricky at first, but are easy to get used to, and feature ducks, blocks, and plenty of vicious punches including jabs, hooks and uppercuts. Graphics are amazingly sharp for such a small screen, displaying each of the enemy robots with fluid efficiency. Although it doesn't stand up too well to long-term play, *TeleRoboxer* is still one of the better titles currently available for the Virtual Boy.



Remember 'Rock 'em, Sock 'em' Robots? This view shows how the robots saw that game.



Hey, since when do robots have a gender? What's going on?

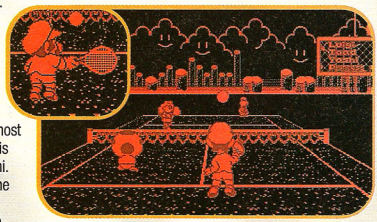


Man, that's gotta hurt! These robots pack one hell of a punch!

RATING OVERALL 77%

MARIO'S DREAM TENNIS

Mario's Dream Tennis is another example of how the Virtual Boy can successfully bring new life to an old title. You take on the role of Mario as he takes on various members of Nintendo's classic lineups in some all out tennis action. The cart also includes a doubles mode that pairs Mario up with his most obvious tennis partner, Yoshi. Aside from the pleasing 3-D motion of the players and the ball, *Mario's Dream Tennis* is almost identical to the 8-bit Tennis released by Nintendo all those years ago. Not the best title currently available, but a good solid play that can stand the test of time, enhanced with a depth that only the Virtual Boy can offer. Tennis, anyone?



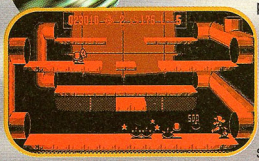
Mario shows his true form on the serve and the volley. Who knew dinosaurs could play tennis?

Donkey Kong takes it to the net in a grudge match!

RATING OVERALL 70%

MARIO CLASH

Mario kicks some turtle butt in this return to the dark pipes of the original Mario Bros. arcade game. Unlike the two-dimensional hop and stomp, *Mario Smash* takes full advantage of the Virtual Boy's 3-D environment by presenting two sets of platforms, and forcing players to knock off enemies by throwing shells either towards or away from the viewscreen (a picture is worth a thousand words right here). Graphics aren't impressive by a long shot, but they do a perfectly good job of presenting the simple images of the game. Gameplay is addictive, and changes as the game progresses, offering bonus stages, and new obstacles in every new level. Every Virtual Boy owner definitely needs to check out this title.

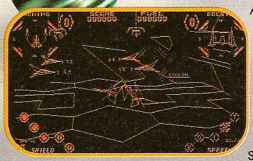


Mario's back, and he's got a whole bunch of red tubing!

RATING OVERALL 80%

RED ALARM

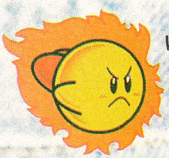
Sort of like playing *Starfox* in a poorly drawn box, *Red Alarm* is living proof that the Virtual Boy just doesn't have the juice to pull off the complexities of a good polygon title. Behind the controls of your typical angular spacecraft, players weave their way through a wire frame maze while dodging the attacks of various alien ships and gun turrets. Graphics are confusing at best, with empty wire boxes representing solid objects, enemy ships that are visible even when they should be concealed, and exits that are indistinguishable from a normal wall. These poor visuals, backed up by repetitive gameplay and annoying controls ensure *Red Alarm* a lifetime membership in the 'Leave It On The Shelf' club.



What the hell is goin' on here? We couldn't tell, either. Ouch!!!

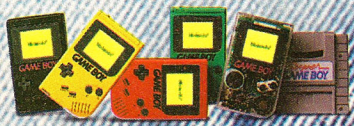
RATING OVERALL 35%

Next one to call them "cute" gets a fireball in the butt.



What's that smell? Oh, it's your butt. Sizzling, scorched and smoking. You made the tragic mistake of thinking Kirby's new buds were harmless stuffed animals. Man, were you burned. This is Kirby's Dream Land 2® for Game Boy® and Super Game Boy®, and you're in the hot seat. Kirby's scraped under the desk of the animal kingdom and come up with a handful of down and dirty allies. They may look adorable, but they make Kirby deadlier than ever. Meet the owl that slings boomerang feathers. Shake fins with a fish that lets Kirby swallow under water. Kneel before the hamster that coughs up white-hot spheres of justice. "Cuddly"? Hardly. So hike up that asbestos underwear and watch your language.

Nintendo®



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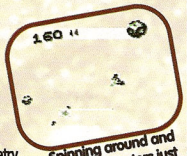
GAME BOY
KIRBY'S DREAM LAND 2
Play it loud

SMALL SCREENS

We go back to a simpler time, when men were men, women were scarce, sheep were nervous, and eyeglasses were worth their weight in gold, because the games were played on Small Screens!

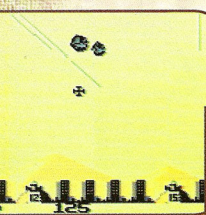
ASTEROIDS & MISSILE COMMAND

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



Spinning around and blasting craters just like the good old days, except now you have to squint.

If you have a Super Game Boy, you can even get a border of an arcade machine to enhance the flashback.



Get the lines before they get you in this frantic race against time.

Your trip begins here, as Nintendo takes gaming back to the '80's, when polygons were only used in Geometry class and texture-mapped backgrounds were only seen in science fiction movies. This dual package offers the best of the early arcade games.

Get through using as few bullets and losing as few building as possible and you can earn higher scores.

Asteroids features the original graphics or an updated Game Boy version. It also features the identical gameplay to the original arcade smash. If you can't get rid of your parachute pants and just love to reminisce, you're going to love the trip back to *Asteroids*. This is a great Game Boy title and gameplay is still rock-solid. If you've never played *Asteroids*, this is a great chance to see where the shooter started. You move your triangle ship around as asteroids float by at increasing speeds. Your job — shoot all the asteroids before they hit you. Simple pleasure.

Missile Command is another exact replica of a popular '80's arcade game. Each level increases in challenge and difficulty, making the gameplay escalate like only a truly classic game does. The lines (or bombs — use your imagination) drop down towards your cities. You've been allotted a number of missiles to fire in their line for your defense. Protect cities like New York, Paris, London, and Moscow (protecting Moscow in the '80's, wow). Not a technical feat by any means, *Missile Command* is just another game with sound gameplay and a bit a fun.

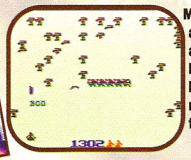
This is a great idea by Nintendo — bringing back the arcade classics. After all, the Game Boy isn't going to break any new ground. Here's a great way to pass the time on an airplane, or just a great way to go back in time.

6	GRAPHICS
6	MUSIC & SOUND
7	INNOVATION
9	GAMEPLAY
9	REPLAY VALUE
OVERALL	84%

CENTIPEDE AND MILLIPEDE

System: **Game Boy** ***Publisher:*** **Nintendo**
Developer: **Accolade** • **now available** • **$39.99**

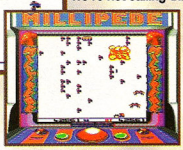
There's the ball. In the Super Game Boy enhanced mode you can see it, you just can't touch it.



Moving around and blasting bugs — now that's fun.

Looks real similar to *Centipede*, but it just doesn't quite capture the full experience.

The authenticity of these titles just can't be achieved on a Game Boy, because there's no roller. Any *Centipede* player worth his 1000 legs is a master of the ball, and the Game Boy has no ball. No, we're not calling this game a wimp or a wussy , by any stretch of the imagination. It's just that, in the ball department, this game doesn't have one, let alone two.



I suppose after you've beaten Centipede, you could play Millipede just for the hell of it.

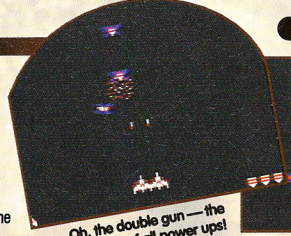
Other than that, *Centipede* is a dead ringer for the original (minus the color, of course), with all the fast-paced levels, floating spiders, and the mushroomy things corpses leave behind. There are still plenty of bars who have a *Centipede* machine and they stay busy. That alone shows the popularity of this game. The graphics were never important, just the play. The Game Boy version plays almost identical, but the Game Boy screen does make it difficult to spot all the nuances of a *Centipede* game.

Millipede was the sequel to *Centipede* and, although it features much of the same gameplay, it never reaches the level of *Centipede*. Still, for the price of one Game Boy game you can get two arcade classics! We're not suggesting you sell your PlayStation and funnel all your money into a Game Boy; we're just saying if you have a Game Boy, the classic series is a great purchase.

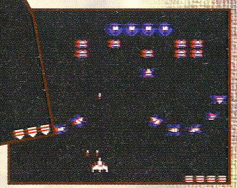
6	GRAPHICS
5	MUSIC & SOUND
4	INNOVATION
8	GAMEPLAY
8	REPLAY VALUE
OVERALL	74%

Galaga & Galaxian

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



Oh, the double gun — the granddaddy of all power ups! Sweet lord, we give thanks.



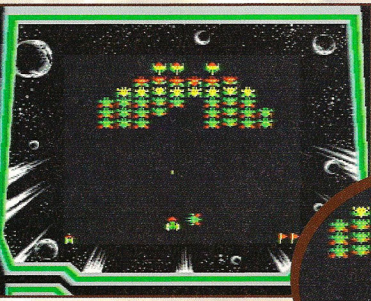
Super Game Boy looks so close to the original, you can almost hear Flock Of Seagulls on the radio.

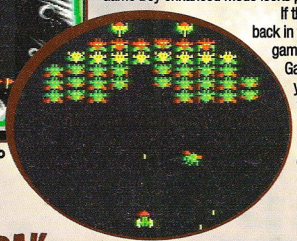
You can play parts of them on the PlayStation in full color or you can pick up the complete and colorless Game Boy versions. Before *Tekken* you get to try the bonus levels of *Galaga* and before *Ridge Racer* you get to tackle *Galaxian*. But, for about $40 bucks, you can play both these arcade classics in their entirety.

Galaxian was Namco's answer to *Space Invaders*. The odd bug-type spaceships move along in rows taking turns dive bombing your ship. Simply move from side to side and blast them. Each level gets increasingly tougher and the later levels are near impossible. Try beating your old high score, or practice up to beat the level on *Ridge Racer* (you get better cars, woo!).

Galaga is probably the better of these two similar efforts, and the bonus stages are tough and rewarding. Getting the double gun is THE reason to play this game, which makes losing it THE reason to throw your Game Boy. A bunch of fun is packed into this game, and the Super Game Boy enhanced mode looks pretty close to the original.

If these were your games-back in the ancient days of video gaming, then this is the classic Game Boy set to get, but if you haven't played any of them our suggestion is to go with the *Asteroids/Missile Command* set.



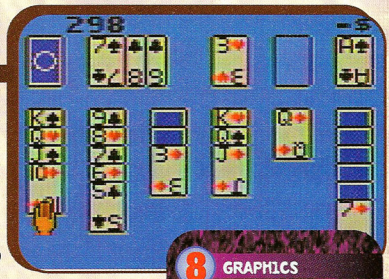


Swooping, bomb-dropping, '80's Namco action. Not equal to Space Invaders or even Galaga, but good enough.

7	GRAPHICS
6	MUSIC & SOUND
7	INNOVATION
8	GAMEPLAY
8	REPLAY VALUE
OVERALL	77%

Solitaire Fun Pak

System: Game Gear
Publisher: Interplay • **Developer:** Beam Software
now available • $39.99

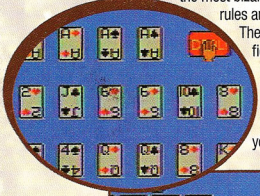


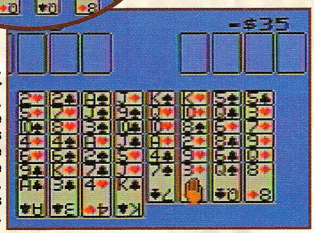
Klondike — solitaire, the way men play it. It ain't pretty, but try and stop playing.

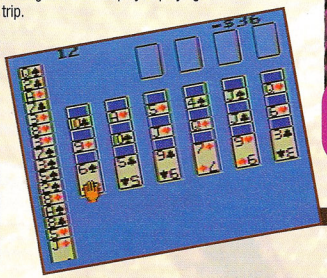
On the PC, *Solitaire Fun Pak* was a game that caused many problems. It was easily called on screen to replace that awful work stuff and, with a click on the Boss button, it would vanish like the hours of the day. Now the addictive madness of *Solitaire* comes to the Game Gear.

Solitaire Fun Pak features 12 different solitaire games, from the most popular, *Klondike*, to the most bizarre, *Freecell*. The games are done with all the correct rules and all the slow-paced, must-play-till-I-win frustration. The cards are colored and very small and, while it's quite difficult to tell between the spades and clubs, it's not enough to ruin the game. The game keeps track of your wins and losses, which is just another way to keep you hooked.

If you enjoy solitaire or painfully addictive games, then *Solitaire Fun Pak* is a great purchase. It's the kind of game that keeps you playing even after you've arrived from your car trip.





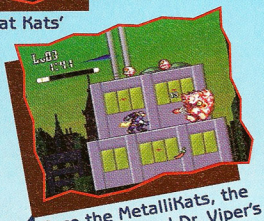


Golf, Freecell, or Stonewall, plus nine others. If it's solitaire you're looking for, then this is the ticket.

8	GRAPHICS
4	MUSIC & SOUND
4	INNOVATION
9	GAMEPLAY
9	REPLAY VALUE
OVERALL	80%

The Fur's Gonna Fly.

Use all the Swat Kats' cool gadgets like the Turbokat jet and the slicer missile.



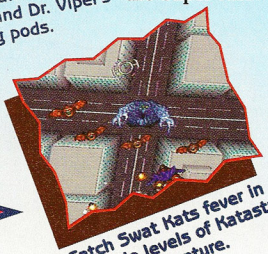
Face the MetalliKats, the Pastmaster and Dr. Viper's acid spewing pods.

You've seen them on TV.
You know all their moves.
How it's your turn.

SWAT KATS™ THE RADICAL SQUADRON

Fire up your Turbokat jet and prepare to get furrrocious in a totally radical hair-raising adventure—starring the baddest Kat-crusaders this side of Katmandu!

