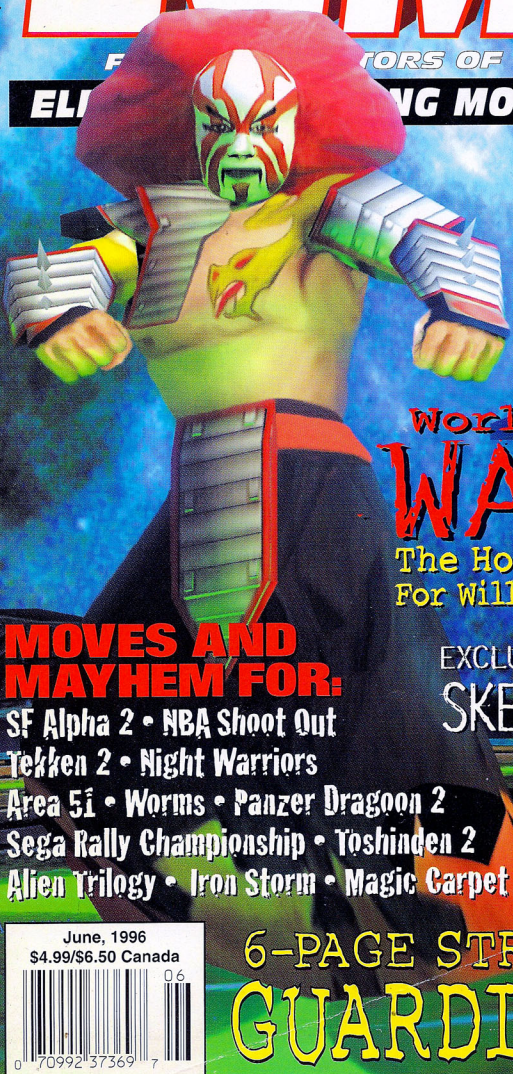


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need plenty of

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You want a new kind of Mario action? Try the Yoshi races. But here's a tip. If you don't hit the buttons to the beat, you'll get beat.



Whether you call it more action or more RPG, the fact is you'll have to use every trick in both books to beat these bad guys.



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June, 1998

Number 2.12

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Next month will mark the second anniversary of *EGM*. Plenty has happened since its inception and most notably in the last few months. It started out as a magazine with a very similar identity to *EGM*, and through a lot of hard work and creativity, it has developed its own unique personality. Readers have seen the progression of *EGM*² into a serious strategy and tricks publication that digs in and dishes out the hottest info on games people are playing. With its new focus, there is a growing need for a new layout style to facilitate the tricks and hard-core gaming info.



BY
HOWARD
GROSSMAN
EDITOR IN CHIEF

In this issue you'll see a few small—but potent—examples of how *EGM*² will be shaping up for its 25th issue. These few changes (like the Tricks section) are just a teaser of the quality and functionality that will be sweeping through the pages. However, these cosmetic changes are more of an aesthetic facelift and not a change in content. Most of the material and hard-hitting info will remain the same. As an added point to peak your curiosity, there will be a few new features (to be indoctrinated in the next issue) that will offer a wider spectrum of game facts and tidbits. These additional aspects will simply provide a more well-rounded and in-depth look at particular areas of games.

The changes represented in this issue are more than just visual. The biggest one is my stepping up to the position of editor in chief of *EGM*²! This was not an overnight process, because I've been managing the magazine since its first issue. It's more of a natural progression that I take the reins and help steer the mag to even bigger and better things. In actuality, there is no big changing of power or politics...it's more a matter of utilizing people to the best of their abilities. In this case my four years of experience on *EGM*, my fierce determination and my strategic gaming knowledge make it an instinctive change. I look forward to helping cultivate the mag into the best it can be and push it to the limits. I've already been doing a lot of the work behind the scenes and my new position will only give me more control over the direction we are already traveling. Of course, I'm not undertaking this alone. The same dedicated staff of editors, publishers and copy editors will be there to continue to help me bring a high-quality magazine to you, the readers.

One last element of change that really won't affect most people, but has an impact on those at *EGM*, is that Danyon Carpenter (former managing editor of *EGM* who's pictured with me and the Klingon above) recently left the industry. His departure wasn't sparked by any action and wasn't shrouded in mystery...he simply wanted to pursue other avenues. His name may not ring a bell, but he was a major force on *EGM* and a close friend to many he worked with. He will sincerely be missed by us all.

However, as mentioned above, change is essential in order to stay competitive in the fast-moving world of today...remember, the only constant is change.

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If the suspense doesn't kill you, something else will.



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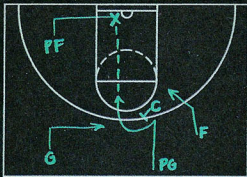
RESIDENT EVIL

CAPCOM

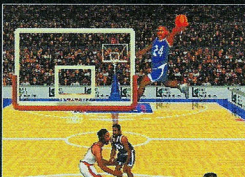


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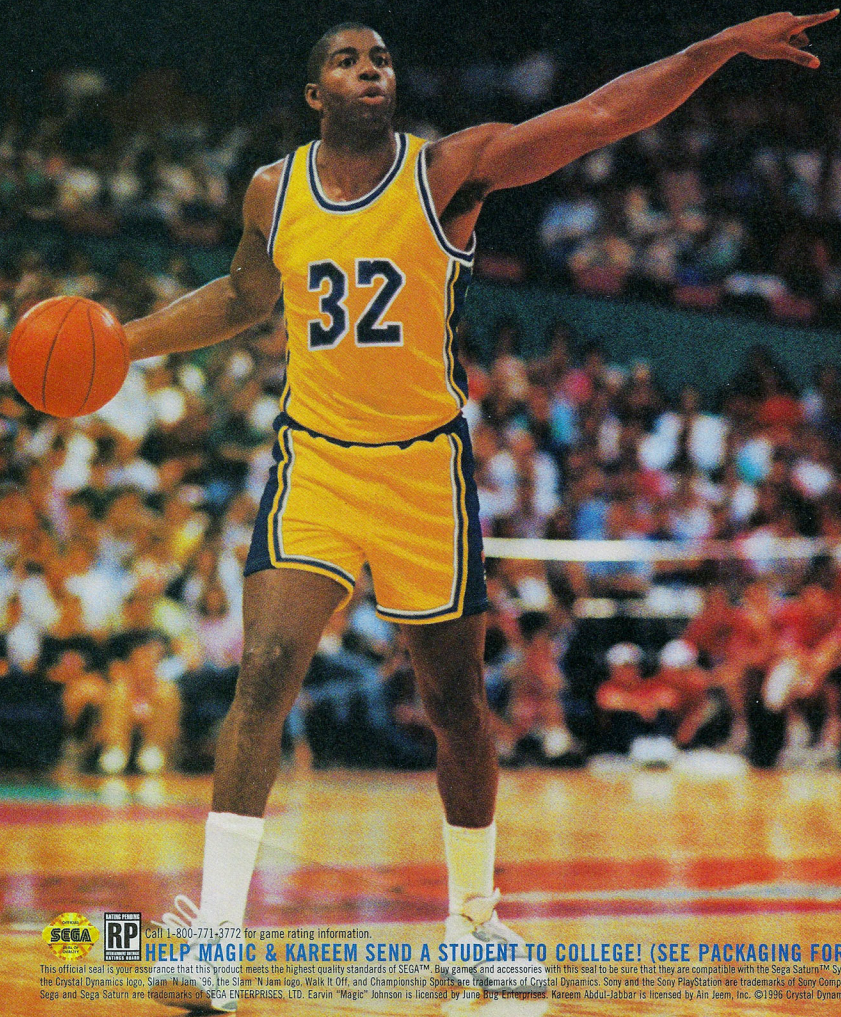
You set the pick for Magic, who rolls to the top of the key. As the defender rotates to cut off the lane, Magic lofts a pass to the wide open power forward for the alley-oop jam.



Sometimes it's the smallest details—jams off the glass, Defensive thunder swats, Reverse dunks, and Play-by-play commentary, that separate hoops from lawn bowling.



"This fastpaced, first-person basketball sim does a phenomenal job of bringing players into the action."
—NEXT Generation magazine

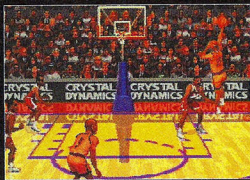


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HELP MAGIC & KAREEM SEND A STUDENT TO COLLEGE! (SEE PACKAGING FOR DETAILS)

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Franchise player mode lets you abuse opponents like they were players for an expansion team. Control Magic, Kareem, or Anyone thru a 13, 26, 52, or 82 game season.



7 GAME

THE CLOCK'S TICKING DOWN.

THE NO-LOOK PASS.
THE SKY HOOK TO BEAT THE BUZZER.
MORE THAN A SIGNATURE ON A BOX,
IT'S A LICENSE TO DOMINATE.



It's Showtime! Slam 'N Jam '96 featuring Magic and Kareem

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championship rings. Set a bruising pick and run Magic and Kareem's patented no-look alley-oop.

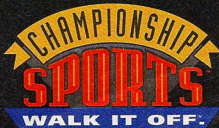
You got hops? Clear the lane and challenge Kareem to a high jumping contest. Or call for a double-team,

all controlled with the squeeze of a plastic button. With their signature moves, you'll get nothing less

than in-your-face basketball. And see it all from the 3D "fastbreak"

perspective Crystal Dynamics' Championship Sports brings to the

hardwood. And that "agony of defeat" feeling? It's natural. Walk it Off™.



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number
24

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tricks

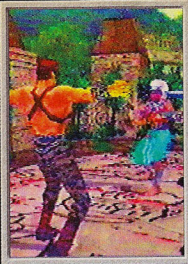
34 alien trilogy
finally, the long-awaited Cheat Menu has now been found... great cheats available!

38 night warriors
double your turbo speed and get a non-shaded pause screen with this code!

40 game shark codes
the shark can be your friend if you enter the passwords correctly for the SS and PS.

46 sfa 2
uncover Chun-Li's old uniforms and two hidden fighting stages by entering this code.





play with the powers of a god in this latest fighter

The latest entry into the fighting game genre is another great title by the gurus at Williams but not by the same MK team. This new 3-D fighter was designed by a completely different group, however, they do the Williams name proud. It is an exceptional example of true 3-D perspective fighting, with all the moves, combos and fatalities to keep fighting fans happy. Check out the first of many articles on War Gods, covering the initial strategies and moves that will get you up and playing. The story begins on [PAGE 84](#).

"There is a lot more to this game than what was originally thought; it has been revamped and improved with a lot more playability."

strategies



fight or die for your party in guardian heroes

Guardian Heroes, Treasure's first action/adventure title for the Saturn, pits you against a number of worthy (and just plain tough) foes. In this *EGM*, there is a six-page jam-packed guide to help players with moves, opponents, levels and more. It also details characters' backgrounds and strategy. As well, there are several detailed maps pointing out important information gamers should know. There is also a quick reference guide that gives players some very useful tips. The story begins on [PAGE 52](#).

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"Although shrouded in mystery when you first meet her (Serena Corsaire), you'll soon learn all there is to know about her troubled past."

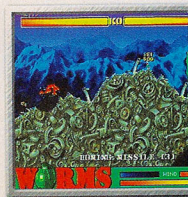


skeleton warriors has more than meets the eye

Deceptively complicated with gameplay and skill level gradually increasing, Skeleton Warriors might be too much for a non-observant player. With huge numbers of enemies on screen at one time, many can become overwhelmed during any point in this action game. However, in this issue there is a detailed guide that takes the reader by the hand and helps him/her through the more difficult levels of gameplay. With much-needed hints on Bosses and levels, this guide won't leave anyone stranded. The story begins on [PAGE 66](#).

66

"As fast and agile as the main character is...some attacks will be required in order to successfully navigate the corridors and platforms of this game."



they don't have a backbone, but they sure are tough

Who said playing with worms couldn't be fun? They are if you send in a unit to destroy an opponent with mines, missiles and sheep (yes, sheep!). In this mud-free strategy guide, players will be victorious because everything to know about this game has been packed into this issue. Find out which strategy works best and what weapons to use during certain situations. For example, the Prod works well if an enemy is close to a cliff. However, if you want to knock the opponent forward, the Dragonball works best! The story begins on [PAGE 74](#).

74

"Worms can't swim, so if you knock one into the water (or fire for that matter), they will die!"

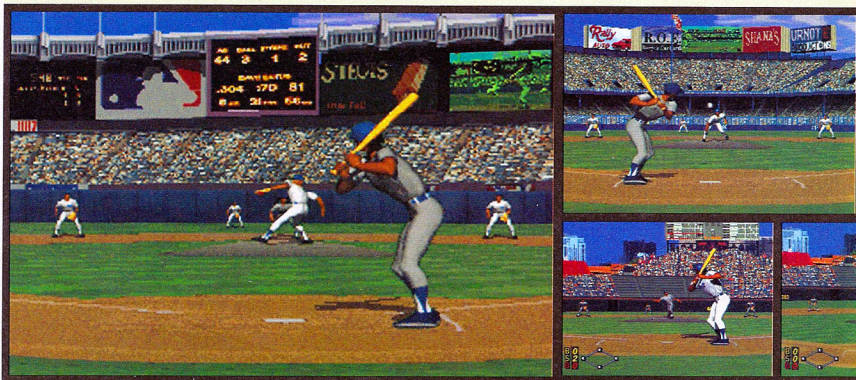
God

GAVE ROGER CLEMENS
A 98-MILE-AN-HOUR HEATER,

HE GAVE MIKE PIAZZA
AN EFFORTLESS HOME RUN SWING,

AND HE GAVE YOU, WELL, HE GAVE YOU

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WHO'LL SEND YOU PACKING ON THE FIRST BUS BACK TO

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STATS OVER THE ENTIRE SEASON. BUT NO MATTER HOW

MANY TIMES YOU TAKE A CALLED THIRD STRIKE, NO

MATTER HOW MANY OF YOUR HANGING CURVES ARE JACKED

INTO THE NEXT ZIP CODE, ALWAYS REMEMBER: YOU'RE

STILL LOVED. AND THAT'S ALL THAT'S IMPORTANT.



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Making a system compatible for every country is the key.

Dear *EGM*,

I have been an avid reader of your magazine, and since I am now on the Internet, I would like to take this time to raise an important issue that a lot of gamers will agree on.

How come there is this thing about not being able to play U.S. games on Japanese platforms and vice versa? You've probably heard about this 1 million times and I've probably read so many different opinions on this, but if it's just to stop "grey importing" or "parallel importing," doesn't it sound stupid? If a game were to be written, published and manufactured then sold wouldn't the people involved be making money? If a game is sold, it's sold!

So, there's this thing about publishing, distribution and all kinds of stuff, but to people like myself who do not live in Japan or the United States, we do not get official releases in this part of the world. So we have to contend with grey imports, most often deciding between a Japanese or U.S. system.

Now it all sounds rosy and fine, but where the crush comes in is that we never seem to get legitimate software at reasonable prices. Sega had an official release here for the Megadrive (Genesis) with a promise of legit games. What did we get? A handful of games which you couldn't even count on your hands and feet.

Now with Sony introducing the PlayStation, the same problems exist. I fear that there won't be a huge selection of games. Plus, you can't even play games from another country.

I don't see why there has to be a Japanese system that only plays Japanese games and a U.S. system that only plays U.S. games. Why couldn't there be one system for everyone? This would add a lot of

games to everyone's systems.

I am very afraid of purchasing these new next-generation systems. Since I have already had a bad experience in the past with my Sega 16-Bit system with its lack of games, I am reluctant to buy an upgraded system.

Marc Pée
Singapore

This has been the situation for a long time. It started back from the time Nintendo released its U.S. Super NES and its Japanese Super Famicom. Although the cartridge shape was different, by physically altering your Super NES, you could play Japanese games. (This negated your warranty, though.)

Nowadays with the next-generation systems, people are wanting to play Japanese games on their U.S. systems and vice versa. There is no easy answer for the PlayStation. However, Sega will be coming out with a universal adapter.

Also, contributing to the different systems are the different markets. The Japanese companies like to keep track of their markets while the U.S. companies like to keep track of their own.

Nintendo is trying to become more unified. Remember, they changed their system's name to Nintendo 64 both here and in Japan and also kept the casing color the same.

It would be a great idea if there was a universal system. However, there might be factors happening in the companies that we don't know about (business or political factors?).

Marc won his choice of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System.



strategy talk

What's your sign?

Dear **EGM**,

I love your magazine. It's the best, but that's another story. I'm stuck on D for the PlayStation. It's the second disc of the game, and I'm on the courtyard scene by those two podiums with all the buttons (eight to be exact). One reads Aquarius and the other reads Sagittarius. Please print what buttons I've gotta hit.

**John Komenda
Justice, IL**

After looking at the two statues (Sagittarius and Aquarius) in the courtyard, go up the stairs to the tower that was opened by the sword. Once in the tower, look at the telescope—it has two symbols that stand for the constellations (also for the statues). Peer through it to see what color each is. (The Sagittarius constellation will have light green stars and the Aquarius constellation will have white blue stars.) Go down to the statues and press the correct color on each statue. (In other words, press the light green button on the Sagittarius statue, then press the white blue button on the Aquarius.) This will drain the pool and allow you to move on.

For more D info, look at *EGM* #21!

Redo necessary

Dear **EGM**,

I have a question for Battle Arena Toshinden 2. I know how you can get the Bosses through your cheat codes, but I don't know if you have to enter the codes every time you play the game. Is there any way of saving the Bosses once you get them, or do you have to regain them every time you turn on the game? Thanks in advance.

**Ben Hoffman
via Internet**

Unfortunately, the Boss codes do

not save. You'll have to re-enter them every time you turn on the game!

RE's guide to evil

Dear **EGM**,

As I was playing Resident Evil, I had the March issue of *EGM* by my side. I got stuck in the Aquarium Room and the Art Gallery with the crows. I looked in the issue and I did what it said in the Aquarium Room in order to find the Star Medallion. But when I opened the safe, there were only explosive bullets. Am I doing something wrong? Please help me. By the way, I love your mag!

**Jerome TeCube
Dulce, NM**

Unfortunately this game is one of the exceptions where the company changed the game at the last minute. Many other magazines were subject to the same errors that were created by the revamping of the game. An official from Capcom attributed the changes simply to extensive play testing. The bottom line is that they wanted the game to be the best it could be, and after a lot of testing, they tweaked it.

Both Capcom and *EGM* would like to apologize for any inconvenience that this may have caused. In the future, we will try to put up any changes on Nuke so that people can get the revisions as soon as possible.

The biggest problem is the fact that the CD games are never really done until very close to actual production time. So when the guide is done in the mag, the game is done ahead of time for it to coincide with its release (since the mag has a certain lead time). If there are any changes, we'll try to let you know on Nuke rather than the readers waiting an entire month for the info in the mag.

SFA2 tricks!

Dear **EGM**,

Hey, I'm addicted to Street Fighter Alpha 2. I've been playing the game ever since its release.

What I need to know is: Are there any tricks? I figure *EGM* would know some. So, how's about it?

**Freddy Weber
Chicago, IL**

Sure thing, Freddy. If you turn to this issue's Tricks of the Trade section, you'll find a plethora of tricks at your fingertips for SFA2. Find out how to access two hidden stages (Grass Stage and Waterfall Stage), and you can even can select Chun-Li in her old uniform.



• You will need to enter the Boss code every time you turn on BAT2!

WHAT IF?

Okay, here's another chance to let your creativity really shine! Send your "What ifs" in and maybe they'll get published in our mag! All you have to do is think of the weirdest possible thing that you can imagine and write it down! Easy enough!

WHAT IF...

...Sonic was called Lord of the Rings?
...I found Lemmings in my soup?
...Chrono was the last RPG hero?
...Wile E. Coyote finally caught the Roadrunner?

**Giuseppe Contelli
Amsterdam, Holland**

...Dixie replaced Sindel because of her hair?
...Shang Tsung took Beavis' soul?
...Secret of Evermore was ever more longer?
...Pinky & the Brain had domination over the new Urth?
...*EGM* and *EGM* were the only reading material in the world?
**Ren, Phill and Dennis Ramos
Santa Rita, Guam**

...Nintendo 64 was actually never released?
...Shao Kahn stopped taunting and started complimenting?
...Raiden went swimming?
...Montaro won the Kentucky Derby?
...Kano joined the Hair Club For Men?
...the makers of Street Fighter went back to preschool to learn how to count to three?

**Abdul Bari
Mount Prospect, IL**

...Donkey Kong's father was King Kong?
...they have the Primal Rage characters in *Jurassic Park 2* (the movie)?
...Ryu and Chun-Li finally got married?

**Nick Terry
West Indies**

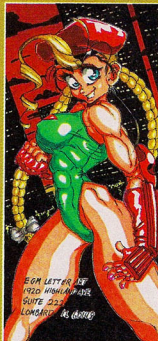
...Sonic had a wallet?
...Sonic fell off the wall in Daytona?
...Sonic had dollar bills instead of coins?
...the horse in Daytona U.S.A. had to make a pit stop?
...Sonic fell when he went upside down on a loop?
...Ryu's and Ken's hands caught on fire?

**Chris Costello
Andover, MA**

INTERFACE

WINNER

Dan Matanski of Newcastle, Wash., won an ASCII Specialized Control Pad for the PlayStation.



Charles E. Kusiak • Macomb Twp., MI



Aaron St. Goddard • Kamloops, B.C.



Pedro Rodriguez • Los Angeles, CA



Fernando A. Salcedo • Metro Manila, Philippines



Michael Chencharick • Smithhill, PA

EGM[®] LETTER ART[™]

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal*

Put your creative skills to the test by decking out a plain #10 envelope (you know, the long, business type) with your own unique touch. Send your letter art submission to: *EGM* Letter Art, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.



* Or at least get you in the magazine and win yourself a controller from ASCII. (First Prize Okay?)

WHERE'S SPORTS?

Dear EGM,

I'm really impressed with the way you guys have made *EGM* into an all-strategy magazine. However, where are your guides on sports games? I'm a huge sports nut and would like to see some guides on them.

Dave Heard
Dallas, TX

Well Dave, we have done a few sports strategy guides in the past (Madden NFL '96 and WWF Wrestlemania in *EGM* #16). It's sort of a hard area to give tips on.

This won't stop us from providing sports



• Hang Time is one of many sports guides gamers will see in future issues of *EGM*!

fans with some hot info and tricks on the latest sports games. For example, in this issue, take a look at some of the awesome Hang Time info such as the Create Player Mode which is a definite must-try for any basketball fan!

ANOTHER SATURN?

Dear EGM,

I have heard that Sega is planning to release a Saturn 2 system. I think this is a big mistake! Didn't Sega get rid of their Sega CD and 32X because of too many platforms? So are they now ditching us again for another system?



Jim Kemp
Bechtelville, PA

The Saturn 2 isn't necessarily a new system but just a new version of it. This version incorporates a streamlined chipset design, a white-colored casing and will sell for \$199. It will be compatible with all Saturn games. However, as of press time, this new Saturn version is only debuting in Japan. There has been no word on what Sega will do with the system in the States, however there might be something stated at E!

N64 GAMES EXPENSIVE

Dear EGM,

After reading some FAQs, I was shocked to find that some of the prices for the N64 games would be reaching the \$100 mark. What the hell is that?!? I don't know about other gamers, but I don't have that much money to spend.

I would rather pay for a \$300 CD machine with comparably fast access time with games around \$50 than a cartridge-based system with its games costing twice as much!

What is Nintendo thinking?

Brad Lapitan
via Internet

We have to agree that \$100 is expensive for a game, however there are many factors involved with its pricing. (In *EGM* #82, the Press Start section went into detail as to why Nintendo's games can be "pricey.")

As well, with rumors stating that the Saturn's and PlayStation's price could be slashed down to under \$200, Nintendo might have to lower their N64 price.

A lot of news will be happening during E³ and we'll keep you posted next issue!

.....
This month's letter column was brought to you by Katt who wants to bid a fond farewell to an old *EGM* buddy!

Ask and Thou Shalt Receive!

KING'S FIELD™

A Fully Rendered Epic Quest for the PlayStation™

Enter a realm of fantastic reality. A new dimension in gameplay that will take you in, captivate you, entice you, and ADDICT you to its wiles! King's Field is like nothing you've ever seen...

Explore vast new worlds in the first non-linear, action adventure role playing game for the PlayStation. A gigantic, fully rendered world awaits you. A world where you can go anywhere you see, anytime you want...jump off ridges, climb stairs, travel through water, fight enemies, look up and down, all in real-time! The beauty of the fully rendered 3D scenery will captivate you... the enemies (complete from ANY angle), will haunt you, and the dungeons and mazes will have you transfixed! Once you venture in...there is no escape.

The insidious Necronites have stolen the moonlight sword! As

Snails spit poisonous venom. Try to get beside them to hack at their neck.



Alexander, destined to become avatar, you must risk life and limb to retrieve the coveted blade for your beloved king. Take heed though...the island of Melanat is infested with the minions of evil. Necron, an evil and powerful sorcerer has taken hold of the island...feeding off of the legendary "Blue Light," he is bending the will of all inhabitants of the island to his own evil intent. Legends also tell of a sleeping beast in the darkness...a great dragon slumbering in wait of the time of awakening. If you dare go further, prepare yourself for the many forms of evil the island has to offer...Skeletons, giant octopi, stag beetles, dragonflies, soldiers under Necron's control, and many, many others, possibly even



Merchants are expensive but sell some very important items.



Be aware that enemies can attack from any direction... you must look up or down to find some of your foes.

including a showdown with Necron himself!

In addition to the forces of evil, be ever mindful of your actions. A healthy dose of diplomacy and wit will carry you far with the uncooperative inhabitants of the island. You'll need their help from

Move carefully around the giant Kraken. He has a long reach and can easily push you into the deep water.





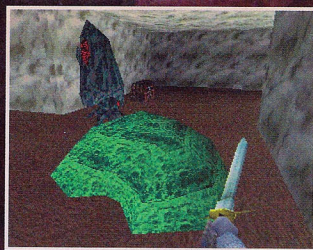
Try not to kill this man, for he offers some very valuable trades.

Each new track will take you to a different ending point within the system.



time to time, and they also have a veritable plethora of useful items, services, and advice! Multiple side quests will have you constantly involved in the intricate plot line...leave no request unheeded!

For your transportation throughout the muddled masses of mazes, you will find a series of



Before you get too hasty with your sword, green slime also cures poison.

elaborate mining tracks set up within the crystal mines.

By using the mining carts you find, you can travel along the miles of tracks that snake their way throughout the crystal mines. Each new track will take you to a different ending point within the system. To reach secret caves and ledges it will take a courageous leap out of the cart into darkness but, beware, some

passages are guarded!

Of course you won't go in empty handed...but starting out shipwrecked on the island, you have the bare minimum (armed with a dagger and your wits alone!) Luckily, a wide assortment of progressively more powerful weapons can be found, taken, or



Healing fountains are scattered throughout the island. Finding one will restore your hit points to the max.

bought while on the island. Also included in your arsenal will be the magic of five crystals as you find them in the dungeons: Fire, Earth, Wind, Water, and Light will each yield their own special magic!

King's Field will take you on an unforgettable journey of epic proportions! Your own courage will decide your fate...victory or death, CARPE DIEM (seize the day)!!

Will you rise to the challenge?



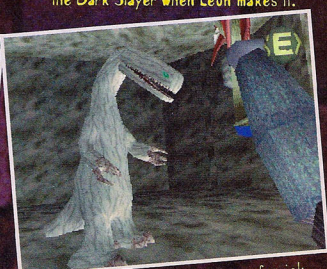
You'll find this opponent in the caliseum. If you do not defeat him, he will steal the Dark Slayer when Leon makes it.



Copper Knight is the first of the four bosses you will have to fight before you reach Necron.



Tarn is the second boss. The Flame Sword and any of your Fire Spells work well against this formidable adversary.



This evil beast has an array of quick and powerful attacks. Try to dodge his magics and nail him with your own.

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- ⊕ 360° directional disk for precise movement and control.
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- ⌘ Rugged ABS molded construction.
- ⊖ Comfortable ergonomic design.

- ⌈ Independent Auto Turbo and Turbo Switches.
- ⊖ Slow Motion feature.
- ⊕ 7 foot cord.
- ⊕ Comfortable ergonomic design.
- ⊖ High-tech 8 button layout.

CHOOSE YOUR WEAPONS WISELY



- ⊖ Hands Free Auto and Turbo Switches.
- ⌘ Adjustable Turbo Speed.
- ⊖ Slow Motion feature.
- ⊕ Rugged steel control stick and base.
- ⌈ 7 foot cord.



ASCIIWARE™

PRESS START

RETAILER NIXES PLANS FOR PS IMPORT GAMES

So much for free trade. Last month, *EGM* reported that a major software retail chain would begin selling imported Japanese PlayStation games as part of a test market experiment. The plan would have given gamers access to several hot PlayStation titles—such as *Tekken 2* and *Ridge Racer Revolution*—at select Electronics Boutique stores. In addition, plans called for the sale of future PlayStation games not scheduled for a U.S. release.

Unfortunately, those plans fizzled almost as quickly as they began, as the national retailer pulled the plug on the sales.

Industry sources contend Sony pressured EB to nix its import sales plans, allegedly after third-party developer Takara berated Sony. Takara reportedly learned about EB's import sales plan from Toys 'R' Us officials, who shared concern over Battle Arena Toshinden 2's availability. (Toshinden 2 was one of the titles slated for sale by EB.)

Although the import sales plan proved short-lived, it apparently was a success. Sources within EB said the limited quantity of Japanese games available had sold at a brisk pace.

Instead of pulling the import titles off shelves, EB stores have decided to sell off its remaining inventory, which includes Namco's *Arcade Museum*, *Ridge Racer Revolution* and *Toshinden 2*. All three titles sell for \$90 or more.

THE NEW AGE

Several months ago, *EGM* reported Sony's plans to release a dual analog joystick this year in the United States. The two-joystick flight stick certainly looked like one of the most unorthodox controllers ever made.

Not to be outdone, InterAct Accessories will clock in with its own PlayStation analog Flight Control System, which looks even more unlike any video game controller seen before.

The flight stick consists of two parts, which can be freely

Following Sony's lead, InterAct Accessories will roll out a radically wicked analog stick

placed to accommodate all gamers' preferences. The first is a joystick that supports both digital and analog signals from PlayStation games. The second is a throttle control, which has three extra Fire buttons that players can configure.

The flight stick also has memory to store programmed moves. It also features a semi-autofire function.

This flight stick operates in four modes. The first mimics Sony's analog joystick best suited for flight/driving sims. The second mode is a

FLIGHT



InterAct Accessories' Flight Control System has not only the standard analog/digital joystick but also a throttle control.

programmable joystick for games that normally use the control pad. This mode offers 15 programmable Fire buttons for special tricks or moves.

The third mode turns the joystick into the equivalent of Namco's *NegCon* controller. The twisting action normally used by the *NegCon* is

replaced by joystick movement.

The final mode is dubbed "Plug and Play," which essentially lets gamers start a game without programming or configuring button locations.

This controller will ship in July or August. As of press time, no price has yet been set.

It'll be some time before games take full advantage of this controller's features. But certainly, this new era of controllers will not only pave the way for entirely new types of games but new ways to pilot them as well.

UPDATE

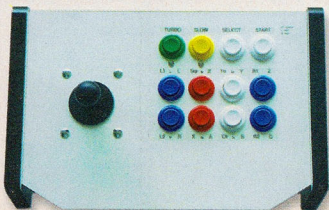
INTERACT TO OFFER N64 ACCESSORIES

Come this September, InterAct Accessories will introduce a string of Nintendo 64 peripherals.

Interact plans to bring out several types of N64 controllers to coincide with the system's launch. The first is a programmable control pad; the second is an arcade joystick. Like the N64 controllers, these peripherals will incorporate both digital directional pad and analog controls.

Future projects in the works include a version of the company's *Game Shark* (a software game enhancer), a *Memory Card Plus* for greater data storage, a flight stick and a steering wheel. The latter two could be released as early as this Christmas.

Edge Stick • Edge International • PS, SS, SN



THE ARCADE COMES HOME

PRODUCT PREVIEW

While many controllers boast arcade-style design, few duplicate it. The Edge Stick stands among those rare few.

This peripheral contains the same microswitches found in most arcade machines. It has 12 buttons in all, including a Slow-motion and a two-speed Turbo button switch.

(Continued on page 22)

DEATH.

It's what they live for.

BATTLE ARENA TOSHINDEN 2



Against a dark and shifting 3-D landscape, the warriors of the twisted underworld known as BATTLE ARENA TOSHINDEN 2™ await your return. How do they know you'll be back? Let's just say it's a *gut* feeling. As in the first 360° go-round, the moves are lethal, the stages visceral and the characters, wicked. And this time, the original avengers are joined by a new crew of fighters. Like Tracy, the sexy cop gone bad; Verm, merciless madman; and Chaos, a friendly fella who happens to swing a sickle. All of 'em real keen to get to know you better. On every level.

So welcome back. And plan to stay awhile. Because here in Battle Arena Toshinden 2, these forsaken foes aren't just out to take you down. They're down to take you *out*.

<http://www.playmatestoys.com>



PlayStation



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(714) 562-1743

NEWS UPDATES

SQUARESOFT: HOLLYWOOD OR BUST?

RPG powerhouse Square has packed its bags to sunny California. The company has closed its Seattle-area headquarters and moved to a spiffy new pad in Los Angeles. Along with the move comes a new focus on Square's U.S. operations.

According to Square official Junichi Yanagihara, the new site has two projects at hand: Final Fantasy VII (at right) for the Japanese market and a new top-secret game slated for next year.

Why move to L.A.? Apparently, Square wanted to tap into Hollywood's creative talent. In conjunction with the move, Square has hired a good number of programmers who've previously worked in the movie business. The new talent will help incorporate movie-quality special effects into upcoming Square games, Yanagihara said.



Psychopad K.O. • ACT! Labs • PS, SS, SN

PRODUCT REVIEW

PLAYING IT 3 WAYS

Given the high prices prevalent in today's video game market, gamers must find new ways of getting more for their money. One such way is the Psychopad K.O.

At first glance, the arcade-style controller looks similar to most others, aside from some added switches and buttons—more on that later.

More impressive, however, is the Psychopad K.O.'s ability to work on three different systems: the Sony PlayStation, Sega Saturn and Super NES. To switch systems, players need only to change the controller cords, which come included with the joystick. Needless to say, this all-purpose peripheral essentially gives gamers three controllers for the price of one—a godsend for those who own more than one of the aforementioned systems.

This joystick isn't shabby, either. *EGM* reviewers took the controller through its paces with Street Fighter Alpha and Buster Bros. The Psychopad has a metal base, which makes it feel far sturdier than it looks. It also has a solid list of control features: four-speed auto fire, eight auto fire switches and a slow-motion switch.

The Psychopad K.O.'s greatest strength lies in its move programming abilities. The joystick has four "Macro" buttons, which can remember up to 10 controller/button combos, so programmers can record special moves or actions. The programming method also accommodates special moves that use timed delays or multiple button presses.

The Psychopad K.O. sells for \$59.96 plus shipping and handling. Its makers are hoping to get it into retail stores; in the meantime, interested gamers can call (800) 980-9997 to order.

TRYING
9.0

PRODUCT PREVIEW

(Continued From Page 20)

The stick also features joystick and button programming. *EGM* testers tried out an early version of the Edge Strick. The product is exceptionally sturdy because it's housed in a heavy wooden box and has an accurate arcade feel.

What makes the Edge Strick an attractive option are special modules that

configure the joystick for different systems. Modules exist for the Super NES, PlayStation and Saturn.

At \$129.99 for the joystick and one module and \$34.99 for each additional module, this joystick is geared toward serious gamers who demand arcade-level control at home.

For information or to order, call Edge International at (808) 848-8603.

ACCLAIM BIDS ADIEU TO CART MARKET

When the going gets tough, the tough get out: That's what Acclaim Entertainment has done with its video game cartridge business. Citing a rapid decline last year in cart sales, Acclaim decided to sever its cart market share now and focus on CD-based games. The move will cost the company \$51.2 million.

"The continued cost and risk of actively pursuing the declining cartridge market would have been detrimental to Acclaim," Acclaim President Robert Holmes said.

In essence, Acclaim will end all efforts to making games for the Super NES and Game Boy as well as the Genesis, 32X and Game Gear. However, the decision should have no effect on Acclaim's cartridge-based Nintendo 64 development.

While \$51.2 million sounds like a major loss, the company insists it's small potatoes compared to the more than \$1 billion in gross revenue that cart sales have provided, according to a company statement.

In addition, Acclaim insists this cash loss will easily be recouped by its upcoming lineup of PC, next-generation system and coin-op games. Holmes hopes the company will be back in the black as early as May.



PANASONIC OFFERS 3DO PRICE SLASH

Not to be left out of the pricing wars, Panasonic Interactive Media has slashed the price of its REAL 3DO Interactive Multiplayer (below) to \$199. The price cut, combined with the anticipated release of 3DO games such as Ultimate Mortal Kombat 3 and an Olympic games title, aims to place the 32-Bit system with the largest gaming library (275 titles) and the best system price, a company statement asserted.



MAJOR LEAGUE BASEBALL
PLAYERS

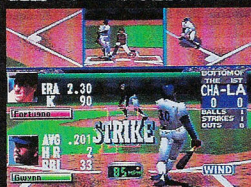


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SPORTS SERIES™



IT'S A WHOLE NEW BALLGAME IN THE BOTTOM OF THE 9TH.

**FLUID 3-D
POLYGON ACTION**
STADIUM ANNOUNCER
**700 MLBPA
PLAYERS**
MEMORY BACKUP

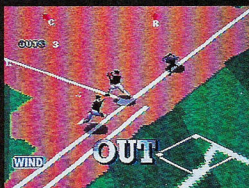


SIGNATURE MOVES
TRADES
**FULL SEASON
AND PLAYOFF MODES**
**VOCAL UMP'S
ERRORS**



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**3-D INTUITIVE
BATTING SYSTEM**
TRAINING MODE
WIND CONDITIONS
**"PLAY-BY-PLAY"
ANNOUNCER**
PLAYER STATS



"BOTTOM OF THE 9TH"



KONAMI.

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PRESS START

Wanna know how to win an Area 51 arcade game?



The unnamed swordsman below is the first piece of artwork for Atari Games' upcoming Primal Rage 2, which is slated for release in late September or early October.

The story line seems pretty intense: The meteor that hit Urth and gave birth to the dinosaurs in Rage was actually a cosmic egg. One thousand years after Primal Rage, the gods of Urth have segregated to different regions with their respective followers. Each god's land represents its beliefs. For example, society under Vertigo's rule was based on magical/mystical energy mixed with insanity. The architecture and land itself is very M.C. Escher-like, and the followers are constantly tested for worthiness.



The gods communicate with their followers through "Shamans," human leaders who tell the followers the gods' wishes.

Now the cosmic egg has hatched, and a new force has been unleashed. This "new force" doesn't take kindly to competition, so the first thing he does is banish the gods from Urth. The gods decide to pass their power to a human who best represents their ideals. These humans are called "The Chosen," and this piece of artwork shows Sauron's Chosen. These humans have powers of their own and are also able to morph into their gods.

Also, a new god, a superb hunter, has stepped onto the fighting scene. Finally, PR 2 will have six buttons instead of four.

TOURNAMENT'S/CONTEST'S



AREA 51 NATIONAL CONTEST

Uncover all 14 hidden rooms and you could win an actual arcade unit, T-shirts, dog tags and more! The best part is that *EGMF* did some of the work for you! Check out this month's Tricks section, copy down the tips and send them to:

Time Warner Interactive
Attn: Area 51 Contest
675 Sycamore Drive
Milpitas, CA 95035

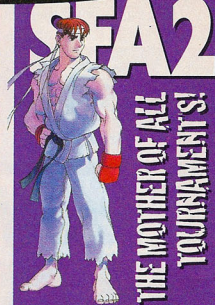
OR

Send e-mail to TWI at:
area51@agames.com

OR

Use TWI's Web site at:
<http://pathfinder.com/twi/area51>

Deadline: July 1, 1996



SEA2
THE MOTHER OF ALL TOURNAMENTS!

Capcom's kicking off a great promotion at their arcade in Northbrook, Ill., by sponsoring a National Street Fighter Alpha 2 Tournament June 27-29. The tournament will be held from 2 p.m. to close on June 27 and 4 p.m. to close the 28 and 29. Winners will be determined by double elimination in the best two of three rounds. Prizes will be awarded based on the number of people who show up, SO SHOW!

Tournament Location

Super Just Games
557 Waukegan Road
Northbrook, IL 60062
Phone: (708) 559-8727
Fax: (708) 559-8733

UPDATE

■ Hottest arcade biz rumor: Sony of Japan will enter the coin-op industry. ■ "Tesla" is the new software used by Virtual World for Battletech and Red Planet centers around the world. More next month!

TOP TEN ARCADE GAMES

REPLAY™ - APRIL 1996

#	Game	Company
1.	Soul Edge	Namco
2.	Tekken 2	Namco
3.	Ultimate Mortal Kombat 3	Midway
4.	Real Bout Fatal Fury	SNK
5.	Marvel Super Heroes	Capcom
6.	Golden Tee 3D Golf	Strata
7.	Mortal Kombat 3	Midway
8.	Twin Eagle II	Seta
9.	Bust-A-Move Again	Taito
10.	Open Ice	Midway

TOP HITS OF JAPAN

GAME MACHINE MAGAZINE™ - APRIL 1996

#	Game	Company
1.	Virtual On [2-pl.]	Sega
2.	Alpine Racer	Namco
3.	Virtua Cop 2	Sega
4.	Dirt Dash [sitdown/dlx.]	Namco
5.	Virtua Fighter 2 [deluxe]	Sega
6.	Rave Racer [2-pl]	Namco
7.	Manx TT [deluxe]	Sega
8.	Sega Rally Championship [2-pl.]	Sega
9.	Rave Racer [sitdown/dlx.]	Namco
10.	Point Blank [Gun Bullet]	Namco

Available now for the PlayStation™ game console

HARDBALL 5

in a league by itself.