Be Razor™ and crush Dr. Viper's™ acid-spitting pod battalion. Be T-Bone™ and sink The Pastmaster™ in a dizzying aerial shoot-out. Rust the infamous MetalliKats™ in a brawl through the subways of MegaKat City... Do it all—with a little help from some killer gadgets—in *Swat Kats*™: *The Radical Squadron* for the Super NES.



Catch Swat Kats fever in multiple levels of katastrophic cartoon adventure.

They're here.
They're bad.
And the fur's gonna fly.

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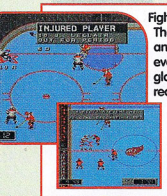
GP SPORTS

Mike Salmon, Editor

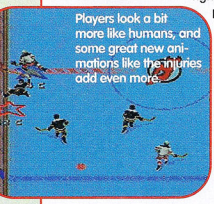
NHL '96

EA for Genesis, Super NES



Fight! Fight! They're back and better than ever. Drop the gloves and get ready to rumble!

The greatest hockey game ever made, *NHL '95*, is back for another year on the 16-bit platforms. And at first glance, the '96 version appears to be even better. What's new? The fights are back! After a couple years absence, the fights have returned to the *NHL* series. What's more, is that the fighting is the best yet. You can even pull the opposing players jersey over his head, then pummel him.



Players look a bit more like humans, and some great new animations like the injuries add even more.

The players' license, the stats, the one-timers, and the fast-paced action have all returned. Plus, the players have a sharper look, there's one-time touch passes, and the players can now stop on a dime. The computer goalies and defence are tougher, which is sure to make the season mode even better.

With all the new 32-bit games coming up, it's been hard to get excited about 16-bit games, but EA's *NHL '96* is definitely an exception to the rule.

But this series has always been about gameplay, and with the addition of better AI there's going to be plenty more reasons to shout, 'Shoots! Scores!'.

NHL FACE OFF

Sony Imagesoft for PlayStation

All we saw were a few players skating around a rink, but man does this game look promising. All the real players, stats, and some beautiful graphics should even have depressed Red Wings fans excited about this one. Stay tuned — as soon as we know more, we'll let you know!

Not much action yet, but the players are already looking awesome. You'll want to stay tuned.

PGA '96

EA for PlayStation

You see the screens. I dare you to find a better looking golf game.

Golf fans are going to be glad to see that this series is continuing on the 32-bit consoles. The graphics look great, and fans of this title know how good it plays.

GREATEST NINE

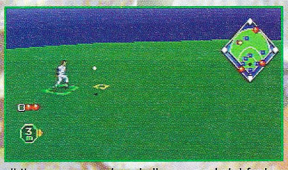
Sega of Japan for Sega Saturn

Sega is planning on tweaking this awesome Japanese baseball game, and turning it into their first U.S. baseball product. The game looks and plays like no other baseball game you've ever seen. The players move smooth and react great to controls. You can choose from a random view, a chase camera, a high angle, a medium angle, or a low view. Each and every view is playable, although the medium angle is the easiest to judge fly balls on defence.

The High View gives you a blimp's view of the action.

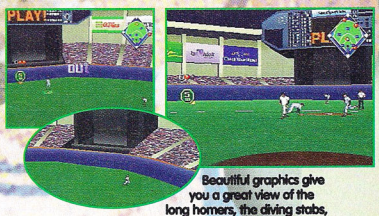
The Low View lets you see things right at ground level.

Still, this game has it's flaws. Ripping a ball off the wall is never more than a single, even with the fastest runners, and occasionally the computer gives control to the wrong player then switches to the right one too late. If Sega can fix these, make the players look American and get all the necessary player's license and stat features, this could be the benchmark for upcoming baseball titles.



While the Chase View gives you a close-up tracking of the ball.

One thing we hope they keep from the Japanese title is the announcers. You choose from six different insane Japanese commentators, who call out things like 'nagi bastard' and 'itchi bastard'. Don't know what it means, but it sounds awful funny.



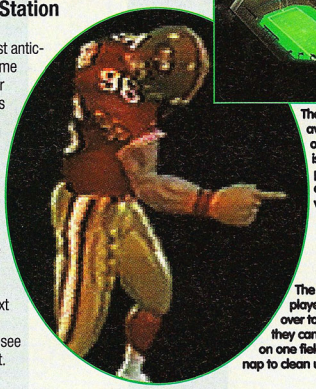
Beautiful graphics give you a great view of the long homers, the diving stabs, and the 'Jumping Catch'.

MADDEN '96

EA for PlayStation

Possibly the most anticipated sports game ever, *Madden* for the PlayStation is still very early in development. However, we begged, pleaded, and threatened to get any shots we could. These aren't gameplay shots, but they sure are hot. Next month we'll beg some more and see what we can get.

The stadiums look awesome, but once agian this isn't the gameplay. It's just enough to get very excited over.

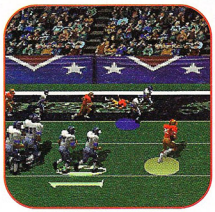


The motion-captured players are painted over to look awesome. If they can get 22 of these on one field, I'll need a wet nap to clean up.

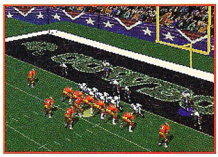
NFL GAMEDAY

Sony Imagesoft for PlayStation

Our first glimpse of some football gameplay for the mighty PlayStation looks awesome. Don't let the bad taste in your mouth from the awful *ESPN* series fool you, Sony Imagesoft is definitely on the ball. The players are going to have numbers and names on their jerseys and what we've seen so far looks awesome. A completely updated NFL playbook, 3 camera angles, a players license, and dedication to making a true football game make *NFL Gameday* a much anticipated product.



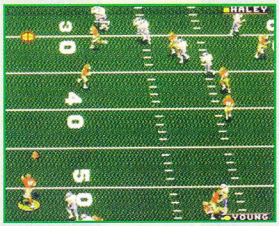
No, these are not screens from an actual NFL game, they're just some beautiful graphics. Now, if the game only plays as good as it looks...

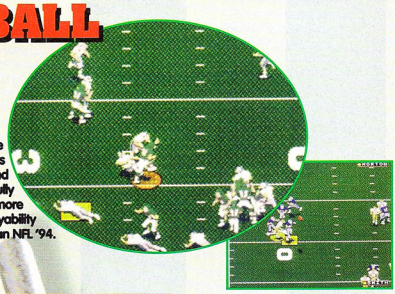


PRIME TIME NFL FOOTBALL

Sega Sports for Genesis

This sequel to the highly successful *NFL '95* is the first game to put Deion Sanders name to work. However, we all know that the name of the game isn't important, it's how it plays. The screens we've seen look real similar to the *'95* version, but until we actually play the game we'll reserve any further judgement.





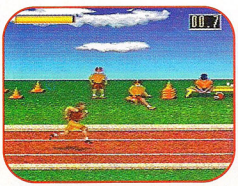
All the players and hopefully a bit more playability than NFL '94.

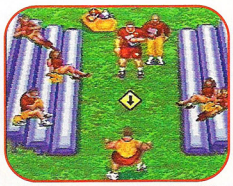
MADDEN '96

EA for Super NES

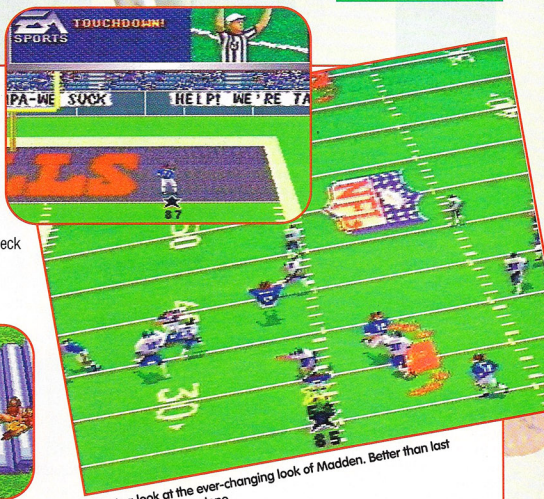
We had an early look at the Super NES version, and it does look considerably better than *'95*. This year you can pitch the ball at any time during a play, which allows you to create bizarre returns. Another new feature is the create-a-player. In order to create a player, you have to send him to training camp where you perform various skill tests, like the 40 yard dash, tackling drills, and intelligence tests. The better you do in these tests, the better your player's skills.

But has the gameplay gotten any better? We didn't get a chance to check out the Genesis version and the Super NES was still real unfinished in the gameplay department. Next month, we'll continue to update you on the progress of this one.





The new training camp mode features a 'game in a game' as you play Track & Field and Simon Says to test your speed and intelligence.

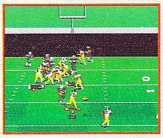


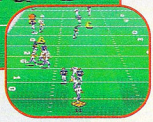
Here's a look at the ever-changing look of Madden. Better than last year, and it's still not done.

COLLEGE FOOTBALL USA '96

Publisher: Electronic Arts
Developer: High Score • now available • $59.99

The triple option in action. Give it to the first back, keep it, or pitch to the halfback. That's college football.





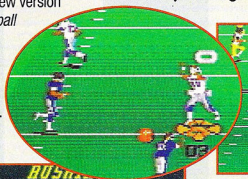
The traditional 'ABC' passing is back, or you can choose from any of five receivers by cycling through.

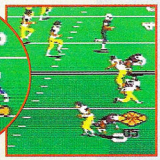
Diving catches, hurdling over fallen tacklers! They're in the game.

The update to *Bill Walsh College Football* has dropped the venerable coach and added an unprecedented 70 new teams. All 108 division I schools are included, complete with the actual depth charts and uniforms of each school. From the Akron Zips to the Texas Christian Horned Frogs, they are all here.

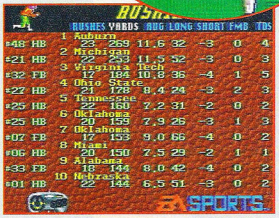
As for the game, it is exactly the same as *Bill Walsh '95*. The college playbooks are back with all the crazy formations that make college football what it is. Running the triple option is awesome, but the passing game is real hit-and-miss. There's a Season Mode, where you can take your favorite college through the riggers of a college season. The computer ranks the top 50 teams from week to week, keeps stats for the top 25, and selects an end-of-the-year MVP (Heisman). Any college football fan, who isn't a fan of just the top 25 teams, is a safe bet to pick up this cart. With all the teams, you can take the Western Michigan Broncos (my Alma Mater) up against Florida State, and show them who the real football team is. However, if you're not excited about the new teams and you own last year's cart, well, this is the same exact game.

All of the options and the complete team roster make this game a college football fan's dream, but we're still waiting to see the new version of *College Football National Championship* (Sega) before we pick a national champ.





Stats, stats, and more stats. If you love 'em, you got 'em.



Check out the weekly polls and see if you can lead the Akron to the national title.

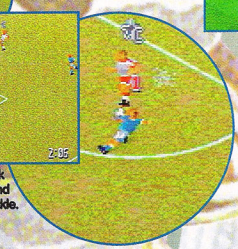
8 GRAPHICS
8 MUSIC & SOUND
5 INNOVATION
8 GAMEPLAY
9 REPLAY VALUE
OVERALL 82%

HEAD ON SOCCER

Publisher: US Gold
Developer: US Gold now available • $59.95

Play on grass, play on turf. The way the ball moves is different on each surface.

Special players like Barger and his sharp elbows or Stryker and his flaming kicks add a unique arcade twist to Head On Soccer.



Perform headers, kick guys in the back, and slide in for a tackle.

While *Head On Soccer* doesn't try tackling the mighty *FIFA*, this arcade-style action game scores anyway. There's no boring stats and strategy, just put in the cart and start kicking.

The main problem is that basically, *Head On Soccer* is an average soccer game. The graphics are clean and sharp, the sound is solid, the action is relatively fast, but nothing *Head On* does is much better than the competition. Ball control can be tricky as you only get one isometric view of the pitch, making a long pass guesswork. Special Players like Barger, a beer bellied ruffian, and Striker, the flaming foot, add to the arcade action of the game with their unique abilities. The control is simple and the games are high-scoring, which further add to it's arcade-style play. If you've got a multi-tap and some friends, *Head On Soccer* is good fun.

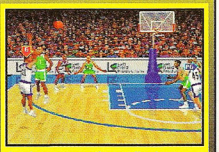
The *NBA Jam* of soccer games isn't what soccer purists are going to enjoy, but as an action game *Head On* is a quality title.

8 GRAPHICS
7 MUSIC & SOUND
8 INNOVATION
9 GAMEPLAY
7 REPLAY VALUE
OVERALL 80%

NOW PLAYING

Don't even bother looking! You won't find a single goofy review or giveaway in this section this month. What do you think we are? Rich? Even if we could give away another prize, we definitely wouldn't. Or would we?

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!!!

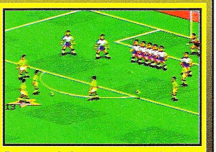
OVERALL 91%

• TOSHINDEN
SONY CE FOR PLAYSTATION
Review, 8#8

This game is so damn good, it's almost replaced *Super Bomberman 2* as the favorite game around here! Can't say anything bad about this one! Get it!!!

OVERALL 98%

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 BATMAN & ROBIN
Sega for Genesis; review, 8#8

Holy repetition, Batman! The Caped Crusader and the Boy Wonder are back on the attack in Gotham City. And while the Dynamic Duo is looking really good in this outing, the rest of the game is just kinda so-so. After all, how many evil twin villains can there be?

OVERALL 66%

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%

• ANIMANIACS
Konami for Game Boy; review, 8#8

Those wacky Animaniacs are back and boy, are they DULL! They're not only dull, but they're sluggish as well! While this is a really fun game on the bigger systems, on the tiny screen they just kinda suck. Save your eyesight for something better!

OVERALL 47%

• ASTAL
Sega for Saturn; review, 8#8

The running joke around the office about this game is that it's no fun astal... Get it? The gameplay is rather stiff and formal, which kinda defeats the 'let's have fun' idea behind side-scrollers. If I were you, I'd shine this one!