"HardBall 5's wealth of stats and options will deliver hours of fun."

Electronic Entertainment

"This year the action is better than ever."

Computer Gaming World

"The best baseball sim currently available"

Electronic Entertainment

"★★★★★"

Fusion

"A fine baseball simulation that is sure to please even the most discriminating baseball fan."

Computer Gaming World



The all-time best-selling simulation of baseball! With a new, "closest-to-the-plate" camera view. You're twice as close to the action, with the largest strike zone in the game!



Our complete "stats construction set" instantly puts every stat and rating under the sun at your fingertips. Create unlimited custom stats displays for the ultimate managerial thrill!

**YOU DON'T NEED GUTS
TO PLAY THIS GAME,
YOU JUST GOTTA KNOW
WHERE TO PUT 'EM.**

Want to play doctor? Here's your chance to run an emergency room. You diagnose, treat and, hopefully, discharge a healthy, living patient. *Emergency Room* is all the real-life drama of



being a doctor without the malpractice insurance. You'll deal with over 400 possible cases—from hangnails to gunshot wounds. All brought to life by over 30 minutes of digital video, a Hollywood cast and 1,500 photo-real 3-D graphics. Lives are hanging in the balance, so rush

to your local software dealer. Code Blue. Or visit www.cdrom.ibm.com.

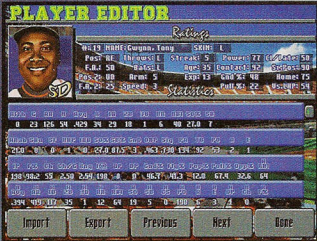
IBM

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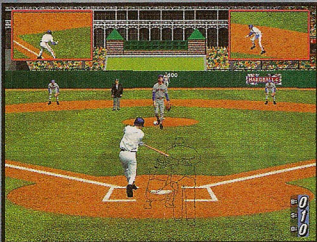




New player animations are smoother and more detailed, letting you aim for the inside corner. "Zoom in" baserunner windows let you make your best pick-off move to the bag.



Create your own players from scratch, or modify any player's ratings, or even their physical attributes! The resulting player will be true-to-life, on-field and off.



Optional wide-angle pitcher and batter views recreate the traditional look of a broadcast baseball game in beautiful 256-color SVGA graphics!



Hot new user interface gives you instant access to any feature. View and manage your team from the field, from the dugout, and from the General Manager's office!



It's all here: pick-off plays, hit-and-run, suicide squeeze, towering pop-ups, and more. The ultimate simulation of baseball, for everyone who loves the game!



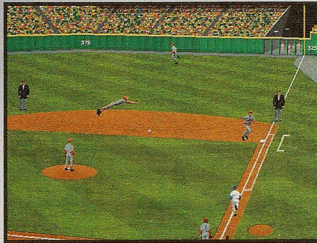
Watch your best reliever warming up in the bullpen, and analyze your starter's fatigue, pitch count, and performance. When he's ready to go, you're ready to go!



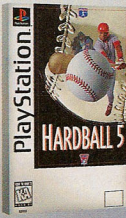
Experience the best of baseball history with the bonus "Legends" League—12 great legendary teams from history, come to life in 42 beautifully rendered old-time stadiums.



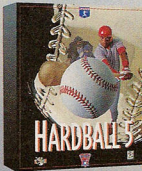
For maximum variety in gameplay, change any manager's tendencies on any team and see the results play out on the field and in the stats.



This "fifth generation" fielding simulation has additional play animations, baseball plays, and graphics realism, resulting in true-life baseball gameplay.



PlayStation™
PC CD-ROM



See for yourself!

For demo:
<http://www.MindSpan.com/>
MindSpan/hb5.html





PLAYSTATION PREVIEW

CLAYFIGHTER 3



Mock-up Photo

The off-the-wall series of Clayfighter will return for a third installment. This time it's set to be on the Sony PlayStation. A healthy dose of familiar faces from the first two games is met with some strange new challengers. Even more surprising is that Earthworm Jim and Boogerman are featured as two of the participants. The graphics take advantage of the PlayStation's capabilities to provide detailed characters with plenty of special moves.

Clayfighter 3 is still early (the picture on the right is a mock-up using actual game art). However, you can be sure that there will be plenty of secrets and intense fighting action.



FACT FILE:

Theme
Fighting

Available
4th Qtr. '96

Meg Size
CD-ROM

Back-up
Memory card

Players
1 or 2

% Complete
N/A

Developer
Interplay

Published by
Interplay



There are plenty of diverse characters to pick from in Clayfighter 3.



Like the original, the screen can be filled with killer robots and hapless humans that need saving.



Robotron was one of the early action games that took gamers by storm years ago. It was only a matter of time until someone came up with a sequel. This game is called Robotron X, and it uses the PlayStation's capabilities to combine

the gameplay of the original with modern polygon graphics. The visual presentation is still in the classic style. The characters look simple, but they remain true to the coin-op. What's new? Robotron X has several different viewpoints that puts you right into the

FACT FILE:

Theme
Action

Available
November

Meg Size
CD-ROM

Back-up
Memory card

Players
1 or 2

% Complete
N/A

Developer
Planet 1

Published by
Williams

middle of the action. If you loved the original, check out this supered-up sequel. Can you save all of the humans?

ROBOTRON

U L T I M A T E

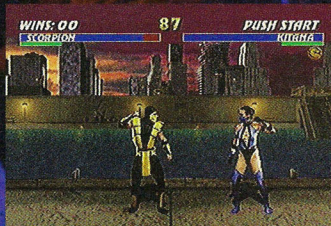
MORTAL KOMBAT



The wait is over.



The biggest Mortal yet is now on Sega Saturn.



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SEGA SATURN PREVIEW



THE KING OF FIGHTERS '95

KoF '95 is the first translation of an SNK game to the Saturn. To make this game as close as possible to the coin-op, it is on both a cartridge and a CD. The combination of the two formats cuts down on load time dramatically. King of Fighters '95 is loaded with warriors that have graced the

many Neo-Geo fighting games. You can play in a Team Mode or in singular fights. Also, you can mix and match characters from different teams to create the ultimate match-up. King of Fighters '95 has more characters than any other! This is one arcade fighting game that Saturn owners won't miss.



Chang's ball can remove up to half of an opponent's life bar—one of the deadliest hits.



Billy Kane is a character who is best used from a long distance as he has a far reach.

FACT FILE:

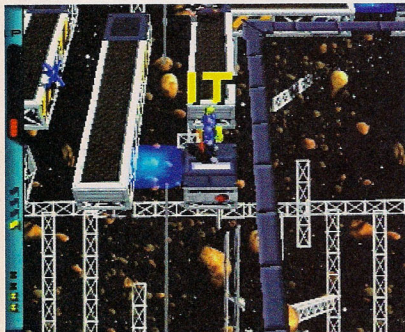
Theme
Fighting
Available
4th Qtr. '96
Meg Size
CD-ROM/Cart
Back-up
Memory cart
Players
1 or 2
% Complete
80%
Developer
SNK
Published by
SNK

GRID RUNNER

Virgin's latest action game will catch the interest of players who enjoy games like Bomberman. Grid Runner sort of plays like a futuristic version of tag. Players chase each other around a maze trying to collect flags. If you are tagged "it," you cannot collect flags until you tag someone else. The levels vary

from industrial factories to slime-filled caverns. Each place adds its own play elements. For example: There are conveyor belts that can speed you up if you run across them the right way. Individual characters have an assortment of weapons, and they can even build bridges. Bridges are an important part of the game, as they allow you to reach flags that are across pits. However,

building uses up your energy. Power-ups abound with energy-refilling canisters and pods that give you turbo speed lying about. Grid Runner is fast-paced fun that heats up when you compete with your friends. It's possible to link two systems together for a total of four players. Grid Runner will be for both PS and Saturn.



Build bridges to reach high to places. Often you must build bridges to find flags that are across chasms.



You can link two systems together for a grand total of four players battling it out.

FACT FILE:

Theme
Action
Available
October
Meg Size
CD-ROM
Back-up
Password
Players
1-4
% Complete
60%
Developer
Radical
Published by
Virgin



PLAYSTATION PREVIEW

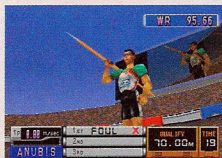
Konami's Track & Field series returns—this time on the PlayStation. Entitled International Track & Field, it is a far cry above the last in the series (which was seen on the NES). The graphics are made up of polygons and are viewed from a wide variety of vantage points. When combined with the voice of the announcer, you feel as if you are watching a televised event. The gameplay is simplistic like the earlier

games, with the main emphasis on hitting buttons as fast as you can. The events of International Track & Field include hurdles, swimming and pole vaulting. Each event has its own feel, and the timing difference between games can really throw you off.

Up to four players can play, with each taking turns

at the events. Your records can be saved to the memory card, so you can keep trying to beat your times. Even if you aren't a big sports fan, International Track & Field will give you a run for your money.

INTERNATIONAL TRACK & FIELD



FACT FILE:

Theme
Sports
Available
July
Meg Size
CD-ROM
Back-up
Memory card
Players
1-4
% Complete
70%
Developer
Konami
Published by
Konami

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GET THE PARENTAL
UNITS TO BANISH YOU
FROM THE LIVING
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GO TO YOUR NEAREST



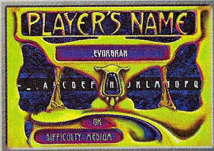
OR CONTACT VIRTUAL i-O AT 1-800-646-3759 OR <http://www.vio.com>.

killer codes

Killing Time

(Studio 3DO/3DO)
Passwords

Here are several passwords to the game Killing Time. To enter them, you must first log in your name as: **EVORGRAH** at the Name Entry Screen. Be sure to include the period before the letter E. Now hit OK, and if done correctly, you will hear the harp sound, and the name box will be blank. At the empty name box, enter



the following codes to skip to different areas throughout the game and other options. Each entry has four characters with the first two being two periods. Once the code is entered, hit OK to activate. The codes are as follows:

- ..W1: Assyrian Experience
- ..BL: Ballroom
- ..ED: Byron's Library
- ..U3: Circus Mortuis
- ..E2: Columns of Seth
- ..CY: Duck & Cover
- ..SW: Dankmosphere
- ..DN: Lingering Ghosts
- ..WW: Egyptian Switches
- ..W4: Elevator Shoes
- ..L1: Gangster's U
- ..GH: Robert's Welcome
- ..S3: Have A Ball
- ..H1: Hedge Your Bets
- ..KT: Chef's Night Out
- ..W5: Hopscotch On The Rocks
- ..(any other two letters): In the Beginning, Manicrus
- ..WC: Lydia's Mummy Dearest
- ..UW: Maids In The Shade
- ..S2: Necropolis
- ..H3: Tess's Secret Path
- ..C1: Invitation To Death
- ..K2: Pleased To Meet You
- ..E3: Osiris Hunting
- ..W2: Pyroglyphics
- ..U4: Room Service 4 Tess
- ..S1: Sewer Rats
- ..LG: Tess's Lounge
- ..EW: Tess's Temple

Continued on pg. 38

Gargoyles

System **Genesis**

Publisher **Buena Vista Interactive**



Pause the game and enter either of the codes.



Do the energy regeneration trick to gain back life.



Your life bar will quickly increase to full power.

To gain a level skip in this game, all you have to do is press START to pause the game then spell the word Abracadabra with the control pad: A, B, RIGHT, A, C, A,

DOWN, A, B, RIGHT, A. You will skip to the next level. For energy regeneration, press START to pause and enter the word Abracadabra with the control pad: A, B, RIGHT, A,

C, A, DOWN, A, RIGHT, B, A. Unpause and your life bar will rise to 100 percent. You can perform this trick as often as you would like!

Deshaun Harris
Indianapolis, IN

Cheat Sheet

Level Skip and Energy Regeneration

To skip levels or to regenerate your life bar, press START to pause within a game and enter the preceding codes.

POWER TRIP



Magic Carpet

System **PlayStation**

Publisher **Acclaim**



Enter the Cheat code here at the Options Screen.



Level Number will appear in which you can choose a level.



While in your game, pause and hit Triangle...

Here's a great code that will give you a Level Select Option that will allow you to jump ahead to more difficult levels! Just enter: Triangle, Triangle, Circle, Square, Triangle, Circle, Triangle, Square at the Options Screen. An extra option should then appear at the bottom, Level Number, that will allow you to go through the various levels. You can then choose up to level 50 in EASY Mode and up to level 75 in NORMAL Mode. But that's not all! When you are playing the game, press the START button to pause, then hit either:



...Square or Circle to receive various results.



By pressing Circle, your level will be completed.

TRIANGLE to access all the spells, SQUARE to increase your Mana supply or CIRCLE to complete the level you are currently playing.

Robert Marshall-Walker
San Francisco, CA



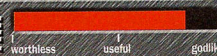
Then press START to see what your level stats are.

Cheat Sheet

Cheat Code

The preceding code, which needs to be entered at the Options Screen, will grant you a level select, access to all spells and more!

POWER TRIP



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Wisdom Will Light The Way,
And Bravery Will Make It Shine.

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no one can! Soon all will know
the family of resistance!



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Prehistorik Man

System **Game Boy**

Publisher **Titus**

Killing Time

(Studio 3DO/3DO)
Passwords continued

- ..H2: Don't Get Clipped
- ..UH: Cleaning Your Clock
- ..U2: Bonus Blast
- ..AT: Attic Memories
- ..A1: Hargrove's Storeroom
- ..A2: Losing Your KA
- ..A3: Darkling Attic
- ..A4: Attic Intro
- ..A5: Bloodclock Hunting
- ..A6: Time 2 Die



Here are some extra codes to go along with those above. Just enter them after the four characters.

- Ex: (..A6XQ) will start you off at Time 2 Die with 100 percent health and map coordinates. Codes are as follows:
- For Invincibility add: "I"
- For Map Coordinates add: "Q"
- For 100 percent health add: "X"
- For 75 percent Health add: "W"

Phil Ottaviano
Canastota, NY

Game Shark Codes



by Interact Accessories
PlayStation Codes

These passwords are for use with the Game Shark peripheral for the PlayStation only.

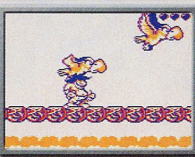
Game Shark Codes continued on pg. 40



During the presentation of the game, enter the code.



Now see that Cheat Mode has been activated.



Begin playing and notice that you are now invincible!

Feeling a bit weak in the Game Boy game Prehistorik Man? Don't know if you can make it to the Boss? Well, here is a code that will allow you a level skip and Invincibility in the game. Just enter the code: **DOWN, A, UP, B, LEFT, RIGHT, B, A, B, A, B, A, UP, DOWN** during the beginning presentation of the game. You should then see Cheat Mode

activated on the proceeding screen. Now you can go into the game with Invincibility on. If you fall off the edge, don't worry, your lives stay the same. To activate the Level Skip, just use the Select button then the level you are currently playing should flash and go on to the next. This is pretty useful against the Boss stages! Nothing will keep you down!



Use the **SELECT** button to skip any level you are in.

Cheat Sheet

Cheat Mode

The above code must be entered during the beginning presentation of the game. Cheat Mode should then be activated.

POWER TRIP

worthless 1 useful godlike

Night Warriors

System **Saturn**

Publisher **Capcom**



Highlight Screen Size in Options and enter code.



Before the code is entered, your Pause looks like this.



Now, the code takes the Pause away and lights up the screen.

To access them both, go to the Options Screen and enter the following codes: For **Non-Shaded Pause** screen, highlight Screen Size and quickly enter: **A, C, Y, Y, UP**. You should hear a sound if done correctly. Now when you pause within your game, the screen will not be dim

and the PAUSE will be gone. For **Faster Speed**, highlight Turbo Speed and quickly enter: **X, X, RIGHT, A, Z**. You should hear a sound, if done correctly. Now, your speed will be doubled!

Rom Hunter
Duluth, MN



Just take a look at the speed you can perform now!

Cheat Sheet

Faster Speed and Non-Shaded Pause

The previous tricks will double your turbo speed and give you a non-shaded Pause Screen. Be sure to enter them quickly!

POWER TRIP

worthless 1 useful godlike

BILLIONS OF PRAYERS FOR PEACE.
 MILLIONS OF MEN AT WAR.
 ONE LUNATIC STOKING THE FIRE.



Get ready to trip, *and we're talking hard*. We're putting 500 weapons, troops, artillery at your command. We're loading you up with the first realtime 3-D rendered visuals of historically accurate battles. We're handing you the keys to over 50 of the most crucial battles of the biggest war ever fought. We're even letting you pick the country to play (Germany, Japan, or America). But, once you've picked sides, we're cutting you loose. History is in your hands. Lives are at stake. Will you champion freedom, or blow it and screw the world up forever?



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Game Shark Codes

by *Interact Accessories*
PlayStation Codes

They will not work on their own with just the game. Note: Do not try to modify the codes because they are to be entered as shown here:

Alien Trilogy—

Have Flame Thrower: 8008F34A 0029
Have Smartgun: 8008F346 0029
Infinite Flame Fuel: 8009A054 03E7
Infinite Smartgun Ammo: 8009A054 03E7

Gex—

Infinite Lives: 80097B2C 0064

Descent—

Infinite Energy: 800D10A2 0064
Infinite Shield: 800D10A6 0064

Street Fighter Alpha—

Player 1 Invulnerable: 8018710C 0090
Player 2 Invulnerable: 801873D4 0090

Krazy Ivan—

Infinite Hyena Missiles: 8008D1D8 0064
Infinite Cerebus Missiles: 8008D1E0 0064
Infinite Scythe: 8008D1E4 0009
Infinite 50mm: 8008D1A4 03E7

Saturn Codes

These passwords are for use with the Game Shark peripheral for the Saturn only. They will not work on their own with just the game. Note: Do not try to modify the codes because they are to be entered as shown here:

Battle Arena

Toshinden Remix—
Infinite Health Player One: 16065578 0380
Infinite Health Player Two: 160669B0 0380

Game Shark Codes continued on pg. 42

Tekken 2*

System **PlayStation** Publisher **Namco of Japan**



Beat the game with Kazuya without losing a round to get Devil.



Select Kazuya with the START button for his purple suit.



Everybody knows that kangaroos make great fighters!

Here is a plethora of cheats to the Japanese version of Tekken 2 that will have gamers jumping up for joy. Most of these cheats require you to beat the game with all the Bosses, sub-Bosses selectable at the Character Selection Screen. To do this you must beat the game with each character then you'll have that character's sub-Boss selectable. After all sub-Bosses are selectable, beat the game with any character (except the sub-Bosses) without losing any rounds...and you'll get **Kazuya**. After Kazuya is selectable, beat the game with him without losing a round...and you'll get **Devil/Angel**.

Note: Angel can be selected by choosing Devil with a Kick button.

After Devil/Angel are selectable, you can then go for **Roger/Alex**. Start an Arcade Mode game and when you get to the third match, win the first round and lose the second. During the third round, beat your opponent down to five percent on their health bar then let your opponent do the same to yours. Quickly finish off your opponent and you should hear, "GREAT." The following fourth match should be against Roger or Alex. Beat whoever you fight to have both selectable.

Note: Alex can be selected by choosing Roger with a Kick button. You might also want to save at this point on your memory card.

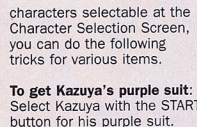
Now that you have all the



While selecting Roger, hit a Kick button to get Alex.



Hold SELECT when choosing your character for a Big Head.



To get Kazuya's purple suit: Select Kazuya with the START button for his purple suit.

For Big Head Mode: Hold the SELECT button after selecting your character until the fight begins.

For Bigger Head Mode: After fighting with the Big Head code on, hold the SELECT button again before the next match begins for an even bigger head!

For Wire Frame Fighting: Before selecting your character at the Character Selection Screen, make sure you hold L1 and L2 down. Keep holding these buttons down until the match begins. You should then appear as a green wire frame fighter. The view will also change to a behind-your-character view to get a first-person look on the opponent you are fighting against.

Erik Gayoso
Annapolis, MD



Hold Select again after Big Head for an even bigger head!



Heads so big, you just about tip over laying an uppercut!



Fight in Wire Frame Mode for an interesting effect.

Cheat Sheet

Various Cheats

The previous codes will allow you to play as Bosses, sub-Bosses and Roger/Alex. Big heads and bigger heads are also an option, too!

POWER TRIP

worthless

useful

godlike

Flamin' Yawn trashed my house.
Psycrow stole my lady.
I've got a backpack full of snott.

This ain't gonna be no picnic.

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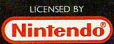
Maxim	Guy	Tia	Selan
HP	MP	MP	MP
TP	TP	TP	TP

Lufia II

Rise of the Sinistrals

This exciting sequel to the Lufian legend pits monster hunter Maxim and six adventuring companions against the sinister Sinistrals. The story develops into a complex maze, challenging you with big battles, puzzles and loads of surprises. You can even grow your own monsters! You will enjoy countless hours on a fantastic journey in the world of Lufia!

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Star Fighter

(Studio 3DO/3DO)
Special Upgrades

The following is a list of special upgrades you can receive for your ship by collecting the correct combination of crystals. Just pick up the crystals by blowing up certain items.

For ECM upgrade X 5: **Dark Blue, Light Green.**

For ATG upgrade X 10: **Dark Blue, Dark Blue.**

For ATA upgrade X 10: **Pink, Pink.**

For Mega Bomb X 15: **Pink, Red, Pink, Red.**

For Multimissile upgrade X 10:



Pink, Dark Blue, Pink, Dark Blue.

For Multimissile upgrade X 3: **Light Blue, Yellow.**

For Beam Laser X 250: **Pink, Light Green, Pink, Light Green.**

For Mines X 10: **Pink, Orange, Pink, Orange.**

For Shield upgrade: **Yellow, Yellow.**

For Control upgrade: **Red, Yellow.**

For Engine upgrade: **Dark Blue, Yellow.**

Laser upgrade: **Red, Red.**

Extra Wing Pod: **Light Green, Yellow, Light Green.**

Random Multibonus: **Dark Green, Dark Green, Dark Green, Dark Green.**

Temporary Mega-Ship: **Dark Green, Dark Green, Dark Green, Red.**

Shield Damage: **Pink, Yellow, Dark Blue.**

Control Damage: **Pink, Light Green, Dark Blue.**

Engine Damage: **Pink, Red, Dark Blue.**

Michael Khoury
Hollywood, FL

Frantic Flea

System **Super NES**

Publisher **GameTek**



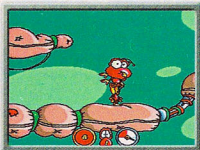
Go into the Password Option to enter the code.

Here are some level passwords to help you get further in the game. Just select the Password Option at the Main Menu Screen.



Enter the level codes here at the Password Screen.

Enter the following passwords and hit START:
Zone 1, Level 1: **CLQCK**
Zone 1, Level 2: **ZMTHT**
Zone 1, Level 3: **GPPWQ**



Jump ahead to further, more difficult levels in the game.

Zone 2, Level 2: **WLCSN**
Zone 2, Level 3: **RLHQZ**
Zone 3, Level 1: **JMGVB**
Zone 3, Level 2: **NRWPC**
Zone 3, Level 3: **MDWQL**

Cheat Sheet

Level Passwords

At the Password Screen, enter the previous level passwords to jump ahead in the game. Press START after entering the code.

POWER TRIP

worthless 1 useful godlike

Toshinden 2*

System **PlayStation**

Publisher **Takara of Japan**



As the Options fly together, quickly enter the code.

Don't feel like playing through the entire Toshinden 2 game? Here is a way to gain access to all the Bosses without beating the game. Just quickly enter the codes at the Title Screen while the Options are flying in together. Note: The Vermilion/Sho code can only be entered after the Uranus/Master code.

For **Uranus/Master**: Hold UP on controller one and press: L1, L2, TRI, R1, R2, Square. If done correctly, the yellow box will turn blue and a chime will sound.
For **Vermilion/Sho**: Hold UP on controller two and press: Square, R2, R1, TRI, L2, L1. If done correctly, the blue



The Uranus/Master code will turn the box blue, if done correctly.



The Vermilion/Sho code will turn the box red, if done correctly.

box will turn red and a chime will sound. Go to the Character Select Screen and highlight Random Select to choose your Boss. Hold down SELECT to slow down scrolling.



Here, go to the Random Select and hold SELECT to scroll through.



Hold SELECT while on Random Select to choose Sho/Vermilion.



You will now be able to play as all Bosses w/o beating the game.

Marlin Baptiste
Pearl City, HI

Cheat Sheet

Boss Codes

Enter the previous codes at the Title screen when the Options are moving together. You should hear a chime, if done correctly.

POWER TRIP

worthless 1 useful godlike

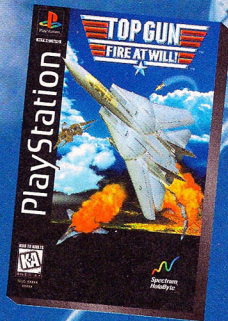
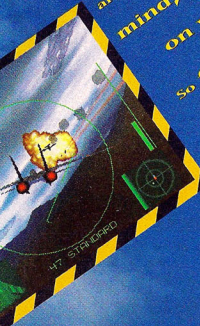
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FIRE AT WILL!™

**Just
for the
Ass-Kicking,
G-Pulling,
BOGEY-BASHING
Thrill of it!**



You are Maverick-
and you've got **Your orders on your**
mind, Commander Hondo
on your back and
MiGs on your tail.
So fuel up, **strap yourself in,**
And let 'em know your **bark**
is nothing... **bite.**



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Area 51

(Time Warner/Arcade)
Secret Hidden Rooms

Secret Room: "X Marks the Spot"

There are 44 pieces to the puzzle, which when shot away reveal a female STAAAR Team member in a sexy pose. Two players can score over 45,000 points in this room.

To get in, shoot the first 10 hangar windows while outside on the tarmac. Two of these you have to shoot quickly, in transition, right after the game starts.

Secret Room: "Tank Top"

The Tank Top has only one entry. This is the hardest secret room to get into. There are 28 pieces to this room so only one player can reach the maximum multiplier. The streak works like normal and you can score over 35,000 points in this room.

To get in, shoot the 15 windows on the right side of the Hangar (Wave 2) just after you enter. You will need two players to do this, and you must use several views of these windows to do it.

Secret Room: "Egg Cellent"

When you get into the War Room (Wave 5), shoot all of the computer terminals (13 in all). This will get you into a room where there are disturbing alien babies inside eggs. You can score over 15,000 points in this room.

Egg Cellent is accessible by more than one entrance. To get in, you need to shoot all of the exploding barrels and boxes just before and after you get on the forklift. There are 10 things in all you need to shoot.

Secret Room: "Get a Life"

To get into this strange room with a giant alien, you need to shoot all 24 of the objects on the pop-up section in the bunker (Wave 6). You may have to try it twice before you get all of the objects!

This room only appears once, and you get a free life after getting in. You can also run your streak multiplier up by shooting at the alien—there is no penalty for missing. There is nothing beyond this door.

Tetris Blast

System **Game Boy**

Publisher **Nintendo**



At this screen hit: **B, B, B, B, B**, then **START**.

Getting used to all the levels by now? Think you can master the game



Choose "Fight 2" here at this screen and begin playing.

blindfolded? Well, don't be too sure until Code Wizard gives you this awesome code.

Here's a trick to give you a new hidden option called Fight Mode 2! It's pretty much the same levels as a Fight Mode 1, but a little harder. To access the hidden mode, go to the One-player/Two-player Screen and enter: **B, B, B, B, B** then press **START**.

You will hear a chime if done correctly, then choose Fight 2 on the proceeding screen and begin playing. This new trick will have you playing the game until your eyeballs pop out!

Cheat Sheet

Fighting Mode 2

Enter the preceding code at the One-player/Two-player Screen to access a new option that will increase the skill level in the game.

POWER TRIP

worthless

useful

godlike

Street Fighter Alpha 2

System **Arcade**

Publisher **Capcom**

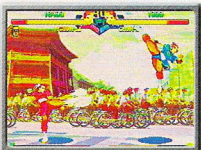


At the Player Select Screen, perform the Chun-Li code.

The following codes are to the new arcade hit, Street Fighter Alpha 2, and they will certainly wow gamers. Just follow the proceeding directions to access two hidden fighting stages and bring up Chun-Li's old uniforms from the earlier games.

For Chun-Li's original uniform: At the Player Selection Screen, press and hold the **START** button then highlight Chun-Li for five seconds. Press any **Punch** or **Kick** button.

For Hidden Grass Stage: At the Player Selection Screen, press and hold the **START** button then highlight



Then you should begin the match with her original colors.

Sagat for five seconds. Choose any character you wish to fight with, release **START** and press any button to select that character. You should then appear at the hidden stage.

For Hidden Waterfall Stage: At the Player Selection Screen, press and hold **START** for five seconds. Choose any character you wish to fight with, release **START** and press any button to select that character. You should then appear at the hidden Waterfall Stage.

Eric Mariano
Pearl City, HI



Highlight Sagat for five seconds for the hidden Grass Stage.



If done correctly, you will begin the match at the new area.



Enter the Waterfall trick to access the hidden stage.

Cheat Sheet

Various Cheats

Enter the preceding tricks at the Player Select Screen to access two hidden fighting stages and Chun-Li's old uniforms.

POWER TRIP

worthless

useful

godlike

Street Fighter Alpha

System PlayStation
Publisher Capcom

Cheat Sheet Bison, Dan, Akuma
POWER trip

Follow the instructions below to access the three hidden characters: Bison, Akuma and Dan. Do the code at the Player Select Screen.

You knew they were in there. It was just a matter of time to find how to play as them. Well, here they are! Just go to the Character Selection Screen, highlight the "??" and enter the following codes:
To Play as Akuma: Press and hold L2, Hit LEFT, LEFT, LEFT, DOWN, DOWN, DOWN and (Square+Triangle).

To Play as Bison: Press and hold L2. Hit LEFT, LEFT, DOWN, DOWN, LEFT, DOWN, DOWN and (Square+Triangle).

To Play as Dan: Press and hold L2, R2 and SELECT. Then hit Triangle, Square, X, O, Triangle.

Note: When entering codes for second player, change the Left to Right.



At the Player Select Screen, highlight "??" and enter the code.

Rise 2: Resurrection

System PlayStation
Publisher Electronic Arts

Cheat Sheet Play as Vitriol
POWER trip

Interested in finding out how to play as the Boss, Vitriol? Just follow the preceding instructions when at the Selection Screen.

When you're at the Selection Screen, about to choose your robot fighter, take controller one and press RIGHT, RIGHT, RIGHT, UP, UP, DOWN, LEFT, LEFT, DOWN, DOWN. The Boss Vitriol will suddenly become available. This robot will take a lot of damage, and it also hits hard, making it a formidable foe to any computer opponent!

Raiden Project

System PlayStation
Publisher Sony Computer Entertainment

Cheat Sheet Free Play
POWER trip

You thought extra credits were nice... well check this out! Now, you can play on with unlimited continues. Just follow the instructions below for Free Play.

For Free Play Mode in this game, go to the Main Menu at the Title Screen and choose Adjust Settings. On the Settings Menu, go down to Miscellaneous and choose it. On the Miscellaneous Menu, move to Credit Limit and press the Square, Circle, Triangle, X button all at the same time and then let go. The credit number will change to Free Play.

The Horde

System Saturn
Publisher Crystal Dynamics

Cheat Sheet Cheat Codes
POWER trip

Enter the following codes while in your game to receive certain items such as watching all the FMVs, viewing the entire map and much more!

Here are some awesome cheats to help you through the game. Just begin playing and then pause the

game. Next, enter any of these codes with the first controller for the results listed below:

LEFT, A, UP, DOWN, B, A, A, B - The entire map of the current habitat is revealed.

A, DOWN, DOWN, RIGHT, A, DOWN - Allows you to continue playing the game even if your entire village is destroyed.

RIGHT, A, LEFT, LEFT, A, UP, B - Lets you watch all of the full-motion video sequences in the game - one after another. B, RIGHT, A, LEFT, LEFT, DOWN, RIGHT, A, A, LEFT - All items in the game become available.

Black Fire

System Saturn
Publisher Sega

Cheat Sheet Various Cheats
POWER trip

Follow the instructions below for many items such as infinite weapons, fuel, invincibility and stage skip.

All of these codes are to be done at the Title Screen.

Replenish Fuel and Weaponry - Press L button, A, Z, Y, A, DOWN, DOWN. You'll hear a sentence to confirm that it worked. During the game press START and START again to replenish ammunition or fuel.

Skip Stages - Press and hold C, then B, then A, then UP, then L button. Now, release A, then C, then L button, then UP. You'll hear a voice confirmation. Now in the game, hold A, B, C and UP. Now press L button to skip ahead.

Invincibility - Press and hold A, then B, then C. Release C, then B, then A. Now press B, A, B, Y, hold X, press UP, press and hold DOWN and release the X button. You will hear a voice to confirm this is correct. Now you're invincible!

Theme Park

System PlayStation
Publisher Electronic Arts

Cheat Sheet Money Cheat
POWER trip

Here is a great cheat that will let you acquire an unlimited amount of money! Just enter the following password at the Nickname Screen.

This trick will allow you to cheat and acquire an unlimited amount of money! When the game asks for your nickname, put in the word BOVINE. Choose the checkmark to exit. Now choose the rest of your options then start your park. At the Park Screen (where you see the entrance) press and hold the Square, X and Circle buttons. The noises are your money increasing. You will also have access to all the rides and features! Once you have used the cheat you can buy anything with no limit! All rides and features will also be available without any research.

In the Hunt

System PlayStation
Publisher n+HQ

Cheat Sheet Unlimited Continues
POWER trip

Follow the instructions below to access unlimited continues every time your continues reach down to zero.

After you die, the countdown has begun, and you have no credits left (continue 0), hold the Triangle and SELECT buttons then press START for five continues. You can do this trick every time you get down to zero continues!

Doom

System 3DO
Publisher Art Data

Cheat Sheet Various Cheats
POWER trip

Here are some great cheat codes that will give you a lot of help. Just enter the following cheats after you start playing your game. Use the Legend for specifications.

Enter the following cheats to access various options in the game.

Legend-

U, D, L, R is UP, DOWN, LEFT and RIGHT. A, B, C are the A, B and C buttons. S, E are the Left Shift and Right Shift buttons. Look below to see how they are used.

First, you must be in the middle of a game. Now, press the button you designated for the Use button and the PAUSE button simultaneously. This will bring you to the Map Screen.

When you're on the Map Screen, do not pause or the tricks won't work. Now, enter these codes for various results (Note: See the above legend for details on the commands): SEEALLUAC=All Map (you can see all of the walls).

SEERUBBLE=See all things (creatures, etc.) in the map.

URABADASS=God Mode.

ALABARACA=All weapons and 500 ammo.

SUCCEAL L=Level access (reboot to select any level).

URSURREAL=Two more larger screen sizes. Reboot and change the screen size option for a full-screen effect!



THIS MAN'S DYING WORDS WERE "PROTECT ME".

He died while clutching his neck to utter those words, utterly too late. At peace now in his postmortem state, he was a beaten, emaciated man trying to leave the town of Silverload. No one seems to know exactly what befell him, and not much was learned from the delirious rambling that came from his painfully parched lips. He spoke of vampires and vultures feasting on his legs, and something about cannibalistic children. Of course, we don't have a clue as to what he was talking about...

Come visit us soon; we'll be waiting for you. *The folks at Silverload.*



PlayStation

Silverload™

NTSC U/C

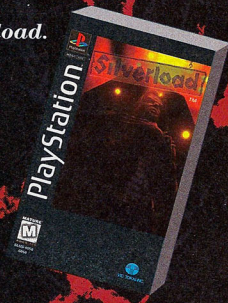
SILVERLOAD is also available for PC CD-ROM

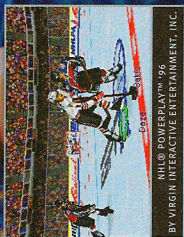
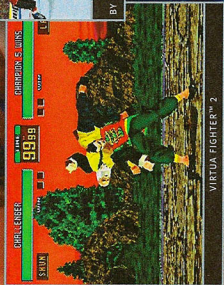
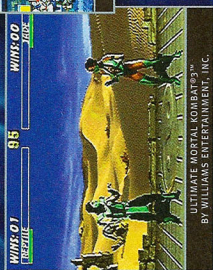
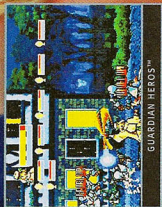
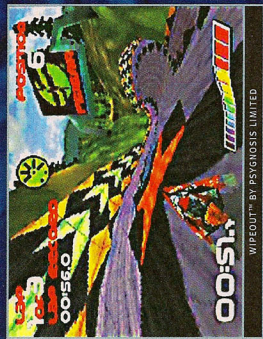
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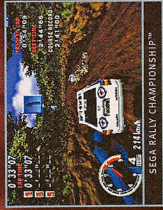
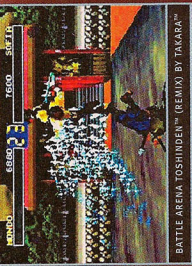
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{ IN CASE YOU DIDN'T NOTICE, }
**THERE IS A
BEAUTIFUL, NAKED WOMAN
ON THIS PAGE.**

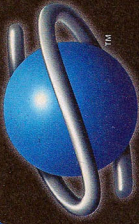


When you've got Sega Saturn's triple 32-bit processing power NOTHING ELSE MATTERS.

She's got blonde hair, blue eyes and the best body money can buy. SO WHAT! There's no time for distractions when you're deep into Sega Saturn. Besides, check out those screen shots. Ba-dah-boom, ba-dah-bing, know what I mean?

You want curves? Try Sega Rally! Want a thrill? Panzer Dragoon II Zwei. Want a real knockout? Check out Virtua Fighter II. And lots of other incredibly cool games you can play on Saturn. But don't be fooled. Sega Saturn games offer more than just great looks. Like three 32-bit processors (that's two more than Playstation™, if you're scoring at home - or even if you're alone). Saturn's triple processing power means better gameplay and better graphics. So if you're looking for some real action, **HEAD FOR SATURN.**

SEGA SATURN™



SATURN

YOUR UNDEAD ALLY



"Goldie," the undead avenger, is an indestructible warrior who follows you in your travels. During which, you can give up to five total commands to follow. He'll attack everything, though, so tell him to sheath his sword around civilians!

COMBO JUGGLING AND PROTECTION



Combos are the key to higher experience points. The enemies have some combo attacks of their own, as you'll soon find out. Try to avoid them by holding Block while tapping the D pad.

AN EXTRA CHARACTER



As an added bonus to the four Guardian Heroes, the character who helps you out through your exploits, Serena Corsaire, can be played as well. She'd be a great character for beginners to use, with her all-around abilities. Unfortunately that can't happen, since to play as her you must first defeat the game on the Normal level. Oh well!

SERENA CORSAIRE



She was the former commander of the Royal Knights Red Team, who has since defected to join the Resistance's cause. Although shrouded in mystery when you first meet her, you'll soon learn all there is to know about her troubled past. As a playable character (see left), she is equally rounded, with some of the most powerful magic spells (A) in the game. Her projectile attack (B) can be used infinitely too.

SPECIAL ATTACKS

- | | |
|---------------------|-------------------|
| 1. Sonic Boom | D, DF, F + B or C |
| 2. Moon Slicer | D, U + B or C |
| 3. Justice Blade | D, D + B or C |
| 4. Somersault Kick | UB + C |
| 5. Phoenix Arrow | D, DF, F + Z |
| 6. Thor Hammer | D, U + Z |
| 7. Valkyrie Javelin | F, D, B, F + Z |
| 8. Angel Breath | F, B, D, U + Z |

SKILLS

- | | |
|----------------|---|
| Strength: | 5 |
| Vitality: | 5 |
| Intelligence: | 5 |
| M. Protection: | 5 |
| Agility: | 5 |
| Luck: | 5 |

FIGHTER



STRATEGY TALK

Here is Treasure's first action/adventure title for Sega's new platform. The next six pages are chock-full of maps, guides and strategy goodness to help us novice players out there live a little bit longer.

—Tim "Poseidon" Davis

SAMUEL HAN



Originally a warrior for the Royal Blue Knights Team, he decide to head out and become a vagabond. The physically strongest living character of the group, his swordsmanship is second to none. Divide his skill points into his more defined attributes (strength, vitality, luck, etc.) and avoid dumping them into magic, for he only has one magic spell (A). Han's Maximum attack (B) is indispensable and a good escape.

SPECIAL ATTACKS

1. Han Dynamite: D, DF, F + B or C
2. Han Special: B (repeatedly)
3. Han Final: D, D
4. Han Maximum: (mid-air) D,D + B or C
5. Han Miracle: (mid-air) B (hold)
6. Han Hyper: C
7. Burning Han: D, DF, F + Z

SKILLS

Strength	16
Vitality	7
Intelligence	9
M.Protection	9
Agility	9
Luck	14



THAT WONDERFUL SWORD!

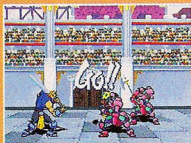


In Stage 8 (Earth is Sorrow), Han has the ability to regain some of the skill power he had before losing his original sword to his undead friend. To receive his new sword, simply fight and defeat the undead Boss character at the end of the stage, and voila, the weapon is yours!

STAGE 2: PRELUDE TO HOPE



HIDDEN ARENAS!



Stages 3, 5 and 12 all have access to a hidden arena-type level where your character can fight through waves of enemies (a couple at a time), gaining experience points all the way. Be careful, though. If you die in this special stage, it counts as a missing life in the regular game as well. To enter, simply walk up to the wooden sign on the farthest end of these three stages.