OVERALL 66%

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%

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%

WHAT YOU THINK

For MK11 on the 32X, it should have gotten at least an 85%. Just because it was late coming out doesn't mean that it deserves a lower rating than it should have.
— Brandon Bentley, Castille, NY

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%

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%

• CHEESE CAT-ASTROPHE
Sega for Game Gear; review, 8#8

As much as all you guys out there would like to think that I invented this game, I didn't. Help Speedy Gonzales through tis side-scrolling action game. The only drawback is that there's nothing really new going on here. It's your call — take it or leave it.

OVERALL 63%

• CLOCKWORK KNIGHT
Sega for Saturn; review, 8#8

Hey, look everybody! It's the first side-scroller for a next gen system! Wow, it's really... nothing special. Instead of using the Saturn's power to add innovation to this game, they decided everyone wanted 3-D rendered backgrounds instead. Go figure...

OVERALL 56%

• COMIX ZONE
Sega for Genesis; review, 8#8

Here's your chance to be a hero in a comic book! Run through frames and hit that attack button to kill off the bad guys. While this game is very glitzy, the *Final Fight*-like attacks kinda make it a bit stale. Still, it's not bad and worth a try!

OVERALL 72%

• CYBERSLED
Namco for PlayStation; review, 8#8

OK, what we got here ISN'T the arcade game. No, what we got here is a so-so imitaiion of the arcade game. While the one-player mode is fun, the two-player mode really bites the big one. And we all know how much fun biting the big one is...

OVERALL 71%

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%

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%

• EARTHWORM JIM
Playmates for Game Gear; review, 8#8

Ok, so the screen's alittle small and those great graphics have been kinda simplified — this is still a great game! All of the frantic action has been captured very well and you still get to launch a cow into the sky! How can you lose?

OVERALL 76%

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

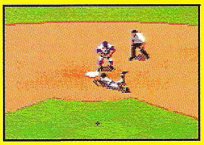
Here's the second... no, third installment of the *Fatal Fury* saga and guess what? It's just like the first two! While this may be major fun for some people, most are gonna find this to be yesterday's news. You can flip a coin on this one, but we'd pass on it.

OVERALL 74%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

• World Series Baseball '95

SEGA FOR GENESIS
Sports, 8#8

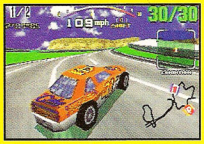


Everyone knows how I feel about baseball, but our reviewer gave this such a good rating, I just had to put it up here. Get this one, it rocks! (Did I say that?)

Overall 91%

• Daytona USA

SEGA FOR SATURN
Review, 8#8



The best racing action we've seen so far! While the background drawin is a little slow, the fun never stops! Why, you can even race a horse! Really!!!

Overall 90%

• Jumping Flash!

SONY FOR PLAYSTATION
Review, 8#8

Climb into your mechanical bunny suit and prepare to kick some frog ass. Watch out for those bombing ducks, though! You gotta have this game! Get it now!!! Wow!

Overall 94%

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%

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%

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%

• Hell: A Cyberpunk Adventure

GameTek for 3DO; review, 8#8

Go to The Bad Place and meet Dennis Hopper, Grace Jones and Stephanie Seymour (cmon, you knew they'd all be there). While the game looks good, the action kinda drags and the characters' movements are repetitive. Damned if you do and damned if you don't!

Overall 75%

Mover 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 DiMicell's career!

Overall 34%

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%

Jungle Strike

Electronic Arts for Super NES; review, 8#7

This is a poor imitation, a second-rate facsimile, a cheap-ass copy of the same game that wowwed 'em on the Genesis. If you need this kind of chopper action real bad, you might consider getting a Genesis — this version just don't fly.

Overall 58%

What You Think

Chaotix wasn't bad. Smooth graphics and animation with a cool soundtrack and what I thought was easy control made it a fun game. Chaotix should have gotten an 84%

— Phyllis Parkway, Delafield, WI

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%

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%

• Kileak: The DNA Imperative

Sony CE for PlayStation; review, 8#8

Here's yet another *Doom*-style clone, where you wander around shooting stuff. The graphics here really kick some butt, but the rest of the game is slow and very ho-hum. If you don't have a copy of *Doom* and have to have something like it, get this. Otherwise...

Overall 67%

• Killer Instinct

Nintendo for Super NES; review, 8#8

Here's one port-over from the arcade that looks and plays almost as good as the original! It's got a new combo structure and features some very kickin' tunes. The only drawback is that this was originally intended for the Ultra 64. Oh well...

Overall 83%

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%

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%

• Panzer Dragoon

Sega for Saturn; review, 8#8

I gotta tell ya, the graphics in this game remind me of the good old days, when I used to... never mind. The graphics are eye-popping, the gameplay is smooth and the music is out of this world. This is a must-have for anybody's library! Yes!!!

Overall 85%

• Phantom 2040

Viacom New Media for Super NES; review, 8#6

If you like side-scrollers where the music is the high point, and the graphics all have this dull purple/grey cast to them, then this game is for you. Otherwise, you'd be better off leaving the Phantom to an early retirement.

Overall 61%

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%

BUYING BY MAIL

Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...

- First, read the ad carefully, including the small print. Check to see how long it takes for delivery. Mail-order companies often take 4-6 weeks to fulfill orders, so make sure you give them that much time.
- Check out the company. Have any of your friends used it before? What kind of service did they get at the time? If necessary, contact the Better Business Bureau (use the one located in the same city as the mail-order company). Better Business Bureaus log complaints against companies and can tell you the types of problems — if any — that have been encountered. Look in the Yellow Pages for the BBB's telephone number.
- Contact the company to check on availability. They may be offering *MK II*, but that doesn't mean they're expecting it next week. Companies never get products before they're available in stores unless they're selling foreign versions. Don't send your money without giving them a call.
- If possible, pay by credit card. For one reason, credit cards aren't charged until the merchandise is sent. And if you don't receive your goods, the credit-card company is responsible for refunding your money or crediting your account. If you don't have a credit card, use a personal check and consider mailing it by recorded delivery so it can be traced. Never send cash through the mail. Be wary of money orders, — they can be hard to trace.
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- Inspect your order as soon as it arrives. If it's incorrect or the product(s) is defective, file a complaint with the mail-order company immediately. If it has been damaged in shipping, contact the postal service that delivered it. Use recorded delivery on any returns.
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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%

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%

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%

• RIDGE RACER

Namco for PlayStation; review, 8#8

Here it is — the poor man's *Daytona USA!* You only get one track to race on — the 'expert' track is the same as the first track, with a little extra road tacked on, and the cars don't handle as well as other racing games. It's not bad, it's just not as cool.

OVERALL 70%

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%

• ROMANCE OF THE THREE KINGDOMS 1V

Koei for Super NES ; review, 8#8

Once again, take control of over forty characters and determine the fate of ancient China! You, too, can sack and pillage every town and village! And let's not forget about that ancient Chinese ability to call down lightning from the skies!

OVERALL 81%

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%

WHAT YOU THINK

What's wrong with you people? I can't believe you gave Turassic Park II a 77%. It should have got a least a 95%. Change it or I'll get you. [Bill — Does the phrase 'The Cleansing' mean anything to you?]

— Anthony George, Santa Ana, CA

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%

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

Aaaarrrgggh! 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%

• VIRTUA FIGHTER

Sega for Saturn; review, 8#8

Lightning quick moves and a rocking soundtrack propel this home version to great heights! And, as Mike Salmon found out, you can actually pose these character's in kinda XXX-rated poses! Leave it to Mike to figure that out! You need this game.

OVERALL 85%

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%

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

THE GREAT ONE

Tony Amonte

Chris Chelios

Kirk Muller

Pavel Bure

Russ Courtnall

Sergei Fedorov

Marty McSorley

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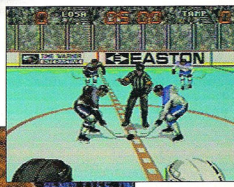

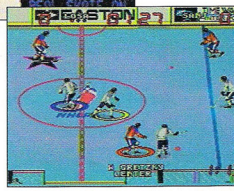

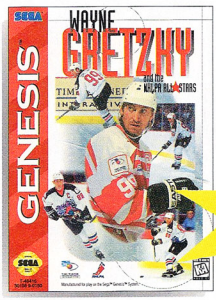

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Hmmm... CONTEST, CONTEST, CONTEST...

what can we give away

— I know, how about a chance to win your very own

MORTAL KOMBAT 3 ARCADE MACHINE!!

So you think you know *MK3*, eh? You know everything there is to know about the survivors of Shao Kahn's conquest? Then prove it! Send in the correct answers to the following questions and we'll send you, um... er... oh, what the hell, we'll send you a brand-spankin' new *MK3* arcade machine! Sound fair? Just imagine it sitting there... right next to your Genesis and Super NES... 'Turn that racket down!', the neighbors will say. 'I can't stand the horror of the Fatalities any longer!', your friends will say. But you'll show them... oh yes, you'll show them ALL... 'Ahem', well, what're you waiting for? Answer these questions and mail in your entry today!

1 What is Cyrax's primary mission?
2 How did Sonya Blade escape from the Outworld?
3 How many years passed between Sindel's death and resurrection?
4 Why does Kabal wear that funky get-up?
5 Why was Nightwolf spared when Kahn's portal opened?
6 What happened to Jax's arms?
7 What was Stryker's occupation?
8 Why did Shao Kahn spare Kano?
9 Why did Sub-Zero leave the Lieu Kei?
10 Sektor is the code-name for the unit __-___.

Last, but certainly not least, you must choose one of the following five poisons to be considered for the contest:

1. HUMILIATION:
Send us a picture of yourself beside of your local MK3 machine, dressed as your favorite character. Big bonus points for any guy who picks Sonya.

2. DETERMINATION:
Write a 2,000-word essay entitled 'Why I'm the only one in the whole wide world who deserves my very own MK3 arcade machine'.

3. DOMINATION:
Go to your local arcade and get at least 20 other MK3 players to sign a certificate proclaiming you the 'Undisputed MK3 Champion of Champions'.

4. PROCLAMATION:
Send us a picture of yourself at your local newsstand, proudly hefting your *GAME PLAYERS* magazine high above your head whilst you proclaim 'Death to all who oppose us!'.

5. DESPERATION:
Send us a picture of yourself wearing some underwear on your head (the frillier the better) at a public place, while holding a copy of *GAME PLAYERS*.

Send your entries to MK3 Arcade Contest, 1350 Olde Bayshore Highway, Suite 210, Burlingame, CA, 94010. Winner will be chosen by random drawing on October 2nd, 1995. Enter or DIE!!!

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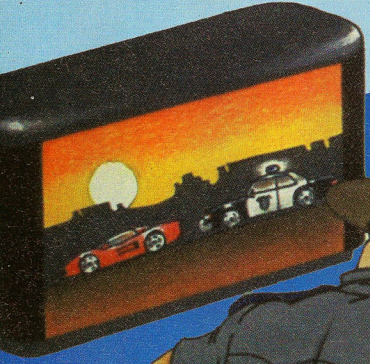

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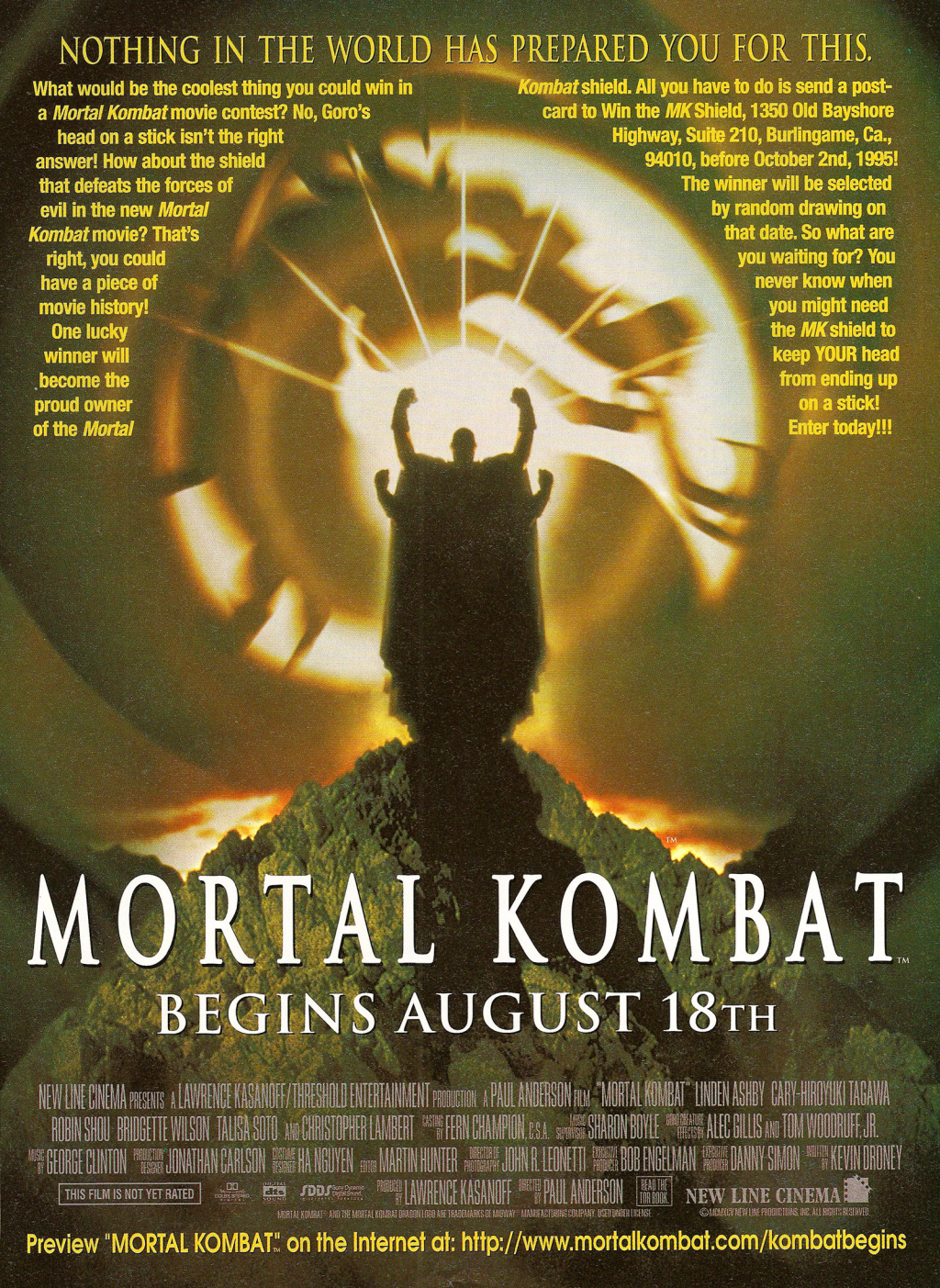
NOTHING IN THE WORLD HAS PREPARED YOU FOR THIS.
What would be the coolest thing you could win in a *Mortal Kombat* movie contest? No, Goro's head on a stick isn't the right answer! How about the shield that defeats the forces of evil in the new *Mortal Kombat* movie? That's right, you could have a piece of movie history! One lucky winner will become the proud owner of the *Mortal Kombat* shield. All you have to do is send a post-card to Win the *MK* Shield, 1350 Old Bayshore Highway, Suite 210, Burlingame, Ca., 94010, before October 2nd, 1995! The winner will be selected by random drawing on that date. So what are you waiting for? You never know when you might need the *MK* shield to keep YOUR head from ending up on a stick! Enter today!!!
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Life is full of choices. You can save your hard-earned money to buy BMWs and silk boxer shorts, you can pour your cash into a bottle and drink it, or you can change it all into quarters and be king of the...