RANDY M. GREEN

SPECIAL ATTACKS

1. Dancing Staff: D, D + B or C
2. Wall of Wind: D, DF, F + B
3. Skull Tromp: (mid-air) D, U + B or C
4. E-Max: B + C
5. Magic Thunder: F, D, DF + Z
6. Ice World: D, D + Z
7. Super Tornado: F, B, D, U + Z
8. Fire Blaster: F, D, B, F + Z

SKILLS

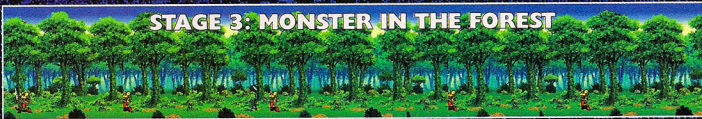
Strength:	3
Vitality:	2
Intelligence:	9
M.Protection:	9
Agility:	5
Luck:	2

SORCERER



A student in the art of sorcery for many years, he met the G.H. and decided that traveling with them was the best way to hone his skills. Randy never travels without the help of his companion, Nando, who is a formidable fighter himself. When playing as Randy, remember that he is a sorcerer, and that his physical attacks are limited. His Wall of Wind (A) and Magic Thunder (B) attacks are effective crowd clearers.

STAGE 3: MONSTER IN THE FOREST



3 CONTINUES? WHATEVER!

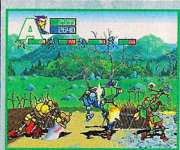


So you wanna play the hard Story Mode, but just can't seem to finish it in only three continues? No problem! Simply start the game on Easy, die then don't continue. Next, go to the Option Mode, change back the level to Hard then highlight your previous game from the Main Menu. You'll continue on Stage One on the Hard Mode with 98 continues!

GINJIRO IBUSHI



He has the heart of a ninja as well as the cold, calculating fighting ability. Traveling the lands in search of the legendary sword "Muramasa" which is believed to be so powerful that it has developed its own soul. When playing him in crowd areas, use his Human Vacuum (A) attack to not only plow through enemies, but rack up huge experience points as well. Gintaro's Thunder Palm (B) magic can also inflict multiple hits.



SPECIAL ATTACKS

- 1. Mirage Sword : D, D + B or C
- 2. Human Vacuum : D, DF, F + B or C
- 3. Spin Surprise : (mid-air) F, F + B or C
- 4. Thunder Kick : (mid-air) D, D + C
- 5. Fire Spell : D, DF, F + Z
- 6. Thunder Palm : B, D, F + Z
- 7. Thunder Spell : U, D + Z
- 8. Thunder Teleport : D, D + Z

SKILLS

- Strength : 4
- Vitality : 4
- Intelligence : 4
- M.Protection : 8
- Agility : 6
- Luck : 4



She is as mysterious as she is mischievous, joining the rest of the heroes for a change of pace. She makes a welcome addition to the crew, using her cleric powers to the rest of the party's advantage. Nicole has a type of healing spell (A). Try using this to heal yourself or your friends, then fight hand-to-hand combat (B) to recover your magic points. As long as there are enemies to fight, she'll be practically invincible!

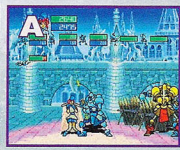
NICOLE NEALE

SPECIAL ATTACKS

- 1. That Hurts! : D, DF, F + C
- 2. Holy Turn : D, D + B or C
- 3. Rocket Jump : D, U + B or C
- 4. I'm Mad Now : B + C (diminishes health)
- 5. Fire Attack : D, DF, F + Z
- 6. Force Field : D, D + Z
- 7. Healing Spell : D, U + Z
- 8. Smiley Attack : F, D, DF + Z

SKILLS

- Strength : 2
- Vitality : 3
- Intelligence : 5
- M.Protection : 6
- Agility : 4
- Luck : 10



EASY-HIT ENEMIES




Some of the enemies you'll encounter simply don't have the ability to block (zombies, in particular). First, learn all the characters who can't defend themselves in the Versus Mode, and use this info to your advantage when fighting against them in the Story Mode!


STAGE 5: POWERLESS RESISTANCE







PLAYER'S QUICK REFERENCE GUIDE


	KANON	Force Field: (Ground) B + C	Shockwind: D, U + Z	Ice Resentment: F, B, D, U + Z
		Dark Levitation: D, U + C	T. Vengeance: F, D, DF + Z	Laser (air): F, B, D, U + Z


(Note: The Graviton Thunder spell's size is adjustable.)	Zero Drive: D, U, + Attack	S. Wave: D, DF, F + Attack	VALGAR 
	G. Thunder: D, DF, F, + Z	Twin Blade: D, D + Attack	

	KATRINA	Shockwave: D, DF, F + Attack	Revolution: D, D + Attack	Queen Ice: F, D, B, F + Z
		Spectre Slicer: D, U + Attack	Queenfire: D, F + Z	Queen Blizzard: F, B, D, U + Z


Helm Crush: Press C in a throw	Dorin Sword: D, D + Attack	Death Trap: D, DF, F + Attack	GASH 
Flicker Fire: D, DF, F + Z	Surprise (air): D, D + Attack	6-Hit Combo: Tap B (rep.)	


	ZUR	Zur can only attack with the B or C buttons.	(Has no special attacks nor can he defend or crouch.)
---	------------	--	---


Genius Flying (air): D + B	Wonder Slicer: B + C	J. Cross: D, DF, F + Attack	SUPER ZUR 
C. Cannon: F, D, B, F + Z	Warp: D, U + A, B or C	M. Spin: F, D, DF + Attack	

	P. SILVER	Teleport Punch D, F + Attack	Bind Arm: D, U + A, B or C	Operation Meteor System: D, U + Z
		S. Crush: F, D, DF + B or C	K. Counter B, D, F + Attack	


Operation Meteor System: D, U + Z	Bind Arm: D, U + A, B or C	Teleport Punch: D, F + Attack	G. SILVER 
	K. Counter: B, D, F + Attack	S. Crush: F, D, DF + B or C	


	SOLDIER	The soldier only has one special attack.	Zako Dream: B, F, F, A + B
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
	Axe Counter: UB + C	Tornado: D, DF, F + Attack	KNIGHT 
	Thunderblade: D, U + Z	R. Victory: F, D, DF + Attack	

	MAGICIAN	Paradise Thunder: Hold and release C button	Guts Fire: Tap B (rep.)	(Note: The Royal Magicians cannot defend.)
			Ice Stupa: D, U + A, B or C	


	B. Baribari: D, D + Z	3 Cross: D, DF, F + Attack	BANISHER 
		Heal Spell: D, U + Z	

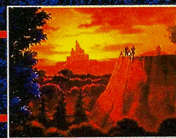
	ROBOT	Aside from normal attacks, only has one special attack.	Omega Particle Cannon: F, D, B, F + Z	(Note: The Royal Robot cannot dash forward.)
---	--------------	---	--	--

(Note: The Village God cannot defend itself.)	All-Eraser Beam (air): F, D, B, F + Z	The Village God only has one special attack.	VILLAGE GOD 
---	--	--	---

	SKELETON	The Skeleton only has one special attack.	Skeleton Jumbo: B, F, F, B + C	(Note: The skeleton cannot defend itself.)
---	-----------------	---	---------------------------------------	--



(Note: The zombie cannot defend itself.)	Zombie Lucky Chance: B, F, F, B + C	The Zombie only has one special attack.	ZOMBIE 
--	--	---	---



	RESISTANCE	The Resistance soldiers only have one special attack.	Resistance Miracle: B, F, F, B + C
---	-------------------	---	---











PLAYER'S QUICK REFERENCE GUIDE (Cont.)



 "GOLDIE"	D. Flame: D, DF, F + Attack D. Tackle: F, F + B + C	D. DF, F + Attack F, F + B + C	Killing Buster: D, U + Attack G. Crush: B, D, F, U + B + C	(Note: The undead hero cannot defend itself.)
(Note: Nando cannot defend himself.)	E-MAX: (Flaming Body Check)	B + C	Nando only has one special attack.	NANDO 



 WOLF	Can move to other fighting plane by pressing Y.	The wolf only has normal attacks.	(Note: The wolf cannot defend itself.)
		The Goblin only has normal attacks in its arsenal.	GOBLIN 



 MID	Cyclone: D, DF, F + Attack Mid Prisoner: D, U + C	(Note: The Mid cannot defend itself.)	
(Note: The Roper cannot defend itself.)	Division: D, U + A, B or C Spear: D, DF, F + Attack	Intimidation: F, D, DF + Attack	ROPER 


 GARGOYLE	Garsonic: D, DF, F + Attack Garattack (air): F, F + Attack	Garfly: U, U Gardive (air): D, D	
	G. Punch: DB, DF + Attack Cyclops Blast: B + C	Earth Shaker: D, U + Attack C. Straight: D, DF, F + Attack	CYCLOPS 

 GIANT	Giant Break: D, U + Attack Blast: D, DF, F + Attack	G.Pressure: DB, DF + Attack Giant Bear: B + C	
Spirit of Man: F, DF, F + Z Way of Man: D, D + Z	Bear Kick: D, DF, F + CC Kokuden Kick: D, U + Attack	Shippuu: D, DF, F + B Tiger Kick: D, DF, F + C	GAMBO 

 GODATS	Fresh Squall: D, DF, F + C Muscle Squat: D, D + C	Muscle Push-up: D, D + B Earthshaker: D, DF, F + B	Muscle Bomber: D, D + Attack Muscle Bind: D, DF, F + Z
(Note: The undead warrior cannot defend itself.)	Grunge Blade: D, U + Attack Genocide: B, D, F, U + B + C	Curse: D, DF, F + Attack Revenge: F, F + B + C	UNDEAD 

 XENOVIA	Drill Kick: F, DF, F + Attack Needle Storm: D, D + Attack	Heel Impulse: DF + C Scramble Dash: F, F, F, F	Passion Fire: D, D + Z Thunderbreak: D, U + Z
Impact Dive (air): D, D + Attack Death Sentence (air): Hold C	Pressure: D, DF, F + Attack Total Denial: B + C	Flying Fang: D, D + C A. Zero: F, DF, F + A, B or C	G.E. SPIRITS 

 SKY WARRIOR	Sky Spin: D, DF, F + Attack Sky Distraction: B + C	Sky Tornado: D, D + Attack Atlanta Attack: D, U + C	Warrior Dash (air): F, F
Beam of Light (air): Hold C Descent: D, D + Attack	Protection: F, D, DF + A, B or C Rebirth: D, DF, F + Attack	Blessing: D, D + C Creation: B + C	SKY SPIRITS 

 CIVILIAN	The civilian characters only have normal attacks.	Civilians can move between planes by pressing Y.	
---	---	--	--



YOU'LL TAKE MALONE TO THE HOLE.

YOU'LL DRAIN THREES AT THE BUZZER.

YOU'LL BE IDOLIZED BY WOMEN.

YEAH, AND THEN YOU'LL WAKE UP.

U R NOT

KIDD

EWING

HARDAWAY

OLAJUWON

KEMP

HILL



NBA Shoot Out

Okay, rookie. Here's

all the 3-D realism,

other wannabees—uh,

the basketball game



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your chance to go up against the big boys. Play for an entire season. Find yourself man-to-man with intensity and sweaty, stinky action of playing in the NBA. And, with Multi tap, you can even link-up with seven we mean *players*, too. With over 300 NBA players and real plays, NBA Shoot Out is, without a doubt, of your dreams (which, let's face it, is as close as you're ever gonna get to the real thing).



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SATURN

PANZER DRAGON II

ZWEY



STRATEGY TALK

The sequel to the hit Panzer Dragoon is out, and it has some killer new features that will make its predecessor a legend. In this new version, you start out as a baby dragon. But as you progress through the game, you evolve into a stronger and more powerful dragon. You can also gather new weapons for your battles. Another feature is that there are multiple paths to take as you go through each level. These paths can be easier or harder depending on which one you take. Gameplay is very similar to PD1 with the two buttons and the control pad. What's new is that your dragon now has a Berserk Mode—it will shoot out multiple lock-on blasts. Overall, it's definitely a better game than the first one, and it has good replay value.

—Scott "Hermes" Augustyn

THE DRAGON'S POWER

As you go through the levels and score points, your dragon will morph into different shapes. These different forms will increase your firing capacity, health bar and berserk bar. There are also some secret dragons if you can score high enough.

Hatchling



Gliding



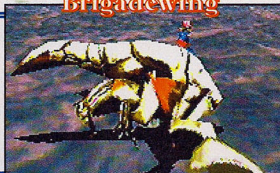
Windrider



Armonite



Brigadewing



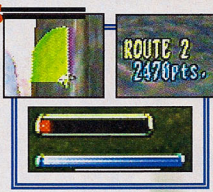
ROLLING



Rolling is in the game again and can be used in order to dodge some of the enemies' fast shots. However, it is not too useful and should not be concentrated on.

INSTRUMENTS

In the Option Screen, you'll have many different options to choose from. One is the level of Instrument Mode that you want. If you take Full Mode, you will receive the most help. This mode will give you your health bar, berserk bar, score, route and radar. Normal Mode will take away your route and score but leave your radar and health.



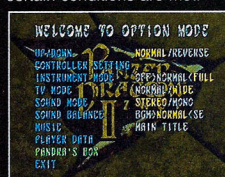
TRICKS AND SECRETS

PANDRA'S BOX

After you finish the game once, you will be able to use the newly opened Pandora's box. In this box are some options you can play with in order to try the game in different ways. This can't be used to save your score or raise your rank. That's right...anything you do with this on will not be saved. Things you do in the game will affect what



is available. Most of these options will be released when certain conditions are met.



Finish the game once to get the new option.

PANDRA'S SECRETS

There are many things that affect what will be available in the box. The number of points scored is a big factor. The big points will award you with special dragons. Certain amounts of points in some levels will get you secret dragons too.

FLAG EXAMPLES

- Beating the game with a secret dragon.
- Amount of time logged into the game.
- Different amounts of points in different stages.

- If you score 100 percent in every level.
- Some secret dragons you earn in the game will be available in the box afterward.





EPISODE 1

The first episode is not a problem. You will be introduced to some of the enemies that you will face in the other parts of the game, and you will learn how to use your dragon. There really isn't much to do except experiment. As a matter

of fact, once you start this episode you can walk away from the game make it.



The rock will destroy itself if left alone, so don't sweat it!

MAJOR POINTS!

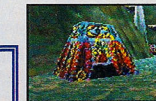
There is a great opportunity to score some major points in the first episode. When you see the ancient ship in the sky, start shooting at it. If you keep shooting it, you score 100 points. You will be awarded points going up in increments of 100. Points can be critical.



This ship poses no threat but offers big points.

EPISODE 2

This episode will be your first experience with the multiple paths that will make a difference. The left path will take you to a Mechannia base while the right path will take you to a monster air battle with a good portion of the Mechannia Air Force. At the start of the level, you will face some desert crawlers and see some tent-like structures. Shoot these tents for points—be sure to shoot the runners coming out of the tents as well.



The left path will be primarily an air battle. Here you will have to fight a whole fleet of fighters and airships. Use the lock-on shot to take out the fighters and laser for the airships.

RIGHT PATH

When you take this path, you will have to fight a cannon complex mid-Boss. Hit the upper parts first for an easy kill.



LEFT PATH

MULTIPLE ROUTES

As you will learn in this game, the harder the route you take, the more points you will get when you finish the level. This can give you better dragons or even secret dragons.

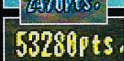


The route flashes when you take it.

ROUTE EXAMPLES

- Episode 1 - Take the path to the right.
- Episode 2 - Take the path to the left.
- Episode 3 - Take the path to the left.
- Episode 4 - Go through the first two sets of baddies then quickly hold Up and to the right.

FLASH WHEN FINISH



As you play through the game, if you have Full Instrument Mode on, your points will start flashing toward the end of the level. This flashing is a good sign, because it means that your points are excellent. If you see your points starting to flash, then you are doing well, and you will probably be able to morph your dragon at the end of the level.

HINT: Scoring less in some levels can get you secrets as well. For example, try scoring 10 total points with no technical bonus in Episode 4.



EPISODE 3

When you are traveling through this forest, keep your eyes on your radar. The enemies in the forest will pop up quickly and will try to disappear into the trees. Take the left route to get the most points.



The left route is the harder one, and you must fight a wave of ancient ships to pass it. A fast laser and Berserk attack work good.



RIGHT PATH



The right route will pit you up against some worm creatures. The lock-on shot works best against these monsters.



The gun boats can cause a lot of trouble. Use the lock-on shot to get them quickly.



LEFT PATH

EPISODE 4



Your main enemy in the caverns will be the floaters that jump out of the water and attack. Quickly lock on and hit them before they escape.

The Boss is a big fish creature. The best tactic is to concentrate on the laser. When it jumps out of the water, use your Berserk (if you can) to score major damage.



BOSS

UPPER PATH



The upper path is very fast and will pit you against smaller fighters. It's the best path for points though.

The left path is the easiest. A quick laser button will get you through this one.



LEFT PATH

RIGHT PATH



The right path will be a tougher one. You will have to use your Berserk in these areas to get all baddies.

HOLY MUTATION!

As you progress through the game, you will receive points depending on how you go through the level, your kills, and the speed that you kill the Boss. All these points are added up and you will receive, with enough points, a mutation to your dragon. This will increase your life bar, the size of your berserk bar and the power and number of your lock-on shots. The table to the right shows you the point breakdown

of the dragon's mutation. Also there are other hidden dragons beyond this point breakdown.



Can you get enough points for this dragon?

POINTS

0-1
2-5
6-12
13-17
18-22
23
24

MUTANT FORM

First Mutation
Second Mutation
Third Mutation
Fourth Mutation
Fifth Mutation
First Secret Dragon Mutation
Second Secret Dragon Mutation

You can follow this table to find out whether or not you should receive a mutation while you are playing the game. Remember, sometimes less is better.



EPISODE 5



It is easier to beat the first Boss with your laser rather than fighting off the drones. You have to move at the last second in order to avoid the shots from the drones though.

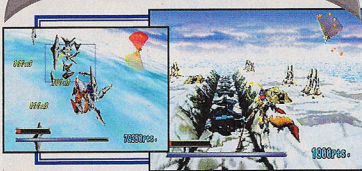


One laser or lock-on hit will destroy these fighters.

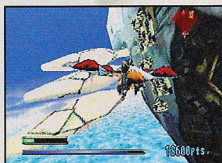


The final version of the Boss is easier to beat with your laser rather than destroy his guard... use lock-ons.

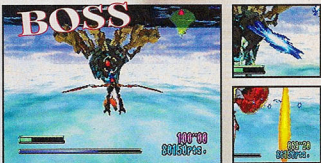
EPISODE 6



There are a lot of targets at the beginning of this level. Keep an eye on your radar for enemies showing up behind you.



When you go back outside to fight, take care of the side cannons first. Use your laser on the rows to add to your berserk bar. All three will almost fill it.

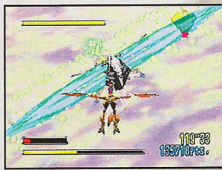
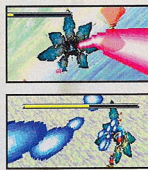
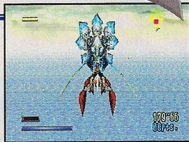


The Boss of this stage has three attacks. Dodge them with a figure eight. Lock-on for good damage.



LAST EPISODE

A quick laser to the head area will do your most damage. Lock-ons will help when it turns around. Figure eight to avoid its shots.



Lock-ons are your best weapon against this creation. Fire them often.

BIGGER AND BETTER FIREPOWER

You will notice that, when you change dragons, you will get different lasers. You can get even more powerful lasers like the ones below if you finish with a mutated dragon.



MULTIPLE DRAGONS, MULTIPLE ENDINGS

When you beat the game, the ending will change depending on which dragon you finish with. If you finish with a special dragon, you will also get a different ending cinema.



whatever Frank wants, Frank Gets...



Frank demanded motion-captured fielding and computer-rendered perfection before he would unleash his home run power!

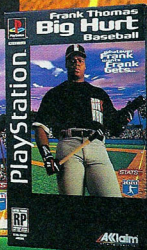
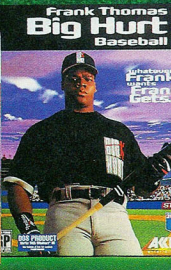
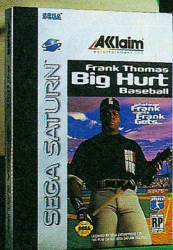


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Frank wanted big technology to match his 2-time MVP-winning, power-hitting arms. He wanted 28 3-D rendered baseball stadiums to crank homeruns. He wanted Motion Captured player sprites. He wanted authentic gameplay like pitchers losing arm strength. He wanted 6 modes of play, 9 pitch selections and 27 stat categories. And he wanted a ton of camera angles to check out the action. He got it... because whatever Frank wants Frank gets!



AKlaim[®]



MULTISYSTEM

STRATEGY TALK

SW proved to offer some interesting gameplay. Deceptively complicated, the gameplay and skill level gradually increase with only a few annoyances

—Jason "Ptah" Streetz

BASIC TACTICS

Skeleton Warriors seems, at first, to be a straightforward platform kill-'em-up game. However, the amount of enemies on screen at once will soon overwhelm the non-observant player. As fast and agile as the main character is (despite the one-handed, claymore-looking sword), some attacks will be required in order to successfully navigate the corridors and platforms of this title. See below...



Clear whole battalions with Bounce attacks.

Bounce Attacks

When an enemy is killed by a downward-aimed Jumping attack, the resulting explosion will "bounce" your character up a bit. From this height, you can continue landing on other enemies. A little timing and you could stay up there a while.

Rebounding Shots

If you must fight from the ground, you may find yourself in a trapped situation. Turning from side to side and using Sword Strikes takes too long. Instead, use your projectile weapons. They will bounce off the sides of the screen.



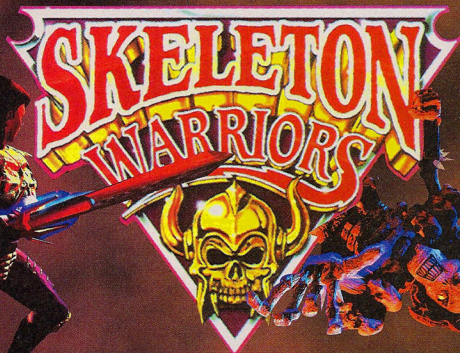
Use the bouncing shot when trapped between foes.



Skeletons regenerate if you don't collect their icons.

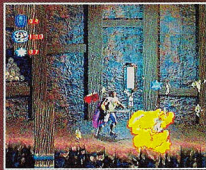
Keeping 'em down

Skeleton enemies will drop icons when they are dispatched. Be sure to collect the icons as soon as possible. If you do not, the skeleton will regenerate, taking the icon with it. They will continue to regenerate over and over this way.



Crystal Mine

Your typical beat-'em-up level, this first stage should be used for the purpose of familiarizing yourself with the frustrating control. Soak up the icons as they come—you'll need them later in the game. Practice that Jumping Strike.



Take advantage of the skeletons for collecting icons.



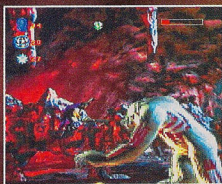
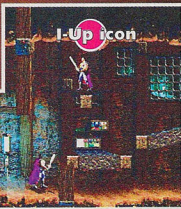
The cowboy-looking ones can be duped by low shots.

Crystal Mine I-Up icon

Above the second set of platforms is a support beam. From it, jump up into a hidden hole above.



In case of an accidental fall, be sure to clear out the skeletons below *first*.



Avoid the long-range strikes, then strike from above.



BOSS # 1: URSA

This Boss is a total cakewalk. When Ursa summons rocks from above, go to the extreme opposite side of the screen for safety. When it rolls toward you, stay in the corner of the screen and jump as it comes to a stop. Use Jumping Sword Bounce attacks until Ursa looks as if it's going to roll again. Be sure to duck back into the extreme corner of the screen as Ursa rolls and summons rocks. Don't be intimidated by its increasing size. No matter how large it gets, you can jump over it.

2 Mountain Top

Slippery ice battles will whittle down your life unless you use Jumping attacks. You will often be attacked from both sides. Save projectiles for another occasion...Jump attacks work better.



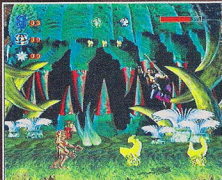
While on ice, stay off the ground with Jumping Strikes.

3 Crystal Cave

Enemies from above add new challenge to your attack style. A consistent Bounce attack pattern will be interrupted by projectiles dropped from above. Be sure to take out overhead foes first.



Slice at overhead enemies first, then bounce on those below.



Dash under his throw, then pelt him with Sword Strikes.

BOSS #2: DAGGER

The first round with this Boss is simple: Keep bouncing off his head and avoid his huge jump. During round two, dash under his Fireball Toss animation then let him have it with the Sword Strikes.

4 Araculan Temple

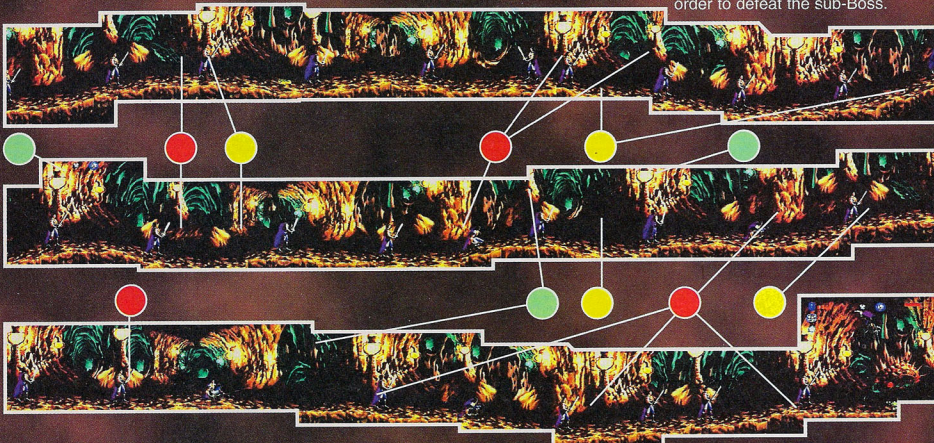
Use a Bounce attack style throughout the majority of this stage to avoid the bombs. Skeletons with firearms are more intelligent here than in the first stage. Enemies jump more often, too.



Keep in the air as much as possible to avoid bombs.

5 Mudu survival guide

Attacks from above, below and both sides will pelt your character if you are not ready for them. Conserving health here is paramount in order to defeat the sub-Boss.



Chasers

This thing will find the most roundabout way possible of attacking and evading you.



Ceiling Eyes

They provide immense annoyance value as they pelt you with shots from afar.



Snappers

Dangerous at both long and short range, these are best attacked with Crouching Sword Strikes.

6 Deeper Temple

Slightly more intelligent and evasive enemies make the course more difficult. Look for the large wave of bats around the middle of the stage. Bouncing off them gives you the height to get an icon.



Bounce off the large wave of bats to find a hidden icon.



Use Burst projectiles to keep Aracula at bay.

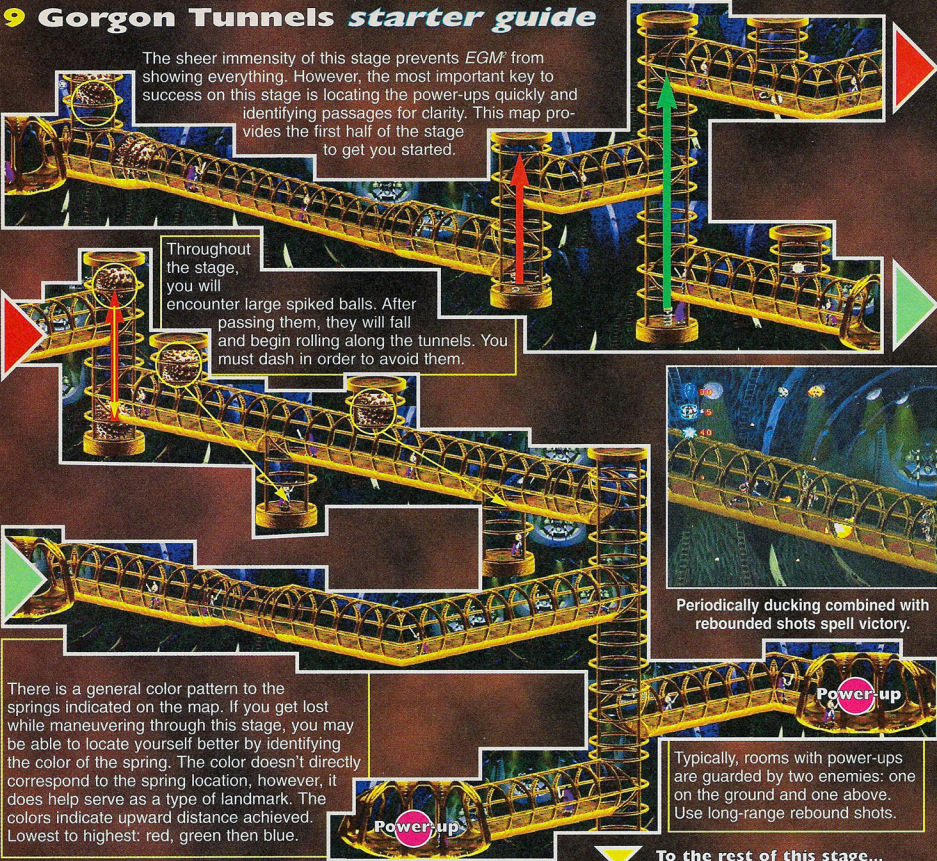
BOSS #3: ARACULA

Although the classic head-bounce tactic works well with this Boss, watch out for his Ceiling Jumps. When he does this, drop down and use Upward Standing Sword attacks.

9 Gorgon Tunnels starter guide

The sheer immensity of this stage prevents EGM* from showing everything. However, the most important key to success on this stage is locating the power-ups quickly and identifying passages for clarity. This map provides the first half of the stage to get you started.

Throughout the stage, you will encounter large spiked balls. After passing them, they will fall and begin rolling along the tunnels. You must dash in order to avoid them.



There is a general color pattern to the springs indicated on the map. If you get lost while maneuvering through this stage, you may be able to locate yourself better by identifying the color of the spring. The color doesn't directly correspond to the spring location, however, it does help serve as a type of landmark. The colors indicate upward distance achieved. Lowest to highest: red, green then blue.

Periodically ducking combined with rebounded shots spell victory.

Typically, rooms with power-ups are guarded by two enemies: one on the ground and one above. Use long-range rebound shots.

To the rest of this stage...

7 Siminia

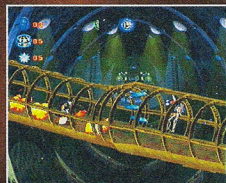
With more than enough enemies to worry about, the stage itself presents a whole different kind of challenge. With this level begins the backgrounds with difficult elevators, multiple depths, etc. Practice while you can!



Rolling monkeys challenge your bouncing ability.

9 Gorgon Tunnels

This stage can become very tedious quickly. With the awkward angles involved, it is difficult to judge and avoid shots. If this is your boggle, be sure to bring a load of ammo and blast away.



Keep them projectiles handy for tight situations.

8 Gorgon Airship

This stage will put your climbing ability to the test. Be sure to pack loads of ammo for those annoying sentry drones. Stay light on your feet, or they will unleash a barrage of deadly fire.



Keep moving to prevent the sentry drones from firing.



Don't waste time on her easy floaty...just get her.

BOSS #4: SHRIEK

Something as ugly as Shriek deserves all the punishment you can dole out. Don't waste time trying to kill her little floaty thing. Beware of the edges. If you fall off, it's an automatic death.

TOKYO HIGHWAY BATTLE

JUNE 1996

KIDS TO ADULTS



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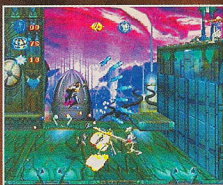
U.S. and foreign patents pending



YK1971

10 Luminicity

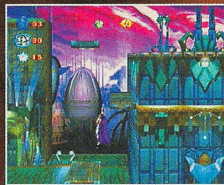
This stage tests everything you've needed to stay alive thus far...all at once! In particular, keep a finger ready on the Jump button at all times...both for jump shots and climbing moves. This level really picks up the pace



Enemy wanna play with guns? Return fire with like force.



Your shots will hit from multiple depths.



Keep them fingers nimble for the climbing action ahead.



With all the enemies on screen, it's best to jump in.



Problems with the edge guys? Blast 'em with projectiles.



Another method to gank the edge nasties is the jump shot.

11 Dark City

Dark City is even harder than Luminicity, with all the same background/foreground effects posing a similar challenge. Be sure to take out the projectile enemies first. Manual dexterity is required!

12 Baron's Manor

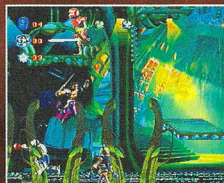
All the old buddies from previous levels are here to give you a nice warm reception. Right! Build up all the ammo icons you can here for the Final Confrontation which is so close on the horizon...



All your old friends are back for the party.



Nimble footwork will be required for the platforms.



Keep moving or feel the burn of the sentry droids.

THE FINAL ENCOUNTER

Step 1: Mirror Fight



Your mirror has everything but projectiles.

The twin of your character can perform all of your standard moves, including the infamous Bounce attack. Don't rely too heavily on Jumping attacks—it will strike you down with high sword hits. Instead, try using blitzing projectile fire. He doesn't have anything to fire back with. Keep the distance and use this weakness.

Step 2: Shriek/Aracula



Two Bosses at once? They share the same life bar.

Wimpy versions of Aracula and Shriek will appear simultaneously after you destroy the faker character. Time your jumps and try to set up massive bouncing combinations. Don't worry about two Bosses at once, they're both linked to the same life bar. However, you do want to avoid their shots, as they do more damage than before.

Step 3: Dagger



Each Dagger hit is 25 percent damage!

Dagger gets a massive shot of hurt-you juice for his final appearance. Each one of his hits does 25 percent damage and he still has both forms, meaning you have to kill him twice. As well, you only start the final encounter with as much life as you manage to scrape by this fight with. Fight him as mentioned before...with extreme caution.

Step 4: Last Boss



Jumping attacks are easily thwarted by the final Boss.

Your tried-and-true ultimate tactic, the Jumping Bounce attack, is useless against this Boss. For the most part, he can stab you out of the air before you connect. Although the occasional hit will land, the trade of damage isn't worth it. Every so often, nasties will fly overhead. Gak them for the vital icons you need to finish the final battle.





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MULTISYSTEM

EVERYBODY OUT OF THE WATER

Worms can't swim, so if you knock one into the water (or fire for that matter), they'll die. If they're on a bridge, shoot it out from beneath their feet. More worms die this way than by any other cause. Keep your eyes open for easy kills.



OVER THE EDGE!

If an enemy worm is positioned near the edge of the screen, it is possible to knock the worm out of the playing field. If this happens, it's gone for good. Aim a grenade or missile slightly in front of it to blow the worm back. Relatively easy to do.



Worms gives two players control over four worms spread out across a thin strip of land. The object is to nuke your opponent's creepy crawlies. There are a number of ways you can do this: You have an armament of weapons with varying ranges and strengths. To be an effective Worms player, you must utilize the correct weapon at the right time. Killing an opponent

by diminishing his/her hit points takes too long. Look for the instant deaths, like knocking them off the screen or into water. Another aspect to consider is that the ground is malleable—every hit changes the landscape. If you can limit your opponent's

worms to one area, you can keep bombing until the ground they're on is gone. Worms looks simple, and it is easy to pick up. Beneath the surface, you'll find lots of technique.

WORMS

FUN WITH MINES



Mines appear in most levels (unless turned off). If a worm comes into contact with one, it'll take some major damage. While not apparent at first, you can juggle an opponent on them. Any hit that knocks a foe back has a chance of throwing it into some mines. The more it hits, the greater the damage the worm sustains. In the course of play, some pits are filled with mines (you can do this with some weapons like the Cluster Bomb). These mine pits can almost do total damage if a worm falls in.



Use Cluster Bombs in a pit to generate mines.



STRATEGY TALK

Worms is an addictive action game that brings to mind such off-the-wall competitive titles such as Bomberman. Like the aforementioned game, Worms is just plain fun. There is enough strategy and weapons to keep it fresh, even after weeks of playing. Worm's graphics may look simplistic, but its main strengths lie within the ease of play. Each player has its own style. I use Cluster Bombs a lot, and Gurka here likes to chuck Homing Missiles with alarming accuracy. To get the most out of this game, you have to play against a human opponent.

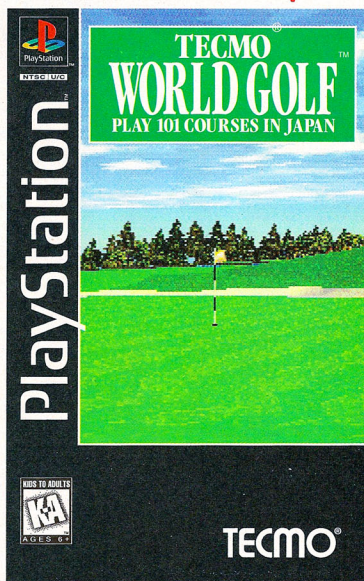
—Jason "Plah" Streetz;
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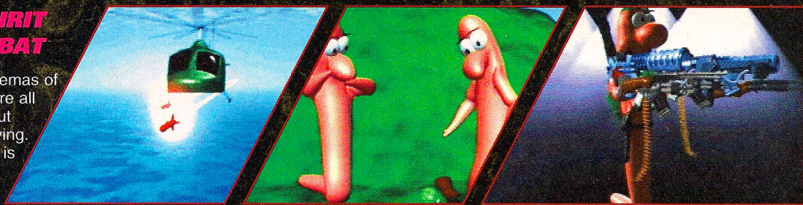
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THE SPIRIT OF COMBAT

These are the cinemas of the game. They are all pretty amusing, but they do get annoying. Fortunately, there is an option to turn them off.



Homing Missile Strategy



You can knock the bridge out from under the worm's feet.

These are wonderful. The best thing to do is to use them to knock worms off the screen. By placing the point of destination next to a worm will cause that worm to go flying. Reserve these missiles for that.



Hide One of Your Worms Until the End of the Round

A lot of the landscapes will have holes or some serious overhangs. Teleport one of your worms to an unreachable place near weapons. There, it can sit out the round and come out in the end. This tactic probably won't work on human opponents, but it does wonders with the computer AI.



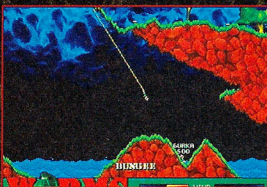
This spot makes it extremely hard to get hit with weapons.



The only way to hit this worm is by destroying the mountain.

Bungee and Ninja Rope Strategy

The Bungee and Ninja Rope can be your best friend in this game. They may not exactly be a weapon or do any damage but that hardly matters. These precious gems allow you to go pretty much anywhere without using a teleport if the land conditions are right. First, the Bungee Rope allows you to jump from a high ledge down to a lower ledge. You can even Bungee there and swing, giving yourself that little oomph you might need. The Ninja Rope works the same way. Shoot it at some land, and the rope will latch on to it. Press Up and your worm will climb it. Press to the right or left and your worm will start swinging. This is a good idea if you need to to get out of a hole or any other tight spot. Using these icons will not make you lose your turn. The only drawback is that they take five seconds off your clock—it's well worth it.



This was not the best place in the world to jump from.



You can really swing with the Ninja Rope if timed right.

Skip & Surrender



The Skip-go and Surrender icon are only good when in a jam. You should never surrender, unless you know there is absolutely no way you can win. Skip-go is good if you want a worm to remain in a safe place and you don't want it to shoot anything. Just keep skipping your turn until it's ready to be moved. This is a good tactic if you've buried yourself in a mountain.

Cool Landforms

These are just a few of the favorite landscapes. There are, of course, gobs more. 14290, 56893, 863242984, 74005, 2345508 and 7712553. These are really awesome to see!



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Bazooka

Max. Damage50



The Bazooka is the most basic weapon. It is shot straight and is heavily affected by the wind. You can perform some pretty amazing missile stunts with heavy winds. Use this one only when you have an enemy directly ahead of you.




Homing Missile

Max. Damage50



Homing Missiles are probably your best weapon. Direct your hit either before or after an enemy to knock them off the screen or into the water. They are also good if the enemy has less than 50 points of energy for it will probably kill them.




Grenade

Max. Damage50



Grenades are the best thing for you to use if you run out of other ammo. The wind is a small factor when launching, but you should watch your power meter because strength throws the grenade a long way.

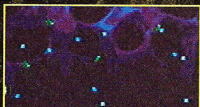



Cluster Bomb

Max. Damage ...170+



Cluster Bombs are launched the same way as a grenade, but when they explode, they release five shrapnel pieces that will each do more damage. Throw these in a crowd of worms and watch as they fly and take tons of damage.




Shotgun

Max. Damage50



The Shotgun is the best when you have two enemies lined up to be knocked off the edge of the screen or into the water. You get two shots with it and they only do 25 points each. This weapon is best for pushing other worms around.




Uzi

Max. Damage50



The Uzi is another weapon that is good for pushing other worms around. This weapon is good when a worm is fairly close to you and only has 20 or less hit points. Use this to quickly exterminate them without hurting yourself.




Fire Punch

Max. Damage30



This one should be done when you want to push a worm up and over some land. The Fire Punch will knock a worm pretty far and can be used to get them away from you if that's the case. You will also clear out any land directly above you.




Dragonball

Max. Damage30



Dragonball is needed when you can't quite prod someone off the edge but a good hit would knock them over. The Dragonball doesn't do much damage but a direct hit will send an enemy worm flying. This one can be useful.

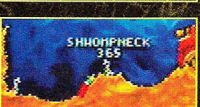



Dynamite

Max. Damage75



This weapon is awesome. It does tons of damage and will send worms flying. This is best used when placed next to a worm so the explosion sails it off the screen. You can also drop it on an enemy to do hefty damage.