ARCADES

The Line

At the arcades you have to wait to play. All the games talked about in The Line are in development, being thought of, or just being finished up, so you gotta wait here, too.

Namco is hard at work on *Tekken 2*, the sequel to their polygon brawler. It promises to feature some new characters and backgrounds along with some new moves. Don't expect to see this game until late this year, unless things speed up a bit. The PlayStation version of *Tekken 2* won't be coming home until Christmas '96, so if it's *Tekken 2* you want, the arcades are the places to be.

Virtua Fighter 3, on the all new Model 3 board, is currently being developed by Sega of Japan. However, the game might not be ready until Christmas '96. In the meantime, Sega is rumored to be working on another polygon brawler called *Fighting Vipers* to hold you over.

Virtua Striker

Sharp graphics and realistic movements put you right on the pitch.

First it was *Virtua Racing*, then came *Virtua Fighter*, *Virtua Cop*, *VF1* and *VF2*. Now Sega is taking their Virtua series to a different genre with *Virtua Striker*. This is a game that could redefine sports games just like *Virtua Fighter* did with fighting games and *Virtua Racer* did with racing games.

The 3-D polygon players move smoothly and give the action a graphical fullness which outshines any previous sports effort. Putting *NBA Jam*'s flat big-headed hoopsters against these polygon soccer players is like comparing Pintos and Porsches. Even at the closest of views the players look spectacular.

The up-close views are playable because of the on-screen radar. The radar allows you to see where all your players are so you can make the appropriate pass or shot. Eighteen international teams also add to the long term gameplay. This game is so beautiful that it's bound to have crowds gather just to watch it. The only early flaw of the game is that it's too short (unless you're packing a pocketful of quarters), so you want to keep playing. If Sega can make this fit on the Saturn we'll be mighty impressed, but until then check this one out at the arcades.

Diving goalkeepers with facial hair is just another touch that makes Virtua Striker so incredible.

Smooth replays, guys with pony tails, and a game of leap frog all for a few quarters. How can you resist?

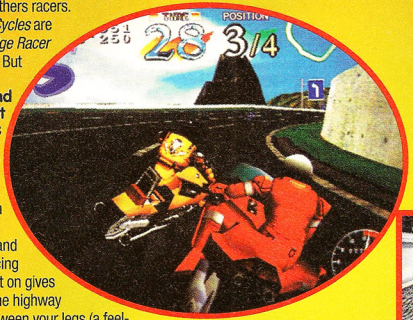
What a game! The guys even dance upon their fallen opponents!

Zooming in on the stadium with the chanting crowds in the background makes FIFA look like foosball.

Cyber Cycles

Ever wonder what it's like to sit atop a crotch rocket and race down the city streets going hundreds of miles an hour? Well, waiting is no longer necessary. Namco's *Cyber Cycles* enables you nestle your bottom on one of four simulated cycles and go head-to-head against three others racers.

The graphics in *Cyber Cycles* are awesome, easily equal to *Ridge Racer 2* and the speed is there, too. But what makes this game great is the linked machines. As in all racing games, racing against human competition is what it's all about. The tracks are varied and curvy enough to keep you racing and the simulated bike you sit on gives you the feel of racing down the highway with 20 pounds of plastic between your legs (a feeling that still makes me quiver).



Sliding around a corner at 256 mph is bound to make your eyes bleed.

Ridge Racer on cycles is the basic gist of this game, but there is plenty of fun here to warrant the spending of many a quarter.

Pick your crotch rocket — yellow, blue, black or red — then race your friends for maximum pleasure.

Whistle through the country wind or grind it out in the city — either way, this is tons of fun.

Behind the bike or right on the fender — pick your view and get ready for racing action!

Running your friend off the road is the sole reason to play a linked racing game. It's an option in Cyber Cycles as well.

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51WD2

World View

As the world turns on its axis, the sun shines down on many places — some familiar, some far away and unknown. These games come from those far places.

The War Wages On

The Saturn and PlayStation have been battling it out for a full year in Japan — so who's winning? Ask Sega and they claim victory is theirs. Ask Sony and they claim they have overtaken Sega. Ask anyone else and they say it's real close and hard to tell exactly who's lies are bigger. Either way, both the PlayStation and Saturn have been very successful in Japan and they plan on doing the same here.

If this past year in Japan has taught us anything, it's that neither of these two giants is going to give up, so expect a vicious battle here as well.

Virtua Mania!

The Japanese press and players are both totally consumed with *Virtua Fighter 2* for the Saturn. Sega is using a new operating system for the Saturn to allow the beautiful *VF2* to almost look like its arcade counterpart. Earlier they had just one character (Pai) moving on a *VF1* background. Now, a month later, they've got Pai, Lau, Shun Di, and Lyon doing their moves on VF2 backgrounds!

So far this looks like a near perfect translation. If Sega can manage to get all the characters to look this good and keep the gameplay the same as the arcade, they are in for a huge hit.

The U.S. release is scheduled for November/December, which means a very merry Christmas for Saturn owners.

Pai and Lau moving around on a VF2 background. There's no actual fighting yet but their moves are looking silky smooth.

The new guys Shun Di and Lyon are both looking damn close to their arcade alter-egos.

You can even get a CD with pictures of Pai and Sarah's sexy polygon bods.

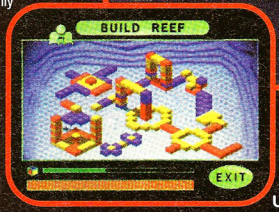
Neo-Geo

The fighting game system is still making software, and even an 'RPG' like *Far East Of Eden* that looks just like a fighting game.

Neo-Geo CD offers up the fighter-RPG Far East Of Eden — or is it World Heroes? Sometimes it's hard to tell.

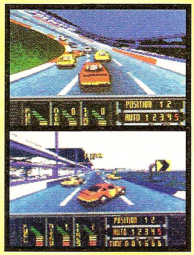
PlayStation

After unveiling a ton of titles over the last couple of months, Sony has gotten quiet and only has a couple of new Japanese titles in the works. The only one we haven't already covered is *Aquanauts Holiday* so, for what it's worth, here's the pictures.



In The Aquanauts Holiday you are in a complex underwater world. If that sounds fun you can call Sony and beg them to bring this game to U.S. waters.

The RPG is still going strong in Japan, with sequels like Brandish 2 and Seiken Densetsu 3 coming out soon.



Circuit USA is a nice-looking racer from Williams that is the most likely to be seen over here.

Super Famicom

Even with the success of the new systems, the Super Famicom is still the king. And unlike here in the U.S., there is plenty of software being made. Because of the lack of interest in 16-bit games in the U.S. these titles aren't likely to come over.

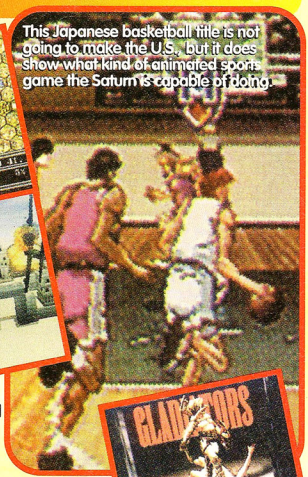
Saturn

Since *Daytona USA*, Sega Of Japan hasn't had a big Saturn title. However, they continue to push out software until *VF2* is ready to make the big splash in the marketplace.

Much of this software looks interesting, but lacks the total package that a *Daytona* or *Virtua Fighter* has to offer.

...Mo Fo The Saturn.

This as-of-yet unnamed war game for the Saturn has some beautiful screens, but most of the gameplay will take place on the hexagon screen.



This Japanese basketball title is not going to make the U.S., but it does show what kind of animated sports game the Saturn is capable of doing.

Virtual Volleyball may not be the game we've been waiting for, but it still looks better than any other volleyball game.

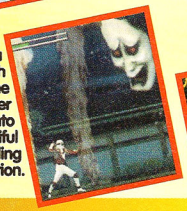
Last Gladiators is a pinball simulator with four different machines and some eye-grabbing visual treats.

Street Fighter Zero

This game is going to be released for the Saturn and PlayStation as *Street Fighter Legends*. These shots are from the arcade version, but since it is only a sprite-based 2-D brawler, the home versions should look identical.

Favorites like Ken, Ryu, Chun-Li, and Sagat make the cut, and look bigger and brighter than ever.

Others like Birdie and Rose appear from earlier versions.



The Shinobi saga continues with Shinobi X. The Saturn's power translates into some beautiful side-scrolling gaming action.

Race Drivin' and King Of The Road are a couple more racing titles in the works. Now there's finally something else to use that nifty steering wheel peripheral with.

Battle Monsters

A bloody 2-D fighter with a dark look and few innovations, *Battle Monsters* as a whole doesn't quite measure up. Characters fighting on different levels is a long-overdue feature, but 2-D fighting games just aren't acceptable any more. The graphics aren't even that good for a 2-D brawler. *Way Of The Warrior* for the 3DO looks just as good, and that's not saying much.

Some cool special moves and different backgrounds make *Battle Monsters* a novelty that wears off far too quickly.

Throwing your head at the opposition is a highlight of this dismal effort.

Jumping up to a platform, or falling down below is a great feature that isn't done as well as it could have been.

Darkseed's graphic adventure is also coming to the Saturn and should be a large improvement over the super-slow Sega CD version.

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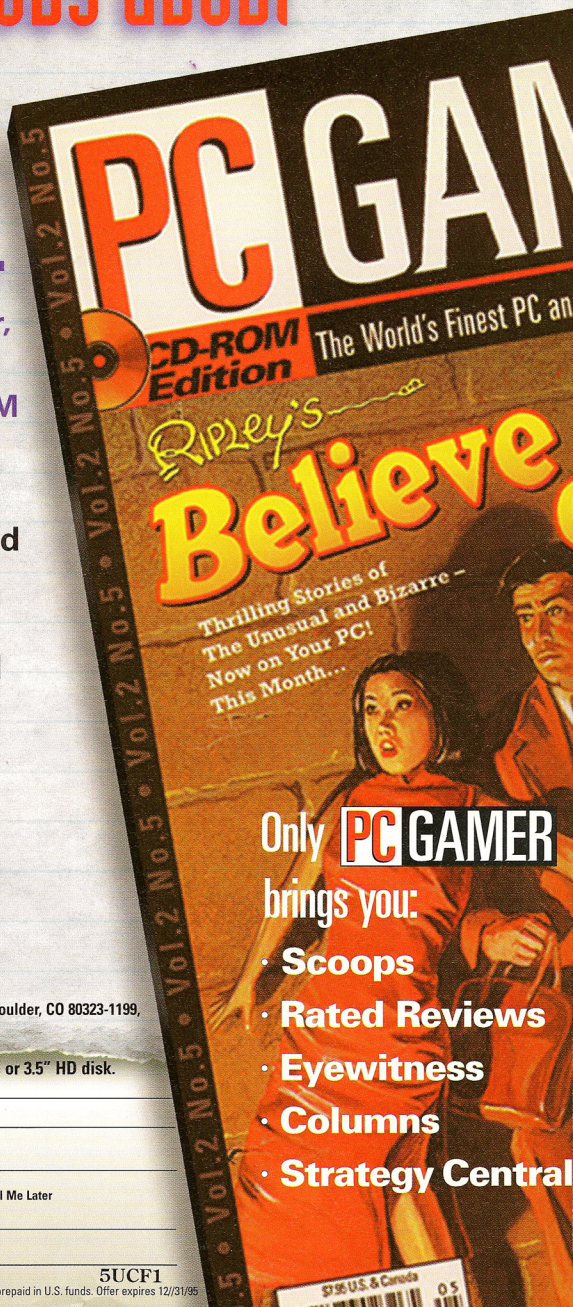

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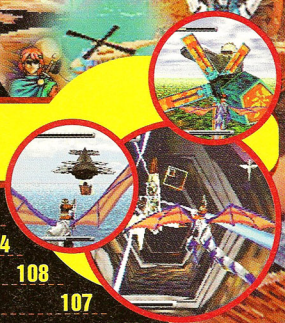

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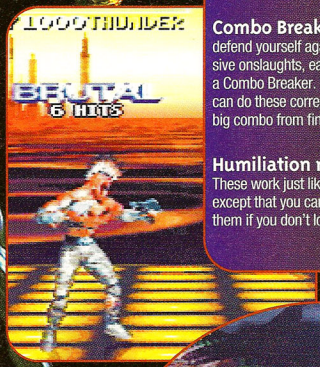
CHIEF THUNDER

Sammamish: ↓↘→↓↘ P
Triplaxe: ← (2s) → P
Reverse Triplaxe: ← (2s) → MP
Pheonix: ↓↙← K (steer the axe up or down)
Tomahawk Chop: ↓↙← FP

Ultra: ↓↘ QP
Linker: Triplaxe MP
Combo Breaker: Sammamish

Humiliation: ↓↙← QK
No Mercy 1: ↓↙← FP (one step away). Calls down the lightning.
No Mercy 2: ↓↙← FK. Splits opponent into tiny pieces.



Linker — can be used to link opening and ending combos.

Ultra Combo — when opponent's energy bar is flashing, begin a combo and end with this sequence.

No Mercy — If you can end the match with a combo, you get a chance to pull a No Mercy (finishing move).

Combo Breaker — to defend yourself against these massive onslaughts, each character has a Combo Breaker. In theory, if you can do these correctly, they stop a big combo from finishing.

Humiliation moves — These work just like No Mercys, except that you can only perform them if you don't lose a round.

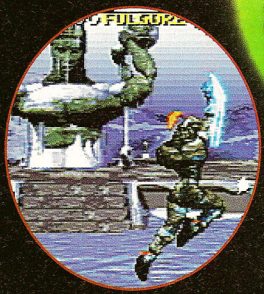
SABREWULF

Sabre-Spin: ←(2s)→ P
Flaming Bat: ↓↙← P
Sabre-Pelt: ←(2s)→ QK
Sabre-Cut: ←(2s)→ MK
Sabre-Pounce: ←(2s)→ FK
Power Howl: ↓↙← FK (gains Power Move energy)

Ultra Combo: ↓↘ QK
Linker: Sabre-Spin MP
Combo Breaker: ↓↘ K

Humiliation: ↓↙← QP
No Mercy1: ↓↘ MK (Stand back). 'The Claw'
No Mercy 2: ↓↙← MP (Smacks opponent into screen)

FULGORE



Laser Storm: ..... ↓↘→ P
2 Fireballs: ..... ↓↘→↓↘→ QP
3 Fireballs: ..... ↓↘→↓↘→↓↘→ QP
Plasma Slice: ..... ↓↘→↓↘→ P
Cyberdash: ..... ←(2s)→ K
Eye Laser: ..... ↓↘→ FK
Teleport Close: ..... ↓↘→↓ P
Teleport Away: ..... ↓↘→↓ K
Reflector: ..... ↓↘→ P

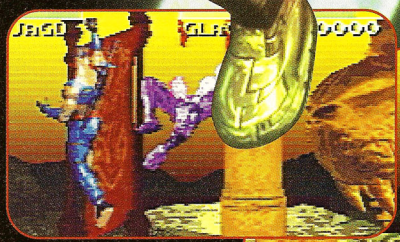
Ultra: ..... Plasma Slice QP
Linker: ..... Eye Laser
Combo Breaker: ..... Plasma Slice MP

Humiliation: ..... ↓↘→↓↘→ MK
No Mercy 1: ..... ↓↘→ FP (Laser beam fries opponent.)
No Mercy 2: ..... ↓↘→ FK (Head cannon blasts opponent.)

Any = Any button
P = Any punch button
QP = Quick Punch
MP = Medium Punch
FP = Fierce Punch
K = Any kick button
QK = Quick Kick
MK = Medium Kick
FK = Fierce Kick

KEY:
All moves are given with the character facing right.

'Inferno FP' = perform Inferno using FP
(close) = Must be done while standing next to opponent
(repeatedly) = hit this button rapidly over and over
(2s) = Hold for two seconds
(3s) = Hold for three seconds



JAGO

Endokuken: ..... ↓↘→ P
Tiger Fury: ..... ↓↘→ P
Laser Sword: ..... ↓↘→ FP
Wind Kick: ..... ↓↘→ K

Ultra Combos: ..... Wind Kick QK
Linker: ..... Laser Sword
Combo Breaker: ..... Tiger Fury MP

Humiliation: ..... ↓↘→↓↘ MK
No Mercy 1: ..... ↓↘→ QP (stand at about sweep range). Impales opponent
No Mercy 2: ..... ↓↘→↓ MP. Drops car on opponent

Black Orchid

Lasaken: ..... ↓↘→ P
Firecat: ..... ↓(2s)↑ P
Ichi: ..... ↓↘→ QP or MP
Spinning Sword: ..... ↓↘ FP
Flik Flak: ..... ↓(2s)↑ K
Flash Kick: ..... ↓ FK

Ultra: ..... ↓(2s)↑ MK
Linker: ..... Flik Flak MK
Combo Breaker: ..... Flik Flak FK

Humiliation: ..... ↓↙← FP
No Mercy 1: ..... ↓↘→ QK (stand at sweep range). Turns opponent into a frog. Hit FK and step on them!
No Mercy 2: ..... ↓↘→ QP 'Death' Flash'

T.J. Combo

Spinfist: ..... ↓(2s)↑ QP
Roller Coaster: ..... ↓(2s)↑ MP
Powerline: ..... ↓(2s)↑ FP
Knee Kick: ..... ↓(2s)↑ QK
Rising Knee Kick: ..... ↓(2s)↑ MK
Flying Knee Kick: ..... ↓(2s)↑ FK
Punching Bag: ..... QP (repeatedly) (close)
Cyclone: ..... FP(3s) P

Ultra: ..... ↓↓ FP
Linker: ..... Spinfist
Combo Breaker: ..... Knee Moves

Humiliation: ..... ↓↓QP
No Mercy 1: ..... ↓↘→ MP (close). Breaks opponent's neck.
No Mercy 2: ..... ↓↘→ FK (close). Punches opponent through screen.

Spinal

Skull Sucker: ..... ← QP (hold until hit by opponent's projectile — gains skull)
Flaming Skull: ..... ↓↘→ P (must have skull)
Boneshaker: ..... ↓↓ P
Soulsword: ..... ↓(2s)↑ MP (2 hits with skull)
Sliding Kick: ..... ↓+FK
Skeleport In Front: ..... ↓↓+FP
Skeleport Behind: ..... ↓↓+FK
Aerial Teleport In Front: hold QP, jump ↓↓ release
Aerial Teleport Behind: hold QK, jump ↓↓ release

Morphs: begin any combo, then ↓↘→ Any (Spinal morphs into his opponent, does a combo, then turns back)

Ultra: ..... ↓↘→ FP
Linker: ..... Soulsword
Combo Breaker: ..... Boneshaker MP

Humiliation: ..... ↓↓↘↘→ FK
No Mercy 1: ..... ↓↘→ MK. Spinal pulls opponent six feet under.
No Mercy 2: ..... ↓↘→ QK. 'The Cuisinart.'

RIPTOR

Flaming Venom: ..... ↓↙← P (can be done in the air).
Dragon Breath: ..... ↓↙↙ FP
Riptor Rage: ..... ←(2s)→ P
Uppercut: ..... ↓↙↙ QP
Tailflip: ..... ↓↙↙ K
Jump Rake: ..... ←(2s)→K

Ultra Combo: ..... ←→ QK
Linker: ..... Jump Rake QK
Combo Breaker: ..... ←→ K

Humiliation: ..... ↓↙↙ FP
No Mercy 1: ..... ←↙↓↘→ MP Ra
opponent
No mercy 2: ..... ←← MK Acid Spit.
No Mercy 3: ..... →→← FK

CINDER

Trailblazer: ..... →→ P (can be done in air)
Heat Fist: ..... ←← QP
Inferno: ..... →→ K
Fireflash: ..... →↓↘ K
Mirage: ..... →↘↓↙← MP
Heat Sink: ..... →↘↓↙← FP
Dash: ..... ← (2s) → P

Ultra: ..... Inferno FP
Linker: ..... Heat Fist (?)
Combo Breaker: ..... Fireflash

Humiliation: ..... ←← FK
No Mercy 1: ..... ←←← MP Cinder burns hole in ground, sucks opponent down.
No Mercy 2: ..... →↓↘ QK Melts the opponent down.

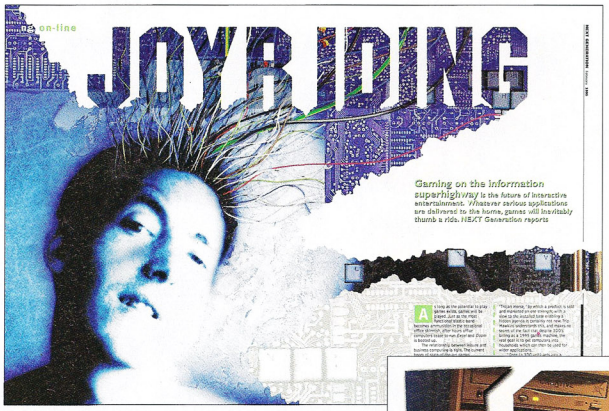
GLACIUS

Ice Lance: ..... ↓↙↙ QP
Shockwave: ..... ↓↘→ P
Cold Shoulder: ..... ←(2s)→ P
Liquidize: ..... ↓↘→ QK
Liquid Uppercut: ..... ↓↘→ MK or FK

Ultra: ..... ←→ FP
Linker: ..... Cold Shoulder MP
Combo Breaker: ..... ←→ P

Humiliation: ..... →→← MK
No Mercy 1: ..... ←↙↓↘→ MP Freezes opponent.
No Mercy 2: ..... →↘↓↙← MK 'The Blob.'
No Mercy 3: ..... ←←←→ FK Absorbs his opponent from below.

In 1995 games will



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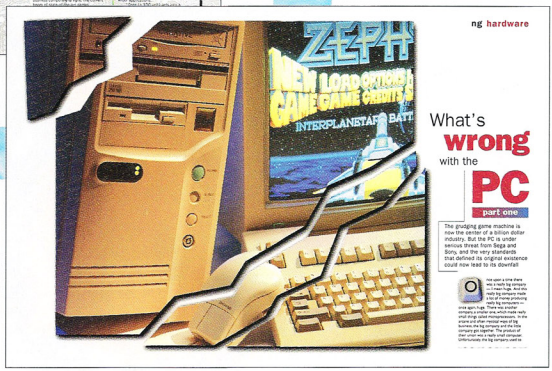

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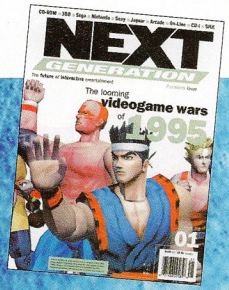
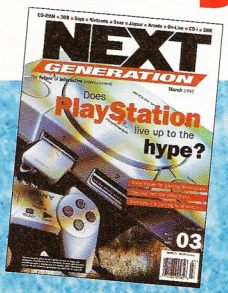
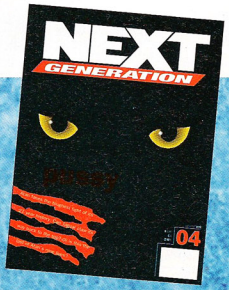






Ridge Racer

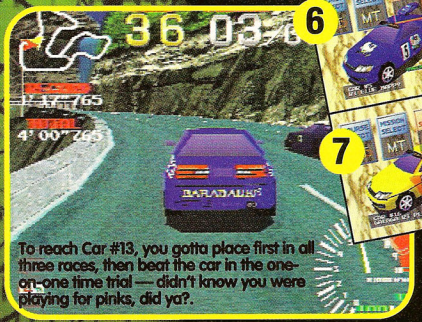
THROWING SOME CURVES

WHEELS OF FIRE

There may only be one track, but there's a ton of

If you're good at shooters, you can get all kinds of cool wheels.

Just after the PlayStation logo disappears, a game of Galaxians comes up. Kill all the little buggers and earn yourself a whole mess of new cars.



To reach Car #13, you gotta place first in all three races, then beat the car in the one-on-one time trial — didn't know you were playing for pinks, did ya?.

1 **Car #3** — F/A Racing. The most average car there is. Nothing bad about it, but nothing good either.

2 **Car #4** — RT Ryuko. Better handling and grip. A good car for beginners.

3 **Car #2** — RT Yellow Solvalou. Excellent acceleration and speed, but miserable grip and handling. For speed freaks who don't give a damn.

4 **Car #12** — RT Blue Solvalou. High top speed, lousy everything else.

5 **Car #15** — RT Pink Mappy. Good handling, but weak in everything else. A car for the timid.

6 **Car #5** — RT Blue Mappy. Identical to #15 except for the color.

7 **Car #16** — Galaga RT Plid's. Good handling and top speed. Average at everything else.

8 **Car #6** — Galaga RT Carrot. Slightly better handling than #16. The best car for beginners and intermediate drivers.

9 **Car #18** — RT Bosconian. Fair top speed, but average in everything else. A sad excuse for a car.

10 **Car #8** — RT Nebulasray. Ditto.

11 **Car #7** — RT Xevious Red. Excellent acceleration, good top speed, lousy in the curves.

12 **Car #17** — RT Xevious Green. Good speed, bad acceleration, lousy handling.

13 **Car #13** — 13" Racing. No idea what the 13" refers to, but the grip and handling on this 'hidden' car are off the scale, and acceleration and speed are top-of-the-line.

MANUAL OR AUTOMATIC?

Your choice of gears depends on your skill level. The cars in this game skid and spin out like they've got butter for wheels any time you use the brake or even step off the gas to take a turn. This leaves downshifting as the safest way to slow down — it takes a lot of practice, but you'll be a better driver in the long run. If you just can't handle the shifting, then let off the gas to take the tougher turns, but be sure to straighten the car out BEFORE hitting the pedal again.

If you've got the cajones, manual transmission is the way to go.

THE TRACK

Win all of the modes and you can race in reverse!

Notice the only difference between the Novice and Advanced tracks is an extra stretch of curves.

Turn 1 — Inside the tunnel it's pretty smooth going — floor it. Cars with good cornering can really gain on the leaders, while the ones with really poor handling might need to ease up a bit.

Turn 2 — Coming out of the tunnel is a right hairpin followed by a left jog. Stay to the outside, and if there's no cars in the way, you can take it at full speed — but be sure to steer left as you come out of the right, or you'll ram into the mountainside.

Turn 3 — Once again, slice into the curve from the outside and you can take this one at any speed. Don't overcontrol as you hit the straightaway — let up as soon as you come around the turn.

Turn 4 — Pretty nasty. You can either gear down and take this one the safe (but slow) way, or go for the glory and try to sling-shot off the left ramp at full speed. Line yourself up in the left lane, drive straight into the curve (and onto the ramp), then pull a hard right (be careful not to over-steer).

Turn 5 — Another tunnel, smooth and easy. This is the perfect place to make up for time that you may have lost in turn 4, especially if you're in a car that can actually gain speed in the turns. Try to shake free of the pack before you leave this tunnel — you won't have much room for maneuvering up ahead.

Turn 6 — This curve isn't nearly as sharp as it looks as you approach it on the track. Don't panic, just take it nice and easy. The biggest threat here is that you'll over-steer and cut the turn too sharp — the road quickly narrows just after the curve.