Mine

Max. Damage50



Mines serve just about the same purpose as dynamite. Drop one next to a worm to throw it off the screen. They don't do as much damage and they also don't send the worm quite as far, but they do work. Just lay one down and run.




Airstrike

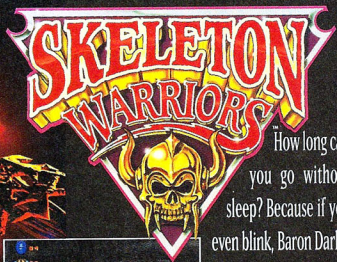
Max. Damage100



Airstrike is best used to hit a group of worms at once. It will usually do about 50 points of damage to everything it strikes. That doesn't include any mines you might send the worms flying into. It's also good as a last hit for the final kill.



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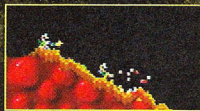
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The Minigun is a supered-up version of the Uzi. It does practically the same thing but with more damage. It also sprays to give you a little more area effect. Once again this is only good when the enemy has a few hit points.



Minigun
Max. Damage •••••100




This is the mother of all the weapons. This bad boy will explode, doing up to 75 points of damage and will throw out five more pieces of exploding shrapnel—each does up to 75 points of damage. This is extremely deadly.



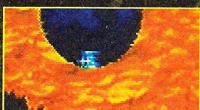
Banana Bomb
Max. Damage •••••450




While the Sheep is amusing, it isn't really any more than that. It is strong but, very unpredictable. It jumps all over the place then explodes after five seconds. Again, it's very funny to watch but not practical at all.



Sheep
Max. Damage ••••• 75

Teleport is just that: It teleports you from one point to another. This is good if you're stuck or you need to strategically place your worm. You can also teleport to places where the enemy can't reach. You can wait out the round.



Teleport
Max. Damage ••••• N/A




The Blowtorch is good when you need to tunnel through a mountain to get away from enemy worms. You can also burrow into a mountain to give yourself excellent protection from enemy weapons. It will also knock enemies over.



Blowtorch
Max. Damage •••••15




The Drill is used when you need to get directly beneath yourself. It is unwise to do this when playing against the computer—the computer will throw Cluster Bombs in the hole you made. It isn't good as a weapon either.



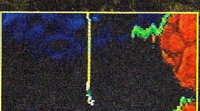
Pneumatic Drill
Max. Damage •••••15




Ninja Rope is cool. You can launch it up to a surface above you and it latches on. Press Up on your controller to make the worm climb the rope. You can start swinging to give yourself a boost to another ledge. It takes five seconds away.



Ninja Rope
Max. Damage ••••• N/A

Bungee is used when you can't jump to a lower level without losing your turn. It allows you to move down as far as you want and you don't lose your turn by using it. The only "bad" thing is that it takes away five seconds off your timer.



Bungee
Max. Damage ••••• N/A




Girders are great for setting up a defensive barrier. They are a wall that has to be blown away. You can place them anywhere on an open space but they can't be touching anything. Good for blocking yourself off.



Girders
Max. Damage ••••• N/A




Kamikaze is good and bad. It sends your worm straight through anything at a high rate of speed. It also sends worms flying better than anything else. The drawback is that it kills your worm. So use it on multiple enemies or as a last-ditch effort.



Kamikaze
Max. Damage •••••30




Prod doesn't do any damage but it will push an enemy off a cliff. They don't really go that far so this only works if the enemy is right on the edge. If you want to knock an enemy forward, it is probably best to use a Dragonball.



Prod
Max. Damage ••••• N/A



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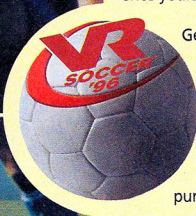
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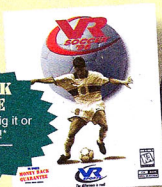
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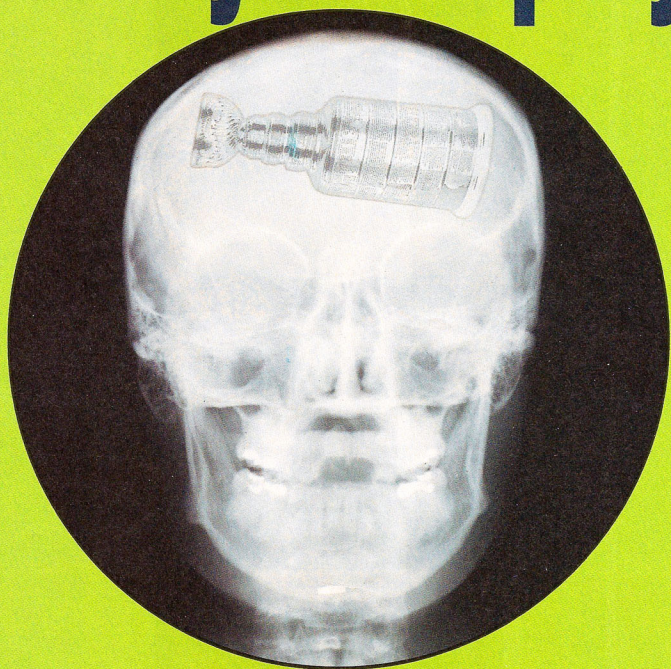
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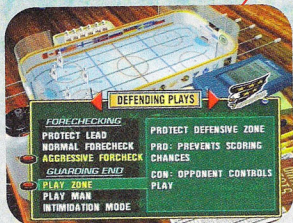
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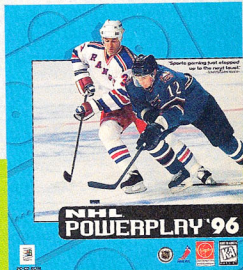
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ARCADE

War Gods

Basics of the Game

Not unlike many other fighting games, there is a basic arsenal of moves for every character in War Gods. However, WG adds new 3-D elements of walking not found in other games. The following is a list of these moves.

HP=High Punch
LP=Low Punch
HK=High Kick
LK=Low Kick
D=Down U=Up
F=Forward B=Back
3D=3D Button

- ▶ + LP=Throw
- ▶ + HK=Fierce Kick
- ▶ + LK=Leg Sweep
- Block x2=Shove
- ▼ + LP=Uppercut
- ▲ or (3D) =3D Walk
- ▲ or + (3D) + Block=3D Dodge
- ▶ + Block=Evasive Get Up
- ▶ HP + LP=Get up Attack

DCS2 SOUND

One of the features that makes this game revolutionary is the all-new sound system: DCS2. War Gods has stereo sound with excellent panning effects. In other words, the game has two speakers which are independently left and right. Also, each character has his/her own bank of sounds loaded off the hard drive (MK3 & K12 uses the same punches, yells, etc. for each character). There are more channels for FX as well!



The sound of Anubis' fireball travels left to right!

STRATEGY TALK

In *EGM* last month, we said that War Gods had a long way to go to make its release date. Well, it's come a long way baby. Unbeknownst to us, the version we saw at ACME in Orlando was nowhere near finished. (We thought it was 90 percent.) With the addition of Air Juggles, the tightening of the gameplay and the collision repair done to the engine, this game is heads and tails better than before. Not only that, but there's still a lot of play testing and enhancements in the way of graphics. War Gods will have fatalities that hopefully will be as graphically appealing as the game itself. The backgrounds are simply breathtaking too, and there are NO RING OUTS! (YES!) All we can say is, we can't wait to see a finished copy!

—The Arcade Addicts

Cy-5 seems to be the perfect distance man with several different kinds of projectiles. However, his fists can be quite lethal up close as well.

Hi Beam: Hold 3D, B, BU, U, UF

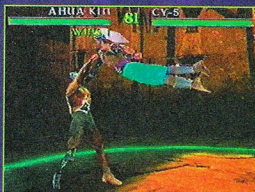
Low Beam: Hold 3D, B, DB, D, DF

Pummeling: D, DB, B + HP (HP Repeatedly)

Energy Spheres: B, B + LP (LP + HP Throws)

TIPS 'N' TACTICS:

Use the Spheres for protection and release them when you are in deep trouble. Learn to use his many different Beam moves to zone opponents. When in close, use the Pummel move to perform big combos.



CY-5



MAXIMUS

Maximus is definitely an up-close-and-personal type of guy, with two different throws, his mace and other grappling moves.

Mace: D, DF, F + LP

Net: B, F, HP + LP

Grappler: B, F + LP

Noogie: F, F + HP



TIPS 'N' TACTICS:

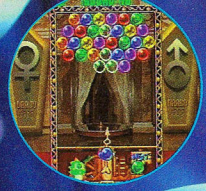
He is a tough grappler, but his Net and Mace give him some range as well. When up close, resort to your wrestling nature but try to trap opponents with the Net in order to set them up for a heavy damaging combo.



CAN'T STOP
MUST POP
MUST BUST
OR ELSE I'M DUST
CAN'T STOP
MUST POP
MUST BUST
OR ELSE I'M DUST
CAN'T STOP
MUST POP
MUST BUST
OR ELSE I'M DUST
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CAN'T STOP
MUST POP
MUST BUST
OR ELSE I'M DUST
CAN'T STOP
MUST POP
MUST BUST
OR ELSE I'M DUST

BUST A-MOVE

ARCADE 2 EDITION



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WARHEAD

Keep your distance when fighting Warhead. His missiles (that can shoot in 3-D) and other moves don't work too well up close.



Missile:

B, F, HP + LP (3D as well) **Shockwave:**

Hold 3D, B, BU, U, UF, F + HP

Exploding Stomp:

F, F, HK + LK



TIPS 'N' TACTICS:

The Shockwave is a unique ground slam that affects all planes and is great for combo setups. The opponent must block DB. It's tough if you're not expecting it. Use the missiles with the 3-D button for a blanketing effect!

Anubis is an extremely well-rounded character. He's a bit bulky and slow, but thanks to both his long-range attacks and his teleport, he's quite the adversary.

ANUBIS

Horn Ram:

F, F, HP + LP

Containment:

B, B + LP

Fireball:

B, F + HP

Overhead Staff:

D, DB, B + HK

Teleport:

F, F + LK

Low Staff:

D, DB, B + LK

TIPS 'N' TACTICS:

When up close, try using different staff moves by alternating up and down. His Containment is very useful and can even be done in the air! With a fireball, an attacking teleport move like Kung Lao's and a quick dashing Horn Ram, this is one very well-rounded character.



AHUA KIN

Similar to Anubis, Ahua is very strong with both his long- and short-range moves. Unlike Anubis, however, he's a bit faster and easier to maneuver.



Containment:

B, B + LP

Extractor Knife:

B, F + HP - 1 Knife

Run (Clothesline):

F, F + LK

B, B, F + HP - 2 Knives

Staff Hurricane:

D, DB, B + HP

B, B, B, F + HP - 3 Knives



Teleport:

B, F + LK

TIPS 'N' TACTICS:

He is one of the few characters with a charging move. It is very quick and can be quite effective. Resort to using the range of his staff to trip people. With multiple projectiles, he can keep people at bay.

Absolutely the freakiest character, Voodoo is very dangerous up close. However, he has the means to bring you closer (similar to Scorpion in MK).

VOODOO

Snake Pull:

B, B + LP

Low Bat Attack:

F, F + LP

Hi Bat Attack:

F, F + HP

Bone Rain:

Hold 3D, B, BU, U, UF, F + HP

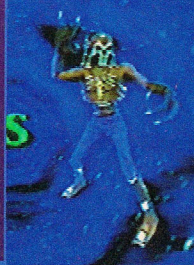
Teleport:

F, F + LK



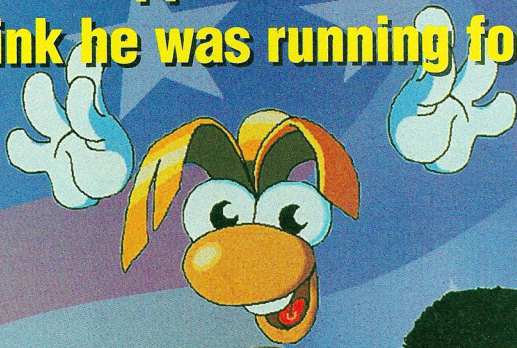
TIPS 'N' TACTICS:

His High and Low Projectiles make him a real menace from far away. His Bone Rain is deadly, too. From a distance, use a quick Snake Pull like Scorpion's Spear to set up a combo. If you get trapped, try his semi-predictable teleport.



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"Editor's Choice Award"
Strategy Plus, May 1996

"Game of the Month"
Electronic Gaming Monthly,
September 1995

**"Best Character,
Best Animation,
Best Soundtrack"**
1996 Video Game Buyers Guide

"A+"
Entertainment Weekly,
November 17, 1995

"5 Stars!"
New Type Gaming

"Best Graphical Adventure"
Digital Tuff TV

"1995 Megaward"
Gamefan, January 1996

"Best Jaguar Game"
1995 Annual Game Players Award

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It's difficult to put Vallah in a short- or long-range category, since she has a massive array of attacks. She appears to be a mid-range fighter since her run is also an attack.

VALLAH

Overhead Axe: F, F + HP

Shield: D, DB, B + LP

Charge: F, F, HK + LK

Bear Trap: D, DB, B + HP

Axe Toss: D, DF, F + LP (3D as well)

Sword Swipe: B, F + HP

TIPS 'N' TACTICS:

She seems to have the most moves in the game. Not only does she have Projectile Axes, but she can chop you down up close too. In addition, she has a variety of Containments, charges and range attacks. She's a great offensive character.



PAGAN

Pagan is definitely a long-range woman. Her teleport makes distance not a factor, and her Skeleton Containment keeps her opponents on the ground and open for attack.

Lightning: F, F + HP

Leg Flip: B, F, HK + LK

Teleport: F, F + LK

Containment: B, B + LP



TIPS 'N' TACTICS:

She may be low on moves but her quickness is her best asset. Rely on the Leg Flip for a quick run-in and throw on careless players. Overall, she is best played defensively and should be used to bide her time and look for a good opportunity for traps and the Leg Flip.

Kabuki is interesting since he is the only character (so far) who can throw projectiles in different directions depending on the button hit. He can be a long- or short-range attacker.

KABUKI-JO

Extended Staff: D, DB, B + HP

Sword Slash: B, F, HP + LP

Fireball: B, F + LP - 1 Fireball

Dagger Toss: D, DF, F + HP (throw right)

B, B, F + LP - 2 Fireballs

LP (throw left)

B, B, B, F + LP - 3 Fireballs

3D + LP (throw in 3 directions)

TIPS 'N' TACTICS:

He has a Containment as well as some other characters but where he excels is the use of the 3-D button for varying projectiles. Also, use the staff repeatedly.



TAK

Not much is known about Tak so far, except he's very big and very slow. He has several different throws, and is made out of stone (which he has power over and can throw at you).

Rock Toss: F, F + HP

Body Slam: B, F + HP



TIPS 'N' TACTICS:

This is your Zangief-style character with limited special moves. He does have a lot of foe grabs and smashing moves. The Rock Toss is a good move to battle projectile throwers. Your ultimate goal is to get in close to grab and go for a throw or Break move.

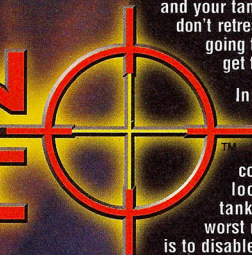
He's tough to play as well as defeat once mastered.



Download the Demo
<http://www.returnfire.com>

TAG, YOU'RE DEAD

RETURN FIRE



Don't just stand there.
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Created and Designed by Baron R.K. Von Wolfsehd - Developed by Silent Software, Inc. • Co-Produced by Prolific Publishing, Inc.

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OLYMPIC SOCCER

The crowd roars as



Are ya tuff enuff to help the U.S.
defeat the elite in soccer?

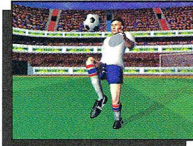
Do amazing scissor kicks.

GOAL

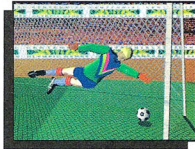
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goes world-class
at the Olympic
Summer Games.

AHOLD

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a whole new level of realism.

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including the U.S.A.

But if you can't beat
the best in the world...
Pleeezz don't kick in the T.V.

GOAL

Don't be left on the sidelines



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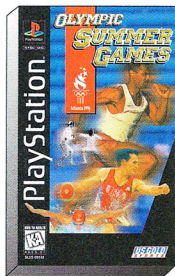
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SATURN



IRON STORM



STRATEGY TALK

Iron Storm, by Working Designs, is an excellent entry into the almost vacant area of war games. You can play in a Campaign or Mission Mode. All of the combat scenes are 3-D rendered, giving you more of a realistic feeling. Combine that with sound effects (excellent for a war game) and a Computer AI that is neither a bungling idiot or a super general, and you have a very addictive game. However, the AI does have some serious faults. For instance, on occasion the computer may have well over \$20,000 in the bank but is not spending one cent of it. Or when you are playing with a computer-controlled ally, the computer will send troops where they are not needed, leaving itself open to attack. I have lost many allies to this mistake.

—David "Hades" Ruchala

GENERAL STRATEGIES FOR ALL COUNTRIES

GROUND UNITS

The ground units in Iron Storm are divided up into three groups. Infantry, the first group, allows you to take over cities, ports and airports. Their weapons can range from standard rifles to sub-machine guns and bazookas. Infantry have two major drawbacks: They have low movement rates, are lightly armed and are easy to destroy. To use them effectively, run a few armor units ahead to weaken the defenses. Most infantry units, when they gain enough experience, can be converted into paratroopers.

Paratroopers allow you to drop your forces deep behind enemy lines, allowing you to take over strategic airports, ports and cities. You are then able to attack deeper into the enemies' territories and weaken their supply lines.

The armor units are the next in line. These are your

main offensive/defensive units. Use them to spearhead attacks, rushing them forward to engage the enemy forces. This will halt any progression, allowing your infantry and artillery time to catch up. Your armor units can be armed with a wide variety of weapons, ranging from a 7.62mm machine guns to a 105mm Howitzer. Armor units can only move on roads, plains or hilly terrain. They can only cross rivers at bridges and they cannot cross swampy terrain. This is the only area where the infantry top the armor units.



It is always better to attack a weakened opponent.

AIR UNITS

Artillery is the great equalizer. It is most effective if you attack a unit just before you strike it with your armor or infantry unit. This will weaken the defending unit, making it easier for your other units to finish the job. Their weapons range from a 3mm canons to a 155mm Howitzer.

Anti-aircraft artillery is essential when defending your ground-based units. They have poor accuracy at long range, but with a couple of units, you can take out a good portion of the enemies' aircrafts.

Air units are the most versatile and dangerous units in Iron Storm. The only drawback to aircraft is that it can only attack land-based units on sunny days. If it is cloudy or raining, the air units can only attack other planes. The two basic types of aircraft are fighters and bombers, although some planes can do double duty.

Of course, fighters would like to take out the enemy fighters and bombers. Most can also carry bombs, though they are not very effective in this respect. Also they can strafe enemy targets, weakening them so ground-based units can move in for the kill. Fighters are essential in protecting carriers and other surface ships. You can lose an undamaged carrier in only one attack if you're not careful.

Bombers can do one of two things: First, they can bomb cities, ports, bridges and airports with the B-bomb. In doing this you can take out the enemies' ability to produce units. Strategically removing bridges is a good way to hear the enemy in a certain direction. Taking out their forward air fields is a good way to limit the range of their planes. Second, Bombers are also useful in killing the enemy forts and any other ground-based units. If you are overwhelmed by ground forces, send a couple of bombers in and even up the score a bit.

NAVAL UNITS

This category is mainly for the U.S. and Japanese since most of their battles take place in the South Pacific. The naval units have the sneakiest weapon: the submarine. Although the sub can only attack ships, it cannot be attacked by any other unit except the destroyer.

Destroyers are the only Naval unit that can be upgraded (twice actually). The first time it's to a Light Cruiser then to a Heavy Cruiser. Use your transports to land troops

at distant beaches or ports. This allows you to attack the enemy from behind his lines. Have a Light Carrier go along and provide air cover.

In some missions you're given Big Carriers, like the Essex class and Battleships, like the Iowa class. Although the ships don't follow you to the next mission, their larger guns and more plane-carrying capacity (four planes compared to two on a Light Carrier) can come through in a pinch.

A good combination of air, land and sea power can mean the difference between victory and defeat.



Battleships carry the most powerful guns in the game.



Most ground units are at a disadvantage against attacking air units.