Turn 6A — On the Novice tracks, this can a tough curve. Start from outside and hold it, but watch for the curve to get less sharp as you come around. If you're in a great-handling car, just charge into the turn and hold hard right — no prob's.

Turn 7 — This whole section of track is one long set of curves. Stick with it as long as you can, then downshift and stay in fifth for the rest of the section — the reduced speed makes the sudden lefts and rights easier to control.

Turn 8 — Assuming you're in fifth gear, drop down to fourth for this curve, then immediately shift up as you come around.

Turn 9 — About halfway through the curve is when you want to pop back into 6th and gun it for the straightaway. Full-speed ahead!

Panzer Dragoon

BEAT THAT BOSS!

REVIEWED: 8#8, SCORE: 85%

This is a challenging game with lots of innovative enemies to defeat along the way. The greatest challenge in *Panzer Dragoon*, however, is without question the bosses, which consist of things that fly, hover, crawl and simply defy all the laws of nature.

If you've played *Panzer Dragoon*, you already know that the allure of the game is to see what beautiful graphical wonder awaits beyond that boss that you just can't quite overcome. Well, we'd like to help you with your troubles and hopefully the following boss strategy will do just that. Remember, however, *Panzer Dragoon* is a game based on quick reflexes and accurate target shooting, so the best strategy of all is practice.

EPISODE ONE

The first level boss is the easiest to defeat, but not without its own challenge.

1 A good overall strategy for the first boss is to take out any of the guns that are firing at you, like the cannons that sit on the front and back end of this ship.

2 When the missiles start coming, give them your full attention. Dodging them is near impossible, but blowing them up is easy as long as you're ready for them.

3 The ship is divided into two distinct sections. Take the lower half out first.

4 Remember to shoot from every angle as you swoop by the side of the ship.

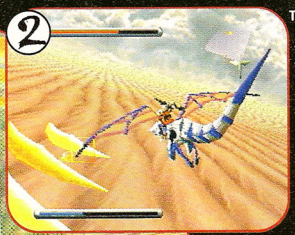
5 You know you're close to victory when the ship stops firing at you.

6 After the bosses are destroyed, your power meter is fully replenished, so just make sure you make it through the boss.

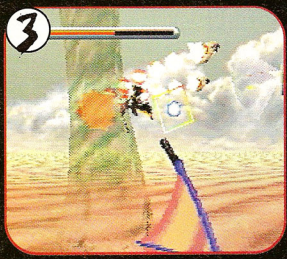
EPISODE TWO

The second boss appears to be much tougher than it really is. Just keep your wits about you and you'll do fine.

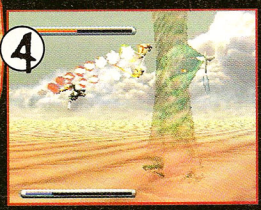
1 Don't let the twisters throw you. Just keep your eye on the enemy and stay alert.



2 The broad fire of this boss is easy enough to avoid if you're ready for it.



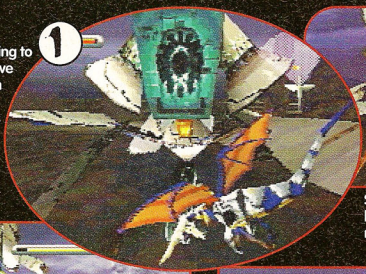
3 The side view is essential with this boss. Keep your eye on the radar and be ready to do some damage when he cruises by.



4 Enemy fire comes from all angles, so try to pick off as much as possible to avoid having to dodge it all.

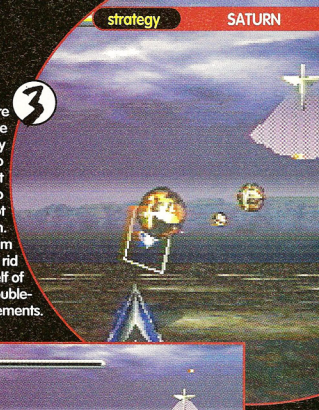
Episode Three

The third boss is pretty tough, but a little bit on the predictable side. Learn his moves and you'll do fine.

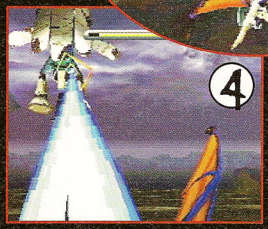


The first thing to do is remove the bottom half of this mysterious creature.

Strike at the under belly, but beware of the spinning propeller blades.

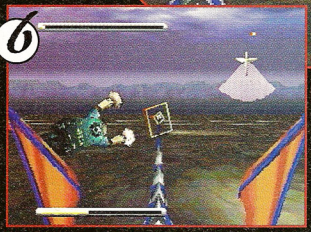


The fire balls are relatively easy to avoid, but easier to shoot down. Take aim and rid yourself of these troublesome elements.



Don't let the fact that he's leaping above you lead you to believe it's OK to stop shooting at him.

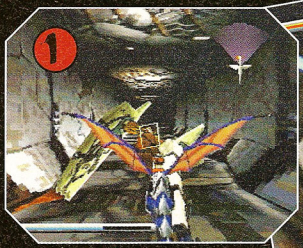
Remember to check your radar periodically for missiles that seem to come from nowhere. There's nothing worse than turning around to a full barrage of enemy fire.



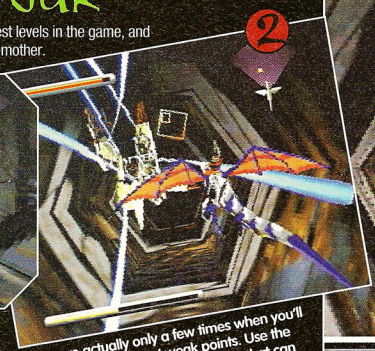
When this one finally goes up in flames you'll feel like you can take on just about anything, which is good because the next boss is one of the toughest.

Episode Four

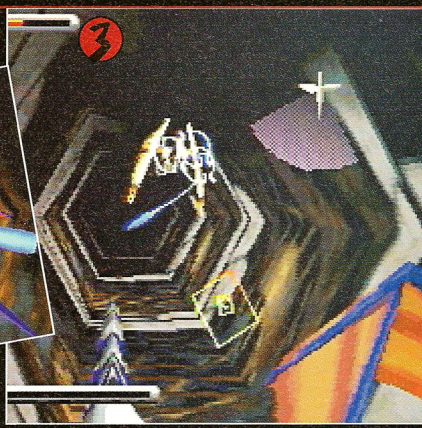
The tunnel level is by far one of the toughest levels in the game, and the boss at the end is definitely one mean mother.



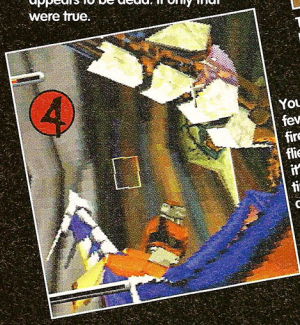
The first time you see the boss he appears to be dead. If only that were true.



There are actually only a few times when you'll be able to hit this boss' weak points. Use the missile locking technique to specify what can and can't be damaged.



A good bit of the battle with this boss is done while looking over your shoulder. Keep an eye on the radar.

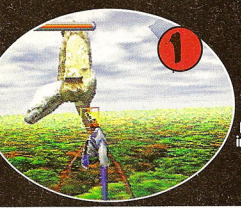


You only get a few seconds to fire when he flies by you, but it's an easy time to do damage, so be ready to take advantage of these sudden fly-bys.

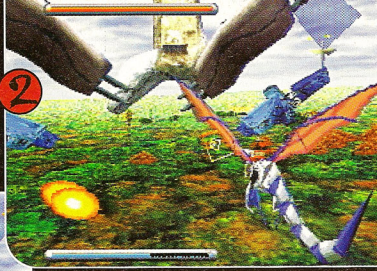
The dark atmosphere of these caverns sometimes makes it difficult to recognize enemy fire, but if you train yourself to recognize certain colors you'll have much better luck in avoiding his fire.

Episode Five

Boss number five is fairly easy if you know what to attack.



As you approach the fifth boss, you will probably be wondering what the hell it is.



These guys won't give you much trouble, but you want to take them out as quickly as possible.

Once you've cleared out all the smaller enemies, turn your attention to the three rows of cannons.

It's best to concentrate on one row of cannons at a time. This strategy creates holes in the enemy fire which prove useful in avoiding the artillery coming your way.

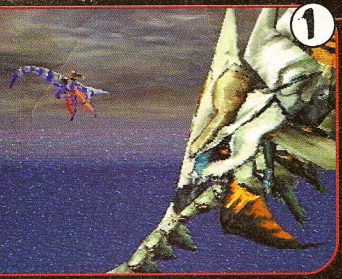
Once the initial three levels are taken out the ship tilts back to reveal another dangerous, but weak, point.

It's tempting to fire at the actual spot where the missiles are launched from, but the actual targets are the blue panels just below.

When the missiles get out, quickly turn your attention to destroying them before they get to you.

The Final Boss

Well, you've made it this far and we'd hate to have you fail at this point, but this one is NOT easy in any way, so don't blame us if it takes a few tries.



Before you even start firing, take just a second to appreciate this beauty. It makes the kill that much sweeter.

This boss is always surrounded by smaller enemies. It doesn't matter how many times you take them out. They will come back.

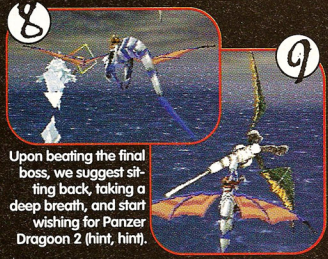
Taking out the smaller enemies does clear a path to the actual boss, so if you get a chance...

You've seen this kind of broad fire before. Just remember to dive low or climb high to avoid being hit.

When the tail comes swinging around, you only have an instant to get out of the way. Try diving under it.

There is a great deal of fire power to deal with here. Be alert and don't panic if you take a hit or two. It's gonna happen — just don't let it throw you.

Use your missiles to lock onto the weak points along his body. Firing wildly with the cannon is often too inaccurate to do any damage to this boss.



Upon beating the final boss, we suggest sitting back, taking a deep breath, and start wishing for Panzer Dragoon 2 (hint, hint).

THE ULTIMATE MARVEL FANTASY CARD GAME!

This summer, Marvel's greatest heroes and villains come to life in the Marvel OverPower Card Game! This collectable card game from Fleer features stunning new artwork by the greatest artists in the industry. Get ready...It's Clobberin' Time!

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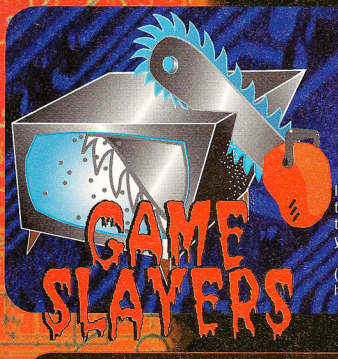


They huddled in the foxhole. 'You never hear the one that gets you', said the game cart. It suddenly slumped over. 'He was right', said *Jeff Lundrigan*, as he reholstered his smoking automatic pistol.

Once again, I'm venturing back into the land of *Myst*, a game which continues to send letters across my desk, and is most likely going to continue doing so for quite a while. Considering how long it took me to complete the game — with NO HELP, mind you — I should just let all of you stew, but I'm a nice guy.

In any case, there's still a bit of a lull around here. (Hi, this is Bill. There's really not much of a lull around here, it's just that summer has finally arrived and no one wants to work. Damn their pitiful, little souls!!! Back to work!!!) I'm sort of curious right now just what the next title is going to be that floods my desk with questions. The next-gen systems are, as I write this, poised to make their impact felt, and I can't help musing on just what the next-gen *Zelda* or *Final Fantasy* will be.

The one thing I don't doubt at all is that I'll find out the hard way, like I always do. — jfflucky@netcom.com.

Jeff

FELLOW SLAYERS

DEMON'S CREST

CAPCOM FOR SUPER NES

I read in another magazine (yes, it's true) how to gain the Heaven Crest and become the Ultimate Gargoyle. First, find all the Ums, Vellums, Talismans, and Vitality Points, plus all the pieces of the Fire Crest and all the other crests (Earth, Air, Water, and Time). Then, defeat Phalanx. Afterwards, it gives you the ultimate password which lets you play through the game with the Heaven Crest and makes you face the Dark Demon as a final boss.

There's only one problem — I can't find the last Vitality Point! Here are the ones I've found already, this may take a while:

Stage I: When you beat Somulo, when you beat Hippogriff, behind those blocks when you travel up the cliff.

Stage II: Hidden in the rocks on the path to Belth (break with Earth Crest); when you beat Belth; behind the blocks on the path to beat Ovnunu.

Stage III: In the sky after you re-enter the Flame Lord's area; underwater through the door behind the blocks; and after you beat Scula.

Stage IV: None (is this where the last one is hidden?).

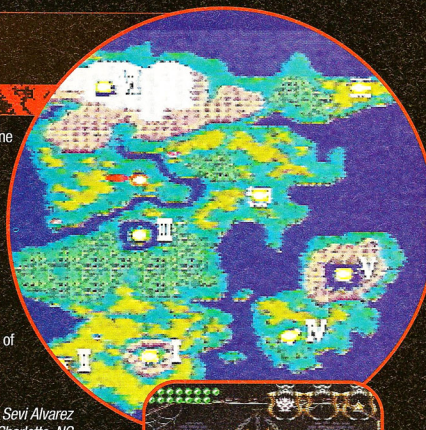
Stage V: In the secret water area; after beating Holothurion; inside one of the statues on the way to fighting Crawler; back up where Crawler falls down from.

Stage VI: Behind the left ice door on the path to fight Arma the last time.

Sanctuary: Headbutt the bell at the top of the first tower.

Please help!

Sevi Alvarez
Charlotte, NC



The Vitality point most people miss is in this hidden gaming shop. You've gotta be a skull-busting fool, but smash enough of 'em in the time he gives you, and Trio coughs up the missing point.

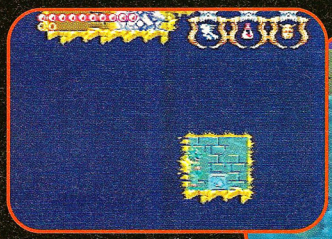
Yeah, you found 'em all except for one, and it's a kicker. It's gained by beating the third level skull-cracking game in one of Trio the Pago's 'hidden' gaming shops. As for the game's real ending, the 'Other Magazine' didn't get it exactly right — if you can find all the stuff, after defeating Phalanx, there's a long, long ending sequence. Once the sequence is over, you get the Ultimate password, but when you're sent back to the Realm, in the north east corner of the map is a new area to explore, and now you face the Dark Demon. Better stock up on Ginseng potions, that's all I can say.

And while we're on the subject, I'll go ahead and clear a few more letters off my desk by giving out the locations of all five of the Talismans as well. Happy hunting, my little demons...

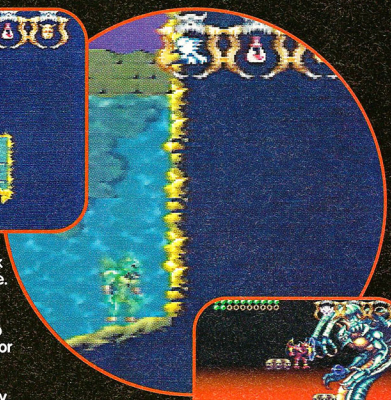
Skull — Behind the rock wall towards the end of Stage III.

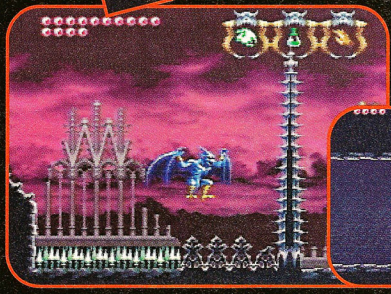
As for the Talismans — The Crown is hidden at the bottom left of the windy area of Stage IV. Use the Crest of Wind to reach it.

Armor — Hidden inside a statue in the dark area of stage VI.



Fist — Under water, all the way to the right in Stage II. Walk through the secret passage.





Fang — You can drop down through the floor to the left of the fifth spire on your way through the Sanctuary.

After you gather all the items, you get a chance to fight Phalanx in his true form and then fight the Dark Demon — Jeez, good luck man.

BLACKTHORNE

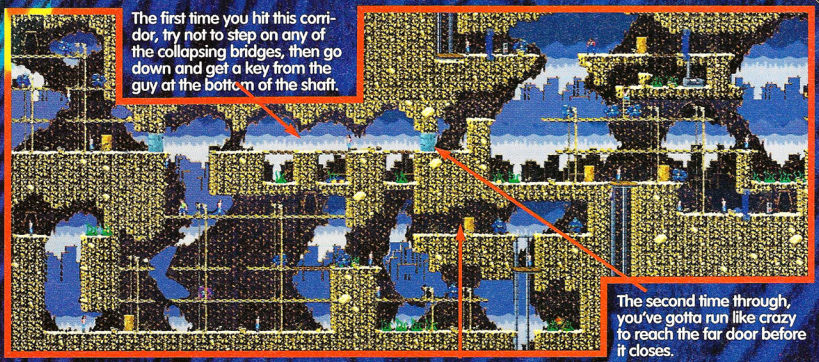
INTERPLAY FOR SUPER NES

I can't figure out where the bridge key is in the Wastelands, level three. Can you please tell me where it is?

Dustin Hall
Smith Center, KS

Okey dokey. Any excuse to play this shot-gun-totin' game is fine by me. I'm assuming by 'Wastelands' you mean the third major area, after the Mine and Tree stages, and the password for the level is BMHS. If I'm wrong, well, too bad.

There's only a couple of tricky spots in this stage — at least, as far figuring them out go — actually doing them is another story, but I can't exactly hold your hand through the whole thing, you know?



The first time you hit this corridor, try not to step on any of the collapsing bridges, then go down and get a key from the guy at the bottom of the shaft.

The second time through, you've gotta run like crazy to reach the far door before it closes.

This rock creature holds the bridge key in question, which is a little unusual. Walk past him to the edge of the cliff to make him attack you, and be very careful when you kill him — if he hits you, you fall over and are going to have to start the level over, because the elevator is stuck at the top.

MYST

Panasonic FOR 3DO

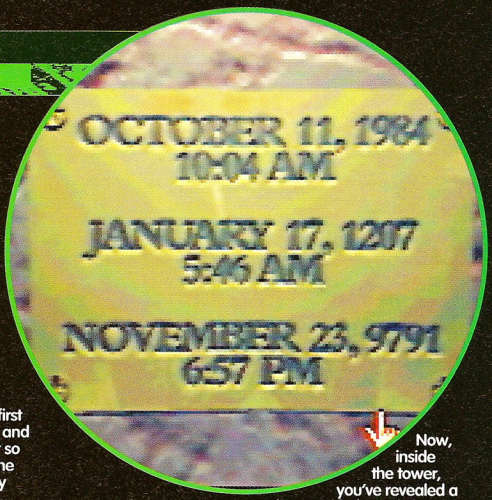
Myst is cool, but what's the point of going to the mechanical age? I've gotten there and done everything I can think of, and still nothing! Also, how do you get to the Stoneship Age?

Tim Swanson
St. Charles, IL

If it's so cool, why is everyone getting stuck? If you're having trouble in the Mechanical Age, you probably just haven't found the gizmo to rotate the fortress. You've probably found the rotation SIMULATOR, but the actual doodad is in a secret room on top of the elevator — check out GAME SLAYERS in issue 73, for directions.

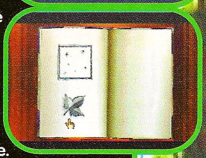
As for getting into the Stoneship Age, oh man, have you opened up a world of hurt. Stay tuned for more *Myst* — everyone and their cousin is gettin' tripped up somewhere.

Ok, to reach the Stoneship Age, first go to the library and rotate the tower so it lines up with the marker switch by the sunken ship.



Now, inside the tower, you've revealed a plaque with three dates on it. Actually, you don't really have to go there, since I've done the work and you've got this picture sitting on the page in front of you.

Now head for the planetarium. Assuming you're dextrous enough to get the sliders lined up with the correct dates, you get a look at three different constellations.



Now, go back to the library and look up the constellations in the Stoneship book. Note the symbols below them. The three constellations match up with the leaf, insect, and snake.

OK, outside the library, around the pool with the model ship, are a series of pillars with — aha! — the same symbols on them. Touch the leaf, insect, and snake pillars, and lo, the model ship rises.

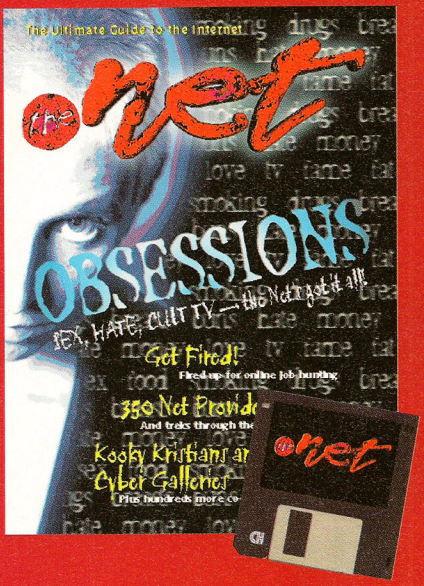
Yup, the real ship in the harbor has risen too. You find the book to transport you to the Stoneship age in the Captain's Cabin. Got all that?

KEEP IN TOUCH

Send your game questions or any top secret tips to Jeff at the usual address

Game Slayers

1350 Old Bayshore Highway; Suite 210; Burlingame, CA, 94010



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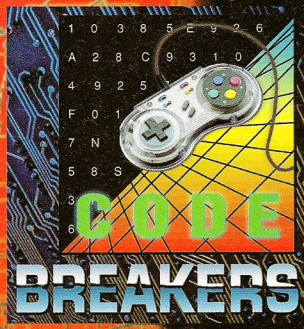


Even though *Patrick Baggatta* is struggling to learn the rules of the game, he can still deliver a pretentious attitude, a little bit of valuable misinformation and a whole lot of fluff on the side. Enjoy!!!

Well, the time has come again to distribute the wealth that is Codebreakers. Once again we are determined to give to you all the great codes that are floating around out there in magical codey, code, code land, and I'm here to tell you that we've done an especially good job this time. Well, I think so, and that's what really counts, right? OK, so that's not what really counts, but let's face facts. You're not here at my desk as I write this, and by the time this gets published I will have moved on to next month's codes and the truth is, those are the codes that I really care about, until the next month that is.

Anyway, this month we've managed to round-up codes for new machines, old machines and even some for machines that exist only in our minds. So get ready to fill-up on the junk-food feast that answers all your gaming-code questions.

Patrick

VIRTUA FIGHTER
Sega for Saturn

VIRTUA MANIPULATION

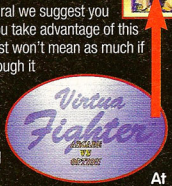
If the polygon-fighting goodness in *Virtua Fighter* still isn't enough to satisfy all your gaming needs, then I guess we can try to please you with some codes for the game. The following cheat allows you to choose any of the available backgrounds with any of the fighters. So now you can play as Lau in Jacky's environment or Kage in Akira's homeplaying field. The possibilities go on and on.

After a normal match, hold down the L and the buttons until the cheat menu appears.

When the menu appears you're free to rearrange things as you see fit.

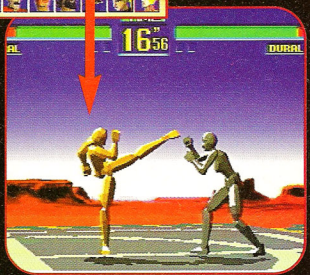
MASTER DURAL

This code is for all those game players with the skills to make it all the way through *Virtua Fighter*. Well, actually it's for anyone, but if you haven't made it all the way to the boss Dural we suggest you keep fighting before you take advantage of this code. The point is, it just won't mean as much if you haven't played through it first. So, for the rest of us, when Dural was kicking your ass the first couple of times you were forced to do battle with him, it was probably tempting to think - 'If I could just do all the moves he can do, I would be unstoppable'. Well, now you can.



At the title screen choose either Arcade or Vs. Mode. This works in either One or Two Player Modes.

At the Fighter selection screen press Down, Up, Right, A + Left (Get it? D.U.R.A.L.?)



Now that you've got the moves you better be all you said you could be.

EARTHWORM JIM, SPECIAL EDITION
Interplay for Sega CD

EARTHWORM JIM: THE FINAL CHAPTER

Please don't let the fact that we're printing more *Earthworm Jim* codes encourage anyone to send more. These are for the *Special Edition* and with these we are officially through until *Earthworm Jim 2*. Sorry!

At the Passwords screen enter the following codes:

1st Andy Asteroids ... Red Sphere, Blue Sphere, Gun, Cow, Cow
What The Heck? ... Blue Sphere, Faucet, Gun, Cow, Red Ball
2nd Andy Asteroids Faucet, TV, Blue Sphere, Cow, Hydrant
Down The Tubes ... Hydrant, Blue Sphere, Gun, Hydrant, EWJ
Tube Race ..... Cow, Blue Sphere, Gun, Faucet, Gun
3rd Andy Asteroids Blue Sphere, Blue Sphere, Cow, Blue Sphere, Cow
Snot A Problem ... Red Sphere, Hydrant, Faucet, Gun, Cow
4th Andy Asteroids Cow, EWJ, TV, TV, Red Sphere
Level Five ..... Cow, Cow, Faucet, Cow, Faucet
For Pete's Sake .... Faucet, Hydrant, Blue Sphere, Red Sphere, Blue Sphere
5th Andy Asteroids Cow, EWJ, Cow, Hydrant, Faucet
Intestinal Distress ... Gun, Red Sphere, Faucet, Gun, TV
Buttville ..... Red Sphere, Cow, Blue Sphere, Blue Sphere, Cow

WWE RAW
Acclaim for 32X

THE MASKED CODE

To find the secret wrestler, go to the wrestler select screen and press Down + A + B.

Now that you have Kwang, you should more or less be unstoppable.

Would you like access to a secret wrestler in *WWF Raw?* If you answered 'yes' (and I know you did), then we've got what you're looking for. Not that we want to hold your hand all the way through the process or anything, but how about considering the surprise of pulling out a brand new wrestler on that one friend of yours that would never quite succumb to

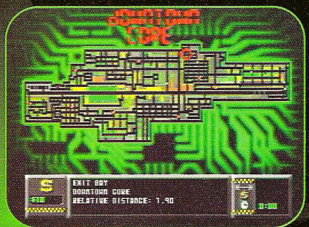
QUARANTINE
Gametek for 3DO

CAN I DRIVE?

The following passcodes are tough to come by, so if you've been looking for them you can thank me in written form for bringing them to you, or you can just take them, use them and forget all about where they came from. I sure did.

Level 1 . . . **98645782**
Level 2 . . . **89962254**
Level 3 . . . **54186654**
Level 4 . . . **92146125**
Level 5 . . . **33289642**

Enter the code and move on to the next level.



Find the exit on the map screen and head that way.

Enter the exit door.

DAYTONA USA
Sega for Saturn

LEARN THE WORDS, SING THE SONG

The soundtrack to *Daytona* — you either love it or hate it, but either way, there is no denying that long after the Saturn gets turned off that 'Roll Away' song is still rattling around in your head for hours. C'mon, admit it. We all know it's true. So, what's the point you ask? Well, all those words you couldn't quite figure out, are yours for the asking. Try this sing-a-long mode and the lyrics will be printed at the bottom of the stage as you zip around the track in pursuit of first place. Go ahead, sing along, you know you want to.

Set the Playing Mode to arcade.

At the track select screen, hold up on the D-pad. Press C to select the track while still holding up.

Oh, that's what he was singing.

DAYTONA USA
Sega for Saturn

LEARN THE WORDS TO ANOTHER SONG

Sometimes we provide great codes, sometimes we provide fabulous tips and sometimes we just provide relief. For all those *Daytona* fanatics who are ready to pull their hair out from the music, here's the code for you. Surely there were some Sega games with soundtracks that worked for you. Think back, was it *After Burner, Virtua Racing* or even *Virtua Fighter?* Well, here's the payoff. Now you can substitute the music from any of these games for that of *Daytona.*

At the end of a race when you are asked to enter your initials, try entering the initials from these other games.

Try V.R for Virtua Racing, V.F for Virtua Fighter, ORS for Outrunners, and A.B for AfterBurners.