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Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H						MYSTERY WORD
		E					
	P	I	N	C	H	W	
		R					
	S						

WORD LIST and LETTER CODE chart

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

MYSTERY WORD CLUE:

WORLD RULERS HATE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

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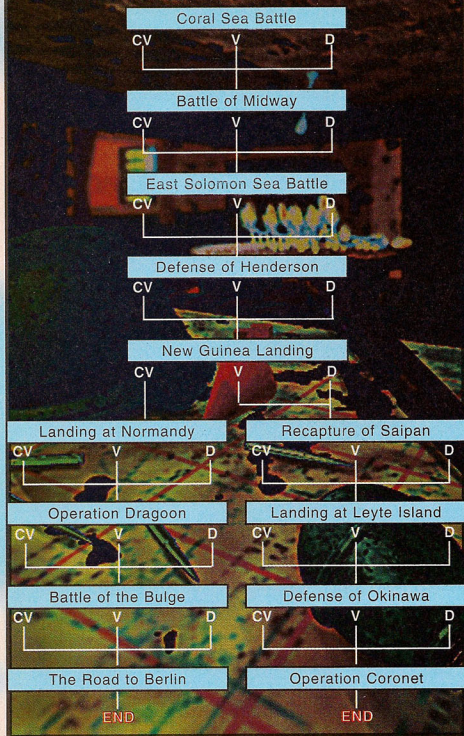


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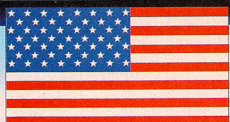
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CLIP AND MAIL

U.S. FLOW CHART



U.S.A



The United States is molded exactly as it was in the beginning of WWII. Their forces are almost pitifully weak. The U.S. planes will almost undoubtedly get walked all over by the Japanese planes. Up until the end of 1942-early '43, you will have to deal with this. However, planes, such as the P-51 Mustang and F6F Hellcat, will make their way to your forces. The U.S. ground forces will also start to improve as well.

Most of the U.S. battles take place in the South Pacific, so you will be very carrier-orientated. A good suggestion to follow when

you are in those types of missions is to keep a fighter screen around your carrier. Move them out about 10 to 12 hexes away from your fleet. This will give you the warning time you need. The New Guinea Landing is the most crucial battle of the U.S. campaign. A complete victory will cause you to switch theaters and take on Germany for a while. A victory or defeat will cause you to continue your advance on Japan.

Light	n	l	ATTACK	AIR
MODEL	4	FUEL	78	3
HP	70			
WEAPON	20			
ARMOR	40			

ATTACK	J	S	U	B	I	L
SPM	18	50	50	50	50	50
STRENGTH	10	10	10	10	10	10
WEAPON	10	10	10	10	10	10
ARMOR	10	10	10	10	10	10
HP	10	10	10	10	10	10

As technology progresses, the once-weak U.S. planes become the best there are.

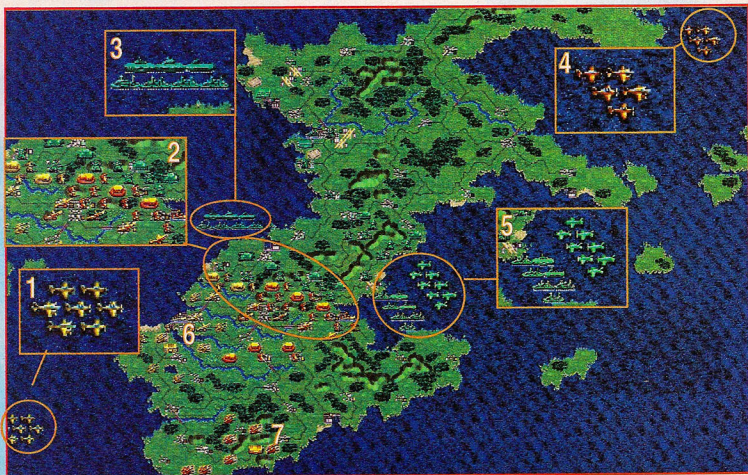


Carrier battlegroups are very susceptible to air attacks.

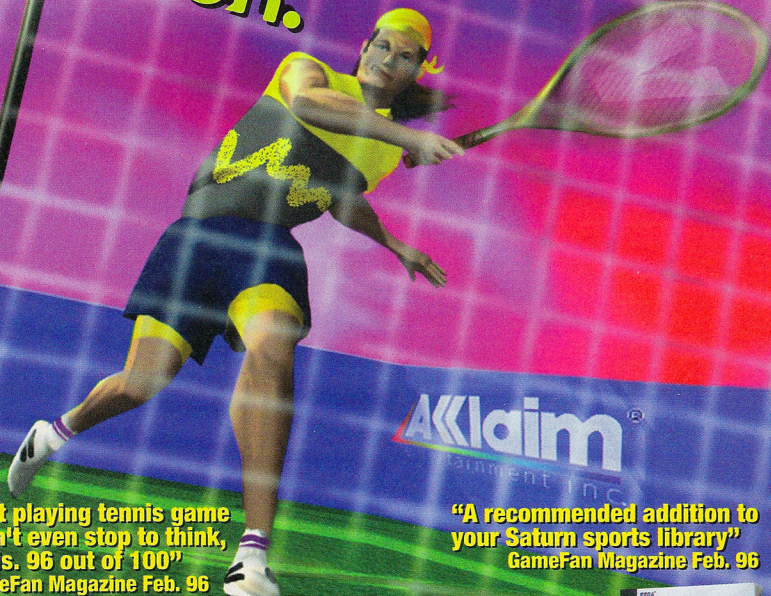


DEFENSE OF OKINAWA

This is the second to last mission for the right side of the flow chart. There are a lot of AAA towers surrounding the bases, so it is almost a death zone for your fighters and bombers. Watch out for Zones 1 and 4. The planes you see there are the only planes the Japanese possess. Once you take them out, you'll have air superiority. Zone 2 is where most of the fighting will be done. Right now your ally is setting up there, but they will not last long. After you kill the planes at Zone 1, send your Battleship and Heavy Cruisers to the enemy base located at number 6. Use them to kill the AAA, then send your planes in to kill the base. Repeat for the base at number 7.



The net generation.



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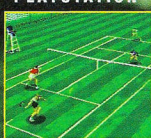
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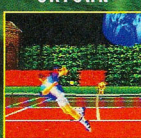


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GERMAN FLOW CHART



GERMANY



The Germans start off with excellent ground and air weaponry, but they have the toughest missions. The first one is the absolute toughest mission in the game. So before you go off and think that you are going to take over Europe in one swift move, you better beat one of the other campaigns first. The experience you gain there is invaluable. Germany starts off with fighters like the BF109 and the ME110, along with the JU87B dive bomber. These were some of the best weapons of the war. Their panzer tanks are also very strong and are excellent for rush-ahead attacks. With a combination of ground and air power, you should be able to take out any opposition in your way.



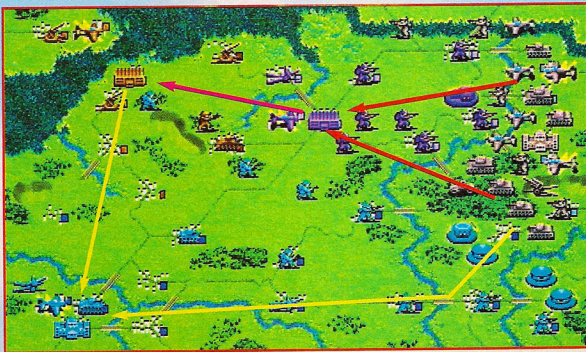
Using infantry to attack a tank is wise if the tank has less than half its strength.



Me 110 C		ATTACK		A I F	
MOV 10	FUEL 54	ERR 4	POP 1		
ARMED	3 5				
RELOADING	1 5				
UNARMED	3 0				
OPEN					
ATTACK	1	2	3	4	5
200%	400%	600%	800%	1000%	1200%

INVASION OF FRANCE

This is the hardest mission in the game, which is also the first mission for the German campaign. The first thing to do is to take out the Belgium's headquarters. Re-equip your He111 with regular bombs. Send your two Ju87B, one Me110 and an He111 toward the base (red arrows). Surround it and destroy. Move your ground forces toward the Belgium's base. Once the Belgium's base is destroyed, move on to the British base (magenta arrow). Attack the same way. By now the French should be in full swing. So for a while, you'll be fighting on two fronts. Now in a pincer-type move, bring your two forces down on the French. Use your air power to weaken their units and finally destroy the base.

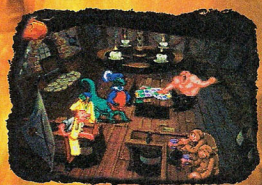
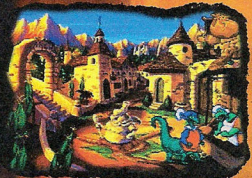


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Where there's smoke, there's fire!

Cheechee is at it again in *Blazing Dragons* - a twisted adventure from the warped mind of Monty Python Troupier Terry Jones.

- A freakish mix of celebrity voice-overs - Cheechee Marin, Harry Shearer and Terry Jones bring 43 lunatic characters to life.
- Maneuver through 50 scenes of mind-melting puzzles.
- Monty Pythonesque arcade action - including cat-a-pult and dragon thumb wrestling.



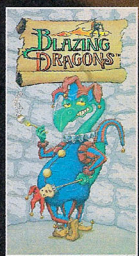
Give us your top 5 reasons why Cheechee is Blazing again and you could win one of:
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To enter: Send your name, address and phone number in a stamped envelope and mail to: Crystal Dynamics, BLAZING DRAGONS™ SWEEPSTAKES, 64 Willow Place, Menlo Park, CA 94025. Entries must be received by September 30, 1996. Crystal Dynamics assumes no responsibility for lost, late, illegible, incomplete, or postage due entries. No cash checks. Offer valid in the USA only. Offer void where prohibited, taxed, or otherwise restricted by law. All federal, state, and local laws and regulations apply. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by October 31, 1996. Prizes are not transferable. All prizes' quantities are final. All prizes will be awarded. Contest open to residents of the U.S. except employees and their families of Crystal Dynamics, and Senda Publishing Group, Inc., their affiliates, subsidiaries, and agencies.

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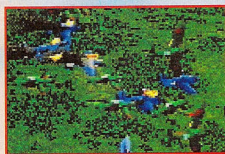
JAPANESE FLOW CHART



INVASION OF JAVA AND SUMATRA

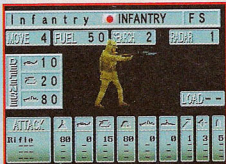
In this mission, you must make an amphibious landing on the island to the south. Use at least two landing crafts, each with two infantry and two tanks on the beachhead (red arrows). Bring your ships in to bombard the ground forces located there.

Use your fighters and bombers to take out their fighters and airports. Once you have established a beachhead, bring in some supply trucks to repair the airfields you destroyed. Press onward and take out the enemy bases.



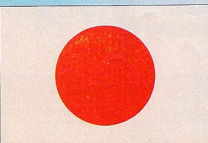
Japan starts off having some of the easiest missions and through the campaign they stay easy. Japan has five different endings with one having you invade the U.S. The flow chart on the right will help guide you to the different endings. Japan's campaign has you mainly dealing with the U.S., although you will fight the British on occasion. In the beginning of the war, there isn't a plane that can touch any of your fighters. But as the game progresses, you will have to deal with very powerful U.S. planes. Most of the Japanese

missions will involve sea battles between U.S. and Japanese carrier battle-groups. The key to winning is to spot their carriers before they spot yours, then launch a massive air attack and destroy each carrier before they have a chance to launch their fighters.



The Japanese Infantry is the strongest in the game.

JAPAN



Assault at Nomohon



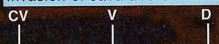
Ambush at Pearl Harbor



Lightning Raid of Malay



Invasion of Java and Sumatra



Operation MO



Hawaiian Punch



GOTO 2nd Guadalcanal Landing

Midway Operation



GOTO Invasion of India

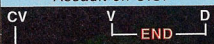
Invasion of India



2nd Guadalcanal Landing



Assault on U.S.



END

Matanikau River Operations



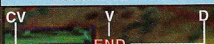
GOTO Capture of Imphal

Bloody Ridge



GOTO New Guinea Defense

Assault on India



END

New Guinea Defense



Capture of Imphal



Sea Battle of Mariana



GOTO New Guinea Defense

Leyte Sea Battle



First Kikusi Strategy



Defense of Okinawa



Decisive Battle for Okinawa



Decisive Battle for Japan



END



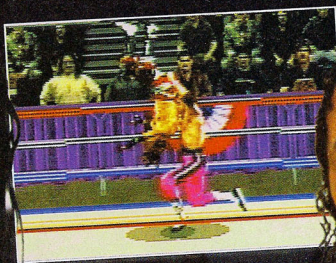
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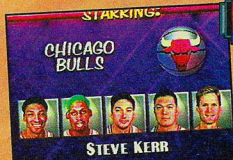
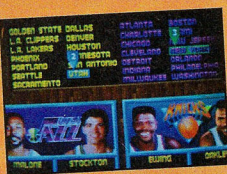
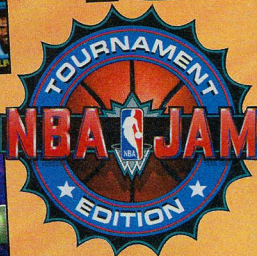
ARCADE

STRATEGY TALK

I made a faulty judgement call when I saw this game at the AMOA in Orlando and dismissed it as Jam TE again. This game is so much more! It is Jam TE, in that it is a two-on-two basketball game—with codes and special dunks. However, the similarities stop there! Hang Time has a Create Player Mode, 925 Hidden Power-up codes, an MK3-type lock box for codes, Double Dunks, Team Fire, Fade Aways, Alley Oops and tons more, making this NBA Jam TE x20!!! This game just rules...that's all there is to it!
 —Mark "Mighty Thor" Hain

NBA HANG TIME

VS

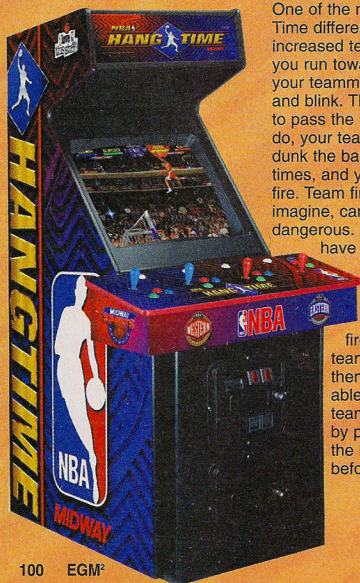


There's really no comparison! Hang Time has double the animation frames, over twice the memory, DCS sound (which didn't exist at the time of Jam) and tons more offensive/defensive records.

TEAM FIRE!



One of the many Jam/Hang Time differences is the increased team play. As you run toward the basket, your teammate will jump up and blink. This is your cue to pass the ball. When you do, your teammate will dunk the ball. Do this three times, and you have team fire. Team fire, as you can imagine, can be extremely dangerous. Therefore, you have a team fire time limit of 20-25 seconds. The only way to cancel team fire is by doing a team dunk against them. You are also able to do double team dunks by passing the ball twice before dunking.



!! TRICKS !!

There are many tricks in Hang Time: from the obvious Big Head/Shot Percentage, original Jam stuff to all-new codes like Hyper Speed, outdoor courts and new secret characters. Plus,



create a player using the name of 25 NBA players; therefore, creating that NBA player for use with any team. For example, typing Pippen in the name entry will give you Scottie Pippen. You can then change his attributes and put him on the New York Knicks!



as previously mentioned, there is a three-number lock box now, meaning you not only have joystick/button combinations for codes but numbers too. Yet another trick included in Hang Time is the fact you can



Rooftop Court:
Hold LEFT, Turbo, Turbo
Tournament Mode:
Pass + Shoot, Turbo
Big Head:
UP + Pass + Turbo
Shot Percentage:
U, Clockwise Circle
Hyper Speed:
552 (on the lock box)
Secret Character:
Munday, Pin # 5432

CREATE YOUR OWN PLAYERS/CHARACTERS



The Create Player Mode is probably the coolest feature in the game. It costs 50 cents to do. (There is no gameplay involved in Create Player Mode, but you'll pretty much get your butt kicked if you don't do it.) First, they allow you to view your stats, then you choose the head you want to use from a huge variety including a chicken, a martian and tons more. You then pick your uniform from a wide-pallet variety. Next comes the cool stuff. The attributes section allows you to change your height, weight, speed and more. You have 50 total points to give to whatever you want.

Next comes the privileges—the best part. At this point you can choose two things that add to the fun part of the game. Some of the coolest privileges include: Stealth Turbo (your shoes stay the same color as you blow your opponent away), Hide Attributes (so your opponent doesn't know what they're up against) and finally, when you earn 60 pts or more, a new privilege—Smarter Drone—is available. Next you choose a nickname, what the announcer will call you. Pick a name, and last of all, you can save then exit. Midway has really struck a cord with the Create Player Mode, and it will definitely be the most popular option in the game. It's highly recommended that gamers check out this awesome mode!



Gamers who don't use the Create Player Mode are going to find themselves hanging. This mode has some really excellent customizing!

JAMS 'N' DUNKS



One of the excellent features that put NBA Jam on the map was the massive array of dunks you could perform. Now with all of the new dunks and the addition of team dunks, Hang Time will have its own place on the map. It is currently unknown whether or not you'll be able to break the backboard like you could in Jam TE, or what kind of special dunk codes there are.



There are dozens of new dunks to choose from!

Fadeouts & Alley Ops

The Jam team really tried to add new concepts to the old Jam engine. The result is more basketball gameplay besides just pass, dunk,

pass, dunk. As you go for a shot around the free throw line, you may fade back then shoot. Up close there are also alley ops, which add more to the players whose dunk potential is less than desirable. Hitting Turbo twice is a new spin move.



Fade Aways are harder to block than normal shots.

TRIVIA CONTEST

RAISE YOUR TRIVIA POINT TOTAL TO 100 POINTS TO BECOME AN NBA HANGTIME TRIVIA CHAMPION!
YOU WILL THEN BE GIVEN A SECRET PASSWORD FOR ENTRY INTO THE NBA HANGTIME TRIVIA SWEEPSTAKES!
GET AN EXTRA FOR TRIVIA QUESTION

SAMURAI	GOOSE
TRIVIA PTS: NONE	TRIVIA PTS: NONE

!! TRIVIA CONTEST !!

The trivia promotion is a nifty new addition to the game. For each correct answer, you earn two points. Points are saved to your character (yet another reason to create a player). When you reach 100 points, you are entered into a drawing where you could win not only NBA tickets and

merchandise, but you might win your very own Hang Time machine! The trivia question appears at the end of every game, which will really test your basketball mettle! Last of all, every question is multiple choice, so you don't have to worry about entering really tough answers!

TRIVIA CONTEST

WHAT NBA TEAM DID OTIS THORPE PLAY FOR DURING THE 1993-94 SEASON?
1-2
A) HOUSTON ROCKETS
B) PORTLAND TRAIL BLAZERS
C) DUNSTON CELTICS
D) NEW JERSEY NETS
CORRECT ANSWER: 2 POINTS

SAMURAI	GOOSE
TRIVIA PTS:	TRIVIA PTS:

All of the questions are multiple choice.

In order to enter the contest, you need to win 50 times!

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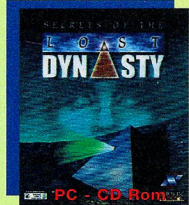
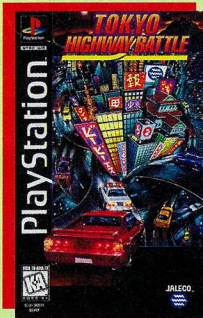
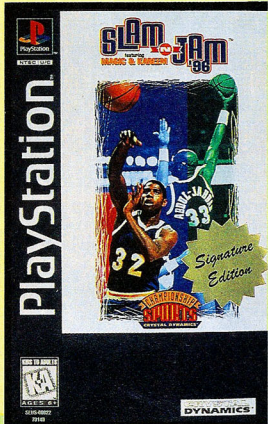
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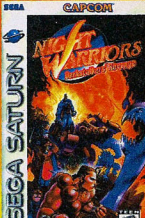
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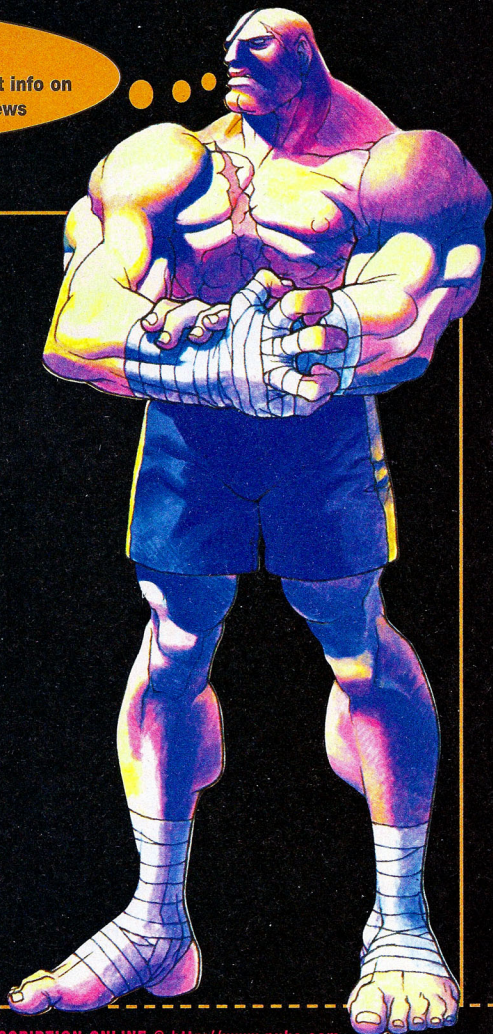
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