Code Monkey Of The Month

Get a Little Closer Maybe we shouldn't be handing out Code Monkey awards for codes that most people can't take advantage of, but I really like this one, so what are you going to do about it? That's not really any kind of challenge — I just want everyone to like me. But, just so everyone knows, it was tough choosing this month's winner because we really got some pretty good entries as you will see. OK, back to the point, **Andy Michelson**, from **Glen Ellyn, IL** has sent a great code for the Sega Saturn and we think it's worth rewarding with this month's Code Monkey Award. Congratulations Michael, keep them coming.

PANZER DRAGOON
Sega for Saturn

DRAGON'S LIB

Perhaps the best part of a game like *Panzer Dragoon* is seeing the gorgeous graphics. Consequently, the most frustrating thing about a game like *Panzer Dragoon* is not being able to get past a certain point in the game. Here's a stage select that takes you from beginning to end without much effort at all.

At the title screen press **Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z**

When the stage select appears, you're free to play any episode.

PANZER DRAGOON
Sega for Saturn

THE REAL BEGINNING

If you're interested in playing just one more level for *Panzer Dragoon*, try Episode 0.

Keep an eye open for the first level boss cruising

At the title screen press **Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R.**

PANZER DRAGOON
Sega for Saturn

YOU CAN'T TOUCH THIS

No one likes getting hurt. We all know that in the real world there's not a whole lot that can be done about it, but in video games... That's right, it's an invincibility code.

At the title screen press **L, L, R, R, Up, Down, Left, Right.**

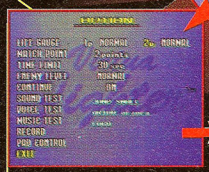
You still see a red flash when you get hit, but you won't lose anything from your life meter.

VIRTUA FIGHTER
Sega for Saturn

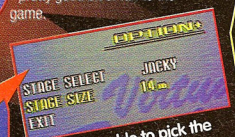
The Saturn codes just keep coming, but trust me, this is one of the better ones. This code allows you to choose which ring you'd like to fight in, but far more exciting is the fact that it also allows you to change the size of the ring. We suggest making it at smaller for some great quick matches, or setting it at its largest extreme for the serious grudge matches. Trust me, this adds a pretty good bit of fun to the game.

At the title screen, press **Up** 12 times, then press **Start**.

Choose **Options**.



Go to the exit option and press **Down** one time.



You're now able to pick the ring size.

After the highlight disappears from the bottom of the stage, press **C**.

STREET RACER
Ubi-Soft for Super NES

CALLING ALL SPEED FREAKS

Who wants to go faster? C'mon, you can admit it here. It's not like this is traffic school, or anything, this is a video game. OK, here's the deal. For all those with the guts to go faster in Street Racer, check out the following code for a greater top speed. Hope you can handle it.

Before choosing your car, press **X, Y, X, Y, X, Y,** then hold **X** and press **Right** until your acceleration meter is full.

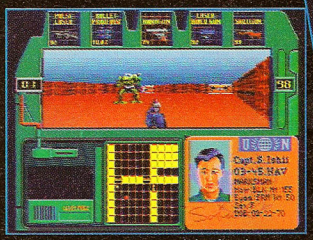
As you zip around with a new top speed remember who gave you the power.

ZERO TOLERANCE
Accolade for Genesis

ZERO EFFORT

Sure, I know you've come checking the Codebreakers column just to find all the best codes for all the best games, so that you can have only top-quality fun in all your video games. Well, let me ask you something. What's more fun than fighting the bosses? That's right, nothing. That's why I've included the following pass-codes for the bosses in *Zero Tolerance*.

Try entering: **cP98CrOFk** for Boss #1.



Now that you've mastered the first boss, try: **aLo5-vxF2** for the second boss.

OK, now that you've beaten the first two bosses and you're thinking you're hot stuff, try facing the last boss: **Pvbd7GNoj**

Game Genie for Genesis

Sonic & Knuckles

5 lives	AZKT-AAGD
9 lives	BFKT-AAGD
50 lives	GKKT-AAGD
99 lives	NPKT-AAGD
Infinite lives	K2WA-CA4J

Battletech

Infinite ammo	AXYT-CA3Y
Infinite lives	AX7T-AA7L
Mission 2	AD3T-AAHW
Mission 3	AS3T-AAHW
Mission 4	AM3T-AAHW
Mission 5	AX3T-AAHW

Game Genie for Super NES

Donkey Kong Country

Infinite lives	C2C9-4E2C
51 Lives	7468-C33D
100 Lives	1768-C33D
Invisible Characters	23C4-3213

Total Carnage

Infinite Lives	C932-3413
Infinite Time Bombs	4092-3F12

Uniracer

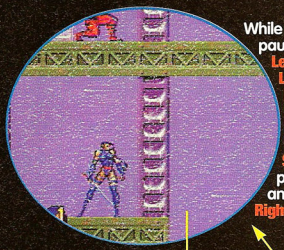
No Timer	3CA4-3F69

X-MEN 2: CLONE WARS

Sega for Genesis

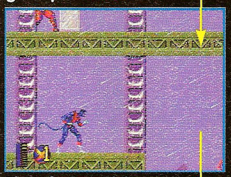
STAGE SKIPPIN', NO HIT TAKIN'

I've got a deal that you absolutely can't refuse. For absolutely nothing in return, I can tell you how to not only become invincible in *X-Men 2*, but also how to find a level skip. Well, maybe I should rethink this deal. I mean, there's not really much in it for me. OK, here's a new deal, you can continue reading and find out all about these great codes, if you promise from now on only to send in good, no, scratch that, great codes for the codebreakers column each month. OK, now that we understand each other, you may read on.



While the game is paused press **Left+C, Up, Up, Left, Down, Down, Right, C** then **Start** to unpause. Then press **Start** to pause again and press **Right+C**.

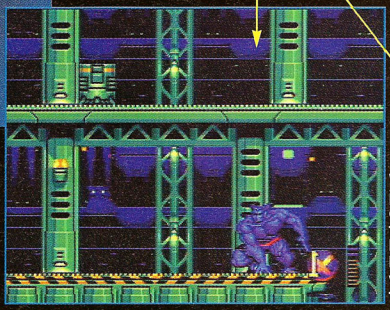
At any point during the game press **Pause**.



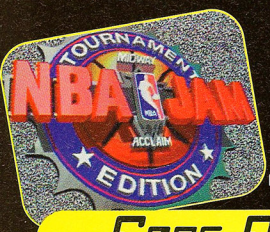
Then, for invincibility, press **Up+B, Up, Right, Down, Up, Right, Down, Down, Up, B** then **Start** to unpause.

Then press **Start** again to pause and press **Up+B**.

For the level skip, press **Start** to pause the game.



When you jump ahead to the next level, you know what to do.



No More!

CODE DONKEY OF THE MONTH

OK, I warned you last month, and still you continue. Please, no more *NBA Jam* codes, please. It took some time to decide exactly what I should do about it this month, but in the end I decided it that I must single someone out for all to curse. Just remember, this space could have been filled with a useful code, but instead what we get from **Michael Napolitano** of **Staten Island, NY** is yet another *NBA JAM* code. Don't feel too bad Michael, you're definitely not the only one to send in *NBA JAM* codes this month, but something about your letter just made me want to make an example out of you. So anyway, sorry I can't give you Code Monkey as you requested, but at least you know everyone all across the country will be laughing at you! Don't cry — you deserve it!

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 **Andy Michelson**, from **Glen Ellyn, IL**, who scores a controller for his *Virtua Fighter* 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!

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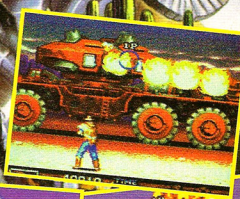

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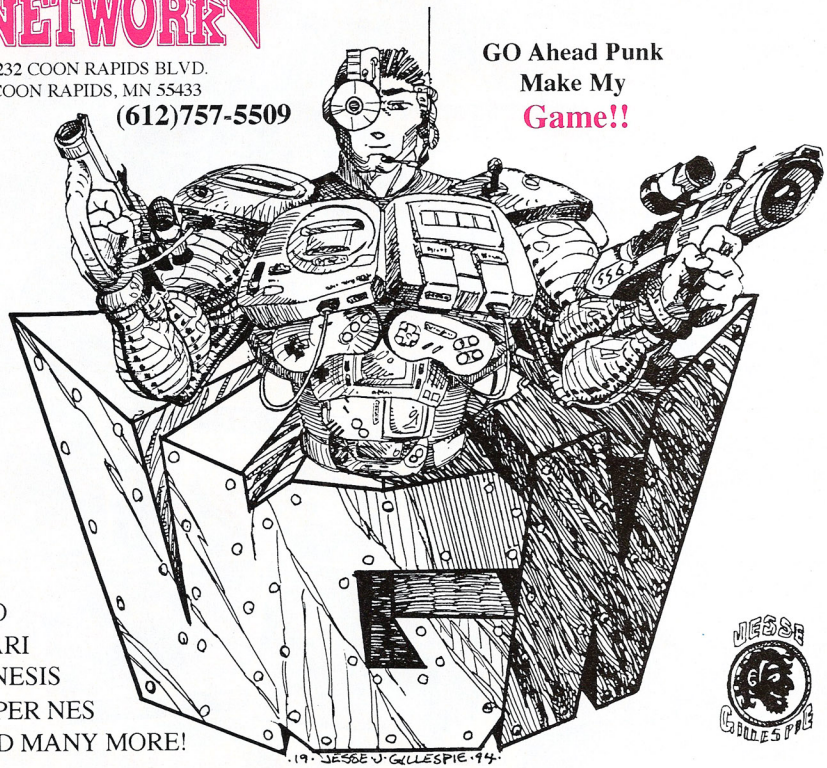

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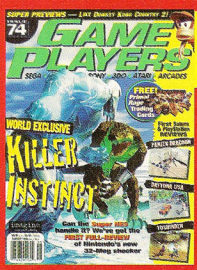

AUG/94

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Killer Instinct on the Super NES

Strategies:
Daytona USA
Eternal Champions
Judge Dredd
Virtua Fighter

APRIL/95

Cover Story:
X-Men Arcade preview

Strategies:
Killer Instinct
NBA Jam: TE
Supreme Warrior
X-Men: Children of the Atom
X-Men 2: The Clone Wars

DEC/94

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The Lion King, part one
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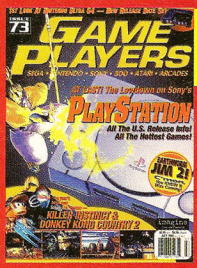
Sonic & Knuckles



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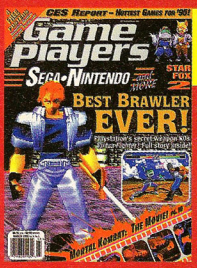

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JUNE/95

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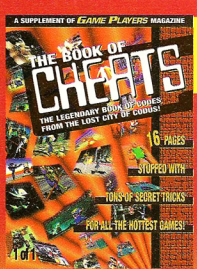

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Back Talk

THE LOST WEEKEND

Once again the inmates escaped the asylum and wreaked havoc on an unsuspecting populace. The occasion was the long-awaited, eagerly-anticipated, alcoholically-motivated Imagine Publishing weekend. The staffs of all the Imagine magazines, along with the administrative and ad sales staffs all met down in beautiful Monterrey, Ca, at a magnificent hotel who's threatened to first sue us and then kill all of us if we mention their name on this page or come within 500 yards of their property ever again.

The festivities kicked off on Friday night, with a dinner followed by presentations delivered by all of the different staffs. You'll be proud to know that our presentation consisted of our staff smearing Publisher Jonathan Bint in the face with a cream pie. Jon says he's feeling much better now, and you don't have to keep sending flowers to his family. After all the presentations, a small party started up in one of the *GAME PLAYERS'* Editor's room (guess whose?), that quickly got out of control and resulted in one *GP* staff writer barfing all over himself (guess who?), one hotel tenant who got shot by a Super Soaker (accidently... yeah, right), and the hotel police reading all of us the riot act at about four in the morning. The rest of the weekend was spent in meetings that guarantee that *GAME PLAYERS* will continue to grow into the leading magazine of video gaming. Oh yeah, we partied some more, of course!

What we got here is the road map you use when you're driving the porcelain bus! Yes, it is disgusting! Here's the September Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to:

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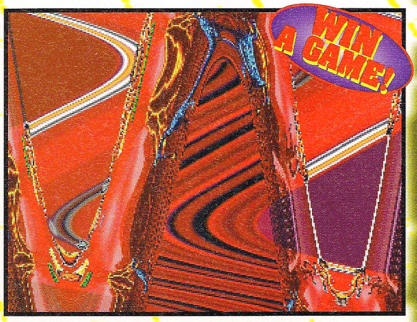

The first entry we pick out of the box on the day we lay out this page, wins the Mystery Prize. Remember to include the system you own. All the usual rules apply. The winner of our May's Scrambled Mess Contest was **Sean La Pacz, of Green Bay WI.** He correctly identified the scrambled picture as a screen shot from *Stargate*. Your Mystery Prize is on the way, Sean, but we sent it through the Star Portal, so we don't know where the hell it got sent to!

SEPTEMBER 1995

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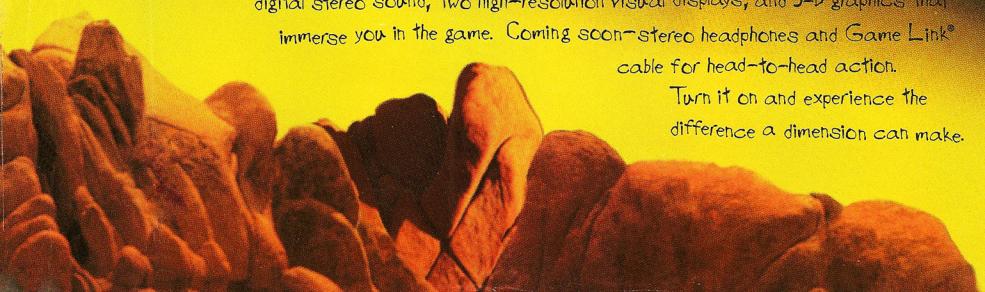

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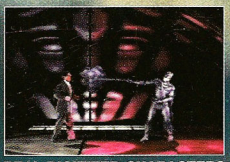

